

Shadow Magic Sorcerer 12

“ **Your Role:** The party's arcane blaster and controller. Nuke groups with Fireball and Chain Lightning, lock enemies down with crowd control, summon a shadow hound that generates Sorcery Points, and manipulate darkness itself. You also provide Twinned Haste to supercharge your martial allies.

At a Glance

Race: Half-Elf (High) -- Darkvision, Fey Ancestry, extra skill, free cantrip (grab Booming Blade to free up Sorcerer cantrip slots) **Other strong picks:** Drow (Superior Darkvision, free Faerie Fire), Zariel Tiefling, Half-Orc **Background:** Charlatan (Deception + Sleight of Hand) or Noble (History + Persuasion)

Stats: STR 8 / DEX 14 / **CON 16** / INT 8 / WIS 10 / **CHA 17** Charisma powers all your spells. CON keeps you alive and focused. DEX for AC with Mage Armor and Initiative.

Metamagic picks:

- Level 2: **Twinned Spell** + **Quickened Spell**
- Level 3: **Heightened Spell**
- Level 10: **Careful Spell** or **Subtle Spell**

Level-by-Level

Level 1 -- Sorcerer 1 (Shadow Magic)

You gain:

- **Eyes of the Dark** -- Superior Darkvision out to 24m (80 ft). See in complete darkness, magical or mundane. Always active, costs nothing.

- **Strength of the Grave** -- The first time you drop to 0 HP per long rest, you regain 1 HP instead of going down. Free death save.
- **Sorcerer Spellcasting** -- CHA-based, known spells (pick spells permanently, can swap one per level up).
- **Proficiencies** -- Light armor, simple weapons, CON + CHA saving throws. CON saves are excellent for Concentration.

Cantrips (pick 4, or 5 with racial): Fire Bolt (1d10 fire), Ray of Frost (1d8 cold + slow), Shocking Grasp (melee, Advantage vs metal armor, prevents Reactions), Minor Illusion (stealth utility). Multiple damage types help with Hound Omens at level 6.

Spells Known (pick 2): Shield (+5 AC reaction, non-negotiable), Chromatic Orb (3d8 damage, choose the element -- versatile nuke that lets you match Hound Omens later)

Level 2 -- Sorcerer 2

You gain:

- **2 Sorcery Points** -- Metamagic fuel. Also convertible: burn a spell slot to create Sorcery Points, or spend Sorcery Points to create spell slots.
- **Metamagic: Twinned Spell** -- Cast a single-target spell on two targets for SP equal to the spell's level. Twinned Haste on two martial party members. Twinned Hold Person. Absurd value.
- **Metamagic: Quicken Spell** -- Cast a spell that normally takes an Action as a Bonus Action (3 SP). Lets you cast two leveled spells in one turn.

New Spell: Mage Armor (13 + DEX = 15 AC when not wearing armor)

Level 3 -- Sorcerer 3

Your shadow toolkit comes online.

You gain:

- **3 Sorcery Points** (total)
- **Metamagic: Heightened Spell** -- Force Disadvantage on the target's saving throw (3 SP). Use on save-or-suck spells like Hold Person, Banishment, or Disintegrate.
- **2nd-Level Spell Slots**
- **Eyes of the Dark: Darkness** -- Cast Darkness for 2 Sorcery Points instead of a spell slot. While inside, you gain Eyes of the Dark for 10 turns: you can see through magical darkness. Enemies inside are Blinded. Ranged attacks can't be made into or out of it.

New Spell: Shadow Blade -- Bonus action summon. Creates a finesse weapon dealing 2d8 psychic damage (scales with slot level). Grants Advantage on attacks in dim light or darkness. With your free Darkness, you always attack with Advantage while wielding this.

Gameplay shift: Cast Darkness (2 SP, not a slot), step inside, summon Shadow Blade (bonus action), and swing with Advantage. Enemies inside are blinded, enemies outside can't shoot in.

Level 4 -- Sorcerer 4

You gain:

- **4 Sorcery Points**
 - **Feat:** +2 CHA (17 -> 19), War Caster (Concentration saves), or Elemental Adept (Fire) if leaning into Fireball blasting.
 - **New Spell:** Scorching Ray (3 rays, 2d6 fire each, separate attack rolls, can split across targets)
-

Level 5 -- Sorcerer 5

Major power spike: 3rd-level spells.

You gain:

- **5 Sorcery Points**
 - **3rd-Level Spell Slots**
 - **New Spells -- pick from these essentials:**
 - **Fireball** -- 8d6 fire in a huge radius. THE blaster spell. Clears encounters.
 - **Haste** -- Concentration. +2 AC, doubled movement, Advantage on DEX saves, extra Action. **Twinned Haste on two martial allies (costs 3 SP) is one of the strongest plays in the game.** If your party has a Paladin and a Fighter/Barbarian, this is devastating.
 - **Counterspell** -- Reaction to negate enemy spells. Essential from Act 2 onward.
 - **Hypnotic Pattern** -- AoE incapacitate. Ends encounters without damage.
-

Level 6 -- Sorcerer 6

The Hound arrives.

