



YORVIING'S SORCEROUS GRIMOIRE: CHILDREN OF THE STRANGE

D&D HOMEBREW

A supplementary compendium for sorcerers whose magical origins come from a variety of odd places and creatures for the world's greatest roleplaying game

INTRODUCTION

The powers that sorcerers wield can both originate from and manifest themselves in a variety of ways. From the raw strength of storms to the almighty power of dragons, sorcerers are some of the most unique magic wielders of the land.

This compendium is meant to provide several additional options for sorcerers that are truly bizarre, embodying powers that are hard to pin down into a theme or category aside from just simply 'strange'. The sorcerers made with the options in this compendium have power over explosions, luck, paper, plagues, sphinxes, time, and wine.

The options presented in this compendium are part of the fifth installment of a new series of sorcerous origin compendiums that will allow for more options with which to create sorcerers with. This series, called **Yorviing's Sorcerous Grimoires**, will set forth new choices to let people create sorcerers that will fill a certain niche, build, or character type that they may have had trouble with creating prior.

So please, without further ado, I hope that you find much fun, excitement, and ideas within this, the fifth installment of **Yorviing's Sorcerous Grimoires**, *Children of the Strange*.

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NOTES TO DM'S AND PLAYERS

The sorcerer subclasses presented in this compendium are rather niche ones, to be sure. Additionally, they are presented as being a tad stronger than base subclasses. The reason for this is to add a bit more 'umph' to the sorcerer class (because who doesn't like feeling a bit powered here and there, as well as having a few more spells and abilities at your disposal?)

However, that is not to say that these subclass options are meant to be overpowered. My two main purposes for the routes that I went with in creating these were the following:

- Allowing for an extended spell list for sorcerers. This is due to the fact that it makes more sense for a sorcerer who, say, wields lightning, to know some lightning spells by default. The same can be said for fire, earth, etc etc.
- Allowing for some additional abilities and features that make sense for the subclass, for both in and out of combat. These can be environmental adaptations, body enhancements, or tools for special interactions.

DM's, feel free to edit or modify any of these subclasses to fit your player, campaign setting, or house rules. Again, these are meant just for fun and to have additional options available. So please, have fun!

SORCEROUS ORIGIN: EXPLOSIVE MAGE

Your innate magic stems from the powerful forces of explosives and explosions. Through some bizarre event, you have gained an ability to harness effects that burn and push others away, and devastate both flesh and stone alike. You might have survived a terrible detonation, being the sole living being in the aftermath. Or, perhaps you were created by a mighty alchemist in an attempt to create the perfect weapon. Whatever the case may be, you are an incredible power and strength.

EXPLOSIVE MAGE QUIRKS

d6 Quirk

- 1 You find beauty in the art of destruction.
- 2 The skin around your hands and arms is blackened, as if covered in ash.
- 3 You always carry some type of material to craft with, such as clay or a bag of metal pieces.
- 4 Just like an explosive, you are willing to wait until the right moment to display your power.
- 5 When you breathe, small streams of smoke come out of your mouth and ears.
- 6 You are often called upon for help in mines, city construction, or military front lines.

EXPLOSIVE MAGE FEATURES

Sorcerer Level Feature

1st	Surging Constitution, Erupting Power
6th	Detonation
14th	Exploding Strikes
18th	Volatile Destruction

MAGIC OF THE EXPLOSION

Your connection to explosives gives you the option to learn some additional spells that focus on creating and resisting explosions and those that deal with thunder and fire. When your Spellcasting feature lets you learn a sorcerer spell of 1st level or higher, you gain an additional spell from the list below. These spells do not count towards the total number of spells you know, and the spells count as a sorcerer spells for you.

Sorcerer Level	Spell
1st	<i>alarm</i>
3rd	<i>pyrotechnics</i>
5th	<i>fireball</i>
7th	<i>resilient sphere</i>
9th	<i>destructive wave</i> *
11th	<i>disintegrate</i>

*When you cast this spell, it deals fire and thunder damage, instead of fire and radiant.

SURGING CONSTITUTION

Starting at 1st level, your body has become adjusted to the impacts of explosions and detonations, with scars and burn marks adorning your body. When you aren't wearing armor, your AC equals 12 + your Constitution modifier. You also have advantage on ability checks and saving throws against being pushed or knocked prone.

ERUPTING POWER

Beginning at 1st level, your control over explosions has granted you increased knowledge and power. You gain proficiency in handling and using explosives, such as bombs or grenades, and you also learn the *thunderclap* cantrip, which does not count towards the total of sorcerer cantrips that you know.

Additionally, you can infuse explosive might to force enemies away from you. As an action, you can slam a fist or foot into a target within 5 feet of you. The target must make a Constitution saving throw against your spell save DC or be pushed 15 feet away from you on a failed saving throw. This increases to 30 feet at 14th level. You can use this feature a number of times equal to your Charisma modifier per long rest.

DETONATION MAGIC

At 6th level, your body has become even stronger through exposure to explosions. You gain resistance to fire and thunder damage, and you can deal double damage to objects and structures with your spells.

Additionally, you have learned how to make your damaging spells affect others. Whenever you cast a spell of 1st level or higher that targets only one creature and the spell hits, you can spend 3 sorcery points to deal additional damage to creatures within 5 feet of the original target. Each creature must make a Dexterity saving throw against your spell save DC or take damage of the spell's type equal to half your Charisma modifier.

ERUPTING STRIKES

Starting at 14th level, whenever you cast a spell that deals either fire or thunder damage, you can choose to change it to the other type, such as changing fire damage to thunder damage.

You are also able to use your Erupting Power feature as a bonus action.

VOLATILE DESTRUCTION

By 18th level, you gain immunity to fire and thunder damage.

You also have learned how to infuse your explosive magic into your spells to cause devastating destruction. When you cast a spell of 1st level or higher and successfully land a hit, you can spend 5 sorcery points to roll twice as many damage die.

SORCEROUS ORIGIN: LUCKY ONE

The magic within you provides you with an incredible skill that many would pursue any route to obtain; the ability to be highly successful in your life, no matter what you do. From gambling to feats of dexterity, to earning coins and getting away spot clean from adventures, sorcerers of this origin are able to amplify the probability of their success by imbuing their magic into their actions.

Some of these sorcerers may have been exposed or in the possession of a artifact of great skill enhancement or luck, or perhaps their very bloodline has been blessed with simply being on the right side of everything. Whatever the case, you are one who rarely fails at what you do, and that can be an advantage that anyone would love to have.

LUCKY ONE QUIRKS

d6 Quirk

- 1 It sure is difficult to pass up a good wager.
- 2 What others think of as you being lucky, you think of as being nothing but pure skill.
- 3 Your hair, skin, teeth, and clothing always seems to look exactly how you want it to.
- 4 There is no order to the world; everything is determined by fate.
- 5 You always carry some small trinket that you think brings you good fortune.
- 6 Those who claim to have seen the future should be met with heavy criticism.

LUCKY ONE FEATURES

Sorcerer Level	Feature
1st	A Stroke of Luck, Fall Into Your Lap
6th	Waiting In the Wings
14th	To Push Your Luck
18th	Get A Free Ride

MAGIC OF THE LUCK

Your connection to luck and opportunity gives you the option to learn some additional spells that focus on aiding you in times of trouble and pushing your luck. When your Spellcasting feature lets you learn a sorcerer spell of 1st level or higher, you gain an additional spell from the list below. These spells do not count towards the total number of spells you know, and the spells count as a sorcerer spells for you.

Sorcerer Level	Spell
1st	<i>bless</i>
3rd	<i>enhance ability</i>
5th	<i>beacon of hope</i>
7th	<i>death ward</i>
9th	<i>skill empowerment</i>
11th	<i>contingency</i>

A STROKE OF LUCK

Starting at 1st level, you have developed a knack for having things go your way. You learn the *guidance* cantrip, and you have proficiency with all gaming sets, such as dice sets, board games, or carnival games. You also gain two skill proficiencies of your choice.

FALL INTO YOUR LAP

Beginning at 1st level, you know that no matter how you come across gold, you can get a little extra to go along with it. Whenever you find, steal, receive, or are rewarded money, you have advantage on skills checks made to acquire additional money, such as using Persuasion, Investigation, or Sleight of Hand. This additional amount cannot exceed an amount equal to your sorcerer level times your Charisma modifier, and the exact number of additional money you acquired

WAITING IN THE WINGS

By 6th level, you've grown to become even more lucky in everything that you do. You may add your Charisma modifier to any skill check that you roll. You may use this feature a number of times equal to your Charisma modifier per long rest.

TO PUSH YOUR LUCK

At 14th level, you have learned how to twist luck in your favor. Whenever a creature misses you with an attack, the creature has disadvantage on the next attack roll against you.

GET A FREE RIDE

By 18th level, you are able to tap into fate itself in to twist reality to into your favor. As an action, you can choose to send out an aura of pure luck to yourself and creatures of your choice up to your Charisma modifier. The next time you and the creatures of your choice have to roll a saving throw, attack roll, or ability check, it is an automatic success, though it is not considered as if the roll was a natural 20. Once each creature has used this feature, it cannot benefit from it again until you finish a long rest.





SORCEROUS ORIGIN: PAPER MAGIC

The ability to hold magical powers over texts, tomes, and paper is an incredibly rare yet powerful one. It could be that your family maintained a vast and legendary library for wizards of a grand university or arcane school, or that you once found a lost and forgotten book and were exposed to the unknown magics that had filled its pages. However you came into this power, you are a rare yet extraordinarily gifted sorcerer of a power very few could hold a candle to.

PAPER MAGIC QUIRKS

d6 Quirk

- 1 A good book is worth more than its weight in gold, and a library should be available to all, to provide knowledge to the world.
- 2 When you move, you may make the sound of folding or rustling paper.
- 3 Parts of your skin may appear as though they are layered and coming up, like a partially opened book, or appear as though paper is wrapped around you.
- 4 You are really light in weight, regardless of your size and shape.
- 5 There are parts of your body that appear to have text scrawled on it.
- 6 You often spend your free time practicing origami.

PAPER MAGIC FEATURES

Sorcerer Level	Feature
1st	Tome Familiarity, Paper Familiar
6th	Origami Summoning
14th	Vellum Wings
18th	Paper Mastery

MAGIC OF THE PAPER

Your connection to paper gives you the option to learn some additional spells that focus on writing, paper, and learning. When your Spellcasting feature lets you learn a sorcerer spell of 1st level or higher, you gain an additional spell from the list below. These spells do not count towards the total number of spells you know, and the spells count as a sorcerer spells for you.

Sorcerer Level	Spell
1st	<i>illusory script</i>
3rd	<i>mirror image</i>
5th	<i>glyph of warding</i>
7th	<i>fabricate</i>
9th	<i>legend lore</i>
11th	<i>investiture of wind</i> *

*When you cast this spell, sheets of paper or small, animal shaped origami pieces fly around you

TOME FAMILIARITY

Beginning at 1st level, the time you have spent amongst books or scrolls has made you become quite adept at reading and writing. You gain proficiency in the History skill, and you also gain proficiency in using calligrapher's supplies. In addition, you also learn the *mending* cantrip.

PAPER FAMILIAR

Starting at 1st level, you have created a familiar out of paper, crafted in the style of origami. You learn the spell *find familiar*, and it does not count towards the total number of spells you know. Your familiar is different in nature, however, and has the following changes:

- The origami familiar is considered a construct, instead of a celestial, fey, or fiend
- The origami familiar has vulnerability to fire damage
- The origami familiar gains additional hit points equal to your sorcerer level
- The origami familiar is immune to any spell or effect that would alter their form.
- The origami familiar can use its action to unfold itself, becoming indistinguishable from a normal sheet of paper

ORIGAMI SUMMONING

By 6th level, you have learned how to push your skills at crafting special creatures out of paper, using more of them to come to your aid. As an action, you can spend 3 sorcery points to cast the spell *conjure animals*. However, the animals you choose are all made of folded paper, and have the following changes:

- The summoned origami beasts are considered constructs instead of beasts
- The summoned origami beasts have vulnerability to fire damage
- Each summoned origami beast gains additional hit points equal to your sorcerer level
- All damage dealt by these origami beasts is either slashing or piercing damage. At 14th level, slashing and piercing damage dealt by these origami beasts is considered magical for the purposes of overcoming resistance.
- The summoned origami beasts are immune to any spell or effect that would alter their form.

VELLUM WINGS

At 14th level, you gain the ability to summon magical paper into wings that attach on 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 armor unless the armor is made to accommodate them, and clothing not made to accommodate your wings might be destroyed when you manifest them.

PAPER MASTERY

By 18th level, you have become a master of paper magic. You have become immune to any spell or effect that would alter your form.

In addition, when you use your Origami Summoning feature, your summoned origami beasts are no longer vulnerable to fire damage.

SORCEROUS ORIGIN: PLAGUEBRINGER

Sometimes the magic that empowers a sorcerer comes from a source that would normally harm both nature and civilizations, though not necessarily be evil in and of itself. Plagues are one such thing as this, and you are a sorcerer who draws their power from the diseases and illnesses that fly on the winds of plagues. Perhaps you were changed by the effects of a plague, or were one of the only survivors of a deadly disease that devastated your homeland. However you came to these powers, you are a harbinger of the plague.

PLAGUEBRINGER QUIRKS

d6 Quirk

- 1 You often cover yourself in bandages to hide scars from past diseases and afflictions.
- 2 You enjoy the company of those who are sickly or diseased.
- 3 The skin around your eyes, fingertips, lips, toes, and ears appears shriveled, blackened, and dry.
- 4 Your eyes are a sickly color of green, red, black, or yellow.
- 5 Your footprints on grass, plants, and other living natural terrain cause the plant life to wither and turn black.
- 6 You have a raspy voice, as though you are always sick.

PLAGUEBRINGER FEATURES

Sorcerer Level

Feature

1st	Knowledge of the Infected, Life of the Sickened
6th	Fear of the Contagious
14th	Aura of the Afflicted
18th	Form of the Rotten

MAGIC OF THE PLAGUE

Your connection to plagues gives you the option to learn some additional spells that focus on diseases and harm. When your Spellcasting feature lets you learn a sorcerer spell of 1st level or higher, you gain an additional spell from the list below. These spells do not count towards the total number of spells you know, and the spells count as a sorcerer spells for you.

Sorcerer Level	Spell
1st	<i>ray of sickness</i>
3rd	<i>ray of enfeeblement</i>
5th	<i>stinking cloud</i>
7th	<i>blight</i>
9th	<i>contagion</i>
11th	<i>harm</i>

KNOWLEDGE OF THE INFECTED

Starting at 1st level, your connection to plagues grants you unnatural powers. You gain immunity to disease, and you also learn the *acid splash* cantrip.

Additionally, your knowledge of diseases allows for you to more easily identify what causes sicknesses and how to diagnose them. You gain proficiency in the Medicine skill.

LIFE OF THE SICKENED

At 1st level, your body has become unaffected by rotting foods and some poisons. You are able to eat raw and rotten food without suffering ill effects from them.

In addition, you have advantage on saving throws against the poisoned condition.

FEAR OF THE CONTAGIOUS

By 6th level, your connection to the diseased and decaying has strengthened. You have resistance to necrotic damage.

In addition, you can cause those near you to become frightened of you by your appearance or illnesses. As an action, you can choose creatures up to your Charisma modifier within 20 feet of you to make a Wisdom saving throw against your spell save DC. On a fail, you cause a target to witness an illusion that makes their body appear to start decaying as if severely ill, and they become frightened of you until the end of their next turn. If the target has skin or fur, their body appears to wither as flesh and fur falls off of their limbs. If the target has a metal or material body, their body appears to rust or wilt rapidly.

Targets immune to being frightened or are undead are unaffected by this effect, and you can use this feature a number of times equal to your Charisma modifier per long rest.

AURA OF THE AFFLICTED

By 14th level, you can use a bonus action to cast *stinking cloud* without expending a spell slot or using material components. When you cast *stinking cloud* in this way, the spell instead applies to only creatures within a 5 foot radius of you. You can use this feature a number of times equal to your Charisma modifier per short or long rest.

Additionally, whenever you come across someone who carries a disease, you can attempt to remove the disease from them and bear the disease yourself. By spending 1 minute in concentration while touching the afflicted individual, you can remove one disease from them. You then take on the appearance as having this disease for 1d6 days, though you suffer no ill effects of the disease itself.

FORM OF THE ROTTEN

At 18th level, you have become a harbinger of plagues. You gain immunity to necrotic damage, and any spell that you cast that causes a disease or poison treats the diseases as magical.

In addition, you can spend 5 sorcery points to change the range of the spell *contagion* from touch to a 30 foot sphere centered on yourself. This spell moves with you and lasts up to 1 minute. Additionally, you can choose up to two diseases instead of one. When you choose two diseases, they both work at the same time, and each targeted creature must roll twice, once for each disease. You can choose a number of creatures within range of this spell up to your Charisma modifier to be immune to its effects.

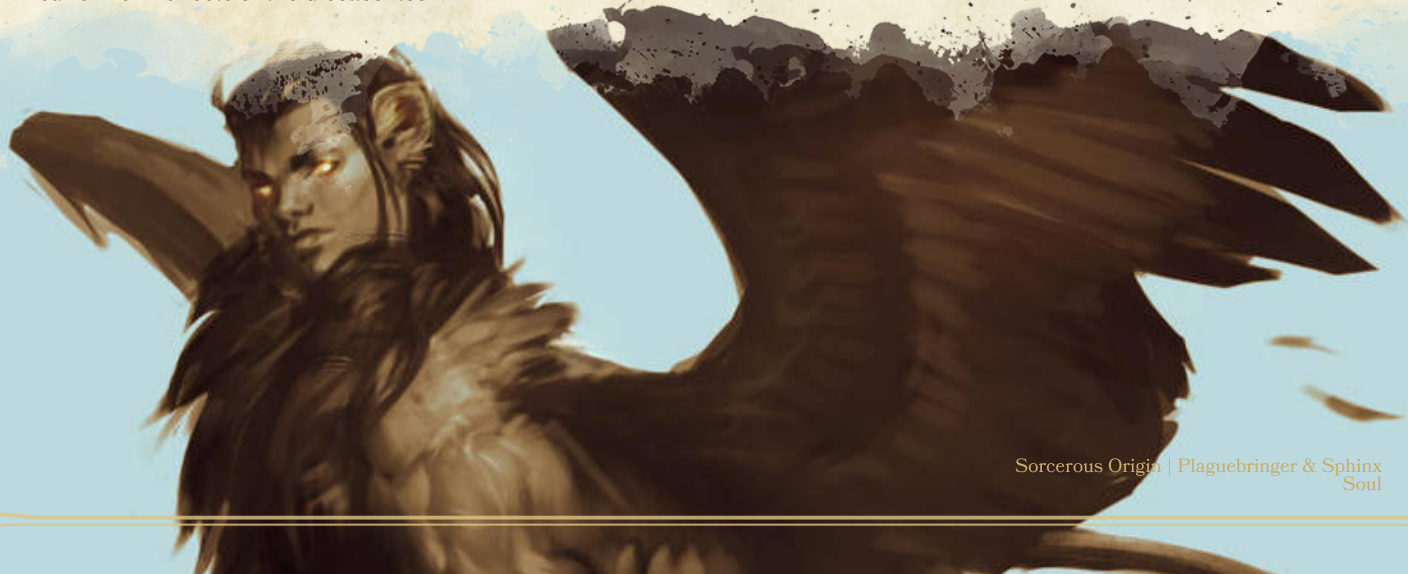
SORCEROUS ORIGIN: SPHINX SOUL

Your natural abilities of magic comes from the strength and might of the sphinxes, as they guard and defend ancient temples and sacred sites. You have control over teleportation and the raw strength of the sphinxes, and as such are a powerful site to behold. Perhaps your family's bloodline traces itself back to an ancient priest or mage with great ties to sphinxes, or maybe even sphinxes themselves. Or, it may be the case that your magical talents were born from exposure to the mystical auras of an ancient temple. Whatever the case, you are a powerful sorcerer to behold.

SPHINX SOUL QUIRKS

d6 Quirk

- 1 You are calm at all times. It can be both reassuring and frightening.
- 2 When someone tells you a secret, you take guarding it very seriously.
- 3 A deity entrusted you with secret knowledge or a sacred mission. You will uphold it till your dying breath.
- 4 You have longer claws, flowing hair like a lion's mane, or even feathers and fur where you normally would not have any.
- 5 You have a deep fascination with riddles, tests, puzzles, and lore.
- 6 You choose your words carefully, always making sure you have control over the conversation.



SPHINX SOUL FEATURES

Sorcerer Level Feature

1st	Ancient Knowledge, Ferocity of the Lion
6th	Incredible Mind
14th	Powerful Wings
18th	Lair of the Sphinx

MAGIC OF THE SPHINX

Your connection to sphinxes gives you the option to learn some additional spells that focus on teleportation and knowledge. When your Spellcasting feature lets you learn a sorcerer spell of 1st level or higher, you gain an additional spell from the list below. These spells do not count towards the total number of spells you know, and the spells count as a sorcerer spells for you.

Sorcerer Level	Spell
1st	<i>detect magic</i>
3rd	<i>zone of truth</i>
5th	<i>tongues</i>
7th	<i>banishment</i>
9th	<i>legend lore</i>
11th	<i>word of recall</i>

ANCIENT KNOWLEDGE

Beginning at 1st level, the powers of the sphinx have changed your body and mind. You no longer need to eat or sleep. When you take a long rest, you instead enter into an inactive pose. In this state, you appear inert, but it doesn't render you unconscious, and you can see and hear as normal.

You also learn the Sphinx language and one exotic language of your choice, and gain proficiency in either the Arcana or History skill.

FEROCITY OF THE LION

At 1st level, the strength of the sphinx has manifested itself in you. You learn the *thaumaturgy* cantrip, and it does not count towards the total number of cantrips that you know.

You also gain sharpened claws on your hands, allowing your unarmed strikes to deal 1d4 plus your Charisma modifier in slashing damage. By 6th level, these claw attacks are considered magical for the purposes of overcoming resistance.

INCREDIBLE MIND

By 6th level, you have a knack for rooting out the solution to difficult conundrums. You have advantage on Intelligence checks related to solving puzzles, riddles, and strategies for winning games that require logic, such as chess.

Additionally, you are immune to any effect that would sense your emotions or read your thoughts. Wisdom (Insight) checks made to ascertain your intentions or sincerity have disadvantage.

POWERFUL WINGS

At 14th level, the wings of the sphinx have become yours to command. You gain the ability to sprout a pair of eagle 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 armor unless the armor is made to accommodate them, and clothing not made to accommodate your wings might be destroyed when you manifest them.

LAIR OF THE SPHINX

By 18th level, the resound mind of the sphinx has made you immune to the frightened and charmed conditions.

Additionally, you can summon forth a roar so powerful that you can briefly alter time. By spending 5 sorcery points, you can roar into the air so that the flow of time is altered such that every creature in a 25 foot radius area centered on you must reroll initiative. You can choose not to reroll. Additionally, creatures within 10 feet of you must make a Charisma saving throw against your spell save DC or become frightened until the beginning of their next turn.



SORCEROUS ORIGIN: TEMPORAL BEING

Your magical powers come from the very fabric of time, with aspects of different ages and realms changing you. You are a sorcerer who has learned how to manipulate time itself. Perhaps you studied the arcane in an attempt to try to go back or forward in time, or you were forced through time due to some fluctuation of magic, altered in such a manner that you to become adrift through space and history. However you came in possession of your magical control over time.

TEMPORAL BEING QUIRKS

d6 Quirk

- 1 Your speech, mannerisms, beliefs, or clothing style are anachronistic, marking you as distinct and different than from many periods of time.
- 2 You perceive time much differently than other people; its ebbs and flows make more sense to you.
- 3 When you move, your movements appear either as out of chronological order, slowed, or quickened to others.
- 4 You will get back to the time period you were born in, no matter the cost.
- 5 Clocks and sundials are nothing more than cute attempts to measure the unmeasurable.
- 6 You have witnessed the beginnings or end of a people, place, or culture. While others have studied history or attempt to predict the future, you have actually lived through parts of it.

TEMPORAL BEING FEATURES

Sorcerer Level Feature

1st	Anachronistic Soul, Timestream Movement
6th	Time Warp
14th	Spatial Awareness
18th	Lord of Time

MAGIC OF THE TIMES

Your connection to time gives you the option to learn some additional spells that focus on time and space manipulation. When your Spellcasting feature lets you learn a sorcerer spell of 1st level or higher, you gain an additional spell from the list below. These spells do not count towards the total number of spells you know, and the spells count as a sorcerer spells for you.

Sorcerer Level	Spell
1st	<i>longstrider</i>
3rd	<i>misty step</i>
5th	<i>haste</i>
7th	<i>private sanctum</i>
9th	<i>far step</i>
11th	<i>contingency</i>

ANACHRONISTIC SOUL

Starting at 1st level, your experiences of time have granted you insight into the past and future. You gain proficiency in the History skill, and you learn the *true strike* cantrip. You also learn how to speak, read, and write two languages of your choice.

Additionally, time has altered your very being. You do not appear to age, you suffer none of the frailty of old age, and you can't be aged magically. However, while you still can die from old age, your longevity has increased dramatically, so that can live upwards to three times longer than members of your race normally do.

TIMESTREAM MOVEMENT

Starting at 1st level, your knowledge of time allows you to quicker than normal. You may add your Charisma modifier to your Initiative rolls.

In addition, when you cast a spell with a duration of 1 minute or longer, you can double that spell's duration.

Once you have used this feature, you cannot do so again until you finish a short or long rest.

TIME WARP

By 6th level, your connections to the fabrics of time have heightened. You are immune to the effects of the *slow* spell. You also learn the *slow* spell, and it does not count towards the total number of sorcerer spells you know.

In addition, you are able to warp time around you. Whenever you are subject to a saving throw, you can use your reaction to gain advantage on the saving throw.

