

ARCANE EMPORIUM, VOL. XII

WELCOME TO THIS MONTH'S EDITION OF Arcane Emporium, a monthly publication presented by Dungeon Master's Workshop. Arcane Emporium is a catalogue of homebrew rules, weapons, spells, monsters, and much more. Our mission is to provide the best content for Dungeons & Dragons, and

roleplaying in general.

This month is a big milestone for us, as it marks the one year anniversary of the beginning of this monthly publication. It has been quite the journey, and we are so very honoured to have the privilege of presenting content for our fine readers and this marvellous community.

The feature article this month is **The Sorcerer, Revised**. Back in Vol. 3, we took a look at revising the class that was most consistently rated least powerful and least fun to play: the ranger. This month, we've turned our attention to the sorcerer, as it is another class which many have said needs improvement to feel on par with other classes.

Our feature article this month is provided for free. The remainder of the volume is exclusively available to Dungeon Master's Workshop's generous patrons, who helped to bring you this content. To become a patron—and to get full access to the complete volume—head over to our [Patreon](#). Even just \$1 a month gets you access to every Arcane Emporium and also helps us to continue bringing you quality content.

As well, don't forget to check out our sponsor, **Wyrnwood**. Wyrnwood offers many high-quality gaming accessories, ranging from dice vaults to card deck boxes, and they now have game master screens available for pre-order. If you see anything you like, you can use the coupon code **'DMW'** to get free domestic shipping on your purchase.

Dungeon Master's Workshop is also accepting submissions for new content from the community. If you wish to become a contributor, either to this periodical or to the main website, reach out to us at dungeonmastersworkshop@gmail.com.

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CREDITS

This volume was made possible by our dedicated readers and patrons, as well as the sponsorship of Wyrnwood. The following art has been used in this volume:

- “Bretonia” by Rado Javor
- “Sorcerer” by Soyfreak
- “Retraction Helix” by Phil Simmer

SORCERER (REDUX)

Reaching a hand out towards her foes, a human woman focuses her anger. Dragonfire erupts around the orcs as great, leathery wings spread from her back.

Dark clouds roil above as a half-elf lifts his hands and closes his eyes. A stroke of lightning descends and is caught between his arms. When he opens his eyes again, they glow with bluish light.

A halfling sidesteps an ogre's heavy club and finds herself in the path of a crossbow bolt. Throwing up her hands, the bolt becomes a bellowing of bullfinches that scatters amidst the chaos.

Sorcery is an innate magical gift, the product of an exotic bloodline, otherworldly influence, or exposure to unknown cosmic forces. It is the power to shape raw magic. Nobody chooses sorcery; the power chooses the sorcerer.

RAW MAGIC

Magic is a part of every sorcerer, suffusing body, mind, and spirit with a latent power that wants to be tapped. Some sorcerers wield magic that springs from an ancient bloodline, infused with the magic of dragons or demigods. Others carry the raw power of cosmic storms. Still others derive their power from a mystical connection to other planes.

The appearance of sorcerous powers is wildly unpredictable. A draconic bloodline might produce exactly one sorcerer in every generations, while every individual of another line may bear some degree of magical power. Most of the time, the talents of sorcery appear as apparent flukes. Some sorcerers can't name the origin of their power, while others trace it to strange events in their own lives. The touch of a demon, the blessing of a dryad at a baby's birth, or a taste of the water from a mysterious spring might spark the gift of sorcery. So, too, might the gift of a deity of magic, exposure to the elemental forces of the Inner Planes or the maddening chaos of Limbo, or a glimpse into the inner workings of reality.

Sorcerers have no use for the spellbooks and ancient tomes of magic lore that wizards rely upon, nor do they rely on a patron to grant their spells as warlocks do. By learning to harness and channel their own inborn magic, they can discover new and staggering ways to unleash that power.

UNEXPLAINED POWERS

Sorcerers are rare in the world, and it's unusual to find a sorcerer who is not involved in the adventuring life in some way. People with magical power seething in their veins soon discover that the power doesn't like to stay quiet. A sorcerer's magic wants to be wielded, and it has a tendency to spill out in unpredictable ways if it isn't called upon.

Sorcerers often have obscure or quixotic motivations driving them to adventure. Some seek a greater understanding of the magical force that infuses them, or the answer to the mystery of its origin. Others hope to find a way to get rid of it, or to unleash its full potential.

Whatever their goals, sorcerers are every bit as useful to an adventuring party as wizards, making up for a comparative lack of breadth in their magical knowledge with enormous flexibility in using the spells they know.

