

THE SORCERER: THE TREANTMONK VARIANT

Golden eyes flashing, a human stretches out her hand and unleashes the dragonfire that burns in her veins. As an inferno rages around her foes, leathery wings spread from her back and she takes to the air.

Long hair whipped by a conjured wind, a half-elf spreads his arms wide and throws his head back. Lifting him momentarily off the ground, a wave of magic surges up in him, through him, and out from him in a mighty blast of lightning.

Crouching behind a stalagmite, a halfling points a finger at a charging troglodyte. A blast of fire springs from her finger to strike the creature. She ducks back behind the rock formation with a grin, unaware that her wild magic has turned her skin bright blue.

Sorcerers carry a magical birthright conferred upon them by an exotic bloodline, some otherworldly influence, or exposure to unknown cosmic forces. One can't study sorcery as one learns a language, any more than one can learn to live a legendary life. No one chooses sorcery; the power chooses the sorcerer. [Link: The Breakdown of this variant on YouTube](#)

THE SORCERER

Level	Proficiency Bonus	Sorcery Points	Features	Cantrips Known	Spells Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	—	Spellcasting, Sorcerous Origin	4	2	2	-	-	-	-	-	-	-	-
2nd	+2	2	Font of Magic	4	3	3	-	-	-	-	-	-	-	-
3rd	+2	3	Metamagic	4	4	4	2	-	-	-	-	-	-	-
4th	+2	4	Ability Score Improvement	5	5	4	3	-	-	-	-	-	-	-
5th	+3	5	—	5	6	4	3	2	-	-	-	-	-	-
6th	+3	6	Sorcerous Origin Feature	5	7	4	3	3	-	-	-	-	-	-
7th	+3	7	—	5	8	4	3	3	1	-	-	-	-	-
8th	+3	8	Ability Score Improvement	5	9	4	3	3	2	-	-	-	-	-
9th	+4	9	—	5	10	4	3	3	3	1	-	-	-	-
10th	+4	10	Metamagic	6	11	4	3	3	3	2	-	-	-	-
11th	+4	11	—	6	12	4	3	3	3	2	1	-	-	-
12th	+4	12	Ability Score Improvement	6	12	4	3	3	3	2	1	-	-	-
13th	+5	13	—	6	13	4	3	3	3	2	1	1	-	-
14th	+5	14	Sorcerous Origin Feature	6	13	4	3	3	3	2	1	1	-	-
15th	+5	15	—	6	14	4	3	3	3	2	1	1	1	-
16th	+5	16	Ability Score Improvement	6	14	4	3	3	3	2	1	1	1	-
17th	+6	17	Metamagic	6	15	4	3	3	3	2	1	1	1	1
18th	+6	18	Sorcerous Origin Feature	6	15	4	3	3	3	3	1	1	1	1
19th	+6	19	Ability Score Improvement	6	15	4	3	3	3	3	2	1	1	1
20th	+6	20	Sorcerous Restoration	6	15	4	3	3	3	3	2	2	1	1

CLASS FEATURES

As a sorcerer, you gain the following class features.

HIT POINTS

Hit Dice: 1d6 per sorcerer level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per sorcerer level after 1st

PROFICIENCIES

- **Armor:** None
- **Weapons:** Daggers, darts, slings, quarterstaves, light crossbows
- **Tools:** None
- **Saving Throws:** Constitution, Charisma
- **Skills:** Choose two from Arcana, Deception, Insight, Intimidation, Persuasion, and Religion

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) a dungeoneer's pack or (b) an explorer's pack
- Two daggers

SPELLCASTING

An event in your past, or in the life of a parent or ancestor, left an indelible mark on you, infusing you with arcane magic. This font of magic, whatever its origin, fuels your spells. See Spells Rules for the general rules of spellcasting and the Spells Listing for the sorcerer spell list.

CANTRIPS

At 1st level, you know four cantrips of your choice from the sorcerer spell list. You learn additional sorcerer cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Sorcerer table.

