



ALTERNATE SORCERER



HOMEBREW

Become the Font of Arcane Power You Were Meant to Be

THE SORCERER

The pale half-elf muttered an incantation under his breath, and his shadow came alive, taking the form of a massive wolf. The shadow beast pounced on the foolish bandit that had dared attack him, and pinned him to the ground. The pallid sorcerer spoke another incantation, and orbs of pulsing arcane acid formed in his hands. The bandit let out a piercing cry, filled with regret, as he struggled in vain to break free from the sorcerer's living shadow. The scream would be his last, as a wave of magically conjured acid dissolved his flesh and bones to ooze.

As the grass and trees smoldered from the great dragon's fiery blast, the smoke cleared to reveal a young human man. His clothes had been scorched away to reveal patches of golden scales across his body. His eyes flashed bright with a glint of gold and white jets of flame burst forth from his fingertips. The wyrm reeled from the unexpected impact, and as it fell from the sky, the scaled beast wondered how this pathetic mortal had come to wield power that rivaled that of a true dragon.

The young halfling girl ducked into an alleyway and tucked the stolen loaf of bread under her cloak. The market she had just come from had broken out into chaos. She had attempted a simple enchantment, just enough to convince a baker to give her a loaf for free, but her magic had other plans. As she whispered her spell, a crack like a bolt of lightning could be heard throughout the market, and instantly all the produce in the market square had spoiled. As she ducked into a nearby alley, she cursed the wild power that caused her to be abandoned by her family.

All three of the characters above are sorcerers; living and breathing fonts of arcane power. Unlike other mages, they are one with their magic, and they can shape it to great affect.

MAGIC MADE MANIFEST

Whether born with a spark of innate arcane potential within them, or gifted their sorcerous ability by a powerful entity, sorcerers at their core are walking incarnations of magical potential. Sorcerers are a rare occurrence amongst mortals, and their innate power often leads to them being the center of attention. However, this power does have its downsides, and when not used, it finds ways to spill out into the world.

Often, the magic within a sorcerer is what motivates them to adventure. Some are seeking out others who also wield these powers, and others look to master their innate ability.

INNATE ARCANE POWER

Magic is an integral part of the life of any sorcerer, suffusing their body, mind, and soul. For some, this power is inherited from a bloodline that carries the magic of a powerful being. Others manifest their power randomly, having it burst forth in unexpected ways. The appearance of power is unpredictable, some bloodlines producing a sorcerer once a generation, and in others, each descendant has sorcerous potential.

Whatever their origins, sorcerers have no use for the spellbooks of wizards or the patronage of clerics or warlocks. They themselves are the source of their power, and they can harness their power to produce overwhelming feats of magic.



CREATING YOUR SORCERER

The most important question to consider when creating your sorcerer is the origin of your power. As a starting character, you'll choose a sorcerous origin from the options detailed in the class description, but the exact source of your power is up to you to decide. Is it a family curse, passed down to you from distant ancestors? Or did some extraordinary event leave you blessed with inherent magic but perhaps scarred as well?

MULTICLASSING AND THE SORCERER

If your group uses the rule on multiclassing in the *Player's Handbook*, here's what you need to know if you choose the sorcerer as one of your classes.

Ability Score Minimum. As a multiclass character, you must have at least a Charisma score of 13 to take a level in this sorcerer, or to take a level in another class if you are already a sorcerer.

Proficiencies Gained. If sorcerer is not your initial class, you gain no proficiencies of any kind when you take your first level as a sorcerer.

Spellcasting. If you have a feature from another class that allows you to learn and cast spells, you can use your Sorcery Points to cast the spells you gained through that feature, and you can use spell slots from that feature to cast your sorcerer spells.



THE SORCERER

Level	PB	Class Features	Cantrips Known	Spells Known	Sorcery Points	Spell Limit	Metamagics Known
1st	+2	Sorcerous Origin, Sorcery	4	2	4	1st	—
2nd	+2	Metamagic	4	3	6	1st	2
3rd	+2	Arcane Regeneration	4	4	14	2nd	2
4th	+2	Ability Score Improvement	5	5	17	2nd	2
5th	+3	—	5	6	27	3rd	3
6th	+3	Sorcerous Origin Feature	5	6	32	3rd	3
7th	+3	—	5	7	38	4th	3
8th	+3	Ability Score Improvement	5	7	44	4th	3
9th	+4	—	5	8	57	5th	4
10th	+4	Font of Magic	6	8	64	5th	4
11th	+4	Sorcerous Arcanum (6th level)	6	8	64	5th	4
12th	+4	Ability Score Improvement	6	9	66	5th	4
13th	+5	Sorcerous Arcanum (7th level)	6	9	66	5th	5
14th	+5	Sorcerous Origin Feature	6	9	68	5th	5
15th	+5	Sorcerous Arcanum (8th level)	6	10	68	5th	5
16th	+5	Ability Score Improvement	6	10	70	5th	5
17th	+6	Sorcerous Arcanum (9th level)	6	10	70	5th	6
18th	+6	Sorcerous Origin Feature	6	11	72	5th	6
19th	+6	Ability Score Improvement	6	11	72	5th	6
20th	+6	Metamagic Mastery	6	11	75	5th	6

CLASS FEATURES

HIT POINTS

Hit Dice: 1d6 per sorcerer level

Hit Points at 1st Level: 6 + your Constitution modifier.

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per sorcerer level after 1st

PROFICIENCIES

Armor: None

Weapons: Daggers, darts, light crossbows, slings, and quarterstaves.

