



SORCEROUS ORIGINS

HOMEBREW

New Sorcerous Origins, Metamagics, and Origin Spell Lists

for the Sorcerer Class in the World's Greatest Roleplaying Game



SORCEROUS ORIGINS

At 1st level, a sorcerer chooses their Sorcerous Origin. The following options are available in addition to those in the *Player's Handbook*: The Chained, Divine Right, Emberheart, Feyblood, Greensinger, Hellspawn, Ironmonger, Stoneblood, Stormsoul, Vampiric Soul, Voidwielder, and Waveborn.

THE CHAINED

Once you were an unknowable, all powerful, and far reaching otherworldly entity, but now... now you are but shade of your former self, bound in mortal flesh. The eldritch essence from which you draw your magic is all that remains of your former terrible power. Maybe one day you will be able to regain your true power and punish those who did this to you...

THE CHAINED FEATURES

Sorcerer Level	Feature
1st	Eldritch Spells, Knowledge of Ancient Days
6th	Unknowable Mind
14th	Otherworldly Step
18th	Eldritch Revelation

ELDRITCH SPELLS

The fragment of your former power grants you dark magic. When you learn a sorcerer spell, you can choose from the warlock spell list, and it becomes a sorcerer spell for you.

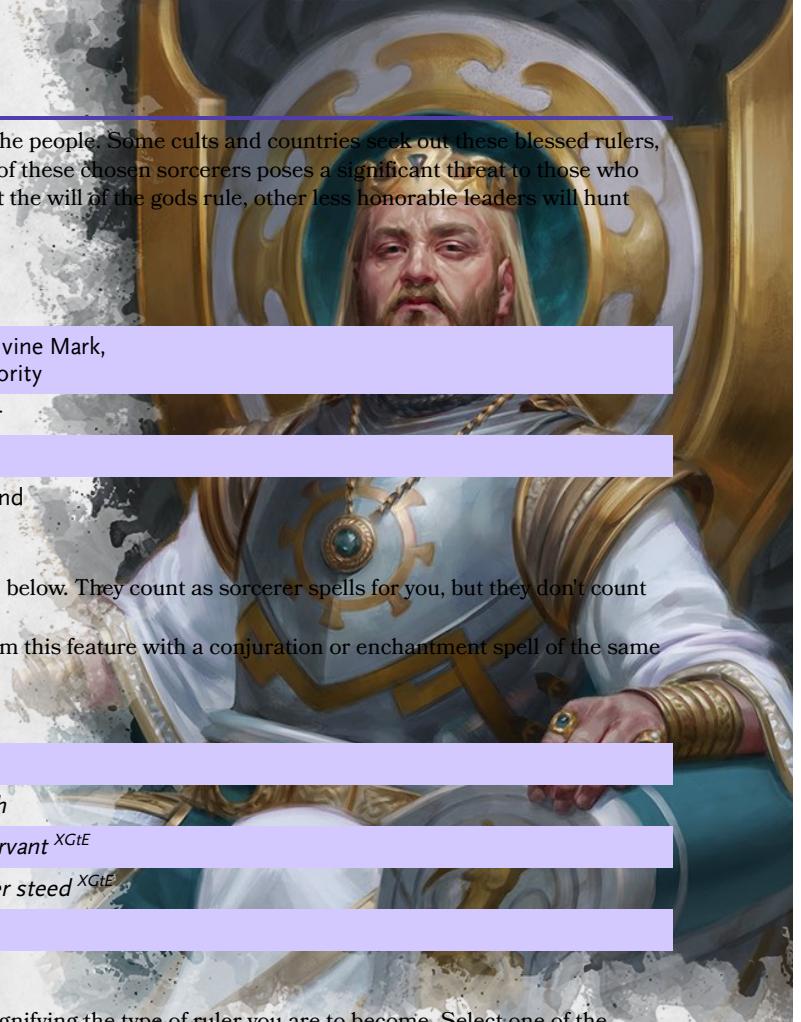
You learn certain spells at the sorcerer levels noted in the table below. They count as sorcerer spells for you, but they don't count against your number of Spells Known.

