

# Sorcerer

Eyes blazing, a tiefling raises a hand wreathed with flames, and a storm of whirling embers begins to pick up around her.

Rising from beneath the surf, a water genasi extends his will over the ocean ahead, sending the interloping vessel on a course toward rocky shoals.

Held gently aloft in a nimbus of golden light, a white-haired woman reaches out at a wounded comrade. A gentle glow forms around his wounds, mending tissue and bone and bringing him back from the precipice of death.

Sorcerers are individuals who carry otherworldly power in their blood. The origin and nature of the power varies with each bloodline, whether it is an ancient lineage or a spontaneous emergence. Fey-born or fiend-born, god-touched or plane-touched, sorcerers feel a calling within themselves to wield their gift—or be wielded by it.

## OUTSIDER MAGIC

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Unlike wizards, who use their innate gift to harness the magic of the world around them, sorcerers learn to channel the power of outsiders—fey, fiends, celestials, and even stranger entities—carried within their blood. They needn't be descended from such beings; one sorcerer might have received the spark of magic from a fey lord as a child while another might have been conceived during a cult fertility rite in the name of an archfiend.

While some bloodlines maintain their own secret arts, most sorcerers learn magic the same way as wizards, often side-by-side in academies that don't recognize the distinction between the two. Because of this, most who might have become sorcerers instead become wizards, happy to use their power in the same way as their peers rather than delve into what secrets lie within their birthright. Nonetheless, while sorcerers can wield magic like a wizard does, their magic invariably influences them in unusual ways not experienced by their colleagues.

## RARE POWER

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Sorcerers constitute a minority of innate spellcasters, most commonly appearing among genasi tribes, tiefling families, and other lineages steeped in magic which keep traditions meant to preserve their birthright. As uncommon as spellcasters are in Taldaras, sorcerers are an entirely separate breed. The unusual source of their gift allows them to develop remarkable magical abilities beyond the reach of wizards, albeit at the cost of the amazing breadth wizards display in their magical training.

Because of the nature of their power, it is rare to find a sorcerer who is not one good reason—however obscure or quixotic—away from assuming the adventuring life. More so than scholarly wizards, a sorcerer's power wants to be wielded and has a tendency to manifest in unpredictable ways if not called upon.

## THE SORCERER

Level	Proficiency Bonus	Sorcery Points	Features	Cantrips Known	Spells Known	Spell Points	Max. Spell Level
1st	+2	—	Spellcasting, Sorcerous Origin	4	2	2	1st
2nd	+2	2	Font of Magic	4	3	3	1st
3rd	+2	3	Metamagic	4	4	8	2nd
4th	+2	4	Ability Score Improvement	5	5	10	2nd
5th	+3	5	Bolstering Magic	5	6	16	3rd
6th	+3	6	Sorcerous Origin feature	5	7	19	3rd
7th	+3	7	—	5	8	23	4th
8th	+3	8	Ability Score Improvement	5	9	27	4th
9th	+4	9	—	5	10	36	5th
10th	+4	10	Metamagic	6	11	41	5th
11th	+4	11	—	6	12	47	6th
12th	+4	12	Ability Score Improvement	6	13	50	6th

## CREATING A SORCERER

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The most important question to consider when creating your sorcerer is the origin of your power. As a starting character, you'll choose an origin that ties you to a specific bloodline, but the exact source of your power is up to you. Is it a power passed down from a legendary ancestor, or the product of an event in your own life? Is it a burden you keep secret from the world, or a power you sought to unleash in yourself? Did you learn its secrets from a relative learned in its nature, or did you unlock your abilities whilst training what you believed to be an 'ordinary' gift of magic?

### QUICK BUILD

You can make a sorcerer quickly by following these suggestions. First, make Charisma your highest ability score, followed by Constitution. Second, choose the sage background. Third, choose the *arcane mark*,\* *fire bolt*, *minor arcana*,\* and *shocking grasp* cantrips, along with the 1st level spells *shield* and *magic missile*.

## Class Features

As a sorcerer, you gain the following 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

**Armour:** None

**Weapons:** Daggers, darts, slings, quarterstaves

**Tools:** None

**Saving Throws:** Constitution, Charisma

**Hit Points at Higher Levels:** Choose two from Arcana, Deception, Insight, Intimidation, Persuasion, and Religion

## EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a quarterstaff or (b) ten darts
- (a) a dungeoneer's pack or (b) an explorer's pack
- An arcane focus
- Two daggers

## MULTICLASSING RESTRICTION: TRAINED ONLY

Even if one possesses the gift of magic, it requires significant practice and education to cast magic reliably in combat. For this reason, most sorcerer adventurers begin play with their first level in this class. It is possible to multiclass into sorcerer, but doing so requires a character to spend time training in spellcraft (see the Training downtime activity in chapter 8, "Adventuring", in the *Player's Handbook*). At the DM's discretion, finding a teacher or institution to train you may involve special requirements that might be the substance of a quest.

## SPELLCASTING

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An event in your past, or in the life of an ancestor, left an indelible mark on you, infusing you with arcane magic. This font of magic, whatever its origin, fuels your spells.

## CANTRIPS

At 1st level, you know four cantrips of your choice from the sorcerer spell list. You learn additional sorcerer cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Sorcerer table.

### Magic in Taldaras

There is no Weave of magic in Taldaras that imposes impractical and illogical concepts such as spell slots and spell components. New spellcasting rules are presented in the *Lost Realm Player's Guide*, with some important sections summarized below.

**Spell Points, Not Spell Slots.** To cast a spell using spell points, you simply pay a number of points equal to the level of the spell: 1 point for a 1st-level spell, 2 points for a 2nd-level spell, and so on. No more fussing with not being able to cast *shield* because you're too weak (out of 1st-level slots), forcing you to put even **more** magic into it (with a 2nd-level slot) for no actual benefit.

