

ACID SPLASH

CASTING TIME	RANGE
1 action	60 feet
COMPONENTS	DURATION
V, S	Instantaneous

You hurl a bubble of acid. Choose one creature within range, or choose two creatures within range that are within 5 feet of each other. A target must succeed on a Dexterity saving throw or take 1d6 acid damage. This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6) and 17th level (4d6).

Sorcerer

Conjuration cantrip



BLADE WARD

CASTING TIME	RANGE
1 action	Self
COMPONENTS	DURATION
V, S	1 round

You extend your hand and trace a sigil of warding in the air. Until the end of your next turn, you have resistance against bludgeoning, piercing, and slashing damage dealt by weapon attacks.

Sorcerer

Abjuration cantrip



BOOMING BLADE

CASTING TIME	RANGE
1 action	Self (5-foot radius)
COMPONENTS	DURATION
S, M	1 round

You brandish the weapon used in the spell's casting and make a melee attack with it against one creature within 5 feet of you. On a hit, the target suffers the weapon attack's normal effects and then becomes sheathed in booming energy until the start of your next turn. If the target willingly moves 5 feet or more before then, the target takes 1d8 thunder damage, and the spell ends. At Higher Levels. At 5th level, the melee attack deals an extra 1d8 thunder damage to the target, and the damage the target takes for moving increases to 2d8. Both damage rolls increase by 1d8 at 11th level (2d8 and 3d8) and again at 17th level (3d8 and 4d8).

Sorcerer (TCE)

Evocation cantrip



BOOMING BLADE

CASTING TIME	RANGE
1 action	5 feet
COMPONENTS	DURATION
V, M	1 round

a weapon

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and it becomes sheathed in booming energy until the start of your next turn. If the target willingly moves before then, it immediately takes 1d8 thunder damage, and the spell ends. This spell's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d8 thunder damage to the target, and the damage the target takes for moving increases to 2d8. Both damage rolls increase by 1d8 at 11th level and 17th level.

Sorcerer (SCAG)

Evocation cantrip



CHILL TOUCH

CASTING TIME	RANGE
1 action	120 feet
COMPONENTS	DURATION
V, S	1 round

You create a ghostly, skeletal hand in the space of a creature within range. Make a ranged spell attack against the creature to assail it with the chill of the grave. On a hit, the target takes 1d8 necrotic damage, and it can't regain hit points until the start of your next turn. Until then, the hand clings to the target. If you hit an undead target, it also has disadvantage on attack rolls against you until the end of your next turn. This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Sorcerer

Necromancy cantrip



CONTROL FLAMES

CASTING TIME	RANGE
1 action	60 feet
COMPONENTS	DURATION
S	Instantaneous or 1 hour (see below)

You choose nonmagical flame that you can see within range and that fits within a 5-foot cube. You affect it in one of the following ways:

- You instantaneously expand the flame 5 feet in one direction, provided that wood or other fuel is present in the new location.
- You instantaneously extinguish the flames within the cube.
- You double or halve the area of bright light and dim light cast by the flame, change its color, or both. The change lasts for 1 hour.
- You cause simple shapes—such as the vague form of a creature, an inanimate object, or a location—to appear within the flames and animate as you like. The shapes last for 1 hour. If you cast this spell multiple times, you can have up to three non-instantaneous effects created by it active at a time, and you can dismiss such an effect as an action.

Sorcerer (XGE)

Transmutation cantrip



CREATE BONFIRE

CASTING TIME	RANGE
1 action	60 feet
COMPONENTS	DURATION
V, S	Concentration, up to 1 minute

You create a bonfire on ground that you can see within range. Until the spell ends, the magic bonfire fills a 5-foot cube. Any creature in the bonfire's space when you cast the spell must succeed on a Dexterity saving throw or take 1d8 fire damage. A creature must also make the saving throw when it enters the bonfire's space for the first time on a turn or ends its turn there. The bonfire ignites flammable objects in its area that aren't being worn or carried. The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Sorcerer (XGE)

Conjuration cantrip



DANCING LIGHTS

CASTING TIME	RANGE
1 action	120 feet
COMPONENTS	DURATION
V, S, M	Concentration, up to 1 minute

You create up to four torch-sized lights within range, making them appear as torches, lanterns, or glowing orbs that hover in the air for the duration. You can also combine the four lights into one glowing vaguely humanoid form of Medium size. Whichever form you choose, each light sheds dim light in a 10-foot radius. As a bonus action on your turn, you can move the lights up to 60 feet to a new spot within range. A light must be within 20 feet of another light created by this spell, and a light winks out if it exceeds the spell's range.

Sorcerer

Evocation cantrip



FIRE BOLT

CASTING TIME	RANGE
1 action	120 feet
COMPONENTS	DURATION
V, S	Instantaneous

You hurl a mote of fire at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried. This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Sorcerer

Evocation cantrip



FRIENDS

CASTING TIME	RANGE
1 action	Self
S, M	Concentration, up to 1 minute

For the duration, you have advantage on all Charisma checks directed at one creature of your choice that isn't hostile toward you. When the spell ends, the creature realizes that you used magic to influence its mood and becomes hostile toward you. A creature prone to violence might attack you. Another creature might seek retribution in other ways (at the DM's discretion), depending on the nature of your interaction with it.

Sorcerer

Enchantment cantrip



FROSTBITE

CASTING TIME	RANGE
1 action	60 feet
V, S	Instantaneous

You cause numbing frost to form on one creature that you can see within range. The target must make a Constitution saving throw. On a failed save, the target takes 1d6 cold damage, and it has disadvantage on the next weapon attack roll it makes before the end of its next turn. The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Sorcerer (XGE)

Evocation cantrip



GREEN-FLAME BLADE

CASTING TIME	RANGE
1 action	Self (5-foot radius)
S, M	Instantaneous

You brandish the weapon used in the spell's casting and make a melee attack with it against one creature within 5 feet of you. On a hit, the target suffers the weapon attack's normal effects, and you can cause green fire to leap from the target to a different creature of your choice that you can see within 5 feet of it. The second creature takes fire damage equal to your spellcasting ability modifier. At Higher Levels, At 5th level, the melee attack deals an extra 1d8 fire damage to the target on a hit, and the fire damage to the second creature increases to 1d8 + your spellcasting ability modifier. Both damage rolls increase by 1d8 at 11th level (2d8 and 2d8) and 17th level (3d8 and 3d8).

Sorcerer (TCE)

Evocation cantrip



GREEN-FLAME BLADE

CASTING TIME	RANGE
1 action	5 feet
V, M	1 round

a weapon

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and green fire leaps from the target to a different creature of your choice that you can see within 5 feet of it. The second creature takes fire damage equal to your spellcasting ability modifier. This spell's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d8 fire damage to the target, and the fire damage to the second creature increases to 1d8 + your spellcasting ability modifier. Both damage rolls increase by 1d8 at 11th level and 17th level.

Sorcerer (SCAG)

Evocation cantrip



GUST

CASTING TIME	RANGE
1 action	30 feet
V, S	Instantaneous

You seize the air and compel it to create one of the following effects at a point you can see within range:

- One Medium or smaller creature that you choose must succeed on a Strength saving throw or be pushed up to 5 feet away from you.
- You create a small blast of air capable of moving one object that is neither held nor carried and that weighs no more than 5 pounds. The object is pushed up to 10 feet away from you. It isn't pushed with enough force to cause damage.
- You create a harmless sensory effect using air, such as causing leaves to rustle, wind to slam shutters closed, or your clothing to ripple in a breeze.

Sorcerer (XGE)

Transmutation cantrip



INFESTATION

CASTING TIME	RANGE
1 action	30 feet
V, S, M	Instantaneous

a living flea

You cause a cloud of mites, fleas, and other parasites to appear momentarily on one creature you can see within range. The target must succeed on a Constitution saving throw, or it takes 1d6 poison damage and moves 5 feet in a random direction if it can move and its speed is at least 5 feet. Roll a d4 for the direction: 1, north; 2, south; 3, east; or 4, west. This movement doesn't provoke opportunity attacks, and if the direction rolled is blocked, the target doesn't move. The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Sorcerer (XGE)

Conjuration cantrip



LIGHT

CASTING TIME	RANGE
1 action	Touch
V, M	1 hour

a firefly or phosphorescent moss

You touch one object that is no larger than 10 feet in any dimension. Until the spell ends, the object sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like. Completely covering the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action.

If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell.

Sorcerer

Evocation cantrip



LIGHTNING LURE

CASTING TIME	RANGE
1 action	Self (15-foot radius)
V	Instantaneous

You create a lash of lightning energy that strikes at one creature of your choice that you can see within 15 feet of you. The target must succeed on a Strength saving throw or be pulled up to 10 feet in a straight line toward you and then take 1d8 lightning damage if it is within 5 feet of you. **At Higher Levels:** This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Sorcerer (TCE)

Evocation cantrip



LIGHTNING LURE

CASTING TIME	RANGE
1 action	15 feet
V	Instantaneous

You create a lash of lightning energy that strikes at one creature of your choice that you can see within 15 feet of you. The target must succeed on a Strength saving throw or be pulled up to 10 feet in a straight line toward you and then take 1d8 lightning damage if it is within 5 feet of you. The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Sorcerer (SCAG)

Evocation cantrip



MAGE HAND

CASTING TIME	RANGE
1 action	30 feet

COMPONENTS	DURATION
V, S	1 minute

A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again. You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it. The hand can't attack, activate magical items, or carry more than 10 pounds.



Sorcerer

Conjuration cantrip

MENDING

CASTING TIME	RANGE
1 minute	Touch

COMPONENTS	DURATION
V, S, M	Instantaneous

two lodestones

This spell repairs a single break or tear in an object you touch, such as broken chain link, two halves of a broken key, a torn clack, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage. This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.



Sorcerer

Transmutation cantrip

MESSAGE

CASTING TIME	RANGE
1 action	120 feet

COMPONENTS	DURATION
V, S, M	1 round

a short piece of copper wire

You point your finger toward a creature within range and whisper a message. The target (and only the target) hears the message and can reply in a whisper that only you can hear. You can cast this spell through solid objects if you are familiar with the target and know it is beyond the barrier. Magical silence, 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood blocks the spell. The spell doesn't have to follow a straight line and can travel freely around corners or through openings.



Sorcerer

Transmutation cantrip

MIND SLIVER

CASTING TIME	RANGE
1 action	60 feet

COMPONENTS	DURATION
V	1 round

You drive a disorienting spike of psychic energy into the mind of one creature you can see within range. The target must succeed on an Intelligence saving throw or take 1d6 psychic damage and subtract 1d4 from the next saving throw it makes before the end of your next turn. **At Higher Levels:** This spell's damage increases by 1d6 when you reach certain levels: 5th level (2d6), 11th level (3d6), and 17th level (4d6).



Sorcerer

Enchantment cantrip

MINOR ILLUSION

CASTING TIME	RANGE
1 action	30 feet

COMPONENTS	DURATION
S, M	1 minute

A bit of fleece

You create a sound or an image of an object within range that lasts for the duration. The illusion also ends if you dismiss it as an action or cast this spell again. If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends. If you create an image of an object - such as a chair, muddy footprints, or a small chest - it must be no larger than a 5-foot cube. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, because things can pass through it. If a creature uses its action to examine the sound or image, the creature can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.



Sorcerer

Illusion cantrip

MOLD EARTH

CASTING TIME	RANGE
1 action	30 feet

COMPONENTS	DURATION
S	Instantaneous or 1 hour (see below)

You choose a portion of dirt or stone that you can see within range and that fits within a 5-foot cube. You manipulate it in one of the following ways:

- If you target an area of loose earth, you can instantaneously excavate it, move it along the ground, and deposit it up to 5 feet away. This movement doesn't involve enough force to cause damage.
- You cause shapes, colors, or both to appear on the dirt or stone, spelling out words, creating images, or shaping patterns. The changes last for 1 hour.
- If the dirt or stone you target is on the ground, you cause it to become difficult terrain. Alternatively, you can cause the ground to become normal terrain if it is already difficult terrain. This change lasts for 1 hour. If you cast this spell multiple times, you can have no more than two of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.



Sorcerer (XGE)

Transmutation cantrip

POISON SPRAY

CASTING TIME	RANGE
1 action	10 feet

COMPONENTS	DURATION
V, S	Instantaneous

You extend your hand toward a creature you can see within range and project a puff of noxious gas from your palm. The creature must succeed on a Constitution saving throw or take 1d12 poison damage.

This spell's damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12).



Sorcerer

Conjuration cantrip

PRESTIDIGITATION

CASTING TIME	RANGE
1 action	10 feet

COMPONENTS	DURATION
V, S	Up to 1 hour

This spell is a minor magical trick that novice spellcasters use for practice. You create one of the following magical effects within range.

- You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor.
- You instantaneously light or snuff out a candle, a torch, or a small campfire.
- You instantaneously clean or soil an object no larger than 1 cubic foot.
- You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour.
- You make a color, a small mark, or a symbol appear on an object or a surface for 1 hour.
- You create a nonmagical trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn.

If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.



Sorcerer

Transmutation cantrip

RAY OF FROST

CASTING TIME	RANGE
1 action	60 feet

COMPONENTS	DURATION
V, S	Instantaneous

A frigid beam of blue-white light streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, it takes 1d8 cold damage, and its speed is reduced by 10 feet until the start of your next turn.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).



Sorcerer

Evocation cantrip

SHAPE WATER

CASTING TIME	RANGE
1 action	30 feet
COMPONENTS	DURATION
S	Instantaneous or 1 hour (see below)

You choose an area of water that you can see within range and that fits within a 5-foot cube. You manipulate it in one of the following ways:

- You instantaneously move or otherwise change the flow of the water as you direct, up to 5 feet in any direction. This movement doesn't have enough force to cause damage.
- You cause the water to form into simple shapes and animate at your direction. This change lasts for 1 hour.
- You change the water's color or opacity. The water must be changed in the same way throughout. This change lasts for 1 hour.
- You freeze the water, provided that there are no creatures in it. The water unfreezes in 1 hour. If you cast this spell multiple times, you can have no more than two of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

Sorcerer (XGE)

Transmutation cantrip



SHOCKING GRASP

CASTING TIME	RANGE
1 action	Touch
COMPONENTS	DURATION
V, S	Instantaneous

Lightning springs from your hand to deliver a shock to a creature you try to touch. Make a melee spell attack against the target. You have advantage on the attack roll if the target is wearing armor made of metal. On a hit, the target takes 1d8 lightning damage, and it can't take reactions until the start of its next turn. The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Sorcerer

Evocation cantrip



SWORD BURST

CASTING TIME	RANGE
1 action	Self (5-foot radius)
COMPONENTS	DURATION
V	Instantaneous

You create a momentary circle of spectral blades that sweep around you. All other creatures within 5 feet of you must succeed on a Dexterity saving throw or take 1d6 force damage. **At Higher Levels:** This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Sorcerer (TCE)

Conjuration cantrip



SWORD BURST

CASTING TIME	RANGE
1 action	5 feet
COMPONENTS	DURATION
V	Instantaneous

You create a momentary circle of spectral blades that sweep around you. Each creature within range, other than you, must succeed on a Dexterity saving throw or take 1d6 force damage. The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Sorcerer (SCAG)

Conjuration cantrip



THUNDERCLAP

CASTING TIME	RANGE
1 action	5 feet
COMPONENTS	DURATION
S	Instantaneous

You create a burst of thunderous sound that can be heard up to 100 feet away. Each creature within range, other than you, must make a Constitution saving throw or take 1d6 thunder damage. The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Sorcerer (XGE)

Evocation cantrip



TRUE STRIKE

CASTING TIME	RANGE
1 action	30 feet
COMPONENTS	DURATION
S	Concentration, up to 1 round

You extend your hand and point a finger at a target in range. Your magic grants you a brief insight into the target's defenses. On your next turn, you gain advantage on your first attack roll against the target, provided that this spell hasn't ended.

Sorcerer

Divination cantrip



MIND SLIVER

CASTING TIME	RANGE
1 action	60 feet
COMPONENTS	DURATION
V	1 round

You drive a disorienting spike of psychic energy into the mind of one creature you can see within range. The target must succeed on an Intelligence saving throw or take 1d6 psychic damage and subtract 1d4 from the next saving throw it makes before the end of your next turn. **At Higher Levels:** This spell's damage increases by 1d6 when you reach certain levels: 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Sorcerer (Aberrant Mind)

Enchantment cantrip



ABSORB ELEMENTS

CASTING TIME	RANGE
1 reaction, which you take when you take acid, cold, fire, lightning, or thunder damage	Self
COMPONENTS	DURATION
S	1 round

The spell captures some of the incoming energy, lessening its effect on you and storing it for your next melee attack. You have resistance to the triggering damage type until the start of your next turn. Also, the first time you hit with a melee attack on your next turn, the target takes an extra 1d6 damage of the triggering type, and the spell ends. **At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each slot level above 1st.

Sorcerer (XGE)

1st level Abjuration



BURNING HANDS

CASTING TIME	RANGE
1 action	Self (15-foot cone)
COMPONENTS	DURATION
V,S	Instantaneous

As you hold your hands with thumbs touching and fingers spread, a thin sheet of flames shoots forth from your outstretched fingertips. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one. The fire ignites any flammable objects in the area that aren't being worn or carried. **At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

Sorcerer

1st level Evocation



CATAPULT

CASTING TIME	RANGE
1 action	60 feet

COMPONENTS	DURATION
S	Instantaneous

Choose one object weighing 1 to 5 pounds within range that isn't being worn or carried. The object flies in a straight line up to 90 feet in a direction you choose before falling to the ground, stopping early if it impacts against a solid surface. If the object would strike a creature, that creature must make a Dexterity saving throw. On a failed save, the object strikes the target and stops moving. When the object strikes something, the object and what it strikes each take 3d8 bludgeoning damage.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the maximum weight of objects that you can target with this spell increases by 5 pounds, and the damage increases by 1d8, for each slot level above 1st.

Sorcerer (XGE)

1st level Transmutation



CHAOS BOLT

CASTING TIME	RANGE
1 action	120 feet

COMPONENTS	DURATION
V, S	Instantaneous

You hurl an undulating, warbling mass of chaotic energy at one creature in range. Make a ranged spell attack against the target. On a hit, the target takes $2d8 + 1d6$ damage. Choose one of the d8s. The number rolled on that die determines the attack's damage type. 1 Acid, 2 Cold, 3 Fire, 4 Force, 5 Lightning, 6 Poison, 7 Psychic, 8 Thunder.

If you roll the same number on both d8s, the chaotic energy leaps from the target to a different creature of your choice within 30 feet of it. Make a new attack roll against the new target, and make a new damage roll, which could cause the chaotic energy to leap again.

A creature can be targeted only once by each casting of this spell.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, each target takes 1d6 extra damage of the type rolled for each slot level above 1st.

Sorcerer (XGE)

1st level Evocation



CHARM PERSON

CASTING TIME	RANGE
1 action	30 feet

COMPONENTS	DURATION
V, S	1 hour

You attempt to charm a humanoid you can see within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the spell ends, the creature knows it was charmed by you.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

Sorcerer

1st level Enchantment



CHROMATIC ORB

CASTING TIME	RANGE
1 action	90 feet

COMPONENTS	DURATION
V, S, M	Instantaneous

a diamond worth at least 50 gp

You hurl a 4-inch-diameter sphere of energy at a creature that you can see within range. You choose acid, cold, fire, lightning, poison, or thunder for the type of orb you create, and then make a ranged spell attack against the target. If the attack hits, the creature takes 3d8 damage of the type you chose.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

Sorcerer

1st level Evocation



COLOR SPRAY

CASTING TIME	RANGE
1 action	Self (15-foot cone)

COMPONENTS	DURATION
V, S, M	1 round

a pinch of powder or sand that is colored red, yellow, and blue

A dazzling array of flashing, colored light springs from your hand. Roll $6d10$, the total is how many hit points of creatures this spell can effect. Creatures in a 15-foot cone originating from you are affected in ascending order of their current hit points (ignoring unconscious creatures and creatures that can't see). Starting with the creature that has the lowest current hit points, each creature affected by this spell is blinded until the spell ends. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for the creature to be affected.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, roll an additional $2d10$ for each slot level above 1st.

Sorcerer

1st level Illusion



COMPREHEND LANGUAGES (RITUAL)

CASTING TIME	RANGE
1 action	Self

COMPONENTS	DURATION
V, S, M	1 hour

a pinch of soot and salt

For the duration, you understand the literal meaning of any spoken language that you hear. You also understand any spoken language that you hear. You also understand any written language that you see, but you must be touching the surface of which the words are written. It takes about 1 minute to read one page of text. This spell doesn't decode secret messages in a text or glyph, such as an arcane sigil, that isn't part of a written language.

Sorcerer

1st level Divination



DETECT MAGIC (RITUAL)

CASTING TIME	RANGE
1 action	Self

COMPONENTS	DURATION
V, S	Concentration, up to 10 minutes

For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any.

The spell can penetrate most barriers, but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Sorcerer

1st level Divination



DISGUISE SELF

CASTING TIME	RANGE
1 action	Self

COMPONENTS	DURATION
V, S	1 hour

You make yourself, including your clothing, armor, weapons, and other belongings on your person, look different until the spell ends or until you use your action to dismiss it. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you. The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel your head and hair. If you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair. To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your spell save DC.