Tools: None

Saving Throws: Constitution, Charisma

Skills: Choose two from Arcana, Deception, Insight, Intimidation, Persuasion, and Religion

EQUIPMENT

You start with the following equipment:

- (a) a light crossbow and 20 bolts or (b) a sling
- (a) a quarterstaff or (b) two daggers
- (a) a dungeoneer's pack or (b) an explorer's pack

QUICK BUILD

You can make a sorcerer quickly by using these suggestions. First, make Charisma your highest ability score followed by Constitution. Second, choose the hermit background. Third, choose the *firebolt*, *light*, *prestidigitation*, and *shocking grasp* cantrips, along with the spells *shield* and *magic missile*.

SORCEROUS ORIGIN

You are infused with an innate spark of arcane magic. At 1st level, choose one of the following Sorcerous Origins for your power: Emberheart, Stoneblood, Stormsoul, or Waveborn, each of which is detailed at the end of this class description.

Your Sorcerous Origin grants you features at 1st level, and again when you reach 6th, 14th, and 18th level in this class.

SORCERY

Also at 1st level, the spark of arcane magic within you allows you to spontaneously produce spells from within yourself. The sorcerer spell list is included at the end of this class.

CANTRIPS

At 1st level, you learn four cantrips of your choice from the sorcerer spell list. You learn an additional sorcerer cantrip of your choice when you reach 4th level and again at 10th level.

ADDITIONAL SORCEROUS ORIGINS

Alternate options for the official Sorcerous Origins from the *Player's Handbook*, *Xanathar's Guide to Everything*, and *Tasha's Cauldron of Everything* are included at the end of this class description.

Seven additional Sorcerous Origins, including Fey, Fiendish, Royal, Vampiric, and Martial options can be found in the [Alternate Sorcerer: Expanded](#).





SORCERY POINTS

The Sorcerer table shows how many Sorcery Points you have to the sorcerer spells you know 1st-level and higher. To cast a sorcerer spell, you must expend the amount of Sorcery Points indicated in the table below. You regain all of your expended Sorcery Points each time you finish a long rest.

For example, as a 3rd level sorcerer, you can cast the spell *burning hands* at 2nd-level by spending 3 Sorcery Points.

Spell Level	Point Cost	Spell Level	Point Cost
Cantrip	0	3rd	5
1st	2	4th	6
2nd	3	5th	7

SPELL LIMIT

Your sorcerer level limits the potency of spells that you can produce. This limit is reflected in the Spell Limit column of the Sorcerer Table. For example, as a 5th level sorcerer, you are limited to casting sorcerer spells of 3rd-level or lower.

SPELLS KNOWN OF 1ST-LEVEL AND HIGHER

At 1st level, you learn two 1st-level spells of your choice from the sorcerer spell list. Refer to the Spells Known column of the Sorcerer table to see when you learn additional sorcerer spells. Each spell you learn must be of a level equal to your Spell Limit or lower. For instance, when you reach 3rd level, you can learn one new sorcerer spell of 1st or 2nd-level.

Additionally, when you gain a level in this class, you can choose one of the sorcerer spells you know and replace it with another spell from the sorcerer spell list, which also must be of a level equal to your Spell Limit or lower.

ORIGIN SPELLS

Each Sorcerous Origin has a list of Origin Spells that you learn at the sorcerer levels noted in your Origin's description. Your Origin Spells count as sorcerer spells for you, but they do not count against your total number of Spells Known.

SPELLCASTING ABILITY

Charisma is your spellcasting ability for your sorcerer spells, so you use Charisma when a spell refers to your spellcasting ability, when setting the saving throw DC for a spell, or when you make a spell attack roll for one of your sorcerer spells.

Spell save DC = 8 + your proficiency bonus
+ your Charisma modifier

Spell attack modifier = your proficiency bonus
+ your Charisma modifier

SPELLCASTING FOCUS

Your body itself can be used as a spellcasting focus. You must have at least one free hand to cast spells that require somatic or material components, and you must still provide material components that are consumed by a spell or have a gold cost.

METAMAGIC

You can draw upon your intimate connection to the arcane to manipulate magic in ways only possible for a sorcerer. At 2nd level, you learn two Metamagic abilities of your choice from the list of Metamagic at the end of this class description. You can only apply one Metamagic ability to each spell you cast, unless the Metamagic's description says otherwise.

As you gain sorcerer levels, you learn additional Metamagic abilities, as shown in the Metamagics Known column of the Sorcerer table. When you gain a sorcerer, you can alter your magical nature and replace one Metamagic ability you know with another Metamagic ability your choice.

ARCANE REGENERATION

You have learned to draw upon the innate magic presence in all things to restore your own arcane power. Starting at 3rd level, when you finish a short rest you can choose to regain expended Sorcery Points equal to your sorcerer level.

Once you use this feature to regain Sorcery Points, you must finish a long rest before you can use it again.



ABILITY SCORE IMPROVEMENT

At 4th level, and again when you reach 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or two ability scores of your choice by 1. As normal, you cannot increase an ability score above 20 using this feature.

FONT OF MAGIC

Starting at 10th level, you can use your instinctive connection to the arcane to cast spells currently unknown to you. Once per long rest, you can cast one spell of your choice from the sorcerer spell list that is equal to your Spell Limit or lower, spending the required Sorcery Points. You can also apply your Metamagic abilities to the spell as normal.

SORCEROUS ARCANUM

At 11th level, your inner arcane spark manifests a portion of its true power as a Sorcerous Arcanum. Choose one sorcerer spell of 6th-level or lower to be your Arcanum spell. You can cast this spell once, at 6th-level, without expending Sorcery Points. Once you cast that Sorcerous Arcanum spell, you must finish a long rest before you can cast it again.

