



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	1	4	1st	—
2nd	+2	Arcane Manifestations	4	2	6	1st	2
3rd	+2	Sorcerous Restoration	4	3	14	2nd	2
4th	+2	Ability Score Improvement	5	4	17	2nd	2
5th	+3	—	5	5	27	3rd	3
6th	+3	Sorcerous Origin Feature	5	5	32	3rd	3
7th	+3	—	5	6	38	4th	3
8th	+3	Ability Score Improvement	5	6	44	4th	3
9th	+4	—	5	7	57	5th	4
10th	+4	Font of Magic	6	7	64	5th	4
11th	+4	Sorcerous Arcanum (6th level)	6	8	64	5th	4
12th	+4	Ability Score Improvement	6	8	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 make a 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, Waveborn, and Alternate rules for Draconic Bloodline, Wild Magic, Divine Soul, Shadow Magic, and Aberrant Mind.

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 sorcerous origin description. These spells count as sorcerer spells for you, but they don't count against your number of Spells Known. Spells gained from this feature cannot be replaced.

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.

$$\text{Spell save DC} = 8 + \text{your proficiency bonus} + \text{your Charisma modifier}$$

$$\text{Spell attack modifier} = \text{your proficiency bonus} + \text{your Charisma modifier}$$

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.

SPELL VERSATILITY

When you finish a long rest, you can choose one sorcerer spell you know and replace it with another sorcerer spell of a level equal to, or lower than, your Spell Limit.

ARCANE MANIFESTATIONS

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

When you cast a spell, you can only apply one of your manifestation abilities to it, unless otherwise noted.

When you gain a level in this class, you can choose one of the manifestations you know and replace it with another of your choice that you meet the prerequisites for.



SORCEROUS RESTORATION

You have learned to regenerate your innate arcane potential while resting. 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 ability you must finish a long rest before you can use it again.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 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 reach deep within yourself to spontaneously cast spells currently unknown to you. As an action on your turn, you can cast any spell from the sorcerer spell list that is equal to your Spell Limit or lower. You expend the appropriate amount of sorcery points, as normal.

Once you use this ability you must complete a long rest before you can use it again.

SORCEROUS ARCANUM

As you grow in arcane power and might you have learned to produce overwhelming feats of magic. At 11th level, your innate arcane power manifests as a Sorcerous Arcanum, a spell of awesome power. Choose one spell of 6th-level or lower from the sorcerer spell list to be your arcanum spell.

You can cast this spell once, at 6th-level, without expending any sorcery points, and you regain all uses of your Sorcerous Arcanum when you finish a long rest.

Your Sorcerous Arcanum spells do not count against your total number of Spells Known. If you select a sorcerer spell of 5th-level or lower that you wish to upcast as your Sorcerous Arcanum spell, it must also be one of your Spells Known if you wish to cast it with your sorcery feature.

As you gain levels in this class, you gain access to more powerful Sorcerous Arcanum spells: one 7th-level sorcerer spell at 13th level, one 8th-level sorcerer spell at 15th level, and finally, one 9th-level sorcerer spell at 17th level.

When you cast your Sorcerous Arcanum spells you can apply a manifestation ability that you know to the spell as long as the spell is eligible. At the end of a long rest, you can choose to replace one of your Sorcerous Arcanum spells with an eligible spell from the sorcerer spell list.

ARCANE MASTERY

You have complete mastery over the arcane power that resides within you, and you now have nearly limitless potential. Arcane magic itself bends to your whims, and you can fundamentally alter spells and other magical effects at will. Upon reaching 20th level in this class, the sorcery point costs of your manifestation abilities all have their sorcery point costs reduced by 1 (to a minimum of 1).

In addition, you can apply an unlimited number of your manifestation abilities to your spells, provided you have the required 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 cast a spell, you can only apply one of your manifestations, unless otherwise noted in the description.

When you gain a level in this class, you can choose one of the manifestations you know and replace it with another of your choice that you meet the prerequisites for.

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 innate arcane ability manifests through your personality. You gain proficiency in your choice of deception, intimidation, or persuasion, and your proficiency bonus is doubled for any ability check you make that uses the chosen proficiency.

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 2 sorcery points 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 spark from the following Sorcerous Origins: Emberheart, Stoneblood, Stormsoul, or Waveborn. Alternate rules for the official Origins; Draconic Bloodline, Wild Magic, Divine Soul, Shadow Magic, Aberrant Mind, and Clockwork Soul, are listed at the end of this class.

EMBERHEART

As an emberheart sorcerer, you have been touched by primordial fire. Did you receive this power in a deal with a noble Efreeti, as a gift from an ancient dragon, or were you born near a rift leading to the elemental plane of fire? This ember of primal flame within you may manifest in your outward appearance or through your emotions.

