

The Complete Alternate Sorcerer

Level	PB	Class Features	Cantrips Known	Spells Known	Sorcery Points	Spell Limit	Metamagics Known
1st	+2	Sorcerous Origin, Sorcery	4	2	4	1st	—
2nd	+2	Metamagic	4	3	6	1st	2
3rd	+2	Arcane Regeneration	4	4	14	2nd	2
4th	+2	Ability Score Improvement	5	5	17	2nd	2
5th	+3	—	5	6	27	3rd	3
6th	+3	Sorcerous Origin Feature	5	7	32	3rd	3
7th	+3	—	5	8	38	4th	3
8th	+3	Ability Score Improvement	5	9	44	4th	3
9th	+4	—	5	10	57	5th	4
10th	+4	Font of Magic	6	10	64	5th	4
11th	+4	Innate Arcanum (6th-level)	6	11	64	5th	4
12th	+4	Ability Score Improvement	6	11	66	5th	4
13th	+5	Innate Arcanum (7th-level)	6	12	66	5th	5
14th	+5	Sorcerous Origin Feature	6	12	68	5th	5
15th	+5	Innate Arcanum (8th-level)	6	13	68	5th	5
16th	+5	Ability Score Improvement	6	13	70	5th	5
17th	+6	Innate Arcanum (9th-level)	6	14	70	5th	6
18th	+6	Sorcerous Origin Feature	6	14	72	5th	6
19th	+6	Ability Score Improvement	6	15	72	5th	6
20th	+6	Metamagic Mastery	6	15	75	5th	6

Class Features

Hit Points

Hit Dice: 1d6 per Sorcerer level

Hit Points at 1st Level: 6 + your Constitution modifier.

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per Sorcerer level after 1st

Proficiencies

Armor: None

Weapons: Daggers, darts, light crossbows, slings, and quarterstaves.

Tools: None

Saving Throws: Constitution, Charisma

Skills: Choose two from Arcana, Deception, Insight, Intimidation, Persuasion, and Religion.

Equipment

As a Sorcerer, you start with the following equipment:

- (a) a light crossbow and 20 bolts or (b) a sling
- (a) a quarterstaff or (b) two daggers
- (a) a dungeoneer's pack or (b) an explorer's pack

Sorcerous Origin

You are infused with an innate spark of arcane magic. At 1st level, choose one of the following Sorcerous Origins for your power:

The Chained	Greensinger	Stormsoul
Divine Right	Hellspawn	Vampiric Soul
Emberheart	Ironmonger	Voidwielder
Faeblood	Stoneblood	Waveborn

Your Sorcerous Origin grants you features at 1st level, and again when you reach 6th, 14th, and 18th level in this class.

Sorcery

Also at 1st level, the spark of arcane magic within you allows you to spontaneously produce spells from within yourself. The Sorcerer spell list is included at the end of this class.

Cantrips

At 1st level, you learn four cantrips of your choice from the Sorcerer spell list. You learn an additional Sorcerer cantrip of your choice at 4th level and again at 10th level.



Sorcery Points

The Sorcerer table shows the number of Sorcery Points that you have to cast the Sorcerer spells you know of 1st-level and higher. To cast a Sorcerer spell, you must expend the amount of Sorcery Points indicated in the table below. You regain all expended Sorcery Points each time you finish a long rest.

For example, as a 3rd level Sorcerer, you can cast the spell *burning hands* at 2nd-level by spending 3 Sorcery Points.

Spell Level	Point Cost	Spell Level	Point Cost
Cantrip	0	3rd	5
1st	2	4th	6
2nd	3	5th	7

Spell Limit

Your Sorcerer level limits the potency of spells that you can produce. This limit is reflected in the Spell Limit column of the Sorcerer Table. For example, as a 5th level Sorcerer, you are limited to learning and casting spells of 3rd-level or lower.

Spells Known of 1st-level and Higher

At 1st level, you learn two 1st-level spells of your choice from the Sorcerer spell list. Refer to the Spells Known column of the Sorcerer table to see when you learn additional Sorcerer spells. Each spell you learn must be of a level equal to your Spell Limit or lower. For instance, when you reach 3rd level, you can learn one new Sorcerer spell of 1st or 2nd-level.

Additionally, when you gain a level in this class, you can choose one of the Sorcerer spells you know and replace it with another spell from the Sorcerer spell list, which also must be of a level equal to your Spell Limit or lower.

Origin Spells

Each Sorcerous Origin has a list of Origin Spells that you learn at the Sorcerer levels noted in your Origin's description. Your Origin Spells count as Sorcerer spells for you, but they do not count against your total number of Spells Known.

Spellcasting Ability

Charisma is your spellcasting ability for your Sorcerer spells, so you use Charisma when a spell refers to your spellcasting ability, when setting the saving throw DC for a spell, or when you make a spell attack roll for one of your Sorcerer spells.

Spell save DC = 8 + your proficiency bonus
+ your Charisma modifier

Spell attack modifier = your proficiency bonus
+ your Charisma modifier

Spellcasting Focus

Your body itself can be used as a spellcasting focus. You must have at least one free hand to cast spells that require somatic or material components, and you must still provide material components that are consumed by a spell or have a gold cost.

Metamagic

At 2nd level, you learn two Metamagic abilities of your choice from the list of Metamagic at the end of this class description. You can only use one Metamagic ability per spell, reaction, ability check, or saving throw unless its description says otherwise.

As you gain Sorcerer levels, you gain additional Metamagic abilities, as shown in the Metamagics Known column of the Sorcerer table. When you gain a Sorcerer level, you can alter your magical nature and replace one Metamagic ability you know with another Metamagic ability of your choice.

Arcane Regeneration

You have learned to draw upon the innate magic presence in all things to restore your own arcane power. Starting at 3rd level, when you finish a short rest you can choose to regain expended Sorcery Points equal to your Sorcerer level.

Once you use this feature to regain Sorcery Points, you must finish a long rest before you can use it again.

Ability Score Improvement

At 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or two ability scores of your choice by 1. As normal, you can not increase an ability score above 20 with this feature.

Font of Magic

Once per long rest, you can cast one Sorcerer spell of your choice, equal to your Spell Limit or lower, spending the normal number of Sorcery Points. You can apply your Metamagic abilities to this spell as normal.

Innate Arcanum

At 11th level, you manifest an increased level of power from your arcane spark, known as an Innate Arcanum. This takes the form of a single 6th-level spell slot that you can expend, in place of Sorcery Points, to cast any Sorcerer spell you know. Once you expend this spell slot, you do not regain it until you complete a long rest.

Moreover, as a bonus action on your turn, you can expend one Innate Arcanum spell slot to regain a number of your Sorcery Points equal to the level of the Arcanum spell slot.

Finally, whenever you learn a new Sorcerer spell, you can learn spells of a level equal to that of your Innate Arcanums.

When you reach certain Sorcerer levels, your unique magic manifests more powerful Innate Arcanums. At 13th level you gain a 7th-level spell slot, at 15th level you gain an 8th-level spell slot, and at 17th level you gain a 9th-level spell slot.

Metamagic Mastery

You have realized the full potential of your innate magic, and the weave itself bends to your will. Upon reaching 20th level, each Metamagic ability you know has its Sorcery Point cost reduced by 1 (to a minimum of 1 Sorcery Point).

