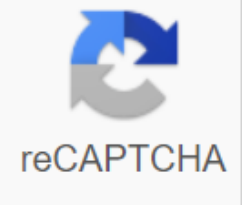




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Don't take this guide to sorcerers based on what our charismatic leader says. Dungeons and Dragons 5th edition has different styles of play for everyone. Below, we've put together a guide, looking at the best ways to play with otherworldly force. Multi-Level-Magic Scheme: The sorcerer's core in the 5th edition of Let's Wrap The Deal - Garfield Deals a Sorcerer's Wizard is not a typical charmer. You made some kind of pact in exchange for a taste of magical power. Sorcerers only get a few spell slots to play, and don't have to worry about casting spells at different levels. Sorcerers get the best cantrip in the game (Eldritch Blast) and there are several ways to enlarge it. Having fewer spell slots and a more limited list of spells than Master means you won't have the same utility either. Intelligent sorcerers can fill in the role of battlefield controller or damage dealer as needed. As you will work with a good Charisma Score, you are also a worthy party candidate. Sky Blue - Top of the choice line. This is where the optimization of sorcerers begins. Blue and a very strong choice for the Sorcerer, but no wonder. Black and hard choice. There are better options, but it's more than serving purple and not the top tier. It may have niche use, but the best options are red and mechanically weak. If you feel it fits your concept, go for it, but you'll probably be less effective remember this guide to optimizing the sorcerer. We look at what is strong or effective for your core sorcerer build. Where we can, there will be specific information for one subclass over another. However, if you have a funny idea for your character that isn't charop, don't be afraid to put fun ahead of the numbers. After all, you know your game better than I do. Stats: Str: Probably reset this one. Some Blade-Pact Sorcerers will claim that they need some here. Dex: If you're going to be in a melee, you can 14 Dexterity to raise the armor class. Even Hexblades use Charisma for attacks and damage. Con: Loaded with a concentration of spells? Then you're going to want some points here. In addition, it helps to keep you healthy and alive. Int: Leave the intelligence to the Wizards. Your magic is based on your willpower, not on the study of books. Wis: Not actually used, but there are some important Wisdom saving throws you can't fail. Cha: Spelling stat. This should be your main focus at 16 if possible. Anything with Cha Solid Dex or Con should be a second stat if you can. Defensive bonuses are also useful early, although some options may be less effective later. Sorcerers can access the Devil's View, making Darkvision at the races less mandatory. Racing (PHB) (DMG) (VOL) (EPC) (SCAG) (MTof) Aarakocra: 2 Dex flies over the battlefield and rain blasts Eldritch. In addition, this is the wrong statistic. (EPC) Aasimar: Charisma and resistance are great, but spells are a little lackluster. (DMG) Aasimar option: 2 cha charisma, charisma, and Radiant is great. Wisdom is beautiful... I didn't hing. Whip: 1 Con is a great way to take a radiant damage if your party is missing. Con is a decent secondary stat for any sorcerer. Consuming Radiant means you want to be in close proximity, so Hexblade the Sorcerer can like it even more. Fallen: No.1 Str Significant for Hexblade Warlock, styling Force usually leads to lower Dex and AC problems though. Scared is a powerful condition and access to a close combat once a day is pleasant. Protector: No.1 Wis - Wisdom is somewhat wasted, but flying for one minute and shedding bright light can come in handy. Bugbear No2 Str, 1 Wis Wrong Stats for the Sorcerer. Gets Darkvision, free Stealth skill and 2d6 extra damage when attacked with surprise, you're not going to use that. I didn't hing. Dragonbourne No 2 Str. No.1 Cha Little Cha, but too much str is what you're looking for. Dwarf: 2 Con Mountain Dwarf No. 2 Str Nothing super useful here. Hill Dwarf (1 Wis) sorcerers don't need a ton of wisdom. Durgar No.1 Str Con and Str don't do much for you. I'm afraid. (SKAG) Elf 2 Dex thematically, it can work with patron Archfey, especially if you're looking for a Dex-based Hexblade. Wood Elf, poor stats, leave it for Rangers. Sleep No. 1 Cha' Boosted Darkvision and Faerie Fire can help in the ongoing underground campaign. Cha is not a huge boost compared to other races. Sunlight sensitivity hurts if you go outside, so you can throw the darkness. High Elf No 1 Int Free Master Cantrip wasted on you because you already have Eldritch Blast. Intelligence doesn't help either. Eladrin is a High Elf with a teleportation spell. (DMG) Sea elf Nothing useful for a sorcerer. (MTof) Shadar-Kai may be thematically fun, but nothing you really need. (MTof) Firbolg No.2 Wis. No. 1 Str Wisdom is not particularly useful, as is strength. The abilities are a bit hap-threatening for the sorcerer. I didn't hing. Genasi No.2 Con Con Pulse is nice, but subtypes won't help you. (EPC) Air Genasi 1 Dex Leviti, and perhaps some love for Hexblade ... (EPC) The Earth Genasi Pass without a trace is a powerful stealth ability, and Earth Walk helps your mobility. Power wasted however. (EPC) Fire Genasi 1 Int You don't have much use for exploration. Dragonborn gets a lot of similar things. (EPC) Water Genasi 1 Wis In a water campaign it gets a little boost, although you can look at Triton instead. (EPC) Gith (2 Int) Don't make good sorcerers. Githyanki 2 Str It's all wasted on you. (MTof) Githzerai 2 Wis Nothing useful for a sorcerer. (MTof) Dwarf No.2 Int, similar to Halfling, INT wasted on you. Forest Dwarf No.1 Dex Dex is a good-ish for Dex build and the illusion can help. Rock Dwarf No. 1 Con Not bringing much to the table with sub-race. Deep Gnome - Higher Darkvision can be delicious if you're a lot underground, although there's plenty Options. Goes a little further with Hexblade sorcerers. (SKAG) Goblin (2 Dex No.1 Con) is a nimble sorcerer with an interesting potential for separation and concealment. I didn't hing. Goliath No 2 Str. No.1 Con, if you're considering Goliath, maybe you should read our fighter guide. I didn't hing. Semi Elven 2 cha and 1 to ??? Here are some of these good Elf features along with a plus to Cha and one another. Many sorcerers of all pacts will want to consider this. The standard