



THE SORCERER, REIGNITED

FROM ELIAR'S LOST ARTS

D&D HOMEBREW

S
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Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	Spell Fragments	Max Fragment Level	—Spell Slots per— —Spell Level—			
							6th	7th	8th	9th
1st	+2	Spellcasting, Sorcerous Origin	4	3	4	1st	—	—	—	—
2nd	+2	Font of Magic, Metamagic	4	4	6	1st	—	—	—	—
3rd	+2	Emergency Casting	4	5	10	2nd	—	—	—	—
4th	+2	Ability Score Improvement	5	6	12	2nd	—	—	—	—
5th	+3	—	5	7	17	3rd	—	—	—	—
6th	+3	Sorcerous Origin Feature	5	8	19	3rd	—	—	—	—
7th	+3	—	5	9	25	4th	—	—	—	—
8th	+3	Ability Score Improvement	5	10	27	4th	—	—	—	—
9th	+4	Font of Magic Improvement	5	11	34	5th	—	—	—	—
10th	+4	Natural Caster	6	12	36	5th	—	—	—	—
11th	+4	—	6	13	36	5th	1	—	—	—
12th	+4	Ability Score Improvement	6	14	37	5th	1	—	—	—
13th	+5	—	6	15	37	5th	1	1	—	—
14th	+5	Sorcerous Origin Feature	6	16	38	5th	1	1	—	—
15th	+5	Natural Caster Improvement	6	17	38	5th	1	1	1	—
16th	+5	Ability Score Improvement	6	18	39	5th	1	1	1	—
17th	+6	—	6	19	39	5th	2	1	1	1
18th	+6	Sorcerous Origin Feature	6	20	40	5th	2	1	1	1
19th	+6	Ability Score Improvement	6	20	40	5th	2	2	1	1
20th	+6	Master Spellsculptor	6	20	40	5th	2	2	1	1

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: None

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

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 component pouch or (b) an arcane focus
- (a) a dungeoneer's pack or (b) an explorer's pack
- Two daggers

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 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.



SPELL FRAGMENTS

The Sorcerer table shows how many spell fragments you have. In order to cast a spell of 5th level or lower, you must expend a number of spell fragments equal to the fragment cost of the spell in order to create the desired level spell slot, as shown in the Spell Fragment Cost table. Just as a Cantrip doesn't require a spell slot, neither does it require any spell fragments. You can only cast spells up to the level shown in the Max Fragment Level column using spell fragments.

You can't reduce your spell fragment total to less than 0, and you regain all spent spell fragments when you finish a long rest.

SPELL FRAGMENT COST

Slot Level	Fragment Cost
1	2
2	3
3	5
4	6
5	7

SPELL SLOTS

When you reach 11th level, you start to gain spell slots which allow you to cast your spells at a higher level. The Sorcerer table shows how many spell slots you have to cast your Sorcerer spells of 6th level and higher. To cast one of these spells, you must expend a 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 6th-level spell *disintegrate* and have a 6th-level and a 7th-level spell slot available, you can cast *disintegrate* using either slot. Alternatively, if you know the 5th-level spell *hold monster*, you may cast it for 7 spell fragments or with a spell slot of higher level.

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know three 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 for which you can cast.

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

SPELLCASTING FOCUS

You can use an arcane focus as a spellcasting focus for your sorcerer spells.

SORCEROUS ORIGIN

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

Your choice grants you features when you choose it at 1st level and again at 6th, 14th, and 18th level.



FONT OF MAGIC

When you reach 2nd level, a wellspring of magic bubbles up from within you, allowing you to quickly recharge your magic. When you complete a short rest, you regain a number of expended spell fragments equal to half of your total number of spell fragments (rounded up). Once you use this feature you must complete a long rest before you can use it again.

When you reach 9th level, you may use this ability twice instead of once, regaining all expended uses whenever you complete a long rest.

METAMAGIC

Using your innate connection to the weave, you can twist your spells in subtle ways. Also when you reach 2nd level, you gain three of the following Metamagic options of your choice, and gain another choice at 4th, 6th, 8th, 10th, 12th, and 14th level. You can use only one Metamagic option on a spell when you cast it.

ALTERED SPELL

When casting a spell that deals acid, cold, fire, lightning, or thunder damage, you can convert the spell's damage to another one of those types of your choice.

BLEEDING SPELL

When casting a spell that deals bludgeoning damage, piercing damage, or slashing damage, you can cause creatures that were hit by, or failed the save against the spell to make a Constitution saving throw. On a failed save, the creature takes 1d6 necrotic damage at the end of each of their turns for the 1 minute. A creature may repeat this save at the end of each of their turns. If a creature's saving throw is successful or when the effect ends, the creature is immune to this metamagic option for the next 24 hours. If a creature's saving throw is successful, the creature is immune to this metamagic option for the next 24 hours.

