



The Sorcerer Major

Sorcerer School

(*Player's Handbook* (2014), *Xanathar's Guide to Everything* (2017))

"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 will spend most of their time in Cantrip and Spellcasting labs, with a required unit of Flexible Spellcasting (SOR 109), and two metamagic electives of their choice.

SOPHOMORE YEAR

Spellcasting training continues in the sophomore year, along with more metamagic training. Seriously, if you're determined to be a primary caster, this is the lightest coursework you can get.

JUNIOR YEAR

More spellcasting labs in junior year. Yep. That's it. Take it easy this year, bro. Throw some parties.

SENIOR YEAR

In your senior year, more spellcasting labs, and a couple more metamagic electives. And then a mandatory course in Sorcerous Restoration (SOR 980). And you're done, bro. If you're ambitious, you could knock this degree out in three years. But if you were ambitious, you'd be a wizard.

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.

Favored Soul

(Unearthed Arcana: Modifying Classes (online download, 2015); Unearthed Arcana: Sorcerer (online download, 2017), Unearthed Arcana: Revised Subclasses (online download, 2017), Xanathar's Guide to Everything (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. You must have a signed affidavit from your chosen god, or a recognized priest thereof.

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.

This program requires a few specialized courses, including Ignition Basics (SOR 206), Developing a Mantle of Flame (SOR 155), and Assuming the Form of a Phoenix (SOR 915). Let's see the University of Phoenix top that.

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.

Once we're up and running, be prepared to take Fire in the Veins (SOR 317), Dealing with Pyromancer's Fury (SOR 707), and Possessing a Fiery Soul (SOR 902). Your roommate is encouraged to take out a fire insurance policy on their belongings.

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...

Your first required course is Soul of the Sea (SOR 131). Your last required course is Possession of a Water Soul (SOR 932). Apparently your soul gets *less damp* over time. Assuming we're talking about "the sea" vs. "some water." I guess we could be talking about "water" as a concept, in which case, yeah, that's pretty vast. Ask your professor about it.

Shadow Magic

(*Unearthed Arcana: Light, Dark, Underdark!* (2015), *Xanathar's Guide to Everything* (2017))

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.

During the course of your Shadow Magic training, you'll be required to take Summoning and Commanding the Hound of Ill Omen. And that's pretty badass right there. "Hey, I just summoned the Hound of Ill Omen. What did you summon today? Quasits? Oh, that's cute."

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.

Storm Sorcery

(*Unearthed Arcana: Waterborne Adventures* (online download, 2015), *Sword Coast Adventurer's Guide* (2015), *Xanathar's Guide to Everything* (2017))

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 Wind Speaking (SOR 177), which is exactly the Primordial language, and might as well be Conversational Primordial, but it makes the sorcerers feel better if we give it a fancy name.

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.

Besides Observation and Manipulation of the Tides of Chaos (SOR 147) and Controlling Chaos (SOR 733), before you can finish this program you must take Spell Bombardment (SOR 909). (Some schools refer to it as 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. If the spell's target fails it's save, you do not lose a spell slot from casting this spell.

BELIEVING YOUR OWN LIES

No, really. You're actually an expert at that. Beginning at 6th level, you may 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 saving throws. You can use this ability twice before taking a short or long rest. At 9th level, you can use this ability three times, four times at 12th, five at 15th, and six at 18th level.

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. After a long rest, you may select two new spells, or the same spells again.

Coffeemancer

Only the freshest, highest quality beans will do. The blend is crucial, the roast must be impeccable. For coffee is not only flowing in your blood, it is the source of your power. Luckily, you have your sources. You may seem jittery, but you're alert, man! They don't even know how alert you are!

BONUS CANTRIP

You have *Create Coffee* as a bonus cantrip. This does not count against the number of Cantrips you know. See the "Spells of Sigil Prep" document for this spell description.

WIRED, NOT TIRED

Unless you are somehow cut off from coffee, you gain the benefits of a long rest after each short rest. The second time you use this ability without an actual long rest, you must make a Constitution save vs. DC 10. The DC goes up by 5 on each subsequent short rest without a long rest. If you fail this saving throw, you fall asleep for 1d8 hours and cannot be awakened during this time.

SOBERING UP

You can, as an action, *Create Coffee* and drink the coffee or feed it to someone else who is presently poisoned, and give the drinker a Constitution saving throw (DC 10) to immediately end the Poisoned condition.

LET ME HEAT IT UP FOR YOU

The only worthwhile beverages are hot beverages. Beginning at 6th level, as a reaction, you can cause a liquid someone is about to drink (including a potion) to become scalding hot. The drinker suffers 2d6 fire damage, half if a saving throw is made. (Potions still have their magical effects). The drinker must be within 30 feet of you. Each time you use this ability, you expend one spell slot from the lowest level slot you have remaining.

ESPRESSO SHOT

Also at 6th level, you can, as a reaction, caffeinate a liquid (including a potion) someone within 30 feet of you is drinking. The drinker can make one extra action on its next turn after drinking the beverage, chosen from the following list: attack (one attack only), Dash, Disengage, Hide, or Use and Object. The drinker acts jittery for three rounds after, but this condition has no detrimental mechanical effects. (Potions still have their magical effects). Each time you use this ability, you expend one spell slot from the lowest level slots you have remaining.

SERIOUSLY BUZZED

Beginning at 14th level, you can, as a bonus action, use *Create Coffee* and drink the coffee produced. Thereafter, you are under the influence of a *Haste* spell. In addition, you add 5 feet to your ground movement, and have advantage to Perception rolls. At the end of each round you are in this state, make a Constitution saving throw. The first round, it is against DC 10, but the DC increases by 1 each round. You may end the state willingly, but if you ever fail a saving throw, you instantly become unconscious for 1d8 hours, and cannot be awakened during this period.

Once you've used this ability, you can't use it again until you've completed a short or long rest.

EXTRA STRONG BLEND

Starting at 18th level, as an action, you can cast *Create Coffee* and drink the coffee produced, and gain the benefits of a short rest. You can use this ability multiple times, although hit dice spent to regain hit points are only restored by an actual rest. Each time you use this ability after the first, you must make a Constitution saving throw vs. DC 10 or become unconscious for 1d8 hours, during which time you cannot be awakened. The DC increases by 5 for subsequent use until an actual rest is taken.

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)*

Delina [tenured]

(Elf Sorcerer, Professor of Developing Natural Talent)

The first thought you have looking at Professor Delina is that she looks fragile, but she has great inner strength, fearlessness, and confidence. And 9th level sorcerer spells. Never underestimate that. *(Delina is a character from the Legends of Baldur's Gate comic series by IDW; 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)*

Text and concept by Patrick Duke
Art and logo design by David Cummings
Dungeons & Dragon and all related properties ©Wizards of the Coast