

Overview: What is a Sorcerer?

A Sorcerer in Dungeons and Dragons is an arcane magic user, much like a Wizard. The primary difference is that their ability comes from an innate magical affinity (rather than study), either through a bloodline or some other means, that allows them to manipulate magical energy by instinct and force of personality rather than study and Intellect.

What this means in practical terms has actually changed quite a bit over the last few editions of D&D.

The Sorcerer was introduced in 3rd edition and shared the same spell list with the Wizard. Their main feature was that he was a deviation from traditional vancian magic, where most spellcasters needed to memorize specific spells in set "slots" every day and could only cast the spells they had prepared one time per day for each slot. The Sorcerer mixed this up by allowing "spontaneous" casting of any spell they know in any appropriate slot. As compensation they were given a much more rigid and limited set of spells known and later progression to new spell levels, but more actual slots to cast them in.

There was lots of debate in 3rd edition as to whether a Sorcerer or Wizard was "better". Ultimately I think it was the consensus that a properly played, well prepared Wizard was usually better in most cases. In the end it was often more of a choice of personal style and preference, as both could be quite effective.

I will say that the original 3.0 and 3.5 Sorcerer was quite lacking in interesting class features (even severely lacking). No bonus feats, no flavor abilities, nothing. It's as if the designers were too afraid that spontaneous casting would be overpowered and thus didn't want to give the Sorcerer any love. Pathfinder improved this quite a bit, giving actual bloodlines that were both thematic, and effective at providing extra goodies for a variety of Sorcerer builds.

4th edition changed everything in that each class had its own list of powers and the Sorcerer and Wizard really had nothing to do with each other.

And now:

In 5th Edition we are back to the old Sorcerer/Wizard dichotomy, with a bit of a twist. The game designers have taken the ever popular spontaneous casting mechanic, and applied it to every caster in the game. The only holdover from older editions is that the classes that used to be spontaneous (bard, sorcerer) still have a limited spells known list, while the other main casters (cleric, druid, wizard) now prepare a list of spells every day from a much larger list, that functions exactly like a spontaneous "spells known" list, with the bonus that they can change it every day, and also get a lot more prepared at a given time than a Sorcerer knows as well!

For example, a level 20 sorcerer only knows 15 spells total, while all of the old "non spontaneous" classes get to memorize a number of spells equal to their level plus their casting stat. So a level 20 wizard would have ~25 "spells known" at a given time, that in 5th edition are cast spontaneously using any of his available spell slots. To top it all off, every caster now uses the same spell slots table so Sorcerer's don't even get more casts per day like they used to.

This has really put a damper on the Sorcerer, and leads lots of people to ask, "What's the point of the Sorcerer now?"

I'll admit, that was my first thought as well when I first looked through the *Player's Handbook* to see what they did with the new Sorcerer, a class that has traditionally been my favorite. They basically gave his defining feature to every other class for free, and left him with his biggest drawback.

What they have given the Sorcerer instead in this edition, is Sorcery Points, a mechanic that allows the

Sorcerer to manipulate his spell slots to some extent, as well as metamagic, which is now exclusive to the class rather than something every caster has access to.

Is that enough?

From a 3rd edition mindset, it appears that Sorcerers are completely screwed now and completely inferior to a wizard in every way. That was my first impression at least.

To truly make a judgement about this, we need to have a thorough understanding of just how much spellcasters have changed in 5th edition, as well as how metamagic and sorcery points interact with action economy and efficient resource use now.

Now that I've had some time to digest everything new in this edition I'm starting to see that the Sorcerer can still be quite good, and even amazing in some situations. It just requires a different mindset, especially if you are comparing it to a Wizard.

This guide will attempt to examine these various aspects of spellcasting and show you where Sorcerers can excel.

Why play a Sorcerer?

Much like in 3rd edition (and many D&D based video games), this ultimately comes down to one factor. Can you live with the restricted spell list?

If the answer is yes, then usually you will be better off with a Sorcerer. If you are happy chucking fireballs all day, and a handful of other spells, the Sorcerer has always been able to do it more, if not better.

In 5th edition, the Sorcerer focuses on the "better" side rather than more, and that can work, it just takes a bit of different thinking than 3rd edition. Don't go into it expecting that you will simply have more spell casts per day from a smaller pool as you did in 3rd edition. Instead, think of it as more "burst" ability, but less spell variety and even fewer spells per day, as you may even be burning spell slots for more Sorcery points at times.

If you can look at this spell list, find 15 spells that you are happy casting all day, every day, and you aren't going to constantly regret not having a dozen other spells available, then the Sorcerer will work just fine for you, and can actually be quite amazing. If you can find 2-3 key spells that you want to build around and be able to cast twined and quickened versions of on nearly every encounter, even better.

If you like having every little puzzle solving spell in your spellbook and ready to go, and mixing things up every day based on scouting/research/metagaming about what's coming next, then move on, the Wizard is for you.

At the end of the day, It's really that simple.

Color Coding the Guide:

This guide will use the following ratings:

Red is dead. A trap that you will want to avoid at all costs, either because it's ineffective or because it's thoroughly outclassed by another option that accomplishes something similar.

Purple is a substandard choice. It might be useful in corner-case situations, but overall it's not worth the investment.

Black is average. You're not hurting your character by taking this, and it might even help in some situations, but there are better choices.

Blue is a good choice. It definitely helps your character in the majority of cases.

Sky Blue is a fantastic choice. An option you should strongly consider above most others.

Gold is mandatory. It's a rare rating that denotes something that is so good that you must take it, or you can't call yourself optimized.

Races:

It should be noted that no races have an outright penalty to Charisma now, and with the cap being 20 for scores, all races are viable eventually. Because of this, none of them are rated red.

Higher rated races start with better stats which frees them up for feats earlier, or have other abilities that are particularly nice for a sorcerer, as noted below. Rolling very high ability scores to start with provides a lot more flexibility of course, and if you are in this lucky position, choose your race on flavor or specific racial abilities that you like.

Dwarf (Mountain): At least it doesn't have penalties to Charisma now, but otherwise neither subrace really gives you anything you want (unless you want armor proficiency, in that case it's alright).

Elf (Drow): The High and wood Elf do nothing for you, but Drow can make an excellent Sorcerer and even give you a decent set of bonus spells to cast.

Half Elf: +2 Charisma, +1 to two any other stats you want, 2 free skills, Darkvision, Fey ancestry...

What's not to love? You get everything you could ever want in a race, other than a free feat. Also can use the variant in SCAG to trade the free skills for free spells

Human (variant): The bonus feat and skill of the variant human can be quite handy, and you can still get +1 to charisma which if you put an odd number into it will be just fine.

Half Orc

Dragonborn: Should be the obvious choice but the +2 strength helps you not at all. Getting resistance for free is nice, you can pick the same element as your dragon bloodline or a different one to mix it up.

Breath weapon while great to add some AoE for others is redundant for you.

Tiefling (Winged variant): Nearly as good as half elf. Good stats, resistant to fire, a few daily spells. Lots of RP considerations though. The variant tiefling in SCAG gives the tiefling flight.

Halfling (Lightfoot): Lightfoot can make a decent Sorcerer with its +1 Charisma and Dex bonus. Lucky is quite good and being able to hide behind allies could actually help a lot for a squishy caster.

Gnome: Better suited to being a wizard with their high int bonus.

DMG (example modifying classes):

Aasimar: Basically the same as tiefling. Wis not int, resistant to necrotic and radiant, few daily light/heal spells. Fits very well thematically with Divine Soul.

Volo's Guide to Monsters: Gives the Aasimar three new subraces to choose from that lets you pick your +1 stat between Wisdom, Strength or Constitution (I would go with Constitution). Also gives different minor powers for each one.

Tome of Foes?

Eladrin: Basically a High Elf that gets Misty Step once per short rest instead of an extra cantrip. Misty Step is great, so getting it regularly as a racial is nice..

Tiefling variants: The new variants introduce more versatility in spells and +1 bonuses to Dex or Con.

Eberron:

Changeling: +1 Charisma and Dex. Deception for free. Can look like anyone that you have seen. And start with 3 languages. Not as good at combat as some, but if you want to be a con artist or more roguelike, this is for you.

Shifter: No Charisma bonuses, nothing particularly useful to you.

Warforged: No Charisma bonuses, nothing particularly useful to you.

E.E Player's Companion:

Aarakocra: No Charisma bonus, but flight can be handy if you haven't picked an origin that provides it.

Deep Gnome: No Charisma bonus but some nice other abilities.

Genasi: No charisma bonuses. Could fit for RP of certain elements.

Goliath: No charisma bonuses

Volo's Guide to Monsters:

Firbolg: No Charisma bonuses.

Kenku: No Charisma bonuses.

Lizardfolk: No Charisma bonuses.

Tabaxi: +2 Dexterity and a +1 Charisma along with some ok acrobatics and climbing abilities.

Triton: Strength, Constitution and Charisma all get +1. Would make for a decent fighter/mage especially in an Aquatic campaign.

Yuan-ti Pureblood: Borderline gold. Darkvision, free spells (especially suggestion), poison resistance, immune to the poison condition and magic resistance. Magic resistance gives advantage against all spells and magic effects. However, using monstrous adventurers is up to the DM, including the RP implications with being a monster and no +1 Dex or Con. Would clearly be gold as a core rules race though.

Stats:

Strength: I'm trying to think of an instance in which a high strength score will help you, and I'm drawing a blank. Even if you want to melee, dexterity is a better choice for you, giving many more side benefits than strength.

Dexterity: Considered by many to be the "god stat" of this edition, it applies to initiative, saving throws vs most damage effects, AC, and a variety of decent skills. It can also apply to weapon attack and damage on finesse weapons with no feat investment, and can be used to overcome some physical challenges.

Constitution: Important for everybody. Spellcasters are quite vulnerable to begin with so extra HP helps out, and you also get to apply this to constitution saves to avoid losing a concentration spell when you take damage. Being proficient in the saves means that while a good score is great, you don't have to invest as heavily as other casters just for saves.