two free skills are great, especially if you are the person of the party. (PHB) No. no, no, water, only if you're in a water campaign. (SKAG) Sleep you get some lovely free spells that help with the utility. Something you're not good at, like a sorcerer. (SKAG) High/Moon/Sun Wizard cantrips are great for utility, but you already have the best damage countrytypes. If you pact the sorcerer Blade, consider The Green Flame Blade or Boom Blade to improve your damage output. (SKAG) Wood Is Nothing Useful for a Sorcerer. (SKAG) Half-Orc No2 Str, and No.1 Con' Darkvision, more lethal crits, avoid knockout once a day and free knowledge of bullying. Nothing here you really need, leave it to the fighters and barbarians. Halfling (Half) You get an increase in agility like The Elf, but you also get the Lucky Racial feature. Stout Halfling 1 Con Poisonous Resilience and Raising Con doesn't really match what you should be looking for as a sorcerer. Lightfoot Halflings 1 Cha charisma and stealth complement the sorcerer's path, making it a worthy choice for a highly mobile character. Ghostly Halflings 1 Wis, speaking telepathically can be helpful, but you'll get it from the Great Old if you really want it. (SKAG) Man 1 to all scores Is pretty boring for a sorcerer, you have a few dump stats that make it waste. Option Man No.1 to ??? And??? and feat If the human version is allowed, it's a different story. Get a head start on your character concept with feat You'll get some ASI's later, but the feat (see Exploits section) that can bring the concept of the Sorcerer online to level 1 is great. Kenku 2 Dex, and No.1 Wis An interesting choice of role-playing and ability is more suited to the Crooks. I didn't hing. Kobold No-2 Str, and No. 2 Dex Advantage in any attack, if the ally is near your target, is good for Helping Eldritch Blasts hit. With lower Charisma, you might be able to suffer in damage and save throw spells, however. I didn't hing. Lizardfolk No.2 Con, and 1 Wis Bonus Armor is tempting... however, the lack of Charisma hurts is too much. I didn't hing. Orc No. 2 Str, and No.1 Con, -2 Int I don't know what World of Warcraft taught you about Orc Warlocks, in DZO they are not so viable. I didn't hing. Tabaxi No 2 DEX and No.1 CHA Is a great option for the sorcerer's blade pact. Dexterity boosts your air conditioning (and perhaps your weapon attacks in from your ability scores), and Charisma boosts your spells. I didn't hing. Tiefling (2 Cha) It's from 2 to Cha that is perfect, int wasted. This race makes diabolical pacts forever. Asmodeus is a great option, but wasted, and you can find the best spells from other sub-race. (MTof) Baalzebul (Baalzebul) Intelligence is wasted, but access to Thaumaturgy can be good. (MTof) Dispatier (1 Dex) Dexterity means the best AC, and spells are great if you want to be sneaky or tricky. (MTof) Fierna Wisdom is largely wasted, but the spells are great for the Face. (MTof) Glasya Dexterity means the best air conditioning, and spells are great if you want to be sneaky or cunning. (MTof) Levistus 1 Con Constitution means more points of hit, and spells offer a good mix of defensive, offensive and utility options. (MTof) Mammon 'Mammon' intelligence is wasted, and aligned spells are highly situational. (MTof) Mephistopheles (Mephistopheles) Flame Blade is tempting to blade the covenant of sorcerers, but zielel is still the best option. (MTof) The power of zaryel (1 Str) is wasted, but it doesn't really matter. The big draw is the smite spells. (MTof) Option: Feral: Dexterity is usually good for melee build, but for sorcerers you'll use your Charisma thanks to Hexblade. SCAG Option: The Language of the Devil: Perhaps better spell options for the sorcerer. SCAG Option: Hellfire: Burning Hands is about as good for a sorcerer as a hellish rebuke, but doesn't require you to hit to use it. SCAG Option: Winged: Flight is fantastic, especially for a class so dependent on range. SCAG Turtle: No.1 to Str and No.1 to Wis, despite no increase in charisma. Turtles can be a great choice for the Blade Warlock pact. 17 natural armor means that your air conditioning is as good as a comparable sorcerer with 20 Dexterity, allowing you to focus on rapidly enhancing your charisma instead without worrying about your AC. Triton No.1 to Str, Con and Cha' Two of these stat bonuses are relevant. In addition, speed swimming, breathe water and air, talk to water creatures, and cold resistance. Also note that three racial spells are for greater utility. I didn't hing. Yuan-Ti Pureblood: No 2 to Cha and No.1 to Int ' Here are some of these 2 cha you want. Int doesn't help, but a bit of innate spelling, magical resistance, and poison immunity is nice. I didn't hing. Eberron Racing (WGIE) Change: No 2 Cha, No.1 Dex/Int Boosts Cha is perfectly warmed up for you. Other racial features turn you into a big face for the party. (WGIE) No, no, no. Shifters: 1 Dex These shifters are rougher and more ready physical races. Not much use for a sorcerer. (WGIE) No, no, no. Beashide Shifter: Bonuses to AC, Con, and Dex don't do much for you. (WGIE) No, no, no. Cliffwalk Shifter: Your Dex is good and you get hp's tempo changer, but other shift options are just better. (WGIE) No, no, no. Longstride: Another clean version of Dex. (WGIE) No, no, no. Longtooth Shifter: A little Str and Dex is not great (WGIE) No, no, no. Razorclaw Shifter: Pure Dex with bonus attack. (WGIE) No, no, no. Wildhunt Shifter: Wis is a dump. The messenger looks better; You'll have to talk to your DM DM The magical effects of armor on your design. (WGIE) No, no, no. Envoy No.1 ???, and No.1 ??? Good potential for a sorcerer with some leeway on what tool you are integrated with can be. (WGIE) No, no, no. Juggernaut is your typical living weapon of war. It's not that interesting. (WGIE) No, no, no. Shooter (2 Dex) Extra movement and some reconnaissance utility. (WGIE) No, no, no. More to consider at Best Warlock 5E Racing Now that it's said and done, here's a thing about racial abilities: later in the game, they won't matter as much. At the 15th level, that No.1 to your stats has less impact in overall performance. At lower levels, though, the difference is much more noticeable. 