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Sorcerer wizard spell list

2018-07-29, 02:35 PM (ISO 8601) I'm considering letting my players play with the sorcerer and wizard spell lists combined. Is there anything problematic with this or would it be way more pros than cons? Thanks. 2018-07-29, 02:38 PM (ISO 8601) It shouldn't be particularly broken, but I feel it would work best if a subclass was made for it, like a divine soul sorcerer for the cleric spell list. Reality is relative, and there is an exception to every rule. 2018-07-29, 02:42 PM (ISO 8601) Originally Posted by LichPlease I'm considering letting my players play with the sorcerer and wizard spell lists combined. Is there anything problematic with this or would it be way more pros than cons? Thanks. It would give the Sorcerer a massive boost for no reason and at no cost. If you don't consider that a problem, go ahead. 2018-07-29, 02:44 PM (ISO 8601) It's probably fine it'll make sorcerer better but it won't break the game or anything. 2018-07-29, 03:21 PM (ISO 8601) Yeah... really powerful. If you don't mind one class outstripping others though feel free to go for it. Divine soul is probably the model if you do want to do it. Just treat the wizard spells that are not on the sorc list as if they were like cleric spells. Give a level 1 wizard only spell at level 1. 2018-07-29, 03:23 PM (ISO 8601) Well... in general, the Sorcerer already has a very good list, and few spells known, so more spells known shouldn't break anything, only make the 'choosing spells' harder. There might be exceptions though, spells that become much more powerful when combined with meta-magic. *edit: removed stupid non-working example* This is still not broken imo, but an illustration that metamagic can make certain wizard spells much more powerful (and in this case the metamagic isn't even used on the spell itself). Last edited by Waazraath; 2018-07-30 at 02:38 PM. 2018-07-29, 03:55 PM (ISO 8601) I think you could maybe compromise and put on a couple spells that really deserve to be on the Sorcerer list, which I agree was a little unfairly gimped, especially at higher levels. I mean, really: 4) Evard's Black Tentacles5) Wall of Force6) Otto's Irresistible Dance7) Forcecage8) Mind Blank8) Feeblemind9) Foresight9) Prismatic Wall The spells on that list are not the specialist prep-heavy types of things you would expect only a wizard to have. They are blockbuster fighting spells and critical high level buffs every caster wants. Sorcerers only even have five options at 8 and 9 in core. The designers were totally unreasonable about hemming the Sorcerer away from a lot of options like this, the only top quality stuff they really get is pure damage, which isn't even going to make your list happy as someone who specializes in damage. It's completely unreasonable, the WoTC bias that was there against Sorcerers in 3e core definitely snuck back in in 5e. 2018-07-29, 05:06 PM (ISO 8601) Originally Posted by Blood of Gaea It shouldn't be particularly broken, but I feel it would work best if a subclass was made for it, like a divine soul sorcerer for the cleric spell list. Thanks. I like this idea the best as it seems the most sensible way to go about it. 2018-07-29, 05:09 PM (ISO 8601) I compared the spell lists in the Phb Cantrips The same 1st level spells wizards have the following spells in addition to the spells sorcerers have. Alarm Find familiar(The really amazing one) Grease Identify Illusery script Longstrider Protection from evil and good Tasha's hideous laughter Tenser's floating disk Unseen servant 2nd level spells Sorcerers have enhance ability that wizards don't and wizards have the following spells sorcerers don't Arcane lock Continual Flame Flaming sphere(This one might be a good one) Gentle repose Locate object Magic mouth Magic weapon Melf's acid arrow Nystul's magic aura Ray of enfeeblement Rope trick 3rd level spells Sorcerer have daylight and waterwalk, wizards have the following spells Animate dead(probably the strongest one) Bestow curse Feign death Glyph of warding Leomond's tiny hut Magic circle Nondetection Phantom steed Remove curse sending Vampiric touch I'll get back to doing the other spell levels if there is any interest in the higher ones. But my analysis is that sorcerer gains Find familiar they can also use flaming sphere for level 3-4 and at level 5+ animate dead might be really good. otherwise i don't really see any spells that whould present a problem. Wizards gaining enhance ability might be one of the better benefits of allowing the lists to merge. 