Sorcerer

1st level Illusion



EARTH TREMOR

CASTING TIME	RANGE
1 action	10 feet

COMPONENTS	DURATION
V, S	Instantaneous

You cause a tremor in the ground within range. Each creature other than you in that area must make a Dexterity saving throw. On a failed save, a creature takes $1d6$ bludgeoning damage and is knocked prone. If the ground in that area is loose earth or stone, it becomes difficult terrain until cleared, with each 5-foot-diameter portion requiring at least 1 minute to clear by hand.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

Sorcerer (XGE)

1st level Evocation



EXPEDITIOUS RETREAT

CASTING TIME	RANGE
1 bonus action	Self
V, S	Concentration, up to 10 minutes

This spell allows you to move at an incredible pace. When you cast this spell, and then as a bonus action on each of your turns until the spell ends, you can take the Dash action.

Sorcerer

1st level Transmutation



FALSE LIFE

CASTING TIME	RANGE
1 action	Self
V, S, M	1 hour

a small amount of alcohol or distilled spirits
Bolstering yourself with a necromantic facsimile of life, you gain 1d4+4 temporary hit points for the duration.
At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you gain 5 additional temporary hit points for each slot level above 1st.

Sorcerer

1st level Necromancy



FEATHER FALL

CASTING TIME	RANGE
1 reaction	60 feet
V, M	1 minute

a white feather or the heart of a hen
Reaction - When you or a creature within 60 feet of you falls Choose up to five falling creatures within range. A falling creature's rate of descent slows to 60 feet per round until the spell ends. If the creature lands before the spell ends, it takes no falling damage and can land on its feet, and the spell ends for that creature.

Sorcerer

1st level Transmutation



FOG CLOUD

CASTING TIME	RANGE
1 action	120 feet
V, S	Concentration, up to 1 hour

You create a 20-foot-radius sphere of fog centered on a point within range. The sphere spreads around corners, and its area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the radius of the fog increases by 20 feet for each slot level above 1st.

Sorcerer

1st level Conjuration



ICE KNIFE

CASTING TIME	RANGE
1 action	60 feet
S, M	Instantaneous

a drop of water or piece of ice
You create a shard of ice and fling it at one creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 piercing damage. Hit or miss, the shard then explodes. The target and each creature within 5 feet of it must succeed on a Dexterity saving throw or take 2d6 cold damage.
At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the cold damage increases by 1d6 for each slot level above 1st.

Sorcerer (XGE)

1st level Conjuration



JUMP

CASTING TIME	RANGE
1 action	Touch
V, S, M	1 minute

a grasshopper's hind leg
You touch a creature. The creature's jump distance is tripled until the spell ends.

Sorcerer

1st level Transmutation



MAGE ARMOR

CASTING TIME	RANGE
1 action	Touch
V, S, M	8 hours

a piece of cured leather

You touch a willing creature who isn't wearing armor, and a protective magical force surrounds it until the spell ends. The target's base AC becomes 13 + its Dexterity modifier. The spell ends if the target dons armor or if you dismiss the spell as an action.

Sorcerer

1st level Abjuration



MAGIC MISSILE

CASTING TIME	RANGE
1 action	120 feet
V, S	Instantaneous

You create three glowing darts of magical force. Each dart hits a creature of your choice that you can see within range. A dart deals 1d4+1 force damage to its target. The darts all strike simultaneously and you can direct them to hit one creature or several.
At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the spell creates one more dart for each slot level above 1st.

Sorcerer

1st level Evocation



RAY OF SICKNESS

CASTING TIME	RANGE
1 action	60 feet
V, S	Instantaneous

A ray of sickening greenish energy lashes out toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 2d8 poison damage and must make a Constitution saving throw. On a failed save, it is also poisoned until the end of your next turn.
At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

Sorcerer

1st level Necromancy



SHIELD

CASTING TIME	RANGE
1 reaction	Self
COMPONENTS	DURATION
V, S	1 round

An invisible barrier of magical force appears and protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from *magic missile*.



Sorcerer

1st level Abjuration

SILENT IMAGE

CASTING TIME	RANGE
1 action	60 feet
COMPONENTS	DURATION
V, S, M	Concentration, up to 10 minute

a bit of fleece

You create the image of an object, a creature, or some other visible phenomenon that is no larger than a 15-foot cube. The image appears at a spot within range and lasts for the duration. The image is purely visual; it isn't accompanied by sound, smell, or other sensory effects. You can use your action to cause the image to move to any spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking. Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through the image.



Sorcerer

1st level Illusion

SLEEP

CASTING TIME	RANGE
1 action	90 feet
COMPONENTS	DURATION
V, S, M	1 minute

a pinch of find sand, rose petals, or a cricket

This spell sends creatures into a magical slumber. Roll 5d8, the total is how many hit points of creatures this spell can affect. Creatures within 20 feet of a point you choose within range are affected in ascending order of their current hit points (ignoring unconscious creatures).

Starting with the creature that has the lowest current hit points, each creature affected by this spell falls unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.

Undead and creatures immune to being charmed aren't affected by this spell.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d8 for each slot level above 1st.



Sorcerer

1st level Enchantment

TASHA'S CAUSTIC BREW

CASTING TIME	RANGE
1 action	Self (30-foot line)
COMPONENTS	DURATION
V, S, M	Concentration, up to 1 minute

a bit of rotten food

A stream of acid emanates from you in a line 30 feet long and 5 feet wide in a direction you choose. Each creature in the line must succeed on a Dexterity saving throw or be covered in acid for the spell's duration or until a creature uses its action to scrape or wash the acid off itself or another creature. A creature covered in the acid takes 2d4 acid damage at start of each of its turns.

At Higher Levels: When you cast this spell using a spell slot 2nd level or higher, the damage increases by 2d4 for each slot level above 1st.



Sorcerer (TCE)

1st-level evocation

THUNDERWAVE

CASTING TIME	RANGE
1 action	Self (15-foot cube)
COMPONENTS	DURATION
V, S	Instantaneous

A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed. In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.



Sorcerer

1st level Evocation

WITCH BOLT

CASTING TIME	RANGE
1 action	30 feet
COMPONENTS	DURATION
V, S, M	Concentration, up to 1 minute

a twig from a tree that has been struck by lightning

A beam of crackling, blue energy lances out toward a creature within range, forming a sustained arc of lightning between you and the target. Make a ranged spell attack against that creature. On a hit, the target takes 1d12 lightning damage, and on each of your turns for the duration, you can use your action to deal 1d12 lightning damage to the target automatically. The spell ends if you use your action to do anything else. The spell also ends if the target is ever outside the spell's range or if it has total cover from you.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the initial damage increases by 1d12 for each slot level above 1st.



Sorcerer

1st level Evocation

ARMS OF HADAR

CASTING TIME	RANGE
1 action	Self (10-foot radius)
COMPONENTS	DURATION
V, S	Instantaneous

You invoke the power of Hadar, the Dark Hunger. Tendrils of dark energy erupt from you and batter all creatures within 10 feet of you. Each creature in that area must make a Strength saving throw. On a failed save, a target takes 2d6 necrotic damage and can't take reactions until its next turn. On a successful save, the creature takes half damage, but suffers no other effect.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.



Sorcerer (Aberrant Mind)

1st level Conjunction

DISSONANT WHISPERS

CASTING TIME	RANGE
1 action	60 feet
COMPONENTS	DURATION
V	Instantaneous

You whisper a discordant melody that only 1 creature of your choice within range can hear, wracking it with terrible pain. The target must make a Wisdom saving throw. On a failed save, it takes 3d6 psychic damage and must immediately use its reaction, if available, to move as far as its speed allows away from you. The creature doesn't move into obviously dangerous ground, such as a fire or a pit. On a successful save, the target takes half as much damage and doesn't have to move away. A deafened creature automatically succeeds on the save.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.



Sorcerer (Aberrant Mind)

1st level Enchantment

ALARM (RITUAL)

CASTING TIME	RANGE
1 minute	30 feet
COMPONENTS	DURATION
V, S, M	8 hours

a tiny bell and a piece of fine silver wire

You set an alarm against unwanted intrusion. Choose a door, a window, or an area within range that is no larger than a 20-foot cube. Until the spell ends, an alarm alerts you whenever a tiny or larger creature touches or enters the warded area. When you cast the spell, you can designate creatures that won't set off the alarm. You also choose whether the alarm is mental or audible. A mental alarm alerts you with a ping in your mind if you are within 1 mile of the warded area. This ping awakens you if you are sleeping. An audible alarm produces the sound of a hand bell for 10 seconds within 60 feet.



Sorcerer (Clockwork Soul)

1st level Abjuration

PROTECTION FROM EVIL AND GOOD

CASTING TIME	RANGE
1 action	Touch
V, S, M	Concentration, up to 10 minutes

holy water or powdered silver and iron, which the spell consumes

Until the spell ends, one willing creature you touch is protected against certain types of creatures - aberrations, celestials, elementals, fey, fiends, and undead. The protection grants several benefits. Creatures of those types have disadvantage on attack rolls against the target. The target also can't be charmed, frightened, or possessed by them. If the target is already charmed, frightened, or possessed by such a creature, the target has advantage on any new saving throw against the relevant effect.



Sorcerer (Clockwork Soul) 1st level Abjuration

GREASE

CASTING TIME	RANGE
1 action	60 feet
V, S, M	1 minute

a bit of pork rind or butter

Slick grease covers the ground in a 10-foot square centered on a point within range and turns it into difficult terrain for the duration. When the grease appears, each creature standing in its area must succeed on a Dexterity saving throw or fall prone. A creature that enters the area or ends its turn there must also succeed on a Dexterity saving throw or fall prone.



Sorcerer (TCE) 1st level Conjuration

AGANAZZAR'S SCORCHER

CASTING TIME	RANGE
1 action	30 feet
V, S, M	Instantaneous

a red dragon's scale

A line of roaring flame 30 feet long and 5 feet wide emanates from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 3d8 fire damage on a failed save, or half as much damage on a successful one.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.



Sorcerer (XGE) 2nd level Evocation

ALTER SELF [1/2]

CASTING TIME	RANGE
1 action	Self
V, S	Concentration, up to 1 hour

You assume a different form. When you cast the spell, choose one of the following options, the effects of which last for the duration of the spell. While the spell lasts, you can end one option as an action to gain the benefits of a different one.

Aquatic Adaptation: You adapt your body to an aquatic environment, sprouting gills, and growing webbing between your fingers. You can breathe underwater and gain a swimming speed equal to your walking speed.

Change Appearance: You transform your appearance. You decide what you look like, including your height, weight, facial features, sound of your voice, hair length, coloration, and distinguishing characteristics, if any. You can make yourself appear as a member of another race, though none of your statistics change. You also don't appear as a creature of a different size than you, and your basic shape stays the same, if you're bipedal, you can't use this spell to become quadrupedal, for instance. At any time for the duration of the spell, you can use your action to change your appearance in this way again.

Natural Weapons: You grow claws, fangs, spines, horns, or a different natural weapon of your choice. Your unarmed strikes deal 1d6 bludgeoning, piercing,



Sorcerer 2nd level Transmutation

ALTER SELF [2/2]

CASTING TIME	RANGE
1 action	Self
V, S	Concentration, up to 1 hour

slashing damage, as appropriate to the natural weapon you chose, and you are proficient with your unarmed strikes. Finally, the natural weapon is magic and you have a +1 bonus to the attack and damage rolls you make using it.



Sorcerer 2nd level Transmutation

BLINDNESS/DEAFNESS

CASTING TIME	RANGE
1 action	30 feet
V	1 minute

You can blind or deafen a foe. Choose one creature that you can see within range to make a Constitution saving throw. If it fails, the target is either blinded or deafened (your choice) for the duration. At the end of each of its turns, the target can make a Constitution saving throw. On a success, the spell ends.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.



Sorcerer 2nd level Necromancy

BLUR

CASTING TIME	RANGE
1 action	Self
V	Concentration, up to 1 minute

Your body becomes blurred, shifting and wavering to all who can see you. For the duration, any creature has disadvantage on attack rolls against you. An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or can see through illusions, as with truesight.



Sorcerer 2nd level Illusion

CLOUD OF DAGGERS

CASTING TIME	RANGE
1 action	60 feet
V, S, M	Concentration, up to 1 minute

a sliver of glass

You fill the air with spinning daggers in a cube 5 feet on each side, centered on a point you choose within range. A creature takes 4d4 slashing damage when it enters the spell's area for the first time on a turn or starts its turn there.

At Higher Levels: when you cast this spell using a spell slot of 3rd level or higher, the damage increases by 2d4 for each slot level above 2nd.



Sorcerer 2nd level Conjuration

CROWN OF MADNESS

CASTING TIME	RANGE
1 action	120 feet
V, S	Concentration, up to 1 minute

One humanoid of your choice that you can see within range must succeed on a Wisdom saving throw or become charmed by you for the duration. While the target is charmed in this way, a twisted crown of jagged iron appears on its head, and a madness glows in its eyes.

The charmed target must use its action before moving on each of its turns to make a melee attack against a creature other than itself that you mentally choose. The target can act normally on its turn if you choose no creature or if none are within its reach.

On your subsequent turns, you must use your action to maintain control over the target, or the spell ends. Also, the target can make a Wisdom saving throw at the end of each of its turns. On a success, the spell ends.



Sorcerer 2nd level Enchantment

DARKNESS

CASTING TIME	RANGE
1 action	60 feet
COMPONENTS	DURATION
V, M	Concentration, up to 10 minutes

bat fur and a drop of pitch or piece of coal

Magical darkness spreads from a point you choose within range to fill a 15-foot radius sphere for the duration. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it.

If the point you choose is on an object you are holding or one that isn't being worn or carried, the darkness emanates from the object and moves with it. Completely covering the source of the darkness with an opaque object, such as a bowl or a helm, blocks the darkness.

If any of this spell's area overlaps with an area of light created by a spell of 9th level, the spell that created the light is dispelled.

Sorcerer

2nd level Evocation



DARKVISION

CASTING TIME	RANGE
1 action	Touch
COMPONENTS	DURATION
V, S, M	8 hours

either a pinch of dried carrot or an agate

You touch a willing creature to grant it the ability to see in the dark. For the duration, that creature has darkvision out to a range of 60 feet.

Sorcerer

2nd level Transmutation



DETCT THOUGHTS [1/2]

CASTING TIME	RANGE
1 action	Self
COMPONENTS	DURATION
V, S, M	Concentration, up to 1 minute

a copper piece

For the duration, you can read the thoughts of certain creatures. When you cast the spell and as your action on each turn until the spell ends, you can focus your mind on any one creature that you can see within 30 feet of you. If the creature you choose has an Intelligence of 3 or lower or doesn't speak any language, the creature is unaffected. You initially learn the surface thoughts of the creature - what is most on its mind in that moment. As an action, you can either shift your attention to another creature's thoughts or attempt to probe deeper into the same creature's mind. If you probe deeper, the target must make a Wisdom saving throw. If it fails, you gain insight into its reasoning (if any), its emotional state, and something that looms large in its mind (such as something it worries over, loves, or hates). If it succeeds, the spell ends. Either way, the target knows that you are probing into its mind, and unless you shift your attention to another creature's thoughts, the creature can use its action on its turn to make an Intelligence check contested by your Intelligence check if it succeeds, the spell ends.

Sorcerer

2nd level Divination



DETCT THOUGHTS [2/2]

CASTING TIME	RANGE
1 action	Self
COMPONENTS	DURATION
V, S, M	Concentration, up to 1 minute

a copper piece

Questions verbally directed at the target creature naturally shape the course of its thoughts, so this spell is particularly effective as part of an interrogation. You can also use this spell to detect the presence of thinking creatures you can't see. When you cast the spell or as your action during the duration, you can search for thoughts within 30 feet of you. The spell can penetrate barriers, but 2 feet of rock, 2 inches of any metal other than lead, or a thin sheet of lead blocks you. You can't detect a creature with an Intelligence of 3 or lower or one that doesn't speak any language. Once you detect the presence of a creature in this way, you can read its thoughts for the rest of the duration as described above, even if you can't see it, but it must still be within range.

Sorcerer

2nd level Divination



DRAGON'S BREATH

CASTING TIME	RANGE
1 bonus action	Touch
COMPONENTS	DURATION
V, S, M	Concentration, up to 1 minute

a hot pepper

You touch one willing creature and imbue it with the power to spew magical energy from its mouth, provided it has one. Choose acid, cold, fire, lightning, or poison. Until the spell ends, the creature can use an action to exhale energy of the chosen type in a 15-foot cone. Each creature in that area must make a Dexterity saving throw, taking 3d6 damage of the chosen type on a failed save, or half as much damage on a successful one.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

Sorcerer (XGE)

2nd level Transmutation



DUST DEVIL

CASTING TIME	RANGE
1 action	60 feet
COMPONENTS	DURATION
V, S, M	Concentration, up to 1 minute

a pinch of dust

Choose an unoccupied 5-foot cube of air that you can see within range. An elemental force that resembles a dust devil appears in the cube and lasts for the spell's duration.

Any creature that ends its turn within 5 feet of the dust devil must make a Strength saving throw. On a failed save, the creature takes 1d8 bludgeoning damage and is pushed 10 feet away from the dust devil. On a successful save, the creature takes half as much damage and isn't pushed.

As a bonus action, you can move the dust devil up to 30 feet in any direction. If the dust devil moves over sand, dust, loose dirt, or light gravel, it sucks up the material and forms a 10-foot-radius cloud of debris around itself that lasts until the start of your next turn. The cloud heavily obscures its area.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

Sorcerer (XGE)

2nd level Conjuration



EARTHBIND

CASTING TIME	RANGE
1 action	300 feet
COMPONENTS	DURATION
V	Concentration, up to 1 minute

Choose one creature you can see within range. Yellow strips of magical energy loop around the creature. The target must succeed on a Strength saving throw, or its flying speed (if any) is reduced to 0 feet for the spell's duration. An airborne creature affected by this spell safely descends at 60 feet per round until it reaches the ground or the spell ends.

Sorcerer (XGE)

2nd level Transmutation



ENHANCE ABILITY

CASTING TIME	RANGE
1 action	Touch
COMPONENTS	DURATION
V, S, M	Concentration, up to 1 hour

fur or a feather from a beast

You touch a creature and bestow upon it a magical enhancement. Choose one of the following effects - the target gains the effect until the spell ends.

Bear's Endurance: The target has advantage on Constitution checks. It also gains 2d6 temporary hit points, which are lost when the spell ends.

Bull's Strength: The target has advantage on Strength checks, and his or her carrying capacity doubles.

Cat's Grace: The target has advantage on Dexterity checks. It also doesn't take damage from falling 20 feet or less if it isn't incapacitated.

Eagle's Splendor: The target has advantage on Charisma checks.

Fox's Cunning: The target has advantage on Intelligence checks.

Owl's Wisdom: The target has advantage on Wisdom checks.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

Sorcerer

2nd level Transmutation



ENLARGE/REDUCE [1/2]

CASTING TIME	RANGE
1 action	30 feet
COMPONENTS	DURATION
V, S, M	Concentration, up to 1 minute

a pinch of powdered iron

You cause a creature or an object you can see within range to grow larger or smaller for the duration.

Choose either a creature or an object that is neither worn nor carried. If the target is unwilling, it can make a Constitution saving throw. On a success, the spell has no effect.

If the target is a creature, everything it is wearing and carrying changes size with it. Any item dropped by an affected creature returns to normal size at once.

Enlarge. The target's size doubles in all dimensions, and its weight is multiplied by eight. This growth increases its size by one category - from Medium to Large, for example. If there isn't enough room for the target to double its size, the creature or object attains the maximum possible size in the space available. Until the spell ends, the target also has advantage on Strength checks and Strength saving throws. The target's weapons also grow to match its new size. While these weapons are enlarged, the target's attack with them deal 1d4 extra damage.

Reduce. The target's size is halved in all dimensions, and its weight is reduced to one-eighth of normal.

Sorcerer

2nd level Transmutation



ENLARGE/REDUCE [2/2]

CASTING TIME	RANGE
1 action	30 feet
V, S, M	Concentration, up to 1 minute

a pinch of powdered iron

This reduction decreases its size by one category - from Medium to Small, for example. Until the spell ends, the target also has disadvantage on Strength checks and Strength saving throws. The target's weapons also shrink to match its new size. While these weapons are reduced, the target's attacks with them deal 1d4 less damage (this can't reduce the damage below 1).



Sorcerer

2nd level Transmutation

GUST OF WIND

CASTING TIME	RANGE
1 action	Self (60-foot line)
V, S, M	Concentration, up to 1 minute

a legume seed

A line of strong wind 60 feet long and 10 feet wide blasts from you in a direction you choose for the spell's duration. Each creature that starts its turn in the line must succeed on a Strength saving throw or be pushed 15 feet away from you in a direction following the line. Any creature in the line must spend 2 feet of movement for every 1 foot it moves when moving closer to you. The gust disperses gas or vapor, and it extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them. As a bonus action on each of your turns before the spell ends, you can change the direction in which the line blasts from you.



Sorcerer

2nd level Evocation

HOLD PERSON

CASTING TIME	RANGE
1 action	60 feet
V, S, M	Concentration, up to 1 minute

a small, straight piece of iron

Choose a humanoid that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, you can target an additional humanoid for each slot level above 2nd. The humanoids must be within 30 feet of each other when you target them.



Sorcerer

2nd level Enchantment

INVISIBILITY

CASTING TIME	RANGE
1 action	Touch
V, S, M	Concentration, up to 1 hour

an eyelash encased in gum arabic

A creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person. The spell ends for a target that attacks or casts a spell.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.



