

Spell Scroll of Sorceries





Spell Slots and Features

Level	Proficiency Bonus	Features	Sneak Attack	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th
1	+2	Sneak Attack	1d6	2	-	-	-	-	-	-	-	-
2	+2	Sorcery Points	1d6	3	1	-	-	-	-	-	-	-
3	+2	Meta Magic	2d6	4	2	-	-	-	-	-	-	-
4	+2	Ability Score Improvement	2d6	4	3	1	-	-	-	-	-	-
5	+3	-	2d6	4	3	2	1	-	-	-	-	-
6	+3	Arcane Recovery	3d6	4	3	3	1	-	-	-	-	-
7	+3	-	3d6	4	3	3	1	1	-	-	-	-
8	+3	Ability Score Improvement	3d6	4	3	3	2	1	-	-	-	-
9	+4	-	4d6	4	3	3	3	1	1	-	-	-
10	+4	Arcane Trickery	4d6	4	3	3	3	2	1	-	-	-
11	+4	-	4d6	4	3	3	3	2	1	1	-	-
12	+4	Ability Score Improvement	4d6	4	3	3	3	2	1	1	-	-
13	+5	-	5d6	4	3	3	3	2	1	1	-	-
14	+5	Mask of Many Faces	5d6	4	3	3	3	2	2	1	1	-
15	+5	-	5d6	4	3	3	3	3	2	1	1	-
16	+5	Ability Score Improvement	5d6	4	3	3	3	3	2	1	1	1
17	+6	-	6d6	4	3	3	3	3	2	1	1	1
18	+6	Spell Mastery	6d6	4	3	3	3	3	2	2	1	1
19	+6	Ability Score Improvement	6d6	5	4	3	3	3	2	2	1	1
20	+6	Signature Spells	6d6	5	5	4	3	3	3	2	2	1



Sorcery Points

Starting at level 2, you have a number of Sorcery Points equal to your level. You recover all your Sorcery Points after a long rest; starting at level 6 you recover (half your level + Int Mod) Sorcery Points during a short rest. You can use your Sorcery Points to gain additional Spell Slots or sacrifice Spell Slots to gain additional Sorcery Points during a bonus action on your turn, following the ratio displayed in the table on the right.

Spell Level	Sorcery Points
1 st	2
2 nd	3
3 rd	4
4 th	5
5 th	6



Meta Magic

Starting at level 3, you gain the ability to twist your spells to suit your needs.

Careful Spell: You can spend 1 Sorcery Point to allow allies to automatically succeed on a saving throw if they are accidentally caught in the area of effect.

Distant Spell: You can spend 1 Sorcery Point to double the range of a spell.

Empowered Spell: You can spend 3 Sorcery Points to reroll a spell's damage roll.

Extended Spell: You can spend 1 Sorcery Point to double the duration of a spell.

Quickened Spell: You can spend 2 Sorcery Points to shorten a casting time to 1 bonus action.

Subtle Spell: You can spend 1 Sorcery Point to make the spell silent.

Twinned Spell: You can spend a number of Sorcery Points equal to the spell's level to target a second creature with the same spell.



Arcane Trickery

Starting at 10th level, you can apply your sneak attack bonus to your sorcery spells if the spell is silent and all other conditions are met for a normal sneak attack.



Mask of Many Faces

You gain +10 to stealth and deception checks while under the effects of the Chameleon spell.

Aural Decoy

Components: Somatic

Effects: Create an illusory noise that might draw the attention of a stationed guard or another opponent.