Also, you can apply an unlimited number of Metamagic abilities to each spell you cast, provided that you have the Sorcery Points to do so, and the spell you cast meets all the requirements for the Metamagic abilities you wish to apply.



Sorcerous Origin

At 1st level, you choose one of the following Sorcerous Origins:

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 ancient terrible power. Maybe one day you will be able to regain your true power and punish those who did this to you...

Sorcerer Level Feature

1st	Eldritch Spells, Ancient Knowledge
6th	Unknowable Mind
14th	Otherworldly Step
18th	Eldritch Revelation

Eldritch Spells

1st-level The Chained feature

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.

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, black tentacles</i>
9th	<i>contact other plane, dream</i>

Ancient Knowledge

1st-level The Chained feature

You have access to lost knowledge from eons long dead. You gain proficiency in History, and you learn to speak, read, and write, two exotic languages of your choice.

Also, while you sleep during a long rest, you can commune with the ancient knowledge you once had, focusing your mind on one person, place, or object you interacted with in the past 24 hours. Make a Charisma (History) check to learn one fact about the subject, often one forgotten to modern scholars.

Unknowable Mind

6th-level The Chained feature

Your elder mind grants you advantage on saving throws to resist being charmed, frightened, or have your thoughts read.

Additionally, when you are forced to make an Intelligence, Wisdom, or Charisma saving throw to resist the effects of a spell, you can use your reaction to force a creature within 30 feet to become the target of the spell instead of you.

Once you use this reaction you must complete a long rest before you can use it again. If you have no uses of this feature remaining, you can spend 5 Sorcery Points to use it again.

Otherworldly Step

14th-level The Chained feature

You can draw on your eldritch power to move through cracks in reality. When you spend Sorcery Points, you can teleport a number of feet equal to 5 times the number of Sorcery Points you spent, appearing in an unoccupied space within range.

Eldritch Revelation

18th-level The Chained feature

As an action, you can spend 7 Sorcery Points to assume your former power. For 1 minute, you gain the benefits below:

- You can cast *hideous laughter* at 1st-level spell as a bonus action on each turn, without expending Sorcery Points.
- You gain a flying speed equal to your walking speed.
- You can move through other creatures and objects. If you end your movement inside an object or creature, you are shunted to the nearest unoccupied space, and take 1d10 force damage for every 5 feet you were forced to travel.



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 can pose a significant threat to those currently in 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.

As a Divine Right Sorcerer, you are granted great power, but with that power also comes responsibility. Will you lead the your people to destruction or into a new golden age?

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

Divine Mark

1st-level Divine Right feature

A Divine Mark has manifested somewhere on your body signifying the type of ruler you are to become. Select one of the Divine Marks below. Once chosen, your Mark can't be changed short of the *wish* spell or divine intervention.

Mark of Elegance. You will be known for diplomacy. You gain proficiency in Persuasion, and you add double your proficiency bonus to Charisma (Persuasion) checks.

Mark of Guile. You will be known for your cunning. You gain proficiency in Deception, and you can add double your proficiency bonus to all Charisma (Deception) checks.

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

Royal Spells

1st-level Divine Right feature

When you gain a level in this class, 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> ^{XGE}
7th	<i>compulsion, find greater steed</i> ^{XGE}
9th	<i>dominate person, geas</i>

Words of Authority

1st-level Divine Right feature

Your voice has been imbued with divine authority, and it is difficult for the weak willed to resist your commands. When you target a creature that can hear you within 5 feet with an enchantment spell, you can force the creature to make its initial saving throw to resist the spell with disadvantage.

Once you use this feature to impose disadvantage, you must finish a short or long rest before you can use it again. When you have no uses of this feature remaining, you can spend 2 Sorcery Points to use it again.

Words of Vigor

6th-level Divine Right feature

The power of your voice uplifts those that choose to follow you. As a bonus action, you can spend a number of Sorcery Points, up to your Charisma modifier and grant one creature that can hear you within 30 feet 1d4 temporary hit points per Sorcery Point expended.

Regal Presence

14th-level Divine Right feature

Your divine presence inspires confidence in your followers. When a creature that can see or hear you within 60 feet is forced to make a saving throw you can use your reaction to grant that creature advantage on its roll.

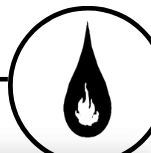
Also, the range of Words of Authority becomes 15 feet.

Divine Command

18th-level Divine Right feature

You have risen to become a legendary figure of authority for your people, and your voice is blessed with increased divine power. As a bonus action on your turn, you can cast the *divine word* spell without expending Sorcery Points.

Once you cast *divine word* in this way you must finish a long rest before you can use it again. When you have no uses remaining, you can spend 10 Sorcery Points to cast it again.



Emberheart

Whether you stole your power from a noble Efreeti lord, were gifted it by an ancient fire drake, or were born near a gate to the Elemental Plane of Fire, you now carry within your soul 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 Spells

1st-level Emberheart feature

Whenever you gain a level in this class, 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>
5th	<i>fireball, minute meteors*</i>
7th	<i>summon elemental (fire)**, wall of fire</i>
9th	<i>flame strike, immolation*</i>

Heart of Flame

1st-level Emberheart feature

Primordial flame empowers your spirit. You gain resistance to fire damage and you have advantage on saving throws to resist the charmed and frightened conditions.

You also learn to speak, read, and write Ignan, a dialect of Primordial, and the language of the Elemental Plane of Fire.

Wild Fire

6th-level Emberheart feature

You can cause fire to erupt from the ruin of your foes. When you reduce a creature to 0 hit points with a spell that deals fire damage, you can use your reaction to force creatures within 10 feet of it to make Dexterity saving throw. They take fire damage based on the size of the creature, as shown in the table below, on a failed save, and half as much on a success.

Tiny	0	Large	3d6
Small	1d6	Huge	4d6
Medium	2d6	Gargantuan	5d6

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

Kindle the Flame

14th-level Emberheart feature

Your body is restored when you draw on the elemental flame. Whenever you cast a fire spell of 1st-level or higher, you can grant yourself temporary hit points equal to the level the fire spell was cast at + your Charisma modifier (minimum of 1).

Primordial Inferno

18th-level Emberheart feature

Your flaming soul has become an inferno, making you more elemental than mortal. You no longer need to eat, drink, or sleep, and you gain immunity to fire damage.

Also, when you take damage from a creature within 60 feet, you can force it to make a Dexterity saving throw as a reaction. On a failure, it takes fire damage equal to your level.



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. Weather 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.

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

Fey Spells

1st-level Faeblood feature

When you learn a Sorcerer spell, you can also choose from the Bard spell list, and it becomes a Sorcerer spell for you.

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>enthrall, misty step</i>
5th	<i>blink, hypnotic pattern</i>
7th	<i>compulsion, dominate beast</i>
9th	<i>dominate person, seeming</i>

Heartsight

1st-level Faeblood feature

Your affinity with Fey magic grants you heightened empathic abilities. You gain proficiency in Insight, and you add double your proficiency bonus to your Wisdom (Insight) checks.

In addition, you can use an action to touch a creature and attempt to read its current emotional state. Make a Wisdom (Insight) check, contested by its Charisma (Deception) check. On a success, you learn the target's alignment and its surface level emotions. Celestials, fiends, and undead automatically fail. Creatures are unaware you attempted to read their heart.

