



ARCANE LEGACY

by Jacob S Kellogg

**A sorcerous origin from a lineage of magecraft
instead of supernatural contamination**



The Arcane, Personified

Let's be honest: the sorcerer class is far less fleshed-out than other classes. The *Player's Handbook* includes only two sorcerous origins, both of which feel like the kind of fringe options that you would expect to exist as a kind of alternative to the conspicuously-absent straightforward options.

By the time you add the options from *Xanathar's Guide to Everything*, the sorcerer has developed a theme of gaining power through contact with a powerful magical creature or force, like some kind of accidental warlock. This erodes the sorcerer's alleged identity of someone with inborn magical potential that's drawn out through force of will.

The Arcane Legacy sorcerous origin presented here seeks to remedy this. Instead of being the love child of a mortal and a monster, you are the heir of a powerful lineage of mortal spellcasters. Your abilities focus on being naturally gifted with magic instead of just growing to resemble whatever creature or phenomenon your mortal parent thought was hot.

I hope you enjoy this subclass! If so, please remember to leave a review, and check out my other work on the Dungeon Masters Guild as well!

Proudly Produced by



Designed by Jacob S Kellogg

Written by Jacob S Kellogg

Art used under public domain, Creative Commons, and/or permission from Wizards of the Coast



DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, Ravenloft, Eberron, the dragon ampersand, and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries.

This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild.

All other original material in this work is copyright 2019 by Purple Aether Games LLC and published under the Community Content Agreement for Dungeon Masters Guild.



ARCANE LEGACY

You have inherited an aptitude for magic which you later learned to control. This usually means you are part of a long line of powerful mages, but it's also possible that your inborn talent is the first in your family. In either case, your powers manifest through the following features.

Arcane Awareness

Starting at 1st level, the arcane power which suffuses your being makes you sensitive to the magic in your environment. You can cast *detect magic* at will without expending a spell slot. You also learn the *identify* spell, and it becomes a sorcerer spell for you. Neither of these spells count against your number of spells known.

Legacy Magic

Most sorcerers' magic is simplistic and raw, but yours carries the echoes of great practitioners of the past. Even though you haven't studied enough to master ritual casting, you nevertheless have a knack for some of those spells.

You learn extra spells at certain levels, as shown in the Legacy Spells chart below. These spells count as sorcerer spells for you, and do not count against your total number of spells known. Additionally, whenever you cast a spell you know that has the ritual tag, you can choose to expend 1 sorcery point instead of a spell slot.

LEGACY SPELLS

Sorcerer Level	Spell
1st	<i>find familiar</i>
3rd	<i>silence</i>
5th	<i>Leomund's tiny hut</i>
7th	<i>detect curses</i>
9th	<i>Rary's telepathic bond</i>

Note that *detect curses* is a new spell, detailed at the end of this document.



Magical Knack

Beginning at 6th level, whenever you make an Intelligence (Arcana) check, you can add your Charisma modifier to the roll. If you make the check intentionally (such as to examine something), you can expend 1 sorcery point to give yourself advantage on the roll.

Forceful Concentration

At 14th level, you learn how to funnel extra power into your spells to allow you to maintain more than one spell at a time. If you are concentrating on exactly one spell, you can cast a concentration spell without ending the first spell. The combined spell level of the two spells cannot exceed the highest spell level for which you have spell slots. Any Constitution saving throws to maintain concentration are made for each spell individually.

At the start of each of your turns while you are concentrating on two spells, you must use a bonus action and expend sorcery points to maintain concentration. The sorcery point cost is equal to the spell level of the highest-level spell you're concentrating on. If you are unable to pay this cost (or if you choose not to), you instead choose one spell to end.

Mana Drain

Beginning at 18th level, you can pull the magic out of other creatures and absorb it for yourself. As an action, you can spend any number of sorcery points and target a creature you can see, forcing them to make a Charisma saving throw against your spell save DC. On a failed save, the target loses unused spell slots with a combined spell level equal to the number of sorcery points spent, or half that amount on a successful save. Higher-level spell slots are lost first. You regain expended spell slots of the same number and levels as what the target lost. This cannot cause you to stockpile spell slots beyond your normal allotment.

NEW SPELL

This new spell supplements this sorcerous origin. It is also suitable for use by bards, clerics, druids, and wizards.

DETECT CURSES

4th-level divination (ritual)

Casting time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

Your eyes take on a deep purple color as you gain the ability to perceive dark magic. For the duration, you know whether any creature or object you can see is cursed. If you spend 1 minute carefully examining a cursed subject within 10 feet of you, you learn the nature of the curse, how it works, and how it can be broken. You need not directly interact with the subject to gain this information.

