

The Sorcerer and the Weave

by Brian Cortijo



A revised innate spellcasting class
for the world's greatest roleplaying game.



The Sorcerer and the Weave

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TABLE OF CONTENTS

Introduction	2
Sorcerer	3
Sorcerers in the World	12
Spellfire and the Weave	13
Why a New Sorcerer?	15
Sorcerer Spells	17
Design Timeline	19
Playtest and Feedback Thanks	20

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INTRODUCTION

What you are holding in your hands (if you printed it out), or scrolling on your computer screen, or swiping on your tablet, or—you get the picture. Anyway...

What you have here is a redesign of the sorcerer class for fifth edition. Why are we redesigning the class? Well, the reasons for that are later on in the book, but as it turns out, not everyone is entirely happy with the way the class came out, and our goal is to approach the sorcerer from a new angle in the hopes of creating a play experience that is flavorful, unique, and most importantly, fun.

In a sense, this is a different way of approaching the design of a class, because we're laying bare as much of the process as we can from the very beginning. It differs from the public playtests we've seen from some companies in recent years in that most of the system around the sorcerer is static—the goal now is to find where the sorcerer best fits as a class.

This version of the sorcerer is going to undergo several revisions, incorporating feedback by players and DMs to create the best version of the class we can achieve. The class may increase or decrease in power, and it might lose certain features and gain entirely new ones. The point is to create a class that fits with the classes straight out of the *Player's Handbook*.

At the end of the file is a rough timeline of what we hope to accomplish, and by when, along with the projected costs to buy into the project at a given time. Until we reach the end product, please feel free to share your feedback, comments, questions, and concerns via email to 5Esorcerer@gmail.com.

For now, though, I hope that you enjoy this work-in-progress. The layout, editing, artwork, and other polish will improve as time goes on, I promise.

This is just the beginning.

-Brian Cortijo
January 2019



SORCERER

Carrying nothing but an odd stone and a cheerful whistle, a lone halfling narrows her eyes at her sudden foes. Without warning, the bandits burst into flames, and she continues on her way.

Growling defiantly against the goblins ahead, a half-orc extends his spear toward the advancing band, and lightning erupts from its tip, crackling as the bolt explodes against the breastplate of the chieftain's lieutenant.

The husk of her last opponent still smoking from the flame that spat from her lips, a dragonborn scrapes one palm against the other, fanning her fingers as a blast of cold air rushes forward, engulfing the charging orcs in frost and rime.

Sorcerers are born of magic, or live their lives so near to the natural fluctuations of the Weave that they may well have been so. By opening one's eyes and understanding to the power constantly flowing around and through them, the sorcerer becomes a master of magic.

MAGIC, PURE AND SIMPLE

Whether they are born into magic or stumble upon it later, every sorcerer has an innate, indelible connection to the Weave and its pure magic. Some sorcerers are descended from creatures of great magical power, carrying some of that might in their blood. Others are touched by events of great import, and have elemental magic flowing through them, straining to break free.

When and how sorcerous powers manifest varies greatly between individuals, even those with the same initial source of power. One sorcerer might claim ancestry from a dragon, celestial, or fey, while another traces her power to a strange thunderstorm or the visitation of a powerful creature on the eve of her birth.

Sorcerers have no need of the physical trappings that wizards require to learn and focus their magic, nor do they require a mystical patron to grant them access to their powers. By opening themselves to the Weave around them, the sorcerer learns to shape and control magic in its purest form, harnessing powers that even the greatest wizards come to envy.

INSTINCT INTO POWER

By their very nature, sorcerers are rare, as the touch of magic falls on very few. Fewer still are those that explore the powers that a sorcerous background opens to them, or who practice the abilities they are granted so that they can properly control and channel them.

Given the unpredictable of many sorcerer's powers when they first manifest, it's little surprise how many of them become adventurers, leaving their communities in search of greater freedom to explore and grow their abilities. Some sorcerers see their abilities as a curse, and seek a means to excise the magic from their beings. This conflict makes sorcerers powerful allies with impressive skills to share, as long as they can find companions who appreciate them for what they are, and what wonders they are capable of performing.

The Sorcerer

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	Spell Points	Maximum Spell Level	Maximum Spell Points per Casting
1st	+2	Spellcasting, Sorcerous Origin	4	2	2	1st	2
2nd	+2	Nexus of Magic	4	3	6	1st	2
3rd	+2	Metamagic	4	4	12	2nd	3
4th	+2	Ability Score Improvement	5	5	16	2nd	5
5th	+3	--	5	6	22	3rd	6
6th	+3	Sorcerous Origin feature	5	7	28	3rd	7
7th	+3	Metamagic	5	8	29	4th	7
8th	+3	Ability Score Improvement	5	9	36	4th	8
9th	+4	--	5	10	43	5th	8
10th	+4	Metamagic	6	11	51	5th	9
11th	+4	--	6	12	52	6th	10
12th	+4	Ability Score Improvement	6	12	53	6th	11
13th	+5	Metamagic	6	13	54	7th	11
14th	+5	Sorcerous Origin feature	6	13	55	7th	12
15th	+5	Bountiful Font (6th level)	6	14	56	8th	13
16th	+5	Ability Score Improvement	6	14	57	8th	14
17th	+6	Innate Spells	6	15	58	9th	14
18th	+6	Sorcerous Origin feature, Bountiful Font (7th level)	6	15	66	9th	15
19th	+6	Ability Score Improvement	6	16	76	9th	16
20th	+6	Sorcerous Restoration, Bountiful Font (8th level)	6	16	87	9th	17

CREATING A SORCERER

Each sorcerer has a source of power, and yours is no different. When you create your character, select an origin that connects you to magic through one of a number of powerful forces. Exactly how those mystical powers grant you such a connection to magic is entirely up to you. Were you born into a family with a history of magical ability? Did something happen in your life that awoke these powers within you?

When you discovered these magical abilities, did you embrace them, shun them, or merely try to understand them? Did you look for their source, or did the awakening of your magic cause others to seek you out? Now that you have begun to understand your magic, to what ends will you use it?