**Spell Components.** With a few exceptions, there are no spell components in Taldaras. These are all too often elaborate gags (blowing talc on an invisible creature for *see invisibility*, paying a copper (penny) for a creature's thoughts with *detect thoughts*, and so on). Magic in Taldaras is magic, not a charade. As a result of this, some Metamagic options have been adjusted or removed.

## SENSE MAGIC

As a spellcaster, you have become sensitive to the presence of magic in the environment, and are immediately aware of the presence of magical effects within a number of feet of you equal to  $5 \times$  your sorcerer level.

As an action, you can cast *detect magic* without expending spell points. You can use this feature a number of times equal to  $1 +$  your Charisma modifier. When you finish a long rest, you regain all expended uses.

## SPELL POINTS

The Sorcerer table shows how many spell points you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a number of spell points equal to the spell's level or higher. You can't expend more spell points than the highest level spell you are able to cast, as shown in the Max. Spell Level column. You regain all expended spell points when you finish a long rest.

For example, if you know the 1st-level spell *burning hands* and have 2 spell points available, and are able to cast 2nd-level spells, you can cast *burning hands* at 1st level using 1 spell point or at 2nd level using 2 spell points.

## SPELL KNOWN OF 1ST LEVEL AND HIGHER

You know two 1st-level spells of your choice from the sorcerer spell list.

The Spells Known column of the Sorcerer table shows when you learn more sorcerer spells of your choice. Each of these spells must be of a level no higher than the maximum spell level indicated in the Max. Spell Level column. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you finish a long rest, you can choose a sorcerer spell you know and replace it with another spell from the sorcerer spell list that you could know at your level. (Note: cantrips are 0-level spells and therefore **can** be replaced in this way.)

## SPELLCASTING ABILITY

Charisma is your spellcasting ability for your sorcerer spells, since your power relies on your ability to call magic from the depths of your own essence and project it into the world. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a sorcerer spell you cast and when making an attack roll with one.

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

**Spell attack modifier** = your proficiency bonus +  
your Charisma modifier

## SPELLCASTING FOCUS

You can use an arcane focus as a spellcasting focus for your sorcerer spells. Such a focus might be a wand fashioned from magically petrified wood, an amber amulet charged with the latent power of a ley line, a dragon's phalangeal bone, or some other magically attuned item.

## Why Only to 12th Level?

Because this is a substantial revision of the sorcerer class, it will require extensive playtesting in order to properly balance. As such, the class has only been developed within the most commonly played level ranges. As the vast majority of content for fifth edition covers only up to about 11th or 12th level, there simply isn't enough opportunity or demand at this time to run content at higher levels.

As content expands for higher level play, playtest material will be made available to cover the expanded range.

## SORCEROUS ORIGIN

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Choose a sorcerous origin, which describes the source of your innate magical power: Celestial Bloodline, Elemental Bloodline, Fey Bloodline, or Fiend Bloodline, which are described at the end of the class description.

Your choice grants you features when you choose it at 1st level and again at 6th level.

## FONT OF MAGIC

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At 2nd level, you tap into a deep wellspring of magic within yourself. This wellspring is represented by sorcery points, which allow you to create a variety of magical effects.

### SORCERY POINTS

You have 2 sorcery points, and you gain more as you reach higher levels, as shown in the Sorcery Points column of the Sorcerer table. You can never have more sorcery points than shown on the table for your level. You regain all spent sorcery points when you finish a long rest.

### FLEXIBLE CASTING

You can use your sorcery points to gain additional spell points, or sacrifice spell points to gain additional sorcery points. You learn other ways to use your sorcery points as you reach higher levels.

**Creating Spell Points.** You can transform unexpended sorcery points into spell points as a bonus action on your turn. The Creating Spell Points table shows the cost of creating spell points. You can create no more than 5 spell points at a time.

### CREATING SPELL POINTS

Spell Points	Sorcery Point Cost
1	2
2	3
3	5
4	6
5	7

***Converting a Spell Points to Sorcery Points.*** As a bonus action on your turn, you can expend spell points and gain a number of sorcery points equal to the number of spell points expended.

## METAMAGIC

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At 3rd level, you gain the ability to twist your spells to suit your needs. You gain two of the following Metamagic options of your choice. You gain another one at 6th and 10th level. When you finish a long rest, you can choose one Metamagic option you know and replace it with another option of your choice, representing the magic within you flowing in new ways. If a Metamagic option has a level requirement, it refers to your level in this class.

You can use only one Metamagic option on a spell when you cast it, unless otherwise noted.

### CAREFUL SPELL

*Prerequisite: 5th level*

When you cast a spell that forces other creatures to make a saving throw, you can protect some of those creatures from the spell's full force. To do so, you spend 1 sorcery point and choose a number of those creatures up to your Charisma modifier (minimum of one creature). A chosen creature automatically succeeds on its saving throw against the spell.

### DISTANT SPELL

When you cast a spell that has a range of 5 feet or greater, you can spend 1 sorcery point to double the normal and long range of the spell.

When you cast a spell that has a range of touch, you can spend 1 sorcery point to make the range of the spell 10/30 feet.

### EMPOWERED SPELL

*Prerequisite: 5th level*

When you roll damage for a spell, you can spend 1 sorcery point to reroll a number of the damage dice up to your Charisma modifier (minimum of one). You must use the new rolls.

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

### EXTENDED SPELL

When you cast a spell that has a duration of 1 minute or longer, you can spend 1 sorcery point to extend its duration to 10 minutes if it would normally last 1 minute or longer, 8 hours if it would normally last 1 hour or longer, or 24 hours if it would normally last 8 hours or longer.

## New & Modified Spells

Many spells in this document are marked with an asterisk (\*). These spells are described in Appendix A: Spells. They are either entirely new or modifications of existing spells to resolve longstanding issues or convert them to Taldaras' magical and economic systems.