CREATING A SORCERER

The most important question to consider when creating your sorcerer is the origin of your power. Your decision ties you to a particular progression of abilities, but the exact source of your power is up to you to decide. Is it a family blessing (or curse), passed down to you from distant ancestors? Or did some extraordinary event leave you blessed with inherent magic, but perhaps scarred as well?

How do you feel about the magical power coursing through you? Do you embrace it, try to master it, or revel in its unpredictable nature? Is it a blessing or a curse? Did you seek it out, or did it find you? Did you have the option to refuse it, and do you wish you had? What do you intend to do with it? Perhaps you feel like you've been given this power for some lofty purpose? Or you might decide that the power gives you the right to do what you want, to take what you want from those who lack such power. Perhaps your power links you to a powerful individual in the world—the creature that blessed you at birth, the dragon who put a drop of its blood into your veins, the lich who created you as an experiment, or the deity who chose you to carry this power.



THE SORCERER

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Innate Magic, Spellcasting, Sorcerous Origin	4	2	2	—	—	—	—	—	—	—	—
2nd	+2	Font of Magic	4	3	3	—	—	—	—	—	—	—	—
3rd	+2	Metamagic	4	5	4	2	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement	5	6	4	3	—	—	—	—	—	—	—
5th	+3	Metamagic	5	8	4	3	2	—	—	—	—	—	—
6th	+3	Sorcerous Origin feature	5	9	4	3	3	—	—	—	—	—	—
7th	+3	—	5	11	4	3	3	1	—	—	—	—	—
8th	+3	Ability Score Improvement	5	12	4	3	3	2	—	—	—	—	—
9th	+4	—	5	14	4	3	3	3	1	—	—	—	—
10th	+4	Metamagic	6	14	4	3	3	3	2	—	—	—	—
11th	+4	—	6	15	4	3	3	3	2	1	—	—	—
12th	+4	Ability Score Improvement	8	15	4	3	3	3	2	1	—	—	—
13th	+5	—	6	16	4	3	3	3	2	1	1	—	—
14th	+5	Sorcerous Origin feature	6	16	4	3	3	3	2	1	1	—	—
15th	+5	—	6	17	4	3	3	3	2	1	1	1	—
16th	+5	Ability Score Improvement	6	17	4	3	3	3	2	1	1	1	—
17th	+6	Metamagic	6	18	4	3	3	3	2	1	1	1	1
18th	+6	Sorcerous Origin feature	6	18	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	6	18	4	3	3	3	3	2	1	1	1
20th	+6	Sorcerous Restoration	6	19	4	3	3	3	3	2	2	1	1

QUICK BUILD

You can make a sorcerer quickly by following these suggestions. First, Charisma should be your highest ability score, followed by Constitution. Second, choose the hermit background. Third, choose the *fire bolt*, *light*, *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

Armor: Light

Weapons: Simple weapons

Tools: None

Saving Throws: Constitution, Charisma

Skills: 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 light crossbow and 20 bolts or (b) any simple weapon
- (a) a dungeoneer's pack or (b) an explorer's pack
- Two daggers

INNATE MAGIC

Your magic is inherent and does not rely on mundane materials to function. If a spell requires a material component that is not a focus and is not consumed by the spell, you can cast the spell without that component.

Additionally, the presence of magic resonates deeply with you. As an action, you can open your awareness to detect such forces. Until the end of your next turn, you know the location of any magical auras within 60 feet of you that is not behind total cover. You know the school of the magical effect, but not the nature of the spell (a *symbol of death* trap, for instance). 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.

SPELLCASTING

An event in your past, or in the life of a parent or ancestor, left an indelible mark on you, infusing you with arcane magic. This font of magic, whatever its origin, fuels your spells. See chapter 10 of the *Player's Handbook* for the general rules of spellcasting and chapter 11 of the *Player's Handbook* for the sorcerer spell list.

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.

When you gain a level in this class, you can choose one of the sorcerer cantrips you know and replace it with another cantrip from the sorcerer spell list.

SPELL SLOTS

The Sorcerer table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these sorcerer spells, you must expend a spell slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell *burning hands* and have a 1st-level and a 2nd-level spell slot available, you can cast *burning hands* using either slot.

SPELLS 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 for which you have spell slots. For instance, when you reach 3rd level in this class, you can learn one new 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 of which you have spell slots.

SPELLCASTING ABILITY

Charisma is your spellcasting ability for your sorcerer spells, since the power of your magic relies on your ability to project your will 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

SORCEROUS ORIGIN

Choose a sorcerous origin, which describes the source of your innate magical power: Draconic Bloodline or Wild Magic, both detailed at the end of the class description.

