

Player's Guide to Saltmarsh

Sorcerous Origins

Scion

"The Suel Imperium recognized sorcery as a fortuitous mutation, while the Baklunish Empire saw it as the rare seed of a potential spiritual flowering. Both cultures appreciated this gift of sorcery as a commodity to be nurtured or manipulated if need be. Upon the backs of the demiurges who eventually arose from this power, both empires climbed to unequalled heights."

Your innate magic comes from an ancient lineage born during an age of glory, such as the Suel Imperium or the Baklunish Empire. Your ancestors wielded spells that rivaled the gods and crafted artifacts that shook the pillars of heaven. Centuries after their fall a trace of their legendary power courses through your veins; will you follow your ancestors' footsteps, or use their legacy to forge a new path?

TABLE 33: SCION FEATURES

Sorcerer Level	Feature
1st	Ancient Magic, Fabled Lore
6th	Arcane Negation
14th	Arcane Communion
18th	Arcane Nexus

Ancient Magic: Your bloodline allows you to learn spells from the wizard class. When your Spellcasting feature lets you learn or replace a sorcerer cantrip or a sorcerer spell of 1st level or higher, you can choose the new spell from the wizard spell list or the sorcerer spell list. You must otherwise obey all the restrictions for selecting the spell, and it becomes a sorcerer spell for you.

In addition, you can cast any sorcerer spell you know as a ritual if that spell has the ritual tag.

Fabled Lore: You can speak, read, and write an ancient or dead language tied to your bloodline, such as Ancient Suloise or Ancient Baklunish. Alternatively, you may gain fluency in Draconic.

In addition, you gain proficiency in the Arcana skill. If you are already proficient in Arcana, you gain

expertise with that skill, which means your proficiency bonus is doubled for any ability check you make with it, unless it is already benefiting from a similar feature, such as Expertise.

Arcane Negation: In order to master the Art, you must learn how to defend against it. At 6th level, you gain the *counterspell* spell if you don't already know it, and it doesn't count against your number of sorcerer spells known. In addition, you can cast it by spending sorcery points (a minimum of 3) or by expending a spell slot. If you cast it with sorcery points, *counterspell's* effective spell level equals the number of sorcery points spent to cast it (up to your maximum spell level), and if it successfully counters a spell that targets only you that spell instead targets the caster; using the slot level, spell save DC, attack bonus, and spellcasting ability of the caster.

Arcane Communion: By 14th level, you have learned how to channel the magic of your mighty ancestors. You can cast any spell from the sorcerer or wizard spell lists by expending a spell slot of the spell's level or higher and spending sorcery points equal to the slot's level. You must otherwise obey all the restrictions for selecting the spell, and it counts as a sorcerer spell for you.

Once you use this feature, you can't use it again until you finish a long rest.

Arcane Nexus: By 18th level, magic begins to flow throughout your body, transforming you into a conduit of power. Whenever you finish a long rest, you can replace one spell you learned from your Spellcasting feature with another spell from the sorcerer or wizard spell lists. The new spell must be the same level as the spell you replace, and it counts as a sorcerer spell for you.

Alternatively, as part of a long rest, you can meditate with a willing arcane spellcaster who's class has a list of spells known (such as bard, sorcerer, or warlock), exchanging one of your sorcerer spells for one of the target's arcane spells of equal level. The target's spell becomes a sorcerer spell for you, and your spell becomes a spell of the target's class, for as long as those spells remain known. 🗝