Sorcerer

2nd level Illusion

KNOCK

CASTING TIME	RANGE
1 action	60 feet
V	Instantaneous

Choose an object that you can see within range. The object can be a door, a box, a chest, a set of manacles, a padlock, or another object that contains a mundane or magical means that prevents access. A target that is held shut by a mundane lock or that is stuck or barred becomes unlocked, unstuck, or unbarred. If the object has multiple locks, only one of them is unlocked. If you choose a target that is held shut with an arcane lock, that spell is suppressed for 10 minutes, during which time the target can be opened and shut normally. When you cast the spell, a loud knock, audible from as far away as 300 feet, emanates from the target object.



Sorcerer

2nd level Transmutation

LEVITATE

CASTING TIME	RANGE
1 action	60 feet
V, S, M	Concentration, up to 10 minutes

either a small leather loop or a piece of golden wire bent into a cup shape with a long shank on one end

One creature or object of your choice that you can see within range rises vertically, up to 20 feet, and remains suspended there for the duration. The spell can levitate a target that weighs up to 500 pounds. An unwilling creature that succeeds on a Constitution saving throw is unaffected. The target can move only by pushing or pulling against a fixed object or surface within reach (such as a wall or a ceiling), which allows it to move as if it were climbing. You can change the target's altitude by up to 20 feet in either direction on your turn. If you are the target, you can move up or down as part of your move. Otherwise, you can use your action to move the target, which must remain within the spell's range. When the spell ends, the target floats gently to the ground if it is still aloft.



Sorcerer

2nd level Transmutation

MAXIMILIAN'S EARTHEN GRASP

CASTING TIME	RANGE
1 action	30 feet
V, S, M	Concentration, up to 1 minute

a miniature hand sculpted from clay

You choose a 5-foot-square unoccupied space on the ground that you can see within range. A medium hand made from compacted soil rises there and reaches for one creature you can see within 5 feet of it. The target must make a Strength saving throw. On a failed save, the target takes 2d6 bludgeoning damage and is restrained for the spell's duration.

As an action, you can cause the hand to crush the restrained target, which must make a Strength saving throw. The target takes 2d6 bludgeoning damage on a failed save, or half as much damage on a successful one.

To break out, the restrained target can use its action to make a Strength check against your spell save DC. On a success, the target escapes and is no longer restrained by the hand.

As an action, you can cause the hand to reach for a different creature or to move to a different unoccupied space within range. The hand releases a restrained target if you do either.



Sorcerer (XGE)

2nd level Transmutation

MIND SPIKE

CASTING TIME	RANGE
1 action	60 feet
S	Concentration, up to 1 hour

You reach into the mind of one creature you can see within range. The target must make a Wisdom saving throw, taking 3d8 psychic damage on a failed save, or half as much damage on a successful one. On a failed save, you also always know the target's location until the spell ends, but only while the two of you are on the same plane of existence. While you have this knowledge, the target can't become hidden from you, and if it's invisible, it gains no benefit from that condition against you.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.



Sorcerer (XGE)

2nd level Divination

MIRROR IMAGE

CASTING TIME	RANGE
1 action	Self
V, S	1 minute

Three illusory duplicates of yourself appear in your space. Until the spell ends, the duplicates move with you and mimic your actions, shifting position so it's impossible to track which image is real. You can use your action to dismiss the illusory duplicates. Each time a creature targets you with an attack during the spell's duration, roll a d20 to determine whether the attack instead targets one of your duplicates. If you have three duplicates, you must roll a 6 or higher to change the attack's target to a duplicate. With two duplicates, you must roll an 8 or higher. With one duplicate, you must roll an 11 or higher. A duplicate's AC equals 10 + your Dexterity modifier. If an attack hits a duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an attack that hits it. It ignores all other damage and effects. The spell ends when all three duplicates are destroyed. A creature is unaffected by this spell if it can't see, if it relies on senses other than sight, such as blindsight, or if it can perceive illusions as false, as with truesight.



Sorcerer

2nd level Illusion

MISTY STEP

CASTING TIME	RANGE
1 bonus action	Self
V	Instantaneous

Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space that you can see.



Sorcerer 2nd level Conjuration

PYROTECHNICS

CASTING TIME	RANGE
1 action	60 feet
V, S	Instantaneous

Choose an area of nonmagical flame that you can see and that can fit within a 5-foot cube within range. You can extinguish the fire in that area, and you create either fireworks or smoke when you do so.

Fireworks: The target explodes with a dazzling display of colors. Each creature within 10 feet of the target must succeed on a Constitution saving throw or become blinded until the end of your next turn.

Smoke: Thick black smoke spreads out from the target in a 20-foot radius, moving around corners. The area of the smoke is heavily obscured. The smoke persists for 1 minute or until a strong wind disperses it.



Sorcerer (XGE) 2nd level Transmutation

PHANTASMAL FORCE [1/2]

CASTING TIME	RANGE
1 action	60 feet
V, S, M	Concentration, up to 1 minute

a bit of fleece

You craft an illusion that takes root in the mind of a creature that you can see within range. The target must make an Intelligence saving throw. On a failed save, you create a phantasmal object, creature, or other visible phenomenon of your choice that is no larger than a 10-foot cube and that is perceivable only to the target for the duration. This spell has no effect on undead or constructs. The phantasm includes sound, temperature, and other stimuli, also evident only to the creature. The target can use its action to examine the phantasm with an Intelligence (Investigation) check against your spell save DC. If the check succeeds, the target realizes that the phantasm is an illusion, and the spell ends.

While a target is affected by the spell, the target treats the phantasm as if it were real. The target rationalizes any illogical outcomes from interacting with the phantasm. For example, a target attempting to walk across a phantasmal bridge that spans a chasm falls once it steps onto the bridge. If the target survives the fall, it still believes that the bridge exists and comes up with some other explanation for



Sorcerer 2nd level Illusion

PHANTASMAL FORCE [2/2]

CASTING TIME	RANGE
1 action	60 feet
V, S, M	Concentration, up to 1 minute

a bit of fleece

its fall - it was pushed, it slipped, or a strong wind might have knocked it off. An affected target is so convinced of the phantasm's reality that it can even take damage from the illusion. A phantasm created to appear as a creature can attack the target. Similarly, a phantasm created to appear as fire, a pool of acid, or lava can burn the target. Each round on your turn, the phantasm can deal 1d6 psychic damage to the target if it is in the phantasm's area or within 5 feet of the phantasm, provided that the illusion is of a creature or hazard that could logically deal damage, such as by attacking. The target perceives the damage as a type appropriate to the illusion.



Sorcerer 2nd level Illusion

SHADOW BLADE

CASTING TIME	RANGE
1 bonus action	Self

V, S

Concentration, up to 1 minute

You weave together threads of shadow to create a sword of solidified gloom in your hand. This magic sword lasts until the spell ends. It counts as a simple melee weapon with which you are proficient. It deals 2d8 psychic damage on a hit and has the finesse, light, and thrown properties (range 20/60). In addition, when you use the sword to attack a target that is in dim light or darkness, you make the attack roll with advantage.

If you drop the weapon or throw it, it dissipates at the end of the turn. Thereafter, while the spell persists, you can use a bonus action to cause the sword to reappear in your hand.

At Higher Levels: When you cast this spell using a 3rd- or 4th-level spell slot, the damage increases to 3d8. When you cast it using a 5th- or 6th-level spell slot, the damage increases to 4d8. When you cast it using a spell slot of 7th level or higher, the damage increases to 5d8.



Sorcerer (XGE) 2nd level Illusion

SHATTER

CASTING TIME	RANGE
1 action	60 feet
V, S, M	Instantaneous

a chip of mica

A sudden loud ringing noise, painfully intense, erupts from a point of your choice within range. Each creature in a 10-foot-radius sphere centered on that point must make a Constitution saving throw. A creature takes 3d8 thunder damage on a failed save, or half as much damage on a successful one. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw. A nonmagical object that isn't being worn or carried also takes the damage if it's in the spell's area.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.



Sorcerer 2nd level Evocation

SNILOC'S SNOWBALL SWARM

CASTING TIME	RANGE
1 action	90 feet
V, S, M	Instantaneous

a piece of ice or a small white rock chip

A flurry of magic snowballs erupts from a point you choose within range. Each creature in a 5-foot-radius sphere centered on that point must make a Dexterity saving throw. A creature takes 3d6 cold damage on a failed save, or half as much damage on a successful one.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.



Sorcerer (XGE) 2nd level Evocation

SPIDER CLIMB

CASTING TIME	RANGE
1 action	Touch
V, S, M	Concentration, up to 1 hour

a drop of bitumen and a spider

Until the spell ends, one willing creature you touch gains the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving its hands free. The target also gains a climbing speed equal to its walking speed.



Sorcerer

2nd level Transmutation

SUGGESTION [1/2]

CASTING TIME	RANGE
1 action	30 feet
V, M	Concentration, up to 8 hours

a snake's tongue and either a bit of honeycomb or a drop of sweet oil

You suggest a course of activity (limited to a sentence or two) and magically influence a creature you can see within range that can hear and understand you. Creatures that can't be charmed are immune to this effect. The suggestion must be worded in such a manner as to make the course of action sound reasonable. Asking the creature to stab itself, throw itself onto a spear, immobilize itself, or do some other obviously harmful act ends the spell. The target must make a Wisdom saving throw. On a failed save, it purses the course of action you described to the best of its ability. The suggested course of action can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. You can also specify conditions that will trigger a special activity during the duration. For example, you might suggest that a knight fife her warhorse to the first beggar she meets. If the condition isn't met before the spell expires, the activity isn't performed. If you or any of your companions



Sorcerer

2nd level Enchantment

SUGGESTION [2/2]

CASTING TIME	RANGE
1 action	30 feet
V, M	Concentration, up to 8 hours

a snake's tongue and either a bit of honeycomb or a drop of sweet oil

damage the target, the spell ends.



Sorcerer

2nd level Enchantment

TASHA'S MIND WHIP

CASTING TIME	RANGE
1 action	90 feet

V

1 round

You psychically lash out at one creature you can see within range. The target must make an Intelligence saving throw. On a failed save, the target takes 3d6 psychic damage, and it can't take a reaction until the end of its next turn. Moreover, on its next turn, it must choose whether it gets a move, an action, or a bonus action



Sorcerer

2nd-level enchantment

WARDING WIND

CASTING TIME	RANGE
1 action	Self

V

Concentration, up to 10 minutes

A strong wind (20 miles per hour) blows around you in a 10-foot radius and moves with you, remaining centered on you. The wind lasts for the spell's duration.

- The wind has the following effects:
- It deafens you and other creatures in its area.
 - It extinguishes unprotected flames in its area that are torch-sized or smaller.
 - It hedges out vapor, gas, and fog that can be dispersed by strong wind.
 - The area is difficult terrain for creatures other than you.
 - The attack rolls of ranged weapon attacks have disadvantage if the attacks pass in or out of the wind.



Sorcerer (XGE)

2nd level Evocation

WEB

CASTING TIME	RANGE
1 action	60 feet

V, S, M

Concentration, up to 1 hour

a bit of spider web

You conjure a mass of thick, sticky webbing at a point of your choice within range. The webs fill a 20-foot cube from that point for the duration. The webs are difficult terrain and lightly obscure their area. If the webs aren't anchored between two solid masses (such as walls or trees) or layered across a floor, wall, or ceiling, the conjured web collapses on itself, and the spell ends at the start of your next turn. Webs layered over a flat surface have a depth of 5 feet. Each creature that starts its turn in the webs or that enters them during its turn must make a Dexterity saving throw. On a failed save, the creature is restrained as long as it remains in the webs or until it breaks free. A creature restrained by the webs can use its actions to make a Strength check against your spell save DC. If it succeeds, it is no longer restrained. The webs are flammable. Any 5-foot cube of webs exposed to fire burns away in 1 round, dealing 2d4 fire damage to any creature that starts its turn in the fire.



Sorcerer

2nd level Conjuration

CALM EMOTIONS

CASTING TIME	RANGE
1 action	60 feet

V, S

Concentration, up to 1 minute

You attempt to suppress strong emotions in a group of people. Each humanoid in a 20-foot-radius sphere centered on a point you choose within range must make a Charisma saving throw. A creature can choose to fail this saving throw if it wishes. If a creature fails its saving throw, choose 1 of the following 2 effects.

You can suppress any effect causing a target to be charmed or frightened. When this spell ends, any suppressed effect resumes, provided that its duration has not expired in the meantime.

Alternatively, you can make a target indifferent about creatures of your choice that it is hostile toward. This indifference ends if the target is attacked or harmed by a spell or if it witnesses any of its friends being harmed. When the spell ends, the creature becomes hostile again, unless the DM rules otherwise.



Sorcerer (Aberrant Mind)

2nd level Enchantment

DETECT THOUGHTS [1/2]

CASTING TIME	RANGE
1 action	Self

V, S, M

Concentration, up to 1 minute

A copper piece

For the duration, you can read the thoughts of certain creatures. When you cast the spell and as your action on each turn until the spell ends, you can focus your mind on any 1 creature that you can see within 30 feet of you. If the creature you choose has an Intelligence of 3 or lower or doesn't speak any language, the creature is unaffected.

You initially learn the surface thoughts of the creature - what is most on its mind in that moment. As an action, you can either shift your attention to another creature's thoughts or attempt to probe deeper into the same creature's mind. If you probe deeper, the target must make a Wisdom saving throw. If it fails, you gain insight into its reasoning (if any), its emotional state, and something that looms large in its mind (such as something it worries over, loves, or hates). If it succeeds, the spell ends. Either way, the target knows that you are probing into its mind, and unless you shift your attention to another creature's thoughts, the creature can use its action on its turn to make an Intelligence check contested by your Intelligence check if it succeeds, the spell ends.



Sorcerer (Aberrant Mind)

2nd level Divination

DETECT THOUGHTS [2/2]

CASTING TIME	RANGE
1 action	Self

V, S, M

Concentration, up to 1 minute

A copper piece

Questions verbally directed at the target creature naturally shape the course of its thoughts, so this spell is particularly effective as part of an interrogation.

You can also use this spell to detect the presence of thinking creatures you can't see. When you cast the spell or as your action during the duration, you can search for thoughts within 30 feet of you. The spell can penetrate barriers, but 2 feet of rock, 2 inches of any metal other than lead, or a thin sheet of lead blocks you. You can't detect a creature with an Intelligence of 3 or lower or one that doesn't speak any language. Once you detect the presence of a creature in this way, you can read its thoughts for the rest of the duration as described above, even if you can't see it, but it must still be within range.



Sorcerer (Aberrant Mind)

2nd level Divination

AID

CASTING TIME	RANGE
1 action	30 feet
V, S, M	8 hours

a tiny strip of white cloth

Your spell bolsters your allies with toughness and resolve. Choose up to three creatures within range. Each target's hit point maximum and current hit points increase by 5 for the duration. **At Higher Levels:** When you cast this spell using a spell slot of 3rd level or higher, a target's hit points increase by an additional 5 for each slot level above 2nd.



Sorcerer (Clockwork Soul) 2nd level Abjuration

LESSER RESTORATION

CASTING TIME	RANGE
1 action	Touch
V, S	Instantaneous

You touch a creature and can end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.



Sorcerer (Clockwork Soul) 2nd level Abjuration

FLAME BLADE

CASTING TIME	RANGE
1 bonus action	Self
V, S, M	Concentration, up to 10 minutes

leaf of sumac
You evoke a fiery blade in your free hand. The blade is similar in size and shape to a scimitar, and it lasts for the duration. If you let go of the blade, it disappears, but you can evoke the blade again as a bonus action.

You can use your action to make a melee spell attack with the fiery blade. On a hit, the target takes 3d6 fire damage.

The flaming blade sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for every two slot levels above 2nd.



Sorcerer (TCE) 2nd level Evocation

FLAMING SPHERE

CASTING TIME	RANGE
1 action	60 feet
V, S, M	Concentration, up to 1 minute

a bit of tallow, a pinch of brimstone, and a dusting of powdered iron

A 5-foot-diameter sphere of fire appears in an unoccupied space of your choice within range and lasts for the duration. Any creature that ends its turn within 5 feet of the sphere must make a Dexterity saving throw. The creature takes 2d6 fire damage on a failed save, or half as much damage on a successful one. As a bonus action, you can move the sphere up to 30 feet. If you ram the sphere into a creature, that creature must make the saving throw against the sphere's damage, and the sphere stops moving this turn. When you move the sphere, you can direct it over barriers up to 5 feet tall and jump it across pits up to 10 feet wide. The sphere ignites flammable objects not being worn or carried, and it sheds bright light in a 20-foot radius and dim light for an additional 20 feet. **At Higher Levels:** When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.



Sorcerer (TCE) 2nd level Conjuration

MAGIC WEAPON

CASTING TIME	RANGE
1 bonus action	Touch
V, S	Concentration, up to 1 hour

You touch a nonmagical weapon. Until the spell ends, that weapon becomes a magic weapon with a +1 bonus to attack rolls and damage rolls. **At Higher Levels:** When you cast this spell using a spell slot of 4th level or higher, the bonus increases to +2. When you use a spell slot of 6th level or higher, the bonus increases to +3.



Sorcerer (TCE) 2nd level Transmutation

BLINK

CASTING TIME	RANGE
1 action	Self
V, S	1 minute

Roll a d20 at the end of each of your turns for the duration of the spell. On a roll of 11 or higher, you vanish from your current plane of existence and appear in the Ethereal Plane (the spell fails and the casting is wasted if you were already on that plane). At the start of your next turn, and when the spell ends if you are on the Ethereal Plane, you return to an unoccupied space of your choice that you can see within 10 feet of the space you vanished from. If no unoccupied space is available within that range, you appear in the nearest unoccupied space (chosen at random if more than one space is equally near). You can dismiss this spell as an action.

While on the Ethereal Plane, you can see and hear the plane you originated from, which is cast in shades of gray, and you can't see anything more than 60 feet away. You can only affect and be affected by other creatures on the Ethereal Plane. Creatures that aren't there can't perceive you or interact with you, unless they have the ability to do so.



Sorcerer 3rd level Transmutation

CATNAP

CASTING TIME	RANGE
1 action	30 feet
S, M	10 minutes

a pinch of sand

You make a calming gesture, and up to three willing creatures of your choice that you can see within range fall unconscious for the spell's duration. The spell ends on a target early if it takes damage or someone uses an action to shake or slap it awake. If a target remains unconscious for the full duration, that target gains the benefit of a short rest, and it can't be affected by this spell again until it finishes a long rest.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, you can target one additional willing creature for each slot level above 3rd.



Sorcerer (XGE) 3rd level Enchantment

CLAIRVOYANCE [1/2]

CASTING TIME	RANGE
10 minutes	1 mile
V, S, M	Concentration, up to 10 minutes

a focus worth at least 100 gp, either a jeweled horn for hearing or a glass eye for scrying

You create an invisible sensor within range in a location familiar to you (a place you have visited or seen before) or in an obvious location that is unfamiliar to you (such as behind a door, around a corner, or in a grove of trees). The sensor remains in place for the duration, and it can't be attacked or otherwise interacted with. When you cast the spell, you choose seeing or hearing. You can use the chosen sense through the sensor as if you were in its space. As your action, you can switch between seeing and hearing. A creature that can see the sensor (such as a creature benefiting from see invisibility or truesight) sees a luminous, intangible orb about the size of your fist.

When you cast the spell, you choose seeing or hearing. You can use the chosen sense through the sensor as if you were in its space. As your action, you can switch between seeing and hearing. A creature that can see the sensor (such as a creature benefiting from see invisibility or truesight) sees a luminous, intangible orb about the size of your fist. A creature that can



Sorcerer 3rd level Divination

CLAIRVOYANCE [2/2]

CASTING TIME	RANGE
10 minutes	1 mile
V, S, M	Concentration, up to 10 minutes

a focus worth at least 100 gp, either a jeweled horn for hearing or a glass eye for scrying

see the sensor (such as a creature benefitting from see invisibility or truesight) sees a luminous, intangible orb about the size of your fist.



Sorcerer 3rd level Divination

COUNTERSPELL

CASTING TIME	RANGE
1 reaction	60 feet

COMPONENTS	DURATION
S	Instantaneous

You attempt to interrupt a creature in the process of casting a spell. If the creature is casting a spell of 3rd level or lower, its spell fails and has no effect. If it is casting a spell of 4th level or higher, make an ability check using your spellcasting ability. The DC equals $10 +$ the spell's level. On a success, the creature's spell fails and has no effect.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the interrupted spell has no effect if its level is less than or equal to the level of the spell slot you used.



Sorcerer 3rd level Abjuration

DAYLIGHT

CASTING TIME	RANGE
1 action	60 feet

COMPONENTS	DURATION
V, S	1 hour

A 60-foot-radius sphere of light spreads out from a point you choose within range. The sphere is bright light and sheds dim light for an additional 60 feet. If you chose a point on an object you are holding or one that isn't being worn or carried, the light shines from the object with and moves with it. Completely covering the affected object with an opaque object, such as a bowl or a helm, blocks the light. If any of this spell's area overlaps with an area of darkness created by a spell of 3rd level or lower, the spell that created the darkness is dispelled.



Sorcerer 3rd level Evocation

DISPEL MAGIC

CASTING TIME	RANGE
1 action	120 feet

COMPONENTS	DURATION
V, S	Instantaneous

Choose any creature, object, or magical effect within range. Any spell of 3rd level or lower on the target ends. For each spell of 4th level or higher on the target, make an ability check using your spellcasting ability. The DC equals $10 +$ the spell's level. On a successful check, the spell ends.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, you automatically end the effects of a spell on the target if the spell's level is equal to or less than the level of the spell slot you used.



