

## 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 spells damage increases by 1d6 when you reach 5th Level (2d6), 11th level (3d6) and 17th level (4d6).

Sorcerer Conjuration 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

## FROSTBITE

CASTING TIME	RANGE
1 action	60 feet
COMPONENTS	DURATION
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

## 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 17 level (4d12).

Sorcerer Conjuration 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

## 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

## 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

## 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

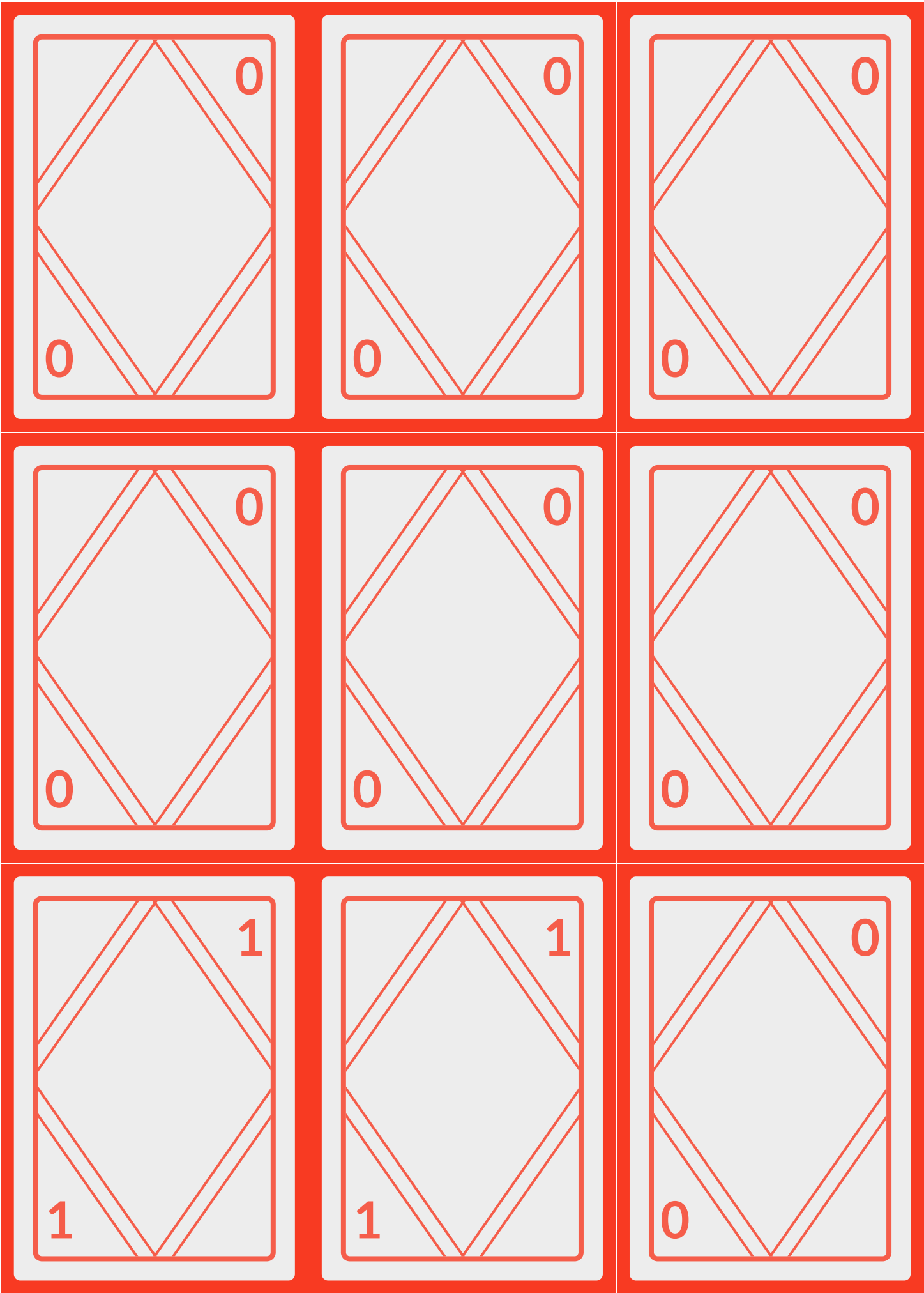
## CHROMATIC ORB

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



### WITCH BOLT

<b>CASTING TIME</b> 1 action	<b>RANGE</b> 30 feet
<b>COMPONENTS</b> V, S, M	<b>DURATION</b> 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

### SCORCHING RAY

<b>CASTING TIME</b> 1 action	<b>RANGE</b> 120 feet
<b>COMPONENTS</b> V, S	<b>DURATION</b> Instantaneous

You create three rays of fire and hurl them at targets within range. You can hurl them at one target or several.  
Make a ranged spell attack for each ray. On a hit, the target takes 2d6 fire damage.  
**At Higher Levels:** When you cast this spell using a spell slot of 3rd level or higher, you create one additional ray for each slot level above 2nd.

Sorcerer 2nd level Evocation

### SHATTER

<b>CASTING TIME</b> 1 action	<b>RANGE</b> 60 feet
<b>COMPONENTS</b> V, S, M	<b>DURATION</b> 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 or higher, the damage increases by 1d8 for each slot level above 2nd.

Sorcerer 2nd level Evocation

### FIREBALL

<b>CASTING TIME</b> 1 action	<b>RANGE</b> 150 feet
<b>COMPONENTS</b> V, S, M	<b>DURATION</b> 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

### LIGHTNING BOLT

<b>CASTING TIME</b> 1 action	<b>RANGE</b> Self (100-foot line)
<b>COMPONENTS</b> V, S, M	<b>DURATION</b> 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

### STORM SPHERE

<b>CASTING TIME</b> 1 action	<b>RANGE</b> 150 feet
<b>COMPONENTS</b> V, S	<b>DURATION</b> 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

<b>CASTING TIME</b> 1 action	<b>RANGE</b> 150 feet
<b>COMPONENTS</b> V, S, M	<b>DURATION</b> 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

