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

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	thunderwave, cause fear
3rd	dragon's breath, see invisibility
5th	fear, fly
7th	elemental bane, stoneskin
9th	skill empowerment, hold monster

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

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



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

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

DIVINE SOUL ORIGIN SPELLS

The origin spells for the divine soul sorcerer were selected 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 gods 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

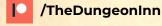
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