QUICK BUILD

You can make a sorcerer quickly by following these suggestions. First, Charisma should be your highest ability score. Make Constitution your next-highest score if you plan to wade into combat and survive physical travails. Choose the folk hero background. Then select the *blade ward*, *chill touch*, *fire bolt*, and *mage hand* cantrips, along with the 1st-level spells *mage armor* 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: None

Weapons: Simple weapons

Tools: None

Saving Throws: Charisma and Constitution

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
- An arcane focus
- Two daggers

SPELLCASTING

Your close connection to the Weave has granted you the ability to cast spells. This power exists within your very being, requiring no spellbook or patron to evoke. See chapter 10 of the *Player's Handbook* for the general rules of spellcasting and chapter 11 of that book for the descriptions of most spells appearing on 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 on the Cantrips Known column of the Sorcerer table.

CASTING SPELLS

You have 1 spell slot of each spell level you are able to cast, as indicated on the Sorcerer table. You also have a number of spell points determined by your level. You can use these spell points to create additional spell slots, to power your metamagic effects, and to fuel certain other abilities granted by this class.

To cast a spell of 1st level or higher, you must expend a spell slot, or a number of spell points determined by the spell's level. The Sorcerer table shows the highest level spell you can cast based on your sorcerer level, and how many spell points you can spend on casting a given spell. For cantrips and spells cast using your existing slots, the maximum spell points you can expend to enhance the spell is equal to your Charisma modifier (minimum 1 spell point).

If you have sufficient spell points available, and would benefit from doing so, you may cast a known spell as a higher-level spell, up to the maximum spell level you can cast. For example, if you have 5 spell points available, you can cast *magic missile* as a 1st-level or 2nd-level spell.

It does not require an action of any kind to create a spell slot with spell points; the slot is created and expended as part of the casting of the spell.

You regain all expended spell slots and spell points when you finish a long rest.

Spell Point Costs by Spell Level	
Spell Level	Spell Point Cost
1st	2
2nd	3
3rd	5
4th	6
5th	7
6th	9
7th	10
8th	11
9th	13

SPELLS ABOVE 5TH LEVEL

Casting spells greater than 5th level with spell points is taxing on the caster. You cannot use spell points to create slots of 6th level or higher. (However, see the Bountiful Font class feature.)

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 you are able to cast (as shown in the Maximum Spell Level column). For instance, when you reach 3rd level in this class, you can learn a new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose to replace one of the sorcerer spells you already know with another spell from the sorcerer spell list. This new spell can be no higher than your Maximum Spell Level.

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 are capable of tapping into the Weave in a manner beyond most other beings. You can use an arcane focus (see *Player's Handbook*, chapter 5) as a spellcasting focus for your spells.

Additionally, you can create a new arcane focus out of almost any material or object by expending 1 spell point during a short rest. This arcane focus only works for you, and must be an object that you can lift and carry. The DM may place reasonable restrictions on such a focus (for example, prohibiting expendable items like candles or a large, heavy statue).

SORCEROUS ORIGIN

Choose a sorcerous origin, which describes the primary source of your innate magical power: flametouched, godkissed, or warborn, described at the end of this class description.

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

NEXUS OF MAGIC

At 2nd level, you become part of the natural flow of magic both within yourself and through the Weave. This wellspring is represented in part by an increase in spell points, but also by your ability to tap into and take control of other sources of magical energy.

EBB AND FLOW

Your connection to the Weave allows you to take advantage of raw magical power that you may encounter, turning it your own purposes. When you encounter an ability or item that permits you to gain or regain a spell slot of a particular level, you may instead regain a number of expended spell points equal to the number required to create a spell slot of that level.

BOUNTIFUL FONT

As your connection to the Weave grows, you are not as limited when casting spells higher than 5th level. At 15th level, you can use spell points to create one spell slot of 6th level. You must complete a long rest before creating another slot of this level.

Beginning at 18th level, you also can create one spell slot of 7th level between long rests. At 20th level, you can create one slot of 8th level.

METAMAGIC

At 3rd level, you gain the ability to subtly alter your spells to suit your needs. You gain two of the following metamagic options of your choice. You gain another metamagic option at 7th, 10th, and 13th level.

Each metamagic option has a spell point cost associated with it. This cost is in addition to the cost to cast the spell.

You can use only one metamagic option on a spell when you cast it, unless otherwise noted. Using metamagic does not take an action, nor does it affect the casting time of your spells unless specifically 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 spells full force. You spend 1 spell point and choose a number of creatures targeted by the spell up to your Charisma modifier (minimum of one creature). Each 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 spell point to double the range of the spell.

When you cast a spell that has a range of touch, you can spend 1 spell point to make the range of the spell 15 feet.

ELEMENTAL SPELL

When you cast a spell that deals cold, fire, lightning, or thunder damage, you can spend 4 spell points to alter the type of damage dealt by the spell. You can choose from the damage types listed above. If a spell inflicts more than one type of damage, you can select only one type of damage to change to another type.

EMPOWERED SPELL

When you cast a spell that deals damage, you can spend 3 spell points to roll the damage dice twice. You select which total roll to use.

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

EXPANSIVE SPELL

When you cast a spell with an area expressed as a radius, you can spend 1 spell point to expand the radius of the spell by 5 feet.

EXTENDED SPELL

When you cast a spell that has a duration of 1 minute or longer, you can spend 1 spell point to double its duration, to a maximum 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 spell points to give one target of the spell disadvantage on its first saving throw made against the spell. You may apply this effect to multiple targets, spending 2 additional spell points for each target affected.

LINGERING SPELL

When a spell you have cast has a duration of concentration, and that duration expires (either naturally or because your concentration has broken), you can spend 3 spell points to have the spell continue until the end of your next turn.

You can use this metamagic effect even if you used another option when casting the spell. A lingering spell does not require additional concentration.