5e flat out a trickier game at a low level than either 3.x or 4e were. It's less forgiving, and getting dropped is very easy. Keep this in mind when looking at races. Some races may not oomph when it comes to doing to hurt, but a lot of survivability perks that they have come in handy during these difficult low levels. Warlock's Guide to Class Features Hit the Bone: 1d8 to The Sorcerer Level is no surprise. You're not as soft as the Wizard, but you don't want to be on the front lines. Weapon Proficiency: Light Armor Weapons Profession: Simple Weapons - you won't need weapons if you're going to pact blades, in which case you'll have the magical weapon you already own. Skills: We will go through this in the Skills section, but know that you can choose two skills from: Arkana, Deception, History, Intimidation, Investigation, Nature, and Religion. Tools: You don't get the knowledge of tools from your class. Fret no, there are other ways to get tool skills through the backgrounds, although it doesn't often come so don't worry. Keeping throws: Wisdom, charisma equipment, not a bad way to start a game. While you're probably sticking with Eldritch Blast, that means the weapon isn't as interesting to you. a) A light crossbow and 20 bolts or b) any simple weapon (a) component bag or b) a secret focus (a) package scientist or b) package Dungeoneer Leather armor, any simple weapon, and two daggers otherworldly patron (1st level) - on the 1st level, you made a deal with the otherworldly tool of your choice. Your choice gives you features on level 1 and again on level 6, 10th and 14th. Archfey Celestial Fiend Great Old One Hexblade Kraken (UA) Raven queen (UA) Immortal Covenant Magic (1st level): Your secret research and magic bestowed upon you by your patron gave you an object with spells. You can see the Spell Rules for general spell rules and spell listings for the witch spell list. Cantripts Spell Slots Spells Famous Level 1 or Higher Eldritch Appeals - At Level 2, you'll get two eldritch appeals of your choice. We go to the options of calling Warlock in the appeals section. Boone Pact (Level 3): Here Choose what The Warlock subclass to go with. The archetype you choose gives you opportunities at level 3 again on the 7th, 10th, 15th and 18th levels. Covenant on the ChainEd ClingEr Covenant improvement Tom's ability (4th, 8th, 12th, 16th and 19th level): They are great, the better, and you get a bunch of them. Max out your basic stats and then take some feats. Mystic Arkanum (11th, 13th, 15th, 17th): At the 11th level, your patron gives you a magical secret called Arkanum. Select one level 6 spell from the witch spell list as this arkanum. Arcanums are not spell slots. They are just one spell that you can throw one a day. You can only choose from the provided. So you want one that will probably see use every day, not those that are good in just a few situations. Eldritch Master (20th level): - You can spend one minute to restore all your spell slots. Save 59 minutes and you can't even really do it in battle. Otherworldly patrons: Warlock Subclasses Archfey More subtle than other patrons. Archfey focuses on control through illusion, deception and charm. Archfey Warlock hang out with your patron Source: reddit.com/u/ezfi Extended Spell List: You're going to get a few usefulness options here and the mid-game spells on this list are not surprising. The extra options are always nice though, and that doesn't limit existing spells to the known list. Level 1 Spell: Faerie Fire is good for hidden allies (Rogues for advantage) and against hidden enemies (enemies that can go invisible). Sleep is great against low-level mooks. This can completely negate the struggle at the early levels. Later, even with high-level spell slots, you're going to want to target henchmen or low health hordes. Level 2 Spells: Calm Emotions Allows you to be smart in role-playing scenarios to dissipate the fight. Using the whole action to suppress the area of fascination or being frightened will be helpful situationally because you also have to be incapacitated from this effect. The fantasmal power I've seen is used to make a big impact on my desk to isolate the enemy from the fight allowing the party to focus elsewhere. The better you're at thinking outside the box (and the DM are willing to go with it), the better it gets. Level 3 Spell: Blinking is a strong defensive spell that pulls you from harm's way. Plant growth gets better if you spend a lot of time around plants, but in most campaigns it will be situational. Level 4 Spells: Dominate the beasts' hard value because you won't work on many high-level beasts. However, if you spend time in the Chult jungle or anywhere there are dinosaurs it's great. Fun Idea: Have a team combo with the enemy polymorphic in the beast. Greater invisibility is better than conventional invisibility... You can even say: It's better. Level 5 Dominate the man should be on the archfey sorcerer theme to be able to isolate one target from the fight. Dominate Man can reverse the course of any humanoid battle. Seeming has great role-playing potential and will help in stealth intrigue-based campaigns to a large extent. Sneak the army into an enemy fortress under the guise of defenders or simply create chaos. The spell depends on your ability to think outside the box. Faye Presence: More defensive function if enemies are bored by your style. The 10-foot cube originating from you means you have to be either in the middle combat or reach range. Foggy Escape: More defensive features. This time in the form of a reaction to turn invisible and teleport away. Helps reduce the damage from multiple enemy attacks or even (with the desire of the DM) let party members hit you in teleportation seats. Beguiling Defense: It pairs nicely with calm emotions, so you'll avoid the whole party charm when it comes out... Doesn't come often, but when it does, you'll enjoy the opportunity to turn the charm back on the enemy. Dark Delirium: Banish enemies to the illusory Shadow realm. Another tool in Archfey's arsenal is to take one enemy out of the fight for up to one minute. There's also some great role-playing potential here to show the purpose of the horrors of their actions. Heavenly Allowance the sorcerer to plunge into some divine healing and damage. The celestial tries to go the way between radiant/fiery damage and healing. Like some other hybrids, it makes Heavenly Jack many professions a master of none. If there are no other