

Sorcerer

A Dazzling Mage Filled with Innate Magic.

Sorcerers wield innate magic that is stamped into their being. Some Sorcerers can't name the origin of their power, while others trace it to strange events in their personal or family history. The blessing of a dragon or a dryad at a baby's birth or the strike of lightning from a clear sky might spark a Sorcerer's gift. So too might the gift of a deity, exposure to the strange magic of another plane of existence, or a glimpse into the inner workings of reality. Whatever the origin, the result is an indelible mark on the Sorcerer, a churning magic that can be passed down through generations.

Sorcerers don't learn magic; the raw, roiling power of magic is part of them. The essential art of a Sorcerer is learning to harness and channel that innate magic, allowing the Sorcerer to discover new and staggering ways to unleash their power. As Sorcerers master their innate magic, they grow more attuned to its origin, developing distinct powers that reflect its source.

Sorcerers are rare. Some family lines produce exactly one Sorcerer in every generation, but most of the time, the talents of sorcery appear as a fluke. People who have this magical power soon discover that it doesn't like to stay quiet. A Sorcerer's magic wants to be wielded.

Primary Ability: Charisma

Hit Point Die: D6 per Sorcerer level

Saving Throw Proficiencies: Constitution and Charisma

Skill Proficiencies: Choose 2: Arcana, Deception, Insight, Intimidation, Persuasion, or Religion

Weapon Proficiencies: Simple weapons

Armor Training: None

Starting Equipment (Choose A or B):

- **A:** Spear, 2 Daggers, Arcane Focus (crystal), Dungeoneer's Pack, and 28 GP
- **B:** 50 GP

As a Level 1 Character:

- Gain all the traits in the Core Sorcerer Traits table.
- Gain the Sorcerer's level 1 features, which are listed in the Sorcerer Features table.

As a Multiclass Character:

- Gain the Hit Point Die from the Core Sorcerer Traits table.
- Gain the Sorcerer's level 1 features, which are listed in the Sorcerer Features table. See the multiclassing rules in chapter 2 to determine your available spell slots.



Sorcerer Features

Level	Proficiency Bonus	Class Features	Sorcery Points
1 st	2	Spellcasting, Innate Sorcery	-
2 nd	2	Font of Magic, Metamagic	2
3 rd	2	Sorcerer Subclass	3
4 th	2	Ability Score Improvement	4
5 th	3	Sorcerous Restoration	5
6 th	3	Subclass Feature	6

7 th	3	Sorcery Initiate	7
8 th	3	Ability Score Improvement	8
9 th	4	-	9
10 th	4	Metamagic	10
11 th	4	-	11
12 th	4	Ability Score Improvement	12
13 th	5	-	13
14 th	5	Subclass Feature	14
15 th	5	-	15
16 th	5	Ability Score Improvement	16
17 th	6	Metamagic	17
18 th	6	Subclass	18
19 th	6	Epic Boon	19
20 th	6	Arcane Apotheosis	20

Spellcasting (Level 1)

Drawing from your innate magic, you can cast spells. See chapter 7 for the rules on spellcasting. The information below details how you use those rules with Sorcerer spells, which appear in the Sorcerer spell list later in the class's description.

Cantrips: You know four Sorcerer cantrips of your choice. Light, Prestidigitation, Shocking Grasp, and Sorcerous Burst are recommended. Whenever you gain a Sorcerer level, you can replace one of your cantrips from this feature with another Sorcerer cantrip of your choice.

When you reach Sorcerer levels 4 and 10, you learn another Sorcerer cantrip of your choice, as shown in the Cantrips column of the Sorcerer Features table.

Spell Slots: The Sorcerer Features table shows how many spell slots you have to cast your level 1+ spells. You regain all expended slots when you finish a Long Rest.

Prepared Spells of Level 1+: You prepare the list of level 1+ spells that are available for you to cast with this feature. To start, choose two level 1 Sorcerer spells. Burning Hands and Detect Magic are recommended.

The number of spells on your list increases as you gain Sorcerer levels, as shown in the Prepared Spells column of the Sorcerer Features table. Whenever that number increases, choose additional Sorcerer spells until the number of spells on your list matches the number in the Sorcerer Features table. The chosen spells must be of a level for which you have spell slots. For example, if you're a level 3 Sorcerer, your list of prepared spells can include six Sorcerer spells of level 1 or 2 in any combination.

If another Sorcerer feature gives you spells that you always have prepared, those spells don't count against the number of spells you can prepare with this feature, but those spells otherwise count as Sorcerer spells for you.

Changing Your Prepared Spells: Whenever you gain a Sorcerer level, you can replace one spell

on your list with another Sorcerer spell for which you have spell slots.

Spellcasting Ability: Charisma is your spellcasting ability for your Sorcerer spells.

Spellcasting Focus: You can use an Arcane Focus as a Spellcasting Focus for your Sorcerer spells.

			Spell Slots per Level								
Level	Cantrips	Prepared Spells	1	2	3	4	5	6	7	8	9
1	4	2	2	-	-	-	-	-	-	-	-
2	4	4	3	-	-	-	-	-	-	-	-
3	4	6	4	2	-	-	-	-	-	-	-
4	5	7	4	3	-	-	-	-	-	-	-
5	5	9	4	3	2	-	-	-	-	-	-
6	5	10	4	3	3	-	-	-	-	-	-
7	5	11	4	3	3	1	-	-	-	-	-
8	5	12	4	3	3	2	-	-	-	-	-
9	5	14	4	3	3	3	1	-	-	-	-
10	6	15	4	3	3	3	2	-	-	-	-
11	6	16	4	3	3	3	2	1	-	-	-
12	6	16	4	3	3	3	2	1	-	-	-
13	6	17	4	3	3	3	2	1	1	-	-
14	6	17	4	3	3	3	2	1	1	-	-
15	6	18	4	3	3	3	2	1	1	1	-
16	6	18	4	3	3	3	2	1	1	1	-
17	6	19	4	3	3	3	2	1	1	1	1
18	6	20	4	3	3	3	3	1	1	1	1
19	6	21	4	3	3	3	3	2	1	1	1
20	6	22	4	3	3	3	3	2	2	1	1

Innate Sorcery (Level 1)

An event in your past left an indelible mark on you, infusing you with simmering magic. As a Bonus Action, you can unleash that magic for 1 minute, during which you gain the following benefits:

- The spell save DC of your Sorcerer spells increases by 1.
- You have Advantage on the attack rolls of Sorcerer spells you cast.

You can use this feature twice, and you regain all expended uses of it when you finish a Long Rest.

Font of Magic (Level 2)

You can tap into the wellspring of magic within yourself. This wellspring is represented by Sorcery Points, which allow you to create a variety of magical effects.

You have 2 Sorcery Points, and you gain more as you reach higher levels, as shown in the Sorcery Points column of the Sorcerer Features table. You can't have more Sorcery Points than the number shown in the table for your level. You regain all expended Sorcery Points when you finish a Long Rest.

You can use your Sorcery Points to fuel the options below, along with other features, such as Metamagic, that use those points:

- **Converting Spell Slots to Sorcery Points:** You can expend a spell slot to gain a number of Sorcery Points equal to the slot's level (no action required).
- **Creating Spell Slots:** As a Bonus Action, you can transform unexpended Sorcery Points into one spell slot. The Creating Spell Slots table shows the cost of creating a spell slot of a given level, and it lists the minimum Sorcerer level you must be to create a slot. You can create a spell slot no higher than level 5. Any spell slot you create with this feature vanishes when you finish a Long Rest.

Spell Slot Level	Sorcery Point Cost	Min. Sorcerer Level
1	2	2
2	3	3
3	5	5
4	6	7
5	7	9

Metamagic (Level 2)

Because your magic flows from within, you can alter your spells to suit your needs; you gain two Metamagic options of your choice from "Metamagic Options" later in this class's description. You use the chosen options to temporarily modify spells you cast. To use an option, you must spend the number of Sorcery Points that it costs.

You can use only one Metamagic option on a spell when you cast it unless otherwise noted in one of those options.

Whenever you gain a Sorcerer level, you can replace one of your Metamagic options with one you don't know. You gain two more options at Sorcerer level 10 and two more at Sorcerer level 17.

Sorcerer Subclass (Level 3)

You gain a Sorcerer subclass of your choice. The Aberrant Sorcery, Clockwork Sorcery, Draconic Sorcery, and Wild Magic Sorcery subclasses are detailed after this class's description. A subclass is a specialization that grants you features at certain Sorcerer levels. For the rest of your career, you gain each of your subclass's features that are of your Sorcerer level or lower.

Ability Score Improvement (Level 4)

You gain the Ability Score Improvement feat (see chapter 5) or another feat of your choice for which you qualify. You gain this feature again at Sorcerer levels 8, 12, and 16.

