

SPELLS FOR SUPERIOR SORCEROUS ORIGINS

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Tasha's-style origin spells for every sorcerer subclass in the
world's greatest roleplaying game



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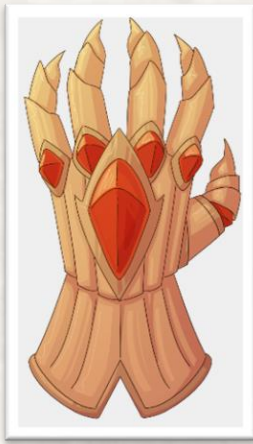
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ON THE COVER

The Archmage’s Grasp is a powerful artifact and the imperial regalia used by the Sorcerer-Kings of an ancient empire lost to time. Its truest power can only be unlocked by one born with an inherent spark of magic or, in plain terms, a sorcerer.

Disclaimer: The author of this supplement is not responsible for any transmutations, transportations, translocations, translations, or transmogrifications as a result of exposing your wild magic sorcerer to the rules herein.

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SORCEROUS ORIGIN SPELLS



Sorcerers have long been plagued by the criticism that their severely limited number of spells known and their narrow spell list meant that it was difficult to have a sorcerer that was both thematic and useful at the same time.

With the addition of the Clockwork Soul and Aberrant Mind subclass in Tasha’s Cauldron of Everything, a precedent was set for the mechanics of origin spells. These rules seek to provide a fun and flavourful way to power up the sorcerers in your games!

DRACONIC BLOODLINE

DRACONIC MAGIC

1st-level Draconic Bloodline feature

You learn additional spells when you reach certain levels in this class, as shown on the Draconic Ancestry Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn’t count against the number of sorcerer spells you know.

You gain spells from the chart matching the type of dragon chosen for your Draconic Ancestor.

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be an evocation or enchantment spell from the sorcerer, warlock, or wizard spell list.

BLACK ANCESTRY SPELLS

Sorcerer Level Spells

1st *entangle, fog cloud*

3rd *darkness, Melf’s acid arrow*

5th *fear, fly*

7th *blight, control water*

9th *insect plague, legend lore*

BLUE ANCESTRY SPELLS

Sorcerer Level Spells

1st *thunderwave, witchbolt*

3rd *blindness/deafness, gust of wind*

5th *fear, fly*

7th *dominate beast, freedom of movement*

9th *conjure elemental (air elementals only), dominate person*

XANATHAR’S GUIDE AND TASHA’S CAULDRON

The spell lists for Draconic Bloodline and Wild Magic Sorcerers were created with the idea that all a player needs are the Player’s Handbook and this document to be able to make use of these rules.

The Shadow Magic and Storm Sorcery Sorcerers have spells from Xanathar’s Guide to Everything for the same reason: that is the book they appeared in and should be all you need to use these rules. Spells on their lists found in Xanathar’s Guide will be indicated with a “*” for ease of identification.

If you have Xanathar’s Guide to Everything or Tasha’s Cauldron of Everything, there are certain substitutions that can be made to increase the thematic value of some of these lists. They will be included a sidebar like this near the relevant spell lists.

BRASS ANCESTRY SPELLS

Sorcerer Level Spells

1st *charm person, sleep*

3rd *flaming sphere, gust of wind*

5th *fear, fly*

7th *hallucinatory terrain, polymorph*

9th *hold monster, legend lore*

BRONZE ANCESTRY SPELLS

Sorcerer Level Spells

1st *fog cloud, thunderwave*

3rd *alter self, magic mouth*

5th *fear, fly*

7th *control water, polymorph*

9th *destructive wave (radiant damage only), legend lore*

COPPER ANCESTRY SPELLS

Sorcerer Level Spells

1st *charm person, Tasha’s hideous laughter*

3rd *Melf’s acid arrow, spike growth (the spikes are made of stone)*

5th *fear, fly*

7th *polymorph, stone shape*

9th *mislead, wall of stone*

GOLD ANCESTRY SPELLS

Sorcerer Level Spells

1st *burning hand, identify*

3rd *augury, ray of enfeeblement*

5th *fear, fly*

7th *banishment, polymorph*

9th *dream, legend lore*

GREEN ANCESTRY SPELLS

Sorcerer Level Spells

1st	<i>entangle, ray of sickness</i>
3rd	<i>beast sense, pass without trace</i>
5th	<i>fear, fly</i>
7th	<i>dominate beast, grasping vine</i>
9th	<i>cloudkill, dominate person</i>

RED ANCESTRY SPELLS

Sorcerer Level Spells

1st	<i>burning hands, identify</i>
3rd	<i>flaming sphere, locate object</i>
5th	<i>fear, fly</i>
7th	<i>dominate beast, wall of fire</i>
9th	<i>conjure elemental (fire elementals only), dominate person</i>