## HEIGHTENED SPELL

*Prerequisite: 5th level*

When you cast a spell that forces a creature to make a saving throw to resist its effects, you can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw made against the spell.

## INERRANT SPELL

When you cast a spell that has a range of 5 feet or greater, you can spend 2 sorcery points to ignore half cover and three-quarters cover, and attacking at long range doesn't impose disadvantage on the ranged spell attack roll.

## POTENT SPELL

*Prerequisite: 5th level*

When you cast a spell, you can spend 2 sorcery points to make it harder to undo its magic, imposing disadvantage on any attempts to counter or negate the spell (such as with *counterspell* or *dispel magic*).

## QUICKENED SPELL

*Prerequisite: 5th level*

When you cast a spell that has a casting time of 1 action, you can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

## TWINNED SPELL

When you cast a spell that targets only one creature and doesn't have a range of self, you can spend a number of sorcery points equal to the spell's level to target a second creature in range with the same spell (1 sorcery point if the spell is a cantrip).

## ABILITY SCORE IMPROVEMENT

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When you reach 4th level, and again at 8th and 12th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

## BOLSTERING MAGIC

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At 5th level, you learn to tap into your inner wellspring of magic to increase your competency. When you make an ability check that fails, you can spend 1 sorcery point to reroll the d20 and use the new roll, potentially turning the failure into a success. At your option, this might involve a minor magical effect, such as giving yourself a menacing illusory aspect when you attempt to intimidate a creature or a spectral arm overlapping your own as you attempt to break open a door.

## SORCEROUS RESTORATION

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At 20th level, you regain 4 expended sorcery points whenever you finish a short rest.

# Sorcerous Origins

Different sorcerers claim different origins for their magic. Many traditions exist, some of which are detailed below.

## CELESTIAL BLOODLINE

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The spark of magic that fuels your power has a divine origin. Perhaps your ancestor was an angel travelling the world in mortal form, or your birth might align with a prophecy that marks you as a chosen vessel of godly will.

In some cultures, sorcerers of this nature may live as god-kings claiming divine right to rule. In others, they may be shunned by those in power, who view such manifestations of divine power outside the clergy as a threat to their authority.

### DIVINE MAGIC

Your connection to the divine allows you to learn spells from the cleric class. When your Spellcasting feature lets you learn or replace a sorcerer spell, you can choose a spell from either the cleric or sorcerer spell list. You must otherwise obey all the restrictions for selecting the spell, and it becomes a sorcerer spell for you.

Also, you gain additional spells when you reach certain levels in this class, as shown on the Divine Spells table. Each of these spells count as sorcerer spells for you, but don't count against the number of sorcerer spells you know and can't be replaced with other spells.

#### DIVINE SPELLS

Sorcerer Level	Spells
1st	<i>bless, cure wounds</i>
3rd	<i>calm emotions, lesser restoration</i>
5th	<i>remove curse, revivify</i>
7th	<i>death ward, divination</i>
9th	<i>dispel evil and good, greater restoration</i>

### HEAVENLY BALM

At 1st level, you can channel your sorcerous power into healing energy. As a bonus action, you can choose one creature you can see within 120 feet of you and spend a number of sorcery points equal to half your sorcerer level or less (minimum of 1). Roll a d6 for each sorcery point spent and add them together. The target regains a number of hit points equal to the total. The target also gains 1 temporary hit point per sorcery point spent.

The number of temporary hit points increases when you reach certain levels in this class: 2 per sorcery point spent at 6th level and 3 per sorcery point spent at 10th level.

### CHANNEL DIVINITY

Beginning at 6th level, you are able to channel your divine power to fuel magical effects. You learn two effects, which are described below. When you use your Channel Divinity, you choose which effect to create.

You can use this feature twice, regaining all uses when you finish a short or long rest.

**Blinding Rebuke.** When you are attacked by a creature you can see within 60 feet of you and are not incapacitated, you can use your reaction to cause a blinding flash of light to flare before the attacker, imposing disadvantage on the attack roll. An attacker that can't be blinded is immune to the feature.

**Invigorated Healing.** When you use a spell of 1st level or higher to restore hit points to a creature, you can cause the creature to regain additional hit points equal to 1d10 + the spell's level. Additionally, that creature has advantage on the next attack roll, ability check, or saving throw it makes within the next minute.

## ELEMENTAL BLOODLINE

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Your innate magic comes from elemental magic that was mingled with your blood or that of your ancestors. Most often, sorcerers with this origin trace their descent back to a genasi or a high priest of an elemental religion. Some of these bloodlines are well established, but any given sorcerer could be the first of a new bloodline as a result of exposure to chaotic elemental magic.

### ELEMENTAL AFFINITY

At 1st level, you choose one element as your affinity. The damage type associated with each element is used by other features granted by this bloodline.

#### ELEMENTAL AFFINITY

Element	Damage Type
Air	Lightning
Earth	Acid
Fire	Fire
Water	Cold

Once per turn when you cast a spell that deals damage of the type associated with your element, you can add your Charisma modifier to that damage.

When you reach 6th level, you also gain resistance to the damage type associated with your element.

### ORIGIN SPELLS

You gain additional spells when you reach certain levels in this class, as shown on the Elemental Spells table. The spells you gain are based on your elemental affinity choice. Each of these spells count as sorcerer spells for you, but don't count against the number of sorcerer spells you know and can't be replaced with other spells.