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

Sorcerer Level	Spell
1st	<i>arms of hadar, hideous laughter</i>
3rd	<i>augury, crown of madness</i>
5th	<i>clairvoyance, hunger of hadar</i>
7th	<i>arcane eye, evard's black tentacles</i>
9th	<i>contact other plane, dream</i>



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DIVINE RIGHT

Once in a generation, a divinely chosen ruler is born amongst the people. Some cults and countries seek out these blessed rulers, trusting the gods to select their leader. However, the existence of these chosen sorcerers poses a significant threat to those who currently hold power. While some will willingly step aside to let the will of the gods rule, other less honorable leaders will hunt down these challengers to their power.

DIVINE RIGHT FEATURES

Sorcerer Level	Feature
1st	Royal Spells, Divine Mark, Words of Authority
6th	Words of Vigor
14th	Regal Presence
18th	Divine Command

ROYAL SPELLS

You learn certain spells at the sorcerer levels noted in the table below. They count as sorcerer spells for you, but they don't count against your number of Spells Known.

When you gain a sorcerer level, you can replace one spell from this feature with a conjuration or enchantment spell of the same level from the cleric, sorcerer, or wizard spell list.

Sorcerer Level	Spell
1st	<i>command, heroism</i>
3rd	<i>find steed, zone of truth</i>
5th	<i>conjure barrage, tiny servant</i> <small>XGtE</small>
7th	<i>compulsion, find greater steed</i> <small>XGtE</small>
9th	<i>dominate person, geas</i>

DIVINE MARK

At 1st level, a Divine Mark appears somewhere on your body signifying the type of ruler you are to become. Select one of the Divine Marks below. Once chosen, your Mark cannot be changed short of the *wish* spell or direct divine intervention.

Mark of Elegance. Your rule will be marked by diplomacy. You gain proficiency in Persuasion, and you can add double your proficiency bonus to all Charisma (Persuasion) checks.

Mark of Guile. Your rule will be marked by cunning. You gain proficiency in Deception, and you add double your proficiency bonus to all Charisma (Deception) checks.

Mark of Might. Your rule will be marked by strength. You gain proficiency in Intimidation, and you add double your proficiency bonus to all Charisma (Intimidation) checks.