Your Sorcerous Arcanum doesn't count against your total number of Spells Known. If you select a spell of 5th-level or lower to upcast as your Arcanum spell, it must also be one of your Spells Known in order to cast it with Sorcery Points.

You can apply a Metamagic ability to a Sorcerous Arcanum spell by expending Sorcery Points as you normally would.

When you gain a sorcerer level, you can replace one of your Sorcerous Arcanum spells with another spell of your choice.

As you gain levels, your spark manifests more powerful Sorcerous Arcanum spells, as shown in the Sorcerer table: a 7th-level Arcanum at 13th level, an 8th-level Arcanum at 15th level, and finally, a 9th-level Arcanum at 17th level.

METAMAGIC MASTERY

You have realized the full potential of your innate magic, and the weave itself bends to your will. Upon reaching 20th level, each Metamagic ability you know has its Sorcery Point cost reduced by 1 (to a minimum of 1 Sorcery Point).

Also, you can apply an unlimited number of Metamagic abilities to each spell you cast, provided that you have the Sorcery Points to do so, and the spell you cast meets all the requirements for the Metamagic abilities you wish to apply.

SORCEROUS ORIGINS

The nature of the arcane spark within you determines your magic. You choose one of the following Sorcerous Origins at 1st level: Emberheart, Stoneblood, Stormsoul, or Waveborn.

Rules for using the official Sorcerous Origins are included at the end of the Alternate Sorcerer class description.

ALTERNATE SORCEROUS ORIGINS

All official and homebrew Sorcerous Origins are compatible with the Alternate Sorcerer. You simply increase the Sorcery Point cost of their abilities by 1 and add thematic Origin Spells. See the Alternate Origins at the end of this class for examples!



EMBERHEART

Whether you stole your power from a noble Efreeti lord, were gifted it by an ancient fire drake, or you were born near a gate to the elemental Plane of Fire, you now carry within your own an ember of pure elemental flame. This ember of arcane fire fuels your burning soul, inflames your passions, and allows you to perform wondrous and terrible feats of fire magic.

EMBERHEART SPELLS

Whenever you gain a level in this class, you can replace one spell from this feature with another spell of your choice of the same level, that deals only fire damage, from any spell list.

Sorcerer Level Spell

1st	<i>burning hands, hellish rebuke</i>
3rd	<i>flaming sphere, scorching ray</i>
5th	<i>fireball, minute meteors*</i>
7th	<i>summon elemental (fire)**, wall of fire</i>
9th	<i>flame strike, immolation*</i>

HEART OF FLAME

The primordial flame empowers your spirit. Beginning at 1st level, you are resistant to fire damage and you have advantage on saving throws to resist being charmed or frightened.

You can also speak, read, and write Ignan, the language of the Elemental Plane of Fire. By understanding Ignan you can communicate with any creature that speaks Primordial, or one of its four dialects; Aquan, Auran, Ignan, and Terran.





STONEBLOOD

You are a Stoneblood sorcerer, a mortal imbued with a shard of pure elemental earth who can access the powerful magics of rock and stone. Whether this power was given to you by a Dao warlord, the gift of an elder earth elemental, or you are a direct descendant of one of the ancient Dwarven fathers, you now wield the unyielding power of stone. Your magic makes you as rigid and unyielding as the mountains, and can subtly drives you to hoard precious gems and metals of the earth.

STONEBLOOD SPELLS

Whenever you gain a level in this class, you can replace one spell from this feature with another spell of the same level, that deals only bludgeoning damage, from any spell list.

Sorcerer Level Spell

1st	<i>earth tremor*</i> , <i>sanctuary</i>
3rd	<i>earthen grasp*</i> , <i>spike growth</i>
5th	<i>erupting earth*</i> , <i>meld into stone</i>
7th	<i>stone shape</i> , <i>summon elemental (earth)**</i>
9th	<i>steel wind strike*</i> , <i>wall of stone</i>

HEART OF EARTH

Beginning at 1st level, you can use a bonus action to take on an earthen elemental form, encasing your body in elemental stone and granting you the following benefits for 1 minute:

- You gain temporary hit points equal to your sorcerer level.
- If you are not wearing any armor or wielding a shield, your Armor Class becomes 13 + your Constitution modifier.
- Your unarmed strikes deal 1d10 bludgeoning damage. If you strike with two free hands, the d10 becomes a d12.
- You use your Constitution modifier, in place of Strength, for the attack and damage rolls of your unarmed strikes.

You can transform in this way a number of times equal to your Charisma modifier (minimum of once), and you regain all of your expended uses when you finish a long rest. If you have no uses of this transformation remaining, you can spend 3 Sorcery Points to use this transformation again.

You can also speak, read, and write Terran, the language of the Elemental Plane of Earth. By understanding Terran you can communicate with any creature that speaks Primordial, or one of its four dialects; Aquan, Auran, Ignan, and Terran.

CRUSHING BLOW

Upon reaching 6th level, you can empower your strikes with crushing force. When you hit a target with an unarmed strike or melee weapon attack, you can expend Sorcery Points to deal extra magical bludgeoning damage to the target.

This damage is 2d6 for 2 Sorcery Points, plus 1d6 for each additional Sorcery Point you expend, to a maximum of 6d6.

Also, while you are in your earthen elemental form, your unarmed strikes count as magical for the sake of overcoming resistances and immunities to non-magical attacks.

