

NYMPH BLOODLINE

A SORCEROUS ORIGIN

BY CHRISTOPHER M. CEVASCO



Draw mythic power from a link to one of Theros's five nymph heritages in this sorcerer subclass playable in any campaign setting

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FOREWORD

The *Player's Handbook*, *Xanathar's Guide to Everything*, and the *Sword Coast Adventurer's Guide* offer several distinct subclass options for sorcerers—mystic origins that transform an individual so as to unlock arcane methods of accessing the magical Weave and allow for sorcerous spellcasting.

This supplement offers a new sorcerous origin with strong ties to the world presented in *Mythic Odysseys of Theros*. Nymph Bloodline sorcerers have been transformed by a nymph heritage that's been mingled with their own or with that of an ancestor. Such sorcerers gain mythic powers from this link—powers that are distinctive based on the particular type of nymph (dryad, naiad, etc.) to which they bear a blood connection. The features presented below are highly modular so as to accommodate for these variant types, resulting in a uniquely versatile subclass.

Although inspired by Theros, suggestions are provided herein for easily adapting the Nymph Bloodline subclass to the Forgotten Realms, Eberron, Ravnica, or other campaign settings that may or may not include the full range of Theran nymphs.



Origin, your DM might wish to let you consider the following new origin—Nymph Bloodline—among those options offered in the *Player's Handbook*, in *Xanathar's Guide to Everything*, and in the *Sword Coast Adventurer's Guide*.

SORCERER

WHEN THE RAW, SORCEROUS POWER OF THE howling gale overtakes me, I feel something of what it must have been like for my grandmother's grandmother, wreathed in lightning, to drive the krakens from our ancestral home with the power of Keranos's divine blessing filling her.

— Galaukus, triton storm sorcerer

Unlike other mages who must learn and pursue their arcane skills, a sorcerer's magic is innate. For some it is a wild, uncontrolled magic erupting from chaos; for others it arises from a draconic bloodline, from connection to a divine source, from the elemental power of storms, or from some touch of the Shadowfell.

All sorcerers must learn to control their magic, which overflows from their being and requires release. Although rare in general, sorcerers are often found among adventurers, as such a life provides numerous such outlets.

SORCEROUS ORIGIN

At 1st level, a sorcerer gains the Sorcerous Origin feature. When choosing a Sorcerous

NYPH BLOODLINE

Dryads and other varieties of nymphs are reclusive, fey guardians of nature tied to places of natural power, sometimes in the service of deities. As immortal beings, they are largely uninterested in the affairs of mortals unless those affairs threaten the natural world, but some nymphs are more benevolent and offer aid, while others can be unpredictably dangerous or even violent. On the world of Theros, they infuse those places in which they dwell with the magic of the starry plane of Nyx.

Your innate powers come from the magic of nymph blood that was mingled with your own or with that of one of your ancestors. Although most types of nymphs are described in *Mythic Odysseys of Theros* as native to that world, a Nymph Bloodline sorcerer might appear on any world on which nymphs are present. Most often, sorcerers with this origin trace their descent back to an ancestor with a nymph parent, but other means of introducing the strain are possible. An ancestor might have entered into a bargain with a powerful nymph or a nature deity. Alternately, a nymph ancestor might have been transformed into a mortal by some curse, a god's capricious or otherwise inscrutable purpose, or some other metamorphic magic. Any given sorcerer could even be the very first of an entirely new bloodline owing to an arcane pact, to having been born in a location imbued with strong nature-magic, or through some other unusual circumstance.

Your ties to nymph-kind not only grant you distinctive sylvan powers, however, but the mingling of your mortal blood with that of nymphs permits you sorcerous access to magic's weave, making you greater than the sum of your parts. Most such sorcerers also typically undergo some physiological transformation. Both your inner powers and their outward manifestations reflect a specific type of nymph—**alseid**, **dryad**, **lampad**, **naiad**, or **oread**—as well as certain serendipitous fey traits, such that it is exceedingly rare for any two Nymph Bloodline sorcerers to be exactly the same.

