



The Sorcerer Major

Sorcerer School

(Player's Handbook (2014))

"Ever since I chose Wild Magic as the source of my sorcerous power, random blanket portfolios have bacon bit nutbar, hold the lettuce, all fall down."

--Candar Overton, freshman Half-Elf Sorcerer

Wizards read books to gain vast power. Sorcerers just do magic because they want to. Who's the smart guy now, book nerd? The Alassra Silverhand School for Sorcerers trains you in the arts of magic, without all that annoying studying. You just have to want it bad enough. And having an ancestor who's a dragon doesn't hurt.

In fact, it's practically a prerequisite that something in your blood or nature empowers you. A little bit of dragon, a little bit of tempest, a little bit of crazy. Sorcerers aren't made, they're born. This does *not* mean you shouldn't enroll in college. Of course, you should. Seriously. We're not just saying that because our livelihood or anything.

Sorcerer students must choose a magic source they wish to focus on before they can begin basic spellcasting classes. That draconic grampa should make the choice a little easier.

FRESHMAN YEAR

First year Sorcerer students must take the following courses, in addition to basic weapons training and academic electives:

- Cantrips Lab- Sorcerer (SOR 100)**
- Sorcerous Spellcasting Lab I-II (SOR 101, 201)**
- Flexible Spellcasting (SOR 109)**
- Two Metamagic electives of your choice**

SOPHOMORE YEAR

- Sorcerous Spellcasting Lab III-V (SOR 301, 401, 501)**
- Two Metamagic electives of your choice**

JUNIOR YEAR

Sorcerous Spellcasting Lab VI-VII (SOR 601, 701, 801)- Yep. That's it. Take it easy this year, bro. Throw some parties.

SENIOR YEAR

- Sorcerous Spellcasting Lab IX (SOR 901)**

Two Metamagic electives of your choice
Sorcerous Restoration (SOR 980)

Hennet Hennetson

(Human Sorcerer, senior)

Hennet is a cynic and a know-it-all. His opinion is right, yours is wrong. Even if you agree with him, you don't understand the nuances of the thing. This school has been going downhill for a while, and he'll tell you why. He's extremely jealous of people who know more about magic than he does, but whatever. They've pretty much peaked, and he's still learning, so in a few years we'll see who's the master magician, won't we?

(Hennet is a portrait character from the Player's Handbook (2000; 2003); property of WotC)

Sorcerer Career Paths

Unlike other adventuring types, often the path you choose as a Sorcerer isn't so much a decision as a destiny. It's often in your blood. Sometimes literally. Regardless, there's a little box to check off on your registration card.

Draconic Bloodline

(Player's Handbook (2014))

Pretty sure we overdid the "is your grandfather a dragon" bit in the main description above. If you haven't gotten the deal with this yet, you probably should be taking something less challenging. Wild Magic, for instance. You don't even have to pay attention to what you're doing with that.

Whatever the case, when you enroll in this program, you need to determine what kind of dragon blood you've got in you. Any of them are good. Black is best. Sure, they aren't as strong as Blue or Gold dragons, but acid. Acid.

In addition to your regular Sorcerer requirements, add the following to your course schedule:

Draconic Resilience (DBL 102)

Elemental Affinity (DBL 606)

Growing and Maintaining Dragon Wings (DBL 705)- The things they teach these days

Draconic Presence (DBL 900)

Favored Soul

(Unearthed Arcana: Modifying Classes (online download, 2015); Unearthed Arcana: Sorcerer (online download, 2017), Unearthed Arcana: Revised Subclasses (online download, 2017))

Some sorcerers draw their power from draconic heritage or wild magic, but some choose to draw theirs from the gods. Like Clerics. But with spontaneous casting, because that's versatile. But limiting. Versatile but limiting. So we'll teach you how to grow wings, how 'bout that? Actually, no. We started out doing that, but we changed the program entirely.

If you chose this program, you will be required to take the following courses in addition to additional armor and weapons training. In addition, you can take Divine Spellcasting Labs instead of Sorcerous Spellcasting Labs at your discretion.