QUICKENED SPELL

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

SUBTLE SPELL

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

TWINNED SPELL

When you cast a spell that targets only one creature and does not have a range of self, you can spend a number of spell points equal to the spell's level to target a second creature in range with the same spell (the cost for cantrips is 1 spell point).

Spells that allow you to select more than one target, such as *magic missile*, are not eligible for this metamagic effect, even if you are selecting just one target.

INNATE SPELLS

At 17th level, you have reached a level of connection with the Weave that certain spells become a part of you. Select two spells, one of which must be of 1st or 2nd level. The second spell can be of any 7th level or lower.

You can cast the 1st- or 2nd-level spell without expending any spell points. If you choose to cast the spell at a higher level, you subtract 3 spell points from the cost of casting.

If the second spell is of 1st or 2nd level, it follows the rules as above. If the spell is of 3rd level or higher, you reduce by 1 the spell point cost of casting the spell.

SORCEROUS RECOVERY

At 20th level, you regain 4 expended spell points whenever you complete a short rest.

SORCEROUS ORIGINS

Sorcerers claim any number of varied origins for their innate magic. Although infinite possibilities exist, some of the most common include the flametouched, the godkissed, and the warborn.

You can also choose the draconic bloodline or wild magic sorcerous origins from the *Player's Handbook*, or the storm magic sorcerous origin from *Sword Coast Adventurer's Guide* or *Xanathar's Guide to Everything*. These origins are unchanged, except that all references to sorcery points should be changed to spell points. There is one key exception: for the Wild Magic sorcerous origin, a roll of 99-00 on the Wild Surge table results in you regaining expended spell points equal to your sorcerer level.

FLAMETOUCHED

Whether touched by elemental fire or rescued from an inferno, there are some who bear the magic of flame in their very blood. You might trace your origin to geniekind, or have walked through fire unscathed as a child, but the connection between fire and the magic within you is undeniable.

Flametouched sorcerers are unmatched masters of fire, shaping it according to their whims to destroy their enemies and protect

BLOOD OF FIRE

Elemental fire suffuses you and your magic. You can speak Primordial, in particular the Ignan dialect of fire elementals. In addition, you gain the following spells at the listed sorcerer level. These spells do not count against the number of sorcerer spells you know.

If this origin grants knowledge of a spell you already know, you can select another spell of a level you can cast

FLAMETOUCHED SORCERER BONUS SPELLS

Sorcerer

Level	Spells
-------	--------

1st	<i>burning hands</i>
-----	----------------------

3rd	<i>scorching ray</i>
-----	----------------------

5th	<i>Melf's minute meteors</i>
-----	------------------------------

QUENCH AND SPARK

At 1st level, you are attuned to the fire around you. Whenever you cast a spell during your turn (other than a cantrip), you can use a bonus action to extinguish nonmagical flames within 15 feet of you, or to ignite dry, flammable material such as candles or paper that are unattended by another character.

AFLAME AND UNBURNED

At 6th, you gain resistance to fire damage. Whenever you cast a spell other than a cantrip that deals fire damage, you can choose one creature within 10 feet of you. This creature takes fire damage equal to your sorcerer level.

SHAPE THE INFERNO

At 14th level, when you cast a spell of 1st level or higher that deals fire damage, the costs for Metamagic options applied to that spell are reduced by 1 (to a minimum cost of 1 for each option).

FIREWALKER

At 18th level, you gain immunity to fire damage. Additionally, as an action, you may teleport up to 60 feet between your current location to within 5 feet of any fire larger than a candle.

GODKISSED

There are those that are kissed by the divine long before they ever know what their destinies might reveal. For those that are of a magical bent, this favor manifests in luck, skill, and easy aptitude—and a knack for smoothing the paths of those around them.

Godkissed sorcerers are natural adventurers, employing their natural charisma and enhanced fortune to convince others to join them, to support their endeavors, and perhaps to part with their wealth.

TYCHE'S GAZE

At 1st level, you have already drawn enough divine notice to nudge the hand of fate. As a reaction, you can choose to add or subtract 1d4 from a saving throw or ability check rolled by a creature within 15 feet of you. You make this decision prior to the roll, and the 1d4 is rolled at the same time as the check or saving throw.

You must finish a short or long rest before using this ability again. However, if the roll was a natural 1 (for a hostile target) or a natural 20 (for an ally), you immediately regain the ability to use this feature.

EXPERTISE

At 1st level, choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

TIP THE TABLE

Starting at 6th level, you can spend 2 spell points to reroll one damage die of a spell you have just cast. You can reroll multiple dice, paying the 1 spell point for each additional die, but you can reroll each die only once, and you must use the second result.

Once this feature is triggered, you must finish a short or long rest before you can use it again.

SPURN BESHABA'S KISS

Starting at 14th level, the gods conspire to help you narrowly avoid death. When an attack or effect would reduce you to 0 hit points, you are instead left with 1 hit point. You can choose to spend a number of spell points up to your sorcerer level; you regain 1 hit point for each spell point you spend.

Once this feature is triggered, you must complete a long rest before you can use it again.

REVERSAL OF FORTUNE

Tymora has so greatly smiled on you that you can undo a possibly terrible fate. Starting at 18th level, as a reaction, you can stop the flow of time, unwinding and reweaving reality to erase the effects of the most recent action taken by any creature within 30 feet. Any spells, ammunition, or items expended in the original action are restored, and all damage inflicted is regained. The creature may take another action, including choosing to perform the same action, but must reroll any attack and damage rolls, and targets may reroll any saving throws.

Once you use this feature, you must complete a long rest before you can use it again.

WARBORN

There are constants in the world, and one of those constants is war. At all times, somewhere, armed conflict rages, and there are those who are trampled underfoot. You were born, or your powers emerged, during such a conflict, granting you the strength and abilities to overcome your foes or to protect the people and lands you love.

There are many types of warborn sorcerers, but a great many of them become either conquerors or liberators, crushing opposition by those weaker than them or using their magic to free an oppressed people. Some few become both, failing to learn the lessons of their own trials before transforming into the very things they once hated.

BONUS PROFICIENCIES

At 1st level, you gain proficiency with light armor and with a single martial weapon of your choice.

