**Class Features:**  
As a sorcerer, you gain the following class features.

Sorcerer Class

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Level | Proficiency Bonus | Features | Sorcery Points | Cantrips Known | Spells Known | 1st | 2nd | 3rd | 4th | 5th | 6th | 7th | 8th | 9th | 10th |
| 1st | +2 | Sorcerous Origin, Spellcasting | — | 4 | 2 | 2 | — | — | — | — | — | — | — | — | — |
| 2nd | +2 | Font of Magic, Sorcerous Origin feature | 2 | 4 | 3 | 3 | — | — | — | — | — | — | — | — | — |
| 3rd | +2 | Metamagic | 3 | 4 | 4 | 4 | 2 | — | — | — | — | — | — | — | — |
| 4th | +2 | Feat | 4 | 5 | 5 | 4 | 3 | — | — | — | — | — | — | — | — |
| 5th | +3 | Magical Guidance | 5 | 5 | 6 | 4 | 3 | 2 | — | — | — | — | — | — | — |
| 6th | +3 | Sorcerous Origin feature, Metamagic | 6 | 5 | 7 | 4 | 3 | 3 | — | — | — | — | — | — | — |
| 7th | +3 | — | 7 | 5 | 8 | 4 | 3 | 3 | 1 | — | — | — | — | — | — |
| 8th | +3 | Feat | 8 | 5 | 9 | 4 | 3 | 3 | 2 | — | — | — | — | — | — |
| 9th | +4 | — | 9 | 5 | 10 | 4 | 3 | 3 | 3 | 1 | — | — | — | — | — |
| 10th | +4 | Metamagic | 10 | 6 | 11 | 4 | 3 | 3 | 3 | 2 | — | — | — | — | — |
| 11th | +4 | — | 11 | 6 | 12 | 4 | 3 | 3 | 3 | 2 | 1 | — | — | — | — |
| 12th | +4 | Feat | 12 | 6 | 12 | 4 | 3 | 3 | 3 | 2 | 1 | — | — | — | — |
| 13th | +5 | — | 13 | 6 | 13 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | — | — | — |
| 14th | +5 | Sorcerous Origin feature | 14 | 6 | 13 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | — | — | — |
| 15th | +5 | Metamagic | 15 | 6 | 14 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | 1 | — | — |
| 16th | +5 | Feat | 16 | 6 | 14 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | 1 | — | — |
| 17th | +6 | Bloodline Prowess | 17 | 6 | 15 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | 1 | 1 | — |
| 18th | +6 | Sorcerous Origin feature | 18 | 6 | 15 | 4 | 3 | 3 | 3 | 3 | 1 | 1 | 1 | 1 | — |
| 19th | +6 | Feat | 19 | 6 | 15 | 4 | 3 | 3 | 3 | 3 | 2 | 1 | 1 | 1 | — |
| 20th | +6 | Sorcerous Ascension | 20 | 6 | 15 | 4 | 3 | 3 | 3 | 3 | 2 | 2 | 1 | 1 | 1 |

**Hit Points**

* Hit Points at 1st Level: 6 + your Constitution modifier
* Hit Points at Higher Levels: Roll 1d6 (minimum roll of 4) + your Constitution modifier per Sorcerer level after 1st

**Proficiencies**  
Class type: Spellcaster, this tag allows this character to gain certain feats at this classes Feat levels.

* Armor: None
* Weapons: Daggers, darts, slings, quarterstaffs, light crossbows, recurve bow, shortbows
* Tools: None

**Saving Throws**: Constitution, Charisma

**Skills:**

Choose two from: Arcana, Deception, Insight, Intimidation, Persuasion, and Religion

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

1. (a) a light crossbow and 20 bolts or (b) any simple weapon
2. (a) a component pouch or (b) an arcane focus
3. (a) a dungeoneer’s pack or (b) an explorer’s pack
4. Two daggers

**Sorcerous Origin**

Starting at 1st level, choose a sorcerous origin, which describes the source of your innate magical power: Draconic Bloodline, detailed at the end of the class description, or one from another source.

Your choice grants you features when you choose it at 1st level and again at 2nd, 6th, 14th, and 18th level.

Your sorcerous origin determines your spellcasting ability and your saving throws gained by this class.  
(*See Subclass Guide*)

**Spellcasting**

An event in your past, or in the life of a parent or ancestor, left an indelible mark on you, infusing you with arcane magic. This font of magic, whatever its origin, fuels your spells. See Spells Rules for the general rules of spellcasting and the Spells Listing for the sorcerer spell list.

**Cantrips**

At 1st level, you know four cantrips of your choice from the sorcerer spell list. You learn additional sorcerer cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Sorcerer table.

**Spell Slots**

The Sorcerer table shows how many spell slots you have to cast your sorcerer spells of 1st level and higher. To cast one of these sorcerer spells, you must expend a slot of the spell’s level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell burning hands and have a 1st-level and a 2nd-level spell slot available, you can cast burning hands using either slot.

Spells Known of 1st Level and Higher

You know two 1st-level spells of your choice from the sorcerer spell list.

The Spells Known column of the Sorcerer table shows when you learn more sorcerer spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the sorcerer spells you know and replace it with another spell from the sorcerer spell list, which also must be of a level for which you have spell slots.

**Spellcasting Ability**

See your sorcerer origin for your spellcasting ability for your sorcerer spells, since the power of your magic relies on your ability to project your will into the world. You use your sorcerer origin spellcasting ability whenever a spell refers to your spellcasting ability. In addition, you use your sorcerer origin spellcasting ability modifier when setting the saving throw DC for a sorcerer spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your sorcerer origin spellcasting ability modifier

Spell attack modifier = your proficiency bonus + origin spellcasting ability modifier

**Spellcasting Focus**

See your origin spellcasting to find out what kind of focus you can use for a spellcasting focus for your sorcerer spells.

**Font of Magic**

At 2nd level, you tap into a deep wellspring of magic within yourself. This wellspring is represented by sorcery points, which allow you to create a variety of magical effects.

**Sorcery Points**

You have 2 sorcery points, and you gain more as you reach higher levels, as shown in the Sorcery Points column of the Sorcerer table. You can never have more sorcery points than shown on the table for your level. You regain all spent sorcery points when you finish a long rest.