Sorcerer 3rd level Abjuration

ENEMIES ABOUND

CASTING TIME	RANGE
1 action	120 feet

COMPONENTS	DURATION
V, S	Concentration, up to 1 minute

You reach into the mind of one creature you can see and force it to make an Intelligence saving throw. A creature automatically succeeds if it is immune to being frightened. On a failed save, the target loses the ability to distinguish friend from foe, regarding all creatures it can see as enemies until the spell ends. Each time the target takes damage, it can repeat the saving throw, ending the effect on itself on a success.

Whenever the affected creature chooses another creature as a target, it must choose the target at random from among the creatures it can see within range of the attack, spell, or other ability it's using. If an enemy provokes an opportunity attack from the affected creature, the creature must make that attack if it is able to.



Sorcerer (XGE) 3rd level Enchantment

ERUPTING EARTH

CASTING TIME	RANGE
1 action	120 feet

COMPONENTS	DURATION
V, S, M	Instantaneous

a piece of obsidian

Choose a point you can see on the ground within range. A fountain of churned earth and stone erupts in a 20-foot cube centered on that point. Each creature in that area must make a Dexterity saving throw. A creature takes $3d12$ bludgeoning damage on a failed save, or half as much damage on a successful one. Additionally, the ground in that area becomes difficult terrain until cleared. Each 5-foot-square portion of the area requires at least 1 minute to clear by hand. **At Higher Levels:** When you cast this spell using a spell slot of 4th level or higher, the damage increases by $1d12$ for each slot level above 3rd.



Sorcerer (XGE) 3rd level Transmutation

FEAR

CASTING TIME	RANGE
1 action	Self (30-foot cone)

COMPONENTS	DURATION
V, S, M	Concentration, up to 1 minute

a white feather or the heart of a hen

You project a phantasmal image of a creature's worst fears. Each creature in a 30-foot cone must succeed on a Wisdom saving throw or drop whatever it is holding and become frightened for the duration. While frightened by this spell, a creature must take the Dash action and move away from you by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to you, the creature can make a Wisdom saving throw. On a successful save, the spell ends for that creature.



Sorcerer 3rd level Illusion

FIREBALL

CASTING TIME	RANGE
1 action	150 feet

COMPONENTS	DURATION
V, S, M	Instantaneous

a tiny ball of bat guano and sulfur

A bright streak flashes from your pointing finger to a point you choose within range then blossoms with a low roar into an explosion of flame. Each creature in a 20-foot radius must make a Dexterity saving throw. A target takes $8d6$ fire damage on a failed save, or half as much damage on a successful one. The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the damage increases by $1d6$ for each slot level above 3rd.



Sorcerer 3rd level Evocation

FLAME ARROWS

CASTING TIME	RANGE
1 action	Touch

COMPONENTS	DURATION
V, S	Concentration, up to 1 hour

You touch a quiver containing arrows or bolts. When a target is hit by a ranged weapon attack using a piece of ammunition drawn from the quiver, the target takes an extra $1d6$ fire damage. The spell's magic ends on the piece of ammunition when it hits or misses, and the spell ends when twelve pieces of ammunition have been drawn from the quiver.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the number of pieces of ammunition you can affect with this spell increases by two for each slot level above 3rd.



Sorcerer (XGE) 3rd level Transmutation

FLY

CASTING TIME	RANGE
1 action	Touch

COMPONENTS	DURATION
V, S, M	Concentration, up to 10 minutes

You touch a willing creature. The target gains a flying speed of 60 feet for the duration. When the spell ends, the target falls if it is still aloft, unless it can stop the fall.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for each slot level above 3rd.



Sorcerer 3rd level Transmutation

GASEOUS FORM

CASTING TIME	RANGE
1 action	Touch
V, S, M	Concentration, up to 1 hour

a bit of gauze and a wisp of smoke

You transform a willing creature you touch, along with everything it's wearing and carrying, into a misty cloud for the duration. The spell ends if the creature drops to 0 hit points. An incorporeal creature isn't affected. While in this form, the target's only method of movement is a flying speed of 10 feet. The target can enter and occupy the space of another creature. The target has resistance to nonmagical damage, and it has advantage on Strength, Dexterity, and Constitution saving throws. The target can pass through small holes, narrow openings, and even mere cracks, though it treats liquids as though they were solid surfaces. The target can't fall and remains hovering in the air even when stunned or otherwise incapacitated. While in the form of a misty cloud, the target can't talk or manipulate objects, and any objects it was carrying or holding can't be dropped, used, or otherwise interacted with. The target can't attack or cast spells.

Sorcerer

3rd level Transmutation



HASTE

CASTING TIME	RANGE
1 action	30 feet
V, S, M	Concentration, up to 1 minute

a shaving of licorice root

Choose a willing creature that you can see within range. Until the spell ends, the target's speed is doubled, it gains a +2 bonus to AC, it has advantage on Dexterity saving throws, and it gains an additional action on each of its turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action. When the spell ends, the target can't move or take actions until after its next turn, as a wave of lethargy sweeps over it.

Sorcerer

3rd level Transmutation



HYPNOTIC PATTERN

CASTING TIME	RANGE
1 action	120 feet
S, M	Concentration, up to 1 minute

a glowing stick of incense or a crystal vial filled with phosphorescent material

You create a twisting pattern of colors that weaves through the air inside a 30-foot cube within range. The pattern appears for a moment and vanishes. Each creature in the area who sees the pattern must make a Wisdom saving throw. On a failed save, the creature becomes charmed for the duration. While charmed by this spell, the creature is incapacitated and has a speed of 0. The spell ends for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor.

Sorcerer

3rd level Illusion



INTELLECT FORTRESS

CASTING TIME	RANGE
1 action	30 feet
V	Concentration, up to 1 hour

For the duration, you or one willing creature you can see within range has resistance to psychic damage, as well as advantage on Intelligence, Wisdom, and Charisma saving throws.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for each slot level above 3rd. The creatures must be within 30 feet of each other when you target them.

Sorcerer (TCE)

3rd-level abjuration



LIGHTNING BOLT

CASTING TIME	RANGE
1 action	Self (100-foot line)
V, S, M	Instantaneous

a bit of fur and a rod of amber, crystal, or glass

A stroke of lightning forming a line of 100 feet long and 5 feet wide blasts out from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 8d6 lightning damage on a failed save, or half as much damage on a successful one. The lightning ignites flammable objects in the area that aren't being worn or carried.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot above 3rd.

Sorcerer

3rd level Evocation



MAJOR IMAGE [1/2]

CASTING TIME	RANGE
1 action	120 feet
V, S, M	Concentration, up to 10 minutes

a bit of fleece

You create the image of an object, a creature, or some other visible phenomenon that is no larger than a 20-foot cube. The image appears at a spot that you can see within range and lasts for the duration. It seems completely real, including sounds, smells, and temperature appropriate to the thing depicted. You can't create sufficient heat or cold to cause damage, a sound loud enough to deal thunder damage or deafen a creature, or a smell that might sicken a creature (like a troglodyte's stench). As long as you are within range of the illusion, you can use your action to cause the image to move to any other spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking. Similarly, you can cause the illusion to make different sounds at different times, even making it carry on a conversation, for example. Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to

Sorcerer

3rd level Illusion



MAJOR IMAGE [2/2]

CASTING TIME	RANGE
1 action	120 feet
V, S, M	Concentration, up to 10 minutes

a bit of fleece

examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through the image, and its other sensory qualities become faint to the creature.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, the spell lasts until dispelled, without requiring your concentration.

Sorcerer

3rd level Illusion



MELF'S MINUTE METEORS

CASTING TIME	RANGE
1 action	Self
V, S, M	Concentration, up to 10 minutes

niter, sulfur, and pine tar formed into a bead

You create six tiny meteors in your space. They float in the air and orbit you for the spell's duration. When you cast the spell—and as a bonus action on each of your turns thereafter—you can expend one or two of the meteors, sending them streaking toward a point or points you choose within 120 feet of you. Once a meteor reaches its destination or impacts against a solid surface, the meteor explodes. Each creature within 5 feet of the point where the meteor explodes must make a Dexterity saving throw. A creature takes 2d6 fire damage on a failed save, or half as much damage on a successful one.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the number of meteors created increases by two for each slot level above 3rd.

Sorcerer (XGE)

3rd level Evocation



PROTECTION FROM ENERGY

CASTING TIME	RANGE
1 action	Touch
V, S	Concentration, up to 1 hour

For the duration, the willing creature you touch has resistance to one damage type of your choice: acid, cold, fire, lightning, or thunder.

Sorcerer

3rd level Abjuration



SLEET STORM

CASTING TIME	RANGE
1 action	150 feet
COMPONENTS	DURATION
V, S, M	Concentration, up to 1 minute

a pinch of dust and a few drops of water

Until the spell ends, freezing rain and sleet fall in a 20-foot-tall cylinder with a 40-foot radius centered on a point you choose within range. The area is heavily obscured, and exposed flames in the area are doused. The ground in the area is covered with slick ice, making it difficult terrain. When a creature enters the spell's area for the first time on a turn or starts its turn there, it must make a Dexterity saving throw. On a failed save, it falls prone. If a creature is concentrating in the spell's area, the creature must make a successful Constitution saving throw against your spell save DC or lose concentration.



Sorcerer

3rd level Conjuration

SLOW

CASTING TIME	RANGE
1 action	120 feet
COMPONENTS	DURATION
V, S, M	Concentration, up to 1 minute

a drop of molasses

You alter time around up to six creatures of your choice in a 40-foot cube within range. Each target must succeed on a Wisdom saving throw or be affected by this spell for the duration. An affected target's speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn. If the creature attempts to cast a spell with a casting time of 1 action, roll a d20. On an 11 or higher, the spell doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the spell. If it can't, the spell is wasted. A creature affected by this spell makes another Wisdom saving throw at the end of its turn. On a successful save, the effect ends for it.



Sorcerer

3rd level Transmutation

STINKING CLOUD

CASTING TIME	RANGE
1 action	90 feet
COMPONENTS	DURATION
V, S, M	Concentration, up to 1 minute

a rotten egg or several skunk cabbage leaves

You create a 20-foot-radius sphere of yellow, nauseating gas centered on a point within range. The cloud spreads around corners, and its area is heavily obscured. The cloud lingers in the air for the duration. Each creature that is completely within the cloud at the start of its turn must make a Constitution saving throw against poison. On a failed save, the creature spends its action that turn retching and reeling. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw. A moderate wind (at least 10 miles per hour) disperses the cloud after 4 rounds. A strong wind (at least 20 miles per hour) disperses it after 1 round.



Sorcerer

3rd level Conjuration

THUNDER STEP

CASTING TIME	RANGE
1 action	90 feet
COMPONENTS	DURATION
V	Instantaneous

You teleport yourself to an unoccupied space you can see within range. Immediately after you disappear, a thunderous boom sounds, and each creature within 10 feet of the space you left must make a Constitution saving throw, taking 3d10 thunder damage on a failed save, or half as much damage on a successful one. The thunder can be heard from up to 300 feet away. You can bring along objects as long as their weight doesn't exceed what you can carry. You can also teleport one willing creature of your size or smaller who is carrying gear up to its carrying capacity. The creature must be within 5 feet of you when you cast this spell, and there must be an unoccupied space within 5 feet of your destination space for the creature to appear in. Otherwise, the creature is left behind.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d10 for each slot level above 3rd.



Sorcerer (XGE)

3rd level Conjuration

TIDAL WAVE

CASTING TIME	RANGE
1 action	120 feet
COMPONENTS	DURATION
V, S, M	Instantaneous

a drop of water

You conjure up a wave of water that crashes down on an area within range. The area can be up to 30 feet long, up to 10 feet wide, and up to 10 feet tall. Each creature in that area must make a Dexterity saving throw. On a failed save, a creature takes 4d8 bludgeoning damage and is knocked prone. On a successful save, a creature takes half as much damage and isn't knocked prone. The water then spreads out across the ground in all directions, extinguishing unprotected flames in its area and within 30 feet of it, and then it vanishes.



Sorcerer (XGE)

3rd level Conjuration

TONGUES

CASTING TIME	RANGE
1 action	Touch
COMPONENTS	DURATION
V, M	1 hour

a small clay model of a ziggurat

This spell grants the creature you touch the ability to understand any spoken language it hears. Moreover, when the target speaks, any creature that knows at least one language and can hear the target understands what it says.



Sorcerer

3rd level Divination

WALL OF WATER

CASTING TIME	RANGE
1 action	60 feet
COMPONENTS	DURATION
V, S, M	Concentration, up to 10 minutes

a drop of water

You create a wall of water on the ground at a point you can see within range. You can make the wall up to 30 feet long, 10 feet high, and 1 foot thick, or you can make a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick. The wall vanishes when the spell ends. The wall's space is difficult terrain. Any ranged weapon attack that enters the wall's space has disadvantage on the attack roll, and fire damage is halved if the fire effect passes through the wall to reach its target. Spells that deal cold damage that pass through the wall cause the area of the wall they pass through to freeze solid (at least a 5-foot-square section is frozen). Each 5-foot-square frozen section has AC 5 and 15 hit points. Reducing a frozen section to 0 hit points destroys it. When a section is destroyed, the wall's water doesn't fill it.



Sorcerer (XGE)

3rd level Evocation

WATER BREATHING (RITUAL)

CASTING TIME	RANGE
1 action	30 feet
COMPONENTS	DURATION
V, S, M	24 hours

a short reed or piece of straw

This spell grants up to ten willing creatures you can see within range the ability to breathe underwater until the spell ends. Affected creatures also retain their normal mode of respiration.



Sorcerer

3rd level Transmutation

WATER WALK (RITUAL)

CASTING TIME	RANGE
1 action	30 feet
COMPONENTS	DURATION
V, S, M	1 hour

a piece of cork

This spell grants the ability to move across any liquid surface - such as water, acid, mud, snow, quicksand, or lava - as if it were harmless solid ground (creatures crossing molten lava can still take damage from the heat). Up to ten willing creatures you can see within range gain this ability for the duration. If your target a creature submerged in a liquid, the spell carries the target to the surface of the liquid at a rate of 60 feet per round.



Sorcerer

3rd level Transmutation

HUNGER OF HADAR

CASTING TIME	RANGE
1 action	150 feet
COMPONENTS	DURATION
V, S, M	Concentration, up to 1 minute

a pickled octopus tentacle

You open a gateway to the dark between the stars, a region infested with unknown horrors. A 20-foot-radius sphere of blackness and bitter cold appears, centered on a point with range and lasting for the duration. This void is filled with a cacophony of soft whispers and slurping noises that can be heard up to 30 feet away. No light, magical or otherwise, can illuminate the area, and creatures fully within the area are blinded. The void creates a warp in the fabric of space, and the area is difficult terrain. Any creature that starts its turn in the area takes 2d6 cold damage. Any creature that ends its turn in the area must succeed on a Dexterity saving throw or take 2d6 acid damage as milky, otherworldly tentacles rub against it.

Sorcerer (Aberrant Mind) 3rd level Conjuration



SENDING

CASTING TIME	RANGE
1 action	Unlimited
COMPONENTS	DURATION
V, S, M	1 round

A short piece of fine copper wire

You send a short message of twenty-five words or less to a creature with you are familiar. The creature hears the message in its mind, recognizes you as the sender if it knows you, and can answer in a like manner immediately. The spell enables creatures with Intelligence scores of at least 1 to understand the meaning of your message. You can send the message across any distance and even to other planes of existence, but if the target is on a different plane than you, there is a 5 percent chance that the message doesn't arrive.

Sorcerer (Aberrant Mind) 3rd level Evocation



DISPEL MAGIC

CASTING TIME	RANGE
1 action	120 feet
COMPONENTS	DURATION
V, S	Instantaneous

Choose any creature, object, or magical effect within range. Any spell of 3rd level or lower on the target ends. For each spell of 4th level or higher on the target, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a successful check, the spell ends.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, you automatically end the effects of a spell on the target if the spell's level is equal to or less than the level of the spell slot you used.

Sorcerer (Clockwork Soul) 3rd level Abjuration



PROTECTION FROM ENERGY

CASTING TIME	RANGE
1 action	Touch
COMPONENTS	DURATION
V, S	Concentration, up to 1 hour

For the duration, the willing creature you touch has resistance to one damage type of your choice: acid, cold, fire, lightning, or thunder.

Sorcerer (Clockwork Soul) 3rd level Abjuration



VAMPIRIC TOUCH

CASTING TIME	RANGE
1 action	Self
COMPONENTS	DURATION
V, S	Concentration, up to 1 minute

The touch of your shadow-wreathed hand can siphon force from others to heal your wounds. Make a melee spell attack against a creature within your reach. On a hit, the target takes 3d6 necrotic damage, and you regain hit points equal to half the amount of necrotic damage dealt. Until the spell ends, you can make the attack again on each of your turns as an action.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

Sorcerer (TCE) 3rd level Necromancy



BANISHMENT

CASTING TIME	RANGE
1 action	60 feet
COMPONENTS	DURATION
V, S, M	Concentration, up to 1 minute

an item distasteful to the target

You attempt to send one creature that you can see within range to another place of existence. The target must succeed on a Charisma saving throw or be banished. If the target is native to the plane of existence you're on, you banish the target to a harmless demiplane. While there, the target is incapacitated. The target remains there until the spell ends, at which point the target reappears in the space it left or in the nearest unoccupied space if that space is occupied. If the target is native to a different plane of existence than the one you're on, the target is banished with a faint popping noise, returning to its home plane. If the spell ends before 1 minute has passed, the target reappears in the space it left or in the nearest unoccupied space if that space is occupied. Otherwise, the target doesn't return.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 4th.

Sorcerer 4th level Abjuration



BLIGHT

CASTING TIME	RANGE
1 action	30 feet
COMPONENTS	DURATION
V, S	Instantaneous

Necromantic energy washes over a creature of your choice that you can see within range, draining moisture and vitality from it. The target must make a Constitution saving throw. The target takes 8d8 necrotic damage on a failed save, or half as much damage on a successful one. This spell has no effect on undead or constructs.

If you target a plant creature or a magical plant, it makes the saving throw with disadvantage, and the spell deals maximum damage to it. If you target a nonmagical plant that isn't a creature, such as a tree or shrub, it doesn't make a saving throw; it simply withers and dies.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

Sorcerer 4th level Necromancy



CHARM MONSTER

CASTING TIME	RANGE
1 action	30 feet
COMPONENTS	DURATION
V, S	1 hour

You attempt to charm a creature you can see within range. It must make a Wisdom saving throw, and it does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature is friendly to you. When the spell ends, the creature knows it was charmed by you.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 4th. The creatures must be within 30 feet of each other when you target them.

Sorcerer (XGE) 4th level Enchantment



CONFUSION [1/2]

CASTING TIME	RANGE
1 action	90 feet
COMPONENTS	DURATION
V, S, M	Concentration, up to 1 minute

three nut shells

This spell assaults and twists creatures' minds, spawning delusions and provoking uncontrollable actions. Each creature in a 10-foot-radius sphere centered on a point you choose within range must succeed on a Wisdom saving throw when you cast this spell or be affected by it.

An affected target can't take reactions and must roll a d10 at the start of each of its turns to determine its behavior for that turn.

1: The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action this turn.

2-6: The creature doesn't move or take actions this turn.

7-8: The creature uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn.

9-10: The creature can act and move normally. At the end of its turns, an affected target can make a Wisdom saving throw. If it succeeds, this effect ends for that target.

At Higher Levels: When you cast this spell using a

Sorcerer 4th level Enchantment



CONFUSION [2/2]

CASTING TIME	RANGE
1 action	90 feet
COMPONENTS	DURATION
V, S, M	Concentration, up to 1 minute

three nut shells

radius of the sphere increases by 5 feet for each slot above 4th.

Sorcerer

4th level Enchantment



DIMENSION DOOR

CASTING TIME	RANGE
1 action	500 feet
COMPONENTS	DURATION
V	Instantaneous

You teleport yourself from your current location to any other spot within range. You arrive at exactly the spot desired. It can be a place you can see, one you can visualize, or one you can describe by stating distance and direction, such as 200 feet straight downward or upward to the northwest at a 45-degree angle, 300 feet. You can bring along objects as long as their weight doesn't exceed what you can carry. You can also bring one willing creature of your size or smaller who is carrying gear up to its carrying capacity. The creature must be within 5 feet of you when you cast this spell. If you would arrive in a place already occupied by an object or a creature, you and any creature traveling with you each take 4d6 force damage, and the spell fails to teleport you.

Sorcerer

4th level Conjuration



DOMINATE BEAST [1/2]

CASTING TIME	RANGE
1 action	60 feet
COMPONENTS	DURATION
V, S	Concentration, up to 1 minute

You attempt to beguile a beast that you can see within range. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw. While the beast is charmed, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as Attack that creature, Run over there, or Fetch that object. If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability. You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time, you can also cause the creature to use a reaction, but this requires you to use your own reaction as well. Each time the target takes damage, it makes a new Wisdom saving throw against the spell. If the saving throw succeeds, the spell ends.

Sorcerer

4th level Enchantment



DOMINATE BEAST [2/2]

CASTING TIME	RANGE
1 action	60 feet
COMPONENTS	DURATION
V, S	Concentration, up to 1 minute

At Higher Levels: When you cast this spell with a 5th-level spell slot, the duration is concentration, up to 10 minutes. When you use a 6th-level spell slot, the duration is concentration, up to 1 hour. When you use a spell slot of 7th level or higher, the duration is concentration, up to 8 hours.