BORN TO THE SWORD

Your familiarity with war has brought you knowledge on the means of waging it—whether you chose to learn it or not. At 1st level, you can choose one Fighting Style from among those listed below. You can't take a Fighting Style option more than once, even if you later get to choose again.

Archery: You gain a +2 bonus to attack rolls you make with ranged weapons.

Defense: While you are wearing armor, you gain a +1 bonus to AC.

Dueling: When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Two-Weapon Fighting: When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

EXTRA ATTACK

Beginning at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

SPELLSWORD

At 14th level, you have mastered the art of seamlessly shifting from spellcasting to swordplay and back again. Whenever you use your action to cast a sorcerer spell of 1st level or higher, you can make one weapon attack as a bonus action.

STORM OF BLADES

At 18th level, your magic has become so tightly entwined with your swordcraft that it's almost impossible to tell where one ends and the other begins. As an action, you can spend 6 spell points to make a melee weapon attack against every creature within a distance equal to your walking speed, making a separate attack roll against each target. Your magic carries you from target to target between attacks, placing you adjacent to each target for your attacks.

MULTICLASED SORCERERS

Like any other adventurer, you might decide that you need to expand your repertoire of abilities. Or you might be coming to sorcery after beginning your career in another class. The following rules apply to multiclassed sorcerers.

Except for what is spelled out below, these rules are intended to supplement, not replace, the multiclassing rules from Chapter 6 of the *Player's Handbook*.

CLASS FEATURES

When you gain a new level in a class, you get its features for that level. One sorcerer feature in particular, however, has additional rules when multiclassing: the Spellcasting feature.

SPELLCASTING

The spellcasting rules for the sorcerer use a modified version of the spell points variant rule presented in the *Dungeon Master's Guide*.

SPELLS KNOWN AND PREPARED

You determine what spells you know and can prepare for each class individually, as though you were a single-classed member of that class. If you are a sorcerer 3/wizard 3, for example, you know four sorcerer cantrips and four sorcerer spells of up to 2nd level, based on your sorcerer level. You also know three wizard cantrips, and your spellbook contains ten wizard spells, two of which (the two you gained when you reached 3rd level as a wizard) can be 2nd-level spells. If your Intelligence is 17, you can prepare six wizard spells from your spellbook.

Each spell you know and prepare is associated with one of your classes, and you use the spellcasting ability of that class when you cast the spell. Similarly, a spellcasting focus, such as a holy symbol, can be used only for the spells from the class associated with that focus.

SPELL SLOTS AND SPELL POINTS

You determine your available spell slots and spell points by first determining your total spellcasting level. This is done by comparing your levels in three categories of classes:

Full Progression: These are classes that increase in spellcasting ability every level, and include the bard, cleric, druid, sorcerer, and wizard classes.

Half Progression: These are classes that increase in spellcasting ability roughly every other level, and include the paladin and ranger classes.

Archetype-Only: These are classes that gain spellcasting only through a specific archetype, and increase spellcasting ability roughly every three levels. This includes the fighter's Eldritch Knight and rogue's Arcane Trickster archetype.

Total Spellcasting Level by Class

Level in Class	Full Progression	Half Progression	Archetype Only
1st	1	--	--
2nd	2	1	--
3rd	3	2	1
4th	4	2	2
5th	5	3	2
6th	6	3	2
7th	7	4	3
8th	8	4	3
9th	9	5	3
10th	10	5	4
11th	11	6	4
12th	12	6	4
13th	13	7	5
14th	14	7	5
15th	15	8	5
16th	16	8	6
17th	17	9	6
18th	18	9	6
19th	19	10	7
20th	20	10	7

Once you determine your total spellcasting level, look up your maximum spell level and number of spell points on the Multiclass Spellcasting by Total Spellcaster Level table. In addition, you have one spell slot of each level up to your maximum spell level. You also gain a number of additional spell points equal to your sorcerer level.

Behind the Screens

We changed the calculation for multiclass spellcasters' spell slots to simplify the math and make things a little more transparent to players. The *Player's Handbook* calculation sometimes inadvertently penalizes characters if their rounding doesn't work out, and we feel this version more appropriately reflects where the relative spellcasting power should fall.

The new calculation for total spellcasting level is based on where each of these types of classes fall in terms of relative spellcasting power. A 5th-level wizard, 9th-level ranger, and 13th-level eldritch knight all have the same number of spell slots of the same levels, and that should remain consistent regardless of multiclassing choices.

Even if you decide to completely scrap the spell points system from this book—it's your game, after all—or if you're not playing a sorcerer, this new calculation should work for any multiclass character at your table. Just be sure to check with your DM first!

Multiclass Spellcasting by Total Spellcaster Level

Total Spellcasting Level	Spell Points	Maximum Spell Level	Maximum Spell Points per Casting
1st	1	1st	2
2nd	4	1st	2
3rd	9	2nd	3
4th	12	2nd	5
5th	17	3rd	6
6th	22	3rd	7
7th	22	4th	7
8th	28	4th	8
9th	34	5th	8
10th	41	5th	9
11th	41	6th	10
12th	41	6th	11
13th	41	7th	11
14th	41	7th	12
15th	41	8th	13
16th	41	8th	14
17th	41	9th	14
18th	48	9th	15
19th	57	9th	16
20th	67	9th	17

MAXIMUM SPELL POINTS PER CASTING

The maximum number of spell points you can use to create a slot and cast a spell is indicated on the Muticlass Spellcasting table. When casting a spell using a spell slot, you can expend additional spell points no greater than the ability modifier for the spellcasting ability for the class with which the spell is associated.

SORCERERS IN THE WORLD

Perhaps no mortal beings are more in-tune with the constant flow of magic and the subtle alterations of the Weave as sorcerers. Whether they are born with an innate connection to mystical energies, some monumental event suffuses them with elemental power, or trauma awakens within them some long-dormant magical might in their bloodline, all sorcerers touch magic on a daily basis in a way that few can hope to understand.