Sorcerous Restoration (Level 5)

When you finish a Short Rest, you can regain expended Sorcery Points, but no more than a number equal to half your Sorcerer level (round down). Once you use this feature, you can't do so again until you finish a Long Rest.

Sorcery Incarnate (Level 7)

If you have no uses of Innate Sorcery left, you can use it if you spend 2 Sorcery Points when you take the Bonus Action to activate it.

In addition, while your Innate Sorcery feature is active, you can use up to two of your Metamagic options on each spell you cast.

Epic Boon (Level 19)

You gain an Epic Boon feat (see chapter 5) or another feat of your choice for which you qualify. Boon of Dimensional Travel is recommended.

Arcane Apotheosis (Level 20)

While your Innate Sorcery feature is active, you can use one Metamagic option on each of your turns without spending Sorcery Points on it.

Metamagic Options

Autonomous Spell **(Tome of Heroes)**

Cost: 3 Sorcery Points

When you cast a spell that has a duration of concentration, you can spend 3 sorcery points to cast it without requiring concentration. For example, using autonomous spell on detect magic changes its duration to 10 minutes. You can have only one autonomous spell in effect at a time. If you use this metamagic to modify a second spell, the first autonomous spell ends.

Bewildering Spell **(Tome of Heroes)**

Cost: 2 Sorcery Points

You can cast a spell that overwhelms the senses of its target. When you cast a spell that deals damage to one creature, you can spend 2 sorcery points to increase the intensity of the spell's visual effect. The target of your spell has disadvantage on the next Intelligence, Wisdom, or Charisma saving throw it makes within the next minute.

Careful Spell *(2024 Player's Handbook)*

Cost: 1 Sorcery Point

When you cast a spell that forces other creatures to make a saving throw, you can protect some of those creatures from the spell's full force. To do so, spend 1 Sorcery Point and choose a number of those creatures up to your Charisma modifier (minimum of one creature). A chosen creature automatically succeeds on its saving throw against the spell, and it takes no damage if it would normally take half damage on a successful save.

Concussive Spell **(Tome of Heroes)**

Cost: 1 Sorcery Point

When you cast a spell that deals damage to a creature, you can spend 1 sorcery point to push the target of your spell 10 feet away from you. If the spell affects multiple targets, you can choose only one of the targets to be pushed away from you.

Contingent Spell **(Tome of Heroes)**

Cost: 1+ Sorcery Points

You can cast a spell to be triggered at a later time. To do so, you must spend a number of sorcery points equal to the level of the spell slot used to cast the spell. You then use your reaction to trigger the spell when the event you stipulated when you cast the spell occurs. For example, you use your action, expend a 4th level spell slot, and spend 4 sorcery points to cast dimension door as a contingent spell that will take effect when a creature moves within 5 feet of you. When a creature moves within 5 feet of you a moment later, you use your reaction to trigger the dimension door and teleport to a space 200 feet away.

Distant Spell *(2024 Player's Handbook)*

Cost: 1 Sorcery Point

When you cast a spell that has a range of at least 5 feet, you can spend 1 Sorcery Point to double the spell's range. Or when you cast a spell that has a range of Touch, you can spend 1 Sorcery Point to make the spell's range 30 feet.

Emotional Spell **(Tome of Heroes)**

Cost: 3 Sorcery Points

When you cast a spell that allows its target to make a Wisdom saving throw, you can spend 3 sorcery points to change the type of saving throw required to a Charisma saving throw instead.

Empowered Spell *(2024 Player's Handbook)*

Cost: 1 Sorcery Point

When you roll damage for a spell, you can spend 1 Sorcery Point to reroll a number of the damage dice up to your Charisma modifier (minimum of one), and you must use the new rolls. You can use Empowered Spell even if you've already used a different Metamagic option during the casting of the spell.

Enlightening Spell **(Tome of Heroes)**

Cost: 1 Sorcery Point

When you cast a spell that targets a creature, you can spend 1 sorcery point to learn one of your target's resistances or immunities. Each time you use this metamagic option on the same creature, it reveals a new resistance or immunity.

Extended Spell *(2024 Player's Handbook)*

Cost: 1 Sorcery Point

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. If the affected spell requires Concentration, you have Advantage on any saving throw you make to maintain that Concentration.

Fearful Spell **(Tome of Heroes)**

Cost: 3 Sorcery Points

When you cast a spell that deals damage to a creature, you can spend 3 sorcery points to make the target of your spell frightened of you until the end of your next turn. If your spell affects multiple targets, you can choose only one of the targets to be frightened.

Heightened Spell *(2024 Player's Handbook)*

Cost: 2 Sorcery Points

When you cast a spell that forces a creature to make a saving throw, you can spend 2 Sorcery Points to give one target of the spell Disadvantage on saves against the spell.

Hidden Spell **(Tome of Heroes)**

Cost: 2 Sorcery Points

When you cast a spell with a duration longer than instantaneous, you can spend 2 sorcery points to mask its magical aura. For the duration of your spell, it can't be detected or discerned with spells or effects, such as the detect magic spell or a chuul's Sense Magic trait.

Homing Spell **(Tome of Heroes)**

Cost: 2 Sorcery Points

When you cast a spell that deals damage to one creature, you can spend 2 sorcery points to target a creature that has total cover or is heavily obscured, provided you are aware of the target's presence. This metamagic option allows you to target the creature, but it doesn't cause the spell to automatically affect the target. As normal, the target must still make a saving throw or be hit by your spell attack to be affected by the spell.

Hungry Spell **(Tome of Heroes)**

Cost: 1 Sorcery Point

When you cast a spell that deals damage to a single target, you can spend 1 sorcery point to add your Charisma modifier to the damage roll of the spell. If you reduce a creature to 0 hit points with a hungry spell, you regain hit points equal to your Charisma modifier (minimum of 1).

Immaterial Spell **(Tome of Heroes)**

Cost: 1+ Sorcery Points

You can cast a spell without providing costly material components. You must spend 1 sorcery point for every 100 gp in the cost of the material component required.

Insatiable Spell **(Tome of Heroes)**

Cost: 5 Sorcery Points

When you cast a spell on a creature that is immune to the damage or effects of the spell, you can spend 5 sorcery

points to bypass the creature's immunity for this casting of the spell. The creature is affected by the spell as if it didn't have immunity to the spell's damage or effects and must make any saving throws allowed by the spell as normal.

Lingering Spell **(Tome of Heroes)**

Cost: 1+ Sorcery Points

When you cast a damaging spell with an instantaneous duration that requires a saving throw, you can spend a number of sorcery points equal to the spell's level to prolong the spell's damage. A creature that failed its saving throw against your original casting of this spell must succeed on the same saving throw at the start of your next turn or take half of the spell's damage.

Logical Spell **(Tome of Heroes)**

Cost: 3 Sorcery Points

When you cast a spell that allows its target to make a Wisdom saving throw, you can spend 3 sorcery points to change the type of saving throw required to an Intelligence saving throw instead.

Quickened Spell *(2024 Player's Handbook)*

Cost: 2 Sorcery Points

When you cast a spell that has a casting time of an action, you can spend 2 Sorcery Points to change the casting time to a Bonus Action for this casting. You can't modify a spell in this way if you've already cast a level 1+ spell on the current turn, nor can you cast a level 1+ spell on this turn after modifying a spell in this way.

Robust Spell **(Tome of Heroes)**

Cost: 2 Sorcery Points

You can make a spell difficult for other spellcasters to counter or dispel by spending 2 sorcery points. A creature that must make an ability check to counter or dispel your spell has disadvantage on the check.

Sapping Spell **(Tome of Heroes)**

Cost: 2 Sorcery Points

You can increase the damage you deal with a spell by expending 2 sorcery points and up to half your remaining Hit Dice. Roll the Hit Dice and add the total result to the damage dealt by the spell. You then take damage equal to half the amount of damage your Hit Dice added to the spell's damage.

Seeking Spell *(2024 Player's Handbook)*

Cost: 1 Sorcery Point

If you make an attack roll for a spell and miss, you can spend 1 Sorcery Point to reroll the d20, and you must use the new roll. You can use Seeking Spell even if you've already used a different Metamagic option during the casting of the spell.

Shared Hunger Spell **(Tome of Heroes)**

Cost: 3 Sorcery Points

When you cast a beneficial spell on a friendly creature, you can spend 3 sorcery points to empower the creature's weapons. The creature's next weapon attack roll has advantage and, if the creature hits, you and the creature regain hit points equal to your Charisma modifier (minimum of 1).

Subtle Spell *(2024 Player's Handbook)*

Cost: 1 Sorcery Point

When you cast a spell, you can spend 1 Sorcery Point to cast it without any Verbal, Somatic, or Material components, except Material components that are consumed by the spell or that have a cost specified in the spell.