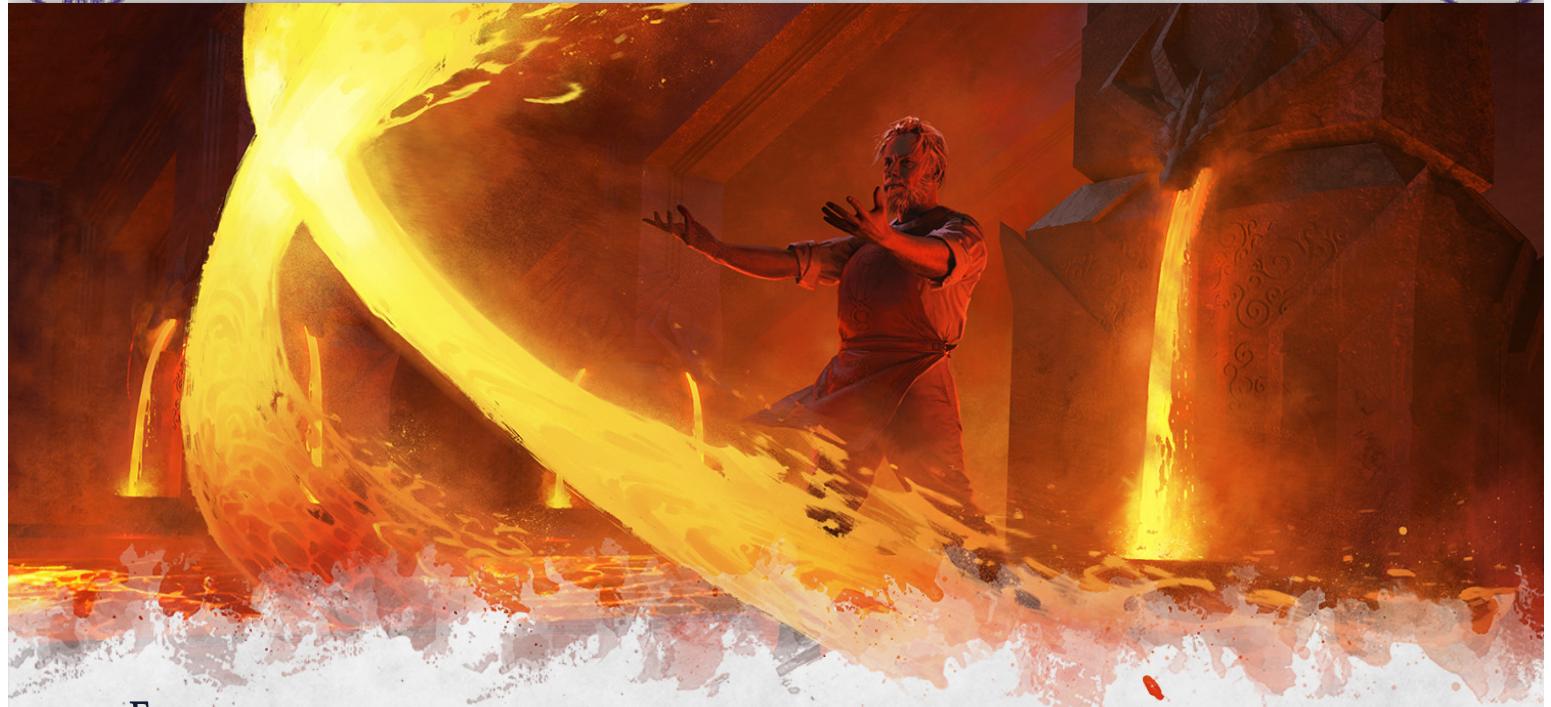
WORDS OF AUTHORITY

Your voice has been imbued with divine authority, and it is difficult for the weak willed to resist your commands. Also beginning at 1st level, when you target a creature within 5 feet that can hear you with an enchantment spell, you can impose disadvantage on the creature's saving throw.

Once you use this feature to impose disadvantage, you must finish a short or long rest before you can use it again. Upon reaching 2nd level, if you have no uses of this feature remaining, you can expend 2 Sorcery Points to use it again.



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EMBERHEART

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

EMBERHEART FEATURES

Sorcerer Level	Feature
1st	Emberheart Spells, Heart of Flame
6th	Wild Fire
14th	Kindle the Flame
18th	Primordial Inferno

EMBERHEART SPELLS

You learn certain spells at the sorcerer levels noted in the table below. They count as sorcerer spells for you, but they don't count against your number of Spells Known.

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

Sorcerer Level	Spell
1st	<i>burning hands, hellish rebuke</i>
3rd	<i>flaming sphere, scorching ray</i>

1st	<i>flaming sphere, scorching ray</i>
5th	<i>fireball, minute meteors</i> <small>XCoE</small>
7th	<i>summon elemental (fire)</i> <small>TCoE</small> , <i>wall of fire</i>
9th	<i>flame strike, immolation</i> <small>XCoE</small>

ELEMENTAL SORCERERS

Switch the damage type of the Emberheart Spells and subclass features her from Fire to Acid, Cold, Lighting, or Poison to make any Elemental Origin!



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FAEBLOOD

Every so often, a mortal catches the attention of a lord or lady of the Fey. Often, the object of affection or offspring of this relationship is gifted wondrous arcane ability beyond that of other mortals. However, these mortal infatuations are usually brief, and the mortals are left to learn to use their power with little supervision or instruction. Whether you were chosen by a powerful Fey, or were the child of such a relationship or you have been blessed with the whimsical power of the Feywild.

FAEBLOOD FEATURES

Sorcerer Level	Feature
1st	Fey Spells, Heartsight
6th	Seasonal Attunement
14th	Gateway Magic
18th	Intoxicating Presence

FEY SPELLS

Your link to the Feywild grants you an affinity with charms. When you learn a sorcerer spell, you can also choose from the bard spell list, and it becomes a sorcerer spell for you.

You learn certain spells at the sorcerer levels noted in the table below. They count as sorcerer spells for you, but they don't count against your number of Spells Known.

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

Sorcerer Level	Spell
1st	<i>charm person, faerie fire</i>
3rd	<i>enthral, misty step</i>
5th	<i>blink, hypnotic pattern</i>
7th	<i>compulsion, dominate beast</i>
9th	<i>dominate person, seeming</i>



GREENSINGER

There are many reclusive sages who learn to wield the magic of nature, but a rare few are born with an innate connection to that magic. Known as Greensingers, these wild sorcerers are able to magically manipulate plants, and can even sprout vines from their flesh in order to move about the world.