Sorcerer

4th level Enchantment



GREATER INVISIBILITY

CASTING TIME	RANGE
1 action	Touch
COMPONENTS	DURATION
V, S	Concentration, up to 1 minute

You or a creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person.

Sorcerer

4th level Illusion



ICE STORM

CASTING TIME	RANGE
1 action	300 feet
COMPONENTS	DURATION
V, S, M	Instantaneous

A pinch of dust and a few drops of water

A hail of rock-hard ice pounds to the ground in a 20-foot-radius, 40-foot-high cylinder centered on a point within range. Each creature in the cylinder must make a Dexterity saving throw. A creature takes 2d8 bludgeoning damage and 4d6 cold damage on a failed save, or half as much damage on a successful one. Hailstones turn the storm's area of effect into difficult terrain until the end of your next turn. **At Higher Levels:** When you cast this spell using a spell slot of 5th level or higher, the bludgeoning damage increases by 1d8 for each slot level above 4th.

Sorcerer

4th level Evocation



POLYMORPH [1/2]

CASTING TIME	RANGE
1 action	60 feet
COMPONENTS	DURATION
V, S, M	Concentration, up to 1 hour

a caterpillar cocoon

This spell transforms a creature with at least 1 hit point that you can see within range into a new form. An unwilling creature must make a Wisdom saving throw to avoid the effect. A shapeshifter automatically succeeds on this saving throw. The transformation lasts for the duration, or until the target drops to 0 hit points or dies. The new form can be any beast whose challenge rating is equal to or less than the target's (or the target's level, if it doesn't have a challenge rating). The target's game statistics, including mental ability scores, are replaced by the statistics of the chosen beast. It retains its alignment and personality.

The target assumes the hit points of its new form. When it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious.

The creature is limited in the actions it can perform by the nature of its new form, and it

Sorcerer

4th level Transmutation



POLYMORPH [2/2]

CASTING TIME	RANGE
1 action	60 feet
COMPONENTS	DURATION
V, S, M	Concentration, up to 1 hour

a caterpillar cocoon

The target can't speak, cast spells, or take any other action that requires hands or speech. The target's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment.

Sorcerer

4th level Transmutation



SICKENING RADIANCE

CASTING TIME	RANGE
1 action	120 feet
COMPONENTS	DURATION
V, S	Concentration, up to 10 minutes

Dim, greenish light spreads within a 30-foot-radius sphere centered on a point you choose within range. The light spreads around corners, and it lasts until the spell ends. When a creature moves into the spell's area for the first time on a turn or starts its turn there, that creature must succeed on a Constitution saving throw or take 4d10 radiant damage, and it suffers one level of exhaustion and emits a dim, greenish light in a 5-foot radius. This light makes it impossible for the creature to benefit from being invisible. The light and any levels of exhaustion caused by this spell go away when the spell ends.

Sorcerer (XGE)

4th level Evocation



STONESKIN

CASTING TIME	RANGE
1 action	Touch
COMPONENTS	DURATION
V, S, M	Concentration, up to 1 hour

diamond dust worth 100 gp, which the spell consumes

This spell turns the flesh of a willing creature you touch as hard as stone. Until the spell ends, the target has resistance to nonmagical bludgeoning, piercing, and slashing damage.



Sorcerer

4th level Abjuration

STORM SPHERE

CASTING TIME	RANGE
1 action	150 feet
COMPONENTS	DURATION
V, S	Concentration, up to 1 minute

A 20-foot-radius sphere of whirling air springs into existence centered on a point you choose within range. The sphere remains for the spell's duration. Each creature in the sphere when it appears or that ends its turn there must succeed on a Strength saving throw or take 2d6 bludgeoning damage. The sphere's space is difficult terrain.

Until the spell ends, you can use a bonus action on each of your turns to cause a bolt of lightning to leap from the center of the sphere toward one creature you choose within 60 feet of the center. Make a ranged spell attack. You have advantage on the attack roll if the target is in the sphere. On a hit, the target takes 4d6 lightning damage.

Creatures within 30 feet of the sphere have disadvantage on Wisdom (Perception) checks made to listen.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, the damage for each of its effects increases by 1d6 for each slot level above 4th.



Sorcerer (XGE)

4th level Evocation

VITRIOLIC SPHERE

CASTING TIME	RANGE
1 action	150 feet
COMPONENTS	DURATION
V, S, M	Instantaneous

a drop of giant slug bile

You point at a location within range, and a glowing 1-foot ball of emerald acid streaks there and explodes in a 20-foot radius sphere. Each creature in that area must make a Dexterity saving throw. On a failed save, a creature takes 10d4 acid damage and 5d4 acid damage at the end of its next turn. On a successful save, a creature takes half the initial damage and no damage at the end of its next turn.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, the initial damage increases by 2d4 for each slot level above 4th.



Sorcerer (XGE)

4th level Evocation

WALL OF FIRE

CASTING TIME	RANGE
1 action	120 feet
COMPONENTS	DURATION
V, S, M	Concentration, up to 1 minute

a small piece of phosphorus

You create a wall of fire on a solid surface within range. You can make the wall up to 60 feet long, 20 feet high, and 1 foot thick, or a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick. The wall is opaque and lasts for the duration.

When the wall appears, each creature within its area must make a Dexterity saving throw. On a failed save, a creature takes 5d8 fire damage, or half as much damage on a successful save.

One side of the wall, selected by you when you cast this spell, deals 5d8 fire damage to each creature that ends its turn within 10 feet of that side or inside the wall. A creature takes the same damage when it enters the wall for the first time on a turn or ends its turn there. The other side of the wall deals no damage.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.



Sorcerer

4th level Evocation

WATERY SPHERE [1/2]

CASTING TIME	RANGE
1 action	90 feet
COMPONENTS	DURATION
V, S, M	Concentration, up to 1 minute

a droplet of water

You conjure up a sphere of water with a 5-foot radius on a point you can see within range. The sphere can hover but no more than 10 feet off the ground. The sphere remains for the spell's duration.

Any creature in the sphere's space must make a Strength saving throw. On a successful save, a creature is ejected from that space to the nearest unoccupied space of the creature's choice outside the sphere. A Huge or larger creature succeeds on the saving throw automatically, and a Large or smaller creature can choose to fail it. On a failed save, a creature is restrained by the sphere and is engulfed by the water. At the end of each of its turns, a restrained target can repeat the saving throw, ending the effect on a success.

The sphere can restrain as many as four Medium or smaller creatures or one Large creature. If the sphere restrains a creature that causes it to exceed this capacity, a random creature that was already restrained by the sphere falls out of it and lands prone in a space within 5 feet of it.

As an action, you can move the sphere up to 30 feet in a straight line. If it moves over a pit, a



Sorcerer (XGE)

4th level Conjuration

WATERY SPHERE [2/2]

CASTING TIME	RANGE
1 action	90 feet
COMPONENTS	DURATION
V, S, M	Concentration, up to 1 minute

a droplet of water

cliff, or other drop-off, it safely descends until it is hovering 10 feet above the ground. Any creature restrained by the sphere moves with it. You can ram the sphere into creatures, forcing them to make the saving throw.

When the spell ends, the sphere falls to the ground and extinguishes all normal flames within 30 feet of it. Any creature restrained by the sphere is knocked prone in the space where it falls. The water then vanishes.



Sorcerer (XGE)

4th level Conjuration

EVARD'S BLACK TENTACLES

CASTING TIME	RANGE
1 action	90 feet
COMPONENTS	DURATION
V, S, M	Concentration, up to 1 minute

a piece of tentacle from a giant octopus or a giant squid

Squirming, ebony tentacles fill a 20-foot square on ground that you can see within range. For the duration, these tentacles turn the ground in the area into difficult terrain.

When a creature enters the affected area for the first time on a turn or starts its turn there, the creature must succeed on a Dexterity saving throw or take 3d6 bludgeoning damage and be restrained by the tentacles until the spell ends. A creature that starts its turn in the area and is already restrained by the tentacles takes 3d6 bludgeoning damage.

A creature restrained by the tentacles can use its action to make a Strength or Dexterity check (its choice) against your spell save DC. On a success, it frees itself.



Sorcerer (Aberrant Mind)

4th level Conjuration

SUMMON ABERRATION

CASTING TIME	RANGE
1 action	90 feet
COMPONENTS	DURATION
V, S, M	Concentration, up to 1 hour

a pickled tentacle and an eyeball in a platinum inlaid vial worth at least 400 gp

You call forth an aberrant spirit. It manifests in an unoccupied space that you can see within range. This corporeal form uses the Aberrant Spirit stat block. When you cast the spell, choose Beholderkin, Slaad, or Star Spawn. The creature resembles an aberration of that kind, which determines certain traits in its stat block. The creature disappears when it drops to 0 hit points or when the spell ends.

The creature is an ally to you and your companions. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, use the higher level wherever the spell's level appears on the stat block.



Sorcerer (Aberrant Mind)

4th-level conjuration

FREEDOM OF MOVEMENT

CASTING TIME	RANGE
1 action	Touch
COMPONENTS	DURATION
V, S, M	1 hour

a leather strap, bound around the arm or a similar appendage

You touch a willing creature. For the duration, the target's movement is unaffected by difficult terrain, and spells and other magical effects can neither reduce the target's speed nor cause the target to be paralyzed or restrained. The target can also spend 5 feet of movement to automatically escape from nonmagical restraints, such as manacles or a creature that has it grappled. Finally, being underwater imposes no penalties on the target's movement or attacks.



Sorcerer (Clockwork Soul)

4th level Abjuration

SUMMON CONSTRUCT

CASTING TIME	RANGE
1 action	90 feet
V, S, M	Concentration, up to 1 hour

an ornate stone and metal lockbox worth at least 400 gp

You call forth the spirit of a construct. It manifests in an unoccupied space that you can see within range. This corporeal form uses the Construct Spirit stat block. When you cast the spell, choose a material: Clay, Metal, or Stone. The creature resembles a golem or a modron (your choice) made of the chosen material, which determines certain traits in its stat block. The creature disappears when it drops to 0 hit points or when the spell ends.

The creature is an ally to you and your companions. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, use the higher level wherever the spell's level appears in the stat block.



Sorcerer (Clockwork Soul) 4th-level conjuration

ANIMATE OBJECTS [1/2]

CASTING TIME	RANGE
1 action	120 feet
V, S	Concentration, up to 1 minute

appendages it can use for locomotion, it instead has a flying speed of 30 feet and can hover. If the object is securely attached to a surface or larger object, such as a chain bolted to a wall, its speed is 0. It has blindsight with a radius of 30 feet and is blind beyond that distance. When the animated object drops to 0 hit points, it reverts to its original object form, and any remaining damage carries over to its original object form.

If you command an object to attack, it can make a single melee attack against a creature within 5 feet of it. It makes a slam attack with an attack bonus and bludgeoning damage determined by its size. The DM might rule that a specific object inflicts slashing or piercing damage based on its form.

Animated Object Statistics

Size.., HP, AC, Hit, Damage, Str, Dex

Tiny., 20, 18, +8, 1d4 + 4, 4, 18

Small., 25, 16, +6, 1d8 + 2, 6, 14

Med., 40, 13, +5, 2d6 + 1, 10, 12

Large., 50, 10, +6, 2d10 + 2, 14, 10

Huge., 80, 10, +8, 2d12 + 4, 18, 6

At Higher Levels: If you cast this spell using a spell slot of 6th level or higher, you can animate two additional objects for each slot level above 5th.

Sorcerer 5th level Transmutation

CONTROL WINDS [1/2]

CASTING TIME	RANGE
1 action	300 feet
V, S	Concentration, up to 1 hour

You take control of the air in a 100-foot cube that you can see within range. Choose one of the following effects when you cast the spell. The effect lasts for the spell's duration, unless you use your action on a later turn to switch to a different effect. You can also use your action to temporarily halt the effect or to restart one you've halted.

Gusts: A wind picks up within the cube, continually blowing in a horizontal direction you designate. You choose the intensity of the wind: calm, moderate, or strong. If the wind is moderate or strong, ranged weapon attacks that enter or leave the cube or pass through it have disadvantage on their attack rolls. If the wind is strong, any creature moving against the wind must spend 1 extra foot of movement for each foot moved.

Downdraft: You cause a sustained blast of strong wind to blow downward from the top of the cube. Ranged weapon attacks that pass through the cube or that are made against targets within it have disadvantage on their attack rolls. A creature must make a Strength saving throw if it flies into the cube for the first time on a turn or starts its turn there flying. On a failed save, the creature is knocked prone.

Updraft: You cause a sustained



Sorcerer (XGE) 5th level Transmutation

FIRE SHIELD

FIRE SHIELD

CASTING TIME	RANGE
1 action	Self
V, S, M	10 minutes

a bit of phosphorus or a firefly

Thin and wispy flames wreath your body for the duration, shedding bright light in a 10-foot radius and dim light for an additional 10 feet. You can end the spell early by using an action to dismiss it. The flames provide you with a warm shield or a chill shield, as you choose. The warm shield grants you resistance to cold damage, and the chill shield grants you resistance to fire damage. In addition, whenever a creature within 5 feet of you hits you with a melee attack, the shield erupts with flame. The attacker takes 2d8 fire damage from a warm shield, or 2d8 cold damage from a cold shield.

Sorcerer (TCE) 4th level Evocation



Sorcerer 4th level Evocation

ANIMATE OBJECTS [1/2]

CASTING TIME	RANGE
1 action	120 feet
V, S	Concentration, up to 1 minute

Objects come to life at your command. Choose up to ten nonmagical objects within range that are not being worn or carried. Medium targets count as two objects, Large targets count as four objects, Huge targets count as eight objects. You can't animate any object larger than Huge. Each target animates and becomes a creature under your control until the spell ends or until reduced to 0 hit points.

As a bonus action, you can mentally command any creature you made with this spell if the creature is within 500 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

An animated object is a construct with AC, hit points, attacks, Strength, and Dexterity determine by its size. Its Constitution is 10 and its Intelligence and Wisdom are 3, and its Charisma is 1. Its speed is 30 feet, if the objects lack legs or other

Sorcerer 5th level Transmutation



Sorcerer 5th level Transmutation

CLOUDKILL

CASTING TIME	RANGE
1 action	120 feet
V, S	Concentration, up to 10 minutes

You create a 20-foot-radius sphere of poisonous, yellow-green fog centered on a point you choose within range. The fog spreads around corners. It lasts for the duration or until strong wind disperses the fog, ending the spell. Its area is heavily obscured.

When a creature enters the spell's area for the first time on a turn or starts its turn there, that creature must make a Constitution saving throw. The creature takes 5d8 poison damage on a failed save, or half as much damage on a successful one. Creatures are affected even if they hold their breath or don't need to breathe.

The fog moves 10 feet away from you at the start of each of your turns, rolling along the surface of the ground. The vapors, being heavier than air, sink to the lowest level of the land, even pouring down openings.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

Sorcerer 5th level Conjuration



CONE OF COLD

CASTING TIME	RANGE
1 action	Self (60-foot cone)
V, S, M	Instantaneous

A small crystal or glass cone

A blast of cold air erupts from your hands. Each creature in a 60-foot cone must make a Constitution saving throw. A creature takes 8d8 cold damage on a failed save, or half as much damage on a successful one.

A creature killed by this spell becomes a frozen statue until it thaws.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

Sorcerer 5th level Evocation



Sorcerer 5th level Evocation

CONTROL WINDS [2/2]

CASTING TIME	RANGE
1 action	300 feet
V, S	Concentration, up to 1 hour

updraft within the cube, rising upward from the cube's bottom side. Creatures that end a fall within the cube take only half damage from the fall. When a creature in the cube makes a vertical jump, the creature can jump up to 10 feet higher than normal.

Sorcerer (XGE) 5th level Transmutation



CREATION

CASTING TIME	RANGE
1 minute	30 feet
V, S, M	Special

a tiny piece of matter of the same type of the item you plan to create

You pull wisps of shadow material from the Shadowfell to create a nonliving object of vegetable matter within range - soft goods, rope, wood, or something similar. You can also use this spell to create mineral objects such as stone, crystal, or metal. The object created must be no larger than a 5-foot cube, and the object must be of a form and material that you have seen before.

The duration depends on the object's material. If the object is composed of multiple materials, use the shortest duration.

Duration: Vegetable matter - 1 day. Stone/crystal - 12 hours. Precious metals - 1 hour. Gems - 10 minutes.

Adamantine/Mithral - 1 minute.

Using any material created by this spell as another spell's material component causes that spell to fail.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, the cube increases by 5 feet for each slot level above 5th.

Sorcerer 5th level Illusion



Sorcerer 5th level Illusion

DOMINATE PERSON [1/2]

CASTING TIME	RANGE
1 action	60 feet
COMPONENTS	DURATION
V, S	Concentration, up to 1 minute

You attempt to beguile a humanoid that you can see within range. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw. While the target is charmed, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as Attack that creature, Run over there, or Fetch that object. If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability. You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time you can also cause the creature to use a reaction, but this requires you to use your own reaction as well. Each time the target takes damage, it makes a new Wisdom saving throw against the spell. If the saving throw succeeds, the spell

Sorcerer 5th level Enchantment

DOMINATE PERSON [2/2]

CASTING TIME	RANGE
1 action	60 feet
COMPONENTS	DURATION
V, S	Concentration, up to 1 minute

ends. **At Higher Levels:** When you cast this spell using a 6th-level spell slot, the duration is concentration, up to 10 minutes. When you use a 7th-level spell slot, the duration is concentration, up to 1 hour. When you use a spell slot of 8th level or higher, the duration is concentration, up to 8 hours.

Sorcerer 5th level Enchantment

ENERVATION

CASTING TIME	RANGE
1 action	60 feet
COMPONENTS	DURATION
V, S	Concentration, up to 1 minute

A tendril of inky darkness reaches out from you, touching a creature you can see within range to drain life from it. The target must make a Dexterity saving throw. On a successful save, the target takes 2d8 necrotic damage, and the spell ends. On a failed save, the target takes 4d8 necrotic damage, and until the spell ends, you can use your action on each of your turns to automatically deal 4d8 necrotic damage to the target. The spell ends if you use your action to do anything else, if the target is ever outside the spell's range, or if the target has total cover from you. Whenever the spell deals damage to a target, you regain hit points equal to half the amount of necrotic damage the target takes. **At Higher Levels:** When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

Sorcerer (XGE) 5th level Necromancy

FAR STEP

CASTING TIME	RANGE
1 bonus action	Self
COMPONENTS	DURATION
V	Concentration, up to 1 minute

You teleport up to 60 feet to an unoccupied space you can see. On each of your turns before the spell ends, you can use a bonus action to teleport in this way again.

Sorcerer (XGE) 5th level Conjuration

HOLD MONSTER

CASTING TIME	RANGE
1 action	90 feet
COMPONENTS	DURATION
V, S, M	Concentration, up to 1 minute

a small, straight piece of iron

Choose a creature that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. This spell has no effect on undead. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, you can target an additional creature for each slot level above 5th. The creatures must be within 30 feet of each other when you target them.

Sorcerer 5th level Enchantment

IMMOLATION

CASTING TIME	RANGE
1 action	90 feet
COMPONENTS	DURATION
V	Concentration, up to 1 minute

Flames wreath one creature you can see within range. The target must make a Dexterity saving throw. It takes 8d6 fire damage on a failed save, or half as much damage on a successful one. On a failed save, the target also burns for the spell's duration. The burning target sheds bright light in a 30-foot radius and dim light for an additional 30 feet. At the end of each of its turns, the target repeats the saving throw. It takes 4d6 fire damage on a failed save, and the spell ends on a successful one. These magical flames can't be extinguished by nonmagical means. If damage from this spell kills a target, the target is turned to ash.

Sorcerer (XGE) 5th level Evocation

INSECT PLAGUE

CASTING TIME	RANGE
1 action	300 feet
COMPONENTS	DURATION
V, S, M	Concentration, up to 10 minutes

a few grains of sugar, some kernels of grain, and a smear of fat

Swarming, biting locusts fill a 20-foot-radius sphere centered on a point you choose within range. The sphere spreads around corners. The sphere remains for the duration, and its area is lightly obscured. The sphere's area is difficult terrain.

When the area appears, each creature in it must make a Constitution saving throw. A creature takes 4d10 piercing damage on a failed save, or half as much damage on a successful one. A creature must also make this saving throw when it enters the spell's area for the first time on a turn or ends its turn there.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d10 for each slot level above 5th.

Sorcerer 5th level Conjuration

SEEMING [1/2]

CASTING TIME	RANGE
1 action	30 feet
COMPONENTS	DURATION
V, S	8 hours

This spell allows you to change the appearance of any number of creatures that you can see within range. You give each target you choose a new, illusory appearance. An unwilling target can make a Charisma saving throw, and if it succeeds, it is unaffected by this spell.

The spell disguises physical appearances as well as clothing, armor, weapons, and equipment. You can make each creature seem 1 foot shorter or taller and appear thin, fat, or in-between. You can't change a target's body type, so you must choose a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you. The spell lasts for the duration, unless you use your action to dismiss it sooner.

The changes wrought by this spell fail to hold up to physical inspections. For example, if you use this spell to add a hat to a creature's outfit objects pass through the hat, and anyone who touches it would feel nothing or would feel the creature's head and hair. If you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair.

A creature can use its action to inspect a target and make an Intelligence (Investigation) check against

Sorcerer 5th level Illusion

SEEMING [2/2]

CASTING TIME	RANGE
1 action	30 feet
COMPONENTS	DURATION
V, S	8 hours

save DC. If it succeeds, it becomes aware that the target is disguised.