Intelligence: Applies to some skills but otherwise isn't very useful to you. Not rated lower because I feel that skills like Arcana are still somewhat important for you as an arcane caster. Also good to have at 13 in case you want to pick up ritual casting.

Wisdom: Applies to Wisdom saves and Perception checks. Both are important, but not important enough to invest heavily in this. Don't dump it though.

Charisma: Your Primary stat. Start as high as you can, get it to 20 as soon as you can, no exceptions.

Skills:

Class Skills:

Arcana: Even though you likely won't have high intelligence, being able to identify and have knowledge of various magical things is sort of your job. It also helps you use some magic items like scrolls, which can help you expand your spell versatility.

Religion: In most cases somebody else in the party will have this and be better than you at it.

Insight: Useful as a social character, but in most cases somebody else in the party will have this and be better than you at it.

Deception; Intimidation; Persuasion

Your High Charisma means that you can make an effective social skill user, which means it's probably the best thing you can pick skill wise, as you aren't really amazing at anything else. You probably don't need all 3. I would take either Intimidation or Persuasion, and maybe Deception, depending on how you want to roleplay.

Other Skills: I will also rank the other skills as it's very easy now to grab 2-4 of these from background and racial bonuses.

Athletics: You won't be very good at this even if you take it, though it can at least help you not auto fail easier challenges.

Acrobatics: You might have decent Dexterity and this gives you a few options for when physical skills are required.

Sleight of Hand: Situationally useful, and in most cases somebody else in the party will have this and be better than you at it.

Stealth: Can actually be really nice to have some extra stealthy characters in the group, and your decent Dexterity and lack of armor mean you can be pretty good at it, especially with some spell support.

History: In most cases somebody else in the party will have this and be better than you at it. Can be handy for plot purposes depending on the campaign.

Investigation: In most cases somebody else in the party will have this and be better than you at it. Can be handy for plot purposes depending on the campaign.

Nature: In most cases somebody else in the party will have this and be better than you at it.

Animal Handling: In most cases somebody else in the party will have this and be better than you at it.

Medicine: In most cases somebody else in the party will have this and be better than you at it. Can still be nice to be able to stabilize in a pinch, if say, the party healer goes down.

Perception: Nearly a must have for every class regardless of Wisdom score. I'm ranking it gold because it's so easy to grab from a race or background and so much better to have than all the other non class skills. Nobody wants to be surprised, and every little bit helps.

Survival: In most cases somebody else in the party will have this and be better than you at it.

Performance: You can be good at it if you want to, but other than for RP reasons, no need for it.

Class Features:

Metamagic and Sorcery points are the only real class specific mechanics, everything else comes from bloodlines. I will discuss Metamagic and Sorcery points after bloodlines.

Otherwise there is the level 20 ability:

Sorcerous Restoration: Finally you get a way to recover sorcery points without burning slots. It would be nice to get something earlier, for example, if this started at 1 point/rest and scales up to 4/rest by level 20. General refresher type abilities seem to be the norm for level 20 though so with that in mind it's on par with other classes.

Sorcerous Origins:

Personally I always thought that Dragon and Wild Mage should have had their own themed spell list as bonus spells known. I probably wouldn't have given them 10 free spells like the original Favoured soul, maybe around 5, and pick spells that are very thematically appropriate to the origin to give it a real feel on the gameplay of the different origins. It would have been nice if every bloodline got the same number of free spells this way. It would close that spells known gap a little and also enforce a certain flavor for each bloodline that fits the theme of the bloodline.

I like this idea because despite what I have said so far, I do think 10 fewer spells known is not an appropriate “penalty” for the Sorcerer anymore now that all other classes cast spontaneously, and it’s really just a holdover number from 3rd edition that doesn’t make sense anymore.

Wizards have since nerfed their first attempts at Storm and Favored Soul from UA articles to get rid of the free spell access, and their other recent additions have avoided giving any free spells known at all.

Draconic Bloodline:

The dragon bloodline provides some added toughness to the class as well as bonus damage on an element of choice, and eventually a free flight ability.

Dragon Ancestor:

Chose a dragon type, and eventually you get bonus damage to the corresponding element type and the ability to get resistance for 1 sorcery point.

Double proficiency on social rolls with dragons is nice but rarely comes up.

The color doesn’t matter, they didn’t even give a flavor description for them (color is evil, metallic is good if you are wondering). What does matter is the element type.

Fire: The obvious choice as this is simply where the majority of good spells are right now.

Cold: Still decent but you will be limited in spells that benefit from it.

Lightning: Still decent but you will be limited in spells that benefit from it.

Acid: A bad choice as there are very limited spells available for Acid.

Poison: A bad choice as there are very limited spells available for Poison.

Hopefully in the future more spells, or an elemental swap capability enable more choice here.

Note: The spells from the Elemental Evil Player’s Companion fill a few of the gaps, with a couple spells that have a variation for several elements. See the spell section for reviews. I’m not changing the above ratings though, for now.

Dragon Resilience: AC = 13 + DEX is much better on the other hand. Free always-on Mage Armor, which is great because you don’t want to have to spend a precious spell slot on it.

1 extra HP per level is also great, effectively makes your die a d8 and adds some extra survivability.

Elemental Affinity: Can spend a point to get resistance to your element for an hour. Really? They couldn’t just make it permanent? Two races already get an always-on fire resist... oh well.

Bonus damage to your element type is nice and the real benefit of this feature, as long as you can deal with the frequent resistant and immune monsters, especially for fire.

Note: as of the errata this will no longer stack for insane damage on spells like Scorching Ray. Still nice but changes the spell choices a little.

Note 2: At some point since writing this guide they also appear to have nerfed this even further, and now this damage bonus only applies to one target per spell. Similar abilities on other classes have this same restriction. I personally think it’s stupid, bonuses are so rare in 5e and AoE isn’t that powerful anyway, who cares if you get +5 to your fireball targets.

Dragon Wings: You can fly, whenever you want, all the time. Only armor gets in the way, but you don’t wear armor so who cares.

Draconic Presence: Gives you a nice fear or charm option that affects an area. Might mean you don’t

have to pick certain spells that duplicate this effect. Though 5 sorcery points is kind of steep, basically means it's valued as a level 5 spell.

Wild Mage:

Wild Mage can be quite good, but is also random and at the whim of your DM for certain abilities. I highly recommend talking with your DM (and party) before deciding to play one, and establishing things like how often he plans to ask you to roll for wild surges after using tides of chaos.

A good suggestion I've seen is to ask him to settle on a % chance ahead of time that he can roll. Otherwise the DM could just arbitrarily never ask you to roll, which nerfs one of your best features.

Wild Magic Surge: While it can cause the dreaded TPK Fireball at level 1, if you can avoid that unlikely scenario until you can survive the nastier effects it's not bad. There are more good/neutral rolls on the table than bad anyway. Not everyone likes the randomness, but those people would never play Wild Mage anyway.

Tides of Chaos (or not): If you can agree with your DM how he will decide to have you roll, it's great. If he doesn't like wild surges and never asks, it's not so great. Again, figure all this out before you make the character.

Bend Luck: You will now be burning spells for more sorcery points to spam this ability constantly.

Controlled Chaos: You basically have advantage on wild surge rolls. Makes an already statistically good thing even better.

Spell Bombardment: Adds a bit of an extra damage edge (about on par with the dragon charisma bonus for most spells), IF you roll a max on one die. Use with empowered to make sure that happens.

Xanathar's Guide to Everything Bloodlines:

Divine Soul: *(Previously appeared as Favored Soul in two separate UA's)*

This is the third print of this bloodline and I think they finally got the right balance with it.

A Sorcerer that gets their magic from a Divine source, this takes the classic Favored Soul theme of past editions, and tries to use the Sorcerer to pull it off. This makes sense since all casters are spontaneous now and that was all the Favored Soul was, a spontaneous cleric. So now they are using the divine connection to explain your Sorcerer powers, and give you access to some cleric spells.

Divine Magic: Can select any Cleric spell instead of a Sorcerer spell any time you learn a new spell. You also get to pick an Alignment and get a single free spell from that, which is nice. Good gives Cure Wounds, which is a solid pick, and has traditionally been the one thing Wizards and Sorcerers crave from the Cleric list, healing. All of the others are decent as well.

I won't go into specific Spell recommendations as I don't normally play a Cleric and I'm not as familiar with their spells. I will say though that as much as it sucks to lose the 10 free spells the domain feature gave you before, this gives you way more freedom, e.g. you don't have to take the Life domain just to get a Heal and end up with 9 other spells you don't want. You can pick a heal, a battle buff, an offensive spell, etc. however you want.

However, keep in mind that as a Sorcerer your spell picks are still very limited in number, so you don't exactly have the picks available to go and grab all the essential Cleric spells without massively limiting your ability as an offensive arcane caster. There also aren't really that many amazing Cleric spells that an arcane caster will really benefit from. I would honestly be far more interested in being able to choose

some of the Wizard exclusive spells for my Sorcerer, such as Bigby's Hand or Wall of Force.

If you really want to be an arcane caster who can do it all, I would recommend the Wizard Theurge subclass, as Wizards have way more space for extra spells known and can also prepare more spells which just fits better if you are trying to be a jack of all trades arcane/divine caster.

For spell selection, look to Sorcerer levels that are low in must have spells or that simply don't interest you to find Cleric spells that might fill those gaps for you. *(I might add some suggestions for a shortlist, when I get a chance or if anyone wants to suggest any)*

Cleric Spells at low levels:

Thaumaturgy (cantrip): A great alternative to Prestidigitation, with more practical uses. Opening/closing unlocked doors from a distance can spring traps, allow safe scouting, or interrupt enemy line of sight. Voice amplification is useful when leading in social situations, and eye color changes let you fake divine or other influence, or pass as normal if your eyes are abnormal.

Guidance (cantrip): One of the most useful cantrip in the game. Adding a d4 to any ability check is very good.

Toll the dead (cantrip): High damage cantrip that targets at wisdom save. Necrotic damage is also less resisted.

Sacred flame (cantrip): Mediocre damage and situational side effect but Radiant damage is barely resisted.

Spiritual Weapon (Lvl 2): One of the most reliable damage over time sources in the game low-ish levels. Also serves as a bonus action attack that can fit with your quickened spells, something Sorcerers usually don't get until much later levels.