## ELEMENTAL SPELLS

### Sorcerer

Level	Air	Earth	Fire	Water
1st	<i>fog cloud, thunderwave</i>	<i>armour of earth,* seismic shock*</i>	<i>burning hands, cinder hound*</i>	<i>ice ball,* torrent*</i>
3rd	<i>gust of wind, vortex*</i>	<i>dust cloud,* earth grasp*</i>	<i>flame breath, scorching ray</i>	<i>geyser,* icy fetters*</i>
5th	<i>fly, lightning bolt</i>	<i>churning earth,*</i>	<i>fireball, miniature meteors*</i>	<i>flash flood,* wall of water*</i>
7th	<i>conjure minor elementals (air only), tempest*</i>	<i>stone shape, stonewall*</i>	<i>fire shield (fire only), wall of fire</i>	<i>control water, watery prison*</i>
9th	<i>conjure elemental (air only), windcall*</i>	<i>conjure elemental (earth only), wall of stone</i>	<i>conjure elemental (fire only), immolate*</i>	<i>cone of cold, conjure elemental (water only)</i>

## ELEMENTAL BOON

Starting at 6th level, when you cast a spell of 1st level or higher, you can spend 1 sorcery point to gain one of the following effects.

**Earth Glide (Earth Only).** Until the end of your turn, you don't provoke opportunity attacks and you ignore difficult terrain caused by earth or unworked stone.

**Fleeting Flames (Fire Only).** Your speed increases by 10 feet until the end of your turn.

**Ice Armour (Water Only).** You gain a number of temporary hit points equal to the level of the spell. The hit points last for 1 minute.

**Whirling Winds (Air Only).** You gain a flying speed equal to your walking speed until the end of your turn.

## ELEMENTAL MAGIC

Also at 6th level, when you cast a spell granted by your Origin Spells feature, you can cast it by expending spell points as normal or by spending a number of sorcery points equal to the spell's level. If you cast the spell using sorcery points, you can add one of the following benefits:

**Blinding Flames (Fire Only).** Your spell ignores resistance to fire damage. Additionally, creatures who fail a saving throw against the spell are blinded until the end of your next turn.

**Chilling Frost (Water Only).** Your spell ignores resistance to cold damage. Additionally, creatures who fail a saving throw against the spell have their speed reduced to 0 until the end of your next turn.

**Churning Earth (Earth Only).** Your spell ignores resistance to acid damage. Additionally, loose dirt and unworked stone within 10 feet of you becomes difficult terrain until the end of your next turn.

**Eye of the Storm (Air Only).** Your spell ignores resistance to lightning damage. Additionally, stormy magic erupts from you, causing creatures of your choice within 10 feet of you to take lightning damage equal to the level of the spell + your Charisma modifier (minimum of 1) and be unable to take reactions until the end of your next turn.

## FEY BLOODLINE

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The power of the elves is ancient and implacable, and it runs strongly in your veins. The possible reasons for the potent manifestation of your heritage are endless. Perhaps you are a scion of a mighty archfey or were blessed by such an entity at birth. Perhaps you were born in a region where the Feywild touched the mortal world, becoming attuned with the strange power of the other realm.

### FEY MAGIC

Starting at 1st level, fey creatures recognize you as one of their own. Whenever you make a Charisma check when interacting with fey, your proficiency bonus is doubled if it applies to the check.

Additionally, you don't need to sleep, and magic can't put you to sleep. You must still spend at least 8 hours performing only light activity such as reading or talking in order to benefit from a long rest.

Finally, you learn the *druidcraft* cantrip, which doesn't count against your number of cantrips known.

### ORIGIN SPELLS

You gain additional spells when you reach certain levels in this class, as shown on the Fey Spells table. Each of these spells count as sorcerer spells for you, but don't count against the number of sorcerer spells you know and can't be replaced with other spells.

#### FEY SPELLS

Sorcerer Level	Spells
1st	<i>charm person, faerie fire</i>
3rd	<i>enthrall, misty step</i>
5th	<i>fear, protection from energy</i>
7th	<i>conjure woodland beings, freedom of movement</i>
9th	<i>commune with nature, greater restoration</i>

### SUBTLE CHARMS

At 6th level, you weave beguiling magic into your enchantments. When a spell you cast that charmed one or more creatures ends, the target must make a Wisdom saving throw against your spell save DC. If the spell fails, the target is unaware that they were magically charmed by you, and rationalizes the incongruity of their actions while charmed. For example, a target that attacked an ally might claim to have been provoked or have been seeking revenge for a past slight.

### OTHERWORLDLY BOON

Also at 6th level, you gain a benefit determined by the nature of your fey origin. Choose one of the following.

**Fey Majesty.** Your power is rooted in the Seelie Fey who compose the Dawning Court and represent the harmony and natural order of nature. As an action, you can spend 3 sorcery points to exude a calming aura within 60 feet of you. The aura lasts for 1 minute or until you are incapacitated. Creatures in the aura must make a Wisdom saving throw against your sorcerer spell save DC. Creatures that fail their saving throws are charmed or frightened by you (your choice) until the end of your next turn.

Once you use this feature, you can't do so again until you finish a short or long rest.

**Fey Resilience.** Your power is rooted in the Unseelie Fey who compose the Gloaming Court and represent the wild and natural beauty of nature. As a reaction when you take damage, you can gain resistance to that damage type until you finish a finish a long rest or use this feature again. Damage from magical weapons or silver weapons ignores this resistance.

Once you use this feature, you can't use it again until you finish a short or long rest.

**Unseen Passage.** Your power is rooted in the fey who exist apart from any court—hags, darklings, rusalkas, or other sylvan creatures. When you cast a spell of 1st level or higher on your turn, you can use a bonus action to become invisible until the end of your next turn.

Once you use this feature, you can't use it again until you finish a short or long rest.

## FIEND BLOODLINE

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Hellish power burns in your blood. You might be a tiefling or a descendant of a high-ranking cultist. Your parent or ancestor might be a cambion or a warlock. Some infernal bloodlines follow long and storied dynasties, while others are spontaneous, the product of newly forged pacts with sinister patrons.