Even the most practiced and learned wizards trail behind their sorcerous counterparts in *feeling* the Weave. Where the wizard learns through rigorous study and tedious repetition, the sorcerer brings about feats of magic almost through happenstance. The wizard creates magic through the careful arrangement and combination of components to manifest the desired effect. In a certain sense, the sorcerer *is* magic, a conduit for raw power that is shaped in the moment and unleashed upon the world.

Most sorcerers become of their potential not through study or training, but through happenstance. For some, this is innocent and almost playful: the manifestation of harmless motes of light, a brief and sudden gust of wind, or lighting a candle from many feet away. For others, the first arrival of their magical powers is dangerous, chilling or shocking with a touch, or watching in horror as a bale of hay suddenly catches flame.

Depending on the sorcerer's age and where she lives, the reaction to a sudden emergence of magical ability might be met with any number of reactions. A young sorcerer might have to seek out training in order to get her powers under control, or to direct her learning towards spells and skills her family's trade might find useful.

Although most societies are understanding of magical ability, most Uthgardt and Rheged barbarians are suspicious of sorcerers. In Thay, a young sorcerer will be given to the Red Wizards for training in the hopes that rigorous instruction will break them of the wild magic sorcery brings. In larger population centers like Cormyr, Silverymoon, or Waterdeep, a sorcerer would certainly be encouraged to train for service among the realm's magical defenders.

This is not to say that sorcerers have things easy. Being able to hurl a lightning or wreath one's hands in flame does not often make one the most trusted member of a community. While a sorcerer might be respected for his power, and thanked for his contributions if danger approaches, smaller communities with little access to magic might be uncomfortable with the sorcerer taking up permanent residence.

Likewise, most sorcerer spells don't lend themselves to daily occupations. While a sorcerer can certainly learn other skills, it's less likely that they will incorporate the magic that makes the sorcerer so special.

Due to all these factors—and because the sorcerer represents raw, unleash magical power—it is unsurprising that many of them take up lives as adventurers, at least for some stretch of time. This allows the sorcerer to see the world and earn a living,

all while stretching her magical “legs” in an occupation that doesn't (usually) put innocent civilians at risk.

At a glance, the sorcerer may not look the part. Unlike wizards, there is no necessity for the sorcerer to lug around a spellbook, and a sorcerer can easily amass an array of spells that require no material components. There are no schools of sorcery mandating the wizard's usual robes or other uniforms, and the sorcerer likely did not spend her youth stooped over spellbooks and other mystical tomes. Her arcane focus can be nearly any item easily carried. She might carry an axe or a mace or other weapon into combat. To most, the sorcerer looks like any other traveler, hale of body and dressed for the road.

Even the sorcerer's magic is different, colored by her experiences, her practice, and her experimentation. Where a *magic missile* hurled by a wizard might look much like any other, a sorcerer's might be altered by any number of metamagic effects, or simply by the caster's attitude at the time the spell is cast. A *fireball* cast to avoid one's allies, for example, might take on the vague shape of seeking serpents, while an empowered *lightning bolt* might appear to its victims as a lunging behir formed of electricity.

While many sorcerers do seek out more formal training for their magic—some even dabbling for a time in true wizardry—a sorcerer always understands that the rigid strictures imposed by magical study aren't necessary for everyone. The sorcerer can feel the flow of magic throughout the world, and when the time is right, leap into that torrent, direct its fury at her enemies, or channel the immense power of the Weave to perform true wonders.

THE WEAVE

Talk to ten sages, and you are likely to walk away with no fewer than a dozen explanations for what the Weave is, the nature of magic, and how spellcasters access it. For some, the Weave is almost a literal description, a massive tapestry that each being can thread their individual magical works into in order to influence the greater whole. For others, the Weave is a great sea, and each spell merely a spoon or bucket dipped into the flowing tides.

No matter the metaphor they use to explain it, anyone who has studied magic understands the Weave to be the vast, interlocking network of energies by which most mortals access magic, most often through the casting of spells. Some beings, like the Chosen of Mystra, are able to access the Weave more directly, wielding its silvery-white tendrils as silver fire.

Even more raw than silver fire, however, is spellfire: the raw stuff of which the Weave is said to be made. To strain the metaphor, if the Weave is a tapestry, and each casting of a spell knits a new image on that great array, then silver fire is fresh-spun yarn, and spellfire, newly shorn wool.

Most sorcerers, even the most skilled, operate in the context of spells: precise combinations of words, tones, movements, and materials that call forward a particular, expected magical effect. Sorcerers are adept at manipulating spells as they cast them, applying metamagic effects to alter even some of the most basic aspects of a spell.

Some few sorcerers, however, are blessed with the talent of manipulating spellfire. Those sorcerers are among the most powerful wielders of that raw magic, instinctively understanding how best to employ it.

SPELLFIRE

Spellfire, in its raw form, can be summoned to perform powerful, if unrefined, magical effects, from burning a target with pure magic, to suffusing oneself with healing. Those most skilled in its use can even unwind a spell just as it strikes, absorbing the threads of magic that made it up to later redirect them.

When it is manifested, spellfire appears as a bright, blue-white flame that wreathes its source. Some few beings who survived the cataclysm at the onset of the Spellplague describe a similar flame, though darker in hue, and more widespread, leading sages to speculate that spellfire is both raw and somehow more concentrated magic.

Those capable of hurling spellfire in any form are often pursued to great lengths by powerful mages who wish to learn the secrets of containing and manipulating spellfire. The Zhentarim, and in particular Manshoon, have long sought this power, believing it to be a form of unrestrained magic free from Mystra's watching eye.

The spellfire wielder, below, is a unique sorcerous origin that can be taken only with Dungeon Master permission. Not only is spellfire incredibly powerful, but it requires a greater

deal of adjudication of rules in addition to the attention spellfire wielders traditionally experience across the wider Realms. If you are interested in this origin, please check with your DM.

OPTIONAL ORIGIN: SPELLFIRE WIELDER

There are those sorcerers whose first expressions of magic come not by lighting candles or unconsciously moving doors, but by the crackling, radiant, blue-white flame of spellfire.