SPELL SLOTS

The Sorcerer table shows how many spell slots you have to cast your sorcerer spells of 1st level and higher. To cast one of these sorcerer spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell *burning hands* and have a 1st-level and a 2nd-level spell slot available, you can cast *burning hands* using either slot.

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know two 1st-level spells of your choice from the sorcerer spell list.

The Spells Known column of the Sorcerer table shows when you learn more sorcerer spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the sorcerer spells you know and replace it with another spell from the sorcerer spell list, which also must be of a level for which you have spell slots.

SPELLCASTING ABILITY

Charisma is your spellcasting ability for your sorcerer spells, since the power of your magic relies on your ability to project your will into the world. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a sorcerer spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

ESCHREW MATERIALS

A sorcerer does not require material components for their sorcerer spells. If you cast a sorcerer spell with an M component, you do not need to provide that component.

Casting a sorcerer spell that would otherwise have a costly component requires more focus. To cast such a spell, you must use your bonus action to prepare yourself. When you do so, you may cast a spell or begin casting a spell which would otherwise have a costly component later in the same turn.

If the spell requires a bonus action to cast, you may begin casting it on your following turn.

Casting a sorcerer spell which would otherwise consume a costly component is especially difficult for a sorcerer. When you cast such a spell, in addition to using your bonus action to prepare, you take 1d6 necrotic damage immediately after the spell takes effect.

If the component would have cost over 50gp, you also suffer a level of exhaustion. If the cost of the component is over 100gp, the sorcerer may not Eschew the material component, but in this case they must provide the component to cast the spell.

For example, if you are a 7th level sorcerer, and you cast *teleportation circle* as a sorcerer spell, which would normally require a 50gp component which the spell consumes, instead you must use your bonus action to prepare the spell, and receive 1d6 necrotic damage after the spell takes effect. Because the component cost was not over 50gp, you do not suffer exhaustion.

SORCEROUS ORIGIN

Choose a sorcerous origin, which describes the source of your innate magical power the Draconic Bloodline or Wild magic, both detailed at the end of the class description, or one from another source.

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

MAGICAL BLOOD

The strength of your bloodline means that magic flows through your veins. As a bonus action, you can prepare to cast a Sorcerer spell you know of up to 5th level without expending a spell slot. When you do so, you take 1d6 Necrotic damage per level of the spell you are preparing to cast. This damage may not be resisted or reduced in any way. Once you use this feature to cast a sorcerer spell, you may not use this feature to cast the same spell again until you complete a long rest.

This ability only works with spells that have a one action or higher casting time.

FONT OF MAGIC

At 2nd level, you tap into a deep wellspring of magic within yourself. This wellspring is represented by sorcery points, which allow you to create a variety of magical effects.

SORCERY POINTS

You have 2 sorcery points, and you gain more as you reach higher levels, as shown in the Sorcery Points column of the Sorcerer table. You can never have more sorcery points than shown on the table for your level. You regain all spent sorcery points when you finish a long rest.

FLEXIBLE CASTING

You can use your sorcery points to gain additional spell slots, or sacrifice spell slots to gain additional sorcery points. You learn other ways to use your sorcery points as you reach higher levels.

Creating Spell Slots. You can transform unexpended sorcery points into one spell slot as a bonus action on your turn. The Creating Spell Slots table shows the cost of creating a spell slot of a given level. You can create spell slots no higher in level than 5th.

Any spell slot you create with this feature vanishes when you finish a long rest.

CREATING SPELL SLOTS

Spell Slot Level	Sorcery Point Cost
1st	2
2nd	3
3rd	5
4th	6
5th	7

Converting a Spell Slot to Sorcery Points. As a bonus action on your turn, you can expend one spell slot and gain a number of sorcery points equal to the slot's level.

METAMAGIC

At 3rd level, you gain the ability to twist your spells to suit your needs. You gain two of the following Metamagic options of your choice. You gain another one at 10th and 17th level.