shining damage owners in the party and you are going against the undead you can enjoy it. But if you're not tuned into the Warlock thing, you can like to play Cleric instead. Extended spell list: a combination of radiant, healing and fiery spells. It's themed, but not particularly good synergies with each other. Level 1 Spells: Cure Wounds is a great spell, however, you have several spell slots and you will get the Healing of Light. A good candidate if you're going to short rest and spare slots though. Steering Bolt is pleasantly radiant damage, if you can hit, he also sets the advantage for the next attack roll against the goal. Level 2 Spell: The Flaming Sphere may be good damage and combat control, but as written, it seems only to get charisma a modifier of shining souls to damage the original cast. Less Recovery A more dedicated healer may carry this, but if it is you, then you are stuck with this job. Level 3 Spells: Daylight, scattering darkness and disturbing vampires, may be useful, but it is situational. Revive the clutch spell when an ally failed in the 3rd death rescue. Level 4 Spells: Keeper of Faith Cover 60 damage from a stationary guardian must be placed wisely to be most effective. Wall of Fire With your few precious spell slots it can open up the battlefield. A similar problem as to the Flaming Sphere, where the radiant soul is applied only to the cast (from my interpretation anyway). Level 5 of the spell: Strike Here you can choose if you want an extra fire or an extra radiant from a radiant soul. Nest: A big restoration someone in the party needs it. Or you'll lose a member of Medusa. Bonus country music: Light as cantrip it well. More importantly, if you don't have Darkvision, Sacred Flame competes with arguably the best combat cantrip in the game (Eldritch Blast), but it can come in handy against high AC but low Dex monsters. Healing Light: Pool D6s dish out some bonus healing action, similar to the healing word without spell slots. And now you're interested in a long vacation. Shining Soul: The radiant resistance is nice, but usually not super useful in most campaigns. Additional fire or radiant damage lifts the floor damage to your spells and sacred flame. Unfortunately, sorcerers inflict most of their damage with Eldritch Explosions, so if you use a lot of sacred flames you may not see much benefit from this. Celestial Resilience: Timepoints of impact help save on healing resources. Remember that the time point of impact doesn't stack up though so don't worry with an inspiring leadership feat. Burning Revenge: Spring is a backup time from near death at the beginning of your turn and blind enemies around you (without saving). As written, it is not a spell for the Shining Soul to enlarge (I feel it should be). But free to heal and walk shame while enemies are blind helps keep the healer alive. Fiend from Players Handbook comes a sorcerer blaster. For those who love deals with demons, devils, or just like throwing fire around. Fire on enemies can potentially be a concern, so consider taking the Elementary Adept feat. Extended spell list: Additional spells in Fiend Warlock's arsenal are mostly flame-based, with a focus on exercising a large area. Level 1 Spells: Burning Hands is one of AoE's best early spells. Team It starts out as a single goal control spell, best used to turn a target on your enemies with Betrayal, or something like that. Scale to more goals as spell levels increase. Level 2 spell: Blindness/deafness This opens up some good options, it's situational, but can close a heavy hitter in battle. The scalding Ray acts as an Eldritch Blast fire. While you spend slots for a little more damage potential. Level 3 spell: Fireball Classic Explosion AoE, 20ft radius sphere can absorb most dungeon rooms, so take care around the allies... Or not. A stinking cloud is an area of control that can split a group of enemies and defend well against forked enemies. Level 4 Spell: Fire Shield You don't have to spend so much time in a melee that damage will be beneficial. Your slots are too limited to spend here. Wall fire control and funnel enemies on the battlefield with great impact. Placed correctly is devastating. Level 5 spell: Flame Strike Adds to Some Shining Damage to Diversify Several of the Predominantly Fiery at your disposal. Hollow will depend on your campaign. It is more useful if you have 24 hours to prepare the area for the big battle. Dark One's Blessing: Now you have good reasons to kill steal on the battlefield. These time points do not indicate duration, so they last until a long rest. Stay, remember: they don't stack up with other sources as an inspiring feat leader. Dark One's Own Luck: A Kind of Fiending Bardick Inspiration... Find a balance between using this for something critical, like saving death and using it in every short rest if possible. Devil's Resistance: Resistance to one type of damage that can be altered during a short or long rest. If the arrows are a problem, make it piercing damage. If you go to Mind Flayer ship, make it mental. Hurling through hell: not only is much damage, it can be considered limited exile. Works only once a day, but can only rest from Eldritch Blast. Source: Sage Advice The Great Old One Source: reddit.com/user/oliant You're a strange species who whispers to yourself and hears voices. Malkaveian sorcerers lets you split your time between arguing with stop signs and covering the entire battlefield with sour tentacles that destroy enemies. All that to say, some options here are crazy impactful, others situational and fun. Extended spell list: A diverse mix of debuffs are control, and utilities. Level 1 spell: Dissonant Whispers Decent Damage. Rites in value significantly when you have allies ready to take advantage of the opportunity to attack as the enemy runs. The hidden laughter of the Big Low-level lock on one target. Saving each turn makes it weaker, but at early levels it should be good. Level 2 Spell: Discover thoughts at close range to sweep invisible (or stealth) creatures, as well as some great utility (even in combat) if you're smart. The fantasmal power I've seen is used to make a big impact on my desk to isolate the enemy from the fight allowing the party to focus elsewhere. The better you're at thinking outside the box (and the DM are willing to go with it), the better