CHANNEL SPELLFIRE

Beginning at 1st level, you can harness the raw power of spellfire and hurl it at those that oppose you. As an action, you can spend 2 or more spell points to send a blast of spellfire at a target within 60 feet. Make a ranged spell attack against the target. On a hit, you deal 1d6 points of damage per spell point expended.

Half of the dice you roll inflict fire damage, and the other half inflict radiant damage. If you roll an odd number of dice, the extra die deals fire damage.

You can also, as an action, spend 1 or more spell points to heal another character by touch. The target regains 1d4 hit points for each spell point you spend.

The maximum number of spell points you can expend with this feature is equal to your sorcerer level.

JET OF FLAME

At 1st level, whenever you use your Channel Spellfire feature, you can fly up to 10 feet as a bonus action.

Starting at 6th level, whenever you spend spell points from your spellfire pool, you gain a fly speed of 30 feet until the start of your next turn.

VESSEL OF MAGIC

Beginning at 6th level, you develop the ability to unwind workings of magic targeted at you, and to absorb the power of certain magic items you might encounter.

This feature creates a separate pool of spell points in addition to your regular allotment based on your level. The maximum number of excess spell points you can hold in this spellfire pool is equal to your Charisma modifier plus your Constitution modifier. As an action, you can choose to fully absorb these spell points into your regular pool. While points remain in the spellfire pool, you can use them to fuel your spellfire wielder abilities or to cast or enhance spells.

As a reaction, any time you are targeted by a spell, you can attempt a Constitution save with a DC of 10 + the spell's level. You choose to take this reaction before knowing the spell's level or effect. On a successful save, the spell's effect is cancelled as you absorb its magic, and your spellfire pool increases by a number of points equal to the spell's level. On a failed save, the spell takes effect normally.

If you attempt to absorb more spell points than you have room within your spellfire pool, you absorb points up to your limit, and any excess points are immediately released as a blast of pure spellfire with you at its center. All creatures within 10 feet take 1d6 points of fire damage and 1d6 points of radiant

damage. Creatures other than you can attempt a Dexterity save to take only half damage.

You can also absorb the magic single-use magic items such as scrolls and potions as an action. This permanently drains the item of magic, and grants you 1 spell point if the item is common, 2 spell points if the item is uncommon, 3 if the item is rare, 4 if the item is very rare, and 5 if the item is legendary.

At 10th level, the maximum capacity of your spellfire pool increases to your Charisma modifier plus twice your Constitution modifier.

At 12th level, you can attempt to temporarily absorb the magic of permanent magic items. As an action, you can disrupt the connection between an item in your possession or an unattended item you are touching. If the item has charges, it loses one charge. Otherwise, the item loses all of its magical properties for 1d4 rounds. You must complete a long rest before you can disrupt the same item again.

CROWN OF FIRE

By 14th level, you have learned to wreath yourself in spellfire. As an action, you can manifest the crown of fire. You must expend at least 5 spell points from your spellfire pool, and the crown lasts until the end of your next turn. At the end of each turn, you can, as an act of will, expend 5 additional spell points (from either your spellfire pool or your standard allotment) to continue manifesting the crown of fire for an additional round.

While you maintain the crown of fire, you ignore the maximum value of your spellfire pool. Additionally, you gain the following effects:

- You gain resistance to fire and radiant damage.
- You gain resistance to nonmagical bludgeoning, piercing, and slashing damage, and nonmagical weapons that damage you have a 20% chance of being utterly destroyed.
- Creatures that strike you unarmed or with natural weapons take 1d8 points of fire damage and 1d8 points of radiant damage. This damage does not affect attackers whose attacks are considered magical.
- As an action, you can unleash two blasts of spellfire. Each blast is a ranged spell attack that deals 2d6 points of fire damage and 2d6 points of radiant damage on a successful hit.
- You may not cast a spell that requires concentration, nor can you continue concentrating on a spell you've already cast.

If you fall unconscious while manifesting the crown, or if you willingly end this effect while your spellfire pool is above your normal maximum, any excess spell points in your pool are immediately released as a blast of spellfire as described in the Vessel of Magic feature. You have vulnerability to this damage.

HAND OF FIRE

Beginning at 18th level, you are suffused with spellfire and your very being is tied to the fabric of the Weave. The damage dice for your Channel Spellfire feature increase from d6s to d8s, and the healing dice increase from d4s to d6s. Your unarmed strikes

are considered magical, and on you may make a melee spell attack to unleash spellfire against a target you can reach, dealing damage according to the rules under Channel Spellfire.

As an action, you can unleash a maelstrom of spellfire. You expend your entire spellfire pool, adding additional spell points up to your sorcerer level (you choose how many). Each creature within 30 feet of you must make a Dexterity saving throw. On a failed save, for each spell point you spend, creatures take 1d6 points of fire damage and 1d6 points of radiant damage. On a successful save, creatures take half damage.

You must complete a long rest before you can unleash this maelstrom again.

ON THE FORMULATION OF SPELLS

There is an ongoing debate among magical scholars as to whether wizards or sorcerers hold the key to the creation of new spells. Is it the wizard's dedicated study and understanding of the workings of magic that allow them to decode existing spells and craft new ones? Or is it the sorcerer's intuitive relationship to the underpinnings of Art and the Weave that grant the necessary insight to unwind a spell, change a thread, and spin it back together in a workable whole?

To most minds, as with many questions, the answer is "both." A sorcerer may instinctively be able to turn a devastating fire spell into one that crackles with electricity or freezes to the bone, but it takes a wizard to set down the manner in which it is done for other casters to practice and perfect the spell. Often, a sorcerer may hurl a spell that is so effective in its use that wizards will attempt to replicate it. In the end, it is often beings like the Simbul, who master sorcery and wizardry, who are the most potent creators and adaptors of spells.

WHY A NEW SORCERER?