You gain:

- **6 Sorcery Points**
- **Hound of Ill Omen (Nimbus)** -- Spend 3 SP to summon a shadow hound (once per short rest). 42 HP, 18 AC, with unique features:
 - **Ominous Bite** -- Bites a target and places a Hound's Omen specifying a damage type. When YOU hit that enemy with the matching damage type, you regain 1 SP. This creates a SP generation loop.
 - **Splinter Shadow** -- When the Hound is hit by a melee attack (not radiant), it spawns a weaker shade copy. These shades last 3 turns and also fight. Can generate multiple shades.
 - **Shadow Vines** -- Root enemies in place.
 - The Hound sees through magical darkness and fights effectively inside your Darkness zones.

SP Economy: Summon Hound (3 SP), Hound places Omen, you hit with matching damage type = 1 SP back per hit. Over a fight, the Hound can return most or all of its summoning cost. This is why you want multiple damage type cantrips.

Level 7 -- Sorcerer 7

You gain:

- **7 Sorcery Points**
- **4th-Level Spell Slots**
- **New Spell:** Greater Invisibility (Concentration, stay invisible even after attacking -- permanent Advantage), Banishment (remove a creature from the fight), Wall of Fire (5d8 per turn area denial), or Ice Storm (AoE damage + difficult terrain)

Upcast: Shadow Blade at 4th level = 4d8 psychic per hit with Advantage in darkness. Average 18 damage per swing.

Level 8 -- Sorcerer 8

You gain:

- **8 Sorcery Points**
 - **Feat:** +2 CHA to reach 20. Top priority. 20 CHA = +5 to spell save DC, spell attacks, and all CHA skills.
 - If already 20: Alert (+5 Initiative), Spell Sniper (crit on 19-20 for spell attacks)
-

Level 9 -- Sorcerer 9

You gain:

- **9 Sorcery Points**
- **5th-Level Spell Slots**
- **New Spell:** Hold Monster (paralyze ANY creature type -- auto-crit on melee hits against them), Cone of Cold (8d8 cold AoE), or Dominate Person

Upcast: Shadow Blade at 5th level = 5d8 psychic per hit. In Darkness with Advantage, potentially 40 psychic per swing.

Level 10 -- Sorcerer 10

You gain:

- **10 Sorcery Points**
 - **Metamagic:** Careful Spell (allies auto-succeed on saves in your AoEs) or Subtle Spell (can't be Counterspelled)
-

Level 11 -- Sorcerer 11

6th-level spells and Shadow Walk. The endgame power tier.

You gain:

- **11 Sorcery Points**
- **6th-Level Spell Slot**
- **Shadow Walk** -- Bonus action: teleport up to 18m (60 ft) into a shadow or dimly lit area. The next spell you cast that turn benefits from **Distant Spell** for free (doubled range, no SP cost). Bonus action teleport + free Metamagic every turn.

New Spell -- pick from these:

- **Disintegrate** -- 10d6 + 40 force damage (average 75). DEX save; on success, nothing happens. If the target dies from this, completely destroyed (no Revivify). Shadow Walk into range + Heightened Disintegrate = delete anything from across the map.
 - **Chain Lightning** -- 10d8 to primary target, jumps to up to 3 secondary targets for 10d8 each (DEX save for half).
 - **Mass Suggestion** -- Suggest a course of action to up to 12 creatures. No Concentration. Lasts until long rest. Can end fights without combat.
-

Level 12 -- Sorcerer 12

You gain:

- **12 Sorcery Points**
 - **Feat:** Alert, Spell Sniper, Lucky (3 rerolls/day), Tough (+24 HP), or Resilient (WIS)
-

Gear to Grab

Act 1

Spellsparkler (quarterstaff) *Where:* Rescue Counsellor Florrick at Waukeen's Rest (burning inn) or receive as a reward *Why:* +1d4 Lightning on spell attacks. Each Scorching Ray beam procs this. Generates Arcane Acuity (bonus to spell attack rolls) on hit. Best Act 1 caster weapon.

Bracers of Defence *Where:* Blighted Village, Apothecary cellar *Why:* +2 AC when not wearing armor. Stacks with Mage Armor for 17 AC.

Necklace of Elemental Augmentation *Where:* Sold by Omelum in Myconid Colony (Underdark) *Why:* Adds CHA modifier to matching elemental cantrip damage. Fire Bolt becomes 1d10+5 at 20 CHA.