Transmuted Spell *(2024 Player's Handbook)*

Cost: 1 Sorcery Point

When you cast a spell that deals a type of damage from the following list, you can spend 1 Sorcery Point to change that damage type to one of the other listed types: Acid, Cold, Fire, Lightning, Poison, Thunder.

Twinned Spell *(2024 Player's Handbook)*

Cost: 1 Sorcery Point

When you cast a spell, such as Charm Person, that can be cast with a higher-level spell slot to target an additional creature, you can spend 1 Sorcery Point to increase the spell's effective level by 1.

Sorcerous Origins (Subclasses)

Aberrant Sorcery *(2024 Player's Handbook)*



Wield Unnatural Psionic Power.

An alien influence has wrapped its tendrils around your mind, giving you psionic power. You can now touch other minds with that power and alter the world around you. Will this power shine from you as a hopeful beacon to others? Or will you be a terror to those who feel the stab of your mind?

Perhaps a psychic wind from the Astral Plane carried psionic energy to you, or you were exposed to the Far Realm's warping influence. Alternatively, you were implanted with a mind flayer tadpole, but your transformation into a mind flayer never occurred; now the tadpole's psionic power is yours. However you acquired this power, your mind is aflame with it.

Telepathic Speech (Level 3)

You can form a telepathic connection between your mind and the mind of another. As a Bonus Action, choose one creature you can see within 30 feet of yourself. You and the chosen creature can communicate telepathically with each other while the two of you are within a number of miles of each other equal to your Charisma modifier (minimum of 1 mile). To understand each other, you each must mentally use a language the other knows.

The telepathic connection lasts for a number of minutes equal to your Sorcerer level. It ends early if you use this ability to form a connection with a different creature.

Psionic Spells (Level 3)

When you reach a Sorcerer level specified in the Psionic Spells table, you thereafter always have the listed spells prepared.

Sorcerer Level	Spells
3	Arms of Hadar, Calm Emotions, Detect Thoughts, Dissonant Whispers, Mind Sliver
5	Hunger of Hadar, Sending
7	Evard's Black Tentacles, Summon Aberration
9	Rary's Telepathic Bond, Telekinesis

Psionic Sorcery (Level 6)

When you cast any level 1+ spell from your Psionic Spells feature, you can cast it by expending a spell slot as normal or by spending a number of Sorcery Points equal to the spell's level. If you cast the spell using Sorcery Points, it requires no Verbal or Somatic components, and it requires no Material components unless they are consumed by the spell or have a cost specified in it.

Psychic Defenses (Level 6)

You have Resistance to Psychic damage, and you have Advantage on saving throws to avoid or end the Charmed or Frightened condition.

Revelation in Flesh (Level 14)

You can unleash the aberrant truth hidden within yourself. As a Bonus Action, you can spend 1 Sorcery Point or more to magically alter your body for 10 minutes. For each Sorcery Point you spend, you gain one of the following benefits of your choice, the effects of which last until the alteration ends:

- **Aquatic Adaptation:** You gain a Swim Speed equal to twice your Speed, and you can breathe underwater. Gills grow from your neck or flare behind your ears, and your fingers become webbed or you grow wriggling cilia.
- **Glistening Flight:** You gain a Fly Speed equal to your Speed, and you can hover. As you fly, your skin glistens with mucus or otherworldly light.
- **See the Invisible:** You can see any Invisible creature within 60 feet of yourself that isn't behind Total Cover. Your eyes also turn black or become writhing sensory tendrils.
- **Wormlike Movement:** Your body, along with any equipment you are wearing or carrying, becomes slimy and pliable. You can move through any space as narrow as 1 inch, and you can spend 5 feet of movement to escape from nonmagical restraints or the Grappled condition.

Warping Implosion (Level 18)

You can unleash a space-warping anomaly. As a Magic action, you teleport to an unoccupied space you can see within 120 feet of yourself. Immediately after you disappear, each creature within 30 feet of the space you left must make a Strength saving throw against your spell save DC. On a failed save, a creature takes 3d10 Force damage and is pulled straight toward the space you left, ending in an unoccupied space as close to your former space as possible. On a successful save, the creature takes half as much damage only.

Once you use this feature, you can't do so again until you finish a Long Rest unless you spend 5 Sorcery Points (no action required) to restore your use of it.

Black Powder Sorcery **(Tome of Heroes)**

Your innate magic comes from the explosive power of raw alchemy and black powder. Your parents may have been alchemists, whose long exposure to alchemical reagents mingled with a latent talent for magic in their bloodlines and caused you to be born with such abilities. Or you may have been experimented upon—with or without your permission—when you were younger and those alchemical experiments brought this unexpected magical power to the surface. Whatever the catalyst for your powers, they bring with them an affinity for black powder, allowing you magical prowess that exploits its power to your benefit.

Gun Mage (Level 3)

At 3rd level, you gain proficiency with simple firearms and with the musket, and you gain proficiency with alchemist's supplies or gunsmith's tools (your choice). In addition, you learn the mage hand cantrip if you don't already know it.

Gun Hand (Level 3)

Starting at 3rd level, when you cast mage hand, you can perform the following additional tasks with it:

- You can use your mage hand to draw or stow a pistol on your person or pick up a firearm



within 5 feet of you that isn't being worn or carried. You can do this once on each of your turns for free, during either your move or your action.

- You can use a bonus action to reload a pistol held by your mage hand. Your mage hand visibly becomes a pair of spectral hands to complete this action, the second hand vanishing once the pistol is loaded.
- When a creature within 5 feet of you attacks you with a melee weapon, you can use a reaction to fire a pistol held by your mage hand at the attacker. Being within 5 feet of the target doesn't impose disadvantage on the attack roll.

You can create multiple mage hands with this feature when you reach higher levels. You gain a second mage hand at 5th level, and an additional mage hand at 9th, 13th, and 17th level. Unlike your primary mage hand, these additional mage hands can be used only for the tasks described under this feature and any other aspects of this class that reference this feature. Each extra mage hand remains within 5 feet of you and vanishes if it is unable to remain within 5 feet of you.

Fusillade (Level 3)

Also at 3rd level, when you use the Attack action, you can make the attack with a weapon you are wielding or with a pistol held in one of your mage hands. When you attack with a pistol held in one of your mage hands, you can use your Charisma modifier, instead of Dexterity, for the attack and damage rolls.

In addition, you can use an action and spend 1 or more sorcery points to magically reload and fire a pistol held by one of your mage hands. The ammunition fired is magically created and dissipates after being fired, hit or miss. For each sorcery point you spend, you can magically reload and fire another pistol held in another of your mage hands as part of the same action. These attacks have a range of 30 feet. Attacks from your mage hand-held pistols can attack separate targets or the same target, dealing damage, including the possibility of a burst, as normal on a hit. Each mage hand's attack counts as a separate attack for the purposes of determining the number of bursts that can happen. Once you use this feature, you can't use it again until you finish a short or long rest.

Magic Bullets (Level 6)

Beginning at 6th level, your attacks with firearms count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. In addition, when you make an attack with a firearm, you can spend 1 sorcery point to imbue the attack with elemental energy. Choose one of the following: acid, cold, fire, lightning, or thunder. On a hit, an imbued attack deals an extra 2d6 damage of the chosen type. At 14th level, you can spend 2 sorcery points instead, increasing the damage to 4d6.

Absorb Power (Level 14)

At 14th level, you can replenish your sorcerous power by absorbing the latent energy of black powder. In a ritual that takes 1 minute, you can absorb the power in up to 30 cartridges' worth of black powder (equivalent to a full gunpowder horn). For every 10 cartridges worth of gunpowder, you regain 1 expended sorcery point. The black powder is consumed in the process. Once you use this feature, you can't use it again until you finish a long rest.

Ensuing Shot (Level 18)

At 18th level, when you use your action to cast a spell using a spell slot of 4th level or lower, you can make one attack with a pistol as a bonus action. This pistol can be held by you or by one of your mage hands. If you spend 6 sorcery points, you can make one attack with each pistol held by you and your mage hands instead.

Clockwork Sorcery *(2024 Player's Handbook)*

Channel Cosmic Forces of Order.



The cosmic force of order has suffused you with magic. That power arises from Mechanus or a realm like it—a plane of existence shaped entirely by clockwork efficiency. You or someone from your lineage might have become entangled in the machinations of modrons, the orderly beings who inhabit Mechanus. Perhaps your ancestor even took part in the Great Modron March. Whatever its origin within you, the power of order can seem strange to others, but for you, it's part of a vast and glorious system.

Clockwork Spells (Level 3)

Sorcerer Level	Spells
3	Aid, Alarm, Lesser Restoration, Protection from Evil and Good
5	Dispel Magic, Protection from Energy
7	Freedom of Movement, Summon Construct
9	Greater Restoration, Wall of Force

When you reach a Sorcerer level specified in the Clockwork Spells table, you thereafter always have the listed spells prepared.