GREENSINGER FEATURES

Sorcerer Level	Feature
1st	Verdant Spells, Vigorous Vines
6th	Grasping Growth
14th	Creeping Defense, Crushing Grip
18th	Greensong

VERDANT SPELLS

Your link with nature allows you to wield primal magic. When you learn a sorcerer spell, you can also choose to learn from the druid spell list, and it becomes a sorcerer spell for you.

You learn certain spells at the sorcerer levels noted in the table below. They count as sorcerer spells for you, but they don't count against your number of Spells Known.

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

Sorcerer Level	Spell
1st	<i>earth tremor</i> ^{XGE} , <i>entangle</i>
3rd	<i>earthbind</i> ^{XGE} , <i>spike growth</i>
5th	<i>plant growth</i> , <i>speak with plants</i>
7th	<i>grasping vine</i> , <i>guardian of nature</i> ^{XGE}
9th	<i>tree stride</i> , <i>wrath of nature</i> ^{XGE}

VIGOROUS VINES

Beginning at 1st level, you can use a bonus action to extrude (or retract) a thin, yet vigorous, vine from your body up to 10 feet in length. You can use this vine to perform simple tasks, but it can't be used to attack, manipulate tools, or activate items, and it

cannot carry more than 10 pounds.

You can extrude a total number of vines at one time equal to your proficiency bonus. The vines share your Armor Class and they each have hit points equal to your sorcerer level.

GRASPING GROWTH

Starting at 6th level, your vines can grow up to 15 feet in length. While your vines are extruded, you can use a bonus action to attempt to grapple a creature within reach of one of your vines by making a Charisma (Athletics) check.

Also, while you have at least two vines extruded, you gain a climbing speed equal to your movement speed, and you can climb on difficult surfaces including upside down on ceilings, without needing to make an ability check. Your vines must be able to reach the surface you wish to climb.

CREEPING DEFENSE

Upon reaching 14th level, your vines can grow up to 20 feet in length. Also, when you are hit by an attack, you can use your reaction to block the incoming blow with one of your vines. If the incoming damage destroys your vine, you take any additional damage that exceeds your vine's hit points.

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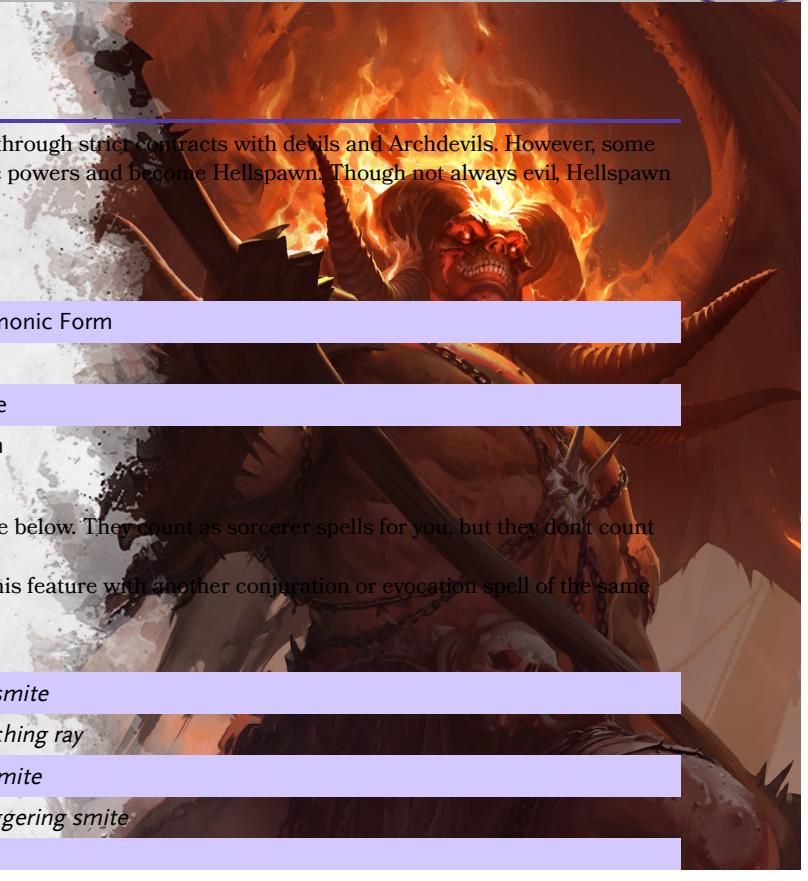


HELLSPAWN

Most mortals who wield the fiendish power of the hells do so through strict contracts with devils and Archdevils. However, some cultists and other mortals connect with more chaotic demonic powers and become Hellspawn. Though not always evil, Hellspawn are fueled by the chaotic magic of the Abyss.