**Flexible Casting**

You can use your sorcery points to gain additional spell slots, or sacrifice spell slots to gain additional sorcery points. You learn other ways to use your sorcery points as you reach higher levels.

* **Refilling Spell Slots**. You can transform unexpended sorcery points into refilling one expended spell slot as a bonus action on your turn. The Refilling Spell Slots table shows the cost of creating a spell slot of a given level. You can refill spell slots no higher in level than 5th.
* **Converting a Spell Slot to Sorcery Points**. As a bonus action on your turn, you can expend one spell slot and gain a number of sorceries points equal to the slot’s level.

Refilling Spell Slots

|  |  |
| --- | --- |
| Spell Slot Level | Sorcery Point Cost |
| 1st | 2 |
| 2nd | 3 |
| 3rd | 5 |
| 4th | 6 |
| 5th | 7 |

**Metamagic**  
  
At 3rd level, you gain the ability to twist your spells to suit your needs. You gain two Metamagic options from the Metamagic list of your choice. You gain another one at 6th, 10th and 15th level.

You can use only one Metamagic option on a spell when you cast it, unless otherwise noted.

**Metamagic List**

* Careful Spell  
  When you cast a spell that forces other creatures to make a saving throw, you can protect some of those creatures from the spell’s force. To do so, you spend 1 sorcery point and choose a number of those creatures up to your proficiency bonus. Those creatures are unaffected by the spell.  
    
  You can use careful spell even if you have already used a different Metamagic option during the casting of the spell.
* Distant Spell  
  When you cast a spell that has a range of 5 feet or greater, you can spend 1 sorcery point to double the range of the spell.  
    
  When you cast a spell that has a range of touch, you can spend 1 sorcery point to make the range of the spell 30 feet.  
    
  You can use distant spell even if you have already used a different Metamagic option during the casting of the spell.
* Empowered Spell  
  When you roll damage for a spell, you can spend 2 sorcery point to add an additional damage dice of the same type as the damage dice would be rolled when determining damage from the spell, then roll two sets of damage dice for the spell, you then select which set of dice you would like to use.  
    
  You can use Empowered Spell even if you have already used a different Metamagic option during the casting of the spell.
* Esoteric Spell  
  When you cast a spell that deals force, necrotic, psychic, or radiant damage, you can spend 1 sorcery point to change the spell's damage to another type from the list above.
* Ethereal Jaunt Spell  
  When you cast a spell that teleports a creature, you may spend 2 sorcery points, if you do you can teleport one additional willing creature within 5 feet of you. Additional creatures teleport to the same location as one of the creatures teleported with the spell within 5 feet of that creature in an unoccupied space.
* Extended Spell  
  When you cast a spell that has a duration of 1 minute or longer, you can spend 1 sorcery point to double its duration, to a maximum duration of 24 hours.
* Focused Spell  
  When you cast a spell that has concentration, you can spend a number of sorcery points equal to the spells level (one for cantrips) to automatically succeed on the Constitution saving throws for the duration of that spell.
* Heightened Spell  
  When you cast a cantrip spell that forces a creature to make a saving throw to resist its effects, you can spend 1 sorcery points to give one target of the spell disadvantage on its first saving throw made against the spell.  
    
  When you cast a leveled spell that forces a creature to make a saving throw to resist its effects, you can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw made against the spell.
* Imparted Spell  
  When you use a spell slot to cast a spell with a range of self, you can spend Sorcery Points equal to the spells level to change the spell’s casting range to touch. You still suffer all the drawbacks of casting the spell and must maintain its concentration if there is concentration.  
    
  Cantrips cost 1 sorcery point to cast with this Metamagic.   
    
  If the spell requires you to make an attack roll as part of its effect, then the creature you’re casting this on must use their reaction to make that attack roll.

If a spell would be able to trigger as a reaction with target fulfilling the conditions of the reaction you may cast the spell as a reaction transferring the effect to the creature. The creature must use their reaction to activate the spell.

* Non-lethal spell  
  When you cast a spell that reduces a creature to 0 hit points, you can spend 1 sorcery point to knock the creature out, rendering it unconscious, rather than deal a killing blow. If your spell would deal a killing blow to multiple creatures, you only need to spend 1 sorcery point for every two creatures.  
    
  If the spell you cast was a cantrip you may use this effect without spending a sorcery point.
* Seeking Spell  
  If you make an attack roll for a spell and miss, you can spend 2 sorcery points to reroll the d20, and you must use the new roll.

You can use Seeking Spell even if you have already used a different Metamagic option during the casting of the spell.   
  
You can only use this meta magic once per spell.

* Siphoning Spell  
  When you cast a spell that deals damage, you can spend a number of sorcery points equal to the spells level, minimum of 2 sorcery points, to heal yourself by an amount equal to half the damage dealt to a single target, rounded down. You must use this effect before you roll damage. You cannot regain more hp than half of the total damage rolled on the damage dice.  
    
  *(you would regain less from a creature resistant to the attack but you would not gain double the hp if a creature is vulnerable)*
* Subtle Spell  
  When you cast a spell, you can spend 1 sorcery point to cast it without any somatic or verbal components.
* Transmuted Spell  
  When you cast a spell that deals a type of damage from the following list, you can spend 1 sorcery point to change that damage type to one of the other listed types: acid, cold, fire, lightning, poison, thunder.
* Twinned Spell  
  When you cast a spell that targets only one creature and doesn’t have a range of self, you can spend a number of sorcery points equal to the spell’s level to target a second creature in range with the same spell (1 sorcery point if the spell is a cantrip).  
    
  To be eligible, a spell must be incapable of targeting more than one creature at the spell’s current level. For example, magic missile and scorching ray aren’t eligible, but ray of frost and chromatic orb are.
* Quickened Cantrip  
    
  When you cast a cantrip spell that has a casting time of 1 action, you can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

**Feat**

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you gain a feat.

**Sorcerous Versatility**

Starting at 4th level Whenever you reach a level in this class that grants the feat feature, you can do one of the following, representing the magic within you flowing in new ways:

Replace one of the options you chose for the Metamagic feature with a different Metamagic option available to you.