Seasonal Attunement

6th-level Faeblood feature

You can align your magic and spirit with one of the seasons like a true Fey. At the end of each long rest, choose a season and gain the benefits listed below. Each season grants you a damage resistance and advantage on certain rolls.

Season	Resistance	Roll with Advantage
Spring	Lightning	Hit Die Rolls
Summer	Fire	Initiative Rolls
Autumn	Poison	Concentration Checks
Winter	Cold	Death Saving Throws

Gateway Magic

14th-level Faeblood feature

Your magic allows you to slip between the Feywild and the material plane. Whenever you cast a Sorcerer spell of 1st-level or higher, can teleport to an unoccupied space of your choice that you can see within 30 feet.

When you use this feature, you can spend Sorcery Points to increase its range by 10 feet per Sorcery Point spent.

Intoxicating Presence

18th-level Faeblood feature

You exude the intoxicating presence of an Archfey. When you cast a Sorcerer Enchantment spell and target a creature that is within 15 feet that can see or hear you, the target has disadvantage on its initial saving throw.



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. How did you come to bear this primal power? Were you chosen by an ancient forest to serve as its guardian, or are you the child of an ancient prophecy, raised from birth by a Druidic Circle?

Sorcerer Level Feature

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

Verdant Spells

1st-level Greensinger feature

When you learn a Sorcerer spell, you can also choose from the Druid spell list, and it becomes a Sorcerer spell for you.

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> ^{XGtE} , <i>entangle</i>
3rd	<i>earthbind</i> ^{XGtE} , <i>spike growth</i>
5th	<i>plant growth</i> , <i>speak with plants</i>
7th	<i>grasping vine</i> , <i>guardian of nature</i> ^{XGtE}
9th	<i>tree stride</i> , <i>wrath of nature</i> ^{XGtE}

Vigorous Vines

1st-level Greensinger feature

As a bonus action, you can to extrude (or retract) a thin, yet vigorous, vine from any part of your 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.

These Vigorous Vines share your Armor Class and have a number of hit points equal to your Sorcerer level. If you extrude a second Vine, the first instantly withers and dies.

As you gain Sorcerer levels, you can extrude more Vines at one time: at 5th level (2), 11th level (3), and 17th level (4).

Grasping Growth

6th-level Greensinger feature

Your Vigorous 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 5 feet of a Vine, making a Charisma (Athletics) check.

Also, while you have at least two Vines extruded, you gain a climbing speed equal to your walking speed, and you can climb on difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Creeping Defense

14th-level Greensinger feature

Each of your Vigorous Vines can grow up to 20 feet in length.

In addition, 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 would destroy your Vine, you take any damage that would exceed your vine's remaining hit points.

Sapping Grip

14th-level Greensinger feature

At the start of your turn, each creature grappled by one of your Vines takes necrotic damage equal to your Charisma modifier, and you gain temporary hit points equal to the total necrotic damage dealt to all grappled creatures.

Greensong

18th-level Greensinger feature

You and the natural world have become one. You can use an action to enter the Greensong, a state of pure harmony with nature. For the next minute, or until you are incapacitated, you gain the benefits listed below:

- You immediately extrude the maximum number of Vines.
- The reach of your Vines temporarily becomes 30 feet.
- When you take the Attack action, you can make an attack, or attempt a grapple with each Vine. You use Charisma for the attack rolls, and they deal magical bludgeoning damage equal to 1d8 + your Charisma modifier on hit.

Once you enter the Greensong you must finish a short or long rest before you can do so again. When you have no uses left, you can spend 5 Sorcery Points to use this feature again.

Grappling from a Distance

Remember, a creature grappled by you, no matter how far from your body, is able to attack whatever limb, or Vigorous Vine, you are using to grapple it.



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.

Sorcerer Level Feature

1st	Abyssal Spells, Demonic Form
6th	Extra Attack
14th	Fiendish Resistance
18th	Archdemonic Form

Abyssal Spells

1st-level Hellspawn feature

Whenever you gain a Sorcerer level, you can replace one spell from this feature with another conjuration or evocation spell of the same level from either 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</i> ^{XGE} , <i>staggering smite</i>
9th	<i>cloudkill, insect plague</i>

Demonic Form

1st-level Hellspawn feature

As a bonus action, you can unleash your infernal power to transform into a Demonic Form. While you are transformed your body becomes demonic in appearance and you gain the benefits listed below 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.
- While you aren't wearing armor, your Armor Class equals 10 + your Dexterity modifier + your Charisma modifier.
- 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. If you have no uses of your Demonic Form transformation left, you can spend 3 Sorcery Points to transform again.

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

Extra Attack

6th-level Hellspawn feature

You can attack twice, instead of once, when you take the Attack action on your turn. Moreover, you can cast one of your Sorcerer cantrips in place of one of those attacks.

Finally, while you are in your Demonic Form, your natural weapon attacks count as magical for the sake of overcoming resistance and immunity to nonmagical attacks and damage.

Fiendish Resistance

14th-level Hellspawn feature

Your hellish power can shield you from harm. As a reaction, when you take damage while in your Demonic Form, you can expend Sorcery Points to reduce the incoming damage by 2 for each Sorcery Point you expend as part of the reaction.

Archdemonic Form

18th-level Hellspawn feature

You have mastered the fiendish power that dwells within you. Your Demonic Form lasts until you end it. Also, while you are in Demonic Form, you gain the following additional benefits:

- You can take the Dash action as a bonus action.
- You are immune to bludgeoning, piercing, and slashing damage from non-magical attacks.
- When you hit a creature with a natural weapon attack it takes an additional 1d8 magical slashing damage.



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.

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

Iron Spells

1st-level Ironmonger feature

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

1st-level Ironmonger feature

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

Blade of Strife

1st-level Ironmonger feature

You can conjure up the signature weapon of an Ironmonger Sorcerer, the Blade of Strife. As a bonus action, you conjure this mystical Blade at a point you can see within 60 feet. It lasts for 1 minute or until you use this feature again.

When you conjure the Blade, you can make a melee spell attack against one creature within 10 feet of it. On a hit, the target takes 1d8 magical slashing damage. As a bonus action, you can move the Blade up to 30 feet and repeat the attack.

You can conjure this Blade 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 only have one Blade at a time, and conjuring a second causes the first Blade to dispel. Finally, if you have no uses of this feature remaining, you can spend 3 Sorcery Points to use it again.

Extra Attack

6th-level Ironmonger feature

You can attack twice, instead of once, when you take the Attack action on your turn. Moreover, you can cast one of your Sorcerer cantrips in place of one of those attacks.

Finally, when your Blade of Strife is within 10 feet of you, you can make attacks with it as part of your Attack action.

Iron Smite

6th-level Ironmonger feature

Once per turn when you hit a Large or smaller creature with a melee weapon or Blade of Strife attack you can force it to make a Strength saving throw. On a failed save it falls prone.

Dancing Blade

14th-level Ironmonger feature

When a creature within 10 feet of your Blade of Strife is hit by an attack, you can use your reaction to add your Charisma modifier to the target's Armor Class against that attack.

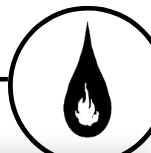
Also, your Blade of Strife now deals 2d8 damage on hit.