2018-07-29, 05:20 PM (ISO 8601) Well there are spells like twinned foresight - but at that levels spells can be a bit broken anyway. I don't think that there is such an issue about particular spells interacting with metamagic, the worry is that sorcerer is a great class, there are spells that will improve the sorcerer if the sorcerer gets them and that makes an exceptionally strong class. Wall of force, forcecage, feeblemind, maze... these are all things you want to avoid giving to the sorcerer, or at least as a significant cost if you must. It isn't a particular interaction - it is just that they are really powerful and make the sorcerer even more versatile than it is already. 2018-07-29, 06:15 PM (ISO 8601) I made a Sorcerer based on the desert, with sun and drought themes at play. Wall of Sand isn't on the Sorcerer spell list. Any particular reason why not? Not really. Spoke to the DM, and he allowed me to get some specific spells that supported that theme from other lists. It's functionally the same thing as opening the list to all, but at least there's a goal behind it, and I'm not suddenly picking up Tsunami or whatever. Last edited by Kadesh; 2018-07-29 at 06:16 PM. 2018-07-29, 07:06 PM (ISO 8601) Originally Posted by MrStabby It isn't a particular interaction - it is just that they are really powerful and make the sorcerer even more versatile than it is already. I think it's a little unfair that this defensive mindset about Sorcerers has become so standard. Are Wizards not versatile? Their class features certainly aren't insignificant either, and in terms of pure value Arcane Recovery is giving them a lot of the extra fuel metamagic gives Sorcs. I feel like in a lot of ways people expect Sorcs to pay for their metamagic feature twice, and it just doesn't end up being good enough to justify that, especially outside of 1-combat days where they can't just light their whole reserve on fire for metamagic. 2018-07-30, 05:45 AM (ISO 8601) Originally Posted by DeAnno I think it's a little unfair that this defensive mindset about Sorcerers has become so standard. Are Wizards not versatile? Their class features certainly aren't insignificant either, and in terms of pure value Arcane Recovery is giving them a lot of the extra fuel metamagic gives Sorcs. I feel like in a lot of ways people expect Sorcs to pay for their metamagic feature twice, and it just doesn't end up being good enough to justify that, especially outside of 1-combat days where they can't just light their whole reserve on fire for metamagic. Let me ask you a question: if you gave the metamagic class feature to the Wizard class, for free, without changing anything else, do you think it'd be fair for the Sorcerer? Last edited by Unoriginal; 2018-07-30 at 05:46 AM. 2018-07-30, 05:53 AM (ISO 8601) Originally Posted by Unoriginal Let me ask you a question: if you gave the metamagic class feature to the Wizard class, for free, without changing anything else, do you think it'd be fair for the Sorcerer? I mean wizards have a lot going for them other than just their spell list though? Ritual casting, More spells known and prepared and their class features seem better than sorcerers (not including metamagic). I think that if the wizard were limited to the sorcerer spell list it'd still be better than the current sorcerer. Last edited by TIPOT; 2018-07-30 at 05:55 AM. 2018-07-30, 05:53 AM (ISO 8601) Originally Posted by Unoriginal Let me ask you a question: if you gave the metamagic class feature to the Wizard class, for free, without changing anything else, do you think it'd be fair for the Sorcerer? I would say that this isn't even close to the same thing as what is being proposed. Specs would still have the restriction on spells known that Wizards don't have. They couldn't swap out spells at the end of a long rest to get new ones, ruining most of the 'versatility' argument. Giving Sorcs more spells to choose from might have a few, high-level impacts due to certain spells. But other than that, it really wouldn't matter much. They'd still lack ritual casting, which would make certain spells not worth a pick, and there's already a large overlap in spell lists. Plus, it would allow certain Draconic-origin Sorcs to have more than just one or two spells that align with their dragon color choice. 2018-07-30, 06:12 AM (ISO 8601) Originally Posted by Unoriginal Let me ask you a question: if you gave the metamagic class feature to the Wizard class, for free, without changing anything else, do you think it'd be fair for the Sorcerer? That is not the same thing at all Wizards will still be better att utilizing the larger spell list since they can have way more spells in their spellbook and more spells prepared than the sorcerer can have spells known. To make it a fair comparison you would have to make the metamagic alot more limiting for the wizard something like 3 sp max and only one metamagic option. 2018-07-30, 06:30 AM (ISO 8601) Sorcerers and wizards are well balanced. Sorcerers are easier to screw up. A player really has to make sure they are picking the right spells and metamagics. The only misfortune is that Sorcerers have few good archtypes. 