

Galginax's Scroll of Sorcery

Version 1.0

Variant Rules

Expanded Sorcery

Prerequisite: Sorcerer 2

You regain all expended sorcery points on a long rest, as well as half of your spent sorcery points on a short rest. So if you were 10th level and spent 2 sorcery points, you'd have 8 remaining sorcery points, and if you finished a short rest you would gain 1 sorcery point since you only spent 2 sorcery points.

This optional feature is best in campaigns where long rests are hard to come by, or where long rests take longer than 8 hours of rest, otherwise it is recommended to not use this feature.

Wild Magic Spellcasting

Prerequisite: Spellcasting

Wild Magic is a known phenomena for mages throughout Faerun, though its only known and seen in a select few sorcerers and ever rarer in barbarians; there have been a few exceptional cases of other types of casters have been seen with wild magic. Clerics, Bards, and Even Artificers and Wizards can have Wild Magic Spellcasting. Some Wild Magic spellcasters view that the weave's at its best as an unpredictable raw energy, some feel as if its an unwanted intrusion in what should be a consistent in their system of magic and thus is a problem to be fixed. Some see it as their patron or god forcefully working through them as a direct conduit of energy.

This is not a subclass but an Optional Feature; that replaces your Spellcasting Feature; only use with permission of your Dungeon Master; and work with them to establish perhaps how your character gained this unique style of spellcasting, does your character know (or think they know) why their spellcasting is so different? Or will their journey consist of them investigating their peculiar origins?

Your Spells known, Spellcasting Focuses, Prepared spells, and Ritual Spells (if any) stay the same; whenever level up and gain any additional spell slots, you gain one less than you normally would when you Level Up (minimum 1), you also start with 1 less cantrip than normal (minimum of 1)

You have a tenuous grip over the Wild Magic you use to fuel your spells. When Initiative is rolled or any other high stress situation activates your Wild Magic (determined by your Dungeon Master), roll a DC 6 flat check,

If you fail to beat DC 6, you must roll on the Wild Magic Spring table below.

If you meet or beat DC 6; you randomly gain a temporary spell slot of one of your top three levels.

If you meet or beat DC 16; you can choose which spell slot you wish to gain one temporary spell slot, this spell slot must be of a level you know.

These temporary spell slots last a number of minutes equal to your level, and you can use this Feature a number of times equal to your Proficiency Bonus, and regain all expended uses on a long rest. Wild Magic Spring uses your Spellsave DC for any saving throws not already listed. You have no control over Wild Magic Springs and therefore cannot use effects like Metamagic or Psy Points to alter them.

Wild Magic Spring Table

d20	Effect
1	Energy Unleashed. All Creatures within 10 feet take damage equal to 2 times the level of the caster. (Damage type is determined by Dungeon Master)
2	Shield of Zeraxos. All Creatures within 20 feet of the caster gain temporary hitpoints equal to the level of the caster.
3	Gravity Siphon. All Creatures and objects within 45 feet of the caster lose almost all of their weight and mass. All Creatures and Objects in range gain the benefits of the Levitate Spell except without concentration and it lasts for 3 rounds of combat (18 seconds).
4	Nemesis. A random creature (determined by your Dungeon Master, with a CR no higher than the level of the caster) connected to your magic (or inimical to it) in some way spawns in a random unoccupied space within 15 feet of the caster; this creature is hostile to the caster and any allies they have but will specifically target the caster if possible, after a minute the creature disappears. A Banishment Spell will send this creature back to the Ethereal Plane where it will remain there indefinitely.
5	Monstrous Transformation. The body of the Caster turns into the exaggerated imitation of one creature of the Dungeon Master's choosing; depending on the Creature; the Caster gains one Shifting Trait . (Beasthide, Longtooth, Swift Stride, Wildhunt) for one minute.
6	Sudden Gale. The Gust of Wind Spell is cast pointing in a random direction from the caster without requiring concentration, lasting 3 rounds (18 seconds).
7	Tremor. The Earth Tremor Spell is cast centered on the caster at highest possible level.
8	Oppressive Voice. The Caster hears the voice of their chosen Ancestor, Deity, Muse, or other appropriate entity, suddenly overwhelms the caster's mind, the caster must make a DC 12 Charisma Save or take Psychic damage equal to their level. At higher levels the DM can opt to also stun the caster if they fail the save. (though stunning for more than one round can be way too punishing so use this sparingly)
9	Trinket Squall. Illusory trinkets or similar illusions rain around the caster giving all creatures in a 40 foot radius centered on the caster half cover. Creatures can make an Investigation check against the caster's Spell Save DC to see through this illusion
10	Antimagic Eruption. All Magic and Magical Effects within a 15 foot radius of the caster end. If the Caster attempts to cast magic they must first make a DC Equals your total level. You make the check using your Spellcasting Modifier. Any Creatures which rely on magic to live (or unlive) must make a Constitution saving throw equal to the Caster's Spellsave DC, if they fail; they become incapacitated and must start making death saves; they still retain all hitpoints this way however.

