

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.

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.

Divine Soul (aka "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.

Giant Soul

(Unearthed Arcana: Giant Soul Sorcerer (online download, 2018))

How does that giant soul fit in your little, bitty body? That's for you to find out, when this course helps you guide your ancient giant bloodline to grant you immeasurable power. Whether you have the ferocity of the fire giant, the potency of the storm giant, the fortitude of the frost giant or the... let's use shorter words here... good things of the hill giant, this course will bring that potential to the fore. (Hill giant souls: It makes you more good).

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 going from "the sea" vs. "*some* water." I guess we could be talking about *all* water, 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 you might as well be taking 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).

NEW SORCEROUS ORIGIN:

B.S. Artistry

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, and you seem like you could bring in some circulation...

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 its 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.

NEW SORCEROUS ORIGIN:

Coffeemancy

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" chapter 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 constitution saving throw is made (DC equal to your spellcasting DC). 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 an 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 and the DC increases by 2 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.

NEW SORCEROUS ORIGIN:

Cryomancy

The cold doesn't bother you; in fact, you can boss it around with aplomb. Ice flows in your veins, and not in the "such a snob" way. Well, maybe also in that way, but mostly in the "inherent magical quality" way.

TURNS TO SNOW IN MY CLUTCH

You may choose to do cold damage instead of fire, lightning, acid, or thunder damage when you cast any spell that does one of those damage types.

ICE IN THE VEINS

Beginning at 6th level, you have resistance to cold damage. In addition, any spell you cast ignores cold resistance.

STOPPED COLD

Starting at 14th level, you emit an icy aura when you want to. You may use your reaction to do 2d4 cold damage to an opponent who grapples you or hits you with a melee weapon.

LETTING GO

As of 18th level, you are immune to cold damage. In addition, spells you cast ignore cold resistance, and treat cold immunity as cold resistance.