Your choice grants you features when you choose it at 1st level and again at 6th, 14th, and 18th level. Additionally, at 3rd, 5th, 7th, and 9th level you gain access to spells connected with your sorcerous origin.

FONT OF MAGIC

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 Sorcery table. You can never have more sorcery points than shown on the table for your level.

Once per day, when you finish a short rest, you can recover a number of expended sorcery points equal to half 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 slots, or sacrifice spell slots to gain additional sorcery points. You learn other ways to use your sorcery points as you reach higher levels.

Creating Spell Slots. You can transform unexpended sorcery points into one spell slot as a bonus action on your turn. The Creating Spell Slots table shows the cost of creating a spell slot of a given level. You can create spell slots no higher in level than 5th.

Any spell slot you create with this feature vanishes when you finish a long rest.

CREATING SPELL SLOTS

Spell Slot Level	Sorcery Point Cost
1st	2
2nd	3
3rd	5
4th	6
5th	7

Converting a Spell Slot to Sorcery Points. As a bonus action on your turn, you can expend one spell slot and gain a number of sorcery points equal to the slot's level.

METAMAGIC

At 3rd level, you gain the ability to twist your spells to suit your needs. You gain three of the following Metamagic options of your choice. You gain another one at 5th, 10th, and 17th level. When you gain a level in this class, you can choose one of the Metamagic options you have learned and replace it with another option.

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

CAREFUL SPELL

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). The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

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 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 30 feet.

EMPOWERED SPELL

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 double its duration, to a maximum duration of 24 hours.

HEIGHTENED SPELL

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.

PERSISTENT SPELL

When you cast a spell that requires concentration and were already concentrating on another spell, you may spend a number of sorcery points equal to half the first spell's level to maintain concentration on both until the beginning of your next turn.

POTENT SPELL

When you cast a spell that forces a creature to make a saving throw to resist its effects, you can spend 2 sorcery points to increase the spell save DC by 1.

PRECISE SPELL

When you cast a spell that requires an attack roll, you can spend 2 sorcery points to gain advantage on the first attack roll of that spell.

QUICKENED SPELL

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.

SUBTLE SPELL

When you cast a spell, you can spend 1 sorcery point to cast it without any somatic or verbal components.

TRANSMUTE SPELL

When you gain this Metamagic option, choose one of the following: acid, cold, fire, or lightning.

When you cast a spell that deals one of these damage types other than the one you chose, you can spend 1 sorcery point to change the spell's damage to the type that you chose.

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).

To be eligible, a spell must be incapable of targeting more than one creature at the spell's current level. For example, *magic missile* and *scorching ray* aren't eligible, but *ray of frost* and *chromatic orb* are.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th 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.

SORCEROUS RESTORATION

At 20th level, when you roll initiative and have no sorcery points left, you regain 4.

SORCEROUS ORIGINS

Different sorcerers claim different origins for their innate magic. Although many variations exist, the following categories include most of these origins.

DRACONIC BLOODLINE

Your innate magic comes from draconic magic that was mingled with your blood or that of your ancestors. Most often, sorcerers with this origin trace their descent back to a mighty sorcerer of ancient times who made a bargain with a dragon or who might even have claimed a dragon parent. Some of these bloodlines are well established in the world, but most are obscure. Any given sorcerer could be the first of a new bloodline, as a result of a pact or some other exceptional circumstances.

DRAGON ANCESTOR

At 1st level, you choose one type of dragon as your ancestor. The damage type associated with each dragon is used by features you gain later.

You can speak, read, and write Draconic. Additionally, whenever you make a Charisma check when interacting with dragons, your proficiency bonus is doubled if it applies to the check.

DRACONIC ANCESTRY

Dragon	Damage Type
--------	-------------

Black	Acid
-------	------

Blue	Lightning
------	-----------

Brass	Fire
-------	------

Bronze	Lightning
--------	-----------

Copper	Acid
--------	------

Gold	Fire
------	------

Green	Poison
-------	--------

Red	Fire
-----	------

Silver	Cold
--------	------

White	Cold
-------	------

DRACONIC RESILIENCE

As magic flows through your body, it causes physical traits of your dragon ancestors to emerge. 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 skin are covered by a thin sheen of dragon-like scales. When you aren't wearing armour, your AC equals 13 + your Dexterity modifier.