Storm of Blades

18th-level Ironmonger feature

You have become a god of warfare and lay waste to your foes. As an action on your turn, you can destroy your Blade of Strife in a storm of arcane iron shards, forcing two creatures of your choice within 30 feet of the Blade to make a Dexterity saving throw. Targets take 6d8 magical slashing damage on a failed save, and half as much damage on a successful save.

When you use this action, you can spend Sorcery Points to target additional creatures, targeting one additional creature of your choice within 30 feet per Sorcery Point you spend.



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 warlord, the gift of an elder earth elemental, or you are a direct descendant of one of the ancient Dwarven fathers, you now wield the unyielding power of stone. Your magic makes you as rigid and unyielding as the mountains, and can subtly drive you to hoard precious gems and metals of the earth.

Stoneblood Spells

1st-level Stoneblood feature

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> , <i>sanctuary</i>
3rd	<i>earthen grasp*</i> , <i>spike growth</i>
5th	<i>erupting earth*</i> , <i>meld into stone</i>
7th	<i>stone shape</i> , <i>summon elemental (earth)**</i>
9th	<i>steel wind strike*</i> , <i>wall of stone</i>

Heart of Earth

1st-level Stoneblood feature

You can use a bonus action on your turn to transform and take on an earthen form, encasing your body in elemental stone. While transformed, you gain the following benefits:

- Upon transforming, you gain temporary hit points equal to your Sorcerer level. Any temporary hit points remaining from this feature dispel at the end of your transformation.
- If you are not wearing any armor or wielding a shield, your Armor Class becomes 13 + your Constitution modifier.
- You can use your Constitution, in place of Strength, for the attack and damage rolls of your unarmed strikes.
- Your unarmed strikes deal 1d8 bludgeoning damage on hit. If you strike with two hands, the d8 becomes a d10.

Your transformation lasts for 1 minute, and it ends early if you are incapacitated or you use a bonus action to end it.

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. If you have no uses of this feature left, you can expend 3 Sorcery Points to transform again.

Finally, you learn to speak, read, and write Terran, one dialect of Primordial and the language of the Elemental Plane of Earth.

Crushing Blow

6th-level Stoneblood feature

You can empower your strikes with the force of elemental stone. When you hit a creature with an unarmed strike, you can expend Sorcery Points (up to your Spell Limit) to deal an additional 1d6 magical bludgeoning damage to the target for each Sorcery Point you spent.

In addition, while you are transformed into earthen form, your unarmed strikes count as magical for the sake of overcoming resistances and immunities to non-magical attacks.

Extra Attack

6th-level Stoneblood feature

You can attack twice, instead of once, when you take the Attack action on your turn. Moreover, you can cast a Sorcerer cantrip you know in place of one of the attacks.

Aegis of Stone

14th-level Stoneblood feature

You can ward others with elemental earth magic. As a bonus action, you can expend 3 Sorcery Points to ward yourself, or a creature you touch, with an Aegis of Stone for 1 minute. While this Aegis lasts, the creature is resistant to all non-magical bludgeoning, piercing, and slashing damage.

When a creature warded by your Aegis of Stone is hit by an attack, you can use your reaction to teleport to an unoccupied space within 5 feet of the attacker and make one melee attack against it. You can only teleport in this way if you and the attacker are on the same surface.

Only one creature can benefit from your Aegis of Stone at a time. Warding another creature dispels the previous Aegis.

Primordial Bulwark

18th-level Stoneblood feature

Your stalwart stone soul has made you more elemental than mortal. You no longer need to eat, drink, or sleep, and you are resistant to bludgeoning, piercing, and slashing damage.

In addition, you can have up to three creatures under the effects of your Aegis of Stone at one time.



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 violence with little warning. Do you embrace the winds or do you seek to control the storm?

Heart of Winds

1st-level Stormsoul feature

Drawing upon the tempestuous magic within you allows you to take flight. When you cast a spell of 1st-level or higher, you gain a flying speed equal to your walking speed, which lasts until the end of your current turn. This flight doesn't provoke opportunity attacks, but if you end your movement while you are in midair you fall to the ground at the end of your turn.

You also learn to speak, read, and write Auran, a dialect of Primordial, and the language of the Elemental Plane of Air.

Stormsoul Spells

1st-level Stormsoul feature

When 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 lightning or thunder damage, from any spell list.

Sorcerer Level Spell

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

Stormborn

6th-level Stormsoul feature

The tempest within your soul defends you and threatens your foes. You gain resistance to lightning and thunder damage.

As a bonus action, you can expend Sorcery Points (up to your Spell Limit) to force creatures of your choice within 10 feet to make a Dexterity saving throw. They take 1d6 lightning or thunder damage (your choice) per Sorcery Point expended on a failed save, half as much on a successful save.

Finally, you can use an action on your turn to control the weather in minor ways within a 100-foot radius of you. For example, you could stop the rain, cause it to rain, change the current direction of the wind, or stop the wind completely.

Windcaller

14th-level Stormsoul feature

You bend the wind itself to your will. You gain a flying speed of 60 feet, and learn *wind walk*, which counts as a Sorcerer spell for you, but doesn't count against your Spells Known.

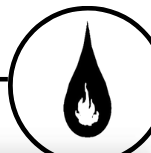
While flying your lower half becomes a swirling tempest.

Primordial Storm

18th-level Stormsoul feature

Your tempestuous soul has made you more elemental than mortal. You no longer need to eat, drink, or sleep, and you gain immunity to both lightning and thunder damage.

Also when a creature you can see within 60 feet damages you, you can use your reaction to force it to make a Strength saving throw. On a failed save, it takes thunder damage equal to your Sorcerer level and is knocked back 20 feet.



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.

Sorcerer Level Feature

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

Blood Magic

1st-level Vampiric Soul feature

You have been gifted an affinity for blood magic. Whenever you cast a Sorcerer spell or use a Sorcerer class feature, you can expend your own hit points in place of Sorcery Points by expending two hit points for each Sorcery Point you would have spent. When you do so, your current and your maximum hit points are reduced by the number of hit points you spend. This hit point reduction cannot be lessened in any way. Any reduction to your maximum hit points from this feature lasts until the end of your next long rest, at which point it returns to normal.

Moreover, when you slay a creature with a Sorcerer spell of 1st-level or higher, you gain temporary hit points equal to the level at which the spell was cast. Any temporary hit points you gain from this feature can be used in place of your current hit points (but not your maximum hit points) for your Blood Magic spellcasting.

Vampiric Spells

1st-level Vampiric Soul feature

When you gain a level in this class, you can replace a spell from this feature with a necromancy or enchantment spell, of the same level from the Sorcerer, Warlock, or Wizard 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> ^{XGE}

Undead Resilience

6th-level Vampiric Soul feature

You gain resistance to both necrotic and poison damage, and you have advantage on saves to resist the poisoned condition.

Also, when you have temporary hit points from your Blood Magic feature, you gain resistance to bludgeoning, piercing, and slashing damage from non-magical, non-silvered, attacks.

Misty Escape

14th-level Vampiric Soul feature

As a reaction to when you are reduced to 0 hit points, but not killed outright, you can turn into a cloud of mist, reappearing with 1 hit point in an unoccupied space within 30 feet.

Once you use this reaction you must finish a short or long rest before you can use it again. When you have no uses left, you can spend 5 Sorcery Points to use this reaction again.