Favoured by the Gods: Very similar to the warlock ability that gives a bonus to a saving throw once per short/long rest. Slightly lower die (2d4 instead of 1d10 - but that's actually more consistent to give you an average 4-5) and can be added to an attack roll as well instead of just a skill check like the Warlock ability.

Empowered Healing: Lets you apply Empower to healing spells, which normally only works with damage spells. Note that it works on your allies spells too, so you can help the Cleric with it.

Otherworldly Wings: Free flight is always great to have. Doesn't mention any armor restrictions like the Dragon bloodline flight ability.

Unearthly Recovery: A once per day big heal ($\frac{1}{2}$ your max HP). A free heal is always nice but considering you can take cleric spells anyway and will probably use that to get Heal or at least Cure wounds, not really as necessary as it would be for another Sorcerer.

Shadow Magic:

Re-printed in the Xanathar book, this bloodline appears to have had some minor rebalance changes, but otherwise is still quite good and not too different from the original Underdark UA version.

The Shadow Magic Sorcerer has some good RP value as well as some really good abilities.

You get access to the warlock's darkness cheese, an excellent avoid death ability, a free teleport, a pet that also gives your enemies disadvantage on their saves against your spells, and a big capstone ability that has both damage resistances and free movement.

Eyes of the Dark: Free Darkvision and can cast the Darkness spell on your known list, as well as the ability to cast it using 2 Sorcery points. Most importantly you can see through your own Darkness spell (only if you use points to cast it), which opens up some extreme cheese possibilities like the Warlock can do with Darkness. Be warned that doing this is not very party or DM friendly.

Strength of the Grave: A pretty good avoid death feature using your Constitution save. There is now a once per long rest limitation on this, so it's nowhere near as good as the previous printing. Just remember radiant damage and critical hits will bypass this.

Hound of Ill Omen: A pet that you can summon for 3 sorcery points. Pets are always nice, and this is a bonus action which is much faster than normal summons (meaning you can also cast another spell or use an attack or repeatable spell effect). Even better, the hound can always find even a hidden target, and the target has disadvantage on saves vs your spells if the hound is next to it.

I was about to say it's unfortunate that this uses 3 of your precious sorcery points, giving you less metamagic, but this basically gives you heighten spell for free as long as your hound is on the target. And the hound itself costs the same as heighten too! (so don't pick heighten spell if you are a shadow sorcerer)

Note that the hound disappears once your target is dead so it's more something you pull out for a big fight rather than a pet you just get to have around all the time. The hound also disappears when it dies. The hound only has an AC of 14 and HP of 37 + half your sorcerer level. In addition to the hound's frailness, the hound doesn't act immediately when you summon it, it goes on its own turn. So make sure you are targeting an enemy that is within 100 feet and goes before yourself and the enemy. Still amazing though, and no per day limitations, as long as you have sorcery points you can use this.

Shadow Walk: A free bonus action teleport between shadowed locations, with unlimited uses? This is pretty amazing and I'm surprised they didn't limit the uses in the reprint.

Umbral Form: 6 Sorcery points to become resistant to all damage except force and radiant, and free movement through creatures and objects for one minute. Very similar to the previous print, but they doubled the point cost from 3 to 6 and added radiant to the resistance exclusion. Still good, just not as overpowered now.

Storm Sorcery:

Classic storm Sorcerer archetype. The only thing they really changed from the previous UA version was remove the free spells known (seeing a theme here?). I'll rate it one lower than I did before just because of that but it's still quite good if you really like lightning spells.

Wind Speaker: Free language is ok but purely RP, and this one probably comes up less often than others.

Tempestuous Magic: Free flight movement whenever you cast. It's only 10 feet but can still add up to a lot of mobility, and lets you disengage as well.

Heart of the Storm: This is what the Dragon elemental affinity should have been. Straight up resistance to two elements all the time, and an AoE damage effect to anything within 10 feet of you that scales with level.

Storm Guide: Mostly for RP purposes, but can come in handy.

Storm's Fury: Anytime somebody hits you, use your reaction do your level in lightning damage and

knock them back 20 feet with a check. Amazing, especially since you can do it every turn and there's no limit on it. Probably should have been 1/rest.

Wind Soul: Permanent flight, no wings to worry about, can share with party. Oh and lightning/thunder immunity. What's not to love.

Unearthed Arcana Bloodlines:

Phoenix: *(Sorcerer UA)*

A fire focused bloodline that would be good if not for the fact that all of the good abilities are once per day use rather than for Sorcery points like most other bloodline abilities are.

Also the fire damage bonus that you would assume is always on like the Draconic Bloodline is also tied to a once per day ability. A fire-oriented Draconic Sorcerer will do more consistent fire damage and have better use of his other abilities. That alone makes this bloodline disappointing.

Ignite: Can ignite flammable objects with your hands. There are plenty of cantrips that do that already, so it's nothing special.

Mantle of Flame: A minor fire shield effect that lets you add your Charisma to fire damage rolls, but only while this once per day effect is active. Dragon bloodline gives the damage bonus permanently.

Phoenix Spark: Saves you from death once per day and deals fire damage around you when you do it. Nice, but the use limitation feels really weak especially compared to the death avoidance the Shadow sorcerer gets.

Nourishing Fire: A bit of free healing when you cast fire spells. Always welcome but not enough to really help you much.

Form of the Phoenix: Flight and nice resistances, but it's tied to Mantle of Flame that can only be used once per day. Again, compared to other bloodlines that can use these features more often and/or with Sorcery points, I find it rather underwhelming.

Sea: *(Sorcerer UA)*

A water themed bloodline that gives you some good RP value, a bit of extra control for your spells, and some really good defensive abilities. Pretty much no downside and unlike the phoenix bloodline all of the abilities are always on or at least short rest recharge.

Soul of the Sea: Underwater breathing and swim speed is nice, but will be just RP a lot of the time. In a water or seafaring themed campaign this could be great though.

Curse of the Sea: Gives you some nice extra effects when you hit something with a cold or lightning spell. I find the wording a bit confusing but it sounds like you have to hit with a cantrip to activate it, and then your next spell applies the effect IF it's the right element. Effects are interesting but not game breaking and the setup seems awkward.

Watery Defense: Permanent fire resistance and a reaction ability to resist some damage and move out of the way for free. Short or long rest (take that phoenix sorcerer!)

Shifting Form: Half damage from opportunity attacks and can squeeze through 3 inch spaces. Unlimited uses. Lots of RP use, decent but not game breaking combat use, no downsides.

Water Soul: RP effect of not eating or drinking, and immune to criticals and resistant to all physical

damage. Permanent effects (Again, wtf were they thinking with phoenix?)

Stone: (Sorcerer UA)

An Earth magic-themed bloodline that has extra resilience and is meant to fill the fighter/mage role for the Sorcerer. Looks like they are trying to go for an off-tank-type fighter/mage that can use the Paladin smite spells. I was skeptical but overall it looks like the abilities should work together and synergize well enough.

The shields for your allies and the free teleports and attacks are a nice touch and could get some good use for delivering the smite spells.

I think this would need to wear actual armor and have more HP to really work though and I would have liked to see either free proficiencies or a higher armor value for Stone's Durability. Maybe a multiclass version with Fighter or Paladin levels would be the best way to go here.

Bonus Proficiencies: Shields, Simple and martial weapon proficiencies are nice to have and required if you are going to try and play as a melee Sorcerer. I think you would probably multiclass though to really play a tanky fighter/mage with this bloodline, so it's kind of irrelevant.

Metal Magic: An expanded spell list of melee themed spells, mostly smites, but you don't get them for free. You have to choose them instead of regular Sorcerer spells (they definitely learned their lesson with the Favored Soul, didn't they?).

If you want to do spell damage in melee it makes sense to give access to these, so I'll rate it blue since it's for a melee Sorcerer. Since they are all Paladin spells they are all relatively low level so you won't lose them if you multiclass with a warrior class.

Stone's Durability: Free 1 HP per level and 13 AC identical to what the Draconic Bloodline gives you, so it gets the same rating. I don't think the armor is enough to be playing in melee though so you will probably look to get real armor somewhere else.

Stone Aegis: Apply a minor shield to an ally that lets you teleport to them and make an attack as a reaction when they get hit. I guess this is meant to make you like a secondary tank. It only lasts 1 minute but appears you can re-apply it for free so it's effectively permanent

The formula for your Aegis damage resistance is $(2 + \text{Sorcerer level}) / 4$, so it resists $(2+20)/4 = 5.5$ (6) damage at level 20. It's nice that it applies to every attack and is always on, but it's a pretty minor effect ultimately.

The teleport is probably the best part, and gives free attacks, which can be used to apply smite spells, so overall you could do an off tank smiter build and it should work out ok.

Stones Edge: Lets you add $\frac{1}{2}$ your Sorcerer level force damage to a single target of your spell. Extra damage is always nice and while it's 1 target once per cast, it works for every spell you cast.

Earth Masters Aegis: Can apply your Aegis- to up to three allies. This makes it quite a bit better as far as total party damage reduction, and gives you a lot of tactical choice for the teleport effect, so it's much more useful now. Unfortunately you probably won't get to it if you want to multiclass.

Obsolete Bloodlines:

I originally reviewed a few bloodlines for UA articles that have since been re-printed in official books (Storm, Shadow and Favored Soul). Some of them have had minor changes, some major or even been renamed. I was going to leave the old reviews here but I decided to remove them to avoid confusion. I'll

leave the heading entry with a brief description so it's clear these are obsolete and may not be playable anymore without DM approval.

Favored Soul: *(Re-worked version from Sorcerer UA - obsolete)*

The second attempt at the Favored Soul removed the huge list of Domain Spells known, and gave some helpful resistance and healing abilities rather than the unnecessary melee abilities of the first version.

Favored Soul: *(Modifying Classes UA - obsolete)*

The original Favored Soul was overpowered simply due to the 10 free spells from the Domain feature. The newer versions while less powerful at least let you choose whatever Cleric Spells you want.