You may be asking, and understandably so, “why does the game need a new version of the sorcerer?” Well, that’s a delicate question, in particular because a lot of people are perfectly happy with their current sorcerers at the table. In the end, though, the motivation came down to a few key, interrelated factors: recapturing the theme of the original, third edition class; creating greater separation, both mechanical and narrative, between the sorcerer and the wizard; and to create a class that feels like it has a worthwhile role at the gaming table.

RETURN TO STORY

When the sorcerer class was first introduced in third edition, it was a breath of fresh air. Here was a class that drew its power directly from the magic of the world, and that was inherently skilled at manipulating those energies to fire off spells of devastating effect. Where other classes were bound to a specific set of spells they could cast, selected each day, the sorcerer had an array of spells, and could select from among them each time she hurled a spell.

With the advent of fifth edition, that last distinction is gone; all casters now choose their spells at the time of casting. In itself, that is no great setback, but what it does is remove some of the specialness of the sorcerer, and a great deal of its mechanical difference from other classes.

DISTINGUISH FROM THE WIZARD

Careful examination of the abilities of the sorcerer and wizard class shows that in the end, they aren’t all that different. They both cast spells from a permitted array of spells that are known or prepared. They have the same number of spell slots. The sorcerer gains an extra cantrip, sure, but drilling down through the math actually shows that the wizard winds up with both marginally more spells at their disposal than the sorcerer does, thanks to the Arcane Recovery ability, and the number of prepared spells a wizard can have easily outstrips the total number of spells known the sorcerer has.

Add to that the fact that the spell list for the sorcerer class is entirely drawn from the wizard class, and the sorcerer feels like the forgotten cousin. A player could, in theory, build a wizard that is meant to mimic a sorcerer’s abilities, and still have power left over.

CREATE A NEW PLAY EXPERIENCE

The last two points, taken on their own, might not be enough of a justification to go through the process of redesigning the sorcerer. But the truth is, the sorcerer doesn’t have enough of a unique draw to make it stand out. Because it plays second-seat to another class that can do all the things it can do but for one thing (metamagic), the sorcerer needs more of its own corner of the game space to make it stand out and pull in players that want to do things differently from their companions.

With these motivations in mind, we set about rebuilding the sorcerer class to fulfill these three key goals.

Vancian Spellcasting?

In previous editions of *DUNGEONS & DRAGONS*, most spellcasters prepared their spells once per day, picking specific spells of particular levels that they held in abeyance until the moment of casting. This “fire and forget” system draws heavily from the influence of Jack Vance’s *Dying Earth* series. If you cast *magic missile* once, you could only cast the spell again if you had memorized it twice—or if you waited until the next day to memorize it again.

The sorcerer, first introduced in the third edition of the game, was unique in that it was the first primary spellcasting class that eschewed this system for one where the character received a smaller number of spells known, but they were always available to the caster. Instead of expending the memory of the spell and forgetting it entirely, the sorcerer had a number of slots, and each casting expended one of those slots—much like the casting system for fifth edition. The difference between the Vancian wizard and the new sorcerer was one of preparation and versatility: the wizard needed more foresight and planning, but the sorcerer had more flexibility on the fly.

In exchange for the sorcerer’s limited versatility, the class got to cast more spells per day. One of the goals of this class redesign is to rebalance the scales a bit, restoring to it the on-table flexibility without increasing its power relative to the wizard.

WHAT’S DIFFERENT, AND WHY?

The first decision was to move from traditional spell slots for casting to the use of spell points. This allowed the class to gain some immediate distance from the wizard, as well as to recapture the notion of the sorcerer as someone who instinctively taps into the flows of the Weave and manifests its power in the world.

By merging the sorcerer’s allotment of sorcery points into the total number of spell points, we tried to reinforce the idea of the class as one that makes magical decisions on the fly. This decision not only made the class’s use of metamagic more versatile, but it allows the player to choose the right spell for the moment without having to size a slot up when it’s not truly necessary. What this also does is return some of the relative versatility of the sorcerer class that was lost in the current edition’s expansion away from Vancian spellcasting.

We’ve also expanded the sorcerer’s spell list slightly, both to reflect the availability of new spells in published supplements, and to lessen the reliance on the wizard’s list. The sorcerer now has a few spells that wizards simply cannot cast, as opposed to simply accessing a limited subset of wizard spells.

SO WHAT’S THE SAME?

At its core, the sorcerer is largely unchanged, though it reaches some of the same end points by different means. The class still can cast iconic spells like *fireball* and *magic missile*—if the player chooses those spells. The class still has access to metamagic effects that let you modify your favorite spells at the time of casting. The player can still make the choice to allocate

magical resources in many lower-level spells, or a few higher-level ones. The sorcerer can still fill the same role at the table it always has, and that's precisely the point.

Our hope is that the sorcerer class still feels roughly the same at the table, with the same sense of spontaneous spellcasting.

SORCERER SPELLS

The list on these pages consolidates the sorcerer spells that appear in the *Player's Handbook* along with those from the *Elemental Evil Player's Companion*, *Sword Coast Adventurer's Guide*, and *Xanathar's Guide to Everything*. Spells from those optional sources are noted in superscript with an ^E, ^S, or ^X (or more than one, if a spell appears in multiple sources). Spells that were not originally designated as sorcerer spells, but which this book has added to the sorcerer's spell list, are marked with a superscript ^N.