Replace one cantrip you learned from this class’s Spellcasting feature with another cantrip from the sorcerer spell list.  
  
**Magical Guidance**

Starting at 5th level, you can tap into your inner wellspring of magic to try to conjure success from failure. When you make an ability check that fails, you can spend 1 sorcery point to reroll the d20, and you must use the new roll, potentially turning the failure into a success.  
  
**Bloodline Prowess**  
  
At 17th level you begin to take on additional aspects of your heritage in a tangible way, talk to your dm on what this may mean to change about your appearance. Your bloodline has become so powerful you begin to recover sorcery points more regularly, when you finish a short rest, you regain 4 expended sorcery points.

**Sorcerous Ascension**  
  
Starting at 20th level, you gain a 10th level spell slot and select one tenth level spell. This spell does not count towards the number of spells known.  
  
When you cast the 10th level spell you cannot do so again unless otherwise stated by your dm or you fail the roll to cast the spell.  
  
After you cast the spell you may recover the spell slot after long rests but it can only be used to upcast your spells or transform into sorcery points.

## Arcanic Origin

Features

|  |  |
| --- | --- |
| Sorcerer Level | Feature |
| 1st | Arcane Flux, Locus of Magic |
| 2nd | Metamagic: Mana Guide |
| 6th | Spell Dampening, Metamagic: Mana Guide Improvement |
| 14th | Font of Mana |
| 18th | Perfect Spell Control |

#### Arcane Flux

Starting at level 1, When you cast a **sorcerer spell** that makes an attack roll that also deals damage you can suffer a penalty to your hit by taking a -4 to hit. If you do that spell rolls an extra damage dice. You must choose take this penalty before you roll to hit.

#### Locus of Magic

Starting at 1st level, you gain proficiency in arcana *(as usual if you already have proficiency with this skill select another skill to become proficient in)*. You may use your charisma bonus for all arcana checks you make instead of intelligence. You have advantage on all history checks you make to recall information on magical spells, incantations, magic rites, magic runes, and other magical arcana.

Whenever you finish a long rest, you gain knowledge on how to cast a number of additional **leveled spells** *(no cantrips)* equal to your half your proficiency bonus rounded up. These must be from the bard, sorcerer, wizard or warlock spell lists. These spells must be of a level that you can cast using your spell slots. These do not count against the number of spells known but count as sorcerer spells for you. You lose all knowledge of these spells upon finishing a long rest in which you may learn new spells or relearn the same spells as before.

#### Metamagic: Mana Guide

Starting at 2nd level, you learn the Seeking Spell Metamagic. This ability improves at 6th level. *This does not affect your level 3 sorcerer feature and cannot be exchanged for another Metamagic as you gain levels in this class. (See level 3 for rules about Metamagic).*

#### Spell Dampening

Starting at 6th level you gain resistance to damage delt to you by spells.

#### Metamagic: Mana Guide Improvement

Starting at 6th level, your Seeking Spell Metamagic now only costs 1 sorcery point.

#### Font of mana

Starting at 14th level, once per long rest when you finish a short rest, you can aid in the recovery of spells or in constructing a mana barrier for you and your allies.  
  
Each creature within 30ft of you including yourself recovers a number of expended spell slots. The spell slots can have a combined level that is equal to your proficiency bonus.   
  
For each level of spell slot not regained with this ability it forms a mana barrier of temporary hp that lasts until those creature’s next long rest. This barrier equals 5x the number of un-recovered spell levels.

#### Perfect Spell control

Starting at 18th level, once per long rest when a creature you can see within 60ft of you *(including yourself)* makes an attack roll with a spell you may treat that attack roll as though it rolled a 1 or a 20 (*your choice*).

## Aberrant Mind

Features

|  |  |
| --- | --- |
| Sorcerer Level | Feature |
| 1st | Mental Aptitude, Psionic Spells, Telepathic Speech |
| 2nd | Metamagic: Psionics |
| 6th | Psychic Defenses,  Metamagic: Psionics Improvement, Chorus of Minds |
| 14th | Revelation in Flesh |
| 18th | Warping Implosion |

#### Mental Aptitude

Starting at 1st level, you **may** use your Intelligence score and modifier in place of all spellcasting or features granted or referenced by your Sorcerer class.

#### Psionic Spells

Starting at 1st level, you learn additional spells when you reach certain levels in this class, as shown on the Psionic Spells table. 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 new spell must be a divination or an enchantment spell from the sorcerer, warlock, or wizard spell list.

##### Psionic Spells

| **Sorcerer Level** | **Spells** |
| --- | --- |
| 1st | Arms of the Dark Hunger, Dissonant whispers, Mind Sliver |
| 3rd | Calm emotions, Detect thoughts |
| 5th | Hunger of the Black Void, Sending |
| 7th | Black tentacles, Summon Aberration |
| 9th | Telepathic bond, Telekinesis |

#### Telepathic Speech

Starting at 1st level, you can form a tether of telepathic connection between your mind and the mind of another.

As a bonus action, choose one creature you can see within 30 feet of you. You and the chosen creature can speak telepathically with each other while the two of you are within a number of miles of each other equal to your Charisma modifier (minimum of 1 mile). To understand each other, you each must speak mentally in a language the other knows.

The telepathic connection lasts for a number of minutes equal to your sorcerer level. It ends early if you are incapacitated or die or if you use this ability to form a connection with a different creature.

#### Metamagic: Psionics

Starting at 2nd level, you learn the Subtle Spell Metamagic. This ability improves at 6th level. *This does not affect your level 3 sorcerer feature and cannot be exchanged for another Metamagic as you gain levels in this class. (See level 3 for rules about Metamagic).*

#### Metamagic: Psionics Improvement

Starting at 6th level, your Subtle Spell Metamagic does not cost sorcery points to use when you use them on one of the spells granted by Psionic Spells list.

#### Psychic Defenses

Starting at 6th level, you gain resistance to psychic damage, and you have advantage on saving throws against being charmed or frightened.

