



# ALTERNATE SORCERER



**HOMEBREW**

Become the Font of Arcane Power You Were Meant to Be

# THE SORCERER

The pallid half-elf muttered an incantation under his breath, and his shadow came alive, taking the form of a massive wolf. The dark beast pounced on the foolish bandit that had attacked them, and pinned him to the ground. The half-elf chanted another incantation, and orbs of pulsing acidic energy formed in his hands. The bandit let out a piercing cry, filled with regret, as he struggled in vain to break free from the shadow wolf. The scream would be his last, as the blast of arcane acid washed over him.

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 and revealed patches of golden scales across his body. His eyes flashed with a glint of gold and white jets of flame burst forth from his fingertips. The great wyrm reeled from the unexpected impact, and as it fell from the sky, the terrible 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 quickly tucked the stolen loaf of bread under her cloak. Back in the market she had come from, chaos had broken out. She had attempted a simple enchantment, just enough to convince the baker to give her a loaf of bread for free, but her magic had other plans. As she whispered to the baker, a crack - like a bolt of lightning - could be heard throughout the market, and suddenly all the produce in the square had spoiled. As she lowered herself down into the sewers she cursed this wild power that had caused her parents to abandon her as a child. If she could only control this spark within her she could do much to ease the suffering of other urchins like herself.

## MAGIC MADE MANIFEST

Whether born with the spark already inside them, or gifted their magical potential by a powerful creature, sorcerers of all origins are walking incarnations of magic. True sorcerers are a rare occurrence, and it is unusual to find one who doesn't find themselves constantly as the center of attention. Their innate power often provides sorcerers with otherworldly good looks, silver tongues, or an imposing presence that causes other people to bend to their will.

However, this innate power does have its downsides, and those with sorcerous power seething in their veins soon discover that power doesn't like to stay quiet. Magic is part of their innermost being, and like a heart needs to beat, their magic needs to be wielded. Sorcerers that ignore or stifle their power tend to have it spill out in unpredictable ways.

It is rare to find a sorcerer who isn't involved in the adventuring life in some way, and they often have obscure or strange motivations driving them to adventure. Some seek a greater understanding of the magical force that infuses them, or the answer to the mystery of its origin. Others hope to find a way to get rid of it, or to unleash its full potential.



## INNATE ARCANE POWER

Magic is a part of every sorcerer, suffusing body, mind, and spirit with a latent power that waits to be tapped. Some sorcerers wield magic that springs from an ancient bloodline infused with the magic of powerful beings or elemental energies. Others carry a raw uncontrolled magic within them, chaotic storms that manifest in unexpected ways.

The appearance of sorcerous powers is wildly unpredictable. Some arcane bloodlines produce exactly one sorcerer in every generation, but in others every individual is a sorcerer. Most of the time, the talents of sorcery appear randomly. Some sorcerers can't name the origin of their power, while others trace it to a singular strange event. The touch of a celestial, the blessing of a fairy, or the taste of water from a mysterious spring might spark the gift of sorcery. So too might the gift of a deity of magic, exposure to the elemental forces of the Inner Planes or the chaos of Limbo, or a glimpse into the inner workings of reality.

Sorcerers have no use for the spellbooks that wizards rely on, nor do they rely on a patron to grant their spells as warlocks do. By learning to harness and channel their own inborn magic, they can discover new and staggering ways to unleash their power.

## CREATING A 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?



## THE SORCERER

Sorcerer Level	Proficiency Bonus	Class Features	Cantrips Known	Spells Known	Sorcery Points	Spell Limit	Manifestations Known
1st	+2	Sorcerous Origin, Sorcery	4	2	4	1st	—
2nd	+2	Arcane Manifestations	4	3	6	1st	2
3rd	+2	Sorcerous Restoration	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	Arcane Mastery	6	11	75	5th	6

### QUICK BUILD

You can build your sorcerer quickly by following 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 1st-level spells *shield* and *magic missile*.

### OPTIONAL RULE: MULTICLASSING

If your group uses the optional 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 13 in Charisma to take a level in this class, or to take a level in another class if you are a sorcerer.

**Proficiencies.** If sorcerer isn't your initial class, you do not gain any proficiencies when you take a level in sorcerer.

**Spellcasting.** If you have the Spellcasting or Pact Magic class features from another class, you can use the sorcery points you gain as a sorcerer to cast spells you know or prepare, from classes with the Spellcasting or Pact Magic class features, and you can use the spell slots you gain from Spellcasting or Pact Magic to cast sorcerer spells.