EXTRA ATTACK

Starting at 6th level, you can attack twice, instead of once, whenever you take the Attack action. Moreover, you can cast one of your sorcerer cantrips in place of one of those attacks.

WILD FIRE

Starting at 6th level, you can cause fire to erupt from the ruin of your foes. When you reduce a Small or larger creature to 0 hit points with a spell that deals fire damage, you can use your reaction to force creatures of your choice within 10 feet of that creature to make Dexterity saving throw. They take fire damage based on the size of the creature, as indicated in the table below, on a failure, and half as much on a success.

Tiny	0	Large	3d6
Small	1d6	Huge	4d6
Medium	2d6	Gargantuan	5d6

You can use this reaction a number of times equal to your Charisma modifier (minimum of once), and you regain all of your expended uses when you finish a long rest.

KINDLE THE FLAME

Your body is restored when you draw on the elemental flame. Beginning at 14th level, when you cast a fire spell of 1st-level or higher, you can choose to gain temporary hit points equal to the level of the fire spell + your Charisma modifier.

PRIMORDIAL INFERNO

Your flaming soul has become an inferno, making you more elemental than mortal. Starting at 18th level, you don't need to eat, drink, or sleep, and you are immune to fire damage.

When you take damage from a creature within 60 feet, you can use your reaction to force it to make Dexterity saving throw. On a failure, they take fire damage equal to your level.



AEGIS OF STONE

You can ward others with the magic of elemental earth. Starting at 14th level, you can use your bonus action to expend 3 Sorcery Points and ward yourself, or a creature you can touch, with an Aegis of Stone. The creature gains resistance to all non-magical bludgeoning, piercing, and slashing damage for 1 minute.

When a creature, other than you, that is warded by your Aegis of Stone is hit by an attack, you can use your reaction to teleport to an unoccupied space within 5 feet of the attacker and make one melee attack against it. You can only teleport in this way if both you and the attacker are on the same surface.

Only one creature can benefit from your Aegis of Stone at a time. Warding another creature ends the previous Aegis of Stone to immediately dissipate.

PRIMORDIAL BULWARK

Your stalwart soul has become unbreakable diamond, making you more elemental than mortal. Starting at 18th level, you no longer need to eat, drink, or sleep, and you gain resistance to all bludgeoning, piercing, and slashing damage.

In addition, you can have up to three creatures of your choice under the effects of your Aegis of Stone at one time.

STORMSOUL

Within you dwells a mote of pure elemental air, which grants you innate power over both breeze and storm. Whatever the origin of your power, your inner primal storm can drive you from whimsical and calm, to wild violence with little warning. Do you embrace the call of the winds, wandering the land, or do you seek to control the storm that rages inside you?

STORMSOUL SPELLS

When you gain a level in this class, you can replace one spell from this feature with another spell of the same level, that deals only lightning or thunder damage, from any spell list.

Sorcerer Level Spell

1st	<i>feather fall, thunderwave</i>
3rd	<i>shatter, warding wind*</i>
5th	<i>call lightning, wind wall</i>
7th	<i>storm sphere*, summon elemental (air)**</i>
9th	<i>arcane hand, control winds*</i>

HEART OF WINDS

Drawing upon the tempestuous magic within you allows you to take flight. Beginning at 1st level, when you cast a spell of 1st-level or higher, you gain a temporary flying speed equal to your remaining movement speed, which lasts until the end of your current turn. This tempestuous flight does not provoke opportunity attacks, but if you end your movement while you are midair you fall to the ground at the end of your turn.

You can also speak, read, and write Auran, the language of the Elemental Plane of Air. By understanding Auran you can communicate with any creature that speaks Primordial, or one of its four dialects; Aquan, Auran, Ignan, and Terran.



STORMBORN

The power of your inner storm has grown. Upon reaching 6th level, you gain resistance to both lightning and thunder damage.

Also, whenever you cast a spell of 1st-level or higher that deals lightning or thunder damage, you can force creatures of your choice within 15 feet to make a Dexterity Saving throw. Creatures take 2d6 lightning or thunder damage (your choice) on a failed save, and half as much on a successful save.

When you use this feature, you can expend additional Sorcery Points to increase the damage dealt by 1d6 for each additional Sorcery Point, up to a maximum of 6d6 damage.

STORM GUIDE

Also starting at 6th level, the storm within your soul allows you to control existing weather in the following ways:

Rain. As a bonus action, you can stop (and start) the rain from falling in a 20-foot radius sphere centered on you.

Wind. As a bonus action, you can change the direction the wind is blowing within a 100-foot radius sphere centered on you. Changes to the wind last until the end of your next turn.

WINDCALLER

You bend the wind itself to your call. At 14th level, you gain a flying speed of 60 feet, and while flying in this way your lower half becomes a tempestuous gale of swirling winds.

You also learn the *wind walk* spell, and can expend 9 Sorcery Points to cast it. It counts as a sorcerer spell for you, but doesn't count against your total number of Spells Known.

THE STORMSOUL & STORM SORCERY

The Stormsoul Origin presented here is meant to replace Storm Sorcery, and bring the power of the subclass in line with the other official Origins.





PRIMORDIAL STORM

Your stormy soul has become a raging tempest, making you more elemental than mortal. Starting at 18th level, you no longer need to eat, drink, or sleep, and you gain immunity to both lightning and thunder damage.

In addition, when you take damage from a creature within 60 feet that you can see, you can use your reaction to rebuke them with elemental air. The attacker must make a Strength saving throw, and on a failed save, it takes thunder damage equal to your sorcerer level and is knocked back 20 feet.