#### Chorus of Minds

Starting at 6th level, you may spend 15 minutes performing a ritual linking your mind with a number of other willing creatures equal to your sorcerer level. You do this by sitting in a circle and performing an esoteric rite unique to you. Each creature that you complete this ritual with joins a chorus of minds while within 60ft of you. Those creatures who are within that range can speak telepathically with each other as if all linked creatures were sitting in the previous circle *(like they are having a normal conversation, but all in your head).* You have some control over creatures who use this ability and can limit who can join, speak, and listen to the mental conversation. You instinctively feel if a creature moves more than 60ft away from you, or returns within 60ft of you, if they are part of the chorus of minds. *(though you do not know the direction they are in).*  
  
This ability lasts on each of those creatures until you choose to end the ability as an action, perform the ritual with a new set of willing creatures, or they die, or you die thereby severing the connection. They cannot speak telepathically while you are unconscious.

When you use your Telepathic Speech class ability on a creature you **may** treat that creature as though they joined your chorus of minds for the ability’s duration. They do not need to be within 60ft of you during that time.

#### Revelation in Flesh

Starting at 14th level, you can unleash the aberrant truth hidden within yourself. As a bonus action, you can spend 1 or more sorcery points to magically transform your body for 10 minutes. For each sorcery point you spend, you can gain one of the following benefits of your choice, the effects of which last until the transformation ends:

* You can see any invisible creature within 60 feet of you, provided it isn’t behind total cover. Your eyes also turn black or become writhing sensory tendrils.
* You gain a flying speed equal to your walking speed, and you can hover. As you fly, your skin glistens with mucus or shines with an otherworldly light.
* You gain a swimming speed equal to twice your walking speed, and you can breathe underwater. Moreover, gills grow from your neck or fan out from behind your ears, your fingers become webbed, or you grow writhing cilia that extend through your clothing.
* Your body, along with any equipment you are wearing or carrying, becomes slimy and pliable. You can move through any space as narrow as 1 inch without squeezing, and you can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

#### Warping Implosion

Starting at 18th level, you can unleash your aberrant power as a space-warping anomaly. As an action, you can teleport to an unoccupied space you can see within 120 feet of you. Immediately after you disappear, each creature within 30 feet of the space you left must make a Strength saving throw against your spell save DC. On a failed save, a creature takes 3d10 force damage and is pulled straight toward the space you left, ending in an unoccupied space as close to your former space as possible. On a successful save, the creature takes half as much damage and isn’t pulled.

Once you use this feature, you can’t do so again until you finish a long rest, unless you spend 5 sorcery points to use it again.

## Lunar Origin

Features

|  |  |
| --- | --- |
| Sorcerer Level | Feature |
| 1st | Pale Mage, Lunar Alignment |
| 2nd | Metamagic: Esoteric Soul |
| 6th | Lunar Sanctum, Metamagic: esoteric Soul Improvement |
| 14th | Lunar Empowerment |
| 18th | Lunar Mastery |

#### Pale Mage

Starting at level 1, you gain Darkvision of 60 feet in which you can see in full color. Additionally, you only need 4 hours of rest to complete a full rest instead of the usual 8. You do not need to sleep during these 4 hours but cannot perform strenuous activity. *For example (but not limited to): you can read books, use your crafting skills, and keep watch but cannot cast spells or walk long distances.*

Lunar Alignment

|  |  |  |  |
| --- | --- | --- | --- |
| Phase | Additional Spells | Moonbeam | Eyes |
| Waxing Moon (Force) | Eldritch Blast  Magic Missiles  Identify  (At 3rd level) Moonbeam (grey light energy) | When you cast moonbeam: It deals force damage instead of radiant damage and is a strength save instead of constitution. The area is now weighed down in lunar energy. Whenever a creature fails the save against moonbeam their movement speed is reduced by half until the end of their turn. | The corneas of your eyes shift to a gray background and your Iris’s and Pupils look like the waxing of the moon. |
| Full Moon (Radiant) | Sacred Flame  Guiding Bolt  Find Familiar (Bat, cat, or owl only)  (At 3rd level) Moonbeam (blue light energy) | When you cast moonbeam: it centers on you and follows you as you move (no action required). You have advantage on all concentration checks you make to maintain this spell. You gain +2 to your ac while within this moonbeams light. | Your eyes look somewhat normal but the corneas shimmer with a slight pale blue light. |
| Waning Moon (Psychic) | Mind Sliver  Dissonant Whispers  Disguise Self  (At 3rd level) Moonbeam (purple light energy) | When you cast moonbeam: It deals psychic damage instead of radiant damage and is an intelligence save instead of constitution. Its radius increases to a 10-foot-radius. Creatures delt damage by moonbeam have disadvantage on all concentration checks they make to maintain their spells. | Your corneas gain a huge of purple and your Iris’s and Pupils look like a waning moon. |
| New Moon (Necrotic) | Toll the Dead  Arms of Hadar  (At 3rd level) Augury  (At 3rd level) Moonbeam (black light energy) | When you cast Moonbeam: It deals necrotic damage instead of radiant damage. It does not illuminate the area it’s in but dims it. The area counts as though it is now in darkness *(nonmagical, restricting your ally’s vision is not considered harmful).* | Your corneas become like black voids and your Iris’s glow slightly. |

#### Lunar Alignment

Starting at level 1, your eyes glow and shift with the changes of the lunar cycle. You gain additional spells and abilities based on your lunar cycle you are aligned with, regardless of their source while in that lunar cycle, they count as sorcerer spells for you. As you gain levels in this class you gain the ability to shift which cycle you are in.

When you reach 2nd level, whenever you shift a spells damage type with your Esoteric Metamagic you **may** have your lunar alignment shift to match the type of damage you choose based on the table below.   
Additionally, you may spend 1 sorcery point as a bonus action to shift the phase of your Lunar Alignment to another phase of your choice.  
  
When you reach 3rd level in this class, you learn the moonbeam spell, which counts as a sorcerer spell for you and doesn’t count against your number of sorcerer spells known. When you cast moonbeam, you may select any number of friendly creatures including yourself, this spell does not harm those creatures in any way.

#### Metamagic: Esoteric Soul

Starting at 2nd level, you learn the Esoteric Spell Metamagic. This ability improves at 6th level. *This does not affect your level 3 sorcerer feature and cannot be exchanged for another Metamagic as you gain levels in this class. (See level 3 for rules about Metamagic).*

#### Lunar Sanctum

Starting at 6th level, once per long rest you may cast the Lunar Sanctum spell without expending a spell slot. The spell is treated as though you cast it with any spell slot level of your choosing up to your highest-level spell slot you have available.