## 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) any simple weapon
- (a) a dungeoneer's pack or (b) an explorer's pack
- Two daggers





## SORCEROUS ORIGIN

At 1st level, you choose the source of your arcane power from the following options: Emberheart, Stoneblood, Stormsoul, or Waveborn, each of which is detailed at the end of this class.

Additional Origins and Alternate Rules for the official Origins can be found in the Alternate Sorcerer: Expanded

Your choice grants you features when you choose it at 1st level and again at 6th, 14th, and 18th level.

## ORIGIN SPELLS

Each sorcerous origin has a list of origin spells that you gain at the sorcerer levels noted in the origin description. These spells count as sorcerer spells for you, but they don't count against your total number of Spells Known. These spells are also considered part of the sorcerer spell list for you.

## SORCERY

You have been infused with a spark arcane magic. Starting at 1st level, this innate spark fuels your spells. See chapter 10 of the *Player's Handbook* for the general rules of Spellcasting, and chapter 11 for the sorcerer spell list.

## CANTRIPS

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

## SORCERY POINTS

The Sorcerer table shows how many sorcery points you have to cast your spells of 1st-level and higher. To cast one of these sorcerer spells, you must expend the amount of sorcery points indicated in the table below. You regain all expended sorcery points when 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 cast. This is reflected in the Spell Limit column of the Sorcerer Table. For example, as a 5th level sorcerer, you are limited to casting spells of 3rd-level or lower.

## SPELLS KNOWN OF 1ST-LEVEL AND HIGHER

You know two 1st-level spells of your choice from the sorcerer spell list. The Spells Known column of the Sorcerer table shows when you learn more sorcerer spells of your choice. Each of these spells 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.

## SPELLCASTING ABILITY

Charisma is your spellcasting ability for your sorcerer spells, so you use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a sorcerer spell you cast and when making an attack roll with one.

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

**Spell attack modifier** = your proficiency bonus  
+ your Charisma modifier

## SPELLCASTING FOCUS

Your body itself is a spellcasting focus. You can use a free hand to satisfy the material and somatic components of a spell as long as those components do not have a gold cost.

## OPTIONAL RULE: SPELL VERSATILITY

If your table uses the optional rules from *Tasha's Cauldron of Everything*, the sorcerer can replace one of its Spells Known with another sorcerer spell of their choice at the end of each long rest.



## SORCERER SPELL LIST

When you learn a sorcerer spell, consult the list of spells below. They are organized by spell level, not character level. The spells listed below can be found in the *Player's Handbook*, *Xanathar's Guide to Everything\**, and *Tasha's Cauldron of Everything\*\**.

### 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  
frost fingers  
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  
flame blade  
flaming sphere  
gust of wind  
hold person  
invisibility  
knock  
levitate  
magic weapon  
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  
catnap\*  
clairvoyance  
counterspell  
daylight  
dispel magic  
enemies abound\*  
erupting earth\*  
fear  
fireball  
fly  
gaseous form

haste  
hypnotic pattern  
intellect fortress\*\*  
life transference  
lightning bolt  
major image  
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

### 4TH-LEVEL

banishment  
blight  
charm monster\*  
confusion  
dimension door  
dominate beast  
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  
etherealness  
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



## ARCANE MANIFESTATIONS

Your innate spark of magic allows you to produce wondrous effects. At 2nd level, you learn two Arcane Manifestations of your choice from the list at the end of this class description. You gain additional Manifestations at higher levels, as shown in the Manifestations Known column of the Sorcerer table.

## SORCEROUS RESTORATION

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, you must finish a long rest before you can use it again.

## ABILITY SCORE IMPROVEMENT

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

## FONT OF MAGIC

Starting at 10th level, you can spontaneously learn spells currently unknown to you. As an action, you can learn a sorcerer spell of your choice equal to your Spell Limit or lower. You must spend the amount of sorcery points it would take to cast that spell, and replace one of your Spells Known.

Once you use this ability to learn a new spell you must finish a long rest before you can use it again.

## SORCEROUS ARCANUM

At 11th level, your power manifests as a Sorcerous Arcanum. Choose one sorcerer spell of 6th-level or lower to be your Arcanum spell. You can cast this Arcanum spell once, at 6th-level, without expending sorcery points. You regain all expended uses of your Arcanums when you finish a long rest.

As you gain levels in this class, you manifest more powerful Sorcerous Arcanums, as indicated in the Sorcerer table: one 7th-level Arcanum at 13th level, one 8th-level Arcanum at 15th level, and finally, one 9th-level Arcanum at 17th level.