Manifestations of Order (Level 3)

In addition, consult the Manifestations of Order table and choose or randomly determine a way your connection to order manifests while you are casting any of your Sorcerer spells.

1d6	Manifestation
1	Spectral cogwheels hover behind you.
2	The hands of a clock spin in your eyes.
3	Your skin glows with a brassy sheen.
4	Floating equations and geometric objects overlay your body.
5	Your Spellcasting Focus temporarily takes the form of a Tiny clockwork mechanism.
6	The ticking of gears or ringing of a clock can be heard by you and those affected by your magic.

Restore Balance (Level 3)

Your connection to the plane of absolute order allows you to equalize chaotic moments. When a creature you can see within 60 feet of yourself is about to roll a d20 with Advantage or Disadvantage, you can take a Reaction to prevent the roll from being affected by Advantage and Disadvantage. 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.

Bastion of Law (Level 6)

You can tap into the grand equation of existence to imbue a creature with a shimmering shield of order. As a Magic action, you can expend 1 to 5 Sorcery Points to create a magical ward around yourself or another creature you can see within 30 feet of yourself. The ward is represented by a

number of d8s 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 total rolled on those dice. The ward lasts until you finish a Long Rest or until you use this feature again.

Trance of Order (Level 14)

You gain the ability to align your consciousness with the endless calculations of Mechanus. As a Bonus Action, you can enter this state for 1 minute. For the duration, attack rolls against you can't benefit from Advantage, and whenever you make a D20 Test, you can treat a roll of 9 or lower on the d20 as a 10. Once you use this feature, you can't use it again until you finish a Long Rest unless you spend 5 Sorcery Points (no action required) to restore your use of it.

Clockwork Cavalcade (Level 18)

You momentarily summon spirits of order to expunge disorder around you. As a Magic action, you summon the spirits in a 30-foot Cube originating from you. The spirits look like modrons or other Constructs of your choice. The spirits are intangible and invulnerable, and they create the effects below within the Cube before vanishing. Once you use this action, you can't use it again until you finish a Long Rest unless you spend 7 Sorcery Points (no action required) to restore your use of it.

- **Heal:** The spirits restore up to 100 Hit Points, divided as you choose among any number of creatures of your choice in the Cube.
- **Repair:** Any damaged objects entirely in the Cube are repaired instantly.
- **Dispel:** Every spell of level 6 and lower ends on creatures and objects of your choice in the Cube.

Cold-Blooded Sorcery **(Tome of Heroes)**

The serpentfolk slithered across the surface of the world in the primordial times before the warmblooded races became dominant. They worked their will upon the land and ocean and created works to show their mastery of the magical arts. Their artistry did not end with the landscape. They also experimented on any warm-blooded creatures they captured until they had warped and molded the creatures into new and deadly forms.

One or more of your ancestors was experimented on or an associate of the world's earliest serpentfolk. Your ancestor's natural affinity for magic was nurtured, expanded, and warped by the experimentation of their ophidian masters in order to transform them into something closer to the serpentine ideal. Those alterations made so long ago have waxed in you, allowing you to influence intelligent creatures more easily. Now you must decide if you will follow the serpent's path of dominance and subjugation or if you will fight against their influence and use your power for a greater purpose.

Ophidian Metabolism (Level 3)

At 3rd level, your affinity with serpents grants you a measure of their hardiness. You can go without food for a number of days equal to 3 + your Constitution modifier (minimum 1) + your proficiency bonus before you suffer the effects of starvation. You also have advantage on saving throws against poison and disease.

Patterned Scales (Level 3)

Also at 3rd level, when you use magic to trick or deceive, the residual energy of your spell subtly alters how others perceive you. When you cast an illusion spell using a spell slot of 1st level or higher, you have advantage on Charisma (Deception) and Charisma (Persuasion) checks for the duration of the spell and for 10 minutes after the spell's duration ends.

Insinuating Serpent (Level 6)

Starting at 6th level, even when a creature resists your unsettling allure, your presence gets under their skin. When you cast an enchantment or illusion spell using a spell slot of 1st level or higher, and your target succeeds on its saving throw against your spell, your target becomes charmed by you until the start of your next turn. If the spell you cast affects multiple targets, only one of those targets can be affected by this feature.

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

Spirit Venom (Level 14)

At 14th level, you sap the will and resolve of creatures that are under your sway. If you start your turn with at least one creature within 30 feet of you that is currently charmed, frightened, paralyzed, restrained, or stunned by a spell you cast or a magical effect you created, such as from a magic item, you can use your reaction to force each such creature to take 6d4 psychic damage.

You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest. If you have expended all your uses of this feature, you can spend 5 sorcery points at the start of your turn to use it again.

Mirrored Lamina (Level 18)

Starting at 18th level, when you fail a saving throw against being charmed, frightened, paralyzed, restrained, or stunned by a spell or other magical effect, you can use your reaction to force the creature that cast the spell or created the magical effect to succeed on a saving throw against your spell save DC or suffer the same condition for the same duration.

If both you and the creature that targeted you are affected by a condition as a result of this feature and that condition allows for subsequent saving throws to end the effect, the condition ends for both of you if either one of you succeeds on a subsequent saving throw.

Divine Soul *(Xanathar's Guide to Everything)*



Sometimes the spark of magic that fuels a sorcerer comes from a divine source that glimmers within the soul. Having such a blessed soul is a sign that your innate magic might come from a distant but powerful familial connection to a divine being. Perhaps your ancestor was an angel, transformed into a mortal and sent to fight in a god's name. Or your birth might align with an ancient prophecy, marking you as a servant of the gods or a chosen vessel of divine magic.

A Divine Soul, with a natural magnetism, is seen as a threat by some religious hierarchies. As an outsider who commands sacred power, a Divine Soul can undermine an existing order by claiming a direct tie to the divine.

In some cultures, only those who can claim the power of a Divine Soul may command religious power. In these lands, ecclesiastical positions are dominated by a few bloodlines and preserved over generations.

Divine Magic (Level 3)

Your link to the divine allows you to learn spells from the cleric class. When your Spellcasting

feature lets you learn or replace a sorcerer cantrip or a sorcerer spell of 1st level or higher, you can choose the new spell from the cleric spell list or the sorcerer spell list. You must otherwise obey all the restrictions for selecting the spell, and it becomes a sorcerer spell for you.

In addition, choose an affinity for the source of your divine power: good, evil, law, chaos, or neutrality. You learn an additional spell based on that affinity, as shown below. It is a sorcerer spell for you, but it doesn't count against your number of sorcerer spells known. If you later replace this spell, you must replace it with a spell from the cleric spell list.

Affinity	Spell
Good	Cure Wounds
Evil	Inflict Wounds
Law	Bless
Chaos	Bane
Neutrality	Protection from Evil and Good

Favored by the Gods (Level 3)

Starting at 3rd level, divine power guards your destiny. If you fail a saving throw or miss with an attack roll, you can roll 2d4 and add it to the total, possibly changing the outcome. Once you use this feature, you can't use it again until you finish a short or long rest.

Empowered Healing (Level 6)

Starting at 6th level, the divine energy coursing through you can empower healing spells. Whenever you or an ally within 5 feet of you rolls dice to determine the number of hit points a spell restores, you can spend 1 sorcery point to reroll any number of those dice once, provided you aren't incapacitated. You can use this feature only once per turn.

Otherworldly Wings (Level 9)

Starting at 14th level, you can use a bonus action to manifest a pair of spectral wings from your back. While the wings are present, you have a flying speed of 30 feet. The wings last until you're incapacitated, you die, or you dismiss them as a bonus action.

The affinity you chose for your Divine Magic feature determines the appearance of the spectral wings: eagle wings for good or law, bat wings for evil or chaos, and dragonfly wings for neutrality.

Unearthly Recovery (Level 18)

At 18th level, you gain the ability to overcome grievous injuries. As a bonus action when you have fewer than half of your hit points remaining, you can regain a number of hit points equal to half your hit point maximum.

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

Draconic Sorcery *(2024 Player's Handbook)*

Breathe the Magic of Dragons.

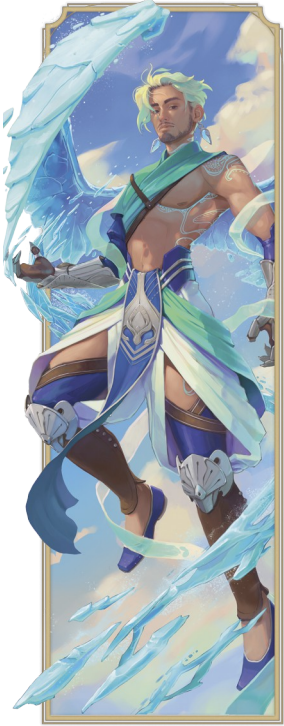
Your innate magic comes from the gift of a dragon. Perhaps an ancient dragon facing death bequeathed some of its magical power to you or your ancestor. You might have absorbed magic from a site infused with dragons' power. Or perhaps you handled a treasure taken from a dragon's

hoard that was steeped in draconic power. Or you might have a dragon for an ancestor.

