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For a quick overview of the Warlock class, see our breakdown of DnD 5e classes. You can see the features of the Warlock class here. The color code below has been implemented to help you determine at first glance how good that option will be for your sorcerer. This color coding is not a hard and fast rule; There are a lot of sub-optimized options out there that will be viable for your party and will be fun to play. Red is not going to contribute to the effectiveness of your character build on all orange version of Green is a good option Blue is a great option, you should strongly consider this option for your sky blue character is an awesome option. If you don't take this option your character won't be optimized so if you're willing, give some props to your patron and prepare for a lot of Eldritch Blasting. Before the races, check out our DnD race guide for non-standard racing. Keep in mind that most races and sub-races are limited to the settings and source material chosen by THE DM. Check with your DM before choosing any of the races not listed below. Dwarf: No CHA is tough and the sorcerer won't be tanks any time soon, even if they choose the Blade Pact. Additional hit points are always useful. Hill: A WIS bonus can sometimes help with Wisdom saves, but additional hit points are not helpful. Mountain: STR on the sorcerer? It's not very helpful. Dragonborn: Bonus No. 1 CHA is good, but the No.2 STR will go to waste. Breathing weapons can help with limited spells. Elf: Elves get a DEX bonus that can help a little bit with the sorcerer's AC. Useful skill in and the presence of Darkvision. Sleepy Elf: 1 to CHA is exactly what you're looking for and therefore tastes good. Just don't go outside in the sunlight! High Elf: High elves get the boost of INT and free master cantrip of your choice. INT bonus will be wasted but extra cantrip cantrip Welcome. If you play Hexblade, take Booming Blade or Green Fire Sword. Wood Elf: Nothing here is profitable, like a sorcerer. Half-Elf: No.2 CHA, ASI, and versatility skills make this one of the best races for the Warlock class. Gnome: You don't need a bonus to INT as a sorcerer. Forest: Nothing here is profitable than a sorcerer. Rock: Nothing here is profitable than a sorcerer. Half-Orc: STR and CON bonuses, let's move on. Halfling: The DEX bonus again slightly helps with AC problems and Happy Feature is always nice to have. Lightfoot: From 1 to CHA, in addition to the bonus to DEX and Lucky from Halfling features are very nice. Stout: Let your muscular party members worry about CON. Man: People are always decent. Vanilla: Mid-road pick because they increase all their ability points by 1. Option: Getting a CHA bonus plus skill and feat on the first level is usually very good. The exploits are not great for sorcerers who are not going to work with Hexblade, which makes this choice a little less attractive if you don't plan on going for this option. Tiefling: Tieflings get no 2 pulse CHA, free cantrip, and free spells at higher levels, making them the best class choice for the sorcerer. The ability to assess the ability to score Is Score increases (ASI) at the 4th, 6th, 8th, 12th, 14th, 16th and 19th levels. Sorcerers need CHA, and nothing else is critical. STR: Just not. DEX: Early air conditioning can help survivability, but there are also better options. CON: More hit points and better CON saves to make Warlock less squishy. INT: Dump this statistic for sure. WIS: Can help with WIS saves and perception. CHA: This is the most important statistic for a sorcerer, pump it as high as you can. Backgrounds Charlatan: Cheating to go with great CHA and sleight of hand can always be a useful criminal: Cheating and one of the most important skills in 5e, Stealth. Artisan Guild: Insight is always great, even if you have a low WIS. Persuasion is a super useful skill here. Sailor: Perception is the most important skill in the game, taking this background can help balance the low modifier WIS Urchin: If you don't have a Rogue, capturing skills in sleight of hand and Stealth can help your party's chance to stay sneaky. Warlock Class Progression Level 1 Hit Points: Sorcerers have a decent d8 hitdice. Better than the Sorcerer and the Wizard. Along with druid and cleric. Saves: The profession with WIS and CHA is quite large, especially at higher levels. Missing out on knowledge of DEX saves hurts though. Weapon/Armor Skills: Light armor and a simple weapon are probably good enough for your sorcerer. The Blade Pact gives you automatic skill with the