Most emberheart sorcerers revel in their exotic appearance; flame red hair, eyes like glowing embers, or dark skin with magma peering through cracks. How does your flaming soul affect your decisions? Are you a raging inferno, unable to be controlled? Or, do you resist the urges of your bloodline, seeking to master your power?

EMBERHEART MAGIC

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be a conjuration or evocation spell from the sorcerer, warlock, 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>fire shield, summon elemental (fire only)</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.

In addition, your connection to elemental fire allows you to speak, read, and write Ignan. This allows you to communicate with creatures that speak Primordial and its other dialects: Aquan, Auran, and Terran.

WILD FIRE

Starting at 6th level, when you reduce a creature to 0 hit points with a spell that deals fire damage, you can use your reaction to cause the creature to explode. Creatures within 10 feet must make a Dexterity saving throw. A target takes fire damage based on the size of the slain creature on a failed save, or half as much damage on a successful one. Small creatures deal 1d6 fire damage, and for each size category above Small, the explosion deals an additional 1d6 damage. Tiny or smaller creatures produce no explosion.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

KINDLE THE FLAME

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

PRIMORDIAL INFERNO

You have mastered the elemental fire that burns within your soul, allowing 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 spend 2 sorcery points and rebuke them with elemental flame. The 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 with an intrinsic tie to the elemental plane of earth. The stalwart power of stone suffuses your body making you immovable and unyielding as the mountains. Did you gain this power from an ancient earth elemental, barter for it with the greedy Dao, or are you descended from the original dwarves, molded from the bedrock of the world? The power that dwells within your blood urges you to remain steadfast in your decisions, and hoard the fruits of the earth; precious gems and alloys.

How does your earthen affinity outwardly manifest itself? Are you constantly covered in a thin coating of dust and sand, or are your features austere as if you were cut from marble?

STONEBLOOD MAGIC

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be a conjuration or evocation spell from the sorcerer, warlock, 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 only)</i>
9th	<i>steel wind strike, wall of stone</i>

HEART OF STONE

You can draw upon the earthen magic within you harden your physical form for a limited time. Starting at 1st level, you can use a bonus action to take on an elemental form, your physical form becomes covered in rock and stone, and you gain 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 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 transformation lasts for one minute, or until you end it as a bonus action or fall unconscious. You can use this ability a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

In addition, your connection to elemental earth allows you to speak, read, and write Terran. This allows you to communicate with creatures that speak Primordial and it's other dialects: Aquan, Auran, and Ignan.

CRUSHING BLOW

You have learned to draw upon the crushing weight of the earth to augment your strikes. Starting at 6th level, when you hit a creature with a melee weapon attack or unarmed strike, you can expend sorcery points to deal additional bludgeoning damage to the target. The extra damage is 2d6 for 2 sorcery points, plus 1d6 for each additional sorcery point you expend. This bludgeoning damage is considered magical for the sake of overcoming resistances and immunities.

Each time you use this feature you can spend a maximum number of sorcery points equal to half your sorcerer level.

In addition, your unarmed strikes while in your elemental form from your Heart of Stone feature count as magical for the sake of overcoming resistances and immunities.

AEGIS OF STONE

Your connection to the elemental magic of earth allows you to extend its mystical protection to you and your allies.

Beginning at 14th level, you can use a bonus action to expend 3 sorcery points and grant an aegis of protective earth magic to one creature you touch, including possibly yourself. The creature gains resistance to nonmagical bludgeoning, piercing, and slashing damage for 1 minute.

When a creature hits the protected target 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, allowing you to become more elemental than mortal. Upon reaching 18th level, you no longer need to eat, drink, or sleep, and you are permanently resistant to bludgeoning, piercing, and slashing damage.

In addition, you can have your Aegis of Stone active on up to three creatures at one time.





STORMSOUL

Within you dwells a spark of elemental air, marking you as a stormsoul sorcerer. You have an innate affinity with the storms and squalls of the material world. How did you come to bear this power within you? Were you blessed at birth by a noble Djinni, did you make a deal with a primordial air elemental, or were you born in the eye of a terrible storm?

Whatever the origin of your power, the primal storm within you drives you from whimsical and calm, to wild and violent with little warning. Do you resist the call of your nomadic soul, or do you give in to your wild whims?

STORMSOUL MAGIC

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be a conjuration or evocation spell from the sorcerer, warlock, 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 only)</i>
9th	<i>control winds, maelstrom</i>

HEART OF WINDS

When you call upon your inner storm you gain the ability to fly, 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, taking appropriate falling damage. While flying with this ability you do not provoke opportunity attacks.

In addition, your connection to elemental air allows you to speak, read, and write Auran. This allows you to communicate with creatures that speak Primordial and it's other dialects: Aquan, Ignan, and Terran.