#### Metamagic: Esoteric Soul Improvement

Starting at 6th level, when you use your Esoteric Spell Metamagic on a spell, that spell counts as though you up cast it one spell level higher *(max level 10)* than the expended spell slot.

#### Lunar Empowerment

Starting at 14th level, the power of a lunar phase saturates your being. While you are in each lunar alignment, you also gain the following benefit associated with that alignment:

* Waxing Moon: Your jumping distance is tripled as you feel the light tug of the moons gravitational pull. You have advantage on all ability checks or saving throws you make to avoid being grappled or knocked prone.
* Full Moon: You can use a bonus action to shed dim lunar blue light for 15 feet. You and creatures of your choice have advantage on Intelligence (Investigation) and Wisdom (Perception) checks while within the dim light you shed. You can douse this light as a bonus action or it ends when you shift lunar phases.
* Waning Moon: You gain the moons foresight, whenever a friendly creature you see within 30 feet of you fails an ability check you may spend 1 sorcery point to reroll the d20 and must use the new roll. You may use this ability only once for each ability check.
* New Moon: You have advantage on Dexterity (Stealth) checks. In addition, while you are entirely in darkness, attack rolls have disadvantage against you.

#### Lunar Mastery

Starting at 18th level, you may cast your lunar spells without expending your spell slots at their lowest level (including moonbeam).

When you cast moonbeam, you can expend 2 sorcery points to duplicate the spell *(at its current level),* you may choose the same or another location for the duplicate spell to appear. It is considered the same spell so you may move both with a bonus action. The second moonbeam takes the form of another lunar alignment and gains those alignments benefits instead. *(they share concentration, overlapping the spell does not deal the damage twice as it’s the same spell)*

Additionally, you gain resistance to the damage type of your current lunar phase.

## Soul of Balance Origin

Features

|  |  |
| --- | --- |
| Sorcerer Level | Feature |
| 1st | Orders Magic, Restore Balance |
| 2nd | Metamagic: Return to Order |
| 6th | Bastion of Law, Metamagic: Return to Order Improvement |
| 14th | Trance of Order |
| 18th | Souls of Order |

#### Orders Magic

Starting at 1st level, you learn additional spells when you reach certain levels in this class, as shown on the Soul of Balance spells table. 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 new spell must be an abjuration or a transmutation spell from the sorcerer, warlock, or wizard spell list.

##### Soul of Balance Spells

| **Sorcerer Level** | **Spells** |
| --- | --- |
| 1st | alarm, protection from evil and good |
| 3rd | aid, lesser restoration |
| 5th | dispel magic, protection from energy |
| 7th | freedom of movement, summon construct |
| 9th | greater restoration, wall of force |

#### Restore Balance

Starting at level 1, Your connection to the plane of absolute order allows you to equalize chaotic moments. When a creature you can see within 60 feet of you is about to roll a d20 with advantage or disadvantage, you can use your reaction to prevent the roll from being affected by advantage and disadvantage.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

#### Metamagic: Return to Order

Starting at 2nd level, you learn the Siphoning Spell Metamagic. This ability improves at 6th level. *This does not affect your level 3 sorcerer feature and cannot be exchanged for another Metamagic as you gain levels in this class. (See level 3 for rules about Metamagic).*

#### Bastion of Law

Starting at 6th level, you can tap into the grand order of existence to imbue a creature with a shimmering shield. As an action, you can expend 1 to 5 sorcery points to create a magical ward around yourself or another creature you can see within 30 feet of you.

The ward lasts until you finish a long rest or until you use this feature again. The ward is represented by a number of d8s equal to the number of sorcery points spent to create it. When the warded creature takes damage, it can expend a number of those dice, roll them, and reduce the damage taken by the total rolled on those dice.

#### Metamagic: return to order Improvement

Starting at 6th level, when you use your Siphoning Spell Metamagic you can recover another creature’s health in addition to your own. Another friendly creature within 15ft of you heals for same amount of hp that you do.

#### Trance of Order

Starting at 14th level, you gain the ability to align your consciousness to balance. As a bonus action, you can enter this state for 1 minute. For the duration, attack rolls against you can’t benefit from advantage, and whenever you make an attack roll, an ability check, or a saving throw, you can treat a roll of 9 or lower on the d20 as a 10.

Once you use this bonus action, you can’t use it again until you finish a long rest, unless you spend 5 sorcery points to use it again.

#### Souls of Order

Starting at 18th level, you summon spirits of order to expunge disorder around you. As an action, you summon the spirits in a 30-foot cube originating from you. The spirits look like spirits or other constructs of your choice. The spirits are intangible and invulnerable, and they create the following effects within the cube before vanishing:

* The spirits restore up to 100 hit points, divided as you choose among any number of creatures of your choice in the cube.
* Any damaged objects entirely in the cube are repaired instantly.
* Every spell of 6th level or lower ends on creatures and objects of your choice in the cube.

Once you use this action, you can’t use it again until you finish a long rest, unless you spend 7 sorcery points to use it again.

## Divine Soul Origin

Features

|  |  |
| --- | --- |
| Sorcerer Level | Feature |
| 1st | Divine Magic, Favored by the Gods |
| 2nd | Metamagic: Emanate power |
| 6th | Bastion of Law, Metamagic: Emanate power Improvement |
| 14th | Otherworldly Wings |
| 18th | Unearthly Recovery |

#### Divine Magic

Your link to the divine allows you to learn spells from the cleric class. When your Spellcasting feature lets you learn or replace a sorcerer cantrip or a sorcerer spell of 1st level or higher, you can choose the new spell from the cleric spell list or the sorcerer spell list. You must otherwise obey all the restrictions for selecting the spell, and it becomes a sorcerer spell for you.

#### Favored by the Gods

Starting at 1st level, divine power guards your destiny. If you fail a saving throw or miss with an attack roll, you can roll 2d4 and add it to the total, possibly changing the outcome. Once you use this feature, you can’t use it again until you finish a short or long rest.