d20	Effect
11	Mental Broadcast. For 1 minute, the caster has the Detect Thoughts Spell cast on themselves, it does not require concentration.
12	Verdant Clutch. Plants and Vines sprout from the ground around the caster. The Entangle Spell is cast centered on the caster and does not require concentration.
13	Tinge of Terror. The Fear Spell is cast in a 30 foot radius centered on the caster and does not require concentration, at lower levels; the DM can also force the Caster to make the same wisdom save to avoid fear against their own Spellsave DC, this effect lasts a total of 3 rounds in combat (18 seconds).
14	Strike up the Band For the next minute, you are followed by orchestral (or concert) theme music tied to the emotional content of the actions you're performing. This grants you advantage on the following skills for the duration; Deception, Intimidation, Performance, and Persuasion, as well as any ability checks in which you play an instrument. Though this makes you automatically fail Dexterity (Stealth) checks against creatures which can hear.
15	Life Sap. The surge drains your life force and strength. You gain 1 level of exhaustion. At higher levels, the DM may increase this to two levels of exhaustion (or if you are playing with One D&D Exhaustion rules.)
16	Abdurative Barrier For the next Round of Combat (6 seconds) all creatures within 10 feet of the caster gain resistance to all damage except Psychic.
17	Luminous Pests. Numerous tiny flying creatures formed of bright colorful light; such as bats, humming birds, wisps, faeries, or ghosts emerge from you. In a 30 foot cone facing the direction the caster is, all creatures must succeed a Dexterity (or Wisdom) save against your Spellsave DC or be Blinded for 1 round.
18	Emotional Turmoil Conflicting emotions surge through you as magic courses through your spells. For 1 minute, attempt a DC 11 flat check at the beginning of each of your turns; on a failure gain a -1 to all attack rolls, and to your Spellsave DC. On a success gain a +1 to all attack rolls and to your Spellsave DC.
19	Sudden Downpour. Water cascades from above in a 60 foot radius around the caster for the next minute, putting out non magical fires.
20	Spell Surge. You immediately cast any spell that you know or have prepared at any spell level which you can already cast, casting a spell this way takes no material components and does not expend a spell slot, you do not lose your action, bonus action or reaction if initiative has been rolled; the spell cannot take longer than an action to cast.

Wild Pact Magic (Optional Feature)

Prerequisite: Pact Magic

Wild Magic manifests differently in your pact. Perhaps your patron is directly taking control of you to achieve their own agenda, maybe in the fine print of the deal you made with that devil it claimed that the magic given to you need not be *reliable* magic, perhaps your patron just wants to mess with you.

Instead of losing a spell slot, Warlocks begin with less spells known. Warlocks from first level (assuming they replace Pact Magic with this feature) know 1 less spell and 1 less cantrip than normal warlocks do and roll on the Wild Magic Spring table as normal, when you gain a temporary spell slot it is of the highest possible level you know, instead of a random spell slot in the top three levels you know.