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

You can apply Manifestations to your Arcanums as you would for any spell, and you can replace an Arcanum with your Font of Magic by expending the sorcery points below:

Arcanum Level	Point Cost	Arcanum Level	Point Cost
6th-level	9	8th-level	11
7th-level	10	9th-level	13

## ARCANE MASTERY

You can bend the arcane weave itself to your will. At 20th level, your Arcane Manifestations each have their sorcery point cost reduced by 1 (to a minimum of 1).

In addition, you can now apply an unlimited number of Manifestations to each spell you cast, provided you have enough sorcery points to do so, and the spell meets the requirements for the Manifestations you wish to apply.



## ARCANE MANIFESTATIONS

Listed below are the Manifestations available to a sorcerer. When you gain a level in this class, you can choose one of the arcane Manifestations you know and replace it with another of your choice that you meet the prerequisites for.

You can only apply one Manifestation to each spell you cast, unless the Manifestation itself says otherwise.

### ARCANE TENACITY

When you are forced to make a Constitution saving throw to maintain concentration on a spell, you can use your reaction to expend 3 sorcery points and add your Charisma modifier (minimum of 1) to the result of the saving throw.

### 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 to have the saving throw target the other ability score instead.

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



### DISTANT SPELL

When you cast a spell that has a range of 5 feet or greater, you can spend 1 sorcery point to double the range of the spell. When you use this ability on a spell that has a range of touch, its range becomes 30 feet.

### DYNAMIC PRESENCE

Your power manifests through your personality. You gain proficiency in either deception, intimidation, performance or persuasion. If you are already proficient in that skill, you add double your proficiency bonus to any check you make.

You can select this manifestation 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 to another type from the list above.

### EMPOWERED SPELL

After you roll the 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 this ability even if you have already used a different manifestation ability 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 to another type 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 its duration, to a maximum duration of 24 hours.

### HEIGHTENED SPELL

When you cast a spell that forces a creature to make a saving throw to resist its effects, you can spend 3 sorcery points to give one target of the spell disadvantage on the first saving throw it makes against that spell.

### IMBUING TOUGH

As an action, you can touch one nonmagical weapon and spend 2 sorcery points to imbue it with a portion of your magic for 1 minute. For the duration, the weapon is considered magical for the purpose of overcoming resistances and immunity to nonmagical attacks.

### IMMUTABLE WILL

Your innate arcane will makes you more resistant to effects that would debilitate others. When you fail an Intelligence, Wisdom, or Charisma saving throw, you can use your reaction to spend 3 sorcery points to re-roll. You must use the new d20 roll, potentially turning it into a success.

### KINETIC SPELL

When you cast a spell that forces a target to make a Strength or Dexterity saving throw, you can spend 2 sorcery points to have the saving throw target the other ability score instead.

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

### MAGICAL GUIDANCE

You can tap into your arcane spark to try and turn failure into success. 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 it into a success.

### 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.

### RESOLUTE SPELL

When you cast a spell that forces a target to make a Wisdom or Constitution saving throw, you can spend 2 sorcery points to have the saving throw target the other ability score instead.

This ability 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 it into a hit.

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

### SORCEROUS FORTITUDE

As an action, you can spend a number of sorcery points to fortify your physical form. For each sorcery point you expend you gain 1d4 temporary hit points. The maximum number of sorcery points you can spend as part of this ability is equal to your proficiency bonus.

### 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 with only one target, that doesn't have a range of self, you can spend sorcery points equal to the spell's level (minimum of 1) to target a second target within range. To be eligible, the spell must be incapable of hitting more than one target at the spell level you are casting it.

### 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 creature to make a saving throw, you can spend 3 sorcery points to have the initial saving throw target an ability score determined by chance. Roll a d12. The spell's initial saving throw is changed to target the ability score from the list below.

If you roll a 1, the spell fails to manifest. However, only the 3 sorcery points you spent to use this ability are wasted.

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





## SORCEROUS ORIGINS

Choose the source of your arcane power from the following Origins: Emberheart, Stoneblood, Stormsoul, or Waveborn. Additional Origins and Alternate Rules for the official Origins can be found in the Alternate Sorcerer: Expanded.

### EMBERHEART

Whether you stole your power from a noble Efreeti lord, were gifted it by an ancient dragon, or were born near a rift to the elemental plane of fire, you now bear within you an ember of pure elemental flame. This mote of fire fuels your burning soul, allowing you to perform wondrous feats of fire magic.

How does the ember within effect your decision making? Are you passionate and rash, letting your emotions guide you? Or, do you resist, seeking calm mastery of your power?

### EMBERHEART MAGIC

Whenever you gain a level, you can replace one spell from this feature with another conjuration or evocation spell of the same level from the druid, sorcerer, or wizard spell list.