Shadow: *(Underdark Characters UA - obsolete)*

The Shadow Magic Bloodline was re-printed in Xanathar's Guide (above) with some much needed balance changes. The overall design was preserved with some deserved nerfs and it's still quite good.

Storm: *(Waterborne Adventures UA - obsolete)*

The Storm Bloodline was re-printed in Xanathar's Guide (above) with and for the most part all they did was remove the free spells known.

Font of Magic (Sorcery Points):

A new mechanic, this is the thing that fuels your metamagic, as well as a feature called "flexible casting". You get these at level 2 and from then on have a max number of points equal to your Sorcerer level, and they recharge on a long rest.

As this is the primary mechanic that Sorcerers get that might make them worth playing instead of a wizard (aside from bloodlines, but the wizard gets schools that can be just as good), I'll spend a bit of time discussing this in detail.

Flexible Casting:

Flexible casting is the ability to burn a spell slot to make more sorcery points, or to use Sorcery points to create a spell slot (bonus actions to do each). Remember that you cannot go above your max point total so be careful when burning spells into points as any extra are wasted!

While being able to burn unneeded slots to fuel more metamagic is **great**, **creating spell slots** is situational at best. A very common rookie mistake is to look at this feature and just assume you are meant to use it for more spell slots to fill the gap from 3rd edition where the Sorcerer had more spell slots than the Wizard.

You need your points for metamagic, and the point ratio is also designed to be inefficient at creating slots. Burning a level 5 slot gives you 5 points, but you need 7 points to create one. It is clear that creating spell slots is not meant to be your main use for this, but only done situationally when you really need it.

For example, there are times when you just NEED a level 5 spell NOW and you don't have any spell slots of 5-9 left. In that case, if you have 7 sorcery points available (or can burn a level 3 and 4 slot to make them available), you can create a level 5 slot for yourself. No other class can do this on the fly like you can. It might not come up every game but when you really do need that slot it's a great fallback option.

The one caveat to this is that technically you are allowed to create as many slots as you have Sorcery points for, even in excess of your normal slots per day. This means you can do something interesting like burn all of your high level slots and create like 10 level 3 slots (presumably to spam fireballs?.... for reasons?...). There may be very good reasons why you just want to cast dozens of the same spell in one

day and you don't care about your other spell slots. It's probably not worth it though unless you have some very specific reason to need a large number of a very specific spell. But no other class can do this and that makes you unique.

As you will see below, Metamagic is quite good, which is why I favor using your Sorcery points for more Metamagic rather than slot creation, and even encourage burning slots for more points when you can.

Consider that you will have to burn a level 3 slot in order to get 3 Sorcery points to Twin a level 3 spell. That sounds like a wash, why not just use the slot to cast 2 spells? The reason is Concentration and action economy. A Wizard can't cast Haste twice because he can't maintain two instances of it, and it would also take him two rounds to do even if he could. You can not only cast it on both targets, but do it in a single action as well, and it costs you the equivalent of the same 2 level 3 slots. The difference is that you just broke the Concentration mechanic and the action economy at the same time.

Metamagic:

The real bread and butter of the class, and the feature that you need to exploit the most in order to bridge the gap between you and the Wizard.

You get two of these at 3rd level, and an extra one at 10 and 17, for a total of 4. While as you will see Twin and Quicken are clearly the best two options, they also are difficult to use at low level and shine best at mid to high level. So I would probably only Twin and Empower at level 3, and look to get Quicken later on when you have more points to work with.

Careful Spell: Since it only lets your allies make their save, it's not very good with damage spells as they will still take half damage (unless they have Evasion). Certain AoE control spells like Confusion can work well with this, there just aren't very many of them that are top quality spell picks. This also doesn't work well with zones because it only helps with the initial save.

I have had a lot of comments about my rating here trying to convince me otherwise, and while I agree it can be good for certain spells, I've rated it lower because I just don't think you will be using enough of those when your friends are in the way to justify this. I also find it's usually not that hard to target your fireballs to avoid hitting your friends, and you shouldn't really be trying to fireball the group every turn anyway, even as a "blaster" mage. Focus firing single targets is much more efficient as removing an enemy from the fight is better than slightly damaging several enemies.

This is only really good if you pick spells that work with it and like to cast them frequently, and personally, I think that there are plenty of good debuff and disable spells that specifically target individual creatures rather than an area that you shouldn't need to.

Distant Spell: Remember that one time you really needed to shoot 300 feet, and the longest range spell you had was 150 ft, and the party got TPK'd because of it? Yeah... me neither... Can be ok for reaching runners, picking off enemy "snipers" or setting up funky ambushes, but I can't think of a time in the last 15 years when my party fought stuff that far away and we NEEDED a sniper character to win.

Reach with touch spells would be awesome if we had more than shocking grasp (Vampiric would be decent with this if you can get it on your list). Plane shift is one good option at higher levels, and counterspelling with reach can be nice as well in certain circumstances.

Also keep in mind that if you really want the range, the Spell Sniper feat will work with all of your ranged attack spells all the time, not cost you Sorcery points, and lets you ignore cover as well.

Empowered Spell: While statistically its bonus damage isn't going to be huge (you might change some 1s or 2s into a 3-4 on average) its strength is that you can wait till you roll a handful of those dreaded 1s

on your big Fireball, and use it then when you need it most. Being able to apply it after the fact is what makes it worthwhile. Being able to use it on a spell you've already meta'd is a nice touch as well. It's also quite cheap at 1 Sorcery point so you can actually use it on almost all of your big damage spells if you want.

Extended Spell: With the new concentration mechanic, there are very few spells now that you would want to increase the duration of for that long. Can be handy in some cases out of combat but otherwise not worth one of your precious picks. The better long term 8 hour type buffs like foresight that you might want to extend, you don't even get.

Heightened Spell: While there aren't any "save or die" spells, there are plenty of "save or suck" that this can be quite handy for. The cost is a bit steep at 3 points though, and remember that if the spell allows follow up saving throws that this doesn't apply to any but the first save, and only on a single target. If it applied to all targets and saves I would rate it higher.

Quickened Spell: This ability breaks the action economy in a way no other caster can. While it prevents you from casting anything but a cantrip with your action, there are many other things you can do with it, and it's not like cantrips are that bad either as they scale with your level. You can still use your action to repeat attacks for spells like Sunbeam, Telekinesis, and Eyebite. You can use your action to disengage or dash, or use an item, while still casting a potent spell.

While most people just think about how big a nova damage chain they can pull off (and it is quite good) there's plenty of other options that make this a golden pick. And it's not even that expensive at 2 sorcery points each, regardless of the spell level you are casting.

Subtle Spell: Can be very handy in certain RP situations or when being sneaky. It could certainly save you in some situations or be helpful in a stealth heavy party, and it's cheap at 1 point.

You can also do some pretty interesting things in crowds and social situations where you can cast spells without anyone realizing you did it. Charms come to mind or Suggestion. A lot of this depends on your DM though, as some may be looser with the public casting mechanics and NPC reactions than others.

If your DM is a jerk and likes capturing and tying up the party casters, this can save you. Usually even if that happens, your DM won't TPK you just because you didn't grab Subtle Spell though.

One really good use of it is in mage duel type situations though, as a subtle spell cannot be countered (because the enemy can't tell you are casting it). Again, if your DM never runs NPC casters with counterspell this doesn't matter as much.

Twinned Spell: Another ability that lets you do something very powerful that nobody else can. Just be aware that it only works with spells that specifically target only one creature, and make sure you know what kinds of spells you want to pick to use with it.

Twin's biggest benefit is letting you break the concentration limitation and have two copies of certain spells up at a time that normally only allow one. For Example, Haste is great, and you are the only one who can cast it on the Fighter AND the Barbarian at the same time, for 3 points. Same goes for Polymorph, Greater Invisibility, and a variety of other buffs.

Debuff and control spells can be used by you on two targets, or maybe even a Hold Person that you just don't feel like using a higher slot on to get the extra target (is it better to burn a level 3 slot, or a level 2 slot and 2 sorcery points? It depends, and you are free to do either).

Twin can also be used on high damage spells like Disintegrate to effectively double your damage by attacking two targets. I don't recommend this type of use in most cases. Usually with really difficult

monsters you are fighting one at a time, or you'd rather burn one down in the interest of the party taking less damage (so it's better to do single target nova damage with Quicken instead). Twin also becomes quite expensive on spells above level 5, as its cost is equal to the level of the spell.

That said, there are certain high level spells that are outright game breaking if you can affect more than the intended single target. Unfortunately, some of the best potential options, like Foresight, aren't on our list, most likely intentionally :)

Notes on Spell Selection:

Class considerations:

As we've discussed, the Sorcerer has a very limited selection of spells known, making it imperative that spells are selected carefully and that you remain mindful of role overlap and versatility for every spell you pick.

At level 20 the sorcerer will have only 15 spells known. You start with 2 level 1 spells (with a possible bonus spell depending on the origin you select), and get 1 spell per level from 2-11 and then 1 spell every other level up to level 20.

An important aspect that must not be overlooked, is the ability at each level up to unlearn an old spell and learn a new one in its place, in addition to the spells you normally learn at each level. This is essential at later levels to ensure you have the best spells available to you and are using your resources most efficiently. There's no point in having a level 1 or 2 spell that has long become obsolete when you can replace it with a better level 3-9 spell. Usually you will be doing this for more extra level 3-5 spells, as I'll explain next.

Also keep in mind that if you really don't find a certain spell level useful anymore (like level 1 or 2) there's no shame in dropping most of your spells known of that level and just burning those slots for Sorcery points. In fact I highly recommend you do that at later levels.

Slot and level considerations:

Unlike in 3rd edition, spells per day is much more limited especially after level 5 spells. There's usually no point in knowing 3 level 7 spells if you can only cast 1 per day. The exception might be in cases where knowing more than one spell for that level offers you unusual versatility that you might not otherwise have, but that's rare. These choices must be made carefully to ensure you can actually make the best use of the spells known and the spell slots that you have available.

Slot efficiency is now an important consideration for all spellcasters. The ability to cast spells at higher slot levels for extra effect opens up a lot of possibilities and it means that a level 3 spell and a level 5 spell are often roughly equivalent at the same spell slot level for casting. For example a Fireball cast using a level 5 slot does roughly the same damage ($10d6 = 35$ average) as a Cone of Cold ($8d8 = 36$ average).