Divine Magic for Favored Souls (FSL 101)

Being Favored by the Gods, a Beginner's Course (FSL 116)- you must have a signed affidavit from your chosen god, or a recognized priest thereof

Empowered Healing (FSL 307)

Developing an Angelic Form (FSL 730)

Unearthly Recovery (FSL 933)

(Earlier versions of this program required these courses, but they are no longer part of the curriculum)

Supernatural Resilience (FSL 103)

Extra Attacking (FSL 313)

Blessed Countenance (FSL 320)

Divine Wings, Manifestation and Manipulation (FSL 708)

Divine Purity (FSL 760)

Developing Power from Being Chosen (FSL 909)

Phoenix Sorcery

(*Unearthed Arcana: Sorcerer* (online download, 2017))

If you like fire magic, this program will help you shape it, even allow it to heal you. You will be able to imbue yourself with flame, grant your spells with hotter flame, and even fly when you get good enough. If you like wood spells, on the other hand, this might not be so much for you.

The following courses are required for this program:

Igniting Basics (PHX 101)

Developing a Mantle of Flame (PHX 103)

Phoenix Spark (PHX 306)

Deriving Nourishment from Fire (PHX 760)

Assuming the Form of the Phoenix (PHX 915)- Phoenix University cannot promise this one.

Pyromancy

(*Plane Shift: Kaladesh* (online download, 2017))

We regret to report that enrollment for Pyromancy has been delayed while we work on fireproofing the practice labs.

In the event we get it up and running this semester, the following courses are required:

Heart of Fire (PYR 103)

Fire in the Veins (PYR 317)

Dealing with Pyromancer's Fury (PYR 701)

Possessing a Fiery Soul (PYR 902)

Sea Sorcery

(*Unearthed Arcana: Sorcerer* (online download, 2017))

Sure, you draw might from the sea itself, and that's damned impressive for someone who isn't Aqualad. But the coolest bit about this program is that you can turn into liquid to travel. Talk about *waving good-bye*!

Waving... because you turn into... and good-bye... see, it's...

Take these classes:

Possessing the Soul of the Sea (SEA 101)

Curse of the Sea (SEA 103)

Watery Defense Practices (SEA 317)

Shifting Form (SEA 706)

Possession of a Water Soul (SEA 901)

Shadow

(Unearthed Arcana: Light, Dark, Underdark! (2015))

Shadows are like assholes. Everybody has one, but it takes some magic to make them lethal. Well, except for you, the magic is arcane might. For the asshole, the magic is three meals a day at Maztica Bell.

Completing this program requires the following courses:

Eyes of the Dark (SHD 105)

Strength of the Grave (SHD 107)

Summoning and Commanding the Hound of Ill Omen (SHD 315)

Shadow Walking (SHD 717)

Assuming and Mastering Your Shadow Form (SHD 910)

Stone Sorcery

(Unearthed Arcana: Sorcerer (online download, 2017))

Learn to draw might from the earth itself. Turn yourself into stone for protection. Mind you, there was a guy who was turned down for the Legion of Super-Heroes for having that power. Keep that in mind if you think this is a solid career choice.

In addition to extra shield and weapon training and additional spellcasting lab choices, the following courses are required for this program:

Stone's Durability (STN 106)

Stone Aegis (STN 360)

Stone's Edge (STN 711)

Earth Master's Aegis (STN 909)

Storm Sorcery

(Unearthed Arcana: Waterborne Adventures (online download, 2015), Sword Coast Adventurer's Guide (2015))

Drawing power from the fury of the storm, you become master of the lightning, the winds, the rain, the light gusts in the afternoon, with a slight overcast in the evening, leading to a 25% chance of rain overnight.

When you sign up for this program, you must take basic Meteorology courses, along with the following:

Wind Speaking (STM 101)- This is exactly a class in the Primordial language, but it makes sorcerers feel better if we give it a fancy name.

Tempestuous Magic (STM 111)

Heart of the Storm, Basic Survival Techniques (STM 320)

Storm Guidance (STM 333)

Storm's Fury, Manipulation and Guidance of (STM 714)

Wind Soul, Development and Possession (STM 925)

Wild Magic

(Player's Handbook (2014))

By using magic haphazardly, you stand the chance of creating powerful bursts of magic above and beyond the standards for your spells. Side effects vary, and do not occur with every casting. Side effects may include: dry mouth, runny nose, butterflies erupting from your fingertips, insomnia, nausea, sudden appearance of unicorns, aging, de-aging, rashes in the lower extremities, numbness, turning into a potted plant, and a burning sensation while urinating. If any of these conditions persist, see a cleric for treatment.