WAVEBORN

Within you dwells a drop of pure elemental water, connecting you to the waters of the deepest oceans, babbling brooks, and frozen lakes. The gentle lapping of waves, the spray of the sea foam on the wind, the crushing darkness of the ocean depths; all these call you. Your watery magic can be as refreshing as the rains, or as destructive as great waves and flood waters.

WAVEBORN SPELLS

Whenever you gain a level in this class, you can replace one spell from this feature with another spell of your choice of the same level, that deals only cold damage, from any spell list.

Sorcerer Level Spell

1st	<i>armor of frost, fog cloud</i>
3rd	<i>hold person, misty step</i>
5th	<i>sleet storm, tidal wave*</i>
7th	<i>summon elemental (water)**, water sphere</i>
9th	<i>cone of cold, maelstrom*</i>

HEART OF WATER

The droplet of elemental water within your soul has altered your physical form so you can thrive in aquatic environments. At 1st level, you gain the features detailed below:

- You are resistant to cold damage.
- You gain darkvision out to radius of 60-feet.
- You gain a swimming speed equal to your movement speed, and you can breathe both air and water.
- You can speak, read, and write Aquan, the language of the Elemental Plane of Water. By understanding Aquan you can communicate with creatures that speak Primordial, or its four dialects; Aquan, Auran, Ignan, and Terran.

CURSE OF THE DEPTHS

Your magic carries a frozen curse. Starting at 1st level, when you deal cold damage to a creature, you can spend an additional Sorcery Point to cover a single target in frost, reducing its movement speed by a number of feet equal to five times your Charisma modifier (minimum of 5 feet).

This reduction lasts until the start of your next turn, unless a creature uses an action to scrape the frost off the target.

WATERY RESILIENCE

Beginning at 6th level, you can temporarily take on a watery form to avoid harm. As a reaction when you are hit by an attack, you can grant yourself resistance to any bludgeoning, piercing, or slashing damage from the attack and move up to your movement speed without provoking opportunity attacks.

You can use this reaction a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a long rest. If you have no uses left, you can spend 2 Sorcery Points to use it again.

SHIFTING FORM

The elemental water within your soul allows you to move as a flowing liquid. At 14th level, you gain the following benefits:

- You are resistant to damage from opportunity attacks.
- You can move through the space of an enemy creature but you cannot willingly end your movement there.
- You can squeeze through gaps as narrow as 1 inch.
- When you are underwater or using your swimming speed, you can take the Dash action as a bonus action.
- As a bonus action, your body can extrude (or retract) a thin watery tentacle up to 10 feet long. You can use it to perform simple tasks, but it cannot attack, activate items, manipulate complex tools, or carry more than 10 pounds.

PRIMORDIAL DELUGE

Your watery soul has become a great sea, making you more elemental than mortal. Starting at 18th level, you don't need to eat, drink, or sleep, and you are immune to cold damage.

Also, as long as you are not incapacitated, when you are hit by an attack that is a critical hit, you can absorb the blow like flowing water, turning a critical hit into a normal hit.



ALTERNATE ORIGINS

Detailed below are changes to the official Sorcerous Origins so they function with the Alternate Sorcerer presented here.

ALTERNATE DRACONIC BLOODLINE

Wield the immense arcane power of your Draconic Ancestor!

DRACONIC SPELLS

New 1st-level Draconic Bloodline feature

When you gain a level in this class, you can replace one spell from this feature with another spell of the same level, that deals your Draconic Ancestry damage, from any spell list.

Sorcerer Level	Spell
1st	<i>command, ancestry spell</i>
3rd	<i>dragon's breath*, ancestry spell</i>
5th	<i>fear, ancestry spell</i>
7th	<i>elemental bane*, ancestry spell</i>
9th	<i>dominate person, ancestry spell</i>

ANCESTRY SPELLS

Level	Black, Copper	Blue, Bronze	Brass, Red
1st	<i>caustic brew**</i>	<i>witch bolt</i>	<i>burning hands</i>
3rd	<i>acid arrow</i>	<i>dust devil*</i>	<i>scorching ray</i>
5th	<i>gaseous form</i>	<i>lightning bolt</i>	<i>fireball</i>
7th	<i>vitriolic sphere*</i>	<i>storm sphere*</i>	<i>wall of fire</i>
9th	<i>contagion</i>	<i>control winds</i>	<i>immolation*</i>

Level	Gold	Green	White, Silver
1st	<i>sleep</i>	<i>ray of sickness</i>	<i>ice knife*</i>
3rd	<i>warding wind*</i>	<i>suggestion</i>	<i>snowball swarm*</i>
5th	<i>slow</i>	<i>stinking cloud</i>	<i>sleet storm</i>
7th	<i>resilient sphere</i>	<i>dominate beast</i>	<i>ice storm</i>
9th	<i>flame strike</i>	<i>cloudkill</i>	<i>cone of cold</i>

ELEMENTAL SORCERY

Updated 6th-level Draconic Bloodline feature

Whenever you cast a sorcerer spell that deals the damage type of your Draconic Ancestry, you can add your Charisma modifier (minimum of +1) to one damage roll of the spell.

In addition, you learn the Elemental Spell Metamagic, but it doesn't count against your number of Metamagics Known. You can use this Metamagic ability without spending Sorcery Points, so long as you use it change the damage type of the spell to the damage type of your Draconic Ancestry.

DRACONIC PRESENCE

Updated 18th-level Draconic Bloodline feature

As an action, you can spend 5 Sorcery Points to emanate the aura of a dragon in a 60-foot radius, choosing awe or fear. For the next minute, creatures of your choice that start their turn within the aura must succeed on a Wisdom saving throw or be charmed (awe) or frightened (fear) until the aura ends. On a success, creatures are immune to this aura for 24 hours.