This is a big improvement over previous editions where a spell like fireball capped out at $10d6$ based on your caster level, which basically forced you to get new damage spells at higher spell levels to keep up. The fact that you can now Empower spells without increasing the spell slot level is a huge improvement as well. You can now use that higher spell slot to make your fireball do more base damage, and get the bonus reroll effect on top of that for 1 Sorcery point.

This plays very heavily into spell selection for the Sorcerer as a means to get more mileage out of certain spells that scale well. No longer do you automatically have to grab that next damage spell of the next spell level every time; you can make a lot of spells last by simply casting them in the higher slot.

Casting spells in higher slots up to spell level 5 is the most efficient. At level 6 and up, you are usually

better off casting an actual level 6-9 spell, with a few exceptions (~~scorching ray for fire dragon sorcerers for example~~ - *now nerfed by the errata so you can't apply the Dragon elemental damage bonus to every ray*). Disintegrate will do more damage than a Magic Missile or Chromatic Orb that is cast using the same level 6 slot. This is intentional; otherwise there would be no reason to pick those limited but powerful level 6-9 spells.

Spell Types:

As for the types of spells you want, you generally want to get a good mix of damage, party buffs, control/debuffing, and defensive spells. You don't really have room for a lot of utility spells. You can maybe fit one or two utility spells if they are versatile (Enhance Ability, Misty Step, Fly, Invisibility come to mind) but you aren't a Wizard.

For damage you likely want a couple single-target spells and couple multi-target/AoE spells. Ideally you want to have at least a few damage types and a few targeted defenses (AC, various saves) mixed in. It's best if most of these are lower-level spells that scale up well, with maybe a couple of them being level 6+ spells that pack a big punch.

The same goes for control/debuffing. You should try and target a few defenses, usually Wisdom or Constitution (sometimes others), and it's good to have a couple of single-target and multi-target/area spells.

Defensively there are a few types of spells. There's AC buffing with spells like Shield, damage avoidance with spells like Mirror Image or Blink. Temporary HP buffing can be done with a spell like False Life, and resistances can be gained through spells like Blade Ward, Stoneskin and Protection from Energy.

Mobility spells like Misty Step and Dimension Door can also be considered defensive in some cases.

Party buff spells are a special case. While I've rated some spells high, ultimately this is all about what your party wants and needs. You still only can really pick one or two, and that's a tough decision to make. But at the end of the day, if all your party members are begging you for spell X and say they are willing to give up Haste for it, then ignore my rating and pick what your party wants. Your buff slot isn't about you; it's about them.

How you pick your limited spell list is a matter of taste but generally if you have most of those roles covered in some way or another, with minimal duplication and overlap, you are on the right track.

Concentration:

And last but not least, Concentration spells. As a way of balancing powerful buff and debuff spells, and eliminating "buff rounds", where the party does nothing but buff up for 5 turns before every fight, the designers have introduced a new concentration mechanic that prevents you from having more than one concentration spell active at a time.

While I agree with the purpose of this, I do think in some cases they have gone overboard with it, and in many cases have not been consistent with how it has been applied. Spells that have ongoing effects without requiring concentration are now much more desirable picks than spells that require it. And the game is not at all consistent with which spells have it or not.

For example Blur requires concentration, Mirror Image does not. While Blur gives a great effect, not only does it restrict you from casting another concentration spell, but any hits that do make it through force a Constitution save and might drop your spell anyway. Mirror Image has a decent chance of negating 3 attacks and will simply last the duration without having to worry about concentration.

This means you need to take care with your spell selection. You don't need to avoid concentration spells altogether; some of them are actually really amazing. But you do need to ensure that you aren't picking

just concentration spells that you will never be able to maintain at the same time.

This means pick a few of the best of the best concentration spells, and use the rest of your picks on spells you can cast while those concentration spells are in use.

One thing to keep in mind however, is that Sorcerers happen to be the only class in the game that has a means of bending the rules on concentration, via the Twinned Spell Metamagic ability. For this reason the most powerful single target buffs and debuffs that require concentration are pretty much always **gold** rating for the Sorcerer thanks to Twinned Spell.

Spells:

For each spell level I will attempt to bunch the spells together loosely around type (damage/buff/utility, etc). Keep in mind that because of the low number of spell picks you can make, anything rated black or lower is probably not as good for you as it would be for a Wizard.

I'm not going to downgrade them just for being a Sorcerer, though, I'll rate them as I would for any class. Just note that blue-gold is probably where the majority of your picks should come from.

Cantrips

Saving throw targeting and melee cantrips can be used at close range without penalty, which can be quite nice. I recommend grabbing at least one of these:

Acid Splash: A Decent option that can be used close range without disadvantage and can hit two targets. The only semi AoE cantrip you can get.

Poison Spray: A higher damage close range option.

Shocking Grasp: Melee option that also has advantage to hit anybody wearing metal, and prevents reactions. Hit them, and simply walk away. Saves you a disengage action, and can potentially help other party members get away from a nasty melee enemy as well.

Ranged damage cantrips will be your staple for a long time. If you have a fire or cold dragon element you definitely want the corresponding spell. Otherwise one or two of these is fine, though having both a fire and cold option can be handy.

Chill Touch: An interesting side effect of stopping enemy healing that probably rarely comes up, and a debuff for undead that only helps you. And oh yeah, undead are usually immune to necrotic damage too... I'd honestly rather it was still a touch spell and did something more useful/interesting.

Fire Bolt: Best ranged damage cantrip for pure damage. Fire resistance can be a problem. Better if you picked fire for your draconic sorcerer type, which most people will.

Ray of Frost: Decent ranged damage and a slow debuff that can be handy. Better if you picked cold for your Draconic Sorcerer type. Still good for fire dragons as an alternate damage type, though its range is shorter.

Utility/other:

Blade Ward: Unless you are building some sort of melee gish character you usually have better things to do with your action. Could be ok with Quickened Spell if you are getting hit a lot, as you can still cast this between Quickened spells.

Dancing Lights: You could maybe use it to put lights on the foreheads of a bunch of enemies in the dark to let your archer hit them better. Or you could cast a real spell at them and save your precious concentration for something better.

Friends: Great no-save win button for social situations where you don't care if the guy gets mad. Like interrogating an enemy.

Light: Can be handy to have but you probably have darkvision already and the cleric or any other caster in the party can grab this too.

Mage Hand: Pretty handy utility spell that doesn't even need concentration. Can't ask for much else from a cantrip.

Mending: Being able to fix random stuff can be handy, sometimes.

Message: Ok for being sneaky and communicating with the party rogue.

Minor Illusion: Lots of tricky things you can do with this. Not really my thing but some people like this stuff.

Prestidigitation: Can do some interesting out of combat stuff and decent variety.

True Strike: Would be great if it didn't eat your action or use concentration. You could use it with Quickened Spell to hit more often, but again, better things to do. Most of your better spells are saving throws rather than attacks so this would only really help you hit with cantrips or a few low-level ray spells.

Xanathar's Guide (Some were also previously in the EE Player's Companion):

Create Bonfire (fire dragon): ground effect fire zone that functions similar to cloud of daggers. The fact that it's a cantrip makes it much much better, and makes cloud of daggers that much worse.

Control Flames: Minor fire themed ability that has mostly RP utility.

Frostbite (cold dragon): Cold based vicious mockery (disadvantage on attacks) that targets Con. Will work on things that are charm immune, though the con save might be harder to hit on heavy hitting monsters.

Gust: Minor air themed ability that has mostly RP utility.

Mold Earth: Has some decent terrain affecting utility but mostly out of combat utility.

Shape Water: Minor water themed ability that has mostly RP utility.

Thunderclap: Close range thunder AoE. Not sure why you would take this over thunderwave, which does the same damage but also pushes, unless you plan to be completely surrounded regularly for some reason.

Sword Coast Adventurer's Guide (Fighter/mages):

All of these are basically for fighter/mages, so are rated with that in mind. Since you don't have an extra attack unless you multiclass heavily these are nice to give your melee attack an extra punch.

Booming Blade: A melee attack that does damage if the target moves. Can be nice to try to keep a target still but the damage isn't high enough to prevent movement, and you do nothing extra if they stay still.

Green-Flame Blade: A melee attack that does fire damage to the target and a second target that's next to it. Most of the time melee weapon fighting won't be your strong suit. [For melee gish characters](#), quickening this gives you an extra attack on the same turn you cast a spell or take the attack action, and it scales well at higher levels.

Lightning Lure: Lightning Damage and a 10 ft pull. Range is short at only 15 ft. Can be great to pull something off of an ally though, especially if you are a bit tanky (Stone bloodline for example).

Sword Burst: Force damage to every enemy around you.

Level 1

Defensive/Buffs:

Mage Armor (dragon): Kind of a spell tax for mages that draconic sorcerers can thankfully avoid entirely.

Shield: A reaction spell that gives you +5 AC for a whole round. Remains relevant the whole game. In fact it only gets better at higher levels, as while most of your other level 1 spells become obsolete (or are only worth casting at higher levels), this remains a strong spell you will always be fine spamming with your level 1 slots.

False Life: A nice THP buff that scales with slot level. Unfortunately to keep up with being useful, you need to cast this at ever-higher slot levels and eventually it just doesn't keep up anymore. Good for early game, though.

Damage/Control:

Burning Hands: Decent early-game AoE damage. Even fire sorcerers won't get their damage bonus with it until they already have fireball though.

Chromatic Orb: Decent damage that scales well. Becomes blue or higher if you always know what a monster's resistances and vulnerabilities are.

Color Spray: Blinding is nice, but it's only one round and I'd rather just sleep everything.

Magic Missile: Doesn't do quite as much damage as Chromatic Orb, but is auto hit and force damage is resisted by almost nothing. In fact, it only does about 25% less damage than Chromatic Orb, so unless you can hit an AC 75%+ of the time, this is better.

Ray of Sickness: A nice Constitution-targeting spell that can put a nasty debuff on one creature for a round. Needing to hit, as well as have it fail the save though makes it less useful.

