

ALTERNATE SORCERER EXPANDED

HOME BREW



A Multitude of Additional Options for the Alternate Sorcerer
Including new Metamagics and Nine Sorcerous Origins



ADDITIONAL METAMAGIC ABILITIES

The following Metamagic abilities are available to alternate sorcerers in addition to those presented with the base class.

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.

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.

EMPOWERED CANTRIP

When you cast a sorcerer cantrip you can expend 1 Sorcery Point to increase the power of that cantrip to its next level.

For example, a 3rd level sorcerer, can spend 1 Sorcery Point to cast *firebolt* as if they were a 5th level sorcerer, and that *firebolt* will deal 2d10 fire damage in place of 1d10.

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.

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.

OVERCHARGED SPELL

When you cast a spell has only one target, and requires you to make a ranged spell attackroll, 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 to ignore a single target's resistances to the damage of the spell.

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.





ALTERNATE ORIGINS

At 1st-level, the alternate sorcerer chooses their Sorcerous Origin. The following additional options are available to the alternate sorcerer, along with those in the base class: The Chained, Divine Right, Feyblood, Greensinger, Hellspawn, Illusory Soul, Ironmonger, Vampiric Soul, and Voidwielder.

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.

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 of this feature remaining, you can spend 5 Sorcery Points 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 spend Sorcery Points, you can teleport a number of feet equal to 5 times the number of Sorcery Points you spent, appearing in an unoccupied space of your choice within range.

ELDRITCH REVELATION

Upon reaching 18th level, you can use your action to spend 7 Sorcery Points to briefly assume 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.



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.

As a sorcerer chosen by Divine Right, you are granted great power, but with that power also comes responsibility. Will you lead your people to destruction or into a new golden age?

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

When you gain a level in this class, 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> ^{XGtE}
7th	<i>compulsion, find greater steed</i> ^{XGtE}
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. If you have no uses of this feature remaining, you can spend 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 1d4 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 cow 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. As an action on your turn, you can cast *divine word* without expending Sorcery Points.

Once you use cast *divine word* in this way you must finish a long rest before you can use it again. If you have no uses remaining, you can spend 10 Sorcery Points to cast it again.



FAEBLOOD

Every so often, a mortal catches the attention of a lord or lady of the Fey. Often, the object of affection or the 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.

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 all Wisdom (Insight) checks.

As an action, you can touch a creature to read their heart. Make a Wisdom (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.

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. How did you come to bear this primal power? Were you chosen by an ancient forest to serve as its guardian, or are you the child of an ancient prophecy, raised from birth by a Druidic Circle?

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.

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. Your 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 the 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.

How did you come to be the bearer of this abyssal power? Were your parents cultists that dedicated you at birth, or did you acquire this sinister power through your own choices?

HELLSPAWN FEATURES

Sorcerer Level Feature

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

ABYSSAL SPELLS

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> ^{XGtE} , <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. If you have no uses of your demonic form remaining, you can spend 3 Sorcery Points to transform again.

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

EXTRA ATTACK

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.



INFERNAL STRIKES

Also starting at 6th level, your natural weapon attacks while in your demonic form count as magical for the purposes of overcoming resistances and immunity.

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 Sorcery Points to reduce the incoming damage. For each Sorcery Point you spend as part of this reaction, you reduce the incoming damage by 2.

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

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

Starting 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 spend 3 Sorcery Points to summon your Blade 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 Sorcery Points to target additional creatures, targeting one additional creature of your choice within 30 feet per Sorcery Point you spend.





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

Whenever you gain a level in this class, you can replace one spell from this feature with a necromancy spell or a spell that deals necrotic damage, of the same level from any 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> ^{XGE}

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 Sorcery Points by spending two hit points for each Sorcery Point 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 the number of Sorcery Points you expended to cast the spell. Any temporary hit points you gained 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	Voidwielder Spells, Soul of the Void, Entropic Touch
6th	Negate Spell
14th	Disciple of the Void
18th	Ray of Annihilation

VOIDWIELDER SPELLS

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>inflict wounds, ray of sickness</i>
3rd	<i>darkness, ray of enfeeblement</i>
5th	<i>counterspell, dispel magic</i>
7th	<i>blight, sickening radiance</i> ^{XGE}
9th	<i>antilife shell, maelstrom</i> ^{XGE}

SOUL OF THE VOID

At 1st level, your innate connection to the primordial void grants you the ability to speak, read, and write Primordial.

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 an 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 without expending Sorcery Points, and cannot do so again until you finish a long rest unless you expend 3 Sorcery Points 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 2 Sorcery Points to 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 once. If you use this ability again, you must choose an object to reappear. Only one object can be maximum size; the rest must be Small or Tiny.

RAY OF ANNIHILATION

The overwhelming power you draw from the Void allows you to unmake creation itself. Starting at 18th level, you expend one of your Sorcerous Arcanums to cast *disintegrate* at the same spell level of the Arcanum you choose to expend.





THE ALTERNATE SORCERER

A multitude of additional options for the Alternate Sorcerer. Includes new Metamagics and nine Origins: The Chained, Divine Right, Faeblood, Greensinger, Hellspawn, Illusory Soul, Ironmonger, Vampiric Soul, and Voidwielder.

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Page 3 - [Kieran Yanner - The Returned King](#)

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The Alternate Sorcerer class can be found [Here](#).

Additional *Laserllama* Homebrew content, including classes, subclasses, and player races, can be found for free on [GM Binder](#).

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