DRACONIC BLOODLINE: GEM DRAGON ANCESTERIS

With the new Gem Dragons in *Fizban's Treasury of Dragons*, additional Ancestors are available to the Draconic Bloodline: Amethyst, Crystal, Emerald, Sapphire, Steel, and Topaz.

Color	Damage	Color	Damage
Amethyst	Force	Sapphire	Thunder
Crystal	Radiant	Steel	Acid
Emerald	Psychic	Topaz	Necrotic

ANCESTRY SPELLS

Level	Amethyst	Crystal	Emerald
1st	<i>magic missile</i>	<i>guiding bolt</i>	<i>silent image</i>
3rd	<i>locate object</i>	<i>invisibility</i>	<i>detect thoughts</i>
5th	<i>dispel magic</i>	<i>hypnotic pattern</i>	<i>major image</i>
7th	<i>resilient sphere</i>	<i>divination</i>	<i>phantasmal killer</i>
9th	<i>legend lore</i>	<i>wall of light*</i>	<i>mislead</i>

Level	Sapphire	Steel	Topaz
1st	<i>thunderwave</i>	<i>disguise self</i>	<i>inflict wounds</i>
3rd	<i>shatter</i>	<i>acid arrow</i>	<i>blindness/deafness</i>
5th	<i>meld into stone</i>	<i>nondetection</i>	<i>vampiric touch</i>
7th	<i>stone shape</i>	<i>polymorph</i>	<i>blight</i>
9th	<i>hold monster</i>	<i>far step*</i>	<i>antife shell</i>



ALTERNATE ABERRANT MIND

Draw on the alien psionic influence that dwells within you!

PSIONIC SORCERY

Updated 6th-level Aberrant Mind feature

When you cast one of your Psionic Spells, you can expend 1 additional Sorcery Point to cast it without requiring verbal or somatic components, and no material components, unless they are consumed by the spell.

REVELATION IN FLESH

Addition to the 14th-level Aberrant Mind feature

As a bonus action, you can expend 2 or more Sorcery Points to transform your body for 10 minutes. For each 2 Sorcery Points you expend, you gain one of the following benefits of your choice from the options in the Aberrant Mind Origin's description in *Tasha's Cauldron of Everything*.

WARPING IMPLOSION

Addition to the 18th-level Aberrant Mind feature

...Once you use this feature, you can't use it again until you finish a long rest, unless you expend 7 Sorcery Points.

ALTERNATE CLOCKWORK SOUL

Channel the wondrous power of absolute multiversal law!

BASTION OF LAW

Updated 6th-level Clockwork Soul feature

As an action, you can expend 1 to 7 Sorcery Points to create a magical ward around yourself or another creature you can see within 30 feet. The ward lasts until you finish a long rest or until you use this feature to create another ward.

The ward is represented by a number of d6s equal to the number of Sorcery Points spent to create it. When a warded creature takes damage, it can expend a number of those dice, roll them, and reduce the damage taken by the number rolled.

TRANCE OF ORDER

Addition to the 14th-level Clockwork Soul feature

...Once you use this bonus action, you can't use it again until you finish a long rest, unless you expend 7 sorcery points.

ALTERNATE DIVINE SOUL

Channel the divine power through your inner celestial spark!

DIVINE SPELLS

Updated 1st-level Divine Soul feature

When you learn a sorcerer spell, you can also choose from the cleric spell list, and it becomes a sorcerer spell for you.

When you gain a sorcerer level, you can replace one spell from this feature with another cleric spell of your choice.

Sorcerer Level Spell

1st	<i>detect evil and good, guiding bolt</i>
3rd	<i>aid, lesser restoration</i>
5th	<i>beacon of hope, revivify</i>
7th	<i>divination, guardian of faith</i>
9th	<i>dispel evil and good, greater restoration</i>

ALTERNATE SHADOW MAGIC

Wield the dark and sinister arcane power of the Shadowfell!

SHADOW SPELLS

New 1st-level Shadow Magic feature

When you gain a level in this class, you can replace one spell from this feature with an illusion or necromancy spell from the sorcerer, warlock, or wizard spell list of the same level.

Sorcerer Level Spell

1st	<i>false life, ray of sickness</i>
3rd	<i>darkness, shadow blade*</i>
5th	<i>feign death, vampiric touch</i>
7th	<i>death ward, shadow of moil*</i>
9th	<i>enervation*, negative energy flood*</i>

EYES OF THE DARK

Updated 1st-level Shadow Magic feature

...you can cast *darkness* by spending 2 Sorcery Points, and when you do, you can see through the darkness you create.

HOUND OF ILL OMEN

Updated 6th-level Shadow Magic feature

As a bonus action on your turn, you can expend 5 Sorcery Points and summon a Hound of Ill Omen...

ALTERNATE WILD MAGIC

Dare to wield the uncontrolled power of pure arcane magic!

WILD MAGIC SPELLS

New 1st-level Wild Magic feature

When you gain a level in this class, you can replace one spell from this feature with an evocation or transmutation spell from the sorcerer or wizard spell list of the same level.

Sorcerer Level Spell

1st	<i>chaos bolt*, sleep</i>
3rd	<i>enlarge/reduce, misty step</i>
5th	<i>blink, hypnotic pattern</i>
7th	<i>confusion, polymorph</i>
9th	<i>animate objects, wall of force</i>

WILD MAGIC SURGE

Updated 1st-level Wild Magic feature

The wild spark of arcane power within you can release bursts of pure magic without warning. After you cast a sorcerer spell of 1st-level or higher, roll a d10. If you roll a number equal to the level at which you cast the spell, immediately make on the Wild Magic Surge table to create a random magical effect.