STORMBORN

Your control over the storm within you grows, empowering your physical form against tempestuous magic. Beginning at 6th level you are resistant to lightning and thunder damage.

In addition, whenever you cast a spell of 1st-level or higher that deals lightning or thunder damage, you can expend additional sorcery points to cause stormy magic to erupt from you. For each additional sorcery point you expend, you deal lightning damage equal to your Charisma modifier to a creature within 15 feet (minimum of 1 damage).

STORM GUIDE

In addition to controlling the storm within, 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

Upon reaching 14th level, your power over the wind allows you to fly. You gain a flying speed equal to your movement speed. As you fly your lower extremities become a whirlwind.

PRIMORDIAL STORM

You have mastered the elemental storm that rages within you, and you have become more elemental than mortal. Upon reaching 18th level, you no longer need to eat, drink, or sleep, and you are immune to lightning and thunder damage.

In addition, when you are hit by a melee attack, you can use your reaction to force the attacker to make a Strength saving throw. On a failed save, the creature takes thunder damage equal to your sorcerer level and is pushed back 30 feet in a straight line. On a successful save they take half damage and do not move.



WAVEBORN

Within you dwells a drop of elemental power drawn from primordial waters. You have an innate connection to the ocean depths, babbling brooks, and the frigid waters of frozen lakes. How did you come to wield the power of elemental waters? Did you inexplicably survive a shipwreck, awakening with oceanic power, or did you drink from a stream flowing from the elemental plane of water?

The lapping of waves, the spray of sea foam on the wind, the ocean depths, all of these things call to your heart. Do you draw upon the soothing properties of the waters, or do you embody the destructive wrath of floods and blizzards?

WAVEBORN MAGIC

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be a conjuration or evocation spell from the sorcerer, warlock, or wizard spell list.

WAVEBORN SPELLS

Sorcerer Level	Spell
1st	<i>armor of agathys, ice knife</i>
3rd	<i>hold person, misty step</i>
5th	<i>sleet storm, tidal wave</i>
7th	<i>control water, summon elemental (water only)</i>
9th	<i>cone of cold, hold monster</i>

HEART OF THE SEA

The elemental waters within you have fundamentally altered your physical form. When you select this sorcerous origin at 1st level, you are resistant to cold damage, you gain a swimming speed equal to your movement speed, and you can breathe both air and water.

In addition, your connection to elemental water allows you to speak, read, and write Aquan. This allows you to communicate with creatures that speak Primordial and its other dialects: Auran, Ignan, and Terran.

CURSE OF THE DEPTHS

When you draw upon the oceanic energy within you, your watery spells carry a deadly curse. Starting at 1st level, when you cast a spell that deals cold damage, reduces movement speed, or forces a creature to move, you can spend additional sorcery points to reduce the target's movement speed. For each sorcery point you expend, the movement speed of the target is reduced by 10 feet until the start next turn.

WATERY RESILIENCE

Beginning at 6th level, you can assume a watery form when under assault. When you are hit by an attack, you can use your reaction to shift into a liquid form, gaining resistance to bludgeoning, piercing, and slashing damage until the end of your current turn. As part of the same reaction you can immediately move up to your full movement speed without provoking opportunity attacks.

You can use this ability a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.



OCEANIC EMPOWERMENT

Your improved control over the elemental waters that fuel your power improves your Curse of the Depths. Starting at 14th level when you reduce the movement speed of a creature to 0 with your Curse of the Depths feature, you can force the creature to make an (additional) Constitution saving throw. On a failed save, the creature is covered in elemental ice and is restrained until the start of your next turn. A creature can use an action to scrape the ice off the target, ending the restrained condition early.

In addition, while you are using your swimming speed, you can take the Dash action as a bonus action on your turn.

PRIMORDIAL WATERS

Upon Reaching 18th level, your body and soul are permanently altered by the power of the primordial sea from which you draw your power. You no longer need to eat, drink, or sleep, you are immune to cold damage, and you are resistant to bludgeoning, piercing, and slashing damage.

In addition, when you are hit with a critical hit, you can use your reaction to absorb the blow like a liquid, turning the critical hit into a normal hit.





ALTERNATE SORCEROUS ORIGINS

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

DRACONIC MAGIC

New 1st-level Draconic Bloodline feature

When you gain origin spells at the levels noted in the Draconic Magic table, you gain the Bloodline Spell, and the spell associated with your Draconic Ancestry.

Whenever you gain a sorcerer level, you can replace one spell from this feature with another spell of the same level. The new spell must be an enchantment or evocation spell from the sorcerer, warlock, or wizard spell list.

ELEMENTAL SORCERY

Updated 6th-level Draconic Bloodline feature

Each time you deal the damage type associated with your draconic ancestry with a spell, you may add your Charisma modifier (minimum of 1) to the damage roll.