Draconic Spells (Level 3)

When you reach a Sorcerer level specified in the Draconic Spells table, you thereafter always have the listed spells prepared.

Sorcerer Level	Spells
3	Alter Self, Chromatic Orb, Command, Dragon's Breath
5	Fear, Fly
7	Arcane Eye, Charm Monster
9	Legend Lore, Summon Dragon



Draconic Resilience (Level 3)

The magic in your body manifests physical traits of your draconic gift. Your Hit Point maximum increases by 3, and it increases by 1 whenever you gain another Sorcerer level.

Parts of you are also covered by dragon-like scales. While you aren't wearing armor, your base Armor Class equals 10 plus your Dexterity and Charisma modifiers.

Elemental Affinity (Level 6)

Your draconic magic has an affinity with a damage type associated with dragons. Choose one of those types: Acid, Cold, Fire, Lightning, or Poison.

You have Resistance to that damage type, and when you cast a spell that deals damage of that type, you can add your Charisma modifier to one damage roll of that spell.

Dragon Wings (Level 13)

As a Bonus Action, you can cause draconic wings to appear on your back. The wings last for 1 hour or until you dismiss them (no action required). For the duration, you have a Fly Speed of 60 feet.

Once you use this feature, you can't use it again until you finish a Long Rest unless you spend 3 Sorcery Points (no action required) to restore your use of it.

Dragon Companion (Level 18)

You can cast Summon Dragon without a Material component. You can also cast it once without a spell slot, and you regain the ability to cast it in this way when you finish a Long Rest.

Whenever you start casting the spell, you can modify it so that it doesn't require Concentration. If you do so, the spell's duration becomes 1 minute for that casting.

Hungry Sorcery **(Tome of Heroes)**

Your innate magic comes from a deep, primal source of hunger and craving. Perhaps your line was cursed for its greed by a god of plenty or generosity. Perhaps one of your forebears was marked by the hungry undead. Sorcerers with this origin have an unyielding appetite for arcana and go to nearly any length to satiate their desire to increase their magical power.

Hungry Eyes (Level 3)

At 3rd level, you can sense when a creature is nearing death. You know if a creature you can see that isn't undead or a construct within 30 feet of you is below half its hit point maximum. Your spell attacks ignore half cover and three-quarters cover when targeting creatures you sense with this feature.

Thirsty Soul (Level 3)

Beginning at 3rd level, when you reduce a hostile creature to 0 hit points, you regain hit points equal to your sorcerer level + your Charisma modifier (minimum of 1). This feature can restore you to no more than half your hit point maximum.

Feast of Arcana (Level 6)

Starting at 6th level, when you reduce one or more hostile creatures to 0 hit points with one spell of 1st level or higher, you regain 1 spent sorcery point.

Glutton for Punishment (Level 14)

Starting at 14th level, you can use your reaction to intentionally fail a saving throw against a spell that deals damage and that was cast by a hostile creature. If you do so, you regain a number of spent sorcery points equal to half your Charisma modifier (minimum of 1).

Greedy Heart (Level 18)

At 18th level, when you spend sorcery points to create spell slots or use metamagic, you reduce the cost by 1 sorcery point (this can't reduce the cost below 1).

Lunar Sorcery (*Dragonlance: Shadow of the Dragon Queen*)

On many worlds, the moon is a revered celestial body with magical properties. On Krynn, the gods of magic are associated with the world's three moons. On the world of Toril, the god Selûne uses the light of the moon to battle darkness. On Eberron, scholars of the Draconic Prophecy decipher ancient secrets from the waxing and waning of that world's twelve moons.

You or someone from your lineage has been exposed to the concentrated magic of the moon (or moons) of your world, imbuing you with lunar magic. Perhaps your ancestor was involved in a druidic ritual involving an eclipse, or maybe a mystical fragment of a moon crashed near you. However you came to have your magic, your connection to the moon is obvious when you cast sorcerer spells—perhaps making your pupils glow with the color of a moon from your world, causing spectral manifestations of lunar phases to orbit you, or some other effect.



Moon Fire (Level 3)

You can call down the radiant light of the moon on command. You learn the sacred flame spell, which doesn't count against the number of sorcerer cantrips you know. When you cast the spell, you can target one creature as normal or target two creatures within range that are within 5 feet of each other.

Lunar Embodiment (Level 3)

You learn additional spells when you reach certain levels in this class, as shown on the Lunar

Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

Sorcerer Level	Full Moon Spell	New Moon Spell	Crescent Moon Spell
1	Shield	Ray of Sickness	Color Spray
3	Lesser Restoration	Blindness/Deafness	Alter Self
5	Dispel Magic	Vampiric Touch	Phantom Steed
7	Death Ward	Confusion	Hallucinatory Terrain
9	Rary's Telepathic Bond	Hold Monster	Mislead

Whenever you finish a long rest, you can choose what lunar phase manifests its power through your magic: Full Moon, New Moon, or Crescent Moon. While in the chosen phase, you can cast one 1st-level spell of the associated phase in the Lunar Spells table once without expending a spell slot. Once you cast a spell in this way, you can't do so again until you finish a long rest.

Lunar Boons (Level 3)

The current phase of your Lunar Embodiment can affect your Metamagic feature. Each Lunar Embodiment phase is associated with certain schools of magic, as shown here:

- **Full Moon:** Abjuration and divination spells
- **New Moon:** Enchantment and necromancy spells
- **Crescent Moon:** Illusion and transmutation spells

Whenever you use Metamagic on a spell of a school of magic associated with your current Lunar Embodiment phase, you can reduce the sorcery points spent by 1 (minimum 0). You can reduce the sorcery points spent for your Metamagic a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Waxing and Waning (Level 6)

You gain greater control over the phases of your lunar magic. As a bonus action, you can spend 1 sorcery point to change your current Lunar Embodiment phase to a different one.

You can now cast one 1st-level spell from each lunar phase of the Lunar Spells table once without expending a spell slot, provided your current phase is the same as the lunar phase spell. Once you cast a lunar phase spell in this way, you can't do so again until you finish a long rest.

Lunar Empowerment (Level 14)

The power of a lunar phase saturates your being. While you are in a Lunar Embodiment phase, you also gain the following benefit associated with that phase:

- **Full Moon:** You can use a bonus action to shed bright light in a 10-foot radius and dim light for an additional 10 feet or to douse the light. In addition, you and creatures of your choice have advantage on Intelligence (Investigation) and Wisdom (Perception) checks while within the bright light you shed.
- **New Moon:** You have advantage on Dexterity (Stealth) checks. In addition, while you are entirely in darkness, attack rolls have disadvantage against you.
- **Crescent Moon:** You have resistance to necrotic and radiant damage.

Lunar Phenomenon (Level 18)

As a bonus action, you can tap into a special power of your current Lunar Embodiment phase. Alternatively, as part of the bonus action you take to change your lunar phase using the Waxing

and Waning feature, you can immediately use the power of the lunar phase you are entering:

- **Full Moon:** You radiate moonlight for a moment. Each creature of your choice within 30 feet of you must succeed on a Constitution saving throw against your spell save DC or be blinded until the end of its next turn. In addition, one creature of your choice in that area regains 3d8 hit points.
- **New Moon:** You momentarily emanate gloom. Each creature of your choice within 30 feet of you must succeed on a Dexterity saving throw against your spell save DC or take 3d10 necrotic damage and have its speed reduced to 0 until the end of its next turn. In addition, you become invisible until the end of your next turn, or until immediately after you make an attack roll or cast a spell.
- **Crescent Moon:** You can magically teleport to an unoccupied space you can see within 60 feet of yourself. You can bring along one willing creature you can see within 5 feet of yourself. That creature teleports to an unoccupied space of your choice that you can see within 5 feet of your destination space. In addition, you and that creature gain resistance to all damage until the start of your next turn.

Once you use one of these bonus action benefits, you can't use that benefit again until you finish a long rest, unless you spend 5 sorcery points to use it again.

Resonant Body **(Tome of Heroes)**



You are a conduit for the power that exists in sounds and vibrations, your body a living tuning fork capable of emitting, focusing, muting, and transmuting sound and sonic forms of magic. Perhaps you endured overexposure to transmutation magic, arcane thunder, or the ear-splitting cries of an androsphinx, bukavac (see Tome of Beasts), or avalanche screamer (see Tome of Beasts 2). Maybe you can trace your lineage to an ancestor who spent an extended period on a plane dominated by elemental lightning and thunder or by unceasing screams of madness; you yourself may have been born on such a cacophonous plane. Alternately, you or a forebear may have suffered prolonged exposure to the deafening thunderclaps of a bronze dragon's lair. Or you may even have been experimented on by

aboleths or other maniacal spellcasters, escaping before the transformation was complete....