HELLSPAWN FEATURES

Sorcerer Level	Feature
1st	Abyssal Spells, Demonic Form
6th	Infernal Strikes
14th	Fiendish Resistance
18th	Archdemonic Form



ABYSSAL SPELLS

You learn certain spells at the sorcerer levels noted in the table below. They count as sorcerer spells for you, but they don't count against your number of Spells Known.

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

Sorcerer Level	Spell
1st	<i>hellish rebuke, wrathful smite</i>
3rd	<i>crown of madness, scorching ray</i>
5th	<i>bestow curse, blinding smite</i>
7th	<i>shadow of moil XGtE, staggering smite</i>
9th	<i>cloudkill, insect plague</i>

DEMONIC FORM

At 1st level, you gain the ability to undergo a wild abyssal transformation, unleashing the demonic power bound within your soul. As a bonus action, you can take on your Demonic Form. While transformed, you retain your game statistics, your body becomes demonic in appearance, and you gain the following benefits for one minute:

- Your hands become wicked natural weapons that deal 1d8 slashing damage on hit, and you can use your Charisma, in place of Strength, for their attack and damage rolls.
- When not wearing armor, you gain a bonus to your Armor Class equal to your Charisma modifier (minimum of +1).
- As a bonus action, you can grant yourself temporary hit points equal to your Charisma modifier (minimum of 1).

Your transformation ends early if you are incapacitated, or you end it as a bonus action. You can transform a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a long rest.

Additionally, you learn to speak, read, and write Abyssal, the language of demons and all creatures of the Abyss.

INFERNAL STRIKES

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

Also, your natural weapon attacks in your demonic form count as magical for the purposes of overcoming resistances and immunities to non-magical attacks.

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IRONMONGER

Often born during times of great war and strife, Ironmonger sorcerers have an affinity for all things forged for use in war. They thrive in the midst of battle, wielding potent war magic on the front lines. Ironmongers are formidable foes, and are sought after by captains and conquerors for their ability to turn the tide of any battle, no matter how hopeless.

IRONMONGER FEATURES

Sorcerer Level	Feature
1st	Iron Spells, Armaments of War, Blade of Strife
6th	Extra Attack
14th	Dancing Blade
18th	Storm of Blades

IRON SPELLS

You learn certain spells at the sorcerer levels noted in the table below. They count as sorcerer spells for you, but they don't count against your number of Spells Known.

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

Sorcerer Level	Spell
1st	<i>command, compelled duel</i>
3rd	<i>cloud of daggers, heat metal</i>
5th	<i>conjure barrage, elemental weapon</i>
7th	<i>fabricate, summon construct (metal)</i> ^{TCoE}
9th	<i>animate objects, conjure volley</i>

ARMAMENTS OF WAR

The arcane power within your soul grants you an affinity with the armaments of war. At 1st level, you gain proficiency with light and medium armor, shields, and all simple and martial weapons that lack the heavy or two-handed properties.



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STONEBLOOD

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

STONEBLOOD FEATURES

Sorcerer Level	Feature
1st	Stoneblood Spells, Heart of Earth
6th	Crushing Blow, Extra Attack
14th	Aegis of Stone
18th	Primordial Bulwark

STONEBLOOD SPELLS

You learn certain spells at the sorcerer levels noted in the table below. They count as sorcerer spells for you, but they don't count against your number of Spells Known.

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

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

HEART OF EARTH

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

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

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

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

CRUSHING BLOW

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

This damage is $2d6$ for a 1st-level slot, plus $1d6$ for each higher level of the slot you expend, up to a maximum of $6d6$.