In addition to your regular Sorcerer studies, you must take the following courses:

Wild Magic Surging (WMC 101)

Observation and Manipulation of the Tides of Chaos (WMC 110)

Bending Luck (WMC 310)

Controlling Chaos (WMC 730)

Spell Bombardment (WMC 909)- some schools call it Spell Dodgeball

B.S. Artist

You're a regular Bluff and Sham Artist, you are.

While the rest of us have to work our asses off to get an A- on a paper, you write 6000 words of meandering nothing that sounds good but never reaches a point, and somehow score top marks. You convinced that Freshman kid that ring you got out of a Crackerjack box was a Ring of Invisibility, and even demonstrated by hiding around the corner, and sold it for 300 gp.

You're a liar. A big fat liar. And you get away with everything! Did I mention I'm the editor of the school newspaper? Because I need some people to work on the opinions page...

BONUS PROFICIENCIES

You have proficiency in Deception in addition to your other starting proficiencies.

WASN'T ME

You have *Suggestion* as a bonus spell, which does not count against your Spells Known. You may cast in a 1st level, rather than 2nd level slot.

BELIEVING YOUR OWN LIES

No, really. You're actually an expert at that. Beginning at 6th level, you may spend 2 Sorcerer Points to add your proficiency bonus to any ability check using a skill or tool you do not have proficiency in. You may not use this for attack rolls or saves.

LYING TO INANIMATE OBJECTS

By 14th level, you're so good, you can even fool mindless things. You can ignore all class, race, or level restrictions on magic items, just as a Rogue with the Thief subclass.

LYING TO THE UNIVERSE

Beginning at 18th level, you can even lie to the very foundation of magic. After each long rest, choose two spells from any spell list that *do not* appear on the Sorcerer spell list. You may cast each of these spells once, using Sorcerer Points equal to the spell's level. You must complete a long rest before you can cast them again or choose new spells.

Sorcerer Faculty

The Simbul [department head]

(Human Sorcerer, Professor of Advanced Sorcery)

Professor Simbul (real name: Alassra Silverhand) is a powerful sorceress, one of the famed Seven Sisters of Faerun (many of whom are department heads here at Sigil Prep), known for her wild temperament, unpredictable nature, and her relative recklessness. Which makes her perfect to head the least structured department at the school.

Although she's the queen of the nation of Aglarond, they aren't that upset that she's spending most of her time in her teaching position. That's fewer chaotic disruptions to their daily life, for sure. *(The Simbul is a major character from the Forgotten Realms campaign setting; property of WotC)*

Shandril Shessair [tenured]

(Human Rogue/Sorcerer (Spellfire Wielder), Professor of Spellfire)

Professor Shessair (please, call her Shandril) is popular among the students for being roughly their age, and extremely approachable. She is one of the few known wielders of Spellfire (which I'm sure will be a Sorcerer subclass when they get around to adapting it to 5e, so that's why she's here), so her classes tend to be small, but she's often approached by Rogue students because she's always willing to tutor and offer advice. She is not a good person to ask for comfort while grieving, however. She's really not good with grief. (We'd say more, but that'd spoil the third book in her trilogy).

(Shandril Shessair is a character from the Forgotten Realms novels, Shandril's Saga trilogy; property of WotC)

Vanifer

(Tiefling Sorcerer, Professor of Dance, Artistic Expression, Destruction through Immolation)

Although she is best known as the leader of the Cult of the Eternal Flame, a subset of Faerun's Cult of Elemental Evil, Professor Vanifer grew up as a dancer. An indentured slave dancer for a pasha in Calimport, granted, but even after leaving the pasha's service, she opened a school of dance for herself. To cover up her cult of insane fire worshippers, sure.

The point is, she's good. So we hired her to coach our dance team. Deal.

(Vanifer is a character from the 5e adventure, Princes of the Apocalypse (2015); property of WotC)

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