2018-07-30, 06:43 AM (ISO 8601) Originally Posted by Blood of Gaea It shouldn't be particularly broken, but I feel it would work best if a subclass was made for it, like a divine soul sorcerer for the cleric spell list. Originally Posted by LichPlease Thanks. I like this idea the best as it seems the most sensible way to go about it. One of my friends is using the Arcane Incarnate for this. Seems to work alright for him. Last edited by Merudo; 2018-07-30 at 07:04 AM. 2018-07-30, 06:50 AM (ISO 8601) Originally Posted by sophonteks Sorcerers and wizards are well balanced. I don't think so. I would say that the Sorcerer is pretty much an inferior version of the Wizard in almost every way. The lack of spell known is just crippling to a Sorcerer's versatility. A level 7 Wizard knows more spells, and a level 6 Cleric can PREPARE more spells, than a level 20 Sorcerer knows. Metamagic can do a few nifty tricks but does not in any way compensate for this immense discrepancy. The fact that the Sorcerer's spell list is a gimped version of the Wizard's (there are no Sorcerer exclusive spells) just adds insult to injury. Last edited by Merudo; 2018-07-30 at 06:52 AM. 2018-07-30, 07:29 AM (ISO 8601) Originally Posted by sophonteks Sorcerers and wizards are well balanced. Sorcerers are easier to screw up. A player really has to make sure they are picking the right spells and metamagics. The only misfortune is that Sorcerers have few good archtypes. Yeah, pretty much this. Sorcerers are obscenely powerful once you get them in the right hands. On a more general point, it is ok to compare sorcerers to wizards for balance but some conditions need to be met. Specifically people at your table only play either a wizard or a sorcerer. If you have people playing other classes you should also compare those classes. I think that comparing giving wizards metamagic to giving sorcerers wizard spells is a valid comparison. This isn't to say they are equally powerful (metamagic is that powerful) but the versatility of wizard spells is part of the character of the class and giving that character more widely does diminish the wizard somewhat. 2018-07-30, 07:37 AM (ISO 8601) Honestly, I think the biggest hindrance to Sorcerers is the number of spells known. In my games I bump that up to 20/21. In terms of what spells they have access to, I do want some spells from other spell lists (call lightning, wall of force, phantasmal killer) but I'd rather have more spells to utilize. 2018-07-30, 08:10 AM (ISO 8601) The biggest hindrance to sorcerers is absolutely spells known. Giving more spells known to a new player will help them make the sorcerer more balanced vs. the wizard, but giving that same thing to an experienced player will make the sorcerer far superior to the wizard. There is nothing a wizard has that comes remotely close to the spellcasting efficiency of a sorcerer, but it takes a lot of research to know which of their limited spells best work with the metamagics they pick. Its so easy to screw this up and if they do screw this up, the sorcerer is nothing but a gimped wizard. For those looking to play a sorcerer. Picking a cheap metamagic early is essential. Empower and subtle are easily overlooked but they are both cheap and powerful. I personally believe every sorcerer should know subtle spell. The ability to cast without revealing that you are casting at all is straight broken in the right hands. You can bind and muzzle a sorcerer, watch him in plain sight, and still have no idea that he just cast phantasmal force. He can start killing people without even starting an initiative roll. 2018-07-30, 08:20 AM (ISO 8601) Originally Posted by sophonteks ... but giving that same thing to an experienced player will make the sorcerer far superior to the wizard. Eh, giving a sorcerer access to 5 or 6 more spells wouldn't make them "far superior" to the wizard. Sorcerers would still not be able to switch spells per encounter, they still have a limited resource for their metamagic vs wizards do not (Like enhance wizards dont have to spend anything to twin enhance spells), they would still have less spells than a wizard (in the theory about giving sorcs 5 or 6 more spells), and less spells to pick from. Edit: And wizards have a way to regain spell slots on a short rest vs sorcerers need to spend metamagic/spell slots to recover one or the other. Edit...again: I'm not saying it wouldn't make the Sorcerers stronger but from what all I have seen, most people pick a wizard over sorcerer because wizard has access to/ knows more spells. Last edited by Skyblaze; 2018-07-30 at 10:28 AM. 2018-07-30, 08:56 AM (ISO 8601) Originally Posted by Skyblaze Eh, giving a sorcerer access to 5 or 6 more spells wouldn't make them "far superior" to the wizard. Sorcerers would still not be able to switch spells per encounter I think you have just worked out the difference between a sorcerer player with system mastery and one without. A "good" sorcerer player doesn't