ORIGIN SPELLS

Your connection with your draconic blood infuses you with the ability to cast certain spells. You gain access to origin spells based on your draconic origin at the levels listed in the table for your draconic type. Origin spells count as sorcerer spells for you and are included in the Spells Known column of the Sorcerer table. These spells cannot be replaced with other spells as you gain levels in this class.

ELEMENTAL AFFINITY

Starting at 6th level, when you cast a spell that deals damage of the type associated with your draconic ancestry, you can add your Charisma modifier to one damage roll of that spell. At the same time, you can spend 1 sorcery point to gain resistance to that damage type for 1 hour.

DRAGON WINGS

At 14th level, you gain the ability to sprout a pair of dragon wings from your back, gaining a flying speed equal to your current speed. You can create these wings as a bonus action on your turn. They last until you dismiss them as a bonus action on your turn.

You can't manifest your wings while wearing armour unless the armour is made to accommodate them, and clothing not made to accommodate your wings might be destroyed when you manifest them.

DRACONIC PRESENCE

Beginning at 18th level, you can channel the dread presence of your dragon ancestor, causing those around you to become awestruck or frightened. As an action, you can spend 5 sorcery points to draw on this power and exude an aura of awe or fear (your choice) to a distance of 60 feet. For 1 minute or until you lose your concentration (as if you were casting a concentration spell), each hostile creature that starts its turn in this aura must succeed on a Wisdom saving

BLACK AND COPPER

Sorcerer Level	Origin Spells
----------------	---------------

3rd	<i>darkness, Melf's acid arrow</i>
-----	------------------------------------

5th	<i>erupting earth,* water walk</i>
-----	------------------------------------

7th	<i>freedom of movement, vitriolic sphere*</i>
-----	---

9th	<i>cloudkill, insect plague</i>
-----	---------------------------------

BLUE AND BRONZE

Sorcerer Level	Origin Spells
----------------	---------------

3rd	<i>warding wind,* witch bolt</i>
-----	----------------------------------

5th	<i>lightning bolt, thunder step*</i>
-----	--------------------------------------

7th	<i>storm sphere,* stonewall</i>
-----	---------------------------------

9th	<i>control winds,* wall of stone</i>
-----	--------------------------------------

BRASS, GOLD, AND RED

Sorcerer Level	Origin Spells
----------------	---------------

3rd	<i>Aganazzar's scorcher,* flame blade</i>
-----	---

5th	<i>daylight, fireball</i>
-----	---------------------------

7th	<i>fire shield, wall of fire</i>
-----	----------------------------------

9th	<i>dawn,* immolation*</i>
-----	---------------------------

GREEN

Sorcerer Level	Origin Spells
----------------	---------------

3rd	<i>ray of sickness, spike growth</i>
-----	--------------------------------------

5th	<i>stinking cloud, water breathing</i>
-----	--

7th	<i>grasping vine, sickening radiance,</i>
-----	---

9th	<i>enervation,* insect plague</i>
-----	-----------------------------------

SILVER AND WHITE

Sorcerer Level	Origin Spells
----------------	---------------

3rd	<i>fog cloud, Snillloc's snowball swarm*</i>
-----	--

5th	<i>sleet storm, wall of water</i>
-----	-----------------------------------

7th	<i>control water, ice storm</i>
-----	---------------------------------

9th	<i>cone of cold, scrying</i>
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* This spell is found in *Xanathar's Guide to Everything*

throw or be charmed (if you chose awe) or frightened (if you chose fear) until the aura ends. A creature that succeeds on this saving throw is immune to your aura for 24 hours.

WILD MAGIC

Your innate magic comes from the forces of chaos that underlie the order of creation. You might have endured have endured exposure to raw magic, perhaps through a planar portal leading to Limbo, the Elemental Planes, or the Far Realm. Perhaps you were blessed by a fey being or marked by a demon. Or your major could be a fluke of your birth, with no apparent cause. However it came to be, this magic churns within you, waiting for any outlet.



WILD MAGIC SURGE

Starting when you choose this origin at 1st level, your spellcasting can unleash surges of untamed magic. Once per turn, the DM can have you roll a d20 immediately after you cast a sorcerer spell of 1st level or higher. If you roll a 1, roll on the Wild Magic Surge table (see chapter 3, “Classes”, in the *Player’s Handbook*) to create a magical effect. If that effect is a spell, it is too wild to be affected by your Metamagic, and if it normally requires concentration, it doesn’t require concentration in this case; the spell lasts for its full duration.

Every time the DM has you roll a d20 for this feature and you do not roll a 1, the likelihood of a magical effect occurring increases. The second time the DM has you roll, you trigger a Wild Magic Surge on a roll of 2 or below. This increases to 3 or below on the third time, and so on.