NYPH BLOODLINE FEATURES

Sorcerer

Level	Feature
1st	Nymph Embodiment, Nature Magic
6th	Sylvan Resistance
14th	Nymph Inheritance
18th	Timeless Being

NYPH EMBODIMENT

At 1st level, you choose the type of nymph whose heritage you manifest and which is used by features you gain as you advance in levels. Choose one type from among the following:

Alseid. Sun-touched nymphs of meadows, plains, and cultivated fields, often aiding farmers by warding flocks and enriching crops.

Dryad. Reclusive but dangerously charming nymphs soul-bound to a particular tree, often working with unicorns, satyrs, and other sylvan creatures to ward natural woodlands.

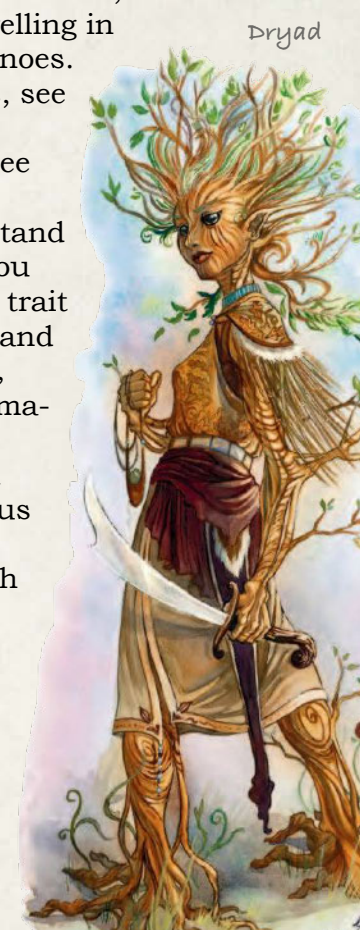
Lampad. Rarely seen nymph guardians of paths traveled by souls en route to the afterlife, typically dwelling in graveyards or crypts, or (on Theros) in tunnels leading to the Underworld.

Naiad. Nymphs of water that often become bound through their own fixation as guardians of a particular river, lake, shoreline, reef, or deep-sea trench, effectively manifesting as the spot's personality.

Oread. Among the most aggressive nymphs, oreads embody the world's volcanism, seismic activity, and fire, typically dwelling in mountain crags or near volcanoes.

For more details on dryads, see the *Monster Manual*, and for details of all other varieties, see *Mythic Odysseys of Theros*.

You can speak and understand the Sylvan language, and if you know Elvish from some other trait or feature, you can also read and write Sylvan script. Moreover, whenever you make a Charisma-based skill check when interacting with nymphs, you can add your proficiency bonus to the check even if you don't normally have proficiency with that skill; if you do already have such proficiency, then your proficiency bonus is doubled for that check.



SUPERNATURAL MARKS

Many sorcerers of a Nymph Bloodline manifest subtle but telling physical traits that set them apart from other folk. These marks typically reflect the sorcerer's particular nymph heritage as follows:

Alseid. Your eyes sometimes seem luminous, and non-sentient plants tend to lean toward you.

Dryad. Up to three stray leaves of a particular type of tree (your choice) regularly grow from your scalp.

Lampad. Your skin always feels cold to the touch.

Naiad. Your pores expel freshwater or seawater (your choice) when you become agitated, as if you were sweating.

Oread. Your skin always feels hot to the touch; you sometimes emit an odor of smoke or brimstone.

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NATURE MAGIC

Also beginning at 1st level, your link to nature allows you to learn spells from the druid class. When your Spellcasting feature lets you learn or replace a sorcerer cantrip or sorcerer spell of 1st level or higher, you can choose the new spell from the druid spell list or the sorcerer spell list. You must otherwise obey all restrictions for selecting the spell, and it becomes a sorcerer spell for you.

In addition, you learn a signature spell based on the particular nymph heritage you've chosen. Even if this spell is not otherwise on the sorcerer spell list, it counts as a sorcerer spell for you, but in either case it doesn't count against your number of sorcerer spells known. Unlike with other spells you know, however, this spell cannot ever be replaced by another spell when you gain levels. As shown below, depending on your nymph heritage, your ability to cast this spell manifests at different sorcerer levels.