it gets. Level 3 Spell: Clairvoyance can be a great scouting tool, although you may not see much benefit with limited spell slots elsewhere. Sending similarly can be useful in campaigns where role-playing games and levels of intrigue are high. There are not many dungeons crawling. Level 4 Spells: Dominate the Situational Beast depending on your campaign settings and the kind of things DM throws at you. Black tentacles is not only a great spell of control, but also thematically gross/amazing. Level 5 Spells: Dominate Person is one of the best single-purpose control/debuff spells in the game. Telekinesis is a great utility spell in the right hands. Awakened Mind: Incredible usefulness with the ability to communicate with any being you can understand language. Also, the ability to speak silently with allies to strategize until you face the party. As written, this message is only one way, although many DM allow it to be two-way or even as Call. It helps with role-playing to get ideas from allies during a conversation that is usually considered table talk. @Dastion the goal is to have this one side of the connection, but the DM can certainly rule that it is two-part telepathy, as in monsters. - Jeremy Jeremy (@JeremyECrawford) August 28, 2014 Entropic Ward: Not surprising, but any ability to impose a flaw is nice. Thought Shield: It's not often DMs deploy reading the mind on a player. Mental resistance is good, more important if you are against Mind Flayers and otherworldly beasts. Create Thrall: Some customization is required to render them incapacitated. Hidden laughter or non-lethal damage will do though. Hexblade XGIE for a sorcerer who likes to get into the thick of things. Hexblade Warlock has access to the best armor, shields and weapons. Hexblades can use their Charisma to attack and damage with your weapons, which means you don't have to dilute your distribution abilities. Extended spell list: Hexblade gets access to Smite spells and self-vesms through their extended spell list. The additional damage and utilities they provide are usually not worth the spell slot, especially on later levels. Level 1 Spells: These spells don't scale as your spells level up, so find them useful early, but less impressive later. The Shield can negate the impact if used wisely, potentially more if you are under multiple attacks before starting your next turn. Angry Smite can cause a frightened state that reduces the enemy's combat effectiveness. Level 2 Spells: Blur imposes a flaw on all incoming attacks, which is good, although there are often better ways to use the spell slot. The scaling Smite Scaling damages the positive effect with a small utility compared to enemies that can go invisible. The radiant

damage is nothing to sneeze at compared to the undead too. Level 3 spell: Blink is another good defensive option to get out of danger. A little uncontrollable though. Elementary Weapon Buffs your weapon to become magical. Keep in mind that the pact weapon provided by the Blade Covenant is considered a magical weapon to overcome resistance to damage and immunity. Technically, it's not a magic weapon, unless you're tying a particular magic weapon. Level 4 Spell: Phantasmal Killer Libra is incredibly good with levels and wonder if you have ways to reduce their ability to save from ongoing damage. The Staggering Smite setting is with bonus action, however there is no scaling or ongoing damage with this. Level 5 spell: Exile Smite takes enemy out of fight without a saving throw... although, if it's only less than 50 points of hitting left, it's probably not much of a threat anymore. The cold cone gives you a good option to deal with a group of henchmen. The Curse of Hexblade: It's not just to scale the floor of your damage based on skill; you also increase your chance to hit the target critically. Save this for your primary focus in every fight as you get it only once Short rest. Works with any roll of attack. Hex Warrior: Medium Armour and potentially shield means you're a little safer in close combat. Shields can tinker with somatic casting if you have the feat of a warcaster. Allows you to use your charisma to attack and damage the rolls instead of force or dexterity is For you. This not only greatly simplifies the Blade Pact, but also makes the Multiclass paladin/Warlock builds more efficient. Accursed Specter: When you get this on level 6, it's a pretty powerful minion. With resistance to most types of damage he may even survive a few hits. At higher levels it will absorb one attack, or if you keep it alive there are some utilities or role-playing options available. Hexes Armor: Eating your reaction to induce a 50% missed chance will be hestowed, especially if you can use it to avoid a critical impact. Master Hexes: Now you can open fights with your Hexblade Curse and keep it bouncing on target. Lurker in the Deep (UA) (Waiting) Noble Genie (UA) (Waiting) Immortal (SCAG) Immortal Sorcerer strives for survivability through necromance style magic. While thematically it can be fun, it leaves the Immortal Sorcerer with a few gaps in the bones, so to speak. Extended spell list: A few options are good, but most of the options on the Patron's Undying spell list don't add anything important to the sorcerer's existing abilities. Level 1 spell: False life is redundant if you take Eldritch's call for Fiendish Vigor to throw it without using a spell slot. The ray of disease provides poison damage that can work for a while but is useless against most of the undead. Level 2 spells: two variants of grueling enemies: one for combat enemies and one for spells. Blindness/deafness helps against combat enemies imposing a flaw in most cases. Silence prevents spells from casting spells with a verbal component, potentially helping with sneaking if the target doesn't notice a complete lack of sound. Level 3 Spells: Pure utility and only useful in high-intrigue campaigns. Simulate death allows you to pass a willing creature off like a dead man. Maybe some edge cases where you can convince someone to let you disable them this way with an offer or some high cheating check. Talking to the dead is more useful in a game where there is intrigue or murder to solve. Also, getting information from dead villains can be helpful. Level 4 Spells: The aura of life offers resistance to necrotics and