need to switch spells. From a combat perspective they pick spells that hit a variety of saves, that scale well and that do different things - and they use metamagic to fill gaps and to drop spells they don't need. Do you really need scorching ray if you can be throwing an empowered/twinned firebolt for 3d10 damage? The point that balances this is that there are gaps. There need to be gaps otherwise there is no downside to the sorcerer's spell selection. So no wall of force - the sorcerer has to make do with awesome spells like web and banishment instead. And why compare to a wizard? A wizard is hardly a good benchmark for comparison with a power dead in the middle of the pack of other classes. Compare it to a monk or a warlock or a fighter... The wizard is s strong class. Saying that sorcerer needs to be able to circumvent it's downsides as it isn't as good as a wizard in your view is like saying that lightning bolt should do more damage as it typically does less than fireball. Comparing everything with an outlier is where we get power creep from. 2018-07-30, 09:05 AM (ISO 8601) Please note I did not compare the sorcerer to a wizard in my original reply, I just responded to the person before me about it, haha. I believe its appropriate to compare the two anyway, they are two sides of the same coin. One is a limited generalist (metamagic can effect all spells on the given metamagic rule but it has a point cost) and the other is an unlimited specialist (to take the comparison from my previous reply, enhance wizards can twin enhance only spells freely). Sorcerers with a bit more spells known will still be with a limited spell selection in both spells known and the list of spells to choose from. Just they won't have almost as many" spells known than a 1/3rd caster. *Whoops, typed before I looked. 13 vs 15. Last edited by Skyblaze; 2018-07-30 at 09:21 AM. 2018-07-30, 09:47 AM (ISO 8601) I am surprised to find so many people praising the strengths of the sorcerer in this thread. Usually people admit that the sorcerer got gimped but that any changes to them must be slight or else they will quickly become broken. Here are the problems as I see them. The old 3.5 paradigm is dead. It used to be that wizards learned higher level spells faster but sorcerers got more spells per day. Now spellcasting has been flattened in that regard so everyone learns the same spell levels at the same rate. Furthermore, with Arcane Recovery Wizards can cast more spells per day than the sorcerer. This is to say nothing on ritual casting. To add further insult to injury, Wizards can oft prepare more spells than the sorcerer can know. The wizards has a broader selection of spells and is only barred from a couple that the sorcerer can know (like enhance ability). So to those who defend the sorcerer claiming that with system mastery the sorcerer can be better, I'd argue that with the same system mastery one can push the wizard even higher, except in niche situations. This is to say nothing on subclass abilities. The wizards archtype abilities are often character defining. Hell some are so impressive that people forget that enchantment wizards are a thing due to the awesomeness of portent and arcane ward. And what do sorcerers get at those levels? Free mage armor, very occasional randomness, the cleric spell list (ok actually this one is good), the ability to fly 10 feet, or to see in the dark and to pretend to be a diet warlock. What are the strengths of the sorcerer? Well one is metamagic and another is the rarely discussed potential of creating a higher level spell slot than is usually available for his/her level. Metamagic is cool. This is what makes the class. Just thinking of how to mix metamagics with spells is why an experienced player will pick a sorcerer. So combine that with the higher spell slots---- oh wait they take the same resource and converting spell slots to spell points is very entropic. Entropy is a feel bad in game design, sometimes necessary, and sometimes a good source of balance, but in this case it feels like they were so scared of the flexibility of sorcerers that they capped them in every avenue when one or two would have sufficed. (Almost every "bad" subclass in this game is when entropic design is introduced. The Berserker barbarian with Exhaustion, the 4 elements monk with overpriced abilities, the beastmaster ranger is clunky action economy and the sorcerer and sorcery points.) And I'll be the first to admit that the sorcerer can be good, but that's in spite of the system not because of it. Its actually hard to make a bad wizard. It can be easy to fall into a trap as a sorcerer. And I think it's telling when both of the new subclasses for sorcerer have an extra spell associated with their low level subclass abilities. And almost every sorcerer UA has extra spells as well. And I think that people are right, you do need to be careful with spell selection. Well, then why is the sorcerer's list so blast focused?! If there are no exclusives I'd at least want to be spoiled for choice. "Ok, trees. We are about to go into a dungeon--hey, Twigs, you paying attention?