Daredevil Gloves *Where:* Creche Y'llek, sold by A'jak'nir Jeera *Why:* +1 to spell attack rolls, use ranged spells in melee without Disadvantage.

Strange Conduit Ring *Where:* Creche Y'llek, Inquisitor's Chamber (X: 1360, Y: -657) *Why:* +1d4 psychic while Concentrating. Great with Shadow Blade (Concentration).

Act 2

Potent Robe *Where:* Last Light Inn, reward from Alfira after "Rescue the Tieflings" quest. Alfira must be alive from Act 1, side with the Grove. *Why:* **This is YOUR robe.** Cantrips deal bonus damage equal to CHA mod (+5 at 20 CHA), AND you get CHA mod as temp HP each turn. Fire Bolt goes from 2d10 to 2d10+5. With Necklace of Elemental Augmentation, that's 2d10+10 per cantrip.

Resonance Stone *Where:* Mind Flayer Colony (end of Act 2), small alcove SW of Necrotic Laboratory near Mind-Archive Interface (X: 692, Y: -114). Rare spawn. *Why:* Doubles psychic damage in 9m radius. Deploy for Shadow Blade fights, stow otherwise. **Warning:** Also makes you vulnerable to psychic damage. Don't use vs Ketheric or psychic enemies. May stop working after Act 2 for some players.

Spellcruz Amulet *Where:* Mind Flayer Colony loot *Why:* Restore one spell slot per long rest. Swap it on between fights, restore a slot, swap back.

Act 3

Markoheshkir (quarterstaff) *Where:* Sorcerous Sundries vault (portal puzzle behind Lorroakan's room) *Why:* Legendary. Arcane Battery (free spell 1/long rest, no slot cost), +1 spell save DC, +1 spell attacks, elemental attunement. Best caster weapon in the game. **This goes to you, not Gale.** Gale takes Staff of Spellpower instead.

Cloak of Displacement *Where:* Wyrms Crossing, Danthelon's Dancing Axe shop *Why:* Attackers have Disadvantage against you until they hit you. Resets each turn. Excellent survivability for a squishy caster.

Birthright (helmet) *Where:* House of Hope treasure hoard *Why:* +2 CHA. Pushes CHA past 20. More Potent Robe cantrip damage, higher spell DC. **Contest with Paladin/Hexblade.** Paladin gets priority since CHA affects their Aura of Protection for the whole party.

Quick Tips

“ **Twinned Haste on two martial allies wins fights.** 3 Sorcery Points to give your Paladin and Karlach extra Actions, +2 AC, and double movement. This can double your party's damage output.

“ **Quickened Spell lets you cast two spells in one turn.** Quickened Fireball (bonus action) + Action Scorching Ray. Or Quickened Hold Monster + Disintegrate on the paralyzed target.

“ **Heightened Spell on save-or-suck spells only.** Don't waste it on damage spells (they still deal half on a save). Use it on Hold Monster, Banishment, or Disintegrate where pass/fail is everything.

Darkness + Eyes of the Dark costs 2 SP, not a spell slot. You see through it, enemies don't. Free Advantage on all your attacks inside.

“ **Hound Omens regenerate Sorcery Points.** Summon Hound (3 SP), have it bite to place an Omen, hit with the matching damage type cantrip. Each match = 1 SP back. Over a fight, the Hound pays for itself.

“ **Shadow Walk (level 11) is insane mobility.** Bonus action 18m teleport + free Distant Spell on your next cast. Teleport behind cover, Disintegrate from across the map.

“ **Convert unused low-level slots to Sorcery Points.** At end of combat, before short rest, burn remaining 1st/2nd-level slots into SP. Maximizes your Metamagic fuel.

Party Gear Assignments

This build gets: Potent Robe, Markoheshkir, Necklace of Elemental Augmentation, Resonance Stone, Spellcrux Amulet (Act 2)

Passes to others:

- Robe of the Weave -> Gale. Potent Robe is better for you.
- Staff of Spellpower -> Gale. You have Markoheshkir.
- Quickspell Gloves -> Death Domain Cleric (Reaper double cantrip is more impactful).
Backup: Daredevil Gloves.
- Cloak of the Weave -> Gale. *Backup:* Cloak of Displacement for survivability.
- Helm of Balduran -> Life Cleric. *Backup:* Fistbreaker Helm (+1 spell DC).
- Amulet of Greater Health -> Life Cleric. *Backup:* Spellcrux Amulet.
- Strange Conduit Ring -> Paladin/Hexblade (always Concentrating on Hex). You can contest this if you run Shadow Blade often.

Revision #1

Created 2026-04-06 02:14:23 UTC by Cruv

Updated 2026-04-06 02:14:49 UTC by Cruv