Fiends are among the most fearsome warriors in the multiverse, and sorcerers of this bloodline gain a measure of this affinity for battle. Weapons feel natural in your hand, and you manifest a tough hide that provides some protection from those of your enemies. More so than any other bloodline, you are well-suited to the thick of the fighting.

## BONUS PROFICIENCIES

At 1st level, you gain proficiency with shields, simple weapons, and martial weapons.

## FIENDISH RESILIENCE

As magic flows through your body, it causes physical changes that reflect your infernal power. At 1st level, your hit point maximum increases by 1, and increases by 1 again whenever you gain a level in this class.

Additionally, parts of your body are covered by a tough hide. When you aren't wearing armour, your AC equals 13 + your Dexterity modifier.

## ORIGIN SPELLS

You gain additional spells when you reach certain levels in this class, as shown on the Fiendish Spells table. Each of these spells count as sorcerer spells for you, but don't count against the number of sorcerer spells you know and can't be replaced with other spells.

## FIENDISH SPELLS

### Sorcerer Level Spells

1st	<i>bane, charm person</i>
3rd	<i>blindness/deafness, crown of madness</i>
5th	<i>bestow curse, fireball</i>
7th	<i>fire shield, wall of fire</i>
9th	<i>dominate person, legend lore</i>

## FIENDISH RESISTANCE

At 6th level, you gain resistance to fire damage, and you have advantage on saving throws against being poisoned.

## REAP ESSENCE

Also at 6th level, you learn to claim a fragment of a creature's soul at the moment of death. When you reduce a creature to 0 hit points, you gain temporary hit points equal to your Charisma modifier + your sorcerer level (minimum of 1). While you have temporary hit points from this feature, you add your Charisma modifier to the damage of your sorcerer spells.

## Dungeons & Dragons 5.5e

This playtest, and all other content for the Lost Realm campaign setting, are part of a larger initiative to launch a '5.5 edition' of Dungeons & Dragons, or '5.5e'. D&D 5.5e is a substantial revision of the fifth edition of Dungeons & Dragons meant to address longstanding complaints about the game while still respecting its legacy. This isn't your grandpa's D&D, but nor is it a game where 'race' is as meaningless as 'hair colour' and the vampire down the lane makes vegan black pudding every Tuesday night for the local Friendship Club meeting. Through the world of Taldaras, in an entirely separate multiverse, players can enjoy a setting written as a love letter to the game.

If you like your orcs evil and your wood elves wise, and want your fantasy game to be about fighting all enemies equally regardless of whether their skin is grey, green, or even withered away, then you should check out more 5.5e content at <http://dmsworkshop.com>!

## Open Game Content

This playtest uses material from System Reference Document 5.1. See pages 24 and 25 for the Open Game Licence.

# Appendix A: Spells

The following spells are either new or replace the versions presented in the *Player's Handbook*. They are listed alphabetically by level. Descriptions for the spells follows the spell list, in alphabetical order.

## CANTRIP (0 LEVEL)

*Arcane mark*  
*Arcane strike*  
*Minor arcana*

## 1ST LEVEL

*Armour of earth*  
*Cinder hound*  
*Iceball*  
*Seismic shock*  
*Torrent*

## 2ND LEVEL

*Dust cloud*  
*Earth grasp*  
*Flame breath*  
*Geyser*  
*Icy fetters*  
*Vortex*

## ARCANE MARK

*Transmutation cantrip*

**Casting Time:** 1 action

**Range:** Touch

**Duration:** Instantaneous

You magically inscribe a personalized mark, such as a rune or a short string of characters, on an object or surface. The mark can be visible or invisible, and is harmless to the surface regardless of its material. If an invisible mark is made, it is revealed under the effect of detect magic or identify. If the mark is placed on a living creature, it gradually fades over the course of 1 month. It can't be erased or removed through nonmagical means short of destroying the surface on which it is inscribed.

You can have a number of marks equal to your proficiency bonus. If casting this spell would cause you to have more marks than this limit, you must choose an existing mark that will fade, otherwise the spell fails.

You always know the location of any of your marks within 1 mile of you. Additionally, the spell interacts with other spells you might cast, such as serving as a target for the scrying spell and to mark an object to be summoned using instant summons. A spell's description includes details on interactions, if any.

## 3RD LEVEL

*Churning earth*  
*Flash flood*  
*Miniature meteors*  
*Wall of water*

## 4TH LEVEL

*Stoneskin*  
*Tempest*  
*Watery prison*

## 5TH LEVEL

*Immolate*  
*Whirlpool*  
*Windcall*

Many mages take precautions to limit how much information can be gleaned about them from their marks, especially when the marked items are of a dubious nature or providence, or if the mage practices their craft secretly. The DM determines what can be learned.

## ARCANE STRIKE

*Evocation cantrip*

**Casting Time:** 1 action

**Range:** 5 feet

**Duration:** Instantaneous

As part of the action to cast this spell, you must make a melee weapon attack with a weapon against one creature within the spell's range, otherwise the spell fails. You use your spell-casting ability instead of Strength for the attack and damage rolls, and the weapon is considered magical if it isn't already. On a hit, the target suffers the normal effects of the attack.

The spell's damage increases when you reach higher levels. At 5th level, you roll one additional weapon damage die when determining the damage. This increases to two additional weapon dice at 11th level and three additional weapon dice at 17th level.

## ARMOUR OF EARTH

*1st-level transmutation*

**Casting Time:** 1 action

**Range:** Touch

**Duration:** Concentration, up to 1 minute

You touch a creature and encase it in an articulated coating of stone that moves with the creature and doesn't hinder its movements. For the duration, the target gains a number of temporary hit points equal to your spellcasting ability modifier and has a +2 bonus to AC.

**At Higher Levels.** When you cast this spell at 2nd level or higher, the target gains 1d4 additional temporary hit points for each spell level above 1st.