Sorcerer 5th level Illusion

SKILL EMPOWERMENT

CASTING TIME	RANGE
1 action	Touch
V, S	Concentration, up to 1 hour

Your magic deepens a creature's understanding of its own talent. You touch one willing creature and give it expertise in one skill of your choice. Until the spell ends, the creature doubles its proficiency bonus for ability checks it makes that use the chosen skill.

You must choose a skill in which the target is proficient and that isn't already benefiting from an effect, such as Expertise, that doubles its proficiency bonus.

Sorcerer (XGE) 5th level Transmutation

SYNAPTIC STATIC

CASTING TIME	RANGE
1 action	120 feet
V, S	Instantaneous

You choose a point within range and cause psychic energy to explode there. Each creature in a 20-foot-radius sphere centered on that point must make an Intelligence saving throw. A creature with an Intelligence score of 2 or lower can't be affected by this spell. A target takes 8d6 psychic damage on a failed save, or half as much damage on a successful one.

After a failed save, a target has muddled thoughts for 1 minute. During that time, it rolls a d6 and subtracts the number rolled from all its attack rolls and ability checks, as well as its Constitution saving throws to maintain concentration. The target can make an Intelligence saving throw at the end of each of its turns, ending the effect on itself on a success.

Sorcerer (XGE) 5th level Enchantment

TELEKINESIS [1/2]

CASTING TIME	RANGE
1 action	60 feet
V, S	Concentration, up to 10 minutes

You gain the ability to move or manipulate creatures or objects by thought. When you cast the spell, and as your action each round for the duration, you can exert your will on one creature or object that you see within range, causing the appropriate effect below.

Creature: You can try to move a Huge or smaller creature. Make an ability check with your spellcasting ability contested by the creature's Strength check. If you win the contest, you move the creature up to 30 feet in any direction, including upward but not beyond the range of this spell. Until the end of your next turn, the creature is restrained in your telekinetic grip. A creature lifted upward is suspended in mid-air. On subsequent rounds, you can use your action to attempt to maintain your telekinetic grip on the creature by repeating the contest.

Object: You can try to move an object that weighs up to 1,000 pounds. If the object isn't being worn or carried, you automatically move it up to 30 feet in any direction, but not beyond the range of this spell. If the object is worn or carried by

Sorcerer 5th level Transmutation

TELEKINESIS [2/2]

CASTING TIME	RANGE
1 action	60 feet
V, S	Concentration, up to 10 minutes

a creature, you must make an ability check with your spellcasting ability contested by that creature's Strength check. If you succeed, you pull the object away from that creature and can move it up to 30 feet in any direction but not beyond the range of this spell.

You can exert fine control on objects with your telekinetic grip, such as manipulating a simple tool, opening a door or a container, stowing or retrieving an item from an open container, or pouring the contents from a vial.

Sorcerer 5th level Transmutation

TELEPORTATION CIRCLE [1/2]

CASTING TIME	RANGE
1 minute	10 feet
V, M	1 round

rare chalks and inks infused with precious gems with 50 gp, which the spell consumes

As you cast the spell, you draw a 10-foot-diameter circle on the ground inscribed with sigils that link your location to a permanent teleportation circle of your choice whose sigil sequence you know and that is on the same plane of existence as you. A shimmering portal opens within the circle you drew and remains open until the end of your next turn. Any creature that enters the portal instantly appears within 5 feet of the destination circle or in the nearest unoccupied space if that space is occupied.

Many major temples, guilds, and other important places have permanent teleportation circles inscribed somewhere within their confines. Each such circle includes a unique sigil sequence - a string of magical runes arranged in a particular pattern. When you first gain the ability to cast this spell, you learn the sigil sequences for two destinations on the Material Plane, determined by the DM. You can learn additional sigil sequences during your adventures. You can commit a new sigil sequence to memory after studying it for 1 minute.

You can create a

Sorcerer 5th level Conjuration

TELEPORTATION CIRCLE [2/2]

CASTING TIME	RANGE
1 minute	10 feet
V, M	1 round

rare chalks and inks infused with precious gems with 50 gp, which the spell consumes

permanent teleportation circle by casting this spell in the same location every day for one year. You need not use the circle to teleport when you cast the spell in this way.

Sorcerer 5th level Conjuration

WALL OF LIGHT [1/2]

CASTING TIME	RANGE
1 action	120 feet
V, S, M	Concentration, up to 10 minutes

a hand mirror

A shimmering wall of bright light appears at a point you choose within range. The wall appears in any orientation you choose: horizontally, vertically, or diagonally. It can be free floating, or it can rest on a solid surface. The wall can be up to 60 feet long, 10 feet high, and 5 feet thick. The wall blocks line of sight, but creatures and objects can pass through it. It emits bright light out to 120 feet and dim light for an additional 120 feet.

When the wall appears, each creature in its area must make a Constitution saving throw. On a failed save, a creature takes 4d8 radiant damage, and it is blinded for 1 minute. On a successful save, it takes half as much damage and isn't blinded. A blinded creature can make a Constitution saving throw at the end of each of its turns, ending the effect on itself on a success.

A creature that ends its turn in the wall's area takes 4d8 radiant damage.

Until the spell ends, you can use an action to launch a beam of radiance from the wall at one creature you can see within 60 feet of it. Make a ranged spell attack. On a hit, the target takes 4d8 radiant damage. Whether you hit or

Sorcerer (XGE) 5th level Evocation

WALL OF LIGHT [2/2]

CASTING TIME	RANGE
1 action	120 feet
V, S, M	Concentration, up to 10 minutes

miss, reduce the length of the wall by 10 feet. If the wall's length drops to 0 feet, the spell ends.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

Sorcerer (XGE) 5th level Evocation

WALL OF STONE [1/2]

CASTING TIME	RANGE
1 action	120 feet
V, S, M	Concentration, up to 10 minutes

a small block of granite

A nonmagical wall of solid stone springs into existence at a point you choose within range. The wall is 6 inches thick and is composed of ten 10-foot-by-10-foot panels. Each panel must be contiguous with at least one other panel. Alternatively, you can create 10-foot-by-20-foot panels that are only 3 inches thick. If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice). If a creature would be surrounded on all sides by the wall (or the wall and another solid surface), that creature can make a Dexterity saving throw. On a success, it can use its reaction to move up to its speed so that it is no longer enclosed by the wall. The wall can have any shape you desire, though it can't occupy the same space as a creature or object. The wall doesn't need to be vertical or resting on any firm foundation. It must, however, merge with and be solidly supported by existing stone. Thus you can use this spell to bridge a chasm or create a ramp.

If you create a span greater than 20 feet in length, you must halve the size of each panel to create supports. You can

Sorcerer 5th level Evocation

WALL OF STONE [2/2]

CASTING TIME	RANGE
1 action	120 feet
V, S, M	Concentration, up to 10 minutes

a small block of granite

crudely shape the wall to create crenellations, battlements, and so on. The wall is an object made of stone that can be damaged and thus breached. Each panel has AC 15 and 30 hit points per inch of thickness. Reducing a panel to 0 hit points destroys it and might cause connected panels to collapse at the DM's discretion. If you maintain your concentration on this spell for its whole duration, the wall becomes permanent and can't be dispelled. Otherwise, the wall disappears when the spell ends.



Sorcerer 5th level Evocation

RARY'S TELEPATHIC BOND (RITUAL)

CASTING TIME	RANGE
1 action	30 feet
V, S, M	1 hour

pieces of eggshell from two different kinds of creatures

You forge a telepathic link among up to eight willing creatures of your choice within range, psychically linking each creature to all the others for the duration. Creatures with Intelligence scores of 2 or less aren't affected by this spell. Until the spell ends, the targets can communicate telepathically through the bond whether or not they have a common language. The communication is possible over any distance, though it can't extend to other planes of existence.



Sorcerer (Aberrant Mind) 5th level Divination

TELEKINESIS [1/2]

CASTING TIME	RANGE
1 action	60 feet
V, S	Concentration, up to 10 minutes

You gain the ability to move or manipulate creatures or objects by thought. When you cast the spell, and as your action each round for the duration, you can exert your will on one creature or object that you can see within range, causing the appropriate effect below.

Creature: You can try to move a Huge or smaller creature. Make an ability check with your spellcasting ability contested by the creature's Strength check. If you win the contest, you move the creature up to 30 feet in any direction, including upward but not beyond the range of this spell. Until the end of your next turn, the creature is restrained in your telekinetic grip. A creature lifted upward is suspended in mid-air. On subsequent rounds, you can use your action to attempt to maintain your telekinetic grip on the creature by repeating the contest.

Object: You can try to move an object that weighs up to 1,000 pounds. If the object isn't being worn or carried, you automatically move it up to 30 feet in any direction, but not beyond the range of this spell. If the object is worn or carried by



Sorcerer (Aberrant Mind) 5th level Transmutation

TELEKINESIS [2/2]

CASTING TIME	RANGE
1 action	60 feet
V, S	Concentration, up to 10 minutes

a creature, you must make an ability check with your spellcasting ability contested by that creature's Strength check. If you succeed, you pull the object away from that creature and can move it up to 30 feet in any direction but not beyond the range of this spell. You can exert fine control on objects with your telekinetic grip, such as manipulating a simple tool, opening a door or a container, stowing or retrieving an item from an open container, or pouring the contents from a vial.



Sorcerer (Aberrant Mind) 5th level Transmutation

GREATER RESTORATION

CASTING TIME	RANGE
1 action	Touch
V, S, M	Instantaneous

diamond dust worth 100 gp, which the spell consumes

You imbue a creature you touch with positive energy to undo a debilitating effect. You can reduce the target's exhaustion level by one, or end one of the following effects on the target.

- One effect that charmed or petrified the target
- One curse, including the target's attunement to a cursed magic item
- Any reduction to one of the target's ability scores
- One effect reducing the target's hit point maximum



Sorcerer (Clockwork Soul) 5th level Abjuration

WALL OF FORCE

CASTING TIME	RANGE
1 action	120 feet
V, S, M	Concentration, up to 10 minutes

a pinch of powder made by crushing a clear gemstone

An invisible wall of force springs into existence at a point you choose within range. The wall appears in any orientation you choose, as a horizontal or vertical barrier or at an angle. It can be free floating or resting on a solid surface. You can form it into a hemispherical dome or a sphere with a radius of up to 10 feet, or you can shape a flat surface made up of ten 10-foot-by-10-foot panels. Each panel must be contiguous with another panel. In any form, the wall is 1/4 inch thick. It lasts for the duration. If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice which side).

Nothing can physically pass through the wall. It is immune to all damage and can't be dispelled by *dispel magic*. A *disintegrate* spell destroys the wall instantly, however. The wall also extends into the Ethereal Plane, blocking ethereal travel through the wall.



Sorcerer (Clockwork Soul) 5th level Evocation

BIGBY'S HAND [1/3]

CASTING TIME	RANGE
1 action	120 feet
V, S, M	Concentration, up to 1 minute

an eggshell and a snakeskin glove

You create a Large hand of shimmering, translucent force in an unoccupied space that you can see within range. The hand lasts for the spell's duration, and it moves at your command, mimicking the movements of your own hand. The hand is an object that has AC 20 and hit points equal to your hit point maximum. If it drops to 0 hit points, the spell ends. It has a Strength of 26 (+8) and a Dexterity of 10 (+0). The hand doesn't fill its space. When you cast the spell and as a bonus action on your subsequent turns, you can move the hand up to 60 feet and then cause one of the following effects with it.

Clenched Fist. The hand strikes one creature or object within 5 feet of it in a direction you choose. Make a melee spell attack for the hand using your game statistics. On a hit, the target takes 4d8 force damage.

Forceful Hand. The hand attempts to push a creature within 5 feet of it in a direction you choose. Make a check with the hand's Strength contested by the Strength (Athletics) check of the target. If the target is Medium or smaller, you have advantage on the check. If you succeed, the hand pushes the target



Sorcerer (TCE) 5th level Evocation

BIGBY'S HAND [2/3]

CASTING TIME	RANGE
1 action	120 feet
V, S, M	Concentration, up to 1 minute

an eggshell and a snakeskin glove

up to 5 feet plus a number of feet equal to five times your spellcasting ability modifier. The hand moves with the target to remain within 5 feet of it.

Grasping Hand. The hand attempts to grapple a Huge or smaller creature within 5 feet of it. You use the hand's Strength score to resolve the grapple. If the target is Medium or smaller, you have advantage on the check. While the hand is grappling the target, you can use a bonus action to have the hand crush it.

When you do so, the target takes bludgeoning damage equal to 2d6 + your spellcasting ability modifier.

Interposing Hand. The hand interposes itself between you and a creature you choose until you give the hand a different command. The hand moves to stay between you and the target, providing you with half cover against the target. The target can't move through the hand's space if its Strength score is less than or equal to the hand's Strength score. If its Strength score is higher than the hand's Strength score, the target can move toward you through the hand's space, but that space is difficult terrain for the target.

At Higher



Sorcerer (TCE) 5th level Evocation

BIGBY'S HAND [3/3]

CASTING TIME	RANGE
1 action	120 feet
V, S, M	Concentration, up to 1 minute

Levels: When you cast this spell using a spell slot of 6th level or higher, the damage from the clenched fist option increases by 2d8 and the damage from the grasping hand increases by 2d6 for each slot level above 5th.



Sorcerer (TCE) 5th level Evocation

ARCANE GATE

CASTING TIME	RANGE
1 action	500 feet
COMPONENTS	DURATION
V, S	Concentration, up to 10 minutes

You create linked teleportation portals that remain open for the duration. Choose two points on the ground that you can see, one point within 10 feet of you and one point within 500 feet of you. A circular portal, 10 feet in diameter, opens over each point. If the portal would open in the space occupied by a creature, the spell fails, and the casting is lost. The portals are two-dimensional glowing rings filled with mist, hovering inches from the ground and perpendicular to it at the points you choose. A ring is visible only from one side (your choice), which is the side that functions as a portal. Any creature or object entering the portal exits from the other portal as if the two were adjacent to each other, passing through a portal from the non-portal side has no effect. The mist that fills each portal is opaque and blocks vision through it. On your turn, you can rotate the rings as a bonus action so that the active side faces in a different direction.

Sorcerer 6th level Conjuration



CHAIN LIGHTNING

CASTING TIME	RANGE
1 action	150 feet
COMPONENTS	DURATION
V, S, M	Instantaneous

a bit of fur, a piece of amber, glass, or crystal rod, and three silver pins

You create a bolt of lightning that arcs toward a target of your choice that you can see within range. Three bolts then leap from that target to as many as three other targets, each of which must be within 30 feet of the first target. A target can be a creature or an object and can be targeted by only one of the bolts. A target must make a Dexterity saving throw. The target takes 10d8 lightning damage on a failed save, or half as much on a successful one. **At Higher Levels:** When you cast this spell using a spell slot of 7th level or higher, one additional bolt leaps from the first target to another target for each slot level above 6th.

Sorcerer 6th level Evocation



CIRCLE OF DEATH

CASTING TIME	RANGE
1 action	150 feet
COMPONENTS	DURATION
V, S, M	Instantaneous

the powder of a crushed black pearl worth at least 500 gp

A sphere of negative energy ripples out in a 60-foot-radius sphere from a point within range. Each creature in that area must make a Constitution saving throw. A target takes 8d6 necrotic damage on a failed save, or half as much damage on a successful one. **At Higher Levels:** When you cast this spell using a spell slot of 7th level or higher, the damage increases by 2d6 for each slot level above 6th.

Sorcerer 6th level Necromancy



DISINTEGRATE

CASTING TIME	RANGE
1 action	60 feet
COMPONENTS	DURATION
V, S, M	Instantaneous

a lodestone and a pinch of dust

A thin green ray springs from your pointing finger to a target that you can see within range. The target can be a creature, an object, or a creation of magical force, such as the wall created by Wall of Force. A creature targeted by this spell must make a Dexterity saving throw. On a failed save, the target takes 10d6+40 force damage. If this damage reduces the target to 0 hit points, it is disintegrated. A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. The creature can be restored to life only by means of a *true resurrection* or a *wish* spell. This spell automatically disintegrates a Large or smaller nonmagical object or a creation of magical force. If the target is a Huge or larger object or creation of force, this spell disintegrates a 10-foot-cube portion of it. A magic item is unaffected by this spell. **At Higher Levels:** When you cast this spell using a spell slot of 7th level or higher, the damage increases by 3d6 for each slot level above 6th.

Sorcerer 6th level Transmutation



EYEBITE

CASTING TIME	RANGE
1 action	Self
COMPONENTS	DURATION
V, S	Concentration, up to 1 minute

For the spell's duration, your eyes become an inky void imbued with dread power. One creature of your choice within 60 feet of you that you can see must succeed on a Wisdom saving throw or be affected by one of the following effects of your choice for the duration. On each of your turns until the spell ends, you can use your action to target another creature but can't target a creature again if it has succeeded on a saving throw against this casting of eyebite.

Asleep: The target falls unconscious. It wakes up if it takes any damage or if another creature uses its action to shake the sleeper awake.

Panicked: The target is frightened of you. On each of its turns, the frightened creature must take the Dash action and move away from you by the safest and shortest available route, unless there is nowhere to move. If the target moves to a place at least 60 feet away from you where it can no longer see you, this effect ends.

Sickened: The target has disadvantage on attack rolls and ability checks. At the end of each of its turns, it can make another Wisdom saving throw. If it succeeds, the effect ends.

Sorcerer 6th level Necromancy



GLOBE OF INVULNERABILITY

CASTING TIME	RANGE
1 action	Self (10-foot radius)
COMPONENTS	DURATION
V, S, M	Concentration, up to 1 minute

a glass or crystal bead that shatters when the spell ends

An immobile, faintly shimmering barrier springs into existence in a 10-foot radius around you and remains for the duration. Any spell of 5th level or lower cast from outside the barrier can't affect creatures or objects within it, even if the spell is cast using a higher level spell slot. Such a spell can target creatures and objects within the barrier, but the spell has no effect on them. Similarly, the area within the barrier is excluded from the areas affected by such spells. **At Higher Levels:** When you cast this spell using a spell slot of 7th level or higher, the barrier blocks spells of one level higher for each slot level above 6th.

Sorcerer 6th level Abjuration



INVESTITURE OF FLAME

CASTING TIME	RANGE
1 action	Self
COMPONENTS	DURATION
V, S	Concentration, up to 10 minutes

Flames race across your body, shedding bright light in a 30-foot radius and dim light for an additional 30 feet for the spell's duration. The flames don't harm you. Until the spell ends, you gain the following benefits:

- You are immune to fire damage and have resistance to cold damage.
- Any creature that moves within 5 feet of you for the first time on a turn or ends its turn there takes 1d10 fire damage.
- You can use your action to create a line of fire 15 feet long and 5 feet wide extending from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 4d8 fire damage on a failed save, or half as much damage on a successful one.

Sorcerer (XGE) 6th level Transmutation



INVESTITURE OF ICE

CASTING TIME	RANGE
1 action	Self
COMPONENTS	DURATION
V, S	Concentration, up to 10 minutes

Until the spell ends, ice rims your body, and you gain the following benefits:

- You are immune to cold damage and have resistance to fire damage.
- You can move across difficult terrain created by ice or snow without spending extra movement.
- The ground in a 10-foot radius around you is icy and is difficult terrain for creatures other than you. The radius moves with you.
- You can use your action to create a 15-foot cone of freezing wind extending from your outstretched hand in a direction you choose. Each creature in the cone must make a Constitution saving throw. A creature takes 4d6 cold damage on a failed save, or half as much damage on a successful one. A creature that fails its save against this effect has its speed halved until the start of your next turn.

Sorcerer (XGE) 6th level Transmutation



INVESTITURE OF STONE

CASTING TIME	RANGE
1 action	Self
COMPONENTS	DURATION
V, S	Concentration, up to 10 minutes

Until the spell ends, bits of rock spread across your body, and you gain the following benefits:

- You have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.
- You can use your action to create a small earthquake on the ground in a 15-foot radius centered on you. Other creatures on that ground must succeed on a Dexterity saving throw or be knocked prone.
- You can move across difficult terrain made of earth or stone without spending extra movement. You can move through solid earth or stone as if it was air and without destabilizing it.

If you do so, you are ejected to the nearest unoccupied space, this spell ends, and you are stunned until the end of your next turn.

Sorcerer (XGE) 6th level Transmutation



INVESTITURE OF WIND

CASTING TIME	RANGE
1 action	Self
V, S	Concentration, up to 10 minutes

Until the spell ends, wind whirls around you, and you gain the following benefits:

- Ranged weapon attacks made against you have disadvantage on the attack roll.
- You gain a flying speed of 60 feet. If you are still flying when the spell ends, you fall, unless you can somehow prevent it.
- You can use your action to create a 15-foot cube of swirling wind centered on a point you can see within 60 feet of you. Each creature in that area must make a Constitution saving throw. A creature takes 2d10 bludgeoning damage on a failed save, or half as much damage on a successful one. If a Large or smaller creature fails the save, that creature is also pushed up to 10 feet away from the center of the cube.