SORCERER SPELLS

CANTRIPS (0 LEVEL)

Acid splash
Blade ward
Booming blade^S
Chill touch
Control flames
Create bonfire^{E,X}
Dancing lights
Fire bolt
Friends
Frostbite^{E,X}
Green-flame blade^S
Gust^{E,X}
Infestation^X
Light
Lightning lure^S
Mage hand
Mending
Message
Minor illusion
Mold earth^{E,X}
Poison spray
Prestidigitation
Ray of frost
Shape water^{E,X}
Shocking grasp
Sword burst^S
Thunderclap^{E,X}
True strike

1ST LEVEL

Absorb elements^{E,X}
Animal friendship^N
Burning hands
Catapult^{E,X}
Chaos bolt
Charm person
Chromatic orb
Color spray
Comprehend languages

Create or destroy water^N
Detect magic
Disguise self
Earth tremor^{E,X}
Expeditious retreat
False life
Feather fall
Fog cloud
Ice knife^{E,X}
Jump
Mage armor
Magic missile
Ray of sickness
Shield
Silent image
Sleep
Thunderwave
Witch bolt

2ND LEVEL

Alter self
Aganazzar's scorcher^{E,X}
Blindness/deafness
Blur
Cloud of daggers
Crown of madness
Darkness
Darkvision
Detect Thoughts
Dragon's breath^X
Dust devil^{E,X}
Earthbind^{E,X}
Enhance ability
Enlarge/reduce
Gust of wind
Hold person
Invisibility
Knock
Levitate
Maxmillian's earthen grasp^{E,X}
Mind spike^X
Mirror image

The original sorcerer spell list is drawn entirely from the list of wizard spells. To a large degree, these spells appear to be those spells that can be cast in a single round or less, and mostly avoid costly material components (though there are notable exceptions for both).

This revised list aims to draw in additional spells that fit the sorcerer's theme as a natural manipulator of magic and innate spellcaster without ranging too far from its roots or its intended role.

Misty step
Phantasmal force
Pyrotechnics^{E,X}
Scorching ray
See invisibility
Shadow blade^X
Shatter
Snilloc's snowball swarm^{E,X}
Spider climb
Suggestion
Warding wind^{E,X}
Web

3RD LEVEL

Blink
Catnap^X
Clairvoyance
Counterspell
Daylight
Dispel Magic
Enemies Abound^X
Erupting earth^{E,X}
Fear
Fireball
Flame arrows^{E,X}
Fly
Gaseous form
Haste
Hypnotic pattern
Lightning bolt
Major image
Melf's minute meteors^{E,X}
Protection from energy
Sleet storm
Slow
Stinking cloud
Thunder step^X
Tidal wave^X
Tongues
Wall of water^{E,X}
Water breathing
Water walk

4TH LEVEL

Banishment
Blight
Charm monster^X
Confusion
Dimension door
Dominate beast
Freedom of movement^N
Greater invisibility
Ice Storm
Polymorph
Sickening radiance^X
Stoneskin
Storm sphere^{E,X}
Vitriolic sphere^{E,X}
Wall of fire
Watery sphere^{E,X}

5TH LEVEL

Animate objects
Cloudkill
Cone of cold
Contagion^N
Control winds^{E,X}
Creation
Dominate person
Enervation^X
Far Step^X
Hold monster
Immolation^{E,X}
Insect plague
Seeming
Skill empowerment^X
Synaptic static^X
Telekinesis
Teleportation circle
Wall of light^X
Wall of stone

6TH LEVEL

Arcane gate

Chain lightning
Circle of death
Disintegrate
Eyebite
Find the path^N
Globe of invulnerability
Investiture of flame^{E,X}
Investiture of ice^{E,X}
Investiture of stone^{E,X}
Investiture of wind^{E,X}
Mass suggestion
Mental prison^X

Move earth
Scatter^X
Sunbeam
True seeing

7TH LEVEL

Crown of stars^X
Delayed blast fireball
Etherealness
Finger of death
Fire storm
Plane shift

Power word pain^X
Prismatic spray
Reverse gravity
Teleport
Whirlwind^X

8TH LEVEL

Abi-Dalzim's horrid wilting^{E,X}
Dominate monster
Earthquake
Incendiary cloud
Power word stun

Sunburst

9TH LEVEL

Gate
Mass polymorph
Meteor swarm
Power word kill
Psychic scream^X
Time Stop
Wish

DESIGN TIMELINE

Draft 1: Basic Design and Release (January 2019)	\$2
Draft 2: Revision Based on Feedback and Playtesting (March 2019)	\$3
Draft 3: Additional Playtesting, Add Artwork (April 2019)	\$5
Draft 4: Final Version: Art and Layout (May 2019)	\$5.99
Draft 5: Final Final (June 2019)	\$5.99

The first draft (which you are reading right now) is just the basic design for the class, a discussion of the goals of the redesign of the sorcerer, and a bit of flavor to help ground sorcerer characters in the world of your game. While this isn't the final version of the class by any stretch, it should be playable, and fun, even if you don't look at later drafts.

The second draft will incorporate written feedback received from buyers and gaming groups that have tried out the revised sorcerer. Since no class remains exactly the same once it hits the table, serious revision is expected in this draft, but that's okay—if you bought the product while only Draft 1 was available, you get the updated version **for free**.

The third draft will add in some more playtest feedback, as well as some preliminary artwork (how much artwork will, understandably, depend on the sales of the earlier versions). If we have the time and the necessary clarity on what's exciting readers, we may also add some new sorcerous origins that didn't make it in the first pass.

In the fourth draft, we'll incorporate additional art and finalize some of our layout. This should be close to the final version, but let's face it: I'll keep tinkering with it, because what's done is never *really* done, is it?

The fifth and "*final final*" draft, set for release next summer, will incorporate the feedback we found helpful, some additional art, any necessary layout or editing fixes.

If you came on board early, you can expect regular updates through the end of the last draft—and you have the added benefit of having gotten it all cheaper! If there was something about an earlier draft you liked better, you can always feel free to continue using that instead of a later revision.

As we proceed, you'll see the names on the credits page begin to fill in with some talented folks. If you adopted earlier in the process, please use the dollars you saved to buy their other works, or support stuff they worked on. We're a family, here!

Thank you for joining us on this ride. I hope it's a fun one!

PLAYTEST AND FEEDBACK THANKS

A special thanks to all of the players, DMs, and gaming groups that provided feedback and playtest experience to make the final version of our sorcerer what it is. This list will be updated each revision, to recognize the contributions of everyone who had a voice in shaping this book.

Pre-Release: David Cortijo, Michael Freeman, Sarah Gissel, Claudio Pozas

Phase 1:

Phase 2:

Phase 3:

Phase 4:

Phase 5: