



SORCEROUS ORIGINS

HOMEBREW

New Sorcerous Origins, Metamagics, and Origin Spell Lists
for the Sorcerer Class in the World's Greatest Roleplaying Game



SORCEROUS ORIGINS

At 1st level, a sorcerer chooses their Sorcerous Origin. The following options are available in addition to those in the *Player's Handbook*: The Chained, Divine Right, Emberheart, Feyblood, Greensinger, Hellspawn, Ironmonger, Stoneblood, Stormsoul, Vampiric Soul, Voidwielder, and Waveborn.

THE CHAINED

Once you were an unknowable, all powerful, and far reaching otherworldly entity, but now... now you are but shade of your former self, bound in mortal flesh. The eldritch essence from which you draw your magic is all that remains of your former terrible power. Maybe one day you will be able to regain your true power and punish those who did this to you...

THE CHAINED FEATURES

Sorcerer Level	Feature
1st	Eldritch Spells, Knowledge of Ancient Days
6th	Unknowable Mind
14th	Otherworldly Step
18th	Eldritch Revelation

ELDRITCH SPELLS

The fragment of your former power grants you dark magic. When you learn a sorcerer spell, you can choose from the warlock spell list, and it becomes a sorcerer spell for you.

You learn certain spells at the sorcerer levels noted in the table below. They count as sorcerer spells for you, but they don't count against your number of Spells Known.

When you gain a sorcerer level, you can replace one spell from this feature with another warlock spell of your choice.

Sorcerer Level	Spell
1st	<i>arms of hadar, hideous laughter</i>
3rd	<i>augury, crown of madness</i>
5th	<i>clairvoyance, hunger of hadar</i>
7th	<i>arcane eye, evard's black tentacles</i>
9th	<i>contact other plane, dream</i>

KNOWLEDGE OF ANCIENT DAYS

You are able to tap into lost knowledge from eons long dead. At 1st level, you gain proficiency in History and you learn to speak, read, and write, two exotic languages of your choice.

Also, while you sleep during a long rest, your inner self can commune with the ancient knowledge you once had, focusing on a person, place, or object you interacted with in the past day and making a Charisma (History) check. You learn a fact about the subject, often one forgotten to modern scholars.

UNKNOWABLE MIND

Starting at 6th level, you have advantage on saving throws to resist being charmed, frightened, or have your thoughts read.

Additionally, when you are forced to make an Intelligence, Wisdom, or Charisma saving throw to resist the effects of a spell, you can use your reaction to force a creature within 30 feet to become the target of the spell instead of you.

Once you use this reaction you must complete a long rest before you can use it again. If you have no uses left, you can spend a spell slot of 3rd-level or higher to use it again.

OTHERWORLDLY STEP

Beginning at 14th level, using your eldritch power allows you to move through cracks in reality itself. Whenever you expend a spell slot, you can instantly teleport a number of feet equal to 5 times the level of the spell slot you spent, appearing in an unoccupied space of your choice within range.

ELDRITCH REVELATION

Upon reaching 18th level, you can use your action to briefly assume a form that resembles your terrible former power. For the next minute, you gain the following benefits:

- You can cast *hideous laughter* at 1st-level spell as a bonus action on each turn, without expending Sorcery Points.
- You gain a flying speed equal to your movement speed.
- You can move through other creatures and objects. If you end your movement inside an object or creature, you are shunted to the nearest unoccupied space, and take 1d10 force damage for every 5 feet you were forced to travel.

Once you use this feature to transform, you can't use it again until you finish a long rest, unless you spend 7 Sorcery Points to use it again.



DIVINE RIGHT

Once in a generation, a divinely chosen ruler is born amongst the people. Some cults and countries seek out these blessed rulers, trusting the gods to select their leader. However, the existence of these chosen sorcerers poses a significant threat to those who currently hold power. While some will willingly step aside to let the will of the gods rule, other less honorable leaders will hunt down these challengers to their power.

DIVINE RIGHT FEATURES

Sorcerer Level	Feature
1st	Royal Spells, Divine Mark, Words of Authority
6th	Words of Vigor
14th	Regal Presence
18th	Divine Command

ROYAL SPELLS

You learn certain spells at the sorcerer levels noted in the table below. They count as sorcerer spells for you, but they don't count against your number of Spells Known.

When you gain a sorcerer level, you can replace one spell from this feature with a conjuration or enchantment spell of the same level from the cleric, sorcerer, or wizard spell list.

Sorcerer Level	Spell
1st	<i>command, heroism</i>
3rd	<i>find steed, zone of truth</i>
5th	<i>conjure barrage, tiny servant</i> ^{XGE}
7th	<i>compulsion, find greater steed</i> ^{XGE}
9th	<i>dominate person, geas</i>

DIVINE MARK

At 1st level, a Divine Mark appears somewhere on your body signifying the type of ruler you are to become. Select one of the Divine Marks below. Once chosen, your Mark cannot be changed short of the *wish* spell or direct divine intervention.

Mark of Elegance. Your rule will be marked by diplomacy. You gain proficiency in Persuasion, and you can add double your proficiency bonus to all Charisma (Persuasion) checks.

Mark of Guile. Your rule will be marked by cunning. You gain proficiency in Deception, and you add double your proficiency bonus to all Charisma (Deception) checks.

Mark of Might. Your rule will be marked by strength. You gain proficiency in Intimidation, and you add double your proficiency bonus to all Charisma (Intimidation) checks.

WORDS OF AUTHORITY

Your voice has been imbued with divine authority, and it is difficult for the weak willed to resist your commands. Also beginning at 1st level, when you target a creature within 5 feet that can hear you with an enchantment spell, you can impose disadvantage on the creature's saving throw.

Once you use this feature to impose disadvantage, you must finish a short or long rest before you can use it again. Upon reaching 2nd level, if you have no uses of this feature remaining, you can expend 2 Sorcery Points to use it again.



WORDS OF VIGOR

The power of your voice uplifts those who choose to follow you. Starting at 6th level, you can use a bonus action to spend a number of Sorcery Points, up to your Charisma modifier (minimum of 1) and grant a friendly creature within 30 feet that can hear you temporary hit points. The creature gains 1d8 temporary hit points for each Sorcery Point you spend.

The temporary hit points from this ability only last until the end of the creature's next short or long rest.

REGAL PRESENCE

Upon reaching 14th level, your presence inspires confidence in all who follow you. When a friendly creature within 60 feet that can see or hear you, is forced to make a saving throw, you can grant them advantage on their roll as a reaction.

Additionally, your presence cowers those who stand before you. The range of your Words of Authority becomes 15 feet.

DIVINE COMMAND

Upon reaching 18th level, you become a legendary figure of authority for your people, and your voice is blessed with increased divine power. You learn the *divine word* spell. It becomes a sorcerer spell for you, but it doesn't count against your total number of Spells Known. As an action, you can cast *divine word* without expending a spell slot. Once you do so, you must finish a long rest before you can cast *divine word* at no cost again.





EMBERHEART

Whether you stole your power from a noble Efreeti lord, were gifted it by an ancient fire drake, or you were born near a gate to the elemental Plane of Fire, you now carry within you an ember of pure elemental flame. This ember of arcane fire fuels your burning soul, inflames your passions, and allows you to perform wondrous and terrible feats of fire magic.

EMBERHEART FEATURES

Sorcerer Level Feature

1st	Emberheart Spells, Heart of Flame
6th	Wild Fire
14th	Kindle the Flame
18th	Primordial Inferno

EMBERHEART SPELLS

You learn certain spells at the sorcerer levels noted in the table below. They count as sorcerer spells for you, but they don't count against your number of Spells Known.

Whenever you gain a sorcerer level, you can replace one spell from this feature with another spell of your choice of the same level, that deals only fire damage, from any spell list.

Sorcerer Level Spell

1st	<i>burning hands, hellish rebuke</i>
3rd	<i>flaming sphere, scorching ray</i>
5th	<i>fireball, minute meteors</i> ^{XGE}
7th	<i>summon elemental (fire)</i> ^{TCOE} , <i>wall of fire</i>
9th	<i>flame strike, immolation</i> ^{XGE}

ELEMENTAL SORCERERS

Switch the damage type of the Emberheart Spells and subclass features her from Fire to Acid, Cold, Lighting, or Poison to make any Elemental Origin!

HEART OF FLAME

The primordial flame empowers your spirit. Beginning at 1st level, you are resistant to fire damage and you have advantage on saving throws to resist being charmed or frightened.

You can also speak, read, and write Ignan, the language of the Elemental Plane of Fire. By understanding Ignan you can communicate with any creature that speaks Primordial, or one of its four dialects; Aquan, Auran, Ignan, and Terran.

WILD FIRE

Starting at 6th level, you can cause fire to erupt from the ruin of your foes. When you reduce a Small or larger creature to 0 hit points with a spell that deals fire damage, you can use your reaction to force creatures of your choice within 10 feet of that creature to make Dexterity saving throw. They take fire damage based on the size of the creature, as indicated in the table below, on a failure, and half as much on a success.

Tiny	0	Large	3d6
Small	1d6	Huge	4d6
Medium	2d6	Gargantuan	5d6

You can use this reaction a number of times equal to your Charisma modifier (minimum of once), and you regain all of your expended uses when you finish a long rest.

KINDLE THE FLAME

Your body is restored when you draw on the elemental flame. Beginning at 14th level, when you cast a fire spell of 1st-level or higher, you can choose to gain temporary hit points equal to the level of the fire spell + your Charisma modifier.

PRIMORDIAL INFERNO

Your flaming soul has become an inferno, making you more elemental than mortal. Starting at 18th level, you don't need to eat, drink, or sleep, and you are immune to fire damage.

When you take damage from a creature within 60 feet, you can use your reaction to force it to make Dexterity saving throw. On a failure, they take fire damage equal to your level.



FAEBLOOD

Every so often, a mortal catches the attention of a lord or lady of the Fey. Often, the object of affection or offspring of this relationship is gifted wondrous arcane ability beyond that of other mortals. However, these mortal infatuations are usually brief, and the mortals are left to learn to use their power with little supervision or instruction. Whether you were chosen by a powerful Fey, or were the child of such a relationship or you have been blessed with the whimsical power of the Feywild.

FAEBLOOD FEATURES

Sorcerer Level	Feature
1st	Fey Spells, Heartsight
6th	Seasonal Attunement
14th	Gateway Magic
18th	Intoxicating Presence

FEY SPELLS

Your link to the Feywild grants you an affinity with charms. When you learn a sorcerer spell, you can also choose from the bard spell list, and it becomes a sorcerer spell for you.

You learn certain spells at the sorcerer levels noted in the table below. They count as sorcerer spells for you, but they don't count against your number of Spells Known.

When you gain a sorcerer level, you can replace one spell from this feature with another bard spell of your choice.

Sorcerer Level	Spell
1st	<i>charm person, faerie fire</i>
3rd	<i>enthrall, misty step</i>
5th	<i>blink, hypnotic pattern</i>
7th	<i>compulsion, dominate beast</i>
9th	<i>dominate person, seeming</i>

HEARTSIGHT

At 1st level, your Fey magic grants you heightened empathic abilities. You gain proficiency in Insight, and you add double your proficiency bonus to any Insight checks you make.

As an action, you can touch a creature to read their heart. Make a Charisma (Insight) check, contested by the creature's Charisma (Deception) check. If you succeed, you learn its alignment. Celestials, fiends, and undead automatically fail. Creatures are unaware you attempted to read their heart.

SEASONAL ATTUNEMENT

Beginning at 6th level, you can align yourself with one of the seasons like a true Fey. At the end of each long rest, choose a season and gain the benefits listed below. Each season grants you a resistance and advantage on certain rolls.

Season	Damage Type	Roll With Advantage
Spring	Lightning	Hit Die Rolls
Summer	Fire	Initiative Rolls
Autumn	Poison	Concentration Checks
Winter	Cold	Death Saving Throws

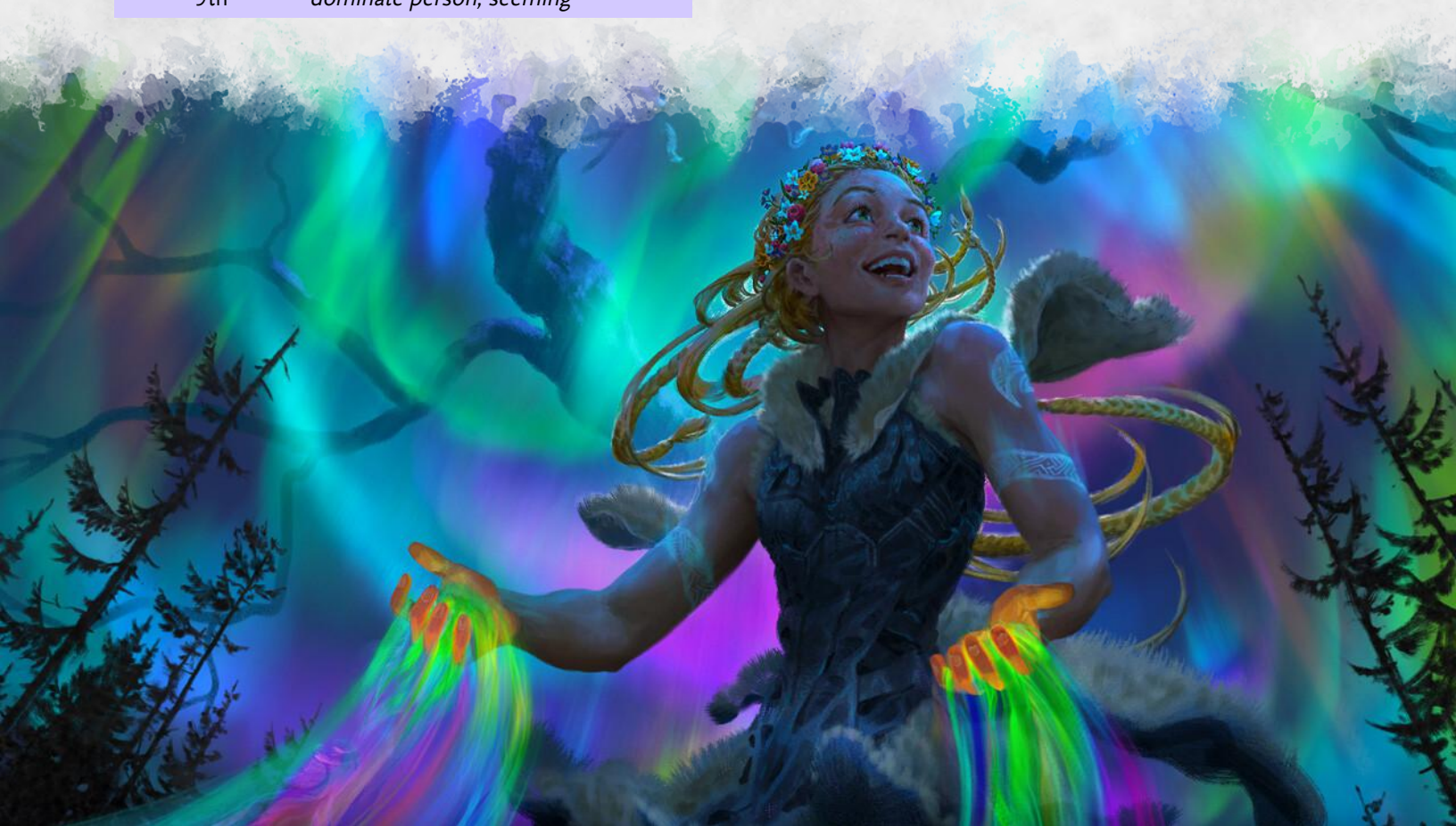
GATEWAY MAGIC

Your magic allows you to slip between the Feywild and the material plane. Starting at 14th level, after you cast a spell of 1st-level or higher, can choose to teleport to an unoccupied space of your choice within 30 feet that you can see.

When you use this feature, you can spend Sorcery Points to increase its range by 10 feet for each Sorcery Point.

INTOXICATING PRESENCE

You exude the intoxicating presence of an Archfey. Starting at 18th level, creatures of your choice within 15 feet of you have disadvantage on saving throws to resist enchantment spells.



GREENSINGER

There are many reclusive sages who learn to wield the magic of nature, but a rare few are born with an innate connection to that magic. Known as Greensingers, these wild sorcerers are able to magically manipulate plants, and can even sprout vines from their flesh in order to move about the world.

GREENSINGER FEATURES

Sorcerer Level	Feature
1st	Verdant Spells, Vigorous Vines
6th	Grasping Growth
14th	Creeping Defense, Crushing Grip
18th	Greensong

VERDANT SPELLS

Your link with nature allows you to wield primal magic. When you learn a sorcerer spell, you can also choose to learn from the druid spell list, and it becomes a sorcerer spell for you.

You learn certain spells at the sorcerer levels noted in the table below. They count as sorcerer spells for you, but they don't count against your number of Spells Known.

When you gain a sorcerer level, you can replace one spell from this feature with another druid spell of your choice.

Sorcerer Level	Spell
1st	<i>earth tremor</i> ^{XGtE} , <i>entangle</i>
3rd	<i>earthbind</i> ^{XGtE} , <i>spike growth</i>
5th	<i>plant growth</i> , <i>speak with plants</i>
7th	<i>grasping vine</i> , <i>guardian of nature</i> ^{XGtE}
9th	<i>tree stride</i> , <i>wrath of nature</i> ^{XGtE}

VIGOROUS VINES

Beginning at 1st level, you can use a bonus action to extrude (or retract) a thin, yet vigorous, vine from your body up to 10 feet in length. You can use this vine to perform simple tasks, but it can't be used to attack, manipulate tools, or activate items, and it cannot carry more than 10 pounds.

You can extrude a total number of vines at one time equal to your proficiency bonus. The vines share your Armor Class and they each have hit points equal to your sorcerer level.

GRASPING GROWTH

Starting at 6th level, your vines can grow up to 15 feet in length. While your vines are extruded, you can use a bonus action to attempt to grapple a creature within reach of one of your vines by making a Charisma (Athletics) check.

Also, while you have at least two vines extruded, you gain a climbing speed equal to your movement speed, and you can climb on difficult surfaces including upside down on ceilings, without needing to make an ability check. Your vines must be able to reach the surface you wish to climb.

CREEPING DEFENSE

Upon reaching 14th level, your vines can grow up to 20 feet in length. Also, when you are hit by an attack, you can use your reaction to block the incoming blow with one of your vines. If the incoming damage destroys your vine, you take any additional damage that exceeds your vine's hit points.

CRUSHING GRIP

At 14th level, your vines are able to drain the vitality of your foes. At the start of your turn, each creature grappled by your vines takes necrotic damage equal to your Charisma modifier (minimum of 1), and you gain temporary hit points equal to the total necrotic damage dealt to all grappled creatures.

GREENSONG

You and the natural world have become one. Starting at 18th level, you can use an action to enter the Greensong, a state of pure harmony with nature. For the next minute, or until you are incapacitated, you gain the benefits listed below:

- You immediately extrude the maximum number of vines.
- The reach of your vines temporarily becomes 30 feet.
- When you take the Attack action, you can make an attack, or grapple, with each vine. You use your Charisma for the attack rolls, and your vines deal magical bludgeoning damage equal to 1d8 + your Charisma modifier on hit.

GRAPPLING FROM A DISTANCE

Remember, a creature grappled by you, no matter how far from your body, is able to attack whatever limb, or vine, you are using to grapple them.



HELLSPAWN

Most mortals who wield the fiendish power of the hells do so through strict contracts with devils and Archdevils. However, some cultists and other mortals connect with more chaotic demonic powers and become Hellspawn. Though not always evil, Hellspawn are fueled by the chaotic magic of the Abyss.

HELLSPAWN FEATURES

Sorcerer Level Feature

1st	Abyssal Spells, Demonic Form
6th	Infernal Strikes
14th	Fiendish Resistance
18th	Archdemonic Form

ABYSSAL SPELLS

You learn certain spells at the sorcerer levels noted in the table below. They count as sorcerer spells for you, but they don't count against your number of Spells Known.

Whenever you gain a level, you can replace one spell from this feature with another conjuration or evocation spell of the same level from the sorcerer, warlock, or wizard spell list.

Sorcerer Level Spell

1st	<i>hellish rebuke, wrathful smite</i>
3rd	<i>crown of madness, scorching ray</i>
5th	<i>bestow curse, blinding smite</i>
7th	<i>shadow of moil</i> ^{XGE} , <i>staggering smite</i>
9th	<i>cloudkill, insect plague</i>

DEMONIC FORM

At 1st level, you gain the ability to undergo a wild abyssal transformation, unleashing the demonic power bound within your soul. As a bonus action, you can take on your Demonic Form. While transformed, you retain your game statistics, your body becomes demonic in appearance, and you gain the following benefits for one minute:

- Your hands become wicked natural weapons that deal 1d8 slashing damage on hit, and you can use your Charisma, in place of Strength, for their attack and damage rolls.
- When not wearing armor, you gain a bonus to your Armor Class equal to your Charisma modifier (minimum of +1).
- As a bonus action, you can grant yourself temporary hit points equal to your Charisma modifier (minimum of 1).

Your transformation ends early if you are incapacitated, or you end it as a bonus action. You can transform a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a long rest.

Additionally, you learn to speak, read, and write Abyssal, the language of demons and all creatures of the Abyss.

INFERNAL STRIKES

Starting at 6th level, you can attack twice, instead of once, when you take the Attack action on your turn. Moreover, you can cast one of your cantrips in place of one of those attacks.

Also, your natural weapon attacks in your demonic form count as magical for the purposes of overcoming resistances and immunities to non-magical attacks.

FIENDISH RESISTANCE

Beginning at 14th level, your hellish power can shield you from harm. As a reaction, when you take damage while in your demonic form, you can expend a spell slot to reduce the incoming damage by an amount equal to five times the level of the spell slot you expend.

ARCHDEMONIC FORM

You have mastered the fiendish power that dwells within you. Beginning at 18th level, your Demonic Form lasts until you choose to end it. Also, while you are in your Demonic Form, you gain the following additional benefits:

- You can take the Dash action as a bonus action.
- You are immune to bludgeoning, piercing, and slashing damage from non-magical attacks.
- When you hit a creature with a natural weapon attack it takes an additional 1d8 magical slashing damage.





IRONMONGER

Often born during times of great war and strife, Ironmonger sorcerers have an affinity for all things forged for use in war. They thrive in the midst of battle, wielding potent war magic on the front lines. Ironmongers are formidable foes, and are sought after by captains and conquerors for their ability to turn the tide of any battle, no matter how hopeless.

IRONMONGER FEATURES

Sorcerer Level	Feature
1st	Iron Spells, Armaments of War, Blade of Strife
6th	Extra Attack
14th	Dancing Blade
18th	Storm of Blades

IRON SPELLS

You learn certain spells at the sorcerer levels noted in the table below. They count as sorcerer spells for you, but they don't count against your number of Spells Known.

Whenever you gain a level, you can replace one spell from this feature with another abjuration or conjuration spell of the same level from the sorcerer or wizard spell list.

Sorcerer Level Spell

1st	<i>command, compelled duel</i>
3rd	<i>cloud of daggers, heat metal</i>
5th	<i>conjure barrage, elemental weapon</i>
7th	<i>fabricate, summon construct (metal)</i> ^{TCoE}
9th	<i>animate objects, conjure volley</i>

ARMAMENTS OF WAR

The arcane power within your soul grants you an affinity with the armaments of war. At 1st level, you gain proficiency with light and medium armor, shields, and all simple and martial weapons that lack the heavy or two-handed properties.

BLADE OF STRIFE

Beginning at 1st level, you can summon the Ironmonger's signature weapon, the Blade of Strife. As a bonus action, you create this mystical Blade at a point you can see within 60 feet. It lasts for 1 minute or until you use this feature again.

When you create the Blade, you can make a melee spell attack against one creature within 10 feet of it. On a hit, the target takes 1d8 magical slashing damage. As a bonus action, you can move the Blade up to 30 feet and repeat the attack.

You can use this feature a number of times equal to your Charisma modifier (minimum of once), and you regain all of your expended uses when you finish a long rest, unless you expend a spell slot of 1st-level or higher to summon it again.

EXTRA ATTACK

Starting at 6th level, you can attack twice, instead of once, when you take the Attack action. Moreover, you can cast one of your sorcerer cantrips in place of one of those attacks.

DANCING BLADE

At 14th level, you gain increased mastery with your Blade of Strife. As a reaction, when a creature within 10 feet of your Blade is hit by an attack, you can attempt to deflect the blow with your Blade, and grant the creature a bonus to its Armor Class equal to your Charisma modifier (minimum of +1).

In addition, your Blade now deals 2d8 damage on hit.

STORM OF BLADES

You have become a god of warfare and lay waste to your foes. Starting at 18th level, you can use your action to destroy your Blade of Strife in a storm of arcane iron shards and force two creatures of your choice within 30 feet of your Blade to make a Dexterity saving throw. Targets take 6d8 magical slashing damage on a failure, and half as much on a success.

When you use this action, you can spend a spell slot to target additional creatures with of your choice within 30 feet of your Storm of Blades. You can target a single additional creature for a 1st-level spell slot, plus one additional creature for each level of spell slot above 1st.



STONEBLOOD

You are a Stoneblood sorcerer, a mortal imbued with a shard of pure elemental earth who can access the powerful magics of rock and stone. Whether this power was given to you by a Dao, an elder earth elemental, or one of the ancient Dwarven fathers, you now wield the unyielding power of stone. Your magic makes you as unyielding as the mountains, and subtly drives you to hoard precious gems and metals.

STONEBLOOD FEATURES

Sorcerer Level Feature

1st	Stoneblood Spells, Heart of Earth
6th	Crushing Blow, Extra Attack
14th	Aegis of Stone
18th	Primordial Bulwark

STONEBLOOD SPELLS

You learn certain spells at the sorcerer levels noted in the table below. They count as sorcerer spells for you, but they don't count against your number of Spells Known.

Whenever you gain a level in this class, you can replace one spell from this feature with another spell of the same level, that deals only bludgeoning damage, from any spell list.

Sorcerer Level Spell

1st	<i>earth tremor</i> ^{XGE} , <i>sanctuary</i>
3rd	<i>earthen grasp</i> ^{XGE} , <i>spike growth</i>
5th	<i>erupting earth</i> ^{XGE} , <i>meld into stone</i>
7th	<i>stone shape</i> , <i>summon elemental (earth)</i> ^{TCOE}
9th	<i>steel wind strike</i> ^{XGE} , <i>wall of stone</i>

HEART OF EARTH

Beginning at 1st level, you can use a bonus action to take on an earthen Elemental Form, encasing your body in elemental stone and granting you the following benefits for 1 minute:

- You gain temporary hit points equal to your sorcerer level.
- If you are not wearing any armor or wielding a shield, your Armor Class becomes 13 + your Constitution modifier.
- Your unarmed strikes deal 1d10 bludgeoning damage. If you strike with two free hands, the d10 becomes a d12.
- You use your Constitution modifier, in place of Strength, for the attack and damage rolls of your unarmed strikes.