prevents the highs from reaching the point of impact. So it's situationally good against some undead. Ward's death could save lives sometime in the next eight hours. If you can throw this before breakfast and relax before the adventures it won't eat in limited spell slots. Level 5 Spells: Infection gives you options, making it useful in many situations. Legend lore will vary on your campaign, but most DMs I know love giving all kinds of exposure, so this can lead to huge benefits. Among the Dead: Spare The Dying Cantrip Free and helps stabilize allies easily. The second half of this feature effectively provides sanctuary against the undead, making it more valuable if you are against this common enemy. Defy Death: an interesting feature that the keys to your death saves or rid the dying. Save it if it Your first death is saved because you are making those at the beginning of your turn, allowing you to heal and become conscious again. Immortal Nature: I don't know many games that watch food and water while being vigilant, while others sleep well enough, it makes you like Warforged. Unbreakable Life: An unimpressive feature of the capstone for the Immortals, not much healing and some taste about joining the limbs. Covenants and boons on level 3, sorcerers can choose their Boone Pact. Some further improvements in your Boone Pact may also come from appeals. The Blade Pact Pact of the Blade turns the sorcerer into a hybrid warrior and charmer. This goes well with Hexblade, which gets bonuses to attack weapons. While Blade Pact doesn't scale its damage as well as the usual sorcerer, it allows for some interesting games with multiple appeals required to help keep its rival compared to spelling locks. Tom Covenant's pact of Tom relies on the sorcerer's archetype and gives you three cantrips, from any list of classes. This means that some of the most powerful will in the game are yours - Vicious Mockery and a guide to name two. Your call options may open the way for you to learn Rituals. This gives 'Tome Lock' more utility in and out of combat. You can even get magically familiar as finding a familiar spell ritual! A lot of magic involved here, even for the blast-heavy Fiend and imperious Old. Covenant chain sorcerers favor utility as a tomsk way, however their usefulness comes in the form of an extended familiar. These acquaintances are not so much the source of damage as a potential invisible intelligence tool, or a way to use help action on their turn. The rogues in the party may find it useful to create a furtive attack. Note that their invisibility breaks down only when attacking or taking damage, meaning all other actions, including assisted action, pickpocketing, and casting a touch spell through them (except sprite) are fair game. Kwasut - Inflict fear and poisoned status of combatants. Both are strong, but almost require that quasit be one. Invisibility and changing shapes make for a good scout. Hands down the best in the battle of the four options. Imp - Shapechanger (Rat, Crow or Spider) and Invisibility. Imp is not as combatable as a quasit, but it is much more adaptable outside combat situations. Psuedodragon - Getting benefits on perception checks can be huge to avoid traps or enemies. Adding a 100ft telepathic range (200 if it's 100ft from you) means you can be smart with sending messages. Applying poison condition and potential sleep is nice, but you want ways to reduce enemies saving throws. Sprite - Heart Sight can be used to support (or replace) Insight checks. Invisibility and khral poison attack is nice. Calls Eldritch Calls: You get two of them on level 2, then another on the 5th, 7th, 9th, 15th and 18th levels, in total Calls. You can also change the challenge of each new level, giving you some opportunities to test the feeling of your appeals. Level 2: Agonizing Explosion (PHB): Increase the floor of your Eldritch Blast Damage. The charisma boost to your damage applies to every Ray from Eldritch Blast, so it just gets better as you grow. Shadow Armor (PHB): The extra 1 AC from Mage Armor (compared to studded skin) is not surprising. For the cost of the call there are probably better options. Aspect of the Moon (Tom's Pact) XGtE: Don't stay late to read under the covers, it's not worth it. Let the elf or warforged follow. Animal Speech (PHB): Depending on your campaign, this may come in handy. It might be better to leave the Druids and/or Masters though. Tempting Influence (PHB): You gain knowledge in the skills of deception and persuasion. If the party is looking at you to be the person and do most of the conversation, this can be helpful. Book of Ancient Mysteries (Tom's Pact) PHB: This is how sorcerers receive Rituals. In fact, it is the feat of Ritual Custer. Now you are going to start pretty much finding your DM that you would like to find more rituals to copy into your book. It also replaces the need for several appeals that give you access to ritual spells including The Speech of the Beast, The Eye of the Guardian 4, etc. The devil's view :P HB: Darkvision is often always highly regarded, although you might just keep the torch lit. The sight of the devil really allows you to see in the magical darkness like the Spell of Darkness or The Hunger of Gadar. Eldritch Sight (PHB): There are easier ways to use Detect Magic as a ritual, unless you think you'll need it more often and faster. Eldrich Spear (PHB): I'd be surprised if you often meet where 120 feet is not enough. Eyes Of the Keeper Rine (PHB): Other ways to get the same function to pick up the Book of Ancient Secrets (Tom) or The Ritual feat of Caster. Fiendish Vigor (PHB): False life is 1d4*4 time points within an hour. The Fiendish Vigor has no limit on how often you can throw it, so keep casting until you roll 4 to get the max out of it. Gaze of Two Minds (PHB): Very situational. Maybe lets see through the feelings of an ally as they scout forward. But you could do the same as the Chain Covenant with a friend. Capture Hadar (XGtE): Works well to pull enemies into dangerous effects... like Gadara's Hunger. Lance Lethargy (XGtE): a flat amount of motion reduction that can be stacked with slow effect. It is better if you use control effects such as Hunger Gadar and want to save enemies in bad things. Mask of Many Persons (PHB): In a campaign of high intrigue it can have great