You can use only one Metamagic option on a spell when you cast it, unless otherwise noted.

CAREFUL SPELL

When you cast a spell that forces other creatures to make a saving throw, you can protect some of those creatures from the spell's full force. To do so, you spend 1 sorcery point and choose a number of those creatures up to your Charisma modifier (minimum of one creature). A chosen creature automatically succeeds on its saving throw against the spell.

DISTANT SPELL

When you cast a spell that has a range of 5 feet or greater, you can spend 1 sorcery point to double the range of the spell.

When you cast a spell that has a range of touch, you can spend 1 sorcery point to make the range of the spell 30 feet.

If you cast any spell that includes a teleport, you can spend 1 sorcery point to double the maximum range of teleportation.

EMPOWERED SPELL

When you roll damage for a spell, you can spend 1 sorcery point to reroll a number of the damage dice up to your Charisma modifier (minimum of one). You must use the new rolls.

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

EXTENDED SPELL

When you cast a spell that has a duration of 1 minute or longer, you can spend 1 sorcery point to increase its duration.

- If the duration of the spell is 1 minute, it is extended to 10 minutes.
- If the duration of the spell is 10 minutes, it is extended to 1 hour.
- If the duration of the spell is 1 hour, it is extended to 8 hours.
- If the duration of the spell is 8 hours, it is extended to 24 hours.

Extend spell cannot extend the duration of a spell to over 24 hours.

HEIGHTENED SPELL

When you cast a spell that forces a creature to make a saving throw to resist its effects, you can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw made against the spell.

QUICKENED SPELL

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

SUBTLE SPELL

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

TWINNED SPELL

When you cast a spell that targets only one creature and doesn't have a range of self, you can spend a number of sorcery points equal to the spell's level to target a second creature in range with the same spell (1 sorcery point if the spell is a cantrip).

To be eligible, a spell must be incapable of targeting more than one creature at the spell's current level. For example, *magic missile* and *scorching ray* aren't eligible, but *ray of frost* and *chromatic orb* are.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Using the optional feats rule, you can forgo taking this feature to take a feat of your choice instead.

SORCEROUS RESTORATION

At 20th level, you regain all expended sorcery points whenever you finish a short rest. When you roll for initiative and have no sorcery points remaining, you regain 1 sorcery point.

SORCEROUS ORIGINS

Different sorcerers claim different origins for their innate magic. Although many variations exist, most of these origins fall into two categories: a draconic bloodline and wild magic.

DRAGONIC BLOODLINE

Your innate magic comes from draconic magic that was mingled with your blood or that of your ancestors. Most often, sorcerers with this origin trace their descent back to a mighty sorcerer of ancient times who made a bargain with a dragon or who might even have claimed a dragon parent. Some of these bloodlines are well established in the world, but most are obscure. Any given sorcerer could be the first of a new bloodline, as a result of a pact or some other exceptional circumstance.

DRAGON ANCESTOR

At 1st level, you choose one type of dragon as your ancestor. The damage type associated with each dragon is used by features you gain with this sorcerous origin.

DRAGONIC ANCESTRY

Dragon	Damage Type
Black	Acid
Blue	Lightning
Brass	Fire
Bronze	Lightning
Copper	Acid
Gold	Fire
Green	Poison
Red	Fire
Silver	Cold
White	Cold

You can speak, read, and write Draconic. Additionally, whenever you make a Charisma check when interacting with dragons, your proficiency bonus is doubled if it applies to the check.

DRAGONIC RESILIENCE

As magic flows through your body, it causes physical traits of your dragon ancestors to emerge. At 1st level, your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class.

Additionally, parts of your skin are covered by a thin sheen of dragon-like scales. When you aren't wearing armor, your AC equals 13 + your Dexterity modifier.

Finally, you gain resistance to the damage type associated with your draconic ancestry.

