

Archive of Forgotten Lore:

Sorcerer

This is Supplemental Material

Sorcerous Origins

At 1st level, a sorcerer gains the Sorcerous Origin feature. This is an option written by Odvaskar for that feature: Verdant Soul.

Verdant Soul

Your innate magic comes from a well string of flourishing nature magic. Most often, sorcerers with this origin have a soul blessed by a god of nature or an Archfey. Verdant souls have a close affinity to all things that grow and can use their magic to encourage growth and rejuvenation. Many of them are mistaken for dryads or treants. The most powerful of their kind can balance the elements and manipulate them to devastating results.

Nature Spells

1st-level Verdant Soul feature

You learn additional spells when you reach certain levels in this class, as shown on the Nature 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.

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another of the same level. The new spell must be a spell from the [druid spell list](#). Additionally, you can cast druid spells as a rituals if that spell has the ritual tag.

Nature Spells

Spell Level	Spells
1st	<i>Goodberry, Entangle, Thorn whip</i>
2nd	<i>Pass without Trace, Spike Growth</i>
3rd	<i>Aura of Vitality, Plant Growth</i>
4th	<i>Blight, Conjure Minor Elementals</i>
5th	<i>Awaken, Commune with Nature</i>

Verdant Embodiment

1st-level Verdant Soul feature

Nature magic flows through every ounce of your body, your skin has a rough, bark-like appearance and many of your physical traits are replaced with plants. Your AC can't be less than 16, regardless of what kind of armor you are wearing.

In addition, you can speak, read, and write druidic and your choice between Primordial or Sylvan.

Flourishing Flora

6th-level Verdant Soul feature

Starting at 6th level, your body beings to absorb an abundance of nature essences. Your body becomes far more plant-like allowing you to become undistinguishable from a tree, as long as you remain motionless.

Additionally, your nature magic allows your healing spells to be more potent. Whenever you cast a spell that restores hit points you can spend 2 sorcery points to add your proficiency bonus to the amount of points restored.

Vessel of Nature

14th-level Verdant Soul feature

At 14th level, you can restore your spent nature magic by communing with the environment around you. During a short rest, you choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your sorcerer level (rounded down), and none of the slots can be 6th level or higher. Once you use this feature must finish a long rest before you can use it again.

Elemental Equilibrium

18th-level Verdant Soul feature

Beginning at 18th level, you can perfectly balance the four elements of nature – air, earth, fire, and water. Through this balance you have incredible control over these elements. When you cast a spell that deals cold, fire, lightning, or thunder damage you can spend 4 sorcery points to deal maximum damage instead of rolling.