Whatever its source, resonant magic infuses your very existence, causing you to manifest one or more unusual characteristics. At your option, you can create a quirk or roll a d6 and consult the Resonant Body Quirks table to determine a quirk for your character.

1d6	Quirk
1	You emit a faint hum, audible to any creature within 5 feet of you.
2	In response to natural or magical thunder, your body flickers into brief transparency with the sound of each thunderclap.
3	Beasts with the Keen Hearing trait initially respond aggressively when you come within 30 feet of them.
4	If you hold a delicate, nonmagical glass object such as a crystal wine glass for longer than one round, the object shatters.
5	Every time you speak, your voice randomly changes in pitch, tone, and/or resonance, so that you never sound quite the same.

6	When another living creature touches you, you emit a brief, faint tone like a chime, the volume of which increases with the force of the touch.
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Reverberating Quintessence (Level 3)

At 3rd level, you harbor sonic vibrations within you. You are immune to the deafened condition, and you have tremorsense out to a range of 10 feet. In addition, you have advantage on saving throws against effects that deal thunder damage. You have resistance to thunder damage, and at 6th level, your tremorsense extends to 20 feet.

Signature Sound (Level 3)

Starting at 3rd level, you can cast the alarm spell (audible option only) once without expending a spell slot or requiring material components. Once you cast alarm in this way, you can't do so again until you finish a long rest. You can expend 3 sorcery points to cast the shatter or silence spell without expending a spell slot or requiring material components.

Sonic Savant (Level 6)

Beginning at 6th level, whenever you use a Metamagic option on a spell that deals thunder damage, deafens creatures, or silences or magnifies sounds, you expend only a fraction of your effort to do so. With these sorts of spells, Metamagic options that normally cost only 1 sorcery point instead cost 0 sorcery points; all other Metamagic options cost half the normal number of sorcery points (rounded up).

You can use your Sonic Savant feature to reduce the cost of a number of Metamagic options equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Sound and Fury (Level 14)

At 14th level, your resistance to thunder damage becomes immunity. In addition, when you cast a spell that deals damage, you can change the damage type to thunder. If the spell also imposes a condition on a creature damaged by the spell, you can choose to impose the deafened condition instead. You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Resounding Spellcasting (Level 18)

Beginning when you reach 18th level, any of your cantrips that deal thunder damage affect even those creatures that avoid the brunt of the effect. When a creature succeeds on a saving throw against a cantrip that deals thunder damage, the creature takes half the cantrip's damage but suffers no additional effect from the cantrip.

Moreover, you can increase the power of some of your spells. When you cast a sorcerer spell of 1st through 5th level that deals thunder damage, you can cause the spell to maximize its damage dice. Once you use this feature, you shouldn't use it again until you finish a long rest. Each time you use it again, you take 2d12 force damage for each level of the spell you cast. This force damage ignores any resistance or immunity to force damage you might have.

Rifthopper **(Tome of Heroes)**

Rifthoppers are the living embodiment of wanderlust. The yearn to travel and witness unseen vistas burns in them and manifests in their ability to move nearly at the speed of thought. The origin of the rifthoppers' powers remains a mystery, as they refuse to stay in one place long enough to be studied extensively. Given the lack of empirical evidence, many scholars have hypothesized that rifthoppers absorb energy from the world itself, typically through an innate connection with

ley lines or with areas where the borders between planes are thin, and can use it to alter their own magic.

Adventuring rifthoppers often concern themselves with investigating mysterious portals to unknown locations, researching ley lines and other mystic phenomena, or seeking out and stopping spatial and temporal disturbances.



Teleport Object (Level 3)

Starting at 3rd level, you can use an action to teleport a small object that isn't being worn or carried and that you can see within 30 feet of you into your hand. Alternatively, you can teleport an object from your hand to a space you can see within 30 feet of you. The object can weigh no more than 5 pounds and must be able to fit into a 1-foot cube.

The weight of the object you can teleport increases when you reach certain levels in this class: at 6th (10 pounds), 14th level (15 pounds), and 18th level (20 pounds).

Shift Space (Level 3)

At 3rd level, once on each of your turns, you can spend an amount of movement equal to up to half your speed and teleport to an unoccupied space you can see within a number of feet equal to the movement you spent. If your speed is 0, such as from being grappled or restrained, you can't use this feature.

You can spend movement equal to your full speed, reducing your speed to 0 for the turn, and expend a spell slot of 2nd level or higher to teleport yourself to a destination within range. The range you can travel is dependent on the level of the spell slot expended as detailed in the Rifthopper Teleportation Distance table. You bring any objects you are wearing or carrying with you when you teleport, as long as their weight doesn't exceed your carrying capacity. If you teleport into an occupied space, you take 4d6 force damage and are pushed to the nearest unoccupied space.

Spell Slot Level	Distance Teleported
2nd	30 feet
3rd	60 feet
4th	120 feet
5th	240 feet
6th	480 feet
7 th or higher	960 feet

Tactical Swap (Level 6)

At 6th level, when a creature you can see within 60 feet of you starts its turn or when you or a creature you can see within 60 feet of you is attacked, you can use your reaction to swap positions with the creature. The target must be willing. If you use this feature when you or another creature is attacked, the attack's target becomes the creature that now occupies the space being attacked, not the original target.

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

Familiar Locations (Level 14)

Starting at 14th level, if you spend an hour in a location, familiarizing yourself with its features and noting its peculiarities, you can use an action to teleport yourself and a number of willing creatures equal to your Charisma modifier (minimum of 1) within 30 feet of you and that you can see to the location. You can teleport to this location over any distance as long as both you and it are on the same plane of existence. If the location is mobile, such as a boat or wagon, you can't familiarize yourself with it enough to use this feature.

You can be familiar with a number of locations equal to your Charisma modifier (minimum of 1). You can choose to forget a location (no action required) to make room for familiarizing yourself with a new location.

You can teleport creatures with this feature a number of times per day equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Dimensional Amber (Level 18)

Starting at 18th level, you can use an action to transport yourself and a number of willing creatures equal to your Charisma modifier (minimum of 1) within 30 feet of you and that you can see to the Astral Plane or to the Ethereal Plane. While you are on these planes, you and the creatures you transported can move normally, but each transported creature must stay within 60 feet of you. You can choose to return all of you to the Material Plane at any time as a bonus action. Once you use this feature, you can't use it again until you finish a long rest.

Shadow Magic *(Xanathar's Guide to Everything)*



You are a creature of shadow, for your innate magic comes from the Shadowfell itself. You might trace your lineage to an entity from that place, or perhaps you were exposed to its fell energy and transformed by it.

The power of shadow magic casts a strange pall over your physical presence. The spark of life that sustains you is muffled, as if it struggles to remain viable against the dark energy that imbues your soul. At your option, you can pick from or roll on the Shadow Sorcerer Quirks table to create a quirk for your character.

Eyes of the Dark (Level 3)

Starting at 1st level, you have darkvision with a range of 120 feet.

When you reach 3rd level in this class, you learn the darkness spell, which doesn't count against your number of sorcerer spells known. In addition, you can cast it by spending 2 sorcery points or by expending a spell slot. If you cast it with sorcery points, you can see through the darkness created by the spell.

Strength of the Grave (Level 3)

Starting at 1st level, your existence in a twilight state between life and death makes you difficult to defeat. When damage reduces you to 0 hit points, you can make a Charisma saving throw (DC 5 + the damage taken). On a success, you instead drop to 1 hit point. You can't use this feature if you are reduced to 0 hit points by radiant damage or by a critical hit.

After the saving throw succeeds, you can't use this feature again until you finish a long rest.

1d6	Quirk
1	You are always icy cold to the touch.
2	When you are asleep, you don't appear to breathe (though you must still breathe to survive).
3	You barely bleed, even when badly injured.
4	Your heart beats once per minute. This event sometimes surprises you.
5	You have trouble remembering that living creatures and corpses should be treated differently.
6	You blinked. Once. Last week.

Hound of Ill Omen (Level 6)

At 6th level, you gain the ability to call forth a howling creature of darkness to harass your foes. As a bonus action, you can spend 3 sorcery points to magically summon a hound of ill omen to target one creature you can see within 120 feet of you. The hound uses the dire wolf's statistics, with the following changes:

- The hound is size Medium, not Large, and it counts as a monstrosity, not a beast.
- It appears with a number of temporary hit points equal to half your sorcerer level.
- It can move through other creatures and objects as if they were difficult terrain. The hound takes 5 force damage if it ends its turn inside an object.
- At the start of its turn, the hound automatically knows its target's location. If the target was hidden, it is no longer hidden from the hound.

