

# THE SORCERER CLASS

## EXPANDED OPTIONS

Throughout the history of **Dungeons and Dragons**, the sorcerer class has been reknown for the flexibility of its spellcasting. In 5th Edition, this is achieved through the classes' unique Font of Magic and Metamagic features, which allow them to augment their spells with additional effects. However, in practice some players may be unsatisfied with these features, and believe they do not do enough to distinguish the sorcerer from other spellcasting classes. The sorcerer has the smallest number of spells known and as well as the most restrictive spell list of any spellcasting class, limiting the amount of spells that the sorcerer can manipulate with their unique features.

To remedy this problem and make sorcerers more desirable to play, each sorcerous origin has been given an expanded spell list known as Origin Spells that provide them with thematic spells that they otherwise may not have access to. In addition, a new optional 5th level feature has been added - Latent Magic Release - to further enhance the classes' spellcasting versatility.

### LATENT MAGIC RELEASE

Starting at 5th level, you are able to tap into a well of your unexplored power and unleash magic that you have not yet mastered.

You can cast any spell from the sorcerer's spell list, whether you have learned the spell or not. To do so, you must be of a high enough sorcerer level to be able to cast that spell, you must expend a spell slot equal to the spell's level or higher, and spend a number of sorcery points equal to the level of spell slot used. Once you cast a spell this way, you cannot do so again until you finish a short or long rest.

At 15th level, you can use this feature twice between rests.

### ORIGIN SPELLS

At 1st level, a sorcerer gains the Sorcerous Origin feature. When a sorcerer gains this feature, they also gain the Origin spells associated with their chosen Sorcerous Origin.

### DRACONIC BLOODLINE

#### ORIGIN SPELLS

You learn origin spells at the sorcerer level listed. If the spell is not ordinarily on the sorcerer spell list, it is nonetheless a sorcerer spell for you.

#### DRACONIC BLOODLINE SPELLS

##### Sorcerer Level Spells

1st	<i>thunderwave, cause fear</i>
3rd	<i>dragon's breath, see invisibility</i>
5th	<i>fear, fly</i>
7th	<i>elemental bane, stonemin</i>
9th	<i>skill empowerment, hold monster</i>

### WILD MAGIC

#### ORIGIN SPELLS

You learn origin spells at the sorcerer level listed. If the spell is not ordinarily on the sorcerer spell list, it is nonetheless a sorcerer spell for you.

#### WILD MAGIC SPELLS

##### Sorcerer Level Spells

1st	<i>chaos bolt, grease</i>
3rd	<i>crown of madness, enlarge/reduce</i>
5th	<i>blink, enemies abound</i>
7th	<i>confusion, polymorph</i>
9th	<i>animate objects, synaptic static</i>

### STORM SORCERY

#### ORIGIN SPELLS

You learn origin spells at the sorcerer level listed. If the spell is not ordinarily on the sorcerer spell list, it is nonetheless a sorcerer spell for you.

#### STORM SORCERY SPELLS

##### Sorcerer Level Spells

1st	<i>thunderous smite, create or destroy water</i>
3rd	<i>gust of wind, levitate</i>
5th	<i>call lightning, tidal wave</i>
7th	<i>control water, ice storm</i>
9th	<i>control winds, maelstrom</i>

#### DRACONIC BLOODLINE SORCERER





## SHADOW MAGIC

### ORIGIN SPELLS

You learn origin spells at the sorcerer level listed. If the spell is not ordinarily on the sorcerer spell list, it is nonetheless a sorcerer spell for you.

### SHADOW MAGIC SPELLS

#### Sorcerer Level Spells

1st	<i>false life, inflict wounds</i>
3rd	<i>pass without trace, silence</i>
5th	<i>feign death, hunger of hadar</i>
7th	<i>death ward, shadow of moil</i>
9th	<i>mislead, negative energy flood</i>

## DIVINE SOUL

### ORIGIN SPELLS

You learn origin spells at the sorcerer level listed. If the spell is not ordinarily on the sorcerer spell list, it is nonetheless a sorcerer spell for you.

### DIVINE SOUL SPELLS

#### Sorcerer Level Spells

1st	<i>detect evil and good, divine favour</i>
3rd	<i>aid, protection from poison</i>
5th	<i>beacon of hope, revivify</i>
7th	<i>aura of purity, guardian of faith</i>
9th	<i>circle of power, dispel evil and good</i>

### DIVINE SOUL ORIGIN SPELLS

The origin spells for the divine soul sorcerer were selected to convey the broad idea of a divine chosen. However, your sorcerer may be descended from a specific god, such as of war, knowledge or trickery. In this case, the spells provided may not represent you or your god's powers effectively. If your DM allows you, consider replacing your origin spells with a cleric's domain spells of a domain appropriate to your heritage.

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