Sorcerer Bloodline(s)

Vampiric Bloodline

Your ancestor was gifted power by, or perhaps even was a true vampire; an undead monster of the night stalking city streets, and drinking the blood of any unlucky soul that happens to cross their path.

Eyes of the Night

You gain Darkvision out to 60 feet. If you already have Darkvision, it extends by another 30 feet.

Undead Constitution

At the start of every one of your turns, you gain Temporary Hitpoints Equal to your Sorcerer Level. If you are in direct sunlight or in running water, you gain half as many Temporary Hitpoints, these Temporary Hit Points last until the start of your next turn. Additionally; you grow a pair of fangs which allow you to bite into enemies; these fangs count as simple weapons with which your proficient; and they use your charisma modifier to attack. Your fangs deal 1d4 + your Charisma Modifier piercing damage. You may substitute eating and drinking with the blood of any creature which isn't an Undead or Construct, though the flavor of blood varies between creatures.

Night Form

Starting at 6th level, you learn to rouse the blood for supernatural resilience. As a bonus action, you may choose to enter Night Form for 1 minute. When you are in Night Form, you gain resistance to Non-silvered and Nonmagical Bludgeoning, Piercing, and Slashing Damage, though because you are not a true undead you gain vulnerability to Radiant and Necrotic Damage. While in Night Form you also gain proficiency in the Dexterity(Stealth) skill, and can double this proficiency if you are making a Dexterity(Stealth) skill check whilst relying on the dark. When you make an attack with your fangs whilst in Night Form you heal a number of hitpoints equal to the damage dealt.

You may use this feature a number of times equal to half your proficiency bonus (rounded up) and regain all expended uses on a long rest.

Bat Form

Beginning at 14th level, you may cast the [Polymorph](#) Spell without material components, when you do this you ; while you are in Bat form, you have a number of hitpoints equal to your Sorcerer level. You may use this feature once, and can use it again after a long rest.

Ruler of the Night

Starting at 18th level; when you enter Night Form you are no longer vulnerable to Radiant damage and gain resistance to Necrotic Damage, you also change your creature type to Undead when in Night Form. Additionally, when you are out of uses of Night Form and initiative is rolled; you regain one use of Night Form.



Runic Bloodline

The magic of the giants is an ancient one, older than Wizardry, older than Druidry and the worship of the gods. Runic Sorcerers are seldom known of in the current day; only known by some Archdruids, Village Elders, and of course: Giants, though their power is undeniable.

Primal Sorcery

Starting at 1st level your spellcasting is altered by the ancient magic flowing through your blood. When you learn Cantrips, you can choose cantrips from the Druid spell list. Additionally you learn the following spells when you unlock the respective spell slot level.

Spell Slot Level	Spell
1st	Speak with Animals , Earth Tremor
2nd	Augury , Darkvision
3rd	Revivify , Sleet Storm
4th	Elemental Bane , Polymorph
5th	Commune with Nature , Geas

Rune Sculpting

At 1st level; Runes appear across your body and travel up and down your skin. Perhaps you tattoo your Runes onto your body, perhaps your runes appear as glowing marks on your skin when you cast your spells. Regardless, these runes on your body function as a spellcasting focus for you; though in order to use it as a spellcasting focus you still require at least 1 free hand.

You can only switch Runes when you reach a new level.

At each level on the table below you learn new Runes which can give you various boons.

Sorcerer Level	Number of Runes known
1st	2
6th	3
14th	4
18th	5

Cloud Rune. This rune emulates the deceptive magic used by Cloud Giants. You gain proficiency in the Dexterity (Sleight of Hand) and Charisma (Deception) skills. Additionally as a reaction when you are targeted by a spell or other similar effect that forces a saving throw, you can force another creature within 30 feet of you to make that saving throw instead. You can use this ability once per long rest or spend 3 Sorcery Points to use it.