You can transform in this way a number of times equal to your Charisma modifier (minimum of once), and you regain all of your expended uses when you finish a long rest.

You can also speak, read, and write Terran, the language of the Elemental Plane of Earth. By understanding Terran you can communicate with any creature that speaks Primordial, or one of its four dialects; Aquan, Auran, Ignan, and Terran.

CRUSHING BLOW

Upon reaching 6th level, you can empower your strikes with crushing force. When you hit a target with an unarmed strike or melee weapon attack, you can expend a spell slot to deal extra magical bludgeoning damage to the target.

This damage is 2d6 for a 1st-level slot, plus 1d6 for each higher level of the slot you expend, up to a maximum of 6d6.



EXTRA ATTACK

Starting at 6th level, you can attack twice, instead of once, whenever you take the Attack action. Moreover, you can cast one of your sorcerer cantrips in place of one of those attacks.

Also, while you are in your earthen Elemental Form, your unarmed strikes count as magical for the sake of overcoming resistances and immunities to non-magical attacks.

AEGIS OF STONE

You can ward yourself and others with the magic of elemental earth. Starting at 14th level, you can use your bonus action to expend 2 Sorcery Points and ward a creature you touch, with an Aegis of Stone. The target gains resistance to non-magical bludgeoning, piercing, and slashing damage for 1 minute.

As a reaction when a creature, other than you, that is warded by your Aegis is hit by an attack, you can teleport to an unoccupied space within 5 feet of the attacker and make one melee attack against it. You can only teleport in this way if both you and the attacker are on the same surface.

Only one creature can be under the effect your Aegis, and warding another causes the previous Aegis to dispel.

PRIMORDIAL BULWARK

Your stalwart soul has become unbreakable diamond, making you more elemental than mortal. Starting at 18th level, you no longer need to eat, drink, or sleep, and you gain resistance to all bludgeoning, piercing, and slashing damage.

In addition, you can have up to three creatures of your choice under the effects of your Aegis of Stone at one time.





STORMSOUL

Within you dwells a mote of pure elemental air, which grants you innate power over both breeze and storm. Whatever the origin of your power, your inner primal storm can drive you from whimsical and calm, to wild violence with little warning. Do you embrace the call of the winds, wandering the land, or do you seek to control the storm that rages inside you?

STORMSOUL FEATURES

Sorcerer Level Feature

1st	Stormsoul Spells, Heart of Winds
6th	Stormborn, Storm Guide
14th	Windcaller
18th	Primordial Storm

STORMSOUL SPELLS

You learn certain spells at the sorcerer levels noted in the table below. They count as sorcerer spells for you, but they don't count against your number of Spells Known.

When you gain a sorcerer level, you can replace one spell from this feature with another spell of the same level, that deals only lightning or thunder damage, from any spell list.

Sorcerer Level Spell

1st	<i>feather fall</i> , <i>thunderwave</i>
3rd	<i>shatter</i> , <i>warding wind</i> ^{XGtE}
5th	<i>call lightning</i> , <i>wind wall</i>
7th	<i>storm sphere</i> ^{XGtE} , <i>summon elemental (air)</i> ^{TCoE}
9th	<i>arcane hand</i> , <i>control winds</i> ^{XGtE}

HEART OF WINDS

Drawing upon the tempestuous magic within you allows you to take flight. Beginning at 1st level, when you cast a spell of 1st-level or higher, you gain a temporary flying speed equal to your remaining movement speed, which lasts until the end of your current turn. This tempestuous flight does not provoke opportunity attacks, but if you end your movement while you are midair you fall to the ground at the end of your turn.

You can also speak, read, and write Auran, the language of the Elemental Plane of Air. By understanding Auran you can communicate with any creature that speaks Primordial, or one of its four dialects; Aquan, Auran, Ignan, and Terran.

STORMBORN

The power of your inner storm has grown. At 6th level, you gain resistance to both lightning and thunder damage.

Also, whenever you cast a spell of 1st-level or higher that deals lightning or thunder damage, you can force creatures of your choice within 15 feet to make a Dexterity Saving throw. Creatures take 2d6 lightning or thunder damage (your choice) on a failed save, and half as much on a successful save.

When you use this feature, you can expend additional Sorcery Points to increase the damage dealt by 1d6 for each additional Sorcery Point, up to a maximum of 6d6 damage.

STORM GUIDE

Also starting at 6th level, the storm within your soul allows you to control existing weather in the following ways:

Rain. As a bonus action, you can stop (and start) the rain from falling in a 20-foot radius sphere centered on you.

Wind. As a bonus action, you can change the direction the wind is blowing within a 100-foot radius sphere centered on you. Changes to the wind last until the end of your next turn.

WINDCALLER

You bend the wind itself to your call. At 14th level, you gain a flying speed of 60 feet, and while flying in this way your lower half becomes a tempestuous gale of swirling winds.

You also learn the *wind walk* spell. It counts as a sorcerer spell for you, but doesn't count against your total number of Spells Known. As an action, you can cast *wind walk* without expending a spell slot. Once you do so, you must complete 1d6 long rests before you can cast it at no cost again.

PRIMORDIAL STORM

Your stormy soul has made you more elemental than mortal. Starting at 18th level, you no longer need to eat, drink, or sleep, and you are immune to lightning and thunder damage.

In addition, when you take damage from a creature within 60 feet that you can see, you can use your reaction to rebuke them with elemental air. The attacker must make a Strength saving throw, and on a failed save, it takes thunder damage equal to your sorcerer level and is knocked back 20 feet.

THE STORMSOUL & STORM SORCERY

The Stormsoul Origin presented here is meant to replace Storm Sorcery, and bring the power of the subclass in line with the other official Origins.

If you prefer to use Storm Sorcery, you can use the list of Stormsoul Spells as your Origin Spells.





VAMPIRIC SOUL

The dark magic of undeath is a path to great power for those who are willing to pay the price. Many of the most powerful undead creatures will grant their followers a portion of their dark sorcery in return for their service. Evil vampires, long dead mummy lords, and sinister liches have all been known to curse their most loyal followers with sorcerous abilities.

VAMPIRIC SOUL FEATURES

Sorcerer Level	Feature
1st	Vampiric Spells, Blood Magic
6th	Undead Resilience
14th	Misty Escape
18th	Vampiric Mastery

VAMPIRIC SPELLS

You learn certain spells at the sorcerer levels noted in the table below. They count as sorcerer spells for you, but they don't count against your number of Spells Known.