--ok, so stay out here, and if we come running out of there with a hoard of monsters behind us you're going to go all Harry Potter on them as if they were cars. No, Itchy-Bark, it's a reference. Ever heard of breaking character? *Sigh* Just stay here and kill things that chase us out. Make like a tree and... stay." -PeteNutButter 2018-07-30, 10:31 AM (ISO 8601) Side note: In the thought of discussing a level 20 sorcerer compared to a level 20 wizard, no one has brought up that wizards have spell mastery/signature spell as well. Last edited by Skyblaze; 2018-07-30 at 10:31 AM. 2018-07-30, 10:51 AM (ISO 8601) Originally Posted by Unoriginal Let me ask you a question: if you gave the metamagic class feature to the Wizard class, for free, without changing anything else, do you think it'd be fair for the Sorcerer? It would not be fair, that's clear. But I'd like to add my voice to those suggesting that this is not a fair or equivalent question. There might be a few issues with foresight, and there are a few spells that don't (to me) feel right on a sorcerer, but in general I don't see much of an issue here I currently see the wizard as stronger than the sorcerer, and the sorcerer as potentially superb in some MC builds. I'd imagine there might be some monster barring needed for spells that would be particularly good for sorcadin etc. But I'd be inclined to try it, at least for some fraction of a sorcerer's spells. I already let sorcerers pick any one spell from the wizard list at level 10, and next time I'm going to allow a few more than that 2018-07-30, 11:05 AM (ISO 8601) Looking at the list of spells wizards have that sorcerers do not, a significant number of them look to be rituals. Perhaps one solution, already provided in-game, would be to have your sorcerer take Ritual Caster (Wizard)? Originally Posted by Eragon123 So combine that with the higher spell slots---- oh wait they take the same resource and converting spell slots to spell points is very entropic. Entropy is a feel bad in game design, sometimes necessary, and sometimes a good source of balance, but in this case it feels like they were so scared of the flexibility of sorcerers that they capped them in every avenue when one or two would have sufficed. (Almost every "bad" subclass in this game is when entropic design is introduced. The Berserker barbarian with Exhaustion, the 4 elements monk with overpriced abilities, the beastmaster ranger is clunky action economy and the sorcerer and sorcery points.) Could you please define "entropic" as you're using it here? And, just in case the definition is too broad for me to put it together, explain how it applies? I'm not following what you mean. 2018-07-30, 11:28 AM (ISO 8601) Originally Posted by Segev Could you please define "entropic" as you're using it here? And, just in case the definition is too broad for me to put it together, explain how it applies? I'm not following what you mean. Basically that using a resource has a diminishing return. For Barbarians, the Exhaustion mechanic directly undercuts the benefits they get from their class. For 4E monks, I guess its less entropic and more just expensive. That's my bad. For Beastmaster rangers, they get a resource, an attack and have to split it up in a clunky way. It may be balancedTM but it isn't fun or intuitive. And for sorcerers you get 1 sorcery point when you burn a 1st level spell. It costs 2 points to make a first level slot. In a series of bad decisions a sorcerer could theoretically burn themselves to a wick for no benefit. Though while this would never actually happen, the fact that you burn a spell slot for an additional use of a class feature is still expensive. Lets look at benign transposition for wizards, it's once per rest but gets refreshed when you use a conjuration spell of 1st level or higher. You use a spell and it also refreshes a class feature. Divination has a mechanic where using a divination spell actually gives you back a spell of lower level, now with Mind Spike. (Granted not the best damage dealing spell but when it costs a fraction of a spell slot it gets better.) TLDR: Sorcerers are often presented with an 'OR' option when presented with class features, whereas Wizards get "AND". "Ok, trees. We are about to go into a dungeon--hey, Twigs, you paying attention?--ok, so stay out here, and if we come running out of there with a hoard of monsters behind us you're going to go all Harry Potter on them as if they were cars. No, Itchy-Bark, it's a reference. Ever heard of breaking character? *Sigh* Just stay here and kill things that chase us out. Make like a tree and... stay." -PeteNutButter

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