Vampiric Mastery

18th-level Vampiric Soul feature

You have mastered the sinister blood magic within your soul. When you deal necrotic damage to a target with a Sorcerer spell of 1st-level or higher, you gain temporary hit points equal to half the necrotic damage.

These temporary hit points can also be used in place of your current hit points for your Blood Magic Spellcasting.

Optional Rule: True Vampirism

Vampires and other sinister masters of necrotic magic are some of the most iconic monsters, but their vampiric power comes at significant cost.

If you choose to play as a *true vampire*, you gain **all** of the additional abilities listed below when you take your 1st level as a Vampiric Soul Sorcerer.

Deathless Nature. You no longer need to breathe, eat, or drink in order to survive.

Spider Climb. You gain a climbing speed equal to your walking speed. Beginning at 3rd level, you can use this climbing speed to move across vertical surfaces, including upside down, while leaving your hands free, without having to make an ability check

Superior Darkvision. you have superior vision in dark and dim conditions. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, you can only see shades of gray.

Sunlight Sensitivity. You have disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight when you, the target of the attack, or whatever you are trying to see is in direct sunlight.



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.

Sorcerer Level Feature

1st	Voidwielder Spells, Soul of the Void, Entropic Touch
6th	Negate Spell
14th	Disciple of the Void
18th	Ray of Annihilation

Voidwielder Spells

1st-level Voidwielder feature

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 list.

Sorcerer Level Spell

1st	<i>inflict wounds, ray of sickness</i>
3rd	<i>darkness, ray of enfeeblement</i>
5th	<i>counterspell, dispel magic</i>
7th	<i>blight, sickening radiance</i> ^{XGtE}
9th	<i>antilife shell, maelstrom</i> ^{XGtE}

Soul of the Void

1st-level Voidwielder feature

Your innate connection to the primordial void grants you the ability to speak, read, and write Primordial.

Entropic Touch

1st-level Voidwielder feature

You can channel the power of the void and send one Tiny or smaller object that you touch into the Void. The item must be non-magical in nature, and cannot be on object that is being worn or carried by another creature.

It remains in the Void for as long as you concentrate on this ability, as if concentrating on a spell. When you maintain concentration for 1 hour, the object is permanently destroyed. If you break your concentration, the object reappears in an unoccupied space as close as possible to its last location.

You can use this feature once without expending Sorcery Points, and cannot do so again until you finish a long rest unless you expend 3 Sorcery Points to use it again.

The size of the non-magical item you can target with this feature increases as you gain levels in this class: at 6th level (Medium), 11th level (Large), and again 17th level (Huge).

Negate Spell

6th-level Voidwielder feature

Your connection to the Void allows you to undo arcane magic.

When you cast *counterspell* or *dispel magic* and you need to make a spellcasting ability check to determine the result, you can spend 2 Sorcery Points treat a roll of 9 or lower as a 10.

Disciple of the Void

14th-level Voidwielder feature

When you use Entropic Touch, you can send a total number of objects equal to your Charisma modifier (minimum of 1) into the Void at one time. Only one object can be maximum size; the rest must be Small. If you use this ability again, you must choose an object to reappear.

Ray of Annihilation

18th-level Voidwielder feature

The overwhelming power you draw from the Void allows you to unmake creation itself. You can expend one of your Innate Arcanum spell slots to cast *disintegrate* at the same spell level of the Innate Arcanum spell slot you choose to expend.



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.

Heart of Water

1st-level Waveborn feature

The droplet of elemental water within your soul has altered your physical form. You gain a swimming speed equal to your walking speed, you can breathe both air and water, and you can see underwater as if you were in bright light.

You also learn to speak, read, and write Aquan, a dialect of Primordial, and a language of the Elemental Plane of Water.

Waveborn Spells

1st-level Waveborn feature

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

Sorcerer Level Spell

1st	<i>armor of agathys, fog cloud</i>
3rd	<i>hold person, misty step</i>
5th	<i>sleet storm, tidal wave*</i>
7th	<i>summon elemental (water)**, water sphere</i>
9th	<i>cone of cold, maelstrom*</i>

Frozen Curse

1st-level Waveborn feature

Your watery magic carries a frozen curse. When you deal cold damage with a Sorcerer spell, you can spend additional Sorcery Points to cover targets in frost (1 target per Sorcery Point), reducing their speeds by a number of feet equal to five times your Charisma modifier (minimum of 5 feet).

This reduction to a target's speed lasts until the beginning of your next turn, unless the cursed creature, or another creature uses an action to scrape the frost off one of the targets.

Oceanic Resilience

6th-level Waveborn feature

You are as resilient as water, able to flow and reform. As a reaction when you are hit by an attack, you can flow like water, gaining resistance to any bludgeoning, cold, piercing, or slashing damage from that attack, and can instantly move up to your full speed without provoking opportunity attacks.

You can use this reaction a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a long rest. When you have no uses left, you can spend 2 Sorcery Points to use it again.

Watery Form

14th-level Waveborn feature

Whenever you take the Dash action, you can spend 1 Sorcery Point to take on a Watery Form until the end of your current turn. While in this Watery Form, you can move through gaps as narrow as 1 inch, including the spaces of enemy creatures, and you gain resistance to damage from opportunity attacks.

In addition, if you are using your swimming speed, you can take the Dash action as a bonus action on your turn.

Primordial Deluge

18th-level Waveborn feature

Your watery soul has transformed your physical form, making you more elemental than mortal. You no longer need to drink, eat, or sleep, and you gain immunity to cold damage.

Moreover, you are always considered to be in your Watery Form, unless you choose not to be, and you gain resistance to all bludgeoning, cold, piercing, and slashing damage.

Finally, when you use your Oceanic Resilience reaction, you gain immunity to all instances of bludgeoning, piercing, slashing, and cold damage from the triggering attack.



Alternate Origins

Below are the changes to official Sorcerous Origins so they work with the Alternate Sorcerer. Any Origin features not listed below remain unchanged when used with the Alternate Sorcerer class.

Alternate Draconic Bloodline

Wield the immense arcane power of your Draconic Ancestor! The full subclass is found in the *Player's Handbook*.

Additional Draconic Ancestors

Expanded 1st-level Draconic Bloodline feature

With the new Gem Dragons in *Fizban's Treasury of Dragons*, additional Ancestors are available to the Draconic Bloodline: Amethyst, Crystal, Emerald, Sapphire, Steel, and Topaz.

Color	Damage	Color	Damage
Amethyst	Force	Sapphire	Thunder
Crystal	Radiant	Steel	Acid
Emerald	Psychic	Topaz	Necrotic

Draconic Spells

New 1st-level Draconic Bloodline feature

When you gain a level in this class, 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*, ancestry spell</i>
5th	<i>fear, ancestry spell</i>
7th	<i>elemental bane*, ancestry spell</i>
9th	<i>dominate person, ancestry spell</i>

Elemental Sorcery

Updated 6th-level Draconic Bloodline feature

Whenever you cast a sorcerer spell that deals the damage type of your Draconic Ancestry, you can add your Charisma modifier (minimum of +1) to one damage roll of the spell.

Additionally, you learn the Elemental Spell Metamagic, but it doesn't count against your number of Metamagics Known. You can use this Metamagic without expending Sorcery Points, so long as you change its damage to the damage of your Draconic Ancestry.

If you have Amethyst, Crystal, Emerald, or Topaz Draconic Ancestry you learn Esoteric Spell instead.