## CINDER HOUND

*1st-level conjuration*

**Casting Time:** 1 action

**Range:** 30 feet

**Duration:** Concentration, up to 1 minute

You create a flaming elemental force in the shape of a large dog in an unoccupied space that you can see within range. The hound lasts for the duration or until it is more than 60 feet away from you. It emits bright light in a 10-foot radius and dim light for an additional 10 feet.

The hound is a Medium creature that has an AC equal to your spell save DC, 5 hit points, and a speed of 40 feet. It is immune to fire, poison, and psychic damage. It has a bite attack with an attack bonus equal to your spellcasting ability modifier + your proficiency bonus. On a hit, the bite deals 1d8 fire damage.

As a bonus action on your turn, you can cause the hound to move up to its speed and attack one creature you can see within 5 feet of it.

**At Higher Levels.** When you cast this spell at 2nd level or higher, the hound's hit points increase by 5 and its bite damage increases by 1d8, both for each spell level above 1st.

## CHURNING EARTH

*3rd-level transmutation*

**Casting Time:** 1 action

**Range:** 120 feet

**Duration:** Concentration, up to 1 minute

You cause an area of dirt, sand, or clay to erupt in churning earth and stone. The area can be up to 30 feet long and 5 feet thick, and must be entirely within the spell's range. The ground in that area becomes difficult terrain until cleared, requiring at least 1 minute per 5-foot-square portion.

Each creature in the area must make a Dexterity saving throw. On a failed save, a creature takes 4d8 bludgeoning damage and is knocked prone. On a successful save, a creature takes half as much damage and is not knocked prone.

**At Higher Levels.** When you cast this spell at 4th level or higher, the damage increases by 1d8 for each spell level above 3rd.

## DUST CLOUD

*2nd-level conjuration*

**Casting Time:** 1 action

**Range:** 60 feet

**Duration:** Concentration, up to 1 minute

Choose an unoccupied 5-foot cube of air that you can see within range. The cube must be adjacent to the ground. A magical dust devil appears in the cube and lasts for the spell's duration. The dust devil sucks up sand, dust, loose dirt, or light gravel, forming a cloud of debris that heavily obscures the spell's area.

Any creature that ends its turn within 5 feet of the dust devil must make a Constitution saving throw. On a failed save, the creature takes 1d8 bludgeoning damage and is blinded until the start of its next turn. On a successful save, the creature takes half as much damage and isn't pushed.

As a bonus action, you can move the dust devil up to 30 feet in any direction.

**At Higher Levels.** When you cast this spell at 3rd level or higher, the damage increases by 1d8 for each spell level above 2nd.

## EARTH GRASP

*2nd-level transmutation*

**Casting Time:** 1 action

**Range:** 30 feet

**Duration:** Concentration, up to 1 minute

You cause one area of loose dirt or unworked stone to rise up and seize a creature within range. The target must make a Strength saving throw. On a failed save, it takes 2d6 bludgeoning damage and is restrained for the spell's duration or until you use an action to attempt to seize a different creature.

As an action, you can cause a restrained creature to be crushed. The target must make a Strength saving throw, taking 2d6 bludgeoning damage on a failed save, or half as much damage on a successful one.

A restrained creature can use its action to attempt to break out, making a Strength check against your spell save DC. On a success, the target escapes and is no longer restrained by the hand.

**At Higher Levels.** When you cast this spell at 3rd level or higher, the damage dealt when a creature is restrained or when you crush a restrained creature increases by 1d6 for each spell level above 2nd.

## FLAME BREATH

*2nd-level transmutation*

**Casting Time:** 1 bonus action

**Range:** Touch

**Duration:** Concentration, up to 1 minute

You imbue one willing creature you touch with the ability to breathe magical fire like a dragon from its mouth, provided it has one. Until the spell ends, the creature can use an action to exhale flames in a 15-foot cone. Each creature in that area must make a Dexterity saving throw, taking 3d6 damage of the chosen type on a failed save, or half as much damage on a successful one.

**At Higher Levels.** When you cast this spell at 3rd level or higher, the damage increases by 1d6 for each spell level above 2nd.

## FLASH FLOOD

*3rd-level conjuration*

**Casting Time:** 1 action

**Range:** 120 feet

**Duration:** Instantaneous

You create a wave of water that crashes down in an area within range. The area can be up to 30 feet long, up to 10 feet wide, and up to 10 feet tall. Each creature in the area must make a Strength saving throw. On a failed save, a creature takes 3d12 bludgeoning damage and is knocked prone. On a successful save, a creature takes half as much damage and isn't knocked prone. The water spreads from this area in all directions, extinguishing unprotected flames and dislodging unattended objects within 30 feet of its area before evaporating.

**At Higher Levels.** When you cast this spell at 4th level or higher, the damage increases by 1d12 for each level above 3rd.

## GEYSER

*2nd-level conjuration*

**Casting Time:** 1 action

**Range:** 120 feet

**Duration:** Concentration, up to 1 minute

You create a violent eruption of water from the ground at a point within range. The geyser is a cylinder that has a diameter of 5 feet and a height of up to 15 feet. The ground where a geyser appears must be wide enough for its diameter, and you can target the ground under a creature if that creature is Medium or smaller. Each creature in the area must make a Strength saving throw or be lifted by the geyser and kept aloft, prone, for the duration. A creature held aloft by the geyser that is concentrating on a spell must make a Constitution saving throw against the spell's save DC at the beginning of each of its turns to maintain concentration.

If the geyser is prevented from reaching its full height because of a ceiling or other obstacle, a creature on the geyser takes 3d6 bludgeoning damage and is restrained, caught between the geyser

and the obstacle. The restrained creature can use an action to make a Strength or Dexterity check (the creature's choice) against the spell's save DC. On a success, the creature is no longer restrained and must either move off the geyser or fall off it.