ELEMENTAL AFFINITY

Starting at 6th level, when you cast a spell that deals damage of the type associated with your draconic ancestry, you can add your Charisma modifier to one damage roll of that spell.

If you cast a spell that deals acid, lightning, fire, poison or cold damage that is not associated with your draconic ancestry, you may change the damage type to match your draconic ancestry. If you do so, you do not add your Charisma modifier to a damage roll.

DRAGON WINGS

At 14th level, you gain the ability to sprout a pair of dragon wings from your back, gaining a flying speed equal to double your current speed. You can create these wings as a bonus action on your turn. They last until you dismiss them as a bonus action on your turn.

You can't manifest your wings while wearing armor unless the armor is made to accommodate them, and clothing not made to accommodate your wings might be destroyed when you manifest them.

DRAGONIC PRESENCE

Beginning at 18th level, you can channel the dread presence of your dragon ancestor, causing those around you to become awestruck or frightened. As an action, you can spend 5 sorcery points to draw on this power and exude an aura of awe or fear (your choice) to a distance of 60 feet. For 1 minute or until you dismiss this ability as a bonus action, each hostile creature that starts its turn in this aura must succeed on a Wisdom saving throw or be charmed (if you chose awe) or frightened (if you chose fear) until the aura ends. A creature that succeeds on this saving throw is immune to your aura for 24 hours.

WILD MAGIC

Your innate magic comes from the forces of chaos that underlie the order of creation. You might have endured exposure to raw magic, perhaps through a planar portal leading to Limbo, the Elemental Planes, or the Far Realm. Perhaps you were blessed by a fey being or marked by a demon. Or your magic could be a fluke of your birth, with no apparent cause. However it came to be, this magic churns within you, waiting for any outlet.

WILD MAGIC SURGE

Starting when you choose this origin at 1st level, your spellcasting can unleash surges of untamed magic. After you cast a sorcerer spell of 1st level or higher, roll a d6. If you roll a 4 or higher, roll on the Wild Magic Surge table to create a magical effect. If that effect is a spell, it is too wild to be affected by your Metamagic, and if it normally requires concentration, it doesn't require concentration in this case; the spell lasts for its full duration.

Once you release the surge, the chance of releasing another surge is reduced. Now you consult the Wild Magic Surge table on a roll of 5 or higher. If you produce another surge, afterwards, consult the Wild Magic table only if you roll a 6.

Once you complete a long rest, the chance of producing a wild magic surge is reset to 4 or higher.

TIDES OF CHAOS

Starting at 1st level, you can manipulate the forces of chance and chaos to gain advantage on one attack roll, ability check, or saving throw. Once you do so, roll a d6. If your roll is not 4 or higher you must finish a short or long rest before you can use this feature again.

BEND LUCK

Starting at 6th level, you have the ability to twist fate using your wild magic. When another creature you can see makes an attack roll, an ability check, or a saving throw, you can use your reaction and spend 2 sorcery points to roll 1d12 and apply the number rolled as a bonus or penalty (your choice) to the creature's roll. You can do so after the creature rolls but before any effects of the roll occur.

CONTROLLED CHAOS

At 14th level, you gain a modicum of control over the surges of your wild magic. Whenever you roll on the Wild Magic Surge table, you can roll twice and use either number.

SPELL BOMBARDMENT

Beginning at 18th level, the harmful energy of your spells becomes unstable. When you roll damage for a spell and roll the highest number possible on any of the dice, there is a chance of a surge in the energy. Roll d100, if it is equal or less than the highest die result, the spell energy surges, and you reroll the damage and add it to the original result. Once a spell surges, it may not surge again.

For example, a Wild Magic Sorcerer of 18th level casts Firebolt. They roll 4d10 and get a 2, 5, 7 and 10 for a total of 24 damage. Because one of the die results was maximum, they roll d100 and roll a 5. Because the result was 10 or less they roll damage again. They roll a 4, 6, 7 and 10. This result of 27 is added to the original result of 24 for a total of 51 damage.



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