WILD SORCERY

New 6th-level Wild Magic feature

At 6th level, you learn the Unstable Spell Metamagic, it doesn't count against your total number of Metamagics Known, and for you, it only costs 2 Sorcery Points to use.





SORCERER SPELL LIST

Whenever you learn a sorcerer spell, consult the list of spells below. They are organized by spell level, not character level. All spells below are from the *Player's Handbook*, *Xanathar's Guide to Everything**, *Tasha's Cauldron of Everything***.

You can also choose to learn any sorcerer spell that is published in an additional book that is not included here.

CANTRIPS (0-LEVEL)

acid splash
*booming blade***
chill touch
*control flames**
*create bonfire**
dancing lights
firebolt
friends
*frostbite**
*green-flame blade***
*gust**
*infestation**
light
*lightning lure***
mage hand
mending
message
*mind sliver***
minor illusion
*mold earth**
poison spray
prestidigitation
produce flame
ray of frost
*shape water**
shocking grasp
*sword burst***
*thunderclap**

1ST-LEVEL

*absorb elements**
burning hands
catapult
*caustic brew***
*chaos bolt**
charm person
chromatic orb
color spray
comprehend languages
detect magic
disguise self
*earth tremor**
expeditious retreat
false life
featherfall
fog cloud
grease
hideous laughter
*ice knife**
jump
mage armor
magic missile
ray of sickness
shield
silent image
sleep
thunderwave
witchbolt

2ND-LEVEL

acid arrow
*arcane scorcher**
alter self
blindness/deafness
blur
cloud of daggers
crown of madness
darkness
darkvision
detect thoughts
*dragon's breath**
*dust devil**
*earthbind**
*earthen grasp**
enhance ability
enlarge/reduce
flaming sphere
gust of wind
hold person
invisibility
knock
levitate
*mind spike**
*mind whip***
mirror image
misty step
phantasmal force
*pyrotechnics**
ray of enfeeblement
scorching ray
see invisibility
*shadow blade**
shatter
*snowball swarm**
spider climb
suggestion
*warding wind**
web

3RD-LEVEL

blink
call lightning
*catnap**
clairvoyance
counterspell
daylight
dispel magic
elemental weapon
*enemies abound**
*erupting earth**
fear
fireball
fly
gaseous form
haste
hypnotic pattern
*intellect fortress***
life transference
lightning bolt
major image
meld into stone
*minute meteors**
nondetection
protection from energy
sending
sleet storm
slow
stinking cloud
*thunder step**
*tidal wave**
tongues
vampiric touch
wall of sand
*wall of water**
water breathing
water walk
wind wall



4TH-LEVEL

banishment
blight
charm monster*
confusion
dimension door
dominate beast
elemental bane*
fire shield
greater invisibility
ice storm
polymorph
resilient sphere
sickening radiance*
stoneskin
storm sphere*
vitriolic sphere*
wall of fire
watery sphere*

5TH-LEVEL

animate objects
arcane hand
cloudkill
cone of cold
control winds*
creation
dominate person
enervation*
far step*
hold monster
immolation*
seeming
skill empowerment*
synaptic static*
telekinesis
teleportation circle
wall of force
wall of light
wall of stone

6TH-LEVEL

arcane gate
arcane transformation
chain lightning
circle of death
disintegrate
eyebite

flesh to stone
freezing sphere
globe of invulnerability
investiture of flame*
investiture of ice*
investiture of stone*
investiture of wind*
mass suggestion
mental prison*
move earth
otherworldly guise**
scatter*
sunbeam
true seeing
wall of ice*

7TH-LEVEL

crown of stars*
delayed blast fireball
ethereality
finger of death
fire storm
plane shift
power word: pain*
prismatic spray
reverse gravity
teleport
whirlwind*

8TH-LEVEL

antimagic field
dominate monster
earthquake
horrid wilting*
incendiary cloud
maddening darkness
power word: stun
sunburst

9TH-LEVEL

gate
mass polymorph*
meteor swarm
power word: kill
psychic scream*
time stop
wish

METAMAGIC

Below are the Metamagics available to sorcerers. When you gain a sorcerer level, you can choose one Metamagic ability you know and replace it with another ability of your choice.

ARCANE TENACITY

When you make a Constitution saving throw to maintain your concentration on a spell, you can expend 3 Sorcery Points as a reaction to add your Charisma modifier (minimum of +1) to the result of the saving throw. You can use this reaction after you roll, but before you know if you succeed or fail.

CAREFUL SPELL

When you cast a spell that forces targets to make a saving throw, you can spend 1 Sorcery Point to protect a number of creatures equal to your Charisma modifier (minimum of 1). These creatures automatically succeed on their saving throw.

CEREBRAL SPELL

When you cast a spell that forces an Intelligence or Charisma saving throw, you can spend 3 Sorcery Points and change the spell's saving throw to target the other ability score instead.

This Metamagic only changes the initial saving throw. Any subsequent saving throws target the original ability score.

DISTANT SPELL

When you cast a spell with a range of 5 feet or more, you can spend 1 Sorcery Point to double its range. If you use this on a spell with a range of touch, its range becomes 30 feet.

DYNAMIC PRESENCE

Choose either Deception, Intimidation, or Persuasion. You gain proficiency in that skill, and when you make an ability check with that skill, you can spend 1 Sorcery Point to grant yourself advantage on the roll. If you are already proficient in that skill, you gain proficiency in another skill of your choice.