Range: 60 ft

Target/Area: 30 ft Radius Sphere

Casting Time: 1 Action

Spell Duration: Instant



Tantrip

*Cast Light **

Components: Verbal, Somatic

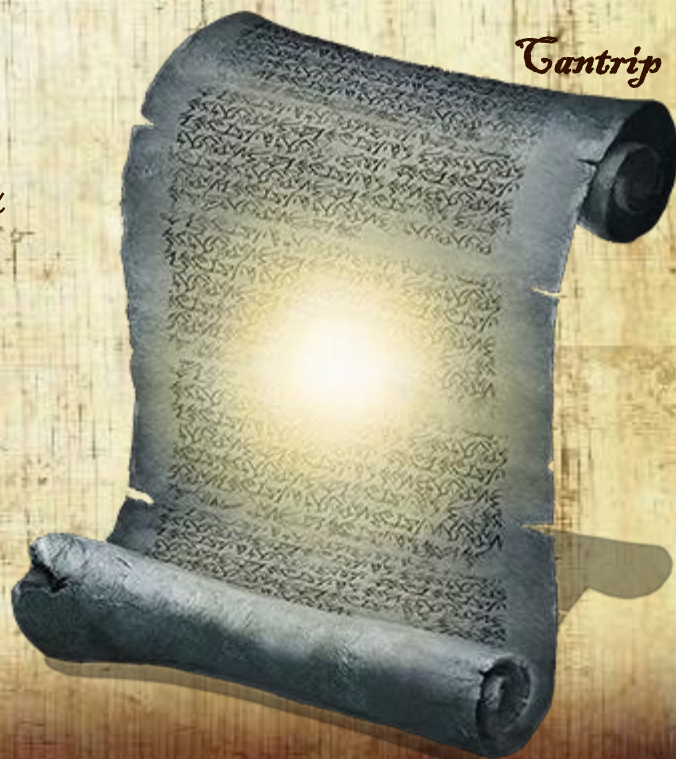
Effects: Create a golden magical floating light that illuminates the area.

Range: 30 ft

Target/Area: 30 ft Radius Sphere

Casting Time: 1 Action

Spell Duration: 1 Minute



Tantrip

Hush *

Components: Somatic

Effects: Silence the footsteps of the caster, granting advantage on stealth checks and an automatic success on stealth checks reliant on sound.

Range: Self

Target/Area: Self

Casting Time: 1 Action

Spell Duration: 1 Minute



Soul Dart

Components: Somatic

Effects: Make a ranged spell attack to deal 1D4+Int magic damage. Damage increases by an additional die upon reaching 5th, 11th, and 17th level.

Range: 30 ft

Target/Area: 1 Target Creature

Casting Time: 1 Action

Spell Duration: Instant



*Chameleon**

Components: Somatic, Material (2g incense)

Effects: Shroud yourself into an illusion of an inanimate object or humanoid of your choice. Creatures must succeed on an investigation check against your spell save DC to see through the illusion.

Range: Self

Target/Area: Self

Casting Time: 1 Action

Spell Duration: 1 Hour



1st Level

*Fall Control**

Components: Verbal, Somatic

Effects: Up to 6 friendly targets within range take no fall damage for the duration (excluding lethal drops).

Range: 30 ft

Target/Area: 6 Willing Creatures

Casting Time: 1 Reaction

Spell Duration: 1 Minute



1st Level

*Hidden Weapon**

Components: Somatic

Effects: Shroud your equipped weapon with twisted magical light, making it completely invisible (weapon buffs cannot be combined).

Range: Self

Target/Area: 1 Equipped Weapon

Casting Time: 1 Action

Spell Duration: 5 Minutes



Soul Arrow

Components: Somatic

Effects: Make a ranged spell attack to deal $2D6 + \text{Int}$ magic damage.

Range: 60 ft

Target/Area: 1 Target Creature

Casting Time: 1 Action

Spell Duration: Instant



Twisted Wall of Light

Components: Somatic, Material (3g gold powder)

Effects: When attacked by a physical attack or spell, you can use your reaction to conjure a glimmering golden shield that protects you. Until the start of your next turn, you gain +5 to your AC and immediately block 3 spell effects.

Range: Self

Target/Area: Self

Casting Time: 1 Reaction



Great Soul Arrow

Components: Somatic

Effects: Make a ranged spell attack to deal 3D6+Int magic damage.

Range: 60 ft

Target/Area: 1 Target Creature

Casting Time: 1 Action

Spell Duration: Instant



*Hidden Body**

Components: Somatic, Material (1g silver powder)

Effects: Become partially invisible for the duration, adding +10 to your stealth checks. You can affect 1 additional creature per higher level cast.

Range: Self

Target/Area: Self

Casting Time: 1 Action

Spell Duration: 1 Hour



2nd Level

Homing Soul Arrow

Components: Somatic

Effects: This soul arrow automatically hits its target dealing 2D6+Int magic damage.

Range: 60 ft

Target/Area: 1 Target Creature

Casting Time: 1 Action

Spell Duration: Instant



2nd Level

*Magic Shield**

Components: Somatic, Material (1 leather strip)

Effects: A protective magical aura surrounds you. Your AC is increased to 16+your dexterity modifier, unless ac AC is already higher than that.