SILVER ANCESTRY SPELLS

Sorcerer Level Spells

1st	<i>fog cloud, feather fall</i>
3rd	<i>hold person, gust of wind</i>
5th	<i>fear, fly</i>
7th	<i>ice storm, polymorph</i>
9th	<i>cone of cold, hold monster</i>

WHITE ANCESTRY SPELLS

Sorcerer Level Spells

1st	<i>fog cloud, hunter's mark</i>
3rd	<i>shatter, spider climb</i>
5th	<i>fear, fly</i>
7th	<i>dominate beast, ice storm</i>
9th	<i>cone of cold, passwall</i>

XANATHAR'S SUBSTITUTIONS

If you have Xanathar's Guide to Everything, you may make the following spell list substitutions:

DRACONIC BLOODLINE

- Black Ancestry: replace *blight* with *vitriolic sphere*.
- Blue Ancestry: replace *gust of wind* with *dust devil*.
- Brass Ancestry: replace *flaming sphere* with *Aganazzar's scorcher* and *gust of wind* with *warding wind*.
- Bronze Ancestry: replace *destructive wave* with *maelstrom*.
- Copper Ancestry: replace *wall of stone* with *transmute rock*.
- Red Ancestry: replace *burning hands* with *earth tremor* and *flaming sphere* with *Aganazzar's scorcher*.
- Silver Ancestry: replace *gust of wind* with *Snillocc's snowball swarm*.
- White Ancestry: replace *fog cloud* with *ice knife*.

WILD MAGIC

Replace *chromatic orb* with *chaos bolt*.



WILD MAGIC

CHAOS MAGIC

1st-level Wild Magic feature

You learn additional spells when you reach certain levels in this class, as shown on the Chaotic Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

When you cast a spell on this list, a Wild Magic Surge occurs on a roll of 10 or lower instead of only 1.

Additionally, whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be from the sorcerer, warlock, or wizard spell list. If a spell is replaced in this way by a spell not on this list, it only causes a Wild Magic Surge on a roll of 1, as normal.

CHAOTIC SPELLS

Sorcerer Level Spells

1st	<i>chromatic orb*</i> , <i>color spray</i>
3rd	<i>mirror image, enlarge/reduce</i>
5th	<i>blink, tongues</i>
7th	<i>confusion, polymorph</i>
9th	<i>destructive wave, reincarnate</i>

*roll a d6 to determine damage: 1 – acid, 2 – cold, 3 – fire, 4 – lightning, 5 – poison, 6 – thunder

DIVINE SOUL

DIVINE DOMAIN

1st-level Divine Soul feature

You choose a cleric domain related to the source of your divine power. You learn that domain's domain spells when you reach certain levels in this class, as shown in the Domain Spells table, treating your sorcerer levels as cleric levels. Each of these spells counts as a sorcerer spell for

you, but it doesn't count against the number of sorcerer spells you know.

If your chosen domain's spell list contains a spell you learned from your Divine Magic feature, you may replace it with another spell of the same level from the cleric spell list.

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. This new spell must be from the cleric spell list.

SHADOW MAGIC

MAGIC OF THE SHADOWFELL

1st-level Shadow Magic feature

You learn additional spells when you reach certain levels in this class, as shown on the Shadow Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be an illusion or necromancy spell from the sorcerer, warlock, or wizard spell list.

SHADOW SPELLS

Sorcerer Level	Spells
1st	<i>cause fear*</i> , <i>inflict wounds</i>
3rd	<i>blindness/deafness</i> , <i>silence</i>
5th	<i>bestow curse</i> , <i>vampiric touch</i>
7th	<i>shadow of Moil*</i> , <i>phantasmal killer</i>
9th	<i>creation</i> , <i>seeming</i>

STORM SORCERY

STORM MAGIC

1st-level Storm Sorcery feature

You learn additional spells when you reach certain levels in this class, as shown on the Storm Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

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

STORM SPELLS

Sorcerer Level	Spells
1st	<i>fog cloud</i> , <i>thunderwave</i>
3rd	<i>levitate</i> , <i>warding wind*</i>
5th	<i>call lightning</i> , <i>sleet storm</i>
7th	<i>ice storm</i> , <i>storm sphere*</i>
9th	<i>conjure elementals</i> (air elementals only), <i>control winds*</i>

TASHA'S SUBSTITUTIONS

If you have Tasha's Cauldron of Everything, you may make the following spell list substitutions:

SHADOW MAGIC

Replace *vampiric touch* with *summon shadowspawn*.



HEY!

I worked pretty hard on these, so if you're reading this, thanks for reading all the way through! I hope these rules let you or your players have a more enjoyable and demon-exploding time as sorcerers!