You can select this Metamagic ability more than once, but you must select a different skill proficiency each time.

ELEMENTAL SPELL

When you cast a spell that deals acid, cold, fire, lightning, poison, or thunder damage, you can spend 1 Sorcery Point to change the spell's damage type to another from the list above.

EMPOWERED SPELL

After you roll damage for a spell, you can spend 1 Sorcery Point to re-roll a number of the damage dice up to your Charisma modifier (minimum of 1), and use the new rolls.

You can use Empowered Spell even if you have already used a different Metamagic during the casting of the spell.



ESOTERIC SPELL

When you cast a spell that deals force, necrotic, psychic, or radiant damage, you can spend 1 Sorcery Point to change the spell's damage type of the spell to another from the list above.

EXTENDED SPELL

When you cast a spell that has a duration of 1 minute or longer, you can spend 1 Sorcery Point to double the spell's duration, up to a maximum duration of 24 hours.

HEIGHTENED SPELL

When you cast a spell that forces a creature to make a saving throw, you can spend 3 Sorcery Points to force one target of the spell to make their initial saving throw with disadvantage. The target makes subsequent saving throws as normal.

IMBUING TOUCH

As a bonus action, you can touch a nonmagical weapon and spend 1 Sorcery Point to imbue it with a spark of your magic. For the next minute, it counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks.

IMMUTABLE WILL

When you would fail an Intelligence, Wisdom, or Charisma saving throw, you can use your reaction to spend 3 Sorcery Points to re-roll your saving throw, potentially turning failure into a success. You must use the result of the new roll.

KINETIC SPELL

When you cast a spell that forces a Strength or a Dexterity saving throw, you can spend 2 Sorcery Points and change the spell's saving throw target the other ability score instead.

This Metamagic only changes the initial saving throw. Any subsequent saving throws target the original ability score.

MAGICAL GUIDANCE

When you fail an ability check, you can use your reaction to spend 2 Sorcery Points to re-roll the d20. You must use the new d20 roll, potentially turning a failure into a success.

MISDIRECTING SPELL

When you cast a spell that originates from you, you can spend 3 Sorcery Points to cause the spell to appear as if it had originated from a point you can see within 30 feet.

QUICKENED SPELL

When you cast a spell that has a casting time of 1 action, you can spend 2 Sorcery Points to cast it as a bonus action.

RECYCLED SPELL

When you cast a spell, you can spend 1 Sorcery Point to possibly conserve your arcane energy. If the spell misses or fails to take effect, you can use your reaction to regain half of the Sorcery Points you spent to cast the spell, including the Sorcery Point spent on this Metamagic (rounded down).

This Metamagic cannot be used with Arcanum spells.

RESOLUTE SPELL

When you cast a spell that forces a Wisdom or a Constitution saving throw, you can spend 2 Sorcery Points and change the spell's saving throw target the other ability score instead.

This Metamagic only changes the initial saving throw. Any subsequent saving throws target the original ability score.

SEEKING SPELL

When you make an attack roll for a spell and miss, you can spend 2 Sorcery Points to re-roll the d20. You must use the new d20 roll, potentially turning a missed attack into a hit.

You can use Seeking Spell if you have already used a different Metamagic ability during the casting of the spell.

SHIELDED SPELL

When you cast a spell while you are within the area of effect of that spell, you can spend 2 Sorcery Points to ignore the effects of that spell for the spell's entire duration.

SILENT SPELL

When you cast a spell, you can spend 1 Sorcery Point to cast a version of that spell that produces no sound. However, you must still speak the verbal components of the spell aloud as this Metamagic only removes the sound of the spell itself.

SORCEROUS FORTITUDE

As an action, you can spend a number of Sorcery Points, up to your Charisma modifier (minimum of 1), to grant yourself 1d4 temporary hit points per Sorcery Point you spend.

STURDY SPELL

When you cast a spell that requires your concentration, you can spend Sorcery Points, up to your Charisma modifier (minimum of 1), to empower your focus. For each Sorcery Point you spend, you gain a +1 bonus to the first saving throw you make to maintain your concentration on that spell.

SUBTLE SPELL

When you cast a spell, you can spend 1 Sorcery Point to cast it without providing any of the somatic or verbal components.

TWINNED SPELL

When you cast a spell that is incapable of hitting more than one target at the level at which you are casting it, and doesn't have a range of self, you can spend Sorcery Points equal to the level you cast the spell (1 Sorcery Point for cantrips) to target a second target within the range of the spell.

UNERRING SPELL

When you cast a spell that requires an attack roll or a Dexterity saving throw, you can spend 1 Sorcery Point to ignore the effects of half and three-quarters cover.

UNSTABLE SPELL

When you cast a spell that forces a target to make a saving throw, you can spend 2 Sorcery Points to have the initial saving throw target an ability score determined by random chance. Roll a d12, and the spell's initial saving throw is changed to target the ability score from the list below.

If you roll a 1, your spell immediately fails. However, only the 3 Sorcery Points you spent to use this ability are wasted. You regain any Sorcery Points you used to cast the spell.

Roll	Saving Throw	Roll	Saving Throw
1	Spell Failure	8-9	Wisdom
2-3	Strength	10	Intelligence
4-5	Dexterity	11	Charisma
6-7	Constitution	12	Your Choice





THE ALTERNATE SORCERER

Become the font of Arcane Power you were meant to be with this alternate version of the Sorcerer class for 5e. Includes Four new Elemental Origins and Six Alternate Origins!

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