**At Higher Levels.** When you cast this spell at 3rd level or higher, the damage increases by 1d6 for each level above 2nd.

## ICEBALL

*1st-level conjuration*

**Casting Time:** 1 action

**Range:** 60 feet

**Duration:** Instantaneous

A mote of elemental cold streaks out from your space to a point you choose within range and then erupts in a freezing sphere. Each creature in a 5-foot-radius sphere centred on that point must make a Dexterity saving throw. On a failed save, a creature takes 1d6 piercing damage and 1d6 cold damage, and its speed is reduced by 10 feet until the start of your next turn. On a successful save, a creature takes half as much damage and its speed is not reduced.

**At Higher Levels.** When you cast this spell at 2nd level or higher, the cold damage increases by 1d6 for each level above 1st.

## ICY FETTERS

*2nd-level conjuration*

**Casting Time:** 1 action

**Range:** 60 feet

**Duration:** Concentration, up to 1 minute

Freezing chain-like restraints wrap around a creature you can see within range. The target must make a Strength saving throw. On a failed save, the creature takes 2d8 cold damage and is restrained for the duration. On a successful save, a creature takes half as much damage and is not restrained.

A restrained creature repeats the saving throw at the start of each of its turns, taking 1d8 cold damage on a failed save and ending the spell on a successful one.

**At Higher Levels.** When you cast this spell at 2nd level or higher, the initial and subsequent damage increases by 1d8 for each level above 1st.

## IMMOLATE

*5th-level evocation*

**Casting Time:** 1 action

**Range:** 60 feet

**Duration:** Concentration, up to 1 minute

One creature you can see within range begins to spontaneously combust. The target must make a Constitution saving throw. It takes 8d8 fire damage on a failed save, or half as much damage on a successful one. On a failed save, the target also burns for the spell's duration. A burning target repeats the saving throw at the start of each of its turns, taking 2d8 fire damage on a failed save, and ending the spell on a successful one. These magical flames can't be extinguished by nonmagical means.

**At Higher Levels.** When you cast this spell at 6th level or higher, the initial and subsequent damage increases by 2d8 for each level above 5th.

## MINIATURE METEORITES

*3rd-level transmutation*

**Casting Time:** 1 action

**Range:** Self

**Duration:** Concentration, up to 10 minutes

You create nine motes of elemental fire which float in the air in your space for the spell's duration. When you cast this spell, and as a bonus action on each of your turns thereafter, you can send up to three meteors streaking toward a point you choose within 120 feet of you. A meteor that reaches its destination or impacts against a solid surface explodes in a 5-foot radius. Each creature in that area must make a Dexterity saving throw, taking 1d6 fire damage on a failed save, or half as much damage on a successful one.

**At Higher Levels.** When you cast this spell at 4th level or higher, the number of meteors you create with this spell increases by one for each level above 3rd.

## MINOR ARCANA

*Transmutation cantrip*

**Casting Time:** 1 action

**Range:** 10 feet

**Duration:** Instantaneous or up to 1 hour (see text)

This is a minor utility spell taught to novice spellcasters for practice. You create a minor magical effect within range. Some common effects include:

- You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odour.
- You instantaneously light or snuff a torch or small campfire.
- You instantaneously repair a single break or tear in an object you touch, such as a broken chain link, a torn cloak, or a leaking wineskin, as long as the break or tear is no larger than 1 foot in any dimension. (Constructs and magic items repaired in this way do not have their magic restored.)
- You create an image of an object or creature within range that lasts for 1 hour. The image must be no larger than a 5-foot cube. A successful Intelligence (Investigation) check or physical interaction with the image reveals it to be an illusion.
- You chill, warm, or flavour up to 1 cubic foot of nonliving material for 1 hour.
- You create a spectral, floating hand that lasts for 1 hour and can lift and manipulate objects up to 10 pounds within range.
- You cause your voice to boom up to three times as loud as normal for 1 hour.

If you cast this spell multiple times, you can have up to three non-instantaneous effects active at one time, and you can dismiss such an effect as an action.

At the DM's option, you may choose an alternative effect, but it should be no more powerful than those described above. No effect of this spell should deal damage or duplicate the effects of a spell of 1st level or higher. The DM has final say on whether the spell succeeds.

## SEISMIC SHOCK

*1st-level evocation*

**Casting Time:** 1 action

**Range:** Self (10-foot radius)

**Duration:** Instantaneous

You stomp or strike the ground and trigger a tremor. Each creature other than you in the spell's area must make a Dexterity saving throw. On a failed save, a creature takes 1d6 bludgeoning damage and is knocked prone. If the ground in that area is loose earth or stone, it becomes difficult terrain until cleared, with each 5-foot-diameter portion requiring at least 1 minute to clear by hand.

**At Higher Levels.** When you cast this spell at 2nd level or higher, the damage increases by 1d6 for each spell level above 1st.

## STONESKIN

*4th-level abjuration*

**Casting Time:** 1 action

**Range:** Touch

**Components:** M (magically treated dust from a hard substance, such as diamonds or orichalcum, worth at least 5 sp, which the spell consumes)

**Duration:** 1 hour

This spell functions as described in the *Player's Handbook*, with exception to the adjustments to its component and duration, as shown above.

## TEMPEST

*4th-level evocation*

**Casting Time:** 1 action

**Range:** 120 feet

**Duration:** Concentration, up to 1 minute

You create a 20-foot-radius sphere of whirling, charged air centred on a point you choose within range. The sphere remains for the spell's duration. Its space is difficult terrain. Each creature that moves into the sphere or begins its turn in the sphere must succeed a Strength saving throw or take 2d6 bludgeoning damage.