Sorcerer (XGE)

6th level Transmutation



MASS SUGGESTION [1/2]

CASTING TIME	RANGE
1 action	60 feet
V, M	24 hours

a snake's tongue and either a bit of honeycomb or a drop of sweet oil

You suggest a course of activity (limited to a sentence or two) and magically influence up to twelve creatures of your choice that you can see within range and that can hear and understand you. Creatures that can't be charmed are immune to this effect. The suggestion must be worded in such a manner as to make the course of action sound reasonable. Asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act automatically negates the effect of the spell. Each target must make a Wisdom saving throw. On a failed save, it pursues the course of action you described to the best of its ability. The suggested course of action can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. You can also specify conditions that will trigger a special activity during the duration. For example, you might suggest that a group of soldiers give all their money to the first beggar they meet. If the condition isn't met before the

Sorcerer

6th level Enchantment



MASS SUGGESTION [2/2]

CASTING TIME	RANGE
1 action	60 feet
V, M	24 hours

a snake's tongue and either a bit of honeycomb or a drop of sweet oil

spell ends, the activity isn't performed. If you or any of your companions damage a creature affected by this spell, the spell ends for that creature.

At Higher Levels: When you cast this spell using a 7th-level spell slot, the duration is 10 days. When you use an 8th-level spell slot, the duration is 30 days. When you use a 9th-level spell slot, the duration is a year and a day.

Sorcerer

6th level Enchantment



MENTAL PRISON

CASTING TIME	RANGE
1 action	60 feet
S	Concentration, up to 1 minute

You attempt to bind a creature within an illusory cell that only it perceives. One creature you can see within range must make an Intelligence saving throw. The target succeeds automatically if it is immune to being charmed. On a successful save, the target takes 5d10 psychic damage, and the spell ends. On a failed save, the target takes 5d10 psychic damage, and you make the area immediately around the target's space appear dangerous to it in some way. You might cause the target to perceive itself as being surrounded by fire, floating razors, or hideous maws filled with dripping teeth. Whatever form the illusion takes, the target can't see or hear anything beyond it and is restrained for the spell's duration. If the target is moved out of the illusion, makes a melee attack through it, or reaches any part of its body through it, the target takes 10d10 psychic damage, and the spell ends.

Sorcerer (XGE)

6th level Illusion



MOVE EARTH [1/2]

CASTING TIME	RANGE
1 action	120 feet
V, S, M	Concentration, up to 2 hours

an iron blade and a small bag containing a mixture of soils - clay, loam, and sand

Choose an area of terrain no larger than 40 feet on a side within range. You can reshape dirt, sand, or clay in the area in any manner you choose for the duration. You can raise or lower the area's elevation, create or fill in a trench, erect or flatten a wall, or form a pillar. The extent of any such changes can't exceed half the area's largest dimension. So, if you affect a 40-foot square, you can create a pillar up to 20 feet high, raise or lower the square's elevation by up to 20 feet, dig a trench up to 20 feet deep, and so on. It takes 10 minutes for these changes to complete. At the end of every 10 minutes you spend concentrating on the spell, you can choose a new area of terrain to affect. Because the terrain's transformation occurs slowly, creatures in the area can't usually be trapped or injured by the ground's movement. This spell can't manipulate natural stone or stone construction. Rocks and structures shift to accommodate the new terrain. If the way you shape the terrain would make a structure unstable, it might collapse. Similarly,

Sorcerer

6th level Transmutation



MOVE EARTH [2/2]

CASTING TIME	RANGE
1 action	120 feet
V, S, M	Concentration, up to 2 hours

an iron blade and a small bag containing a mixture of soils - clay, loam, and sand

this spell doesn't directly affect plant growth. The moved earth carries any plants along with it.

Sorcerer

6th level Transmutation



SCATTER

CASTING TIME	RANGE
1 action	30 feet
V	Instantaneous

The air quivers around up to five creatures of your choice that you can see within range. An unwilling creature must succeed on a Wisdom saving throw to resist this spell. You teleport each affected target to an unoccupied space that you can see within 120 feet of you. That space must be on the ground or on a floor.

Sorcerer (XGE)

6th level Conjuration



SUNBEAM

CASTING TIME	RANGE
1 action	Self (60-foot line)
V, S, M	Concentration, up to 1 minute

a magnifying glass

A beam of brilliant light flashes out from your hand in a 5-foot-wide, 60-foot-line. Each creature in the line must make a Constitution saving throw. On a failed save, a creature takes 6d8 radiant damage and is blinded until your next turn. On a successful save, it takes half as much damage and isn't blinded by this spell. Undead and oozes have disadvantage on this saving throw. You can create a new line of radiance as your action on any turn until the spell ends. For the duration, a mote of brilliant radiance shines in your hand. It sheds bright light in a 30-foot radius and dim light for an additional 30 feet. The light is sunlight.

Sorcerer

6th level Evocation



TASHA'S OTHERWORLDLY GUISE

CASTING TIME	RANGE
1 bonus action	Self
V, S, M	Concentration, up to 1 minute

an object engraved with a symbol of the Outer Planes, worth at least 500 gp

Uttering an incantation, you draw on the magic of the Lower Planes or Upper Planes (your choice) to transform yourself. You gain the following benefits until the spell ends:

- You are immune to fire and poison damage (Lower Planes) or radiant and necrotic damage (Upper Planes).
- You are immune to the poisoned condition (Lower Planes) or the charmed condition (Upper Planes).
- Spectral wings appear on your back, giving you a flying speed of 40 feet.
- You have a +2 bonus to AC.
- All your weapon attacks are magical, and when you make a weapon attack, you can use your spell casting ability modifier instead of Strength or Dexterity for the attack and damage rolls.
- You can attack twice, instead of once, when you take the Attack action on your turn. You ignore this benefit if you already have a feature, like Extra Attack, that lets you attack more than once when you take the Attack action on your turn.

Sorcerer (TCE)

6th-level transmutation



TRUE SEEING

CASTING TIME	RANGE
1 action	Touch
V, S, M	1 hour

an ointment for the eyes that costs 25 gp, is made from mushroom powder, saffron, and fat, and is consumed by the spell

This spell gives the willing creature you touch the ability to see things as they actually are. For the duration, the creature has truesight, notices secret doors hidden by magic, and can see into the Ethereal Plane, all out to a range of 120 feet.

Sorcerer

6th level Divination



FLESH TO STONE

CASTING TIME	RANGE
1 action	60 feet
V, S, M	Concentration, up to 1 minute

a pinch of lime, water, and earth

You attempt to turn one creature that you can see within range into stone. If the target's body is made of flesh, the creature must make a Constitution saving throw. On a failed save, it is restrained as its flesh begins to harden. On a successful save, the creature isn't affected. A creature restrained by this spell must make another Constitution saving throw at the end of each of its turns. If it successfully saves against this spell three times, the spell ends. If it fails saves three times, it is turned to stone and subjected to the petrified condition for the duration. The successes and failures don't need to be consecutive; keep track of both until the target collects three of a kind. If the creature is physically broken while petrified, it suffers from similar deformities if it reverts to its original state. If you maintain your concentration on this spell for the entire possible duration, the creature is turned to stone until the effect is removed.

Sorcerer (TCE)

6th level Transmutation



OTILUKE'S FREEZING SPHERE [1/2]

CASTING TIME	RANGE
1 action	300 feet
V, S, M	Instantaneous

a small crystal sphere

A frigid globe of cold energy streaks from your fingertips to a point of your choice within range, where it explodes in a 60-foot-radius sphere. Each creature within the area must make a Constitution saving throw. On a failed save, a creature takes 10d6 cold damage. On a successful save, it takes half as much damage.

If the globe strikes a body of water or a liquid that is principally water (not including water-based creatures), it freezes the liquid to a depth of 6 inches over an area 30 feet square. This ice lasts for 1 minute. Creatures that were swimming on the surface of frozen water are trapped in the ice. A trapped creature can use an action to make a Strength check against your spell save DC to break free. You can refrain from firing the globe after completing the spell, if you wish. A small globe about the size of a sling stone, cool to the touch, appears in your hand. At any time, you or a creature you give the globe to can throw the globe (to a range of 40 feet) or hurl it with a sling (to the sling's normal range). It shatters on impact, with the same effect as the normal casting of the spell. You can also

Sorcerer (TCE)

6th level Evocation



OTILUKE'S FREEZING SPHERE [2/2]

CASTING TIME	RANGE
1 action	300 feet
V, S, M	Instantaneous

a small crystal sphere

set the globe down without shattering it. After 1 minute, if the globe hasn't already shattered, it explodes.

At Higher Levels: When you cast this spell using a spell slot of 7th level or higher, the damage increases by 1d6 for each slot level above 6th.

Sorcerer (TCE)

6th level Evocation



CROWN OF STARS

CASTING TIME	RANGE
1 action	Self
V, S	1 hour

Seven star-like motes of light appear and orbit your head until the spell ends. You can use a bonus action to send one of the motes streaking toward one creature or object within 120 feet of you. When you do so, make a ranged spell attack. On a hit, the target takes 4d12 radiant damage. Whether you hit or miss, the mote is expended. The spell ends early if you expend the last mote. If you have four or more motes remaining, they shed bright light in a 30-foot radius and dim light for an additional 30 feet. If you have one to three motes remaining, they shed dim light in a 30-foot radius.

At Higher Levels: When you cast this spell using a spell slot of 8th level or higher, the number of motes created increases by two for each slot level above 7th.

Sorcerer (XGE)

7th level Evocation



DELAYED BLAST FIREBALL [1/2]

CASTING TIME	RANGE
1 action	150 feet
V, S, M	Concentration, up to 1 minute

a tiny ball of bat guano and sulfur

A beam of yellow light flashes from your pointing finger, then condenses to linger at a chosen point within range as a glowing bead for the duration. When the spell ends, either because your concentration is broken or because you decide to end it, the bead blossoms with a low roar into an explosion of flame that spreads around corners. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A creature takes fire damage equal to the total accumulated damage on a failed save, or half as much damage on a successful one. The spell's base damage is 12d6. If at the end of your turn the bead has not yet detonated, the damage increases by 1d6.

If the glowing bead is touched before the interval has expired, the creature touching it must make a Dexterity saving throw. On a failed save, the spell ends immediately, causing the bead to erupt in flame. On a successful save, the creature can throw the bead up to 40 feet. When it strikes a creature or a solid object, the spell ends, and the bead explodes. The fire damages objects in the area and ignites flammable objects.

Sorcerer

7th level Evocation



DELAYED BLAST FIREBALL [2/2]

CASTING TIME	RANGE
1 action	150 feet
V, S, M	Concentration, up to 1 minute

a tiny ball of bat guano and sulfur

that aren't being worn or carried. **At Higher Levels:** When you cast this spell using a spell slot of 8th level or higher, the base damage increases by 1d6 for each slot level above 7th.

Sorcerer

7th level Evocation



DREAM OF THE BLUE VEIL [1/2]

CASTING TIME	RANGE
10 minutes	20 feet
V, S, M	6 hours

a magic item or a willing creature from the destination world

You and up to eight willing creatures within range fall unconscious for the spell's duration and experience visions of another world on the Material Plane, such as Oerth, Toril, Krynn, or Eberron. If the spell reaches its full duration, the visions conclude with each of you encountering and pulling back a mysterious blue curtain. The spell then ends with you mentally and physically transported to the world that was in the visions.

To cast this spell, you must have a magic item that originated on the world you wish to reach, and you must be aware of the world's existence, even if you don't know the world's name. Your destination in the other world is a safe location within 1 mile of where the magic item was created. Alternatively, you can cast the spell if one of the affected creatures was born on the other world, which causes your destination to be a safe location within 1 mile of where that creature was born.

The spell ends early on a creature if that creature takes any damage, and the creature isn't transported. If you take any damage, the spell ends for you and all other

Sorcerer (TCE)

7th-level conjuration



DREAM OF THE BLUE VEIL [2/2]

CASTING TIME	RANGE
10 minutes	20 feet
V, S, M	6 hours

a magic item or a willing creature from the destination world

creatures, with none of you being transported.

Sorcerer (TCE)

7th-level conjuration



ETHEREALNESS [1/2]

CASTING TIME	RANGE
1 action	Self
V, S	Up to 8 hours

You step into the border regions of the Ethereal Plane, in the area where it overlaps with your current plane. You remain in the Border Ethereal for the duration or until you use your action to dismiss the spell. During this time, you can move in any direction. If you move up or down, every foot of movement costs an extra foot. You can see and hear the plane you originated from, but everything there looks gray, and you can't see anything more than 60 feet away. While on the Ethereal Plane, you can only affect and be affected by other creatures on that plane. Creatures that aren't on the Ethereal Plane can't perceive you and can't interact with you, unless a special ability or magic has given them the ability to do so. You ignore all objects and effects that aren't on the Ethereal Plane, allowing you to move through objects you perceive on the plane you originated from. When the spell ends, you immediately return to the plane you originated from in the spot you currently occupy. If you occupy the same spot as a solid object or creature when this happens, you are immediately shunted to the nearest unoccupied space that you can occupy and take force damage equal to twice the number of feet you are moved.

Sorcerer

7th level Transmutation



ETHEREALNESS [2/2]

CASTING TIME	RANGE
1 action	Self
V, S	Up to 8 hours

If you cast it while you are on the Ethereal Plane or a plane that doesn't border it, such as one of the Outer Planes. **At Higher Levels:** When you cast this spell using a spell slot of 8th level or higher, you can target up to three willing creatures (including you) for each slot level above 7th. The creatures must be within 10 feet of you when you cast the spell.

Sorcerer

7th level Transmutation



FINGER OF DEATH

CASTING TIME	RANGE
1 action	60 feet
V, S	Instantaneous

You send negative energy coursing through a creature that you can see within range, causing it searing pain. The target must make a Constitution saving throw. It takes $7d8+30$ necrotic damage on a failed save, or half as much damage on a successful one. A humanoid killed by this spell rises at the start of your next turn as a zombie that is permanently under your command, following your verbal orders to the best of its ability.

Sorcerer

7th level Necromancy



FIRE STORM

CASTING TIME	RANGE
1 action	150 feet
V, S	Instantaneous

A storm made up of sheets of roaring flame appears in a location you choose within range. The area of the storm consists of up to ten 10-foot cubes, which you can arrange as you wish. Each cube must have at least one face adjacent to the face of another cube. Each creature in the area must make Dexterity saving throw. It takes $7d10$ fire damage on a failed save, or half as much damage on a successful one. The fire damages objects in the area and ignites flammable objects that aren't being worn or carried. If you choose, plant life in the area is unaffected by this spell.

Sorcerer

7th level Evocation



PLANE SHIFT [1/2]

CASTING TIME	RANGE
1 action	Touch
V, S, M	Instantaneous

a forked, metal rod worth at least 250 gp, attuned to a particular plane of existence

You and up to eight willing creatures who link hands in a circle are transported to a different plane of existence. You can specify a target destination in general terms, such as the City of Brass on the Elemental Plane of Fire or the palace of Disperter on the second level of the Nine Hells, and you appear in or near that destination. If you are trying to reach the City of Brass, for example, you might arrive in its Street of Steel, before its Gate of Ashes, or looking at the city from across the Sea of Fire, at the DM's discretion. Alternatively, if you know the sigil sequence of a teleportation circle on another plane of existence, this spell can take you to that circle. If the teleportation circle is too small to hold all the creatures you transported, they appear in the closest unoccupied spaces next to the circle. You can use this spell to banish an unwilling creature to another plane. Choose a creature within your reach and make a melee spell attack against it. On a hit, the creature must make a Charisma saving throw. If the creature fails the

Sorcerer

7th level Conjuration



PLANE SHIFT [2/2]

CASTING TIME	RANGE
1 action	Touch
V, S, M	Instantaneous

a forked, metal rod worth at least 250 gp, attuned to a particular plane of existence

save, it is transported to a random location on the plane of existence you specify. A creature so transported must find its own way back to your current plane of existence.

Sorcerer

7th level Conjuration



POWER WORD PAIN

CASTING TIME	RANGE
1 action	60 feet
V	Instantaneous

You speak a word of power that causes waves of intense pain to assail one creature you can see within range. If the target has 100 hit points or fewer, it is subject to crippling pain. Otherwise, the spell has no effect on it. A target is also unaffected if it is immune to being charmed. While the target is affected by crippling pain, any speed it has can be no higher than 10 feet. The target also has disadvantage on attack rolls, ability checks, and saving throws, other than Constitution saving throws. Finally, if the target tries to cast a spell, it must first succeed on a Constitution saving throw, or the casting fails and the spell is wasted. A target suffering this pain can make a Constitution saving throw at the end of each of its turns. On a successful save, the pain ends.

Sorcerer (XGE)

7th level Enchantment



PRISMATIC SPRAY [1/2]

CASTING TIME	RANGE
1 action	Self (60 foot cone)
V, S	Instantaneous

Eight multicolored rays of light flash from your hand. Each ray is a different color and has a different power and purpose. Each creature in a 60-foot cone must make a Dexterity saving throw. For each target, roll a d8 to determine which color ray affects it.

1-Red: The target takes $10d6$ fire damage on a failed save, or half as much damage on a successful one.

2-Orange: The target takes $10d6$ acid damage on a failed save, or half as much damage on a successful one.

3-Yellow: The target takes $10d6$ lightning damage on a failed save, or half as much damage on a successful one.

4-Green: The target takes $10d6$ poison damage on a failed save, or half as much damage on a successful one.

5-Blue: The target takes $10d6$ cold damage on a failed save, or half as much damage on a successful one.

6-Indigo: On a failed save, the target is restrained. It must then make a Constitution saving throw at the end of each of its turns. If it successfully saves three times, it permanently turns to stone and is subjected to the petrified condition. The successes and failures don't need to be consecutive, keep track of both until the

target reaches a kind.

PRISMATIC SPRAY [2/2]

CASTING TIME	RANGE
1 action	Self (60 foot cone)
V, S	Instantaneous

7-Violet: On a failed save, the target is blinded.

It must then make a Wisdom saving throw at the start of your next turn. A successful save ends the blindness. If it fails that save, the creature is transported to another plane of existence of the DM's choosing and is no longer blinded.

(Typically, a creature that is on a plane that isn't its home plane is banished home, while other creatures are usually cast into the Astral or Ethereal planes.)

8-Special: The target is struck by two rays. Roll twice more, rerolling any 8.

Sorcerer

7th level Evocation



REVERSE GRAVITY

CASTING TIME	RANGE
1 action	100 feet
V, S, M	Concentration, up to 1 minute

a lodestone and iron filings

This spell reverses gravity in a 50-foot-radius, 100-foot high cylinder centered on a point within range. All creatures and objects that aren't somehow anchored to the ground in the area fall upward and reach the top of the area when you cast this spell. A creature can make a Dexterity saving throw to grab onto a fixed object it can reach, thus avoiding the fall. If some solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it just as they would during a normal downward fall. If an object or creature reaches the top of the area without striking anything, it remains there, oscillating slightly, for the duration. At the end of the duration, affected objects and creatures fall back down.

Sorcerer

7th level Transmutation



TELEPORT [1/3]

CASTING TIME	RANGE
1 action	10 feet
V	Instantaneous

This spell instantly transports you and up to eight willing creatures of your choice that you can see within range, to a destination you select. If you target an object, it must be able to fit entirely inside a 10-foot cube, and it can't be held or carried by an unwilling creature. The destination you choose must be known to you, and it must be on the same plane of existence as you. Your familiarity with the destination determines whether you arrive there successfully. The DM rolls d100 and consults the table.

Familiarity-Mishap-Similar Area-Off Target-On Target
 Perm. Circle - xxxx - xxxxxxxx - xxxxxxx - 01-100
 Assoc. Object - xxxx - xxxxxxxx - xxxxxxx - 01-100
 Very Familiar - 01-05 - 06-13 - - 14-24 - - 25-100
 Seen Casually- 01-33 - 34-43 - - 44-53 - - 54-100
 Viewed Once- 01-43 - 44-53 - - 54-73 - - 74-100
 Description - - 01-43 - 44-53 - - 54-73 - - 74-100
 False Dest. - - 01-50 - 51-100 - - xxxxxxx - xxxxxx

Familiarity: Permanent Circle means a permanent teleportation circle whose sigil sequence you know. Associated Object means that you possess an object taken from the desired destination within the last six months.

Sorcerer

7th level Conjuration



TELEPORT [2/3]

CASTING TIME	RANGE
1 action	10 feet
V	Instantaneous

such as a book from a wizard's library, bed linen from a royal suite, or a chunk of marble from a Lich's secret tomb.

Very Familiar is a place you have been very often, a place you have carefully studied, or a place you can see when you cast the spell. Seen Casually is some place you have seen more than once but with which you aren't very familiar. Viewed Once is a place you have seen once, possibly using magic. Description is a place whose location and appearance you know through someone else's description, perhaps from a map.

False Destination is a place that doesn't exist. Perhaps you tried to scry an enemy's sanctum but instead viewed an illusion, or you are attempting to teleport to a familiar location that no longer exists.

On Target: You and your group (or the target object) appear where you want to go.

Off Target: You and your group (or the target object) appear a random distance away from the destination in a random direction. Distance off target is $1d10 \times 1d10$ percent of the distance that was to be travelled. For example, if you tried to travel 120 miles, landed off target, and rolled a 5 and 3 on the two d10s, then you would be off target by 15 percent, or 18 miles. The

Sorcerer

7th level Conjuration



TELEPORT [3/3]

CASTING TIME	RANGE
1 action	10 feet
V	Instantaneous

target randomly by rolling a d8 and designating 1 as north, 2 as north-east, 3 as east, and so on around the points of the compass. If you were teleporting to a coastal city and wound up 18 miles out at sea, you could be in trouble.

Similar Area: You and your group (or the target object) wind up in a different area that's visually or thematically similar to the target area. If you are heading for your home laboratory, for example, you might wind up in another wizard's laboratory or in an alchemical supply shop that has many of the same tools and implements as your laboratory. Generally, you appear in the closest similar place, but since the spell has no range limit, you could conceivably wind up anywhere on the plane.