When you gain a sorcerer level, you can replace one spell from this feature with a necromancy or enchantment spell, of the same level from the sorcerer, warlock, or wizard spell list.

Sorcerer Level	Spell
1st	<i>command, inflict wounds</i>
3rd	<i>suggestion, spider climb</i>
5th	<i>gaseous form, vampiric touch</i>
7th	<i>blight, greater invisibility</i>
9th	<i>dominate person, enervation</i> ^{XGtE}

BLOOD MAGIC

You have been gifted an affinity for sorcerous blood magic. Starting at 1st level, you can expend your hit points in place of spell slots by spending four hit points for each level of the spell slot you would have spent. Both your current hit points and maximum hit points are reduced by the number of hit points you spend. This hit point reduction cannot be lessened in any way, and the reduction to your hit point maximum lasts until the end of your next long rest.

Moreover, when you slay a creature with a sorcerer spell of 1st-level or higher, you gain temporary hit points equal to twice the level of the spell slot you expended to cast the spell. Temporary hit points you gain from this feature can be used in place of your hit points for your Blood Magic spellcasting.

UNDEAD RESILIENCE

The dark magic that infests your soul has made you resilient. At 6th level, you gain resistance to both necrotic and poison damage, and you have advantage on saves to resist poisons.

Also, when you have temporary hit points from your Blood Magic feature, you gain resistance to bludgeoning, piercing, and slashing damage from non-magical, non-silvered, attacks.

MISTY ESCAPE

Starting at 14th level, your sinister power allows you to cling to life when others would fall. As a reaction to when you are reduced to 0 hit points, but not killed outright, you can turn into a cloud of swirling mist, and reappear with 1 hit point in an unoccupied space within 30 feet.

Once you use this reaction you must finish a short or long rest before you can use it again. When you have no uses remaining, you can spend 5 Sorcery Points to use it again.

VAMPIRIC MASTERY

You have mastered the sinister blood magic within your soul. Beginning at 18th level, whenever you deal necrotic damage to a creature with a sorcerer spell of 1st-level or higher, you gain temporary hit points equal to half the necrotic damage dealt. These temporary hit points can also be used in place of your hit points for your Blood Magic Spellcasting.

OPTIONAL RULE: TRUE VAMPIRISM

Vampires are one of the most iconic monsters, but their vampiric power comes at significant cost. If you'd like to play as a *true vampire*, you gain **all** of the additional abilities listed below when you take your 1st level as a Vampiric Soul sorcerer.

Deathless Nature. You don't need to breathe.

Spider Climb. You gain a climbing speed equal to your walking speed. Starting at 3rd level, you can move across vertical surfaces, including upside down on ceilings, while leaving your hands free.

Superior Darkvision. you have superior vision in dark and dim conditions. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, you can only see shades of gray.

Sunlight Sensitivity. You have disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight when you, the target of the attack, or whatever you are trying to see is in direct sunlight.





VOIDWIELDER

Before the primordial gods formed the world, there was only the Void. This formless, lightless, writhing chaos desires that all creation should return to it. Voidwielders are sorcerers who wield the entropic power of the Void, working to undo the very acts of creation. They are often nihilistic in their outlook on life, resigned to the fact that all will eventually dissolve into the nothingness of the great primordial Void.

VOIDWIELDER FEATURES

Sorcerer Level	Feature
1st	Entropic Magic, Entropic Touch
6th	Negate Spell
14th	Disciple of the Void
18th	Ray of Annihilation

ENTROPIC MAGIC

You learn certain spells at the sorcerer levels noted in the table below. They count as sorcerer spells for you, but they don't count against your number of Spells Known.

Whenever you gain a level, you can replace one spell from this feature with another abjuration or necromancy spell of the same level from the sorcerer, warlock, or wizard spell list.

Sorcerer Level	Spell
1st	<i>chill touch (cantrip), inflict wounds, ray of sickness</i>
3rd	<i>darkness, ray of enfeeblement</i>
5th	<i>counterspell, dispel magic</i>
7th	<i>black tentacles, sickening radiance</i>
9th	<i>antilife shell, maelstrom</i>

ENTROPIC TOUCH

Starting at 1st level, you can draw upon the power of the void and send one Tiny or smaller object that you touch into the Void. The item must be non-magical in nature, and cannot be on object that is being worn or carried by another creature.

It remains in the Void for as long as you concentrate on this ability, as if you were concentrating on a spell. If you maintain concentration for 1 hour, the object is permanently destroyed. If you lose concentration, the object reappears in an unoccupied space as close as possible to its last location.

You can use this feature once at no cost, and can't do so again until you finish a long rest. If you have no uses left, you can expend a spell slot of 1st-level or higher to use it again.

The size of the non-magical item you can target with this feature increases as you gain levels in this class: at 6th level (Medium), 11th level (Large), and again 17th level (Huge).

NEGATE SPELL

Your connection to the Void allows you to undo arcane magic. Beginning at 6th level, when you cast *counterspell* or *dispel magic* and you need to make a spellcasting ability check, you can spend 1 Sorcery Point treat a roll of 9 or lower as a 10.

DISCIPLE OF THE VOID

Starting at 14th level, when you use your Entropic Touch, you can send a total number of objects equal to your Charisma modifier (minimum of 1) into the Void at one time. Only one object can be maximum size; the rest must be Small. If you use this ability again, you must choose an object to reappear.

RAY OF ANNIHILATION

The overwhelming power you draw from the Void allows you to unmake creation itself. At 18th level, you learn *disintegrate*, but it doesn't count against your total number of Spells Known. Once per long rest, you can cast *disintegrate*, at its lowest level, without expending a spell slot.





WAVEBORN

Within you dwells a drop of pure elemental water, connecting you to the waters of the deepest oceans, babbling brooks, and frozen lakes. The gentle lapping of waves, the spray of the sea foam on the wind, the crushing darkness of the ocean depths; all these call you. Your watery magic can be as refreshing as the rains, or as destructive as great waves and flood waters.

WAVEBORN FEATURES

Sorcerer Level Feature

Sorcerer Level	Feature
1st	Curse of the Depths, Heart of Water, Waveborn Magic
6th	Watery Resilience
14th	Shifting Form
18th	Primordial Deluge

CURSE OF THE DEPTHS

Your magic carries a frozen curse. Starting at 1st level, when you deal cold damage to a creature with a spell, you can use your bonus action to cover a single target with a spell in frost, reducing its speed by a number of feet equal to five times your Charisma modifier (minimum of 5 feet).

This reduction lasts until the start of your next turn, unless a creature uses an action to scrape the frost off the target.

HEART OF WATER

The droplet of elemental water within your soul has altered your body. At 1st level, you gain the features detailed below:

- You are resistant to cold damage.
- You gain darkvision out to radius of 60-feet.
- You gain a swimming speed equal to your walking speed, and you can breathe both air and water.
- You can speak, read, and write Aquan, the language of the Elemental Plane of Water. By understanding Aquan you can communicate with creatures that speak Primordial, or its four dialects; Aquan, Auran, Ignan, and Terran.