Draconic Presence

Updated 18th-level Draconic Bloodline feature

As an action, you can spend 5 Sorcery Points to emanate the aura of a dragon in a 60-foot radius choosing awe or fear. For the next minute, creatures of your choice that start their turn within the aura must succeed on a Wisdom saving throw or be charmed (awe) or frightened (fear) until the aura ends. On a successful save, a creature is immune to this aura for 24 hours.

Ancestry Spells

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

Level	Gold	Green	White, Silver
1st	<i>sleep</i>	<i>ray of sickness</i>	<i>ice knife*</i>
3rd	<i>warding wind*</i>	<i>suggestion</i>	<i>snowball swarm*</i>
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
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>	<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>	<i>antilife shell</i>



Alternate Aberrant Mind

Draw on the alien psionic influence that dwells within you!
The full subclass is found in *Tasha's Cauldron of Everything*.

Psionic Sorcery

Updated 6th-level Aberrant Mind feature

You learn the Subtle Spell Metamagic, but it does not count against your number of Metamagics Known. You can apply Subtle Spell to a Psionic Spell without expending Sorcery Points a number of times equal to your Charisma modifier. You regain all expended uses when you finish a long rest.

Revelation in Flesh

Addition to the 14th-level Aberrant Mind feature

As a bonus action, you can expend 2 or more Sorcery Points to transform your body for 10 minutes. For every 2 Sorcery Points you expend, you gain one of the following benefits...

Warping Implosion

Addition to the 18th-level Aberrant Mind feature

...Once you use this feature, you can't use it again until you finish a long rest unless you expend 7 Sorcery Points.

Alternate Clockwork Soul

Channel the wondrous power of absolute multiversal law!
The full subclass is found in *Tasha's Cauldron of Everything*.

Bastion of Law

Updated 6th-level Clockwork Soul feature

As an action, you can expend 1 to 7 Sorcery Points to create a magical ward around yourself or another creature you can see within 30 feet. The ward lasts until you finish a long rest or until you use this feature to create another ward.

The ward is represented by a number of d6s equal to the number of Sorcery Points spent to create it. When a warded creature takes damage, it can expend a number of those dice, roll them, and reduce the damage taken by the number rolled.

Trance of Order

Addition to the 14th-level Clockwork Soul feature

...Once you use this bonus action, you can't use it again until you finish a long rest unless you expend 7 sorcery points.

Alternate Divine Soul

Channel the divine power through your inner celestial spark!
The full subclass is found in *Xanathar's Guide to Everything*.

Divine Spells

Updated 1st-level Divine Soul feature

When you learn a Sorcerer spell, you can also choose from the Cleric spell list, and it becomes a sorcerer spell for you.

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

Sorcerer Level Spell

1st	<i>detect evil and good, guiding bolt</i>
3rd	<i>aid, lesser restoration</i>
5th	<i>beacon of hope, revivify</i>
7th	<i>divination, guardian of faith</i>
9th	<i>dispel evil and good, greater restoration</i>

Alternate Shadow Magic

Wield the dark and sinister arcane power of the Shadowfell!
The full subclass is found in *Xanathar's Guide to Everything*.

Shadow Spells

New 1st-level Shadow Magic feature

When you gain a level in this class, you can replace one spell from this feature with an illusion or necromancy spell from the Sorcerer, Warlock, or Wizard spell list of the same level.

Sorcerer Level Spell

1st	<i>false life, ray of sickness</i>
3rd	<i>darkness, shadow blade*</i>
5th	<i>feign death, vampiric touch</i>
7th	<i>death ward, shadow of moil*</i>
9th	<i>enervation*, negative energy flood*</i>

Eyes of the Dark

Updated 1st-level Shadow Magic feature

...you can cast *darkness* by spending 2 Sorcery Points, and when you do, you can see through the darkness you create.

Hound of Ill Omen

Updated 6th-level Shadow Magic feature

As a bonus action on your turn, you can expend 5 Sorcery Points and summon a Hound of Ill Omen...



Alternate Wild Magic

Dare to wield the uncontrolled power of pure arcane magic!

The full subclass is found in the *Player's Handbook*.

Wild Magic Spells

New 1st-level Wild Magic feature

When you gain a level in this class, you can replace one spell from this feature with an evocation or transmutation spell from the Sorcerer or Wizard spell list of the same level.

Sorcerer Level	Spell
1st	<i>chaos bolt*</i> , <i>sleep</i>
3rd	<i>enlarge/reduce</i> , <i>misty step</i>
5th	<i>blink</i> , <i>hypnotic pattern</i>
7th	<i>confusion</i> , <i>polymorph</i>
9th	<i>animate objects</i> , <i>wall of force</i>

Wild Magic Surge

Updated 1st-level Wild Magic feature

After you cast a Sorcerer spell of 1st-level or higher, roll a d10. If you roll a number equal to the level at which you cast the spell, immediately make a d100 roll on the Wild Magic Surge table to create a random magical effect.

If that effect is a spell, it is too wild to be affected by your Metamagic, and if it requires concentration, it doesn't require concentration in this case, and the spell lasts its full duration.

Wild Sorcery

New 6th-level Wild Magic feature

You learn the Unstable Spell Metamagic, but it does not count against your total number of Metamagics Known. Moreover, for you, it only costs 1 Sorcery Point to use.



Sorcerer Spell List

Whenever you learn a sorcerer spell, consult the list of spells below. They are organized by spell level, not character level. All spells below are from the *Player's Handbook*, *Xanathar's Guide to Everything**, and *Tasha's Cauldron of Everything***.

Spells marked with an *S* are exclusive to the Alternate Sorcerer class and are found on the following pages.

You can also choose to learn any sorcerer spell that is published in an additional book that is not included here.

Cantrips (0-Level)

acid splash
blade ward
*booming blade***
chill touch
*control flames**
*create bonfire**
dancing lights
firebolt
friends
*frostbite**
*green-flame blade***
*gust**
*infestation**
light
*lightning lure***
mage hand
mending
message
*mind sliver***
minor illusion
*mold earth**
poison spray
prestidigitation
produce flame
ray of frost
*shape water**
shocking grasp
*sword burst***
*thunderclap**

1st-Level

*absorb elements**
arcane lance^S
burning hands
catapult
*caustic brew***
*chaos bolt**
charm person
chromatic orb
color spray
command
comprehend languages
detect magic
disguise self
*earth tremor**
expeditious retreat
false life
featherfall
fog cloud

grease
hideous laughter
*ice knife**
jump
mage armor
magic missile
ray of sickness
shield
silent image
sleep
thunderwave
torrent^S
witchbolt

2nd-Level

acid arrow
alter self
*arcane scorch**
aura of frost^S
blindness/deafness
blur
chromatic blade^S
cloud of daggers
crown of madness
darkness
darkvision
detect thoughts
dragon's breath
*dust devil**
*earthbind**
*earthen grasp**
enhance ability
enlarge/reduce
flaming sphere
gust of wind
hold person
invisibility
knock
levitate
*mind spike**
*mind whip***
mirror image
misty step
phantasmal force
*pyrotechnics**
scorching ray
see invisibility
*shadow blade**
shatter
*snowball swarm**

spider climb
suggestion
*warding wind**
web

3rd-Level

blink
call lightning
*catnap**
clairvoyance
corrosive bolt^S
counterspell
daylight
dispel magic
elemental weapon
enemies abound
*erupting earth**
fear
fireball
fly
gaseous form
haste
hypnotic pattern
*intellect fortress***
life transference
lightning bolt
major image
meld into stone
*minute meteors**
nondetection
protection from energy
sending
sleet storm
slow
sonic wave^S
spectral passage^S
stinking cloud
*thunder step**
*tidal wave**
tongues
vampiric touch
wall of sand
*wall of water**
water breathing
water walk
wind wall