Sleep: You definitely want to grab this early game, but drop it by level 5 or so as it starts to become obsolete.

Thunderwave: Better than Burning Hands as its damage is less resisted and you get a push effect.

Witch Bolt: Ok at low levels to get repeating damage on something with high HP. The fact that only the initial damage scales makes it useless later on.

Utility/Other:

Charm Person: Requires a save, and only better than friends because of longer duration and they don't become outright hostile when it ends, though they "know they were charmed" whatever that means. More useful in friendlier, more prolonged social situations than Friends; otherwise Friends is fine.

Comprehend Languages: Nice, but rarely comes up and there are plenty of other means of getting it. Also a ritual

Detect Magic: Good to have but nearly every other caster can do it too and there are items that let you do it, or it can just be used as a ritual.

Disguise Self: Unless you like playing a master impersonator or something, this isn't likely to get much use.

Expeditious Retreat: Handy when you need it, which is probably rare. You don't have the picks for this, and there are better movement options.

Feather Fall: Handy when you need it, which is probably rare. You don't have the picks for this.

Fog Cloud: Can be ok to obscure the party and help with certain stealthy things, but otherwise not that great.

Jump: Handy when you need it, which is probably rare.

Silent Image: Lots of tricky things you can do with this. Not really my thing but some people like this stuff.

Xanathar's Guide (Some were also previously in the EE Player's Companion):

Absorb Elements: Reaction to resist an elemental attack is nice, though the melee touch secondary effect is pretty weak.

Catapult: Same damage as Chromatic Orb, but requires an object you can lob at the target. Does damage to structures, but that doesn't come up often.

Chaos Bolt: Similar damage to Chromatic Orb; damage type is random and has a chance to jump to another target. I would rather just use Chromatic Orb to choose the damage, and the jump is unlikely anyway.

Ice Knife (Cold Dragon): Small initial damage and an AoE cold burst that scales with spell slot, but it won't scale well and isn't a great level 1 spell.

Earth Tremor (Fighter/mage): Damage and knock down creatures within 10 feet of you. For a fighter/mage this could be quite nice if you get surrounded, and prone enemies grant advantage to your attacks.

Level 2

Lots of great choices here.

Damage:

Cloud of Daggers: A weak zone effect that is far too easy to avoid, and there are better cantrips.

Scorching Ray (fire dragon): A decent damage spell that can be single target or split. ~~Becomes one of the best damaging spells in the game in the hands of a fire dragon that can add charisma to every ray.~~
The errata changed the elemental damage bonus to only apply to one ray. Still a good spell but no longer the #1 choice for Draconic sorcerers.

Shatter: A decent damage effect that can break objects.

Defensive/buffs:

Blur: Would be good if it didn't require concentration.

Mirror Image: Is amazing because it doesn't require concentration and completely absorbs a few attacks.

Control/Debuff:

Blindness/Deafness: No concentration, target scaling. Blind all those archers in the back, yes please.

Crown of Madness: Sounds good at first glance but requiring your action and only hitting things they can reach makes this charm spell less useful. The action can be used with Quickened Spell though, which is its only redeeming quality.

Darkness: Situational and more likely to annoy your friends.

Gust of Wind

Hold Person: Awesome paralyze spell. The save each turn sucks, but you should use it on things the party fighters/rogues are about to pound on anyway.

Phantasmal Force: Can do some fun enemy manipulations with this one.

Suggestion: Can do some fun enemy manipulations with this one.

Web: Good area-restrain spell, and as a plus if you burn them they take more damage.

Utility/Other:

Alter Self: Situational self-buff.

Darkvision: Situational self-buff; leave it to the wizard.

Detect Thoughts: Situational and mostly RP uses.

Enhance Ability: Awesome buff that can be applied to any stat and effects all skill and ability checks. Concentration but scales targets with spell level. Clerics and bards also get it though, so leave it to them if you can.

Enlarge/Reduce: A decent buff or debuff. Becomes much better if you have a party member who wants to specialize in grappling or other strength based combat maneuvers. If that is the case, they will probably prefer this over haste, so if you are going to pick a party buff, pick the one your party members want and will appreciate the most.

Knock: Situational utility; leave it to the wizard, if he even wants it.

Levitate: Sort of ok utility/movement; amazing creature removal if they fail their save. Concentration though.

Invisibility: A good utility spell to use, but best if the party likes being sneaky. Scales targets with spell level; requires concentration.

Misty Step: A great emergency movement spell. Bonus action is a plus.

See Invisibility: Very situational but nice to have when you need it.

Spider Climb: Situational utility; leave it to the wizard.

Xanathar's Guide (Some were also previously in the EE Player's Companion):

Aganazzar's Scorcher (Fire Dragon): A nice line AoE.

Dragon's Breath: Same damage as Burning Hands, which is bad for a level 2 spell, but as has been pointed out to me, it is a repeatable action spell, which has great synergy with quicken (and is now one of the earliest accessible options for that combo) so I have increased the rating.

Dust Devil: An interesting small zone that can damage and push things, and you can move it around. Quite nice for a 2nd-level spell to have both damage and control that you can reposition.

Earthbind: All it really does is force a flying creature to stop flying. The most dangerous flying monsters like dragons will usually win the Strength check.

Maximilian's Earthen Grasp: A grasping hand spell that's only level 2 and has repeatable actions which can be used while Quickening spells.

Mind Spike: Do some psychic damage and then concentrate to keep the target from hiding from you. Damage is low and the effect is situational.

Pyrotechnics: Can create a little explosion that blinds people or an obscuring fog. Blindness/Deafness is probably better but it's not bad having two effects to choose from in one spell.

Shadow Blade (fighter/mage): An OK weapon summon for melee Sorcerers. Gives advantage on attacks in dim light or darkness, and actually does pretty good damage.

Snilloc's Snowball Swarm (cold dragon): A ranged AoE burst which is rare for low level, but the radius is small and there are better spells to pick. You'll have Fireball soon enough.

Warding Wind: An ok defense against ranged attacks as well as fog zones, but situational.

Level 3

Another key spell level that traditionally has some of the most well-known and widely-used signature spells in the game.

Damage:

Fireball (Fire dragons): The classic AoE damage spell.

Lightning Bolt (Lightning dragon): A little harder to hit lots of things than Fireball other than in certain situations. Also you are less likely to be lightning dragon, but if you are, it's better.

Control/Debuff:

Fear: Good way to get a swarm of guys off of you or breaking up a difficult encounter. Generally groups I've run with don't like letting monsters and potential treasure run away though, and find fear annoying.

Slow: The inverse of Haste; decent, but just not as good. I'd rather Haste my super heavy-hitting fighter buddies.

Sleet Storm: Decent area-terrain effect but not good enough to pick at this level.

Stinking Cloud: Decent area-shutdown effect but not good enough to pick at this level.

Hypnotic Pattern: Area charm effect that takes multiple targets out of the fight for the entire duration (until you damage them or somebody wakes them up) with just one save and no follow up save chances. I foolishly rated this low at first; thanks to all the commenters who convinced me how great it is.

Buff:

Haste (two benefiting party members): With Twinned Spell this might just be the only concentration spell your party members ever let you cast again. Be warned, and plan your spell selections accordingly. This of course assumes two characters in your party that will benefit from it, which isn't that hard to do as your fighter and rogue probably both want it.

Blink: A great defensive spell with a movement aspect too. No concentration; 50% chance to be untouchable after every turn and reappear where you want on your next turn.

Protection from Energy: great when you need it, useless otherwise. Only 1 target and concentration hurts, even with Twinned Spell. Leave it to the priest; you have more important things to do, honestly.

Utility/other:

Counterspell: A great spell, automatically counters spells up to the slot level you use, and can counter higher-level spells with a roll. More useful if you have a decent Arcana skill to know what the enemy is casting. Use your judgment to decide whether a spell is worth countering of course. (Apparently according to Xanathars guide, the arcana check takes your reaction so you will have to guess if your DM is aware of this and enforces it.)

Clairvoyance: Situational; leave it to the wizard or whoever else can do it.

Daylight: Highly situational.

Dispel Magic: I'd usually prefer Counterspell instead, as a lot of effects you would want to dispel are better to just counter if you can. Leave this to the Cleric or other caster that can get it easily if you have the choice.

Fly: A great buff, but you can fly for free later, and most of the time the fighter would rather you haste him, other than rare cases.

Gaseous Form: Might have some uses but I doubt I'd spend a pick on it.

Major Image: Lots of tricky things you can do with this. Not really my thing but some people like this stuff.

Tongues: Situational; leave it to the wizard or whoever else can do it. Then again, you might be the only person who can cast it and you are probably the party face...

Water Breathing: Situational and a ritual; leave it to the wizard or whoever else can do it.

Water Walk: Situational and a ritual; leave it to the wizard or whoever else can do it.

Xanathar's Guide (Some were also previously in the EE Player's Companion):

Catnap: Can give willing targets a short rest in only 10 minutes. Very DM- and campaign-specific but could be nice if your DM makes it hard to do normal short rests.

Enemies Abound: Sort of a single-target confusion/fear. Not bad but there are better spells.

Erupting Earth: AoE for some damage and difficult terrain.

Flame Arrows: Great to cast on your ranger's arrows, but requires concentration and there are better buffs to cast, like haste.

Melf's Minute Meteors (Fire Dragon): Requires concentration but could be helpful to improve burst damage and bonus-action economy (when not using Quicken). A 3rd-level concentration spell hurts when there are so many other good options though.

Thunder Step: An escape teleport combined with a nice AoE damage effect.

Tidal Wave: AoE damage and prone effect, that also douses flames. Could have good situational uses.

Wall of Water: Decent wall spell.

Level 4

The lists from here and up get smaller, but there are still some really good control and utility spells this level.

Control:

Banishment: Completely removes one (or several at higher slot levels) creatures from play for the combat as long as you concentrate. If it's an outsider or resident of another plane, this zaps them permanently. And it's a Charisma save which isn't that common and easy to hit for a lot of things. Keep in mind that most outsiders have good Charisma saves, so the effect is better but less likely to actually hit them.