Fire Rune. This rune's magic channels the masterful craftsmanship of great smiths. While you have this rune inscribed on your body; you gain proficiency with all [Artisans Tools](#). In addition; when you deal fire or bludgeoning damage to a creature which has resistance to either damage type; you can force it to have vulnerability for the attacking damage type for a number of turns equal to half your proficiency bonus (rounded down), this only works on creatures which have resistance and cannot be done against creatures which aren't resistant or are immune to fire or bludgeoning damage. When you use this rune this way you cannot use it again until you finish a long rest or spend 3 Sorcery Points.

Frost Rune. This rune's magic evokes the might of those who survive in the freezing tundra, such as frost giants. While this rune is inscribed on your body, you gain proficiency in the Wisdom (Animal Handling) and Charisma (Intimidation) Skills. Additionally, As a bonus action you can invoke the rune to better your resilience. For the next 8 hours your base AC is 13, And for a number of rounds equal to your proficiency bonus you gain a +3 to all saving throws. When you use this rune this way you cannot use it again until you finish a long rest or spend 3 Sorcery Points.

Hill Rune (6th level and higher). This rune bestows the resilience often seen in hill giants. While this rune is inscribed on your body, you have advantage on saving throws against being [poisoned](#) and resistance against poison damage. In addition, you can invoke the rune as a bonus action, gaining resistance to bludgeoning, piercing, and slashing damage for 1 minute. Once you invoke this rune, you can't do so again until you finish a long rest.

Stone Rune. This rune's magic channels the judiciousness associated with stone giants. While this rune is inscribed on your body, you gain proficiency in the Wisdom (Insight) skill. You also gain Darkvision out to 60 feet, which can see through magical darkness. As a reaction to making a wisdom saving throw, you can instill yourself with the wisdom of the Stone Giants and force a reroll, you must take the new roll. you may do this a number of times equal to your proficiency bonus and regain all expended used when you finish a long rest. You may also use the rune this way by spending 2 Sorcery Points.

Storm Rune (6th Level or Higher). Using this rune, you can glimpse the future like a storm giant seer. While this rune is inscribed on your body, you gain proficiency in Intelligence (Arcana) and can no longer be [surprised](#) as long as you aren't [incapacitated](#). Additionally, you can invoke the rune as a bonus action to enter a prophetic state for 1 minute or until you're [incapacitated](#). Until the state ends, when you or another creature you can see within 60 feet of you makes an attack roll, a saving throw, or an ability check, you can use your reaction to cause the roll to have advantage or disadvantage. Once you invoke this rune, you can't do so again until you finish a long rest.

Elemental Redirection

Starting at 6th level, you learn to redirect elements back to your enemies. As a reaction to taking Fire, Cold, Acid, Lightning, or Thunder damage you can reduce the damage by a number equal to double your sorcerer level (minimum 0). When you use this reaction for the next minute the first time you deal damage with a spell or cantrip you deal extra damage equal to the damage reduced. The damage type is the same that triggered the reaction. Once you use this feature, you must wait until you finish a short or long rest to use it again.

Additional Rune Known

You learn an additional Rune.

Runic Adaptability

Starting at 14th level, you learn to adapt with the winds of change. You may replace one of your known runes with a rune you don't know at the end of a long rest.

Additional Rune Known

You learn an additional Rune.

One with Gaia

Beginning at 18th level, your mastery over this ancient mode of magic allows you to enter synchronicity with the natural world. As a bonus action you can enter Elemental Form, for the next minute the Runes on your body glow with a brilliant light, you gain resistance to Bludgeoning, Piercing, and Slashing damage and you may use your Elemental Redirection Feature a number of times equal to your proficiency bonus while in this form, when you leave this form it does not expend your usage of elemental redirection. Additionally you have advantage on any saving throw which would otherwise make you fall prone while you are in Elemental Form. When you use this feature, you may only do so again after you finish a long rest.

Sources and Inspirations

Pathfinder 2nd Edition; Secrets of Magic pages 245-250

Dungeons and Dragons 5th Edition; Tasha's Cauldron of Everything page 44