TIDES OF CHAOS

Starting at 1st level, you can manipulate the forces of chance and chaos to gain advantage on one attack roll, ability check, or saving throw. Once you do so, you must finish a long rest before you can use this feature again.

Any time before you regain the use of this feature, the DM can have you roll on the Wild Magic Surge table immediately after you cast a sorcerer spell of 1st level or higher. You then regain the use of this feature.

ORIGIN SPELLS

Your connection with the chaotic origin of your spells grants you several additional spells. You gain origin spells at the sorcerer levels listed. Origin spells count as sorcerer spells for you and are included in the Spells Known column of the Sorcerer table. These spells cannot be replaced with other spells as you gain levels in this class.

CHAOS ORIGIN SPELLS

Sorcerer Level Origin Spells

3rd	<i>chaos bolt</i> ,* <i>colour spray</i>
5th	<i>blink</i> , <i>hypnotic pattern</i>
7th	<i>confusion</i> , <i>polymorph</i>
9th	<i>conjure elemental</i> , <i>contact other plane</i>

* This spell is presented in *Xanathar’s Guide to Everything*.

BEND LUCK

Starting at 6th level, you have the ability to twist fate using your wild magic. When another creature you can see makes an attack roll, ability check, or saving throw, you can use your reaction and spend 2 sorcery points to roll 1d4 and apply the number rolled as a bonus or penalty (your choice) to the creature’s roll. You can do so after the creature rolls, but before any effects of the roll occur.

CONTROLLED CHAOS

At 14th level, you gain a modicum of control over the surges of your wild magic. Whenever you roll on the Wild Magic Surge table, you can roll twice and use either number.

SPELL BOMBARDMENT

Beginning at 18th level, the harmful energy of your spells intensifies. When you roll damage for a spell and roll the highest number possible on any of the dice, choose one of those dice, roll it again, and add that roll to the damage. You can use this feature only once per turn.

DESIGN NOTES

The sorcerer class is complex, with a number of very intricate elements that a casual observer may not recognize have been adjusted above. This section will highlight the revisions included in this document.

Proficiencies. Sorcerers have been granted proficiency in all simple weapons as well as light armour, reflecting their call to an adventuring life away from a life of study.

Spellcasting. There are three significant changes in regards to spellcasting for sorcerers:

(1) Sorcerers no longer need minor material components to cast spells. This eliminates the need for them to carry around an arcane focus or a spell component pouch and reflects their deeper connection to magic. A spell that consumes a material component or which lists a focus as a material requirement still requires these items.

(2) Origin spells expand the number of spells available to each sorcerer. Though the sorcerer chooses fewer spells overall (13 instead of 15), they now get an additional four spells known over the original limit.

(3) Cantrips are now retrainable on a level up. We at *Dungeon Master's Workshop* allow this for all classes, but we wanted to take the opportunity to be explicitly clear to avoid confusion.

Magic Sense. Sorcerers have been given a version of the paladin's Divine Sense ability, reflecting their deep connection with magic that allows them to detect its presence in a limited fashion, without invalidating the *detect magic* spell.

Sorcery Points. To encourage players to use more sorcery points on metamagic, sorcerers now regain a number of them on a short rest. We have likewise adjusted the capstone ability to replenish a number of them whenever a sorcerer rolls initiative and has none remaining.

Metamagic. The number of metamagic options has been increased to three at 3rd level and an additional one at 5th level. Four new Metamagic options have also been added: Persistent Spell, Potent Spell, Precise Spell, Transmute Spell. Also, Careful Spell has been brought in line with the Evoker's Sculpt Spells ability.

Wild Magic. The likelihood of Wild Magic Surges has been increased, because that's why you play this type of sorcerer.

INSPIRATIONAL CREDIT

The following individuals provided inspiration to parts of this document:

HazeZero. This Reddit user had some good ideas for making sorcerer more playable which first inspired us to implement the Origin Spells feature based on the Land Circle druid's extra spell selection.

Kryx. This individual did the legwork that inspired the alterations to the Careful Spell Metamagic option, as well as the Precise Spell and Transmute Spell Metamagic options ([Kryx's Metamagic Feats](#)).

After we finished working on this document, we looked for more of Kryx's stuff and found that he, too, had done a full redux of the sorcerer class. We feel that our final version of the class is closer to its conceptual roots of the class, but have to admit that there are some pretty interesting changes to be found in his version. We encourage you to check out.