NYPH HERITAGE SPELLS

Heritage	Spell	Sorcerer Level at which spell is learned
Alseid	<i>plant growth</i>	5th
Dryad	<i>barkskin</i>	3rd
Lampad	<i>gentle repose</i>	3rd
Naiad	<i>phantasmal force</i>	3rd
Oread	<i>hellish rebuke</i>	1st

SYLVAN RESISTANCE

Beginning at 6th level, your nymph heritage renders you unusually resistant to certain forms of magic. First, choose *one* of the following conditions, to which you gain immunity: charmed, frightened, or poisoned. This choice is permanent.

Additionally, if you fail a saving throw against a spell or other magical effect, you can expend 1 sorcery point to add a +1 bonus to the roll. If that allows you to succeed, then you do so. If not, then the DM informs you of the additional bonus amount you would need in order to succeed. If you possess an equivalent number of unexpended sorcery points and wish to expend them, you may do so and thus succeed on the save. Whether you choose to do so or not, you do not regain the initial expended sorcery point.



NYPH BLOODLINES ON OTHER WORLDS

Although strongly associated with the world of Theros, nymphs—and thus sorcerers of a Nymph Bloodline—may be present on any world. At your DM's discretion, it might be that only certain types of nymphs exist in your campaign setting. If, for example, lampads are not found in your setting, then that choice of ancestry may not be available to you at 1st level. You might even be limited to a single choice if, for example, dryads exist in your campaign world but none of the other varieties introduced in *Mythic Odysseys of Theros* are found there.

NYPH INHERITANCE

At 14th level, your bloodline manifests more profoundly in the form of *one* of the following five features that is linked to the heritage you chose at 1st level.

NYPH INHERITANCE

Heritage	Inheritance Feature
Alseid	You gain resistance to radiant damage, and once per turn, when you hit with a melee weapon attack or unarmed strike, you deal an additional 1d10 radiant damage.
Dryad	You can speak to either beasts or plants (your permanent choice) as if you shared a common language. Also, you can use 10 feet of your movement on a turn to step magically into a living tree within 5 feet of you and emerge from a second one within 60 feet of the first, appearing in an unoccupied space within 5 feet of the second; both trees must be Large or bigger, and you can do this a number of times equal to your Charisma modifier, regaining expended uses upon finishing a Long Rest.
Lampad	You gain resistance to necrotic damage, and once per turn, when you hit with a melee weapon attack or unarmed strike, you deal an additional 1d10 necrotic damage.

(continued)

NYMPH INHERITANCE (CONTINUED)

Ancestry Inheritance Feature

Naiad	You gain a swimming speed equal to your walking speed, you can breathe in both air and water, and you have advantage on Dexterity (Stealth) checks made underwater.
Oread	You gain resistance to fire damage, and once per turn, when you hit with a melee weapon attack or unarmed strike, you deal an additional 1d10 fire damage.

TIMELESS BEING

Beginning at 18th level, the immortal nature of your Nymph Bloodline has profoundly altered you. You no longer require food, drink, or sleep (although you continue to derive the normal benefits from rests). You also no longer manifest any signs of aging and cannot be aged magically (although you can still die of old age).

Moreover, you may choose one additional condition to which you gain immunity from among the following: charmed, frightened, or poisoned.

NYMPH BLOODLINE SORCERERS AND DEVOTION

On Theros, sorcerers who devote themselves as champions to a particular deity generally tend to gravitate toward Iroas, Keranos, or Purphoros, but many Nymph Bloodline sorcerers also devote themselves to Nylea, who claims dominion over nature. Those of a particular nymph heritage might also gain blessings from devotion to these other gods:

Alseid. You're most likely a devotee of the harvest god Karametra or the sun god Heliad, but you might also serve Ephara, god of the polis.

Dryad. You're most likely devoted to Nylea.

Lampad. Most serve Athreos, god of passage, but many instead devote themselves to the death god Erebos or even to Kruphix, Mogis, or Pharika.

Naiad. Many serve the sea god Thassa, but some find affinity with Kruphix through the god's connection to river banks and shorelines or even with Athreos, the River Guide.