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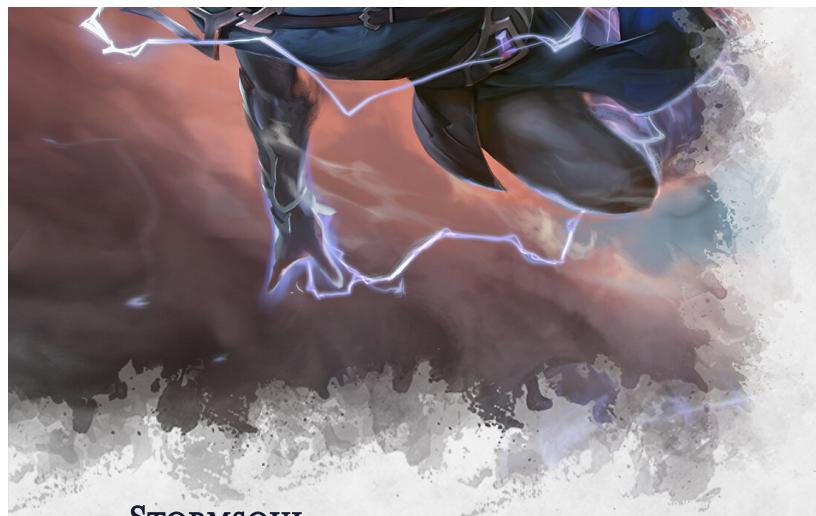
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STORMSOUL

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

STORMSOUL FEATURES

Sorcerer Level	Feature
1st	Stormsoul Spells, Heart of Winds
6th	Stormborn, Storm Guide
14th	Windcaller
18th	Primordial Storm

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6th	Stormborn, Storm Guide
14th	Windcaller
18th	Primordial Storm

STORMSOUL SPELLS

You learn certain spells at the sorcerer levels noted in the table below. They count as sorcerer spells for you, but they don't count against your number of Spells Known.

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

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

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3rd	<i>shatter, warding wind</i> <small>XGtE</small>
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VAMPIRIC SOUL

The dark magic of undeath is a path to great power for those who are willing to pay the price. Many of the most powerful undead creatures will grant their followers a portion of their dark sorcery in return for their service. Evil vampires, long dead mummy lords, and sinister liches have all been known to curse their most loyal followers with sorcerous abilities.

VAMPIRIC SOUL FEATURES

Sorcerer Level	Feature
1st	Vampiric Spells, Blood Magic
6th	Undead Resilience
14th	Misty Escape
18th	Vampiric Mastery

VAMPIRIC SPELLS

You learn certain spells at the sorcerer levels noted in the table below. They count as sorcerer spells for you, but they don't count against your number of Spells Known.

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

Sorcerer Level	Spell
1st	<i>command, inflict wounds</i>
3rd	<i>suggestion, spider climb</i>
5th	<i>gaseous form, vampiric touch</i>
7th	<i>blight, greater invisibility</i>
9th	<i>dominate person, enervation</i> <small>XGtE</small>



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VOIDWIELDER

Before the primordial gods formed the world, there was only the Void. This formless, lightless, writhing chaos desires that all creation should return to it. Voidwielders are sorcerers who wield the entropic power of the Void, working to undo the very acts of creation. They are often nihilistic in their outlook on life, resigned to the fact that all will eventually dissolve into the nothingness of the great primordial Void.

VOIDWIELDER FEATURES

Sorcerer Level	Feature
1st	Entropic Magic, Entropic Touch
6th	Negate Spell
14th	Disciple of the Void
18th	Ray of Annihilation

ENTROPIC MAGIC

You learn certain spells at the sorcerer levels noted in the table below. They count as sorcerer spells for you, but they don't count against your number of Spells Known.

Whenever you gain a level, you can replace one spell from this feature with another abjuration or necromancy spell of the same level from the sorcerer, warlock, or wizard spell list.