WAVEBORN MAGIC

You learn certain spells at the sorcerer levels noted in the table below. They count as sorcerer spells for you, but they don't count against your number of Spells Known.

Whenever you gain a sorcerer level, you can replace one spell from this feature with another spell of your choice of the same level, that deals only cold damage, from any spell list.

Sorcerer Level Spell

Sorcerer Level	Spell
1st	<i>armor of frost, fog cloud</i>
3rd	<i>hold person, misty step</i>
5th	<i>sleet storm, tidal wave</i> ^{XGE}
7th	<i>summon elemental (water)</i> ^{TCoE} <i>watery sphere</i>
9th	<i>cone of cold, maelstrom</i> ^{XGE}

WATERY RESILIENCE

Beginning at 6th level, you can temporarily take on a watery form to avoid harm. As a reaction when you are hit by an attack, you can grant yourself resistance to any bludgeoning, piercing, or slashing damage from the attack and move up to your full speed without provoking opportunity attacks.

You can use this reaction a number of times equal to your Charisma modifier (minimum of once), and you regain all uses when you finish a long rest. If you have no uses left, you can spend a spell slot of 1st-level or higher to use it again.

SHIFTING FORM

The elemental water within your soul allows you to move as a flowing liquid. At 14th level, you gain the following benefits:

- You are resistant to damage from opportunity attacks.
- You can move through the space of an enemy creature but you cannot willingly end your movement there.
- You can squeeze through gaps as narrow as 1 inch.
- When you are underwater or using your swimming speed, you can take the Dash action as a bonus action.
- As a bonus action, your body can extrude (or retract) a thin watery tentacle up to 10 feet long. You can use it to perform simple tasks, but it cannot attack, activate items, manipulate complex tools, or carry more than 10 pounds.

PRIMORDIAL DELUGE

Your watery soul has become a great sea, making you more elemental than mortal. Starting at 18th level, you don't need to eat, drink, or sleep, and you are immune to cold damage.

Also, as long as you are not incapacitated, when you are hit by an attack that is a critical hit, you can absorb the blow like flowing water, turning a critical hit into a normal hit.





ADDITIONAL METAMAGIC OPTIONS

The following Metamagic options are available to sorcerers in addition to those presented in the *Player's Handbook*.

ADAMANT SPELL

When you cast a spell, you can spend Sorcery Points equal to 1 + the level of the spell to make it immune to anti-magic spells like *counterspell*, *dispel magic*, or *anti-magic field*.

ADJACENT SPELL

When you cast a spell that requires you to make a ranged spell attack while there is an enemy creature within 5 feet of you, you can spend 1 Sorcery Point to make your ranged spell attack without disadvantage.

BLINDING SPELL

When you cast a spell that deals fire or radiant damage, you can spend 1 Sorcery Point to force one target of the spell to make a Constitution saving throw. On a failed save, the target is blinded for one minute. The creature can repeat their saving throw at the start of each turn, ending the effect on a success.

BRUTAL SPELL

When you cast a spell that deals damage, you can spend 2 Sorcery Points to empower the casting. If you roll the highest number of any of the spell's damage dice you can roll that die again and add it to the total damage. However, if you roll the lowest number on any of the spell's damage dice, you remove that die, and its damage, from the total damage of the spell.

CEREBRAL SPELL

When you cast a spell that forces an Intelligence or Charisma saving throw, you can spend 3 Sorcery Points and change the spell's saving throw to target the other ability score instead.

This Metamagic only changes the initial saving throw. Any subsequent saving throws target the original ability score.

CONCUSSIVE SPELL

When you cast a spell that deals bludgeoning or thunder damage, you can spend 1 Sorcery Point to force one target of the spell to make a Strength saving throw. On a failed save, the target is knocked prone. Large or larger creatures have advantage on their Strength saving throw.

ESOTERIC SPELL

When you cast a spell that deals force, necrotic, psychic, or radiant damage, you can spend 1 Sorcery Point to change the damage type of the spell to another from the list above.

IMBUED SPELL

When you cast a spell that has a range of self, you can spend Sorcery Points equal to 1 + the level of the spell to instead cast it with a range of touch, targeting a willing creature.

If the spell requires concentration, the creature you cast the spell on must concentrate on the spell.

KINETIC SPELL

When you cast a spell that forces a Strength or a Dexterity saving throw, you can spend 2 Sorcery Points and change the spell's saving throw target the other ability score instead.

This Metamagic only changes the initial saving throw. Any subsequent saving throws target the original ability score.

LINKED SPELL

When you cast a spell, you can spend 2 Sorcery Points and touch a willing creature within 5 feet, expending one of their spell slots to cast the spell in place of your Sorcery Points.

MISDIRECTING SPELL

When you cast a spell that originates from you, you can spend 3 Sorcery Points to cause the spell to appear as if it had originated from a point you can see within 30 feet.



OVERCHARGED SPELL

When you cast a spell that has only one target, and requires you to make a ranged spell attack roll, you can spend 2 Sorcery Points to increase the critical hit range of that spell, allowing you to score a critical hit on a roll of 19 or 20 on the d20.

POTENT SPELL

When you cast a spell that deals damage, you can spend 1 Sorcery Point to have the spell ignore a single target's resistances to the damage of the spell.

RECYCLED SPELL

When you cast a spell, you can spend 1 Sorcery Point to possibly conserve your arcane energy. If the spell misses or fails to take effect, you can use your reaction to regain an expended spell slot of at least one level lower than the spell slot you use to cast the spell.

RESOLUTE SPELL

When you cast a spell that forces a Wisdom or a Constitution saving throw, you can spend 2 Sorcery Points and change the spell's saving throw target the other ability score instead.

This Metamagic only changes the initial saving throw. Any subsequent saving throws target the original ability score.

SAVAGE SPELL

When you cast a spell that deals bludgeoning, piercing, or slashing damage, you can spend 1 Sorcery Point to change the spell's damage type to another from the list above.

SEEKING SPELL

When you make an attack roll for a spell and miss, you can spend 2 Sorcery Points to re-roll the d20. You must use the new d20 roll, potentially turning a missed attack into a hit.

You can use Seeking Spell if you have already used a different Metamagic ability during the casting of the spell.

SHIELDED SPELL

When you cast a spell you can spend 2 Sorcery Points to ignore the effects of that spell for its entire duration.

SILENT SPELL

When you cast a spell, you can spend 1 Sorcery Point to cast a version of that spell that produces no sound. However, you must still speak the verbal components of the spell aloud as this Metamagic only removes the sound of the spell itself.

STURDY SPELL

When you cast a spell that requires your concentration, you can spend Sorcery Points, up to your Charisma modifier (minimum of 1), to empower your focus. For each Sorcery Point you spend, you gain a +1 bonus to the first saving throw you make to maintain your concentration on that spell.