### EMBERHEART SPELLS

#### 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 fire in your soul emboldens you. Starting at 1st level, you are resistant to fire damage and have advantage on saving throws to resist being charmed or frightened.

Your power allows you to speak, read, and write Ignan, the language of the Elemental Plane of Fire. Knowing Ignan allows you to communicate with creatures that speak Primordial and it's dialects: Aquan, Auran, and Terran.

### WILD FIRE

Starting at 6th level, when you strike down a creature with flame, you can cause fire to erupt forth from their ruin. As a reaction, when you reduce a small or larger creature to 0 hit points with a spell that deals fire damage, you force creatures of your choice within 10 feet of the slain creature to make Dexterity saving throw. On a failed save, creatures take fire damage based on the size of the slain creature, as indicated in the table below. On a successful save, creatures take half as much fire damage.

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

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

### KINDLE THE FLAME

You are restored by the elemental flame you wield. Beginning at 14th level, when you cast a spell of 1st-level or higher that deals fire damage, you can choose to immediately gain temporary hit points equal to the level at which the spell was cast + your Charisma modifier (minimum of 1 hit point).

Temporary hit points you gain from this ability replace any temporary hit points you may already have, and last until the end of your next long rest.

### PRIMORDIAL INFERNO

You have mastered the ember of elemental fire that burns within your soul, causing you to become more elemental than mortal. Upon reaching 18th level, you no longer need to eat, drink, or sleep, and you are immune to fire 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 flame. The attacking creature must make a Dexterity saving throw, and on a failed save they take fire damage equal to your sorcerer level.







## STONEBLOOD

You are a stoneblood sorcerer, a mortal who has been imbued with a mote of pure elemental earth. You are suffused with the stalwart power of pure stone, making you as immovable and unyielding as the mountains. Were you gifted this power by an ancient earth elemental, barter for it with the greedy Dao, or are you descended from one of the original Dwarven fathers, molded from the bedrock of the world itself?

The earthen power within drives you to remain steadfast in your decisions, unyielding in your beliefs, and subtly drives you to hoard the fruits of the earth; precious gems and alloys.

### STONEBLOOD MAGIC

Whenever you gain a level, you can replace one spell from this feature with another conjuration or evocation spell of the same level from the druid, sorcerer, or wizard spell list.

### STONEBLOOD SPELLS

#### Sorcerer Level Spell

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

## HEART OF EARTH

You can draw upon the earthen magic within you to envelop your physical form in elemental stone. Starting at 1st level, you can use a bonus action on your turn to take on an earthen elemental form, granting you the following benefits:

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

This form lasts for 1 minute, unless you end it as a bonus action or you fall unconscious. You can transform a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a long rest.

Your power allows you to speak, read, and write Terran, the language of the Elemental Plane of Earth. Knowing Terran allows you to communicate with creatures that speak Primordial and its dialects: Aquan, Auran, and Ignan.

## CRUSHING BLOW

You can empower your strikes with the power of pure rock. Starting at 6th level, when you hit with an unarmed strike or melee weapon attack, you can expend sorcery points to deal additional 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.

In addition, while in your Heart of Earth elemental form, damage from your unarmed strikes counts as magical for the sake of overcoming resistances and immunities.

## 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.

## AEGIS OF STONE

Your connection to the elemental magic of earth allows you to extend its resolute protection to yourself and allied creatures. Beginning at 14th level, you can expend 3 sorcery points as a bonus action to grant an aegis of protective earth magic to yourself or one creature you touch. The stone aegis grants the creature resistance to nonmagical bludgeoning, piercing, and slashing damage for 1 minute.

When a creature hits a protected target, other than you, with a melee attack, you can use your reaction to teleport to an unoccupied space within 5 feet of the attacker and make one melee weapon attack against them. You can teleport in this way only if you and the attacker are on the same surface.

If you use this ability to grant a protective aegis to another creature, the effect immediately ends for the first creature.

## PRIMORDIAL BULWARK

You have mastered the elemental earth that dwells deep within your soul, causing you to become more elemental than mortal. Upon reaching 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, granting you an innate power over gentle breeze and raging storm. Was this power bestowed upon you at birth by a noble Djinni, did your parents make a deal with a powerful air elemental, or were you born in the eye of a great storm?

Whatever the origin of your affinity for the skies, the primal storm within you drives you from whimsical and calm, to wild and violent with little warning. Do you embrace the call of the winds, wandering from land to land, or do you seek to control the raging storm that fuels your innate arcane power?

