

SORCEROUS ORIGIN SPELL LIST

You learn additions spells when you reach certain levels in this class, as shown in the "[RPGBot Expended Sorcerer Spell List](#)" in the Approved Homebrew compendium. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level, the school of which depends on your Sorcerous Origin subclass, and which must be from the sorcerer, warlock, or wizard spell lists.

SORCEROUS ORIGIN AND RELATED SPELL SCHOOLS

School	Spell School
Divine Soul	abjuration and divination
Draconic Bloodline	evocation and enchantment
Shadow	illusion and necromancy
Storm	evocation and conjuration
Wild Magic	conjuration and transmutation

(Optional feature for the Wild Magic subclass. Using the spells you gain from this feature increases the chances of a wild magic surge, from 1/20, to 5/20.)