weapons you conjure. Skills: Unfortunately, the sorcerer only gets to pick two skills out of their not-so-good pool skills: Arcana (INT): You'll probably leave it up side parties if you don't have other casters in your lot it might be worth taking, but dumping INT will make it tough. Cheating (CHA): Probably the best skill in your pool and plays well with the sorcerer's penchant for stacking CHA. History (INT): Same as Arkana. Bullying (CHA): Honestly, cheating is much better. Investigation (INT): Again, hopefully someone else is laying INT. Nature (WIS): Neat as a last resort, but low WIS can make it tricky. Religion (INT): Same as history and Arkan. Pact Magic: Pact Magic is a completely unique mechanic for sorcerers. Essentially you have a very limited pool of spell slots, and you can only cast spells at the highest level (for example, Level 5 Sorcerer has 2 spells of Slots and always throws them on level 3). The good news is that your very limited spell slots are refill on a short vacation, the bad news is that if you don't get a short rest very often you will become reliant on cantrips. The otherworldly patron of Archfey Archfey Advanced Spells 1st Sleep: Sleep is a very good Level 1 spell slot. It can easily finish meetings at lower levels. By the time you reach Level 5 it will be pretty useless if you want a semi-consistent way of no lethal damage. Faerie Fire: Faerie Fire is a better spell overall than sleep because it scales and is a great way to combat pesky invisibility. Level 2 Calm Emotions: Not a very good spell. If one of the hostile creatures makes their CHA saves, you will still be in for a bad time. Also, there's only a 20 foot radius, and that's concentration. Fantastic force: There are extreme situations where this can be helpful, but it's just not a good spell. Level 3 Blink: 50% chance of completely avoiding any damage to the turn is more consistent over a long period than Mirror Images. Plant Growth: Can be useful in certain circumstances when you need to control the battlefield. Level 4 dominate the beast: Not many beasts will cost your level 4 spell to dominate. If you are struggling with the CR8 T-Rex you want you to spell it out. Big Invisibility: A great spell to avoid damage in battle and also gain an edge in your attacks. Also, you can give it to a melee teammate for a very powerful, hard-hitting damage dealer. Level 5 dominate man: Amazing spells can be useful in combat and RP scenarios. Seeming: Neat out of a battle spell. Fey Presence - Forcing WIS saves on everything in 10ft cube or being charmed/scared is a pretty solid effect. Can help you get out of battle or for RP purposes. Misty Escape - Turn and 60ft teleportation is a great way to avoid damage. Beguiling defense - It's situational, but can certainly be a benefit. Dark Delirium - A pretty decent way to remove a creature from a battle, but it requires concentration. Very Mysterio from Spider-Man: Far from home. Villain Villain Advanced Spells Level 1 Burning Hands: Great AoE and and half the damage. Command: A solid spell that can be used in combat and outside it. Level 2 blindness/deafness: A very powerful effect, but somewhat mitigated by the fact that creatures do save after each turn. Burning Ray: This spell has pros and cons. If you hit all 3 beams, the 6d6 case with a level 2 spell is very much, and the ability to attack multiple goals is definitely a plus. There is no guaranteed damage so rolling is bad feelbadman. Level 3 fireball: It's a fireball. That's great. Stinky Cloud: Used in the right circumstances it may be effective, but it's a hard nail spell. Level 4 Fire Shield: Probably not a great option if you don't get into a fight. Wall of Fire: An amazing version of battlefield control. Level 5 Flame Strike: Not particularly interesting when you compare it to a fireball. Hallow: More DM spell than player's spell. It has a very long casting time and not particularly powerful effects. The Blessing of the Dark is a great and rare mechanism of self-healing. Dark One's Own Luck is better than getting an advantage on a roll, keeping it in your pocket for important checks or saves. Devil's Resilience - Getting resistant to a certain type of damage is a huge advantage. Choose your type of damage wisely. Hurl