Until the spell ends, you can use a bonus action on each of your turns to cause a bolt of lightning to leap from within the sphere toward one creature you can see within 30 feet of the sphere. Make a ranged spell attack. You have advantage on the attack roll if the target is in the sphere. On a hit, the target takes 4d6 lightning damage.

**At Higher Levels.** When you cast this spell at 5th level or higher the damage for each of its effects increases by 1d6 for each level above 4th.

## TORRENT

*1st-level conjuration*

**Casting Time:** 1 action

**Range:** 20/60 feet

**Duration:** Instantaneous

You unleash a blast of water at a creature you can see within range. Make a ranged spell attack. On a hit, the target takes 2d6 bludgeoning damage and must make a Strength saving throw. On a failed save, the target is knocked prone.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each level above 1st.

## VORTEX

*2nd-level evocation*

**Casting Time:** 1 action

**Range:** Self

**Duration:** Concentration, up to 10 minutes

Gusting wind whirls around you in a 10-foot radius for the spell's duration, dispersing gasses and fog, including magical effects that can be dispersed by strong winds. The effect moves with you, remaining centred on you.

The wind has the following effects:

- It grants disadvantage on Wisdom (Perception) ability checks made by creatures within the area to hear, and for creatures outside the area to make out sounds from within the area.
- It grants disadvantage to ranged weapon attack rolls for weapons that use light missiles such as bolts and arrows (but not the heavy payload of siege engines such as trebuchets).
- It extinguishes unprotected flames, such as torches and small campfires.
- It counts as difficult terrain for creatures other than you.

## WALL OF WATER

*3rd-level evocation*

**Casting Time:** 1 action

**Range:** 60 feet

**Duration:** Concentration, up to 10 minutes

You conjure a wall of water at a point you can see within range. The wall must rise out of the ground or a body of water. You can make the wall up to 30 feet long, 10 feet high, and 1 foot thick, or you can make it a hemispherical dome with a radius of up to 10 feet. The wall vanishes when the spell ends.

The wall's space is difficult terrain, and any ranged weapon attack that enters the wall's space has disadvantage on the attack roll. Spells that deal fire damage can't be cast through the wall, and creatures take half as much fire damage from area effects that originate on the other side of the wall. Spells that deal cold damage that pass through the wall cause the area of the wall they pass through to freeze solid (at least a 5-foot square section is frozen). Each 5-foot-square frozen section has AC 5 and 15 hit points. Reducing a frozen section to 0 hit points destroys it. When a section is destroyed, the wall's water doesn't refill that space.

## WATERY PRISON

*4th-level conjuration*

**Casting Time:** 1 action

**Range:** 60 feet

**Duration:** Concentration, up to 1 minutes

You conjure a floating 5-foot-radius sphere of water at a point you can see within range. The sphere hovers up to 10 feet off the ground and lasts for the spell's duration.

Any Large or smaller creature in the sphere's area when you cast this spell or which starts its turn there must make a Strength saving throw or be restrained by the sphere, trapped within its space. While trapped within the sphere, a creature has resistance to fire damage but is unable to breathe (unless it has the ability to breathe underwater). A restrained creature repeats this saving throw at the end of each of its turns, freeing itself on a success.

The sphere can restrain as many as four Medium or smaller creatures, or one Large creature. If the sphere would exceed this capacity, a random creature that was already restrained by the sphere is ejected from it, landing prone in an unoccupied space within 5 feet of the sphere.

As an action, you can move the sphere up to 30 feet in a straight line, causing all creatures within the sphere to move with it. If the sphere would be rammed into a surface such as a wall, one creature of your choice takes 1d6 bludgeoning damage for each 10 feet the sphere moved this turn. If the sphere moves off a steep decline, such as a pit or a cliff, it safely descends until it hovers 10 feet above the ground.

When the spell ends, the sphere loses its cohesion and splashes to the ground, extinguishing all nonmagical flames within 30 feet of it before vanishing. Creatures that had been restrained by the sphere land prone in the space where it falls.

## WHIRLPOOL

*5th-level transmutation*

**Casting Time:** 1 action

**Range:** 120 feet

**Duration:** Concentration, up to 1 minute

A 30-foot radius area you can see within range fills with a swirling vortex of 5-foot-deep water. The area must be on the ground or in a body of water.

Until the spell ends, the area is difficult terrain, and any creature that starts its turn there must make a Strength saving throw. On a failed save, the creature takes 4d6 bludgeoning damage and is knocked prone. On a successful save, the creature takes half as much damage and isn't knocked prone.

**At Higher Levels.** When you cast this spell at 6th level or higher, the damage increases by 2d6 for each level above 5th.

## WINDCALL

*5th-level transmutation*

**Casting Time:** 1 action

**Range:** 300 feet

**Duration:** Concentration, up to 10 minutes

You take control of the air in a 100-foot cube that you can see within range. Choose one of the following effects when you cast the spell. The effect lasts for the spell's duration, unless you use your action on a later turn to switch to a different effect. You can also use your action to temporarily halt the effect or restart one you've halted.

**Downdraft.** You cause sustained winds that blow downward from the top of the cube. Ranged weapon attacks that pass through the cube that are made against targets within it have disadvantage on their attack rolls. A creature must make a Strength saving throw if it flies into the

cube for the first time on a turn or starts its turn there flying. On a failed save, the creature is knocked prone.

**Flight.** Up to eight creatures of your choice (including you) are buoyed by strong winds, gaining a flying speed of 30 feet while within the spell's area. A creature still aloft when this effect ends drifts gently up to 120 feet to the ground. If the creature was more than 120 feet off the ground, it falls the remaining distance unless it can stop the fall.

**Gust.** You cause the wind to gust fiercely in a specific, horizontal direction of your choice. The winds can be gentle enough to merely disperse gasses or strong enough to rebuff creatures attempting to move against the wind. At its strongest, the wind can force any creature moving against the wind to spend 4 extra feet of movement for each foot moved.

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