4th-Level

accursed touch^S
banishment
blight
*charm monster**
confusion
dimension door
dominate beast
*elemental bane**
fire shield
greater invisibility
ice storm
polymorph

resilient sphere
*sickening radiance**
stoneskin
*storm sphere**
*vitriolic sphere**
wall of fire
*watery sphere**

5th-Level

animate objects
arcane hand
cloudkill
cone of cold
*control winds**
creation
dominate person
*enervation**
*far step**
hold monster
*immolation**
seeming
*skill empowerment**
*synaptic static**
telekinesis
teleportation circle
wall of force
wall of light
wall of stone

6th-Level

arcane gate
arcane transformation
chain lightning
circle of death
disintegrate
eyebite flesh to stone
freezing sphere
globe of invulnerability
*investiture of flame**
*investiture of ice**
*investiture of stone**
*investiture of wind**
mass suggestion
*mental prison**
move earth
*otherworldly guise***
*scatter**
sunbeam
true seeing
*wall of ice**

7th-Level

*crown of stars**
delayed blast fireball
etherealness
finger of death
fire storm
plane shift
*power word: pain**
prismatic spray



reverse gravity
teleport
whirlwind*

8th-Level

antimagic field
dominate monster
earthquake
horrid wilting*
incendiary cloud
maddening darkness
power word: stun
sunburst

9th-Level

gate
mass polymorph*
meteor swarm
power word: kill
psychic scream*
time stop
wish

Sorcerous Feats

The feats here allow others to share the abilities of the Alternate Sorcerer. If your game uses Feats, these can be selected in place of an Ability Score Improvement.

Alternate Metamagic Adept

Prerequisite: the ability to cast at least one spell

You have practiced and learned to manipulate your magic in strange and unique ways. You gain the benefits listed below:

- You increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.
- You learn one Metamagic Ability from those available to the Alternate Sorcerer. You can use this Metamagic Ability once, without expending Sorcery Points, and you regain the ability to do so when you finish a short or long rest.

Sorcerous Spark

While you may not be a true Sorcerer, within you dwells a small spark of arcane power. You gain the benefits below:

- You learn one cantrip and two 1st-level spells of your choice from the Sorcerer spell list, and Charisma is your spellcasting modifier for all three spells.
- You gain two Sorcery Points which you can expend to cast either of the spells that you learned from this Feat, or any other Sorcerer spells you know. If you already have Sorcery Points, these are added to your existing pool of Sorcery Points. You regain your Sorcery Points each time you finish a long rest.

Sorcerer Spells

The following spells are available exclusively to the Alternate Sorcerer, in addition to those included on the Sorcerer spell list. The spells are presented in order of ascending spell level.

Consult with your fellow players and DM before selecting any of the additional Sorcerer spells included here.

Arcane Lance

1st-level evocation

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a clear 1-inch crystal)

Duration: Instantaneous

You conjure a lance of pure arcane energy in your hand, and make a ranged spell attack against a creature you can see within range. On hit, the target takes 5d4 force damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the damage increases by 2d4 for each slot level above 1st.

Torrent

1st-level evocation

Casting Time: 1 action

Range: Self (30 foot line)

Components: V, S, M (a mirror)

Duration: Instantaneous

A burst of elemental water erupts from you in a line 30 feet long and 5 feet wide in a direction you choose, forcing any creature in that area to make a Strength saving throw. On a failed save, a creature takes 1d12 cold damage, is knocked back 10 feet in a straight line, and falls prone. A creature that is Large, or larger, has advantage on its saving throw.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the damage increases by 1d12 and it knocks back targets an additional 10 feet for each slot level above 1st.

Aura of Frost

2nd-level conjuration

Casting Time: 1 action

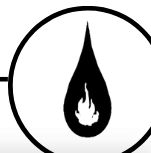
Range: Self (10 foot radius)

Components: V

Duration: Concentration, up to 1 minute

Arcane frost, snow, and wind swirl about you in an aura with a 10-foot radius, and until the spell ends, the aura moves with you, centered on you. When a creature other than you enters the area for the first time on a turn or starts its turn there, it must make a Constitution saving throw. On a failed save, it takes 2d8 cold damage and its speed is reduced by 20 feet until the start of its next turn. On a successful save, it takes half as much cold damage and its speed isn't reduced.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, a creature that fails its save takes an additional 1d8 cold damage and has its speed reduced by an additional 10 feet for each spell level above 2nd.



Chromatic Blade

2nd-level evocation

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (a charred wooden hilt)

Duration: Concentration, up to 10 minutes

You evoke an elemental blade in a free hand, choosing one of the following damage types: acid, cold, fire, lightning, poison, or thunder. The elemental blade appears as if it were made of the chosen element, and lasts for the duration. If you let go of the blade, it disappears, but you can evoke the blade again as a bonus action without expending a spell slot.

Whenever you would make a melee attack, you can make a melee spell attack with the elemental blade against a target within your reach. On hit, it takes damage of the type you chose upon casting equal to 2d6 + your spellcasting modifier.

While in your hand, your elemental blade sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for every two slot levels above 2nd.

Corrosive Bolt

3rd-level evocation

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (the skin of a poisonous snake)

Duration: Instantaneous

You conjure a spear of caustic acid and make a ranged spell attack against a creature or object you can see within range. On hit, your target takes 4d10 acid damage and its Armor Class is reduced by 2. This spell cannot cause a creature to have an Armor Class lower than 10.

A creature can use an action to scrape the acid from this spell off the target, returning its Armor Class to normal.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher, the damage increases by 1d10 and it further reduces the target's Armor Class by 1 for each slot level above 3rd.

Sonic Wave

3rd-level conjuration

Casting Time: 1 action

Range: Self (30-foot cone)

Components: V, S

Duration: Instantaneous

You forcefully clasp your hands and shockwave of booming force shoots forth from you and emits a boom audible out to 500 feet. All creatures in a 30-foot cone must succeed on a Constitution saving throw or take 4d8 thunder damage, fall prone, and be deafened for 1 minute. On a success, they take half damage and is not knocked prone or deafened.

A creature can repeat this saving throw at the end of each of its turns, ending the effect on a success.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher, the damage increases by 1d8, and the cone increases by 5 feet for each slot level above 3rd.

Spectral Passage

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (an object a spirit has passed through)

Duration: Concentration, up to 1 minute

You touch a willing creature. Until the spell ends, it becomes semi-incorporeal and can move through other creatures and objects as if they were difficult terrain. If the creature ends its movement inside another object or creature, it is immediately shunted to the nearest unoccupied space, taking 1d10 force damage for every 5 feet it was forced to travel.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher, you can target one additional creature for each slot level above 3rd.

Accursed Touch

4th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a basilisk scale)

Duration: Concentration, up to 1 minute

You attempt to transmute a creature into stone. As an action, you touch a creature, forcing it to make a Constitution saving throw. On a failed save, the creature is restrained as its flesh begins to harden. On a successful save, it isn't affected.