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 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. Additionally, if the spell would drop a chosen creature to 0 or less hit points, it becomes unconscious at 0 hit points instead.

CORRUPTING SPELL

When casting a spell that deals necrotic damage, poison damage, or psychic damage, you can cause creatures that were hit by, or failed the save against the spell to make a Constitution saving throw. On a failed save, the creature is *poisoned* for 1 minute. A creature may repeat this save at the end of each of their turns. If a creature's saving throw is successful or when the effect ends, the creature is immune to this metamagic option for the next 24 hours.

This metamagic cannot be used on spells that already have poisoning effects.

DISTANT SPELL

When you cast a spell that has a range of 5 feet or greater, you can double the range of the spell. Alternatively, if that spell has a range of touch, it has a range of 30 feet instead.

EMPOWERED SPELL

When you roll damage for a spell you did not alter with other metamagic options, you can expend 1 additional spell fragment to reroll a number of the damage dice up to your Charisma modifier (minimum of one). You must use the new rolls.

EXTENDED SPELL

When you cast a spell that has a duration of 1 minute or longer, you can double its duration, to a maximum duration of 24 hours.

FLARING SPELL

When casting a spell that deals acid, fire, or radiant damage, you can cause creatures that were hit by, or failed the save against the spell to make a Constitution saving throw. Those who fail the save are *blinded* for 1 minute. A creature may repeat this save at the end of each of their turns. If a creature's saving throw is successful or when the effect ends, the creature is immune to this metamagic option for the next 24 hours.

This metamagic cannot be used on spells that already have blinding effects.

FOCUSED SPELL

When you cast a spell that requires concentration, you can gain advantage on all Constitution saving throws you make to maintain concentration on it.

HEALING SPELL

When you cast a spell, you can heal yourself or a creature you can touch for 2d6 hit points. You may use this metamagic option once and must complete a short or long rest before you are able to use it again.

HEIGHTENED SPELL

When you cast a spell that forces a creature to make a saving throw to resist its effects, you can expend 2 additional spell fragments give one target of the spell disadvantage on its first saving throw made against the spell.

PIERCING SPELL

When you cast a spell that requires an attack roll, you can give yourself a +2 bonus to that roll, and cause creatures that are resistant to the spell's damage type or types to lose that resistance when taking damage from your spell. Creatures that are normally immune to a damage type take half damage instead of no damage.

QUICKENED SPELL

When you cast a spell that has a casting time of 1 action, you can expend 3 additional spell fragments change the casting time to 1 bonus action for this casting.

SCULPTED SPELL

When you cast a spell with a range that affects an area, you can change the area's shape in one of the following ways:

- If the spell's range is a line, you can change it to a cone of one third of the range.
- If the spell's range is a cone, you can change it to a 5-foot-wide line with double range.
- If the spell's range is a sphere, you can change its area to a cylinder of half radius and double height.
- If the spell's range is a cylinder, you can change its area to a sphere of the same radius.

STOPPING SPELL

When casting a spell that deals cold damage, lightning damage, or force damage, you can cause creatures that were hit by, or failed the save against the spell to make a Strength saving throw. On a failed save, the creature is *restrained* for 1 minute. A creature may repeat this save at the end of each of their turns. If a creature's saving throw is successful or when the effect ends, the creature is immune to this metamagic option for the next 24 hours.

This metamagic cannot be used on spells that already have restraining effects.

SUBTLE SPELL

When you cast a spell, you can cast it without any somatic or verbal components.

TWINNED SPELL

When you cast a spell that targets only one creature and doesn't have a range of self, you can spend an additional number of spell fragments equal to the spell's level to target a second creature in range with the same spell (1 spell fragment 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.

WILD SPELL

When you cast a spell that forces a creature to make a saving throw, you can roll on the Wild Spell Saving Throws chart below to alter the required saving throw ability of that spell.

WILD SPELL SAVING THROWS

d6 Roll Saving Throw

1	Strength	4	Intelligence
2	Dexterity	5	Wisdom
3	Constitution	6	Charisma

EMERGENCY CASTING

At 3rd level, you gain the ability to cast spells if you're running low on spell fragments by putting great stress on your body. If you have 5 or fewer of your spell fragments remaining, you may use a bonus action on your turn in order to gain up to 5 spell fragments, taking 1d4 damage for each one gained. Once you use this feature you must complete a long rest before using it again.

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.

Using the optional feats rule, you can forgo taking this feature to take a feat of your choice instead.

NATURAL CASTER

Starting at 10th level, one spell becomes so ingrained into your magic that it becomes trivially easy to cast. Choose one spell that you know of 1st-level. Whenever you cast that spell at its lowest level, you no longer need to expend spell fragments.

When you reach 15th level, you may choose a 1st-level or 2nd-level spell that you know and it becomes a natural spell for you.

