

## SORCERER

As descendants of the dragonkin of Agraya and the Great Chromatics of The Summer Land, sorcerers are creatures born with innate magical powers. Anthroposcopic features such as yellow eyes, scales, and sharp features often betray the sorcerer's origins. As such, those who are without an innate ability to obscure such features are often viewed as outcasts, just as if they were half-dragons or dragonborn.

**Children of Tostrasz.** Of all the Chromatic breeds who mixed with humanoids, reds were by far most prolific. Tostrasz the Enormous alone was rumored to have over 100 half-humanoid progeny.

**The Drakeblood Colony.** Maer is a cliff-side, coastal colony found east of Vaskil on the other side of the Spine. There, the drakebloods live free from persecution of the Pressonians who remember all too well the War of the Burning Plains.

### DRAKEBLOODS IN OMERIA

Humanoids who possess draconic blood come in three variants. The actual children of dragons and humanoids are **half-dragons**. Second generation drakebloods are **dragonborn**. And third-generation drakebloods are humanoids who have a proclivity to sorcery (for example, a **human with the draconic bloodline sorcerous origin**). Although, it's rare for fourth-generation drakebloods to possess sorcerous power, it's not impossible. Beyond fourth-generation, the draconic blood runs too thin to grant magical abilities.

## SORCERER

Medium humanoid (any), any alignment

**Armor Class** 15 (natural armor)  
**Hit Points** 75 (10d8 + 30)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	10 (+0)	12 (+1)	18 (+4)

**Saving Throws** Con +5, Cha +7  
**Skills** Deception +7, Intimidation +7  
**Senses** passive Perception 11  
**Languages** Draconic plus any two languages  
**Challenge** 5 (1,800 XP)

**Draconic Bloodline.** The sorcerer's draconic bloodline increases its maximum hit points by 10 (included in its hit points). In addition, whenever the sorcerer makes a Charisma check when interacting with dragons, its proficiency bonus is doubled.

**Elemental Affinity.** When the sorcerer casts a spell that deals fire damage, it can add its Charisma modifier to one damage roll of that spell. At the same time, it can spend 1 sorcery point to gain resistance to that damage type for 1 hour.

**Spellcasting.** The sorcerer is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It knows the following sorcerer spells:

Cantrips (at will): *firebolt, light, mage hand, message, minor illusion, prestidigitation*  
1st level (4 slots): *burning hands, magic missile, shield*  
2nd level (3 slots): *darkness, invisibility, scorching ray*  
3rd level (3 slots): *counterspell, fireball*  
4th level (3 slots): *dimension door, wall of fire*  
5th level (2 slots): *cone of cold*

**Metamagic.** The sorcerer has 10 sorcery points. It regains all its spent sorcery points when it finishes a long rest. It can spend its sorcery points on the following options:

**Careful Spell.** When the sorcerer casts a spell that forces other creatures to make a saving throw, the sorcerer can spend 1 sorcery point and choose up to three creatures. A chosen creature automatically succeeds on its saving throw against the spell.

**Empowered Spell.** When the sorcerer rolls damage for a spell, it can spend 1 sorcery point to reroll a number of the damage dice up to its Charisma modifier (minimum of one). It must use the new rolls.

The sorcerer can use Empowered Spell even if it has already used a different Metamagic option during the casting of the spell.

**Quicken Spell.** When the sorcerer casts a spell that has a casting time of 1 action, the sorcerer can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

### Actions

**Dagger.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.