Once you have used this feature, you cannot do so again until you finish a short or long rest.

SPATIAL AWARENESS

By 14th level, you have become adept at using time to influence how you cast spells. When you use the Quickened Spell metamagic option, it now only costs 1 sorcery point.

Additionally, you have attuned your mind to the flowing of the past, present, and the future, granting you a heightened sense of immediate danger. You can no longer be surprised while conscious, and you have advantage on Wisdom (Perception) checks.

LORD OF TIME

By 18th level, you have become a master at traversing through space and time. You had advantage on initiative rolls, and you may cast the spell *haste* on yourself once per long rest without expending a spell slot.

Additionally, you learn the spell *time stop* if you did not already know it, and whenever it is cast, either by you or someone else, you are able to reroll for initiative as you hasten through time. You can also spend 4 sorcery points as a reaction to it being cast against you to become immune to its effects.

SORCEROUS ORIGIN: WINE SORCERY

To many, drinking alcohol is a past time, something that one does when they are sad, angry, or wanting to find some way to escape from reality, or even have a good time. However, to you, drinking is a lifestyle. Making, drinking, and selling alcohol is like second nature to you, and this is due your magical influence over wines and meads. Perhaps you were blessed by a god of harvests or wine, such as Bacchus or Dionysus. Or, perhaps your family's bloodline is tied to a magical connection to wineries, meaderies, or vineyards, or you may have even once drank from a very special, magical alcohol, changing your life forever. However you came into these powers, you are one with direct and magical ties to alcoholic drinks.

WINE SORCERY QUIRKS

d6 Quirk

- 1 To you, consuming alcohol is as much of a spiritual endeavor as it is a joyous one.
- 2 Those wine 'experts' are more often than not amateurs in your eyes.
- 3 You can tell a lot about a person by their choice of alcohol.
- 4 You are the life of the party. Always.
- 5 Your breath constantly smells of sweet, sweet alcohol.
- 6 A vineyard provides for you a legitimate place of meditation and thought.

WINE SORCERY FEATURES

Sorcerer Level	Feature
1st	Knowledge of the Vintage, Quite the Drinker
6th	Signature Brews
14th	Drunkard's Magic
18th	State of Inebriation

MAGIC OF THE VINEYARD

Your connection to alcoholic beverages gives you the option to learn some additional spells that focus on muddling perception and memory, or influencing others. When your Spellcasting feature lets you learn a sorcerer spell of 1st level or higher, you gain an additional spell from the list below. These spells do not count towards the total number of spells you know, and the spells count as a sorcerer spells for you.

Sorcerer Level	Spell
1st	<i>hideous laughter</i>
3rd	<i>zone of truth</i>
5th	<i>catnap</i>
7th	<i>confusion</i>
9th	<i>modify memory</i>
11th	<i>otto's irresistible dance</i>

KNOWLEDGE OF VINTAGE

Beginning at 1st level, your knowledge of alcohol, especially wine, has granted you insight into how alcohol and wine are made, and how best to dish out the fun. You gain proficiency in Brewer's Supplies, proficiency in the Performance skill, and you learn the *friends* cantrip.

Additionally, whenever you take a drink or sniff of an alcoholic beverage, you can spend 1 minute concentrating on the taste, aroma, and appearance of the drink to learn all of the ingredients and methods that were used to create it, as well as which food and dessert pairings fit best with each alcoholic drink.

QUITE THE DRINKER

You drink often, and thus have become accustomed to the effects that can linger within alcohol. You are able to consume drinks and potions as a bonus action, and you have advantage on Constitution saving throws against poisons and toxins that are in beverages, and the effects of being drunk.

SIGNATURE BREWS

By 6th level, you have learned how to incorporate magic into alcoholic beverages and drinks. Over the course of a long rest, you create a number of drinks equal to your Charisma modifier, such as wine, mead, or another alcoholic beverage, either by having material components available to make them, or magically transforming non alcoholic liquids, such as water, into alcoholic beverages, such as wine. You give each drink a name, and it becomes one of your 'Signature Brews', and each drink is then imbued with one of the following magical effects:

- A creature who consumes this drink can end one condition that is currently affecting them, such as being poisoned, frightened, charmed, etc.
- A creature who consumes this drink can, for 1 minute, breathe both air and water, and have advantage against the poisoned condition.
- A creature who consumes this drink feels as though nothing hurts them as much as it actually does. For 1 minute, you can reduce damage you receive by 1d6, increasing to 1d8 by 14th level.
- A creature who consumes this drink can increase their movement speed by 10 feet for 1 minute, and when knocked prone, only has to spend 5 feet of movement.
- A creature who consumes this drink feels invigorated and refreshed, and for 1 minute gains temporary hit points equal to half your sorcerer level at the beginning of each of its turns. These temporary hit points do not stack over time.
- A creature who consumes this drink feels as though nothing can change their mind, and is immune to the frightened and charmed conditions for 1 minute.

You regain expended drinks at the end of a long rest.

DRUNKARD'S MAGIC

At 14th level, you know how to keep precious alcohol and other beverages free of anything nefarious. You learn the *purify food and drink* spell, and can cast it at will, though it only affects drinks and liquids.

Additionally, whenever you drink any alcoholic beverage, you may spend 1 sorcery point to gain one d4 die that you may spend on any attack, damage, ability check, or saving throw.