Confusion: Excellent area debuff that can have all your enemies attacking each other or doing nothing. Some people don't like the randomness of it, but the odds aren't actually that bad for the bad stuff.

Dominate Beast: Dominate is OK but just beasts isn't very good at all.

Damage:

Ice Storm: Great AoE damage that gives you two damage types, and difficult terrain. Scaling gives you more bludgeoning damage which can help against elemental resistant stuff.

Wall of Fire: A semi-sculptable wall that radiates damage on one side. Can be used to divide the battlefield and force enemies to make bad decisions about movement or take damage.

Blight: Decent single-target damage that scales well and targets Constitution.

Bufs/other:

Stoneskin: A nice defensive buff that you can also twin. A stupid material component and the fact that anything magic pierces it makes it less optimal.

Dimension Door: A nice mobility spell, and you can take a friend.

Greater Invisibility: A great buff that you can also Twin, making it another awesome spell only you can cast twice. Amazing on party rogues; if you have two for some reason this is probably your **gold** buff of choice..

Polymorph: Lots of fun options, both buff and debuff.

Xanathar's Guide (Some were also previously in the EE Player's Companion):

Charm Monster: Same effect as Charm Person but affects anything. Situational use.

Sickening Radiance: AoE zone that does radiant damage and prevents invisibility.

Storm Sphere: Decent zone damage spell.

Vitriolic Sphere (Acid Dragon): Acid fireball.

Watery Sphere: Restraining zone that you can move. Not bad at all.

Level 5

Some good spells here; nothing too exciting though. There's no harm in using some these slots for extra effect on your lower level spells.

Cloudkill: Nice zone damage that you can move.

Cone of Cold: Decent scaling AoE damage that targets Constitution. Sometimes cones can be easier for targeting enemies safely, by aiming it in a space between allies from close up as well.

Insect Plague: Actually very similar to Cloudkill; different damage type and doesn't move.

Teleportation Circle: Decent party utility, but most DM's don't outright require somebody to have the ability to teleport, or they give you some other means if it's important.

Dominate Person: Dominate is always nice; just remember that it takes concentration. The action portion can be used with Quickened Spell, making this one of the only decent options for this trick before spell level 6 (and thus a lot more repeatable).

Hold Monster: Like Hold Person, but can affect a lot more targets. Probably upgrade Hold Person to this at some point, though the extra humanoid targets are much easier to get on Hold Person and can be handy too.

Wall of Stone: Can be handy for control and utility purposes.

Creation: Actually quite versatile, which is nice to have for a class that lacks spell versatility. Requires creativity to use effectively.

Seeming: Disguise Self for the whole party. Maybe for a Wizard once in a blue moon; I wouldn't use my precious spell picks for it.

Animate Objects: Sort of gives you summons in a game that doesn't give you very many summoning options. I'm aware that the damage of this can be quite good if you actually animate the full number of objects and use them to attack something. Not my style though, just personal preference.

Telekinesis: An excellent control and utility spell that can also be used with Quickened Spell, making it a potent combo, and one of the only spells we have that can work with Quicken this way before level 6. That alone makes it very good.

Xanathar's Guide (Some were also previously in the EE Player's Companion):

Control Winds: Provides some wind-based zone control but seems a bit underwhelming for a level 5 spell.

Enervation: Necrotic Damage that you can repeat, and heals you for half.

Far Step: Basically Misty Step but you can repeat it each round if you concentrate. Usually you don't need that many teleports at once, and if you do there are other mobility options that might be better.

Immolation: Only a single target, and even Fireball as a level 3 does more damage. It's unlikely that you would get more than a couple extra rounds out of this. And it's concentration.

Skill Empowerment: Give someone a skill boost (expertise) to any skill. Situational and only works if they are already proficient.

Synaptic Static: AoE psychic damage with an Intelligence save that applies a nice debuff to the target's attacks. Actually quite nice.

Wall of Light: Nice wall that does radiant damage, blinds, and lets you shoot beams at targets.

Level 6

So many incredibly good spells, this is your hardest choice since 3rd level spells, probably even harder.

Globe of Invulnerability: Good spell defense which includes area spells. Unfortunately a lot of really bad AoE damage stuff probably doesn't qualify as a "spell". I'd rather just Counterspell the things this saves you from, as that helps the whole party.

Arcane Gate: A multi-person version of Dimension Door. Good utility that a wizard will probably keep in his book, but not you.

True Seeing: Ok spell to see hidden enemies and discover secret hidden stuff. You probably have too many other great picks at this level to get it.

Mass Suggestion: A great control spell that can have all sorts of interesting uses, and lasts a long time with no concentration. Requires some creativity.

Chain Lightning: A great multi-target damage spell that lets you choose the targets. Probably **gold** for lightning dragon Sorcerers.

Sunbeam: Repeatable damage beam effect, with a decent blind debuff rider. You can use this every turn while still Quicken other spells, which makes it a great pick, as it's one of the first true damage spam abilities that work with quicken this way.

Circle of Death: A large AoE damage spell, dealing necrotic. By now you may have noticed that all of these AoE spells do roughly the same damage if cast at the same level. This is why you only really need a couple of them. This one is not as good as the other spells at this level or even the AoE spells of lower level.

Eyebite: Repeatable debuff effect with three options to choose from. You can use this every turn while still Quicken other spells.

Disintegrate: Some of the best single-target damage in the game, and force is rarely if ever resisted. Just keep in mind it does zero damage on a successful Dexterity save.

Move Earth: Situational utility. Way too many better picks to consider this.

Xanathar's Guide (Some were also previously in the EE Player's Companion):

These investiture spells are all pretty good, though being level 6 spells makes them a hard choice given the limited number of selections and spell slots. The fire and ice version are both great for their corresponding draconic sorcerers, and the stone can provide a lot of extra tankiness and battlefield mobility to a fighter/mage (or Stone Sorcerer). The wind version grants flight and the ability to blow people around a bit, but there are plenty of other low-level ways to fly (or class features) and otherwise it isn't very good.

Investiture of Flame (Fire dragon): Fire immunity and cold resistance, automatic AoE damage to anything that moves next to you, and a repeatable fire attack that is compatible with Quicken Spell.

Investiture of Ice (Cold dragon): Cold immunity and fire resistance, difficult terrain AoE around you, and a repeatable cone of cold that is compatible with Quicken Spell.

Investiture of Stone (Fighter/mages): Grants physical damage resistances, can use an action to knock nearby enemies prone, and gives some nice movement through earth and stone.

Investiture of Wind: Protection against ranged attacks, flight, and a repeatable wind AoE.

Mental Prison: Single-target psychic damage and takes the target out of combat with an Intelligence save. Good but not as good as other level 6 spells.

Scatter: Teleport up to 5 enemies or allies around the battlefield. Basically a tactical rearrangement. Can be good but really situational and not on par with other level 6 spells.

Level 7

A few pretty decent spells, shouldn't be too hard to pick just one, and it's nice to not have a hard choice after level 6 spells... Speaking of level 6 spells, I might even just grab more level 6 spells instead, those are just so good.

Plane Shift: Actually a pretty amazing "save or suck" that is actually a save or die for a lot of creatures. Charisma saves to send one creature to a plane of your choosing, permanently unless it finds its own way back... Elemental plane of fire, the abyss... lots of really nasty options here, especially if it has a vulnerability. Touch spell though so dangerous to use.

Teleport: Decent party utility, but most DM's don't outright require somebody to have the ability to teleport around the world...

Delayed Blast Fireball: Can stack up to some nice damage, but you can only do one as it's concentration. A Fireball cast at level 7 does the same base 12d6 damage.

Fire Storm: Basically a bigger area Fireball. Can sculpt it a bit more though and potentially hit more things, and fewer friends.

Prismatic Spray: I've always loved this spell for some reason, even though its effects are completely random and not even that particularly good...

Finger of Death: Good damage, but still not even as much as Disintegrate. Targets a different save at least, and a zombie slave sounds kinda cool.

Etherealness: Some interesting uses to safely move about or even scout out an area/dungeon.

Reverse Gravity: An area-control spell that barely even lets a save happen and can immobilize a large number of enemies.

Xanathar's Guide:

Crown of Stars: An upgraded Melf's Minute Meteors that does radiant, not that great for level 7.

Power Word Pain: Anything that is under 100 HP should be quite killable by you or anybody else within the next few turns at this level anyway, and this debuffs them but doesn't really disable or kill them like the other Power Word spells..

Whirlwind: A tornado that does ok damage and also sucks up creatures and restrains them. Decent crowd control.

Level 8

Some decent spells here, but nothing that screams obvious pick to me... I'd even consider grabbing another level 6 or 7 spell instead. Can always use this slot to cast them better, or burn for points.

Incendiary Cloud: Zone effect, works similar to Cloudkill. If you want ongoing AoE damage and are willing to use your concentration, this can be handy.

Dominate Monster: Dominate is always nice and this affects almost anything. Long duration means it can be good as an out-of-combat spell as well, for plot or RP purposes. Just remember it takes concentration.

Power Word Stun: Stun is pretty awesome, and 150 HP threshold isn't too bad. If you stun something that the rogue and fighter are about to pound on, it shouldn't really get the chance to try a save next turn anyway. On the other hand it won't work on everything and it can be hard to tell what a monster's HP level is at times.

Earthquake: Useful as a longer-range zone effect or to take down structures. Whether it comes in handy or not really depends on your campaign.

Sunburst: A good effect, but I'd much rather cast a 6th level sunbeam that I can repeat every round for free and which does the same effect with slightly less damage.

Xanathar's Guide (Also previously in the EE Player's Companion):

Abi-Dalzim's Horrid Wilting: The classic necromancer AoE returns, but bad now. Constitution saves or 12d8 necrotic. In past editions this spell scaled to 20d8 or higher. Now it's barely worth mention as a level 3 or 4 AoE spell.

Level 9

Some good options here. Like Wish. And maybe Wish. Or Wish.

Gate: Can be useful for travel or summoning, but very dependent on DM and other conditions.

Meteor Swarm: Really good damage even for a level 9 spell, and huge area. Unless your campaign has you fighting an actual army or, sieging a castle or something, you probably don't really "need" this.