Range: Self

Target/Area: Self

Casting Time: 1 Action

Spell Duration: 1 Hour



Repair

Components: Verbal, Material (5g gold dust)

Effects: Shimmering golden light reverses time on an object, repairing mild to severe damage.

Range: 5 ft

Target/Area: 1 Object

Casting Time: Instant

Spell Duration: Instant



*Soul Flash Sword**

Components: Somatic

Effects: A magical sword appears in an area of your choice. You can command it to move and make a single melee attack against a creature as your bonus action dealing 1 D8+Int magic damage.

Range: 60 ft

Target/Area: Speed 20 ft

Casting Time: 1 Bonus Action

Spell Duration: 2 Minutes



*Spook**

Components: Somatic, Material (1 owl feather)

Effects: Shadows surround 6 willing creatures within range, granting advantage on stealth checks and resistance to fall damage for the duration.

Range: 30 ft

Target/Area: 6 Willing Creatures

Casting Time: 1 Action

Spell Duration: 1 Hour



Heavy Soul Arrow

Components: Somatic

Effects: Make a ranged spell attack to deal $4D6 + \text{Int}$ magic damage.

Range: 60 ft

Target/Area: 1 Target Creature

Casting Time: 1 Action

Spell Duration: Instant



3rd Level

Homing Soul Mass *

Components: Somatic

Effects: Five magical orbs follow your movement and are dormant for 1 round. They automatically hit the first enemy creature within range in a 180° cone in front of you, dealing $5D4 + \text{Int}$ magic damage.

Range: 20 ft

Target/Area: 1 Target Creature

Casting Time: 1 Action

Spell Duration: 5 Minutes



3rd Level

Remedy

Components: Verbal, Material (8g incense)

Effects: Magically remove negative ailments such as blindness, poison, petrification, and paralyzation.

Range: 30 ft

Target/Area: 1 Target Creature

Casting Time: 1 Action

Spell Duration: Instant



Great Heavy Soul Arrow

Components: Somatic

Effects: Make a ranged spell attack to deal 5D6+Int magic damage.

Range: 60 ft

Target/Area: 1 Target Creature

Casting Time: 1 Action

Spell Duration: Instant



Heavy Homing Soul Arrow

Components: Somatic

Effects: This soul arrow automatically hits its target dealing $4D6 + \text{Int}$ magic damage.

Range: 60 ft

Target/Area: 1 Target Creature

Casting Time: 1 Action

Spell Duration: Instant



*Magic Weapon**

Components: Somatic

Effects: Shroud your equipped weapon with magical light, making it deal $2D8 + \text{Int}$ additional magic damage for the duration (weapon buffs cannot be combined).

Range: Self

Target/Area: 1 Equipped Weapon

Casting Time: 1 Action

Spell Duration: 5 Minutes



Shockwave

Components: Verbal, Somatic

Effects: The target must succeed on a strength saving throw against your spell save DC or be knocked prone until the beginning of your next turn.

Range: 120 ft

Target/Area: 1 Target Creature

Casting Time: 1 Action

Spell Duration: Instant



4th Level

Crystal Hail

Components: Somatic

Effects: All creatures within the target area must make a dexterity saving throw against your spell save DC. On a failed save targets take $12D4 + (\text{Int} \times 2)$ magic damage, and half that on a successful save.

Range: 120 ft

Target/Area: 20 ft radius sphere

Casting Time: 1 Action



4th Level

*Great Magic Weapon **

Components: Somatic

Effects: Shroud your equipped weapon with magical light, making it deal $3D8 + \text{Int}$ additional magic damage for the duration (weapon buffs cannot be combined).

Range: Self

Target/Area: 1 Equipped Weapon

Casting Time: 1 Action

Spell Duration: 5 Minutes



Soul Spear

Components: Somatic

Effects: Make a ranged spell attack to fire a piercing spear of magical energy dealing $6D6 + \text{Int}$ magical damage.

Range: 120 ft

Target/Area: All enemies within the path

Casting Time: 1 Action

Spell Duration: Instant



*Crystal Homing Soul Mass **

Components: Somatic

Effects: Five crystal magical orbs follow your movement and are dormant for 1 round. They automatically hit the first enemy creature within range in a 180° cone in front of you, dealing $5D12 + (Int \times 2)$ magic damage.