STATE OF INEBRIATION

By 18th level, you've learned that there is no such thing as a wrong time to drink. As a bonus action on your turn, you may consume an alcoholic beverage to magically intoxicate yourself, crafted from magic through your own secret recipe. By spending 5 sorcery points, for 1 minute, or until you are reduced to 0 hit points or become incapacitated, while in this state of inebriation you gain the following effects:

- Your blurry vision gives you disadvantage on attack rolls, but your inebriated strength allows you to deal additional damage equal to half your sorcerer level plus your Charisma modifier, rounded down, should you land a hit.
- You are confident in what you see, say, and think. You have advantage on Intelligence, Wisdom, and Charisma saving throws.
- Nothing is going to harm you. You're sure of it. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Once you use this feature, you cannot do so again until you finish a long rest.

ADDITIONAL PLAYER OPTIONS: ROLL TABLES

What are sorcerers without their unique qualities? From how the world reacts to them to how they wield their magic, sorcerers have rare and incredible features that make them who they are. Below are four d6 roll tables that are geared more towards the origins presented in this compendium, and as such will focus more on aspects related to the bizarre.

However they can be used for anyone building a sorcerer, particularly if someone has a specific character or backstory in mind. Feel free to use any of these roll tables for your sorcerer! And DM's, perhaps these tables can help you in creating unique NPC's!

ADDITIONAL ARCANES ORIGINS

Use this roll table for additional options for how your sorcerer discovered or gained their powers. What was the source? What does it tie to in the world?

d6 Sign of Sorcery

- 1 You were exposed to something related to your powers, and as such are now stronger.
- 2 You were taken or abducted, and experimented on by a mad wizard.
- 3 You were sealed inside of something, and awoke having new powers.
- 4 Your family's bloodline is tied deeply to a special place, such as a tomb, temple, or natural landmark.
- 5 Your journeys set you on a course throughout both place and time, affecting your abilities.
- 6 You discovered some long forgotten item and activated it, whether it was your intention to or not.

ADDITIONAL REACTIONS

Use this roll table for additional options on how the world and the people in it react to your sorcerer. Are they appalled and fearful, or are they in awe and full of praise for you and your abilities?

d6 Sign of Sorcery

- 1 Your powers are seen as the most important thing to have happened to your homeland in the last 100 years.
- 2 Your community knows your abilities are incredible, but keep you alive only to be used.
- 3 While many fear you, a handful of people have begun following, even obsessing, over your abilities.
- 4 While your homeland shunned you, you found comfort and embrace in another land.
- 5 Your magical powers are acknowledged, but not seen as that impressive.
- 6 You were deemed too dangerous or disruptive for your home, and thus were constantly watched at all times.

ADDITIONAL SUPERNATURAL MARKS

Use this roll table for additional options for the unique qualities that your sorcerer has that sets them apart from other wielders of magic. Is it source of pride and power, or a mark of shame that should remain hidden?

d6 Sign of Sorcery

- 1 You have symbols from the past or future that appear on your skin when you use your abilities.
- 2 You have an extra finger on each hand.
- 3 Part of your body looks incredibly foreign and bizarre, and may not even be originally yours.
- 4 You have two irises in your eyes.
- 5 A section of your hair changes color every hour, regardless of how you feel about it.
- 6 Your limbs are thin and slightly elongated.

ADDITIONAL SIGNS OF SORCERY

Use this roll table for additional options for the effects that wielding your magic has on either you or the surrounding environment. Is your magic a telltale signal of who you are, like a trademark? Or is it something that reveals more about who you are and where your magic originates?

d6 Sign of Sorcery

- 1 You deliver the verbal components of your spells in either a dead language or in unintelligible babble.
- 2 The air around you when you cast your spells almost seems to vibrate.
- 3 Your eyes revert towards the back of your head when you cast a spell, and then they return to normal.
- 4 You execute the somatic components of spells with effortless grace.
- 5 You are pushed back a few inches whenever you cast a spell.
- 6 The smell of singed hair or other objects wafts from you after you cast a spell.

ADDITIONAL SPELLS

Below are a handful of spells that can add some extra flavor and power to your sorcerer, or even another class that the spell is available to. These spells are presented in alphabetical order by name, and will list the class availability of the spell underneath the name of the spell itself.

Feel free to have fun in building your character with these new spells!

SPELL LIST

1. Cloud of Paper
2. Explosive Tag
3. Force Blast
4. Lesser Time Stop
5. Minor Illness
6. Wine Bomb
7. Withering Time

CLOUD OF PAPER

(Available for artificer, sorcerer, wizard)

1st-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (one piece of paper)

Duration: Concentration, up to 1 minute

You summon forth a swarm of origami shapes in a cube 10 feet on each side, centered on a point you choose within range. A creature takes 2d4 slashing damage when it enters the spell's area for the first time on a turn or starts its turn there. If a spell that deals fire damage is cast within the cube, the origami shapes ignite, and any creature within the cube takes 2d4 fire damage.

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

EXPLOSIVE TAG

(Available for artificer, sorcerer, wizard)

1st-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (one piece of paper, a blank scroll, or a sheet of parchment, and a thrown non-magical weapon)

Duration: Instantaneous

You transform a single piece of paper, scroll, or parchment into a tag that explodes. The tag is attached to a single thrown nonmagical weapon, and then thrown in the direction of the target. The weapon lands underneath the target then explodes. All creatures (including the target) within 5ft of the square, must succeed a Dexterity saving throw, or take 1d6 fire damage.