In addition, you gain the Elemental Spell manifestation, and it doesn't count against your number of Manifestations Known. You can apply Elemental Spell to a sorcerer spell at no additional cost, as long as you change the damage type of the spell to the type associated with your draconic ancestry.

DRACONIC PRESENCE

Updated 18th-level Draconic Bloodline feature

You can exude the fearsome power of a true dragon. As an action, you can spend 5 sorcery points to emanate an aura of awe or fear (your choice) in a 60-foot radius. For 1 minute, hostile creatures 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 SPELLS

Level	All Bloodlines	Black/Copper	Cold/Silver	Red/Gold/Brass	Blue/Bronze	Green
1st	<i>charm person</i>	<i>caustic brew</i>	<i>frost fingers</i>	<i>burning hands</i>	<i>thunderwave</i>	<i>ray of sickness</i>
3rd	<i>dragon's breath</i>	<i>acid arrow</i>	<i>snowball swarm</i>	<i>scorching ray</i>	<i>shatter</i>	<i>suggestion</i>
5th	<i>fear</i>	<i>slow</i>	<i>sleet storm</i>	<i>fireball</i>	<i>lightning bolt</i>	<i>stinking cloud</i>
7th	<i>elemental bane</i>	<i>vitriolic sphere</i>	<i>ice storm</i>	<i>fire shield</i>	<i>storm sphere</i>	<i>dominate beast</i>
9th	<i>dominate person</i>	<i>insect plague</i>	<i>cone of cold</i>	<i>immolation</i>	<i>control winds</i>	<i>cloudkill</i>

CHAOS MAGIC

New 1st-level Wild Magic feature

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be an evocation or transmutation spell from the sorcerer, warlock, or wizard spell list.

CHAOS MAGIC

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

Your spellcasting can unleash surges of untamed magic. Immediately after you cast a sorcerer spell of 1st-level or higher, roll a d10. If you roll a number equal to, or lower than, level of the spell you cast, roll on the Wild Magic Surge table to create a random magical effect.

WILD SORCERY

New 6th-level Wild Magic feature

Upon reaching 6th level, you gain the Unstable Spell manifestation, and it doesn't count against your total number of Manifestations Known. In addition, it only costs you 2 sorcery points to use the Unstable Spell manifestation.



DIVINE MAGIC

Updated 1st-level Divine Soul feature

Your link to the divine allows you to learn spells normally associated with the cleric class. When your Sorcery or Font of Magic features let you learn a sorcerer cantrip or a sorcerer spell of 1st-level or higher, you can choose the new spell from the cleric 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, Whenever you gain a sorcerer level, you can replace one spell from your Divine Spells list below with another spell of the same level. The new spell can be any spell of your choice from the cleric spell list.

DIVINE SPELLS

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>

SHADOW MAGIC

New 1st-level Shadow Magic feature

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be an illusion or necromancy spell from the sorcerer, warlock, or wizard spell list.

SHADOW SPELLS

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>

HOUND OF ILL OMEN

Updated 6th-level Shadow Magic feature

You can call forth a creature of darkness. As a bonus action, you can spend 5 sorcery points to summon a hound of ill omen to target one creature you can see within 120 feet of you. It uses the dire wolf's statistics from the *Monster Manual*, with the following changes:

- See *Xanathar's Guide to Everything* for the changes.

The hound appears in an unoccupied space of your choice within 30 feet of the target. It shares your initiative and takes its turn immediately after you. On its turn, it can move only toward, and make attacks against its target. Additionally, while the hound is within 5 feet of the target, they have disadvantage on saving throws against any spell you cast. The hound disappears if it is reduced to 0 hit points, if its target is reduced to 0 hit points, or after 5 minutes.



PSIONIC SORCERY

Updated 6th-level Aberrant Mind feature

When you cast any spell of 1st-level or higher from your Psionic Spells feature, you can expend 1 additional sorcery point to cast the spell without requiring any verbal or somatic components, and it requires no material components, unless they are consumed by the spell.

REVELATION IN FLESH

Addition to the 14th-level Aberrant Mind feature

You can unleash the aberrant truth hidden within yourself. As a bonus action, you can expend 2 or more sorcery points to magically transform your body for 10 minutes. For each 2 sorcery points you expend, you gain one of the following benefits of your choice, the effects of which last until the transformation ends:

- See *Tasha's Cauldron of Everything* for the list of effects

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.

BASTION OF LAW

Updated 6th-level Clockwork Soul feature

You can tap into the grand equation of existence to imbue a creature with a shimmering shield of order. 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 again.

The ward is represented by a number of d6's equal to the number of sorcery points spent to create it. When the 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.



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