### STORMSOUL MAGIC

Whenever you gain a level, you can replace one spell from this feature with another conjuration or evocation spell of the same level from the druid, sorcerer, or wizard spell list.

### STORMSOUL SPELLS

#### 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, if only briefly. Starting 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, that lasts until the end of your current turn. If you end your movement in the air you fall to the ground. While using this feature, your flight does not provoke opportunity attacks.

Your power allows you to speak, read, and write Auran, the language of the Elemental Plane of Air. Knowing Auran allows you to communicate with creatures that speak Primordial and it's dialects: Aquan, Ignan, and Terran.

## STORMBORN

Your control over your inner storm has grown. Upon reaching 6th level, you are resistant to lightning and thunder damage.

In addition, each time you cast a spell of 1st-level or higher that deals lightning or thunder damage, you can cause stormy magic to erupt from you, and force creatures of your choice within 15 feet to make a Dexterity Saving throw. On a failed save, they take 2d6 lightning or thunder damage (your choice).

When you use this feature, you can expend additional sorcery points as a free action to increase the damage dealt. For each additional sorcery point, you deal an additional 1d6 lightning or thunder damage, to a maximum of 6d6 damage.

## STORM GUIDE

Your affinity for the winds allows you to exert control over the weather around you. Starting at 6th level, you can control existing weather conditions in the following ways:

- If it is raining, as an action, you can stop the rain from falling in a 20-foot radius sphere centered on you. You can end this effect as a bonus action on your turn.
- If it is windy, as a bonus action, you can change the direction the wind blows within a 100-foot radius sphere centered on you. The wind blows in the direction you choose until the end of your next turn.

## WINDCALLER

Beginning at 14th level, your power over the wind allows you to fly. You gain a flying speed equal to your movement speed.

In addition, you can expend 9 sorcery points to cast the *wind walk* spell, which counts as a sorcerer spell for you.

## PRIMORDIAL STORM

The storm within you has made you more elemental than mortal. Starting at 18th level, you do not need to eat, drink, or sleep, and you are immune to 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 attacking creature must make a Dexterity saving throw, and on a failed save they take lightning or thunder damage (your choice) equal to your sorcerer level.





## WAVEBORN

Within you dwells a drop of pure elemental water, connecting you to the deep oceans, babbling brooks, and frigid waters of frozen lakes. How did you gain this power over the elemental waters? Did you inexplicably survive a shipwreck, awakening in the debt of a noble Marid, or did you drink from a stream flowing from the plane of water, awakening your power?

The lapping of waves, the spray of sea foam on the wind, the ocean depths, all of these call to you. Do you embody the life-giving properties of the gentle rain, or do you wield the overwhelming destruction of the great waves and floods?

### WAVEBORN MAGIC

Whenever you gain a level, you can replace one spell from this feature with another conjuration or evocation spell of the same level from the druid, sorcerer, or wizard spell list.

### WAVEBORN SPELLS

#### Sorcerer Level Spell

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

### HEART OF WATER

The pure elemental water within you has fundamentally altered your physical form. Starting when you choose this origin at 1st level, you gain the following features:

- You are resistant to cold damage.
- You gain darkvision out to radius of 60-feet.
- You gain a swim speed equal to your movement speed.
- You can breathe both air and water.

Your power allows you to speak, read, and write Aquan, the language of the Elemental Plane of Water. Knowing Aquan allows you to communicate with creatures that speak Primordial and it's dialects: Auran, Ignan, and Terran.

### CURSE OF THE DEPTHS

Your watery spells carry a frozen curse. Starting at 1st level, when you deal cold damage to a creature, you can spend 2 additional sorcery points to cover one target of the spell in frost, reducing it's 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, when you are hit with an attack, you can use your reaction to shift into a watery form, gaining resistance to any bludgeoning, piercing, and slashing damage the attack dealt, and immediately moving up to your full 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.

### SHIFTING FORM

The elemental water within allows you to move like flowing water. Starting at 14th level, you gain the following benefits:

- You are resistant to damage from opportunity attacks.
- You can move through enemy creature's spaces, but you cannot end your turn in an enemy creature's space.
- You can squeeze through gaps as narrow as 1 inch.
- You can take the Dash action as a bonus action on your turn while you are using your swimming speed.

### PRIMORDIAL WATERS

Upon reaching 18th level, your body is permanently altered by the elemental water within you. You no longer need to eat, drink, or sleep, and you are immune to cold damage.

In addition, 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 a liquid, turning the critical hit into a normal hit.





# THE ALTERNATE SORCERER

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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 themed Sorcerous Origins!

*Version 3.1.1*

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