Mishap: The spell's unpredictable magic results in a difficult journey. Each teleporting creature (or the target object) takes 3d10 force damage and the DM rerolls on the table to see where you wind up (multiple mishaps can occur, dealing damage each time).

Sorcerer

7th level Conjuration



WHIRLWIND [1/2]

CASTING TIME	RANGE
1 action	300 feet
V, M	Concentration, up to 1 minute

a piece of straw

A whirlwind howls down to a point that you can see on the ground within range. The whirlwind is a 10-foot-radius, 30-foot-high cylinder centered on that point. Until the spell ends, you can use your action to move the whirlwind up to 30 feet in any direction along the ground. The whirlwind sucks up any Medium or smaller objects that aren't secured to anything and that aren't worn or carried by anyone. A creature must make a Dexterity saving throw the first time on a turn that it enters the whirlwind or that the whirlwind enters its space, including when the whirlwind first appears. A creature takes 10d6 bludgeoning damage on a failed save, or half as much damage on a successful one. In addition, a Large or smaller creature that fails the save must succeed on a Strength saving throw or become restrained in the whirlwind until the spell ends. When a creature starts its turn restrained by the whirlwind, the creature is pulled 5 feet higher inside it, unless the creature is at the top. A restrained creature moves with the whirlwind and falls when the spell ends, unless the creature has some means to stay aloft.

A restrained

Sorcerer (XGE)

7th level Evocation



WHIRLWIND [2/2]

CASTING TIME	RANGE
1 action	300 feet
V, M	Concentration, up to 1 minute

a piece of straw

creature can use an action to make a Strength or Dexterity check against your spell save DC. If successful, the creature is no longer restrained by the whirlwind and is hurled $3d6 \times 10$ feet away from it in a random direction.

Sorcerer (XGE)

7th level Evocation



ABI-DALZIM'S HORRID WILTING

CASTING TIME	RANGE
1 action	150 feet
V, S, M	Instantaneous

a bit of sponge

You draw the moisture from every creature in a 30-foot cube centered on a point you choose within range. Each creature in that area must make a Constitution saving throw. Constructs and undead aren't affected, and plants and water elementals make this saving throw with disadvantage. A creature takes 12d8 necrotic damage on a failed save, or half as much damage on a successful one.

Nonmagical plants in the area that aren't creatures, such as trees and shrubs, wither and die instantly.

Sorcerer (XGE)

8th level Necromancy



DOMINATE MONSTER [1/2]

CASTING TIME	RANGE
1 action	60 feet
V, S	Concentration, up to 1 hour

You attempt to beguile a creature that you can see within range. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw. While the creature is charmed, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as Attack that creature, Run over there, or Fetch that object. If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability. You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time, you can also cause the creature to use a reaction, but this requires you to use your own reaction as well. Each time the target takes damage, it makes a new Wisdom saving throw against the spell. If the saving throw succeeds, the spell

Sorcerer

8th level Enchantment



DOMINATE MONSTER [2/2]

CASTING TIME	RANGE
1 action	60 feet
V, S	Concentration, up to 1 hour

ends.

At Higher Levels: When you cast this spell with a 9th-level spell slot, the duration is concentration, up to 8 hours.

Sorcerer

8th level Enchantment



EARTHQUAKE [1/2]

CASTING TIME	RANGE
1 action	500 feet
COMPONENTS	DURATION
V, S, M	Concentration, up to 1 minute

a pinch of dirt, a piece of rock, and a lump of clay

You create a seismic disturbance at a point on the ground that you can see within range. For the duration, an intense tremor rips through the ground in a 100-foot-radius circle centered on that point and shakes creatures and structures in contact with the ground in that area.

The ground in the area becomes difficult terrain. Each creature on the ground that is concentrating must make a Constitution saving throw. On a failed save, the creature's concentration is broken. When you cast this spell and at the end of each turn you spend concentrating on it, each creature on the ground in the area must make a Dexterity saving throw. On a failed save, the creature is knocked prone. This spell can have additional effects depending on the terrain in the area, as determined by the DM.

Fissures: Fissures open throughout the spell's area at the start of your next turn after you cast the spell. A total of 1d6 such fissures open in locations chosen by the DM. Each is 1d10 x 10 feet deep, 10 feet wide, and extends from one edge of the spell's area to the opposite side. A creature

Sorcerer

8th level Evocation

EARTHQUAKE [2/2]

CASTING TIME	RANGE
1 action	500 feet
COMPONENTS	DURATION
V, S, M	Concentration, up to 1 minute

a pinch of dirt, a piece of rock, and a lump of clay

standing on a spot where a fissure opens must succeed on a Dexterity saving throw or fall in. A creature that successfully saves moves with the fissure's edge as it opens. A fissure that opens beneath a structure causes it to automatically collapse (see below).

Structures: The tremor deals 50 bludgeoning damage to any structure in contact with the ground in the area when you cast the spell and at the start of each of your turns until the spell ends. If a structure drops to 0 hit points, it collapses and potentially damages nearby creatures. A creature within half the distance of a structure's height must make a Dexterity saving throw. On a failed save, the creature takes 5d6 bludgeoning damage, is knocked prone, and is buried in the rubble, requiring a DC 20 Strength (Athletics) check as an action to escape. The DM can adjust the DC higher or lower, depending on the nature of the rubble. On a successful save, the creature takes half as much damage and doesn't fall prone or become buried.

Sorcerer

8th level Evocation

INCENDIARY CLOUD

CASTING TIME	RANGE
1 action	150 feet
COMPONENTS	DURATION
V, S	Concentration, up to 1 minute

A swirling cloud of smoke shot through with white-hot embers appears in a 20-foot-radius sphere centered on a point within range. The cloud spreads around corners and is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

When the cloud appears, each creature in it must make a Dexterity saving throw. A creature takes 10d8 fire damage on a failed save, or half as much damage on a successful one. A creature must also make this saving throw when it enters the spell's area for the first time on a turn or ends its turn there.

The cloud moves 10 feet directly away from you in a direction that you choose at the start of each of your turns.

Sorcerer

8th level Conjuration

POWER WORD STUN

CASTING TIME	RANGE
1 action	60 feet
COMPONENTS	DURATION
V	Instantaneous

You speak a word of power that can overwhelm the mind of one creature you can see within range, leaving it dumbfounded. If the target has 150 hit points or fewer, it is stunned. Otherwise, the spell has no effect.

The stunned target must make a Constitution saving throw at the end of each of its turns. On a successful save, this stunning effect ends.

Sorcerer

8th level Enchantment

SUNBURST

CASTING TIME	RANGE
1 action	150 feet
COMPONENTS	DURATION
V, S, M	Instantaneous

fire and a piece of sunstone

Brilliant sunlight flashes in a 60-foot radius centered on a point you choose within range. Each creature in that light must make a Constitution saving throw. On a failed save, a creature takes 12d6 radiant damage and is blinded for 1 minute. On a successful save, it takes half as much damage and isn't blinded by this spell. Undead and oozes have disadvantage on this saving throw. A creature blinded by this spell makes another Constitution saving throw at the end of each of its turns. On a successful save, it is no longer blinded. This spell dispels any darkness in its area that was created by a spell.

Sorcerer

8th level Evocation

DEMIPLANE

CASTING TIME	RANGE
1 action	60 feet
COMPONENTS	DURATION
S	1 hour

You create a shadowy door on a flat solid surface that you can see within range. The door is large enough to allow Medium creatures to pass through unhindered. When opened, the door leads to a demiplane that appears to be an empty room 30 feet in each dimension, made of wood or stone. When the spell ends, the door disappears, and any creatures or objects inside the demiplane remain trapped there, as the door also disappears from the other side.

Each time you cast this spell, you can create a new demiplane, or have the shadowy door connect to a demiplane you created with a previous casting of this spell. Additionally, if you know the nature and contents of a demiplane created by a casting of this spell by another creature, you can have the shadowy door connect to its demiplane instead.

Sorcerer (TCE)

8th level Conjuration

BLADE OF DISASTER

CASTING TIME	RANGE
1 bonus action	60 feet
COMPONENTS	DURATION
V, S	Concentration, up to 1 minute

You create a blade-shaped planar rift about 3 feet long in an unoccupied space you can see within range. The blade lasts for the duration. When you cast this spell, you can make up to two melee spell attacks with the blade, each one against a creature, loose object, or structure within 5 feet of the blade. On a hit, the target takes 4d12 force damage. This attack scores a critical hit if the number on the d20 is 18 or higher. On a critical hit, the blade deals an extra 8d12 force damage (for a total of 12d12 force damage). As a bonus action on your turn, you can move the blade up to 30 feet to an unoccupied space you can see and then make up to two melee spell attacks with it again.

The blade can harmlessly pass through any barrier, including a Wall of Force.

Sorcerer (TCE)

9th-level conjuration

GATE [1/2]

CASTING TIME	RANGE
1 action	60 feet
COMPONENTS	DURATION
V, S, M	Concentration, up to 1 minute

a diamond worth at least 5,000 gp

You conjure a portal linking an unoccupied space you can see within range to a precise location on a different plane of existence. The portal is a circular opening, which you can make 5 to 20 feet in diameter. You can orient the portal in any direction you choose. The portal lasts for the duration.

The portal has a front and a back on each plane where it appears. Travel through the portal is possible only by moving through its front. Anything that does so is instantly transported to the other plane, appearing in the unoccupied space nearest to the portal.

Deities and other planar rulers can prevent portals created by this spell from opening in their presence or anywhere within their domains. When you cast this spell, you can speak the name of a specific creature (a pseudonym, title, or nickname doesn't work). If that creature is on a plane other than the one you are on, the portal opens in the named creature's immediate vicinity and draws the creature through it to the nearest unoccupied space on your side of the portal. You gain no special power over the creature, and it is free to act as the DM deems appropriate. It might leave, attack you, or help you.

Sorcerer

9th level Conjuration

GATE [2/2]

CASTING TIME	RANGE
1 action	60 feet
COMPONENTS	DURATION
V, S, M	Concentration, up to 1 minute

a diamond worth at least 5,000 gp

deems appropriate. It might leave, attack you, or help you.

Sorcerer

9th level Conjuration

MASS POLYMORPH [1/2]

CASTING TIME	RANGE
1 action	120 feet
COMPONENTS	DURATION
V, S, M	Concentration, up to 1 hour

a caterpillar cocoon

You transform up to ten creatures of your choice that you can see within range. An unwilling target must succeed on a Wisdom saving throw to resist the transformation. An unwilling shapeshifter automatically succeeds on the save. Each target assumes a beast form of your choice, and you can choose the same form or different ones for each target. The new form can be any beast you have seen whose challenge rating is equal to or less than the target's (or half the target's level, if the target doesn't have a challenge rating). The target's game statistics, including mental ability scores, are replaced by the statistics of the chosen beast, but the target retains its hit points, alignment, and personality. Each target gains a number of temporary hit points equal to the hit points of its new form. These temporary hit points can't be replaced by temporary hit points from another source. A target reverts to its normal form when it has no more temporary hit points or it dies. If the spell ends before then, the creature loses all its temporary hit points and reverts to its normal form. The creature is limited in the actions.

Sorcerer (XGE)

9th level Transmutation



MASS POLYMORPH [2/2]

CASTING TIME	RANGE
1 action	120 feet
COMPONENTS	DURATION
V, S, M	Concentration, up to 1 hour

a caterpillar cocoon

It can perform by the nature of its new form. It can't speak, cast spells, or do anything else that requires hands or speech. The target's gear melds into the new form. The target can't activate, use, wield, or otherwise benefit from any of its equipment.

Sorcerer (XGE)

9th level Transmutation



METEOR SWARM

CASTING TIME	RANGE
1 action	1 mile
COMPONENTS	DURATION
V, S	Instantaneous

Blazing orbs of fire plummet to the ground at four different points you can see within range. Each creature in a 40-foot-radius sphere centered on each point you choose must make a Dexterity saving throw. The sphere spreads around corners. A creature takes 20d6 fire damage and 20d6 bludgeoning damage on a failed save, or half as much damage on a successful one. A creature in the area of more than one fiery burst is affected only once. The spell damages objects in the area and ignites flammable objects that aren't being worn or carried.

Sorcerer

9th level Evocation



POWER WORD KILL

CASTING TIME	RANGE
1 action	60 feet
COMPONENTS	DURATION
V	Instantaneous

You utter a word of power that can compel one creature you can see within range to die instantly. If the creature you chose has 100 hit points or fewer, it dies. Otherwise, the spell has no effect.

Sorcerer

9th level Enchantment



PSYCHIC SCREAM

CASTING TIME	RANGE
1 action	90 feet
COMPONENTS	DURATION
S	Instantaneous

You unleash the power of your mind to blast the intellect of up to ten creatures of your choice that you can see within range. Creatures that have an Intelligence score of 2 or lower are unaffected. Each target must make an Intelligence saving throw. On a failed save, a target takes 14d6 psychic damage and is stunned. On a successful save, a target takes half as much damage and isn't stunned. If a target is killed by this damage, its head explodes, assuming it has one. A stunned target can make an Intelligence saving throw at the end of each of its turns. On a successful save, the stunning effect ends.

Sorcerer (XGE)

9th level Enchantment



TIME STOP

CASTING TIME	RANGE
1 action	Self
COMPONENTS	DURATION
V	Instantaneous

You briefly stop the flow of time for everyone but yourself. No time passes for other creatures, while you take 1d4+1 turns in a row, during which you can use actions and move as normal. This spell ends if one of the actions you use during this period, or any effects that you create during this period, affects a creature other than you or an object being worn or carried by someone other than you. In addition, the spell ends if you move to a place more than 1,000 feet from the location where you cast it.

Sorcerer

9th level Transmutation



WISH [1/3]

CASTING TIME	RANGE
1 action	Self
COMPONENTS	DURATION
V, S, M	Instantaneous

Wish is the mightiest spell a mortal creature can cast. By simply speaking aloud, you can alter the very foundations of reality in accord with your desires. The basic use of this spell is to duplicate any other spell of 8th level or lower. You don't need to meet any requirements in that spell, including costly components. The spell simply takes effect.

Alternatively, you can create one of the following effects of your choice.

- You create one object of up to 25,000 gp in value that isn't a magic item. The object can be no more than 300 feet in any dimension, and it appears in an unoccupied space you can see on the ground.
- You allow up to twenty creatures that you can see to regain all hit points, and you end all effects on them described in the *greater restoration* spell.
- You grant up to ten creatures that you can see resistance to a damage type you choose.
- You grant up to ten creatures you can see immunity to a single spell or other magical effect for 8 hours. For instance, you could make yourself and all your companions immune to a lich's life drain attack.
- You undo a single recent event by forcing a reroll of any roll made within the last round (including your last turn). Reality reshapes.

Sorcerer

9th level Conjunction



WISH [2/3]

CASTING TIME	RANGE
1 action	Self
COMPONENTS	DURATION
V, S, M	Instantaneous

itself to accommodate the new result. For example, a wish spell could undo an opponent's successful save, a foe's critical hit, or a friend's failed save. You can force the reroll to be made with advantage or disadvantage, and you can choose whether to use the reroll or the original roll.

You might be able to achieve something beyond the scope of the above examples. State your wish to the DM as precisely as possible. The DM has great latitude in ruling what occurs in such an instance, the greater the wish, the greater the likelihood that something goes wrong. This spell might simply fail, the effect you desire might only be partly achieved, or you might suffer some unforeseen consequence as a result of how you worded the wish. For example, wishing that a villain were dead might propel you forward in time to a period when that villain is no longer alive, effectively removing you from the game. Similarly, wishing for a legendary magic item or artifact might instantly transport you to the presence of the item's current owner.

The stress of casting this spell to produce any effect other than duplicating another spell weakens you. After enduring that stress, each time you cast a spell until you finish a long rest, you take 1d10

Sorcerer

9th level Conjunction



WISH [3/3]

CASTING TIME	RANGE
1 action	Self
COMPONENTS	DURATION
V, S, M	Instantaneous

necrotic damage per level of that spell. This damage can't be reduced or prevented in any way. In addition, your Strength drops to 3, if it isn't 3 or lower already, for 2d4 days. For each of those days that you spend resting and doing nothing more than light activity, your remaining recovery time decreases by 2 days. Finally, there is a 33 percent chance that you are unable to cast wish ever again if you suffer this stress.

Sorcerer

9th level Conjunction



ASHARDALON'S STRIDE

CASTING TIME	RANGE
1 bonus action	Self
V, S	Concentration, up to 1 minute

The billowing flames of a dragon blast from your feet, granting you explosive speed. For the duration, your speed increases by 20 feet and moving doesn't provoke opportunity attacks. When you move within 5 feet of a creature or an object that isn't being worn or carried, it takes 1d6 fire damage from your trail of heat. A creature or object can take this damage only once during a turn.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, increase your speed by 5 feet for each spell slot level above 3rd. The spell deals an additional 1d6 fire damage for each slot level above 3rd.



Sorcerer(FToD) 3rd Level Transmutation

DRACONIC TRANSFORMATION

CASTING TIME	RANGE
1 bonus action	Self (60-foot cone)
V, S, M (a statuette of a dragon, worth at least 500 gp)	Concentration, up to 1 minute

With a roar, you draw on the magic of dragons to transform yourself, taking draconic features. You gain the following benefits until the spell ends:

Blindsight. You have blindsight with a range of 30 feet. Within that range, you can effectively see anything that isn't behind total cover, even if you're blinded or in darkness. Moreover, you can see an invisible creature, unless the creature successfully hides from you.

Breath Weapon. When you cast this spell, and as a bonus action on subsequent turns for the duration, you can exhale shimmering energy in a 60-foot cone. Each creature in that area must make a Dexterity saving throw, taking 6d8 force damage on a failed save, or half as much damage on a successful one.

Wings. Incorporeal wings sprout from your back, giving you a flying speed of 60 feet.



Sorcerer(FToD) 7th Level Transmutation

FIZBAN'S PLATINUM SHIELD

CASTING TIME	RANGE
1 bonus action	60 feet
V, S, M (a platinum-plated dragon scale, worth at least 500 gp)	Concentration, up to 1 minute

You create a field of silvery light that surrounds a creature of your choice within range (you can choose yourself). The field sheds dim light out to 5 feet. While surrounded by the field, a creature gains the following benefits:

Cover. The creature has half cover.

Damage Resistance. The creature has resistance to acid, cold, fire, lightning, and poison damage.

Evasion. If the creature is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the creature instead takes no damage if it succeeds on the saving throw, and only half damage if it fails. As a bonus action on subsequent turns, you can move the field to another creature within 60 feet of the field.



Sorcerer(FToD) 6th Level Abjuration

NATHAIR'S MISCHIEF

CASTING TIME	RANGE
1 action	60 feet
S, M (a piece of crust from an apple pie)	Concentration, up to 1 minute

You fill a 20-foot cube you can see within range with fey and draconic magic. Roll on the Mischievous Surge table to determine the magical effect produced, and roll again at the start of each of your turns until the spell ends. You can move the cube up to 10 feet before you roll.

d4 Effect.
1 The smell of apple pie fills the air, and each creature in the cube must succeed on a Wisdom saving throw or become charmed by you until the start of your next turn.

2 Bouquets of flowers appear all around, and each creature in the cube must succeed on a Dexterity saving throw or be blinded until the start of your next turn as the flowers spray water in their faces.

3 Each creature in the cube must succeed on a Wisdom saving throw or begin giggling until the start of your next turn. A giggling creature is incapacitated and uses all its movement to move in a random direction.

4 Drops of molasses appear and hover in the cube, turning it into difficult terrain until the start of your next turn.



Sorcerer(FToD) 2nd Level Illusion

RAULOTHIM'S PSYCHIC LANCE

CASTING TIME	RANGE
1 action	120 feet
V	Instantaneous

You unleash a shimmering lance of psychic power from your forehead at a creature that you can see within range. Alternatively, you can utter a creature's name. If the named target is within range, it becomes the spell's target even if you can't see it. If the named target isn't within range, the lance dissipates without effect.

The target must make an Intelligence saving throw. On a failed save, the target takes 7d6 psychic damage and is incapacitated until the start of your next turn. On a successful save, the creature takes half as much damage and isn't incapacitated.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d6 for each slot level above 4th.



Sorcerer(FToD) 4th Level Enchantment

RIME'S BINDING ICE

CASTING TIME	RANGE
1 action	Self (30-foot cone)
S, M (a vial of meltwater)	Instantaneous

A burst of cold energy emanates from you in a 30-foot cone. Each creature in that area must make a Constitution saving throw. On a failed save, a creature takes 3d8 cold damage and is hindered by ice formations for 1 minute, or until it or another creature within reach of it uses an action to break away the ice. A creature hindered by ice has its speed reduced to 0. On a successful save, a creature takes half as much damage and isn't hindered by ice.



Sorcerer(FToD) 2nd Level Evocation

SUMMON DRACONIC SPIRIT

CASTING TIME	RANGE
1 action	60 feet
V, S, M (an object with the image of a dragon engraved on it, worth at least 500 gp)	Concentration, up to 1 hour

You call forth a draconic spirit. It manifests in an unoccupied space that you can see within range. This corporeal form uses the Draconic Spirit stat block. When you cast this spell, choose a family of dragon: chromatic, gem, or metallic. The creature resembles a dragon of the chosen family, which determines certain traits in its stat block. The creature disappears when it drops to 0 hit points or when the spell ends.

The creature is an ally to you and your companions. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, use the higher level wherever the spell's level appears in the stat block.



Sorcerer(FToD) 5th Level Conjuration