#### Metamagic: Emanate Power

Starting at 2nd level, you learn the Twinned Spell Metamagic. This ability improves at 6th level. *This does not affect your level 3 sorcerer feature and cannot be exchanged for another Metamagic as you gain levels in this class. (See level 3 for rules about Metamagic).*

#### Empowered Healing

Starting at 6th level, the divine energy coursing through you can empower healing spells. Whenever you or an ally within 5 feet of you rolls dice to determine the number of hit points a spell restores, you can spend 1 sorcery point to reroll any number of those dice once, provided you aren’t incapacitated. You can use this feature only once per turn.

#### Metamagic: Emanate Power Improvement

Starting at 6th level, when you use your Twinned Spell Metamagic you may double the sorcery point cost and choose a third creature with the same restrictions on Twinned Spell.

#### Otherworldly Wings

Starting at 14th level, you can use a bonus action to manifest a pair of spectral wings from your back. While the wings are present, you have a flying speed of 30 feet. The wings last until you’re incapacitated, you die, or you dismiss them as a bonus action.

You determine the appearance of the spectral wings. *For example: eagle wings for good or law, bone wings for evil or chaos, and dragonfly wings for neutrality.*

#### Unearthly Recovery

At 18th level, you gain the ability to overcome grievous injuries. As a bonus action when you have fewer than half of your hit points remaining, you can regain a number of hit points equal to half your hit point maximum. If you fall to 0 hp and still have this ability available, you **may** choose to have it activate, (no action required) if you activate it in this way; it only recovers ¼ of your maximum hp instead.

Once you use this feature, you can’t use it again until you finish a long rest.

## Draconic Origin

Features

|  |  |
| --- | --- |
| Sorcerer Level | Feature |
| 1st | Dragon Ancestor, Draconic Resilience |
| 2nd | Metamagic: Dragon’s ferocity |
| 6th | Elemental Affinity, Metamagic: Dragon’s ferocity Improvement |
| 14th | Dragon Wings |
| 18th | Draconic Presence |

#### Dragon Ancestor

At 1st level, you choose one type of dragon as your ancestor. The damage type associated with each dragon is used by features you gain later.

##### Draconic Ancestry

| **Dragon** | **Damage Type** |
| --- | --- |
| Black | Acid |
| Blue | Lightning |
| Brass | Fire |
| Bronze | Lightning |
| Copper | Acid |
| Gold | Fire |
| Green | Poison |
| Red | Fire |
| Silver | Cold |
| White | Cold |

You can speak, read, and write Draconic. Additionally, whenever you make a Charisma check when interacting with dragons, your proficiency bonus is doubled if it applies to the check.

When you reach 3rd level in this class you gain the Dragons Breath Spell, which doesn’t count against your number of sorcerer spells known you may cast this spell once at its lowest level by expending 2 sorcery points **without** expending a spell slot, you must choose your draconic ancestry damage type as your damage type for the spell. If you cast it in this way the spell does not require concentration, verbal, somatic, or material components and lasts for 1 minute.

#### Draconic Resilience

As magic flows through your body, it causes physical traits of your dragon ancestors to emerge. At 1st level, your hit point maximum increases by 2 and increases by 2 again whenever you gain a level in this class.

#### Metamagic: Dragon’s Ferocity

Starting at 2nd level, you learn the Empowered Spell Metamagic. This ability improves at 6th level. *This does not affect your level 3 sorcerer feature and cannot be exchanged for another Metamagic as you gain levels in this class. (See level 3 for rules about Metamagic).*

#### Elemental Affinity

Starting at 6th level, when you cast a spell that deals damage of the type associated with your draconic ancestry, you can add your Charisma modifier to one damage roll of that spell.

You gain resistance to the damage type associated with your dragon ancestor.

#### Metamagic: Dragon’s Ferocity Improvement

Starting at 6th level, when you use your Empowered Spell Metamagic on a spell that deals damage associated with your draconic ancestry now only costs 1 sorcery point.

#### Dragon Wings

At 14th level, you gain the ability to sprout a pair of dragon wings from your back, gaining a flying speed equal to your current speed. You can create these wings as a bonus action on your turn. They last until you dismiss them as a bonus action on your turn.

You can’t manifest your wings while wearing armor unless the armor is made to accommodate them, and clothing not made to accommodate your wings might be destroyed when you manifest them.

#### Draconic Presence

Beginning at 18th level, you can channel the dread presence of your dragon ancestor, causing those around you to become awestruck or frightened. As an action, you can draw on this power and exude an aura of awe or fear (your choice) to a distance of 60 feet. For 1 minute or until you lose your concentration (as if you were casting a concentration spell), each hostile creature that starts its turn in this aura must succeed on a Wisdom saving throw or be charmed (if you chose awe) or frightened (if you chose fear) until the aura ends. A creature that succeeds on this saving throw is immune to your aura for 24 hours. You cannot activate this ability again until you finish a long rest or spend 5 sorcery points to reactivate it.

## Shadow Origin

Features

|  |  |
| --- | --- |
| Sorcerer Level | Feature |
| 1st | Eyes of the Dark, Strength of the Grave |
| 2nd | Metamagic: Incorporeal resilience |
| 6th | Hound of Ill Omen, Metamagic: Incorporeal resilience Improvement |
| 14th | Shadow Walk |
| 18th | Umbral From |

#### Eyes of the Dark

Starting at 1st level, you have darkvision with a range of 120 feet.

When you reach 3rd level in this class, you learn the darkness spell, which doesn’t count against your number of sorcerer spells known. In addition, you can cast it by spending 2 sorcery points or by expending a spell slot. If you cast it with sorcery points, you can see through the darkness created by the spell.

#### Strength of the Grave

Starting at 1st level, your existence in a twilight state between life and death makes you difficult to defeat. When damage reduces you to 0 hit points, you can make a Charisma saving throw (DC 5 + the damage taken). On a success, you instead drop to 1 hit point. You can’t use this feature if you are reduced to 0 hit points by radiant damage or by a critical hit.

After the saving throw succeeds, you can’t use this feature again until you finish a long rest or you spend 5 sorcery points to fuel this effect.