The hound appears in an unoccupied space of your choice within 30 feet of the target. Roll initiative for the hound. On its turn, it can move only toward its target by the most direct route, and it can use its action only to attack its target. The hound can make opportunity attacks, but only against its target. Additionally, while the hound is within 5 feet of the target, the target has 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.

Shadow Walk (Level 14)

At 14th level, you gain the ability to step from one shadow into another. When you are in dim light or darkness, as a bonus action, you can magically teleport up to 120 feet to an unoccupied space you can see that is also in dim light or darkness.

Umbral Form (Level 18)

Starting at 18th level, you can spend 6 sorcery points as a bonus action to magically transform yourself into a shadowy form. In this form, you have resistance to all damage except force and radiant damage, and you can move through other creatures and objects as if they were difficult terrain. You take 5 force damage if you end your turn inside an object.

You remain in this form for 1 minute. It ends early if you are incapacitated, if you die, or if you dismiss it as a bonus action.

Spore Sorcery **(Tome of Heroes)**

One of the most omnipresent elements in the atmosphere is practically invisible and often ignored: spores. Plants of all varieties, fungal sentient life forms like mushroomfolk, and even animals emit these tiny pieces of life. You've always had an affinity for the natural world, and your innate magic is carried within the power of these omnipresent spores.

Spore sorcerers are regularly found among the mushroomfolk and derro who grow large gardens of fungi deep beneath the surface of the world. Spore sorcerers can also be found in any area with an abundance of plant life, such as forests, swamps, and deep jungles.

Nature Magic (Level 3)

Your affinity with the natural world and the spores that exist between all plants and creatures allows you to learn spells from the druid class. When your Spellcasting feature lets you learn or replace a sorcerer cantrip or a sorcerer spell of 1st level or higher, you can choose the new spell from the druid spell list or the sorcerer spell list. You must otherwise obey the restrictions for selecting the spell, and it becomes a sorcerer spell for you.

In addition, when you reach 5th level in this class, you can cast speak with plants without expending a spell slot a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.



Spore Transmission (Level 3)

At 3rd level, your spores allow you to communicate with creatures telepathically. You can use a bonus action to create a telepathic link with one creature you can see within 30 feet of you. Until the link ends, you can telepathically speak to the target, and, if it understands at least one language, it can speak telepathically to you. The link lasts for 10 minutes or until you use another bonus action to break the link or to establish this link with a different creature.

If the target is unwilling, it can make a Charisma saving throw at the end of each of its turns, ending the link on a success. If an unwilling target ends the link in this way, you can't establish a link with that target again for 24 hours.

Metamagic Spore Transmission (Level 6)

Starting at 6th level, the spores connecting you and the target of your Spore Transmission enhance your metamagic effects on the linked target. You gain the following benefits when using the indicated Metamagic options:

- **Careful Spell:** If the spell allows a target to take only half damage on a successful saving throw, the linked target instead takes no damage.
- **Distant Spell:** When you use this Metamagic option to increase the range of a touch spell, the spell's range is 60 feet when cast on the linked target.
- **Extended Spell:** If cast on the linked target, the spell's duration is tripled rather than doubled, to a maximum of 36 hours.
- **Hungry Spell:** If the linked target is reduced to 0 hit points with your hungry spell, you regain hit points equal to double your Charisma modifier (minimum of 2).
- **Lingering Spell:** If the linked target failed its saving throw against your lingering spell, it has disadvantage on the saving throw to avoid the additional damage at the start of your next turn.
- **Shared Hunger Spell:** If you use this Metamagic option on the linked target, you and the target regain hit points equal to double your Charisma modifier (minimum of 2) if the target hits with its weapon attack.
- **Twinned Spell:** By spending 1 additional sorcery point, you can affect the linked target in addition to the two original targets.

Spore's Protection (Level 14)

Starting at 14th level, when an attacker you can see targets you with a melee attack, you can use your reaction to call forth spores to cloud its senses. The attacker has disadvantage on the attack roll. If the attack hits, you gain 10 temporary hit points as the spores bind the wound for a short time. The temporary hit points last for 1 minute.

Spore Form (Level 18)

At 18th level, you gain immunity to poison damage and the poisoned condition. In addition, as an action, you can radiate spores in a 20-foot radius around you for 1 minute. Each friendly creature that starts its turn in the area regains hit points equal to your Charisma modifier (a minimum of 1). Each hostile creature that starts its turn in the area takes poison damage equal to your Charisma modifier (a minimum of 1). The target of your Spore Transmission regains (if it is friendly) or takes (if it is hostile) double this amount. Once you use this action, you can't use it again until you finish a long rest.

Storm Sorcery *(Sword Coast Adventurer's Guide, Xanathar's Guide to Everything)*



Your innate magic comes from the power of elemental air. Many with this power can trace their magic back to a near-death experience caused by the Great Rain, but perhaps you were born during a howling gale so powerful that folk still tell stories of it, or your lineage might include the influence of potent air creatures such as djinn. Whatever the case, the magic of the storm permeates your being.

Storm sorcerers are invaluable members of a ship's crew. Their magic allows them to exert control over wind and weather in their immediate area. Their abilities also prove useful in repelling attacks by sahuagin, pirates, and other waterborne threats.

Wind Speaker (Level 3)

The arcane magic you command is infused with elemental air. You can speak, read, and write Primordial. Knowing this language allows you to understand and be understood by those who speak its dialects: Aquan, Auran, Ignan, and Terran.

Tempestuous Magic (Level 3)

Starting at 3rd level, you can use a bonus action on your turn to cause whirling gusts of elemental air to briefly surround you, immediately before or after you cast a spell of 1st level or higher. Doing so allows you to fly up to 10 feet without provoking opportunity attacks.

Heart of the Storm (Level 6)

At 6th level, you gain resistance to lightning and thunder damage. In addition, whenever you start casting a spell of 1st level or higher that deals lightning or thunder damage, stormy magic erupts from you. This eruption causes creatures of your choice that you can see within 10 feet of you to take lightning or thunder damage (choose each time this ability activates) equal to half your sorcerer level.

Storm Guide (Level 6)

At 6th level, you gain the ability to subtly control the weather around you. If it is raining, you can use an action to cause the rain to stop falling in a 20-foot-radius sphere centered on you. You can end this effect as a bonus action. If it is windy, you can use a bonus action each round to choose

the direction that the wind blows in a 100-foot-radius sphere centered on you. The wind blows in that direction until the end of your next turn. This feature doesn't alter the speed of the wind.

Storm's Fury (Level 14)

Starting at 14th level, when you are hit by a melee attack, you can use your reaction to deal lightning damage to the attacker. The damage equals your sorcerer level. The attacker must also make a Strength saving throw against your sorcerer spell save DC. On a failed save, the attacker is pushed in a straight line up to 20 feet away from you.

Wind Soul (Level 18)

At 18th level, you gain immunity to lightning and thunder damage.

You also gain a magical flying speed of 60 feet. As an action, you can reduce your flying speed to 30 feet for 1 hour and choose a number of creatures within 30 feet of you equal to 3 + your Charisma modifier. The chosen creatures gain a magical flying speed of 30 feet for 1 hour. Once you reduce your flying speed in this way, you can't do so again until you finish a short or long rest.

Wastelander **(Tome of Heroes)**

Eldritch power and residual magical energy left over from a horrific arcane war is drawn to you as a lodestone is drawn to iron. Perhaps this attraction is due to a pact one of your ancestors made with an ancient eldritch horror. Perhaps it is an unfortunate twist of circumstance. Regardless, your physiology is in a constant state of transformation as a result of your condition. Some sorcerers who arise from magical wastelands embrace their body's modifications, others take to adventuring to find a cure for what they see as their affliction, while others still seek to make a mark on the world before oblivion claims them.

Alien Alteration (Level 3)

At 3rd level, the influence of raw magical energy in your bloodline remodeled your form. You choose one of the following features as the alteration from your ancestry. Binary Mind. Your cranium is larger than most creatures of your type and houses your enlarged brain, which is partitioned in a manner that allows you to work on simultaneous tasks. You can use the Search action or make an Intelligence or Wisdom check as a bonus action on your turn.

- **Digitigrade Legs:** Your legs are similar to the rear legs of a wolf or horse. Your movement speed increases by 10 feet, and you can stand up from prone by spending 5 feet of movement rather than half your speed.
- **Grasping Tentacle:** You can use an action to transform one of your arms into a grotesque tentacle. The tentacle is a natural melee weapon with the reach property, which you can use to make unarmed strikes. When you hit with it, you can use Charisma instead of Strength for the attack, and the tentacle deals bludgeoning damage equal to 1d6 + your Charisma modifier. At the start of your turn, if you are grappling a creature with the tentacle, you can deal 1d6 bludgeoning damage to it. You don't have fine motor control over your tentacle, and you can't wield weapons or shields or do anything that requires manual precision, such as using tools or magic items or performing the somatic components of spells. You can revert your tentacle back into an arm as a bonus action.
- **Prehensile Tail:** You have a prehensile tail, which allows you to take the Use an Object



action as a bonus action on your turn. Your tail can't wield weapons or shields, but it is capable of some manual precision, allowing you to use your tail to hold material components or perform the somatic components of spells. In addition, you can interact with up to two objects for free during your movement and action, provided you use your tail to interact with one of the objects.