Through Hell - 10d10 is a big damage to take without being able to save (as long as it's not a villain). Great Old Old Advanced Spells Level 1 Dissonant Whispers: One of the best spells in the game that can provide attacking opportunities on a failed save. If used correctly, this is one hell of a damage to the dealer. Tasha's Hidden Laughter: Poor Man. Still a great spell, but the fact that they get to save after every time they take the damage drastically reduces its effectiveness. Level 2 Discover Thoughts: Situational Spells That Can Be Used Effectively If You're Smart. Fantastic Force: There are extreme situations where this can be helpful, but it's just not a good spell. Level 3 clairvoyance: Situational, but good for planning/avoiding ambushes. Dispatch: Again, situational, but it's a good useful spell. Hopefully you won't waste your precious spell slots on it but if you need to make a long distance call right before taking a short rest, it can prove useful. Level 4 dominate the beast: Not many beasts will cost your level 4 spell to dominate. If you are struggling with the CR8 T-Rex you want you to spell it out. Erard Black Tentacles: Extremely good control of the area of the spell, almost as good as the wall of fire. Level 5 dominate man: Amazing spells can be useful in combat and RP Telekinesis: Great in combat and out of combat usefulness spell. Awakened Mind - Great for RP purposes. Entropic Ward - A consistent way to avoid getting hit. It will be considerably more useful if you have a few decent AC. Thought Shield - - idea, but mental damage is one of the most unusual types. Create Thrall - Create a thrall that's a great RP opportunity and allows your sorcerer to influence almost any NPC in the game. An incapacitated state is quite easy to achieve through other conditions (paralyzed, dazed, unconscious) or through other spells (Sleep, Tashi's Hidden Laughter, Hypnotic Pattern, or Retention). Once created, it does not allow for any type of preservation and the target can be transferred as long as you are on the same plane. Hexblade Check out our Hexblade Guide. You get two calls from Eldrich. See Eldrich's appeals below. Level 3 Covenant Boone Covenant Chain - Imp is an absolutely amazing scout. It gets werewolf, flight, invisibility, and poison attack can come in handy. Combine this with the Voice Chain Master Of Appeal and annoy your party and DM by ruining all the surprises! Blade Covenant - Fighting Blade Warlock a lot with the ability to score and damage for a round if you're going to go with a Hexblade patron. Tom's Pact - Really solid seeing how you can pick up The Guide, Vicious Mockery, and Little Illusion. Three cantrips that don't do a ton of damage (Eldritch Blast has you covered), but will massively increase your usefulness. Mystic Arkanum: A good way to increase spell slots is your sorcerer has access to. See the Spell section to get suggestions for good mystical Arkanum spells. You get a Level 7 spell at level 13, a Level 8 spell at level 15, and a Level 9 spell at level 17. Eldritch Master: A minute 10 rounds of combat, so it's not helpful if you're in a fight. If you can find a minute between fights, usually you can find 60 minutes to make a short rest. It's disappointing to castpone's ability. Eldritch Calls Agonizing Blast - This is one of the best appeals out there. Increased damage on the sorcerer's favorite countrype is too good to give up. Armor Shadows - Not a huge difference about your light armor craftsmanship. Beast of Speech - It won't help your sorcerer. Be druids if you want to chat with your animal buddies. Beguiling Influence - You already have the option to choose cheating from your skill class. Don't waste the call for persuasion. The Devil's View - Pairing this call with the spell of Darkness can give you a huge advantage in battle and stealth. Remember that your party probably can't see in the magic darkness. Book of Ancient Secrets - Ritual casting is a big deal to help with the meagre slots of the sorcerer's spell. That being said, there aren't many Level 1 Rituals that are particularly good. If you have a Wizard in your party, skip it. Eldritch View - If you want this, pick up the Book of Ancient Mysteries. Detection of magic and another ritual while you are in Eldritch Spear - It can be fun if you want to be a cheesy, long range charmer. The Eyes of the Guardian Run - If you want this, pick up the Book of Ancient Mysteries. Grab understand the languages and another ritual while you're at it. Fiendish Vigor - This helps at lower levels, but the average 6hp doesn't matter. Gaze of Two Minds - Cool taste, very situational. Mask of many individuals - A firm ability to help with your skill in deception, especially in hidden or political situations. Foggy Visions - If you're creative, it can be very helpful. Repulsion Blast - A big effect that you can use to get out of the close range combat and not