advantages. There are several creative ways to use this in combat too, if you can break the line of sight. Misty Visions (PHB): May be useful in a stealth campaign, but struggles relevant at higher levels. A quiet image can have an incredible application, especially since the 15-foot cube is large. Sneak down the corridor of Mission Impossible style. Style. Blast PHB: Hitting people from 10ft is nice to stay away from melee, especially if they've just come out of an AoE spell. A little weak, while Eldritch Blast gets extra rays. Thief of Five Destinies (PHB): The blowing spell slot hurts, but it's a big debuff that can put enemies in a death spiral. The Gift of the Eternal Living (Pact Chain) XGtE: Are all bone healings maximised if your acquaintance is nearby? Well done! This includes healing spells like Healing Word and Cure wounds, but it also includes Heath Bone rolled while resting. If you often take a beating in close combat it helps to keep you replenished more efficiently. The Improved Weapon of the Covenant (Blade Pact) XGtE: stronger in low-skinned campaigns. Adds vary options and you can always give it up once you get some magical items No.1. Voice of the Chain Master (Chain Covenant) (PHB): Adds more applications to your Familiar by taking away some of the limitations of the Find Familiar spell. Level 5: The Cape of The Flies (XGtE): Guaranteed damage can be hard to find. So against a hard-hitting opponent it can be handy, especially if you're a melee sorcerer who doesn't mind diving in. If the enemies are trying to escape, take the chance to attack and then chase them down to the next turn. Eldritch Smite (Blade Pact) XGtE: Great if you have ways to fish for crits like the smite Of Paladin, you only need to announce once you've hit. Knocking enemies' prone can be pretty good, especially if you are in close combat. Gift depth XGtE: If you play on water or underwater a lot, that's fine. Otherwise it may never see the use. Maddening Hex (XGtE): If you're already using Hex, it's up to an extra 5 damages as a bonus action. Mire the Mind : Casting Slow once a day is nice until you see that it burns the spell slot. And do not scale ... You have other battlefield control spells. One with Shadows (PHB) : A little better than just taking Hide Action. You need to ambush because you can't move. Although you could be moved if you are on a wagon or something. Sign Ill Omen (PHB): Bestow Curse for a spell slot isn't really worth it, especially when it has a short duration and affects only one target, and doesn't scale with spell level. Thirsting Blade (Blade Pact) PHB: One way for Hexblades to keep up with the additional attacks other melee characters get on level 5. Tomb Levistus (XGtE): In fact, the panic button is 10 temporary hp to the sorcerer's level. It will absorb most of the things that could knock you out. Keep in mind that you are incapacitated until all temporary HP is lost. Such If your allies or enemies break you, on turn, after you use it, you will be frozen in that ice cube. Level 7: Mesmerizing Whispers (PHB): Interesting crowd control from coercion that can create the possibility of an attack by allies. The downside is that it doesn't scale with the spell slot slot Horrible word PHB: Confusion can be a funny debuff, but it has a 20% chance of doing nothing, and other twists can be useless too, depending on the location of the battle. Ghostly Gaze XGtE: Seeing that behind walls and doors up to 30 feet is incredible in many circumstances. Some may argue by being able to see in chests, trapped objects, or even through non-magical disguises. The unforgiving Hex XGtE: If you're a melee sorcerer it can allow you to chase them down and stay sticky. Sculptor of The Flesh (PHB): Polymorph once a day, great utility or even as combat use in this spell. Turn the enemy into something harmless or an ally into the Great Monkey. Remember that the mental stats of the goal are changing, but their personality remains intact, so do with it what you will. Escape Trickster (XGtE). Another option for mobility in and out of combat. The possibility of slipping restrictions or struggles can be of interest to you, especially being immune to being paralyzed or restrained. Level 9: Ascending Step (PHB) : Levitate doesn't quite fly, you may need someone to wrap a rope around you to pull you together like a balloon. Up you can avoid dangerous land and essentially slow fall. Chaos Minions (PHB): Call your own elementary Pokemon. Works only once a day, but an hour should be a great way to turn the tide of the battle. Otherworldly Leap (PHB): Leap is a level 1 spell. It's tempting to play it without a spell slot, but there must be other ways to move around at this level. Whispers graves (PHB): Talking to the dead can open up campaigns in massive ways. Information is always useful, and it allows you to interrogate dead enemies, allies, victims of murder ... Etc. Being able to throw this at all costs all day means that the DM won't invite you to any murder mystery again. Level 12: Lifedrinker (PHB) : Needed for Blade Warlocks. Like Agonizing Blast, this bonus ad of your Charisma Covenant arms hits. This raises the floor of the damage you do with each stroke. Level 15: Chains carseny (PHB): Once a day you can keep a monster on Celestia, Villain or Elementary. A great way to reduce the enemy's fighting power by one or two turns. Master Miriad Forms PHB: It steps on the feet of the mask of many individuals a bit. The natural weapon option is not attractive, and water adaptation is very situational. The Shroud shadow XGtE: Be invisible all the time or be the new best friend of the Rogue, making them invisible every chance you get. You or someone you know should always ideally be invisible if you have nothing else to focus on. Visions of distant kingdoms (PHB): Arcane Eye is an incredible scouting tool. It doesn't replace your normal feelings as looking through a familiar does. Always keep an eye on your back and every room you're in with Arcane Eye. Witch Sight (PHB): Invisibility is a type of illusion, and finding invisible creatures is important for a class so dependent on different attacks. If the invisible creature is within 30 feet, you may be in trouble trouble The Skills of the Sorcerer don't fill the skill of the monkey role all that well, but they are more than capable of