

SPELLS

PRESTIDIGITATION

CASTING TIME 1 action	RANGE 10 feet
COMPONENTS V, S	DURATION 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

MIND SLIVER

CASTING TIME 1 action	RANGE 60 feet
COMPONENTS V	DURATION 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

MESSAGE

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

THUNDERCLAP

CASTING TIME 1 action	RANGE 5 feet
COMPONENTS S	DURATION 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

BLADE WARD

CASTING TIME

1 action

RANGE

Self

COMPONENTS

V, S

DURATION

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

SHOCKING GRASP

CASTING TIME

1 action

RANGE

Touch

COMPONENTS

V, S

DURATION

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

DETECT MAGIC (RITUAL)

CASTING TIME

1 action

RANGE

Self

COMPONENTS

V, S

DURATION

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

ARMS OF HADAR

CASTING TIME

1 action

RANGE

Self (10-foot radius)

COMPONENTS

V, S

DURATION

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

CALM EMOTIONS

CASTING TIME

1 action

RANGE

60 feet

COMPONENTS

V, S

DURATION

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

DISSONANT WHISPERS

CASTING TIME

1 action

RANGE

60 feet

COMPONENTS

V

DURATION

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

SLEEP

Level 1 Enchantment

Casting Time: Action

Range: 60 feet

Components: V, S, M (a pinch of sand or rose petals)

Duration: [Concentration](#), up to 1 minute

Each creature of your choice in a 5-foot-radius [Sphere](#) centered on a point within range must succeed on a Wisdom saving throw or have the [Incapacitated](#) condition until the end of its next turn, at which point it must repeat the save. If the target fails the second save, the target has the [Unconscious](#) condition for the duration. The spell ends on a target if it takes damage or someone within 5 feet of it takes an action to shake it out of the spell's effect.

Creatures that don't sleep, such as elves, or that have [Immunity](#) to the [Exhaustion](#) condition automatically succeed on saves against this spell.

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GREASE

CASTING TIME

1 action

RANGE

60 feet

COMPONENTS

V, S, M

DURATION

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 Conjuraton

CHARM PERSON

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

GUST OF WIND

CASTING TIME 1 action	RANGE Self (60-foot line)
COMPONENTS V, S, M	DURATION 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

DETECT THOUGHTS [1/2]

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

Sorcerer

2nd level Divination

DETECT THOUGHTS [2/2]

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

a copper piece

make an Intelligence check contested by your Intelligence check if it succeeds, the spell ends.

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

SUGGESTION [1/2]

CASTING TIME 1 action	RANGE 30 feet
COMPONENTS V, M	DURATION 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, immolate 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 give her warhorse to the first beggar she meets. If the condition isn't met before the spell expires, the activity isn't

Sorcerer

2nd level Enchantment

SUGGESTION [2/2]

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

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

performed.
If you or any of your companions damage the target, the spell ends.

Sorcerer

2nd level Enchantment

HOLD PERSON

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