have to disconnect. No savings on the push effect so it can be deadly around the rocks. Thief of five destinies - Bane is a solid debuff. Voice Master Chain - This can turn your friend into an amazing option for a scout, especially if you choose an imp. Level 5 World Mind - Slow is another solid debuff, unfortunately it doesn't scale with your spell slots. One with shadows - This can help you avoid damage and gain an edge in attacks. Sign Ill Omen - Bestow Curse is another solid debuff, but scaling with spell slots isn't exactly worth it. Thirsting Blade - It's a must if you're going to Pak Blade. If not, don't take it. Level 7 mesmerizing whispers - With compulsion you can make creatures walk safely in a general direction. I'm not sure it's worth it. Horrible word - Confusion is not a big debuff and does not scale well with levels. Sculptor of the Flesh - Polymorph is a great spell, but not a scale with levels. If you have someone else in your party that knows this, I'd skip it. Level 9 Ascendant Step - Levitate is a well-tested positive that can pull you out of the melee range. Casting by your will without using a spell slot is also nice. Chaos Minions - A solid spell that scales well with spell slots. Great for the economy. Otherworldly leap - jump is a bad positive effect of self. Whispering Graves - Talking to the Dead is a great useful spell to have as possible. Level 12 Lifedrinker - Awesome damage buff for any Blade Warlock pact. 15th level carceri chain - on the 15th level, you will probably work in the celestials and villains. This is necessary if you are in a campaign that is often these creatures. Master Of Myriad Forms - Not necessarily with the mask of many individuals available from Level 2. Visions of distant worlds - Arcane Eye is a great scouting option. If you took Covenant Chains and grabbed an imp, you don't need this as a scouting tool. Witch Look - Of course, a neat trick that will come in handy at least a couple of times in your Many exploits are not suitable for the Warlock class, but we'll go for the ones you may want to consider. Warning: Being higher in the order of initiative can be very valuable Sorcerer. Elementary Adept: Bonus damage is negligible, but if most of your damage is on one item, then go for it. Great Master of Arms: Just Worth The Pact Blade/Hexblades Lucky: Lucky is a feat that is useful for any character. Spell Sniper: Increased range and ignoring cover of spell attacks is fantastic. War Caster: The advantage at CON saves and casting spells as attack opportunities are useful components of this feat. If you pact Blade Warlock it is necessary. Sorcerers have access to many spells. Therefore we believe that it would be most helpful to talk only about our favorite spells at each level and which ones to avoid. Just remember that this does not mean that the ones we don't mention are necessarily bad or don't have purpose. Cantrips Eldritch Blast: This is your bread and butter like a sorcerer. Weights with damage that can compete with any melee fighter. Make sure to pick up the Agonizing Blast Challenge. Small illusion: easily the most versatile spell in the game. A great choice for a cantrip. Prestidigitation: a little less useful than a small illusion, but still solid. Magician Hand: Can be a very useful cantrip when used properly. Chill Touch: With Eldritch Blast at your disposal you don't need any other damage deal cantrips. Poisonous Spray: With Eldritch Blast at your disposal you don't need any other damage case cantrips. Level 1 spell armor Agathys - Big self amateur who can provide some temporary HP and damage if you get hit. If you pact Blade Warlock you definitely want it. Libra with your level. Gun Gadar - Worthy AoE and allows you to escape to a failed save. Just take this if you covenant Blade Warlock. Hell's Rebuke: Awesome use for your reaction. Weights with levels. Hex - This is the sorcerer equivalent of Mark Hunters, which makes it a very, very good spell. Takes your concentration slot. Protection from Evil and Good: Amazing defensive spells against many creatures of the types you encounter in D'D 5e. Don't scale with levels to not take it if you have another caster. Witch Bolt: Underwhelming damage compared to your Eldritch Blast and Agonizing Blast. Level 2 Spell Cloud Daggers: If you can find a funnel point or can have your melee fighters push creatures in the cloud it can do mega damage. Weights with levels. Crown Madness: This spell has many crippling limitations because of its powerful effect on such a small level. Skip this until you can dominate the monsters. Darkness: The combo is great with the sight of the devil. Fascinating: Not a very good spell. Keep the man: This could be a clash of disruption against humanoids. The scales are good with levels. Invisibility: A good spell, but blowing a higher level spell slot on situations where you don't need to do more than one thing invisible is not great. Mirror image: A good lover of self, but but scale with levels. Misty Step: A good option to get out of hard squats, if you're looking for a late pickup this can be a good choice. Not a scale with levels. Level 3 Of The Counterspell Spell: You don't necessarily want your sorcerer to be blowing spell slots on Counterspell, but if no one else has it you need to take it. Dispel magic: just like Counterspell. Fear: An amazing spell of crowd control. Especially good because they don't get to repeat the save until they break the line of sight. Fly: A decent positive self effect, but not something you want to spend slots spells on. Hunger Hadar: A decent version of crowd control, solid damage if you can keep the villains out there or throw it at the choking point. Jeremy Crawford has confirmed that the call to the devil's vision cannot hush up the spell area. It doesn't stack up with spell levels, making it less viable for the Sorcerer long term. Hypnotic Pattern: Another great spell of crowd control, take it or fear based on your taste. Vampiric Touch: Gives you a 3d6 melee weapon with a leaked life as long as you can focus, but these concentration checks are going to kill you. You essentially need a Caster war to make it worth it. Level 4 of the Exile Spell: A solid spell to take a creature or two out of a fight. Blight: Level 4 of a single-target spell that aims to save the total. It barely outdamages a level 4 fireball and flat out doesn't work on some common types of creatures. Miss. Measuring the door: A decent spell, but not quite do much for sorcerers. Level 5 spell Contact Another Plane: Very niche. Dream: Low Key is one of the best spells in the sorcerer's arsenal. This can really tinker with the BBEG campaign. Keep the Monster: A spell that can take the creature out of the fight. Allows you to save after each turn, making it worse than exile to consistently keep the monster out of the fight, but the monster can be attacked with an advantage that will make it work quickly after it doesn't save or two. Scrying: Useful but niche. Level 6 Spells Circle of Death: If you can pickup a fireball, you don't need it at all. The necrotic is semi popular resistant to damage as well. Fairy Spell: There are only Feys up to CR3 in MM (Green Witch). The only beast you can use is a mammoth. If you play with great service you can make it more worthwhile. Eyebite: There are much better crowd control options for lower spell slots. Massive Suggestion: This is a funny spell that can easily swing encounters in your favor. Level 7 spells finger death: very good damage with the potential to make a little zombie buddy! Shift plane: utility to escape from the fight that has turned south, or force cha to save to avoid exile. Forcecage: No save and no way out once you get put in. 8th level of The Demiplane Spell: Good usefulness of a spell if Have a strong buddy or good persuasion spell you can create your own demi-prison system. Dominate the Monster: A very good option to help swing the tides battle in your favor Feeblemind: Meet the ending debuff if you hit the charmer with it. Usually the charmer at this level will have a very strong INT save or legendary resistance. Glibness: It would seem to have a small effect for such a high-level spell, although this may be useful in niche circumstances. Power Word Stun: You can automatically stun a creature that has less than 150hp, but they get to save at the end of each of their turns. Level 9 spells astral projection: Niche and you probably have some other reason to get to the astral plane if you need to be there. Foresight: Mad Buff and Debuff and his no concentration. Prison: There are other ways to get rid of these big villains forever. Power Word Kill: A very mechanically interesting spell. In fact, you can automatically kill a creature if they have less than 100hp. Now, as a player, we don't know how much hp monster is, but an investigation or insight check may allow some clues as to whether they are close. True Polymorph: If you manage to successfully focus within an hour, the effect can be permanent. The added flexibility of turning a creature into an object, or vice versa, is really powerful. Powerful.

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