Power Word Kill: Anything that is under 100 HP should be quite killable by you or anybody else within the next few turns at this level anyway. An exception might be special low-HP monsters that are extremely hard to hit or damage... if they even exist? Would need to see the Monster Manual.

Time Stop: Restrictions on stacking buffs in 5th edition, and not being able to attack anything makes this spell much less useful than it used to be.

Wish: The best spell in the game for a class whose main drawback is limited spell selection. Being able to copy any level 1-8 spell at no cost is just too good to pass up, especially for a Sorcerer.

Xanathar's Guide:

Mass Polymorph: Lots of fun options, both buff and debuff; not sure level 9 is worth it just for more targets though.

Psychic Scream: Decent AoE damage and more importantly, stun.

Feats:

Alert: Useful for anyone, though not required.

Athlete: You don't focus on strength, and have better ways of moving around.

Actor: The only +1 Charisma feat, and some nice RP benefits. Take if you have an odd number Charisma anyway, and like the other benefits.

Charger: Might be ok for melee characters but otherwise not useful to you.

Crossbow Expert: The elimination of the penalty for range in melee is OK, but not required.

Defensive Duelist: Might be OK for a fighter/mage type that uses a finesse weapon and has a high dexterity, but for everyone else it's useless.

Dual Wielder: This isn't for you unless you want to be a fighter/mage AND dual wield for some reason.

Dungeon Delver: Decent dungeon utility, but not really your thing.

Durable: Constitution boost and a boost to short rest healing. Ok but not needed.

Elemental Adept (Dragon, Storm): Must have for Dragons and Storm, probably at 12 or sooner if you get your Charisma to 20. Other bloodlines aren't really reliant on one damage type unless you chose to be for some reason.

Grappler: You aren't focusing on strength and won't be any good with this in most builds.

Great Weapon Master: You aren't focusing on strength and won't be any good with this in most builds.

Healer: Can be nice to have another healer around.

Heavily Armored: You aren't focusing on strength and will have a hard enough time getting Light and Medium, nevermind this. The exception could be a fighter/mage that already picked up Medium.

Heavily Armor Master: Could be ok if you already have Heavy proficiency for some reason.

Inspiring Leader: Nice boon that is based on your best stat.

Keen Mind: Can be Ok if you want to RP a stand in intellectual if you have no Wizard, but otherwise doesn't help you at all.

Lightly Armored: Nice to have, though better if you can get it somewhere other than a feat.

Linguist: If you are the party face so might make use of this.

Lucky: Good for anybody.

Magical Slayer: You aren't melee and can always just Counterspell instead.

Magic Initiate: A great way to pick up another class's cantrip, or first-level spells like Hex, or Cure Wounds. (You do "learn" the spell if you are a caster and it is on your spell list to be used for any type of spell slot.)

Medium Armor Master: You probably don't have room for this even if you do already have medium armor proficiency.

Mobile: You have better ways of moving around.

Moderately Armored: I like it if you can get it, though it's more for fighter/mages.

Mounted Combat: You don't use this for combat. Avoid unless the campaign is heavy on mounted encounters for some reason.

Observant: Bonuses to Perception are nice.

Polearm Mastery: No for anyone other than really specific fighter/mages.

Resilient: Can be a good pickup with Dexterity or Wisdom saves. I would go Wisdom first.

Ritual Caster: Remember all those low-level ritual spells you wanted to take but couldn't fit on your list? You just added potentially 17 wizard utility rituals to your spell list. Requires 13 Intelligence or Wisdom. Wizard is probably the best pick. Note that in some games, rituals may not get a lot of use (hint: if you don't make an effort to use them and suggest them to your party, they won't get used), so your mileage with this may vary.

Savage Attacker: Even if you are a fighter/mage you have better feats you could get.

Sentinel: Even if you are a fighter/mage you have better feats you could get.

Sharpshooter: If you want effects like this get Spell Sniper.

Shield Master: Even if you are a fighter/mage you have better feats you could get.

Skilled: You probably already have enough skills, especially if you followed my advice and made a half-elf.

Skulker: Not bad for a sneaky mage, but not useful for most builds.

Spell Sniper: Sounds great but eventually you should have enough save-targeting spells that you can find ways around cover most of the time. A good pick if you really wanted Distant Spell and I talked you out of it.

Tavern Brawler: If you are a fighter/mage you are using your weapon and spells, not fists or other weapons.

Tough: More hit points are nice but I wouldn't bother unless I rolled crappy HP for a bunch of my levels or had to dump Constitution for some reason.

War Caster (~~Favored Soul~~, Stone, fighter/mage types): A decent feat, mainly for the bonus to Constitution saves, although you should already be decent at those. The AoO will probably be rare and you probably don't use weapons or shields unless you multiclassed into it.

Weapon Master: It's hard enough getting everything you need for a fighter/mage without also trying to get an exotic weapon for some reason.

Xanathar's Guide:

(I'll get to these soon)

Multiclassing:

Unlike in past editions, multiclassing for a primary caster is in no way a trap. This is for two reasons:

Your total spell slots progression stacks for all casters except the Warlock. You still delay higher level spells known as those are treated separately for each class, but you can still get the slots of each spell level without delay for Bards, Clerics, Druids, Sorcerers and Wizards.

The other reason is that while level 6, 7, 8 and 9 spells are mostly great, for all of these levels you only have 1 slot per day for most of your career. Level 6 and 7 only get a 2nd at 19 and 20, and level 8 and 9 never do. For this reason I advise against building your character around level 7-9 spells, or forgoing beneficial multiclass dips purely to preserve your access to these.

Remember if you multiclass and don't get to learn those spells, you can always use those level 8 or 9 slots to cast another level 6 spell (often at higher effect) or to burn for Sorcery Points. Letting you still get

the slots if not the spells known is a huge boost to multiclass spellcasters in 5th edition.

The main reasons to multiclass a Sorcerer are to gain desired class features of your target class, usually at 2, 3 or 6. The other reason that is especially pertinent for Sorcerers is to add some extra spells known to their meager list.

Even if a few levels of a class only gives you level 1 and 2 spells, those are all potentially spells that might overlap with your own low-level spells, and free you up to drop one of those low-level Sorcerer spells and retrain to a better level 3-6 spell. Never forget that swapping out spells is the most important thing you need to do on the Sorcerer side after dipping into another caster class! Don't keep a bunch of level 1 Sorcerer spells around (aside from maybe shield or something your second class can't give you).

Let's look at some options.

Bard (6): Not only do you get a great spell selection, but you get some great class abilities as well.

Bard 6 is the sweet spot, especially if you go Lore Bard. This gets you 11 spells known (including 2 from any list) while losing only 2 if you still go Sorcerer 14. Smart retraining on the Sorcerer side means you now have a Sorcerer with 24 spells, 3 more skill proficiencies, expertise in 2 skills, Cutting Words, Bardic Inspiration that still does d8 dice and recharges on a short rest, and Countercharm.

You won't know any level 8 or 9 spells but you will still get the spell slots, and can use those slots for Sorcery points or to cast your lower spells (I'd recommend level 6 or 7 spells only, spells lower than that aren't usually efficient to raise so high)

If you can live without Wish and a level 8 spell it's not a bad deal, and might even encourage you to burn those slots for more Sorcery points which is probably a good idea a lot of the time anyway.

Warlock (3-5/7/9): Warlock 3 gets you Eldritch Blast with Agonizing Blast, as well as four spells known, a few of which are not on the Sorcerer list like Hex or Armor of Agathys. Pact magic gives two 2nd level spell slots that refresh on short rests and can be transformed into 4 sorcery points. This is basically equivalent to Sorcerous Restoration (the level 20 ability). If you go Pact of the Tome, you get 3 extra cantrips from any class (on top of 2 warlock ones), and free ritual casting that applies to every ritual in the game...

Eldritch blast is the best spamable damage cantrip in the game, and it is just as good as a Warlock3/SorcererX as it is on a full Warlock. You don't give up any Sorcerer spells known for it (only delay higher level spells a few levels), and can still have level 9 spells... Why would I ever play a single-class warlock? (See my warlock guide ["If Only You Knew The Power"](#) to find out why.)

If you don't mind skipping level 7/8/9 spells you can go Warlock 5, 7, or 9 to make those pact slots level 3, 4, or 5 instead. I probably would go for something like Sorcerer14/Warlock6 myself just for class features to line up better.

Note that Warlock spell slots are treated differently than other classes. They still refresh on a short rest and can be used to cast any spell you know, meaning you can use Sorcerer spells with them. You can also burn them for Sorcery Points if you haven't used them all, and the slot will recharge on a short rest. Make sure you always do this if you haven't used your warlock slots before taking a short rest, and you have Sorcery points and/or spell slots that could be restored.

Ultra pact magic cheese: According to the rules as written, there's nothing at all stopping you from short resting as many times as you want to as long as you have the time to do it... This means that technically you can short rest, burn those slots right away for sorcery points, then short rest again, etc.

This in itself isn't a big deal, as you still can't exceed your Sorcery point maximum... However you can use those points to create Sorcerer spell slots. And technically you are allowed to create as many slots as you have Sorcery points for, even in excess of your normal slots per day... so if you can keep cycling short rests and burning the slots for points you could technically spend 8+ hours just stacking up literally dozens of level 1-5 spell slots. You can take this even further with the warlock invocation Aspect of the Moon so that you never have to sleep, and technically you never need to long rest either and can just keep doing this forever.

As far as I know this has never been hard line rejected by Errata or comments from Wizards, but I think most DM's would reject the extreme use of this ability. The simplest compromise to me is to use it but not abuse it. Go ahead and burn your points at a short rest and create slots, but don't expect your DM to allow multiple short rests in a row all the time. At best you might get away with something like 2 in a row, just so that you can get those slots back after using them for points,

I also wouldn't try to push it too far with creating Sorcerer slots in excess of your daily maximum. For a single class Sorcerer this feature exists so that you can do things like trash all your level 4 and 5 slots for MOAR FIREBALLS. As long as you are using it in that spirit and not just abusing short rests to break the game most DM's should be fine with it.