Aberrant Physiology (Level 3)

Starting at 3rd level, when a creature scores a critical hit on you, you can use your reaction to shift the positions of your vital organs and turn the critical hit into a normal hit. Any effects triggered by critical hit are canceled.

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

Advanced Transformation (Level 6)

At 6th level, your increase in power also increases the concentration of raw magical energy in your blood, further altering your body. The alteration you chose from your Alien Alteration feature evolves as described below. Alternatively, you can choose a second option from the Alien Alteration feature instead of evolving the alteration you chose.

- **Caustic Tentacle (Grasping Tentacle):** Your tentacle excretes acidic mucus. You can use a bonus action to suppress the mucus until the start of your next turn. While the tentacle excretes acidic mucus, it deals an extra 2d6 acid damage to any target it hits. A creature that is grappled by your tentacle at the start of your turn takes the extra acid damage when it takes the bludgeoning damage.
- **Cognitive Split (Binary Mind):** Your cranium expands even further as your brain swells in size. When you use your action to cast a spell, you can use a bonus action to make one melee or ranged weapon attack against a target in range.
- **Fell Sprinter (Digitigrade Legs):** Your legs elongate and your body sheds some of its weight to allow you to reach greater speeds. You can take the Dash or Disengage action as a bonus action on each of your turns. When you Dash, the extra movement you gain is double your speed instead of equal to your speed.
- **Third Arm (Prehensile Tail):** Your tail extends to a length of 15 feet and the end splits into five fingerlike appendages. You can do anything with your tail you could do with a hand, such as wield a weapon. In addition, you can use your tail to drink a potion as a bonus action.

Absorb Arcana (Level 14)

Starting at 14th level, when you succeed on a saving throw against a spell that would deal damage to you, you can use your reaction and spend a number of sorcery points equal to the spell's level to reduce the damage to 0.

Spontaneous Transformation (Level 18)

At 18th level, your body becomes more mutable. You can use a bonus action to gain a second option from the Alien Alteration feature and its evolved form from the Advanced Transformation feature for 1 minute. Once you use this feature, you can't use it again until you finish a short or long rest.

Wild Magic Sorcery *(2024 Player's Handbook)*



Unleash Chaotic Magic.

Your innate magic stems from the forces of chaos that underlie the order of creation. You or an ancestor might have endured exposure to raw magic, perhaps through a planar portal leading to Limbo or the Elemental Planes. Perhaps you were blessed by a fey being or marked by a demon. Or your magic could be a fluke with no apparent cause. Whatever its source, this magic churns within you, waiting for any outlet.

Tides of Chaos (Level 3)

You can manipulate chaos itself to give yourself Advantage on one D20 Test before you roll the d20. Once you do so, you must cast a Sorcerer spell with a spell slot or finish a Long Rest before you can use this feature again.

If you do cast a Sorcerer spell with a spell slot before you finish a Long Rest, you automatically roll on the Wild Magic Surge table.

Wild Magic Surge (Level 3)

Your spellcasting can unleash surges of untamed magic. Once per turn, you can roll 1d20 immediately after you cast a Sorcerer spell with a spell slot. If you roll a 20, roll on the Wild Magic Surge table to create a magical effect. If the magical effect is a spell, it is too wild to be affected by your Metamagic.

1d100	Effect
1-4	Roll on this table at the start of each of your turns for the next minute, ignoring this result on subsequent rolls.
5-8	A creature that is Friendly toward you appears in a random unoccupied space within 60 feet of you. The creature is under the DM's control and disappears 1 minute later. Roll 1d4 to determine the creature: on a 1, a Modron Duodrone appears; on a 2, a Flumph appears; on a 3, a Modron Monodrone appears; on a 4, a Unicorn appears. See the Monster Manual for the creature's stat block.
9-12	For the next minute, you regain 5 Hit Points at the start of each of your turns.
13-16	Creatures have Disadvantage on saving throws against the next spell you cast in the next minute that involves a saving throw.
17-20	You are subjected to an effect that lasts for 1 minute unless its description says otherwise. Roll 1d8 to determine the effect: on a 1, you're surrounded by faint, ethereal music only you and creatures within 5 feet of you can hear; on a 2, your size increases by one size category; on a 3, you grow a long beard made of feathers that remains until you sneeze, at which point the feathers explode from your face and vanish; on a 4, you must shout when you speak; on a 5, illusory butterflies flutter in the air within 10 feet of you; on a 6, an eye appears on your forehead, granting you Advantage on Wisdom (Perception) checks; on a 7, pink bubbles float out of your mouth whenever you speak; on an 8, your skin turns a vibrant shade of blue for 24 hours or until the effect is ended by a Remove Curse spell.
21-24	For the next minute, all your spells with a casting time of an action have a casting time

	of a Bonus Action.
25-28	You are transported to the Astral Plane until the end of your next turn. You then return to the space you previously occupied or the nearest unoccupied space if that space is occupied.
29-32	The next time you cast a spell that deals damage within the next minute, don't roll the spell's damage dice for the damage. Instead use the highest number possible for each damage die.
33-36	You have Resistance to all damage for the next minute.
37-40	You turn into a potted plant until the start of your next turn. While you're a plant, you have the Incapacitated condition and have Vulnerability to all damage. If you drop to 0 Hit Points, your pot breaks, and your form reverts.
41-44	For the next minute, you can teleport up to 20 feet as a Bonus Action on each of your turns.
45-48	You and up to three creatures you choose within 30 feet of you have the Invisible condition for 1 minute. This invisibility ends on a creature immediately after it makes an attack roll, deals damage, or casts a spell.
49-52	A spectral shield hovers near you for the next minute, granting you a +2 bonus to AC and immunity to Magic Missile.
53-56	You can take one extra action on this turn.
57-60	You cast a random spell. If the spell normally requires Concentration, it doesn't require Concentration in this case; the spell lasts for its full duration. Roll 1d10 to determine the spell: on a 1, Confusion; on a 2, Fireball; on a 3, Fog Cloud; on a 4, Fly (cast on a random creature within 60 feet of you), on a 5, Grease; on a 6, Levitate (cast on yourself); on a 7, Magic Missile (cast as a level 5 spell); on an 8, Mirror Image; on a 9, Polymorph (cast on yourself), and if you fail the saving throw, you turn into a Goat (see appendix B); on a 10, See Invisibility.
61-64	For the next minute, any flammable, nonmagical object you touch that isn't being worn or carried by another creature bursts into flame, takes 1d4 Fire damage, and is burning.
65-68	If you die within the next hour, you immediately revive as if by the Reincarnate spell.
69-72	You have the Frightened condition until the end of your next turn. The DM determines the source of your fear.
73-76	You teleport up to 60 feet to an unoccupied space you can see.
77-80	A random creature within 60 feet of you has the Poisoned condition for 1d4 hours.
81-84	You radiate Bright Light in a 30-foot radius for the next minute. Any creature that ends its turn within 5 feet of you has the Blinded condition until the end of its next turn.
85-88	Up to three creatures of your choice that you can see within 30 feet of you take 1d10 Necrotic damage. You regain Hit Points equal to the sum of the Necrotic damage dealt.
89-92	Up to three creatures of your choice that you can see within 30 feet of you take 4d10 Lightning damage.
93-96	You and all creatures within 30 feet of you have Vulnerability to Piercing damage for the next minute.
97-100	Roll 1d6: On a 1, you regain 2d10 Hit Points; on a 2, one ally of your choice within 300 feet of you regains 2d10 Hit Points; on a 3, you regain your lowest-level expended spell slot; on a 4, one ally of your choice within 300 feet of you regains their lowest-level

	expended spell slot; on a 5, you regain all your expended Sorcery Points; on a 6, all the effects of row 17–20 affect you simultaneously.
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Bend Luck (Level 6)

You have the ability to twist fate using your wild magic. Immediately after another creature you can see rolls the d20 for a D20 Test, you can take a Reaction and spend 1 Sorcery Point to roll 1d4 and apply the number rolled as a bonus or penalty (your choice) to the d20 roll.

Controlled Chaos (Level 14)

You gain a modicum of control over the surges of your wild magic. Whenever you roll on the Wild Magic Surge table, you can roll twice and use either number.

Tamed Surge (Level 18)

Immediately after you cast a Sorcerer spell with a spell slot, you can create an effect of your choice from the Wild Magic Surge table instead of rolling on that table. You can choose any effect in the table except for the final row, and if the chosen effect involves a roll, you must make it.

Once you use this feature, you can't do so again until you finish a Long Rest.