offering good party support in this regard. Don't be afraid to use your skill choices to customize your character a bit. Even mechanically weak skills can still benefit the party as a whole. Warlock Class Skills: Arkana (Int): Incredible skill if you're the magic one in the party. Figuring out magical items, analyze magic, etc. Cheating (Cha): Usually you will choose a hoax or belief (or both) if you are the person. History (Int): Depends on the DM, but often situational. Bullying (Cha): If you like to play, Good Cop, bad luck you can have it. Investigation (Int): Nice to have, especially when viewing things, but you probably lack the intelligence or skill of choice to justify it. Nature (Int): It is good to identify the weakness of creatures and such. Almost all creatures have no resistance to Eldritch Blast though... saved you for a while. Religion (Int): Good for communicating with the gods, can often be left in the world of masters and clergy though. Non-class skills: Athletics (Str): Convince a big dumb fighter to do your hard work. Dex: Animal Processing (Wis): Insight (Wis): Sometimes it can be convenient to know if someone is lying to you. Medicine (Wis): Performance (Cha): Persuasion (Cha): You're going to be worthy in this or cheating anyway. Perception (Wis): Always an important skill to see if there are traps, or enemies. Hand sleight of hand (Dex): Stealth (Dex): Survival (Wis): Backgrounds: Your background usually gives you two skills, maybe a language or two, maybe a tool or two, a special push, and a small amount of merchandise/gold. They can help flesh out your character a bit, offer some mechanical help, and help you better determine where your sorcerer is coming from. PHB backgrounds Acolyte: acumen /religion Charlatan: deception/sleight of hand Criminal: deception/stealth Entertainer: acrobatics/performance People's Hero: Animal Management/Survival Artisan Guild: astute/belief Hermit: medicine/medicine Religion Noble: History/Religion Outlander : Athletics/Survival Sage: Arkana/History Sailor: Athletics/Perception Soldier: Athletics/Intimidation Hedgehog: Stealth/Sleigh of Hand Criminal: deception/stealth Entertainer: acrobatics/performance People's Hero: Animal Management/Survival Artisan Guild: astute/belief Hermit: medicine/medicine/medicine Religion Noble: History/Religion Outlander : Athletics/Survival Sage: Arkana/History Sailor: Athletics/Perception Soldier: Athletics/Intimidation Hedgehog: Stealth/Sleigh of Hand The enduring PHB: Calling diabolical resilience makes it less appealing. Elementary Adept (PHB): The power of damage (from Eldritch Blast) is not here. Also, you probably have a set of magical damage options to choose from. Grappler (PHB): Grappling for strong boys and girls who have grades in athletics. Great weapon master PHB: Hexblade has more critical window hit 19-20 and can use two arms. There are also ways to soften -5 by creating an advantage or to soft about using it on unarmed enemies. Healer (PHB): Leave this to the celators and bards. Heavily armored PHB: Ignore this, you don't get much of one power point and heavy armor requirements are probably out of your reach. Inspiring Leader (PHB): You certainly have charisma for it. Clashes with the diabolical Vigor. Keen Mind (PHB): Intelligence is wasted on you. Slightly armored: you don't need it. Linguist PHB: For this and are magic spells and rituals. Lucky PHB: Good multi-naked feature. Magician Slayer PHB: Maybe for Hexblade or Blade Covenant sorcerers who fight magicians a lot. Too situational to recommend. Magic Initiate (PHB): Tom's Pact opens up cantrips for you if you really want them. Combat Adept (PHB): Not good enough with just one superiority to die. Average master armor PHB: Heavy armor is not attractive to Hexblades because of the durability requirements to wear it, so the average armor master can allow you to match heavy AC armor without worrying about durability. That's good, but it's also the only difference in the No.1 AC, and you need 16 Dexterity to make that happen. It's a big cost for a little pay off if you use Dexterity for other things like Stealth. Mobile PHB: If you're diving in and out of a melee it can be appealing. Blade Covenant sorcerers can enjoy it. Moderately armored PHB: Don't worry about it. Equestrian Fight (PHB) : You'll know better than I do if an established fight goes into your campaign. Observational (PHB): You can potentially get an invisible acquaintance who might just get close enough to listen. Polearm Master PHB: Blade Warlocks or Hexblades can potentially use poles effectively. Sustainability PHB: If you were good at seiva, your class would give it to you. The Constitution is a consideration for maintaining the concentration of spells though. Ritual Caster (PHB): Tom's Pact has it for you. Wild Striker (PHB): Doesn't add up in numbers. Sentinel (PHB): Better for fighters or paladins preventing enemies from cutting through front defence. Sharpshooter (PHB): Pass. Shield Master (PHB): It's a long reach for a sorcerer to access the shields. Skilled PHB: Your classroom skills and experience should really get you the skills you need. Skulker (PHB): (PHB): Works on long-range weapons attacks not spell attacks. The PHB Sniper Spell: Eliminates the need for Eldrich Spear, and makes Eldritch Blast (and many other spells) more reliable. Tavern Brawler (PHB) : You charm people at the beginning of a fight, you are not in them. Difficult PHB: Extra punch points on the level if you find yourself going down too often. War Caster (PHB): If you're a Hexblade with a shield you want it. The advantage under the Constitution of saving throws is also good. Weapon Master (PHB) : You have all the weapons you need and the stats are not worth it for you. Warlock Multi-Class: Here, I want to quickly look at some options, along with the concept of a drop, to grab some goodies from another class. I'm going to leave some of the intricacies of multiclassing up to the individual though, especially anything that takes away from the character most of the sorcerer. While there is a color class in this section remember that other options can get into your character concept side of things than true optimization. Barbarian Bard Cleric Druid Fighter Monk Paladin Ranger Rogue Wizard Considers Dan Deng

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