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

FORCE BLAST

(Available for sorcerer, wizard)

3rd-level conjuration

Casting Time: 1 action

Range: Self (15-foot cone)

Components: V, S, M (one piece of ammunition or one thrown weapon)

Duration: Instantaneous

You channel force energy into your hands. As an action, you unleash force energy in a 15-foot cone from your hands as you clasp them together. Each creature in that area must make a Strength saving throw. On a failed saving throw, a target takes 3d6 force damage and is pushed 10 feet away from you.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for every spell slot above 3rd.

LESSER TIME STOP

(Available for sorcerer, wizard)

5th-level transmutation

Casting Time: 1 action

Range: Self

Components: V

Duration: Instantaneous

You briefly stop the flow of time for everyone but yourself. No time passes for other creatures, while you take 2 turns in a row, during which you can use actions and move as normal.

This spell ends if one of the actions you use during this period, or any effects that you create during this period, affects a creature other than you or an object being worn or carried by someone other than you. In addition, the spell ends if you move to a place more than 300 feet from the location where you cast it.

MINOR ILLNESS

(Available for cleric, sorcerer, warlock)

2nd-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 minute

-

You cause a creature to suffer from a minor, harmful illness or medical condition. Choose a creature within range. The creature must make a Constitution saving throw against your spell save DC, and creatures who cannot become ill or sick are immune to this spell, as are constructs and undead. On a failed save, roll 1d6. The creature suffers from the result of the roll for 1 minute:

d6	Result
1 - Achoo!	The creature suffers from a powerful sneezing fit. While under this illness, the affected creature must spend its bonus action to sneeze loudly and powerfully.
2 - S'not My Problem!	The creature begins to have an incredibly runny nose. While under this illness, the affected creature has disadvantage on Charisma checks.
3 - Oh No, a Tummyache?	The creature's stomach begins rumbling and appears bloated. While under this illness, the affected creature views all edible food that it can see as repulsive, and must spend its action retching and vomiting, spewing forth any objects that were swallowed whole or kept in its mouth.
4 - My Foot's Asleep!	The creature believes and feels as though one of their legs or feet is asleep. While under this illness, the affected creature must spend all of its available movement speed on each of its turns, insisting that they can just walk it off.
5 - Cover Your Mouth!	The creature becomes compelled into a heaving, strong coughing fit. While under this illness, the affected creature has disadvantage on saving throws and checks made to hold their breath, and has disadvantage on Dexterity (Stealth) checks.
6 - I Gotta Fever, Man!	The creature becomes affected with an irritating fever and consciously feels cold despite their body temperature warming. While under this illness, the affected creature gains resistance to fire damage and is vulnerable to cold damage.

A creature under one of these illnesses can attempt to break free from it by repeating the Wisdom saving throw against your spell save DC at the end of each of its turns.

WINE BOMB

(Available for bard, sorcerer, warlock)

2nd-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (one bottle of alcohol)

Duration: 1 minute

-

As an action, you pull out a bottle of alcohol, such as wine or beer, and hurl it at a point on the ground within 30 feet. On impact the bottle explodes and the area in a 10-foot radius around the point is filled with alcoholic fog. When a creature enters this area for the first time on a turn or starts its turn there, that creature must make a Constitution saving throw. On a failed save the creature becomes incapacitated as the fumes make the target drunk. On subsequent turns the creature can repeat the save at the beginning of each of its turns so, ending the effect on a success. Creatures are affected even if they hold their breath. The fog spreads around corners. It persists for 1 minute and then disappears or until a strong wind disperses the fog, ending the effect.

WITHERING TIME

(Available for sorcerer, warlock)

8th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 hour

-

By muttering arcane incantations backwards, you motion towards a target within range that is not an undead. The creature then begins to age forwards (rust if it is a construct) or backwards (deconstructs if it is a construct) in time for the duration and suffers from one of the following effects of your choice while moving through its own time:

Physical Aging: The target suffers the effects of age and the progress of time on the body. The target has disadvantage on both Strength and Dexterity checks and saving throws due to an old body.

Mental Aging: The target suffers the effects of age and the progress of time on the mind. The target has disadvantage on Intelligence checks and saving throws and has disadvantage on concentration checks to maintain spells.

Physical Youth: The target suffers the effects of youth and the recession of time on the body. The target's size counts as one size smaller, and damage caused by melee and ranged weapon attacks are reduced by half.

Mental Youth: The target suffers the effects of youth and the recession of time on the mind. The target has disadvantage on Wisdom checks and saving throws and disadvantage on Charisma (Intimidation) checks.

CONCLUSION

ART CREDITS

- Wild magic by danyart:
<https://www.deviantart.com/danyart/art/Wild-magic-298534435>
- Brahmastra by Andrew Sonea:
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- Wine by 2createmedi:
<https://www.deviantart.com/2createmedi/art/Wine-110849839>

LEGAL INFORMATION

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SPECIAL THANKS

Special thanks to Homebrewery for this wonderful program to create quality homebrew content!

Another special thanks to *u/Chris_Chroma* for grammatical and formatting assistance and *u/DrGoo282* for specific feedback.

A final special shoutout to Chris, Dan, Korrigan, Tate, Kevin, and Brandy, for playtesting this material and for being an awesome party for D&D!

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