

Echos of the Spellplague

Sorcerous Origin

At 1st level, a sorcerer gains the Sorcerous Origin feature. Here is a special homebrew option for that feature: Plagueblessed.

Plagueblessed

You were born of two that bare the mark of the Spellplague, the Spellplague is part of your blood. You were trained from birth under the watchful eye of the High Council to be their enforcer.

Plague Spells

1st-level Plagueblessed feature

You learn additional spells when you reach certain levels in this class, as shown on the Plague Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

Plague Spells Table

Spell Level	Spells
1st	<i>Hellish Rebuke, Spellscar Blade</i>
2nd	<i>Flaming Sphere, Detect Thoughts</i>
3rd	<i>Fireball, Gaseous Form</i>
4th	<i>Confusion, Polymorph</i>
5th	<i>Flame Strike, Modify Memory</i>

Wreathed in Flames

1st-level Spellplague feature

You can invoke the essence of the Spellplague in your blood wreathing your body in the blue flames of the Spellplague, provided you are wearing no armor and not wielding a shield.

You can use a bonus action to activate this feature, which lasts for 1 minute. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses of it when you finish a long rest.

Your walking speed increases by 10 feet.

You gain a bonus to any Constitution saving throw you make to maintain your concentration on a spell. The bonus equals your Charisma modifier.

Unarmored Defense

1st-level Spellplague feature

While you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Charisma modifier.

Extra Proficiencies

1st-level Plagueblessed feature

You gain proficiency with one melee weapon of your choice, that lacks the Two-Handed and Heavy properties.

Arms of Fire

6th-level Plagueblessed feature

When you use the Attack action with a weapon you are proficient with on your turn or cast a cantrip, while Wreathed in Flame is active, you can make one unarmed strike as a bonus action.

- You can use Charisma instead of Strength for the attack rolls.
- This unarmed strike does 1d4 + your Charisma modifier fire damage.

Extra Attack

6th-level Plagueblessed feature

You can attack twice, instead of once, whenever you take the Attack action on your turn.

Extended Flames

14th-level Plagueblessed feature

You can add your Charisma modifier to the damage of your melee weapon attacks while Wreathed in Flames is active. Additionally, your unarmed strike now does 1d8 + your Charisma modifier fire damage while Wreathed in Flames is active.

Wrath of the Spellplague

18th-level Plagueblessed feature

As an action, you launch the power of the Spellplague within you at a creature within 5 feet of you, and you expend 1 - 6 Sorcery Points. The target must make a Dexterity saving throw, and it takes 2d6 fire damage per Sorcery point spent on a failed save, or half as much damage on a successful one.