

ENTER RAVENLOFT: ADDITIONAL SORCERER OPTIONS

The Additional Spells Known originated with **RPGBOT Expanded Sorcerer Spell List**, which is no longer published, but can still be found on this [\[archival link\]](#).

New sorcerer origins introduced Tasha's Cauldron of Everything introduced additional spells known for those origins. It also introduced a re-training mechanism for these additional spells known. This expands that new framework to the previously existing origins.

ADDITIONAL SPELLS KNOWN

For the sorcerous origins listed below, each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

RETRAINING

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.

SUBCLASS SPECIFIC HOMEBREWS

Several sorcerer subclasses have specific expanded homebrew beyond the additional spells and retraining above. For example, **Draconic Bloodline** and **Wild Magic**. See the subclass entries below.

SORCEROUS ORIGINS

DIVINE SOUL

Related Schools: **abjuration** and **divination**

Spell Level	Spell 1	Spell 2
1	<i>[Two spells from the Divine Magic Class Feature]</i>	
2	Lesser Restoration	Prayer of Healing
3	Daylight	Remove Curse
4	Divination	Guardian of Faith
5	Flame Strike	Greater Restoration

Divine Soul gains an additional spell known at level one from their Divine Magic feature. Take a second spell from the other axis of their alignment to net two spells.

DRACONIC BLOODLINE

Related Schools: **evocation** and **enchantment**

Spell Level	Spell 1	Spell 2
1	Cause Fear	Chromatic Orb
2	Alter Self	Dragon's Breath
3	Fear	Incite Greed
4	Polymorph	Secret Chest
5	Immolation	Summon Draconic Spirit

Expanded Draconic Ancestries

At 1st level you gain additional dragon types to choose from for your ancestor. The damage type associated with each dragon is used by features you gain later.

Dragon Type	Damage Type
Sapphire	Thunder
Amethyst	Force
Crystal	Radiant
Emerald	Psychic
Topaz	Necrotic

SHADOW MAGIC

Related Schools: **illusion** and **necromancy**

Spell Level	Spell 1	Spell 2
1	Cause Fear	Ray of Sickness
2	Darkness (See Below)	Blindness/Deafness
3	Fear	Phantom Steed
4	Blight	Dimension Door
5	Enervation	Seeming

Shadow sorcerers already learn Darkness for free at 3rd level, so that is included in the spell list above.

STORM

Related Schools: **evocation** and **conjunction**

Spell Level	Spell 1	Spell 2
1	Thunderclap (cantrip)	Thunderwave
2	Gust of Wind	Shatter
3	Call Lightning	Fly
4	Storm Sphere	Conjure Minor Elementals
5	Control Winds	Destructive Wave

This spell list notably includes a cantrip at first level rather than another 1st-level spell.

WILD MAGIC

Related Schools: **conjunction** and **transmutation**

Spell Level	Spell 1	Spell 2
1	Chaos Bolt	Magic Missile
2	Fortune's Favor	Levitate
3	Blink	Fireball
4	Confusion	Polymorph
5	Far Step	Reincarnate

Optional feature: Using the spells you gain from this feature increases the chances of a wild magic surge, from 1 in 20 to 5 in 20.

Note: On Enter Ravenloft, a Wild Magic Sorcerer can always choose to roll on the Wild Magic Surge table immediately after casting a sorcerer spell of 1st level or higher. You then regain the use of Tides of Chaos. They don't need to wait for the DM.