Oread. You're likely to serve Purphoros.

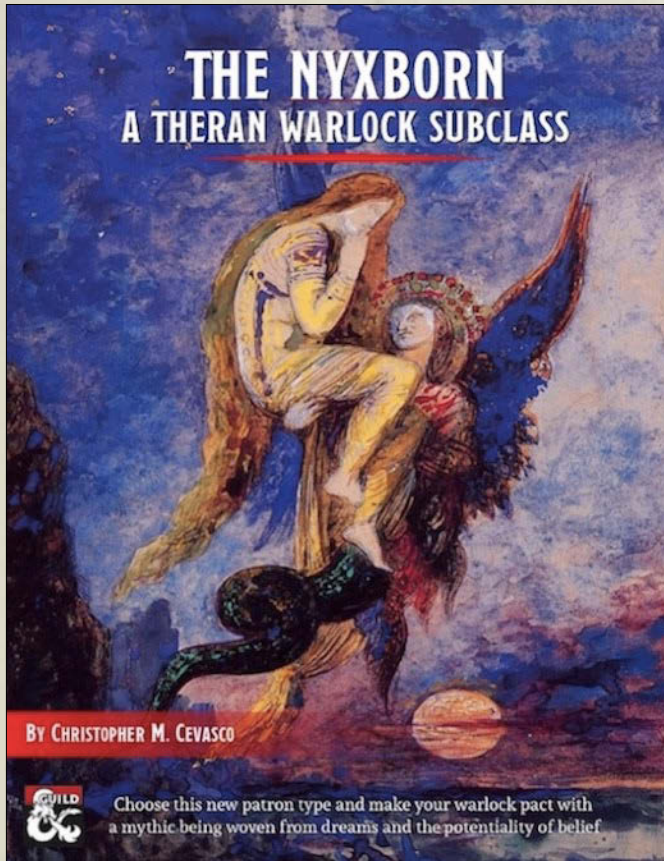
For more on champions, devotion, and the benefits derived from piety, see Chapter 2 of *Mythic Odysseys of Theros*.



A field made bountiful by an alseid nymph's unseen presence

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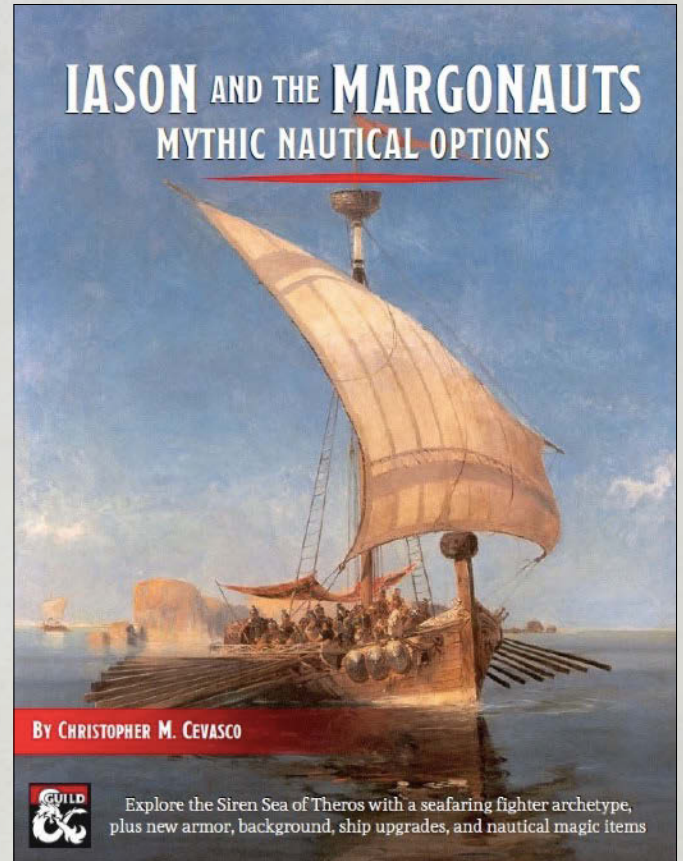
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