Range: 30 ft

Target/Area: 1 Target Creature

Casting Time: 1 Action

Spell Duration: 3 Minutes



5th Level

Crystal Soul Spear

Components: Somatic

Effects: Make a ranged spell attack to fire a piercing spear of crystals dealing $10D6 + (Int \times 2)$ magic damage.

Range: 120 ft

Target/Area: All enemies within the path

Casting Time: 1 Action



6th Level

*Crystal Magic Weapon **

Components: Somatic

Effects: Shroud your equipped weapon with crystals, making it deal $4D8 + (Int \times 2)$ additional magic damage for the duration (weapon buffs cannot be combined).

Range: Self

Target/Area: 1 Equipped Weapon

Casting Time: 1 Action

Spell Duration: 5 Minutes



Soul Great Sword

Components: Somatic

Effects: Swing a massive magical great sword around you, dealing $6D8 + Int$ magic damage to all enemies caught in the area. Targets must succeed on a dexterity saving throw against your spell save DC to receive half damage.

Range: Self

Target/Area: 10 ft radius circle

Casting Time: 1 Action

Spell Duration: Instant



Pestilent Mercury

Components: Verbal, Material (20g vial of mercury)

Effects: A toxic cloud of death invades the area, and all targets caught in the area must make a constitution saving throw against your spell save DC or take 4D8+Int necrotic damage and are poisoned. Successful saves take half damage and are not poisoned. The area is heavily obscured.

Range: 120 ft

Target/Area: 20 ft radius sphere

Casting Time: 1 Action

Spell Duration: 1 minute



Soul Flash

Components: Somatic

Effects: All targets within the area must succeed on a strength saving throw against your spell save DC or be pushed back 20 ft, knocked prone, and take 12D4+Int magic damage. Those with a successful save receive half damage and are only pushed 10 ft.

Range: Self

Target/Area: 20 ft radius sphere

Casting Time: 1 Action

Spell Duration: Instant



Soul Spear Barrage

Components: Somatic

Effects: Targets in the area take $12D6 + \text{Int}$ magic damage. Targets must succeed on a dexterity saving throw against your spell save DC to receive half damage.

Range: 60 ft Cone

Target/Area: 60° Cone

Casting Time: 1 Action

Spell Duration: Instant



Soul Vortex

Components: Somatic

Effects: Targets in the area take $12D6 + \text{Int}$ magic damage. Targets must succeed on a dexterity saving throw against your spell save DC to receive half damage.

Range: 60 ft

Target/Area: 20 ft radius sphere

Casting Time: 1 Action

Spell Duration: Instant



*Old Moonlight**

Components: Somatic, Material (1 diamond worth 100g)

Effects: An ancient magical sword appears in an area of your choice. You can command it to move and make a single ranged spell attack against a creature as your bonus action dealing $6D8 + \text{Int}$ magic damage.

Range: 60 ft

Target/Area: Speed 20 ft, range 20 ft

Casting Time: 1 Bonus Action

Duration: 5 Minutes



White Dragon Breath

Components: Verbal, Material (1 dragon tooth)

Effects: Breath forth a torrent of crystals that deal $40D6$ magic damage to all enemies caught in its path. Targets must make a dexterity saving throw to receive half damage. If they fail, they must also make a constitution saving throw or become petrified.

Range: 60 ft

Target/Area: 5 ft wide path

Casting Time: 1 Action

Duration: Instant



*Unleash Magic **

Components: Somatic, Material (1 diamond worth 300g)

Effects: You unleash raw magical energy, instantly taking un-resistible 30 magic damage. However, you instantly recover 5 spell slots, all your magical damage ignores resistances, and deal 20 additional magic damage from your spells for the duration.

Range: Self

Target/Area: Self

Casting Time: 1 Action

Duration: 5 Minutes



Soul Stream

Components: Verbal, Material (1 dragon eye)

Effects: Project a torrent of pure magical essence dealing 40D6+20 magic damage to all enemies caught in its path. Targets must make a dexterity saving throw to receive half damage. If they fail, they are also knocked prone.

Range: 300 ft

Target/Area: 5 ft wide path

Casting Time: 1 Action

Duration: Instant