MASTER SPELLSCULPTOR

At 20th level, choose a metamagic option you have. You may use that metamagic option in tandem with one additional option whenever you cast a spell.



Artist Credit: Jose Afonso "eSkwaad"

OLD THOUGHTS

I feel like it's important to explain a bit of my reasoning for doing this in the first place!

I didn't even know people had problems with the sorcerer, I'm not gonna lie. But I've recently seen a ton of people complain that it's the weakest full caster, or that it's basically the wizard with less spells and a worse spell list. So I decided to spice it up a bit! They're essentially a hybrid between a full caster and a Warlock now. The biggest abuse case I can think of is a level 9 sorc being able to fireball 6 times. But also, meh, they're completely out of spells after that, which reinforces their role as a blaster-caster!

My biggest problem with this change is it feels like the class stops leveling up around 10. After that you get a few extra spells, you get an ability or two, but that's about it. So I'm gonna keep working on that feeling. That being said, that was also a problem the base class has. All said and done, I think this is now a really interesting class to play! You get the freedom of casting whatever whenever, you maintain your large amount of cantrips, and you get more sorcery points early and more metamagic options.

They get more spell casts per level than a warlock, obviously, and become a sort of half-short-rest caster. Almost a hybrid wizard/warlock. They gain back half their sorcery points and spell fragments when they short rest (1-2/day, mainly to prevent excessive shenanigans of stacking short rests or something). But they also can cast way fewer spells than a full caster. On the other hand, they can cast way more higher level spells than a full caster. eg at level 10 they can do six 3rd-level spells. But I'd not say it's broken or OP. Just new. For reference, it's just about 1/3 or less of the "spell points" the variant rule uses.

To be fully honest, I'm not in love with the Advanced Arcanum copy-paste from Warlocks, but it was the easiest way to prevent an overload of spell shards, which would allow the Sorc to be far-and-away the best utility caster, which, in my opinion, should be the role of the wizard. It does still nip at the heels of the wizard in that regard (especially with Natural Caster.), but I'd not consider it too much or too far. That said, it still requires extensive playtesting, of which I've not been able to do much so far.

NOTE: I did not come up with most of the metamagic options. The only new ones that I credit to myself are Altered Spell, Focused Spell, and Healing Spell, all of which I've seen existing in other places. I used: [Noblecrumpet's](#) Piercing Spell, [Leonidas'](#) Chilled Spell, Flared Spell, and Sculpted Spell, [/u/Galemp's](#) Corrupting Spell (which, combined with flared and freezing, lead to "my" Bleeding Spell), and [Benjamin Huffman's](#) Wild Spell.

NEW THOUGHTS

After a fairly negative reception, I've made some edits! I do agree with a lot of the comments: I didn't love the two point-like resources (and while I didn't see it as nearly as much of a problem, I did think it could be improved), and I definitely didn't love the arcanum-style casting.

So I made some radical changes. First and biggest change: No more sorcery points. If I want to encourage metamagic, I oughta go all-in on it. So the sorcerer can metamagic literally every spell they cast now. A few of them (Empowered and Quickened, which I'm still not sure about the balance for) still require a resource, in this case extra spell fragments, but most of them are just free. From that I also changed the unlocking of metamagics. You now get one every other level until 14th. You end up with 9 metamagics, which is half the number of options I have.

The other large change is the removal of the arcanum mechanic. Now the sorcerer simply has spell slots for those higher level spells. They can still have the freedom to cast whatever, whenever, except for the more strict high level castings. This allows them to upcast whatever they want, and gives them much more freedom than the arcanum mechanic does.

I'm worried about the balance of free metamagics, now, but other than that I'm actually rather happy with the whole affair. I'll be playtesting this for a while, I'm sure, so there might be future updates, but we'll see! And if I'm fully honest, I really want them to recharge *all* of their spell fragments on short rest. But I'm suuuper unsure about that change, so I'll save it for further playtests. Other changes I looked at were d8 hit dice and light armor proficiency. But I don't wanna shake things up too much in something that people were already on the fence about..!

PATREON!

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PHILOSOPHY

My personal philosophy for homebrew is that it should feel fun! *This means I should have a disclaimer:* My first drafts tend to be stronger more often than they're weaker! This stems from my style of DMing, as my personal goal as a DM is to make my parties feel like epic, powerful heroes, and because I do a TON of homebrewing/balancing on the fly. Basically nothing is vanilla in my campaigns, though most changes are small or cosmetic. That said, most of my second drafts will be able to slot easily into a standard world or campaign and run smoothly! This particular homebrew is a first draft, and as such **might** be too powerful, though it could just as easily be weak! Balance is tricky! So I invite you to participate in the balancing process! Leave a comment on a reddit post with your thoughts, and I'll be sure to respond to them at the very least!!

Thank you to my first patron: Chris Alost!