Sorcerer Level	Spell
1st	<i>chill touch</i> (cantrip), <i>inflict wounds</i> , <i>ray of sickness</i>
3rd	<i>darkness</i> , <i>ray of enfeeblement</i>
5th	<i>counterspell</i> , <i>dispel magic</i>
7th	<i>black tentacles</i> , <i>sickening radiance</i>
9th	<i>antilife shell</i> , <i>maelstrom</i>

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WAVEBORN

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

WAVEBORN FEATURES

Sorcerer Level	Feature
1st	Curse of the Depths, Heart of Water, Waveborn Magic
6th	Watery Resilience
14th	Shifting Form
18th	Primordial Deluge

CURSE OF THE DEPTHS

Your magic carries a frozen curse. Starting at 1st level, when you deal cold damage to a creature with a spell, you can use your bonus action to cover a single target of that spell in frost, reducing its speed by a number of feet equal to five times your Charisma modifier (minimum of 5 feet).

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

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ADDITIONAL METAMAGIC OPTIONS

The following Metamagic options are available to sorcerers in addition to those presented in the *Player's Handbook*.

ADAMANT SPELL

When you cast a spell, you can spend Sorcery Points equal to $1 + \text{the level of the spell}$ to make it immune to anti-magic spells like *counterspell*, *dispel magic*, or *anti-magic field*.

ADJACENT SPELL

When you cast a spell that requires you to make a ranged spell attack while there is an enemy creature within 5 feet of you, you can spend 1 Sorcery Point to make your ranged spell attack without disadvantage.

BLINDING SPELL

When you cast a spell that deals fire or radiant damage, you can spend 1 Sorcery Point to force one target of the spell to make a Constitution saving throw. On a failed save, the target blinded for one minute. The creature can repeat their saving throw at the start of each turn, ending the effect on a success.

BRUTAL SPELL

When you cast a spell that deals damage, you can spend 2 Sorcery Points to empower the casting. If you roll the highest number of any of the spell's damage dice you can roll that die again and add it to the total damage. However, if you roll the lowest number on any of the spell's damage dice, you remove that die, and its damage, from the total damage of the spell.

CEREBRAL SPELL

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

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



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OVERCHARGED SPELL

When you cast a spell has only one target, and requires you to make a ranged spell attack roll, you can spend 2 Sorcery Points to increase the critical hit range of that spell, allowing you to score a critical hit on a roll of 19 or 20 on the d20.

POTENT SPELL

When you cast a spell that deals damage, you can spend 1 Sorcery Point to have the spell to ignore a single target's resistances to the damage of the spell.

RECYCLED SPELL

When you cast a spell, you can spend 1 Sorcery Point to possibly conserve your arcane energy. If the spell misses or fails to take effect, you can use your reaction to regain an expended spell slot of at least one level lower then the spell slot you use to cast the spell.

RESOLUTE SPELL

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

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

SAVAGE SPELL

When you cast a spell that deals bludgeoning, piercing, or slashing damage, you can spend 1 Sorcery Point to change the spell's damage type to another from the list above.

SEEKING SPELL

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

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





ORIGIN SPELLS

The following Origin Spells can be added to the Sorcerous Origins in the *Player's Handbook* and *Xanathar's Guide to Everything* in order to bring them line with new content.

The spells are from the *Player's Handbook*, *Xanathar's Guide to Everything*^X, and *Tasha's Cauldron of Everything*^T.

DRACONIC BLOODLINE SPELLS

You learn certain spells at the sorcerer levels noted in the table below. They count as sorcerer spells for you, but they don't count against your number of Spells Known.

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

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

ANCESTRY SPELLS

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

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

Level	Amethyst	Crystal	Emerald
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1st	<i>magic missile</i>	<i>guiding bolt</i>	<i>silent image</i>
3rd	<i>locate object</i>	<i>invisibility</i>	<i>detect thoughts</i>
5th	<i>dispel magic</i>	<i>hypnotic pattern</i>	<i>major image</i>
7th	<i>resilient sphere</i>	<i>divination</i>	<i>phantasmal killer</i>
9th	<i>legend lore</i>	<i>wall of light</i> ^x	<i>mislead</i>
Level	Sapphire	Steel	Topaz
1st	<i>thunderwave</i>	<i>disguise self</i>	<i>inflict wounds</i>
3rd	<i>shatter</i>	<i>acid arrow</i>	<i>blindness/deafness</i>
5th	<i>meld into stone</i>	<i>nondetection</i>	<i>vampiric touch</i>
7th	<i>stone shape</i>	<i>polymorph</i>	<i>blight</i>
9th	<i>hold monster</i>	<i>far step</i> ^x	<i>antilife shell</i>



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