#### Metamagic: Incorporeal Resilience

Starting at 2nd level, you learn the Focused Spell Metamagic. This ability improves at 6th level. *This does not affect your level 3 sorcerer feature and cannot be exchanged for another Metamagic as you gain levels in this class. (See level 3 for rules about Metamagic).*

#### Hound of Ill Omen

At 6th level, you gain the ability to call forth a howling creature of darkness to harass your foes. As a bonus action, you can spend 3 sorcery points to magically summon a hound of ill omen to target one creature you can see within 120 feet of you. The hound uses the dire wolf statistics (see the Monster Manual or appendix C in the Player’s Handbook), with the following changes:

* The hound is size Medium, not Large, and it counts as a monstrosity, not a beast.
* It appears with a number of temporary hit points equal to half your sorcerer level.
* It can move through other creatures and objects as if they were difficult terrain. The hound takes 5 force damage if it ends its turn inside an object.
* At the start of its turn, the hound automatically knows its target’s location. If the target was hidden, it is no longer hidden from the hound.

The hound appears in an unoccupied space of your choice within 30 feet of the target. Roll initiative for the hound. On its turn, it can move only toward its target by the most direct route, and it can use its action only to attack its target. The hound can make opportunity attacks, but only against its target. Additionally, while the hound is within 5 feet of the target, the target has disadvantage on saving throws against any spell you cast. The hound disappears if it is reduced to 0 hit points, if its target is reduced to 0 hit points, or after 5 minutes.

#### Metamagic: Incorporeal Resilience Improvement

Starting at 6th level, when you spend sorcery points on your eyes of the dark ability to cast darkness it gains the benefits of your Focused Spell Metamagic.

#### Shadow Walk

At 14th level, you gain the ability to step from one shadow into another. When you are in dim light or darkness, as a bonus action, you can magically teleport up to 120 feet to an unoccupied space you can see that is also in dim light or darkness.

#### Umbral Form

Starting at 18th level, you can spend 6 sorcery points as a bonus action to magically transform yourself into a shadowy form. In this form, you have resistance to all damage except force and radiant damage, and you can move through other creatures and objects as if they were difficult terrain. You take 5 force damage if you end your turn inside an object.

You remain in this form for 1 minute. It ends early if you are incapacitated, if you die, or if you dismiss it as a bonus action.

## Storm Origin

Features

|  |  |
| --- | --- |
| Sorcerer Level | Feature |
| 1st | Storm Speaker, Tempestuous Magic |
| 2nd | Metamagic: Walking Calamity |
| 6th | Heart of the Storm, Storm Guide, Metamagic: Walking Calamity Improvement |
| 14th | Storms Fury |
| 18th | Wind Soul |

#### Storm Speaker

The arcane magic you command is infused with elemental air. You can speak, read, and write Primordial. Knowing this language allows you to understand and be understood by those who speak its dialects: Aquan, Auran, Ignan, and Terran.

Additionally, when your Spellcasting feature lets you learn or replace a sorcerer cantrip or a sorcerer spell of 1st level or higher, you can choose the new spell that deals acid, cold, fire, lightning, poison, or thunder damage regardless of what spell list it comes from, it counts as a sorcerer spell for you. If a spell allows you to choose a damage type and you can choose one of those damage types you may still add that spell to your list but you can only choose damage types when casting that spell from the list above.

#### Tempestuous Magic

Starting at 1st level, you can use a bonus action on your turn to cause whirling gusts of elemental air to briefly surround you, immediately before or after you cast a spell of 1st level or higher. Doing so allows you to fly up to 10 feet without provoking opportunity attacks.

#### Metamagic: Walking Calamity

Starting at 2nd level, you learn the Transmuted Spell Metamagic. This ability improves at 6th level. *This does not affect your level 3 sorcerer feature and cannot be exchanged for another Metamagic as you gain levels in this class. (See level 3 for rules about Metamagic).*

#### Heart of the Storm

At 6th level, you gain resistance to lightning and thunder damage. In addition, whenever you start casting a spell of 1st level or higher that deals lightning or thunder damage, stormy magic erupts from you. This eruption causes creatures of your choice that you can see within 10 feet of you to take lightning or thunder damage (choose each time this ability activates) equal to half your sorcerer level.

#### Storm Guide

At 6th level, you gain the ability to subtly control the weather around you.

If it is raining, you can use an action to cause the rain to stop falling in a 20-foot-radius sphere centered on you. You can end this effect as a bonus action.

If it is windy, you can use a bonus action each round to choose the direction that the wind blows in a 100-foot-radius sphere centered on you. The wind blows in that direction until the end of your next turn. This feature doesn’t alter the speed of the wind.

#### Metamagic: Walking Calamity Improvement

Starting at 6th level, when you use your Transmuted Spell Metamagic on a spell you cast it also changes the damage type of your Heart of the Storm Class feature and increases its range by 5 *(to 15ft).*

#### Storm’s Fury

Starting at 14th level, when you are hit by a melee attack, you can use your reaction to deal lightning damage to the attacker. The damage equals your sorcerer level. The attacker must also make a Strength saving throw against your sorcerer spell save DC. On a failed save, the attacker is pushed in a straight line up to 20 feet away from you.

You may spend 1 sorcery point to change the lightning damage of this effect to one of the damage types listed in Transmuted Spell.

#### Wind Soul

At 18th level, you gain immunity to lightning and thunder damage.

You also gain a magical flying speed of 60 feet. As an action, you can reduce your flying speed to 30 feet for 1 hour and choose a number of creatures within 30 feet of you equal to 3 + your Charisma modifier. The chosen creatures gain a magical flying speed of 30 feet for 1 hour. Once you reduce your flying speed in this way, you can’t do so again until you finish a short or long rest.

## Machine of War

Features

|  |  |
| --- | --- |
| Sorcerer Level | Feature |
| 1st | Built for Battle, Warriors Training |
| 2nd | Metamagic: Spell Barrage |
| 6th | Enhanced Cantrip, Metamagic: Spell Barrage Improvement |
| 14th | Summary Destruction |
| 18th | Battle Borne |

#### Built for battle

Starting at 1st level, you **may** use your Constitution score and modifier in place of all spellcasting or features granted or referenced by your Sorcerer class.