UNERRING SPELL

When you cast a spell that requires an attack roll or a Dexterity saving throw, you can spend 1 Sorcery Point to ignore the effects of half and three-quarters cover.

UNSTABLE SPELL

When you cast a spell that forces a target to make a saving throw, you can spend 2 Sorcery Points to have the initial saving throw target an ability score determined by random chance. Roll a d12, and the spell's initial saving throw is changed to target the ability score from the list below.

If you roll a 1, your spell immediately fails. However, only the 2 Sorcery Points you spent to use this ability are wasted. You regain any Sorcery Points you used to cast the spell.

1	Spell Failure	8-9	Wisdom
2-3	Strength	10	Intelligence
4-5	Dexterity	11	Charisma
6-7	Constitution	12	Your Choice



ORIGIN SPELLS

The following Origin Spells can be added to the Sorcerous Origins in the *Player's Handbook* and *Xanathar's Guide to Everything* in order to bring them line with new content.

The spells are from the *Player's Handbook*, *Xanathar's Guide to Everything*^X, and *Tasha's Cauldron of Everything*^T.

DRAGONIC BLOODLINE SPELLS

You learn certain spells at the sorcerer levels noted in the table below. They count as sorcerer spells for you, but they don't count against your number of Spells Known.

When you gain a sorcerer level, you can replace one spell from this feature with another spell of the same level, that deals your Draconic Ancestry damage, from any spell list.

Sorcerer Level	Spell
1st	<i>command</i> , <i>ancestry spell</i>
3rd	<i>dragon's breath</i> ^X , <i>ancestry spell</i>
5th	<i>fear</i> , <i>ancestry spell</i>
7th	<i>elemental bane</i> ^X , <i>ancestry spell</i>
9th	<i>dominate person</i> , <i>ancestry spell</i>

ANCESTRY SPELLS

Level	Black, Copper	Blue, Bronze	Brass, Red
1st	<i>caustic brew</i> ^T	<i>witch bolt</i>	<i>burning hands</i>
3rd	<i>acid arrow</i>	<i>dust devil</i> ^X	<i>scorching ray</i>
5th	<i>gaseous form</i>	<i>lightning bolt</i>	<i>fireball</i>
7th	<i>vitriolic sphere</i> ^X	<i>storm sphere</i> ^X	<i>wall of fire</i>
9th	<i>contagion</i>	<i>control winds</i>	<i>immolation</i> ^X

Level	Gold	Green	White, Silver
1st	<i>sleep</i>	<i>ray of sickness</i>	<i>ice knife</i> ^X
3rd	<i>warding wind</i> ^X	<i>suggestion</i>	<i>snowball swarm</i> ^X
5th	<i>slow</i>	<i>stinking cloud</i>	<i>sleet storm</i>
7th	<i>resilient sphere</i>	<i>dominate beast</i>	<i>ice storm</i>
9th	<i>flame strike</i>	<i>cloudkill</i>	<i>cone of cold</i>

Level	Amethyst	Crystal	Emerald
1st	<i>magic missile</i>	<i>guiding bolt</i>	<i>silent image</i>
3rd	<i>locate object</i>	<i>invisibility</i>	<i>detect thoughts</i>
5th	<i>dispel magic</i>	<i>hypnotic pattern</i>	<i>major image</i>
7th	<i>resilient sphere</i>	<i>divination</i>	<i>phantasmal killer</i>
9th	<i>legend lore</i>	<i>wall of light</i> ^X	<i>mislead</i>

Level	Sapphire	Steel	Topaz
1st	<i>thunderwave</i>	<i>disguise self</i>	<i>inflict wounds</i>
3rd	<i>shatter</i>	<i>acid arrow</i>	<i>blindness/deafness</i>
5th	<i>meld into stone</i>	<i>nondetection</i>	<i>vampiric touch</i>
7th	<i>stone shape</i>	<i>polymorph</i>	<i>blight</i>
9th	<i>hold monster</i>	<i>far step</i> ^X	<i>antilife shell</i>

DIVINE SOUL SPELLS

Replaces your *Divine Magic* feature at 1st level

When you learn a sorcerer spell, you can also choose from the cleric spell list, and it becomes a sorcerer spell for you.

You learn certain spells at the sorcerer levels noted in the table below. They count as sorcerer spells for you, but they don't count against your number of Spells Known.

When you gain a sorcerer level, you can replace one spell from this feature with another cleric spell of your choice.

Sorcerer Level Spell

1st	<i>detect evil and good</i> , <i>guiding bolt</i>
3rd	<i>aid</i> , <i>lesser restoration</i>
5th	<i>beacon of hope</i> , <i>revivify</i>
7th	<i>divination</i> , <i>guardian of faith</i>
9th	<i>dispel evil and good</i> , <i>greater restoration</i>

SHADOW MAGIC SPELLS

You learn certain spells at the sorcerer levels noted in the table below. They count as sorcerer spells for you, but they don't count against your number of Spells Known.

When you gain a sorcerer level, you can replace one spell from this feature with an illusion or necromancy spell from the sorcerer, warlock, or wizard spell list of the same level.

Sorcerer Level Spell

1st	<i>false life</i> , <i>ray of sickness</i>
3rd	<i>darkness</i> , <i>shadow blade</i> ^X
5th	<i>feign death</i> , <i>vampiric touch</i>
7th	<i>death ward</i> , <i>shadow of moil</i> ^X
9th	<i>enervation</i> ^X , <i>negative energy flood</i> ^X

WILD MAGIC SPELLS

You learn certain spells at the sorcerer levels noted in the table below. They count as sorcerer spells for you, but they don't count against your number of Spells Known.

When you gain a sorcerer level, you can replace one spell from this feature with an evocation or transmutation spell from the sorcerer or wizard spell list of the same level.

Sorcerer Level Spell

1st	<i>chaos bolt</i> ^X , <i>sleep</i>
3rd	<i>enlarge/reduce</i> , <i>misty step</i>
5th	<i>blink</i> , <i>hypnotic pattern</i>
7th	<i>confusion</i> , <i>polymorph</i>
9th	<i>animate objects</i> , <i>wall of force</i>

DRAGONIC BLOODLINE: GEM ANCESTRIES

With the new Gem Dragons in *Fizban's Treasury of Dragons*, additional Draconic Ancestor options available to sorcerers of the Draconic Bloodline:

Ancestry (Damage Type): Amethyst (Force), Crystal (Radiant), Emerald (Psychic), Sapphire (Thunder), Steel (Acid), and Topaz (Necrotic).





SORCEROUS ORIGINS

Wield the arcane power within you with a multitude of new options for the Sorcerer class!

Includes 12 new Sorcerous Origins, 22 new Metamagic Options, and Origin Spell lists for the official Sorcerous Origins.

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