A creature restrained by this spell must make another Constitution saving throw at the end of each of its turns. If it successfully saves against this spell three times, the spell ends. If it fails three saves, it is turned to stone and petrified. The successes and failures don't need to be consecutive; keep track of both until the creature fails or passes three saves.

If the creature is physically broken while petrified, it suffers from similar deformities if it reverts to its original state.

If you maintain your concentration for the entire duration, the creature is turned to stone until the effect is removed.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the number of saves it must fail before it is petrified is reduced by 1 for each level above 4th.



Metamagic

Below are the Metamagics available to Sorcerers. When you gain a Sorcerer level, you can choose one Metamagic ability you know and replace it with another ability of your choice.

Adamant Spell

When you cast a spell, you can spend Sorcery Points equal to 1 + 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 the normal disadvantage.

Arcane Tenacity

When you make a Constitution saving throw to maintain your concentration on a spell, you can expend 3 Sorcery Points as a reaction to add your Charisma modifier (minimum of +1) to the result of the saving throw. You can use this reaction after you roll, but before you know if you succeed or fail.

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 failure, it is blinded for one minute. It can repeat the saving throw at the start of each of its turns, ending the effect on a successful save.

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.

Careful Spell

When you cast a spell that forces targets to make a saving throw, you can spend 1 Sorcery Point to protect a number of creatures equal to your Charisma modifier (minimum of 1). These creatures automatically succeed on their saving throw.

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.

Concussive Spell

When you cast a spell that deals bludgeoning or thunder damage, you can spend 1 Sorcery Point to force one target of the spell to make a Strength saving throw. On a failure, it is knocked prone. Creatures that are Large or larger have advantage on the Strength saving throw to resist the effect.

Distant Spell

When you cast a spell with a range of 5 feet or more, you can spend 1 Sorcery Point to double its range. If you use this on a spell with a range of touch, its range becomes 30 feet.

Dynamic Presence

Choose either Deception, Intimidation, or Persuasion. You gain proficiency in that skill, and when you make an ability check with that skill, you can spend 1 Sorcery Point to grant yourself advantage on the roll. If you are already proficient in that skill, you gain proficiency in another skill of your choice.

You can select this Metamagic ability more than once, but you must select a different skill proficiency each time.

Elemental Spell

When you cast a spell that deals acid, cold, fire, lightning, poison, or thunder damage, you can spend 1 Sorcery Point to change the spell's damage type to another from the list above.

Empowered Cantrip

When you cast a Sorcerer cantrip you can expend 1 Sorcery Point to increase the power of that cantrip to its next level.

For example, a 3rd level Sorcerer, can spend 1 Sorcery Point to cast *firebolt* as if they were a 5th level Sorcerer, and that *firebolt* will deal 2d10 fire damage in place of 1d10.

Empowered Spell

After you roll damage for a spell, you can spend 1 Sorcery Point to re-roll a number of the damage dice up to your Charisma modifier (minimum of 1) and use the new rolls.

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

Esoteric Spell

When you cast a spell that deals force, necrotic, psychic, or radiant damage, you can spend 1 Sorcery Point to change the damage type of the spell to another from the list above.

Extended Spell

When you cast a spell that has a duration of 1 minute or longer, you can spend 1 Sorcery Point to double the spell's duration, up to a maximum duration of 24 hours.

Heightened Spell

When you cast a spell that forces a creature to make a saving throw, you can spend 3 Sorcery Points to force one target of the spell to make their initial saving throw with disadvantage. The target makes subsequent saving throws as normal.

Imbued Spell

When you cast a spell that has a range of self, you can spend Sorcery Points equal to 1 + the level of the spell to instead cast it with a range of touch, targeting a willing creature.

If the spell requires concentration, the creature you cast the spell on must concentrate on the spell.



Imbuing Touch

As a bonus action, you can touch a nonmagical weapon and spend 1 Sorcery Point to imbue it with a spark of your magic. For the next minute, it counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks.

Immutable Will

When you would fail an Intelligence, Wisdom, or Charisma saving throw, you can use your reaction to spend 3 Sorcery Points to re-roll your saving throw, potentially turning failure into a success. You must use the result of the new roll.

Kinetic Spell

When you cast a spell that forces a Strength or a Dexterity saving throw, you can spend 2 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.

Linked Spell

When you cast a spell, you can spend 2 Sorcery Points and touch a willing creature within 5 feet, expending one of its spell slots to cast the spell in place of your Sorcery Points.

Magical Guidance

When you fail an ability check, you can use your reaction to spend 2 Sorcery Points to re-roll the d20. You must use the new d20 roll, potentially turning a failure into a success.

Misdirecting Spell

When you cast a spell that originates from you, you can spend 3 Sorcery Points to cause the spell to appear as if it had originated from a point you can see within 30 feet.

Overcharged Spell

When you cast a spell that 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.

Quickened Spell

When you cast a spell that has a casting time of 1 action, you can spend 2 Sorcery Points to cast it as a bonus action.

Recycled Spell

When you cast a spell you can spend 1 Sorcery Point to cast it in a way that conserves your arcane power. If the spell deals no damage, misses its target, or otherwise fails to take effect, you can use your reaction to regain half the Sorcery Points you spent to cast this spell (rounded down), including the Sorcery Point you spent on this Metamagic.

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 to 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.

Shielded Spell

When you cast a spell while you are within the area of effect of that spell, you can spend 2 Sorcery Points to ignore the effects of that spell for the spell's entire duration.

Silent Spell

When you cast a spell, you can spend 1 Sorcery Point to cast a version of that spell that produces no sound. However, you must still speak the verbal components of the spell aloud as this Metamagic only removes the sound of the spell itself.

Sorcerous Fortitude

As an action, you can spend a number of Sorcery Points, up to your Charisma modifier (minimum of 1), to grant yourself 1d4 temporary hit points per Sorcery Point you spend.

Sturdy Spell

When you cast a spell that requires your concentration, you can spend Sorcery Points, up to your Charisma modifier (minimum of 1), to empower your focus. For each Sorcery Point you spend, you gain a +1 bonus to the first saving throw you make to maintain your concentration on that spell.

Subtle Spell

When you cast a spell, you can spend 1 Sorcery Point to cast it without providing any of the somatic or verbal components.

Twinned Spell

When you cast a spell that is incapable of hitting more than one target at the level at which you are casting it and doesn't have a range of self, you can spend Sorcery Points equal to the level you cast the spell (1 Sorcery Point for cantrips) to target a second target within the range of the spell.

Unerring Spell

When you cast a spell that requires an attack roll or a Dexterity saving throw, you can spend 1 Sorcery Point to ignore the effects of half and three-quarters cover.



Unstable Spell

When you cast a spell that forces a target to make a saving throw, you can spend 2 Sorcery Points to have the initial saving throw target an ability score determined by random chance. Roll a d12, and the spell's initial saving throw is changed to target the ability score from the list below.

If you roll a 1, your spell immediately fails. However, only the 2 Sorcery Points you spent to use this ability are wasted. You regain any Sorcery Points you used to cast the spell.

Roll	Saving Throw	Roll	Saving Throw
1	Spell Failure	8-9	Wisdom
2-3	Strength	10	Intelligence
4-5	Dexterity	11	Charisma
6-7	Constitution	12	Your Choice



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