Additionally, you can cast mage armor on yourself at will, without expending a spell slot or material components. As long as you have this ability this effect lasts until you dismiss it as a bonus action instead of its usual duration.

#### Warrior’s Training

Starting at 1st level, you gain proficiency with all simple and martial weapons. You may use any weapon as a spellcasting focus for your sorcerer spells and they do not count as an occupied hand for the purposes of using somatic components of sorcerer spells.

Additionally, you gain proficiency with shields and learn one cantrip that requires a weapon attack such as blade of elemental fire from any spell list. This Cantrip does not count against the number of cantrips known and counts as a sorcerer spell for you.

#### Metamagic: Spell Barrage

Starting at 2nd level, you learn the Quicken Cantrip Metamagic. This ability improves at 6th level. *This does not affect your level 3 sorcerer feature and cannot be exchanged for another Metamagic as you gain levels in this class. (See level 3 for rules about Metamagic).*

#### Enhanced Cantrip

Starting at 6th level, you add your Charisma *(Constitution)* modifier to the damage you deal with any Sorcerer cantrip.

#### Metamagic: Spell Barrage Improvement

Starting at 6th level, when you use your Quicken Cantrip Metamagic you gain +2 to your ac and saving throws until the start of your next turn.

#### Summary Destruction

Starting at 14th level, you can increase the power of your simpler damaging spells. When you cast a sorcerer spell of 1st through 5th level that deals damage, you can deal maximum damage with that spell.

After you use this ability once you cannot use it again until you finish a long rest or you spend 5 sorcery points to fuel the effect again.

*(reminder: a spells level is equal to the spell slot you use to cast that spell e.g. 5th level fireball)*

#### Battle Borne

Starting at 18th level, you gain resistance to bludgeoning, piercing, and slashing damage from all non-magical weapon attacks.

**Spell List**

**Cantrips (0 Level)**

Acid splash (conjuration)

Blade ward (abjuration)

Blade of elemental fire (evocation)

Blade of elemental ice (evocation)

Bone chill (necromancy)

Booming blade (evocation)

Control flames (transmutation)

Create bonfire (transmutation)

Dancing lights (evocation)

Elemental burst (evocation)

Encode Thoughts (enchantment)

Frostbite (evocation)

Fire bolt (evocation)

Friends to enemies (enchantment)

Gust (transmutation)

Infestation (conjuration)

Kinetic Strike (enchantment)

Light (evocation)

Lightning lure (evocation)

Mage hand (conjuration)

Mending (transmutation)

Message (transmutation)

Mind sliver (enchantment)

Mind-blanks

Minor illusion (illusion)

Mold earth (transmutation)

Poison spray (conjuration)

Prestidigitation (transmutation)

Ray of frost (evocation)

Shocking grasp (evocation)

Shape water (transmutation)

Spark-blade (evocation)

Toxic shot (conjuration)

True strike (divination)

Ventriloquism (illusion)

**1st Level**

Burning Hands (evocation)

Catapult (transmutation)

Caustic brew (evocation)

Charm Person (enchantment)

Chaos bolt (evocation)

Chromatic Orb (evocation)

Color Spray (illusion)

Comprehend Languages\* (divination)

Detect Magic\* (divination)

Disguise Self (illusion)

Earth tremor (evocation)

Expeditious Retreat (transmutation)

Elemental knife (conjuration)

False Life (necromancy)

Feather Fall (transmutation)

Fog Cloud (conjuration)

Jump (transmutation)

Mage Armor (abjuration)

Magic Missile (evocation)

Ray of Sickness (necromancy)

Shield (abjuration)

Silent Image (illusion)

Sleep (enchantment)

Thunderwave (evocation)

Witch Bind (evocation)

**2nd Level**

Alter Self (transmutation)

Blindness/Deafness (necromancy)

Blur (illusion)

Cloud of Daggers (conjuration)

Crown of Madness (enchantment)

Darkness (evocation)

Darkvision (transmutation)

Detect Thoughts (divination)

Dragons breath (transmutation)

Dust devil (conjuration)

Earthbind (transmutation)

Earthen grasp (transmutation)

Enhance Ability (transmutation)

Enlarge/Reduce (transmutation)

Flame/Lightning sphere (conjuration)

Gust of Wind (evocation)

Hold Person (enchantment)

Invisibility (illusion)

Knock (transmutation)

Levitate (transmutation)

Magic honing (transmutation)

Mind spike (divination)

Mind whip (enchantment)

Mirror Image (illusion)

Misty Step (conjuration)

Omni-ray x (evocation)

Omni-wave x (evocation)

Phantasmal Force (illusion)

Pyrotechnics (transmutation)

See Invisibility (divination)

Shatter (evocation)

Snowball swarm (evocation)

Spider Climb (transmutation)

Suggestion (enchantment)

Warding wind (evocation)

Web (conjuration)

**3rd Level**

Blink (transmutation)

Catnap (enchantment)

Clairvoyance (divination)

Counterspell (abjuration)

Daylight (evocation)

Dispel Magic (abjuration)

Enemies abound (enchantment)

Fast friends (enchantment)

Fear (illusion)

Fireball (evocation)

Flame runners stride (transmutation)

Fly (transmutation)

Gaseous Form (transmutation)

Haste (transmutation)

Hypnotic Pattern (illusion)

Intellect fortress (abjuration)

Lightning Bolt (evocation)

Major Image (illusion)

Minute meteors (evocation)

Protection from Energy (abjuration)

Sleet Storm (conjuration)

Slow (transmutation)

Stinking Cloud (conjuration)

Tongues (divination)

Thunder step (conjuration)

Tidal wave (conjuration)

Vampiric Touch (necromancy)

Wall of water (evocation)

Water Breathing\* (transmutation)

Water Walk\* (transmutation)

**4th Level**

Banishment (abjuration)

Blight (necromancy)

Confusion (enchantment)

Charm Monster (enchantment)

Dimension Door (conjuration)

Dominate Beast (enchantment)

Greater Invisibility (illusion)

Ice Storm (evocation)

Polymorph (transmutation)

Sickening Radiance (evocation)

Stoneskin (abjuration)

Storm sphere (evocation)

Vitriolic Sphere (evocation)

Wall of Fire (evocation)

Watery Sphere (conjuration)