

## ACID SPLASH

<b>CASTING TIME</b> 1 action	<b>RANGE</b> 60 feet
<b>COMPONENTS</b> V, S	<b>DURATION</b> 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

## BLADE WARD

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

## FIRE BOLT

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

## POISON SPRAY

<b>CASTING TIME</b> 1 action	<b>RANGE</b> 10 feet
<b>COMPONENTS</b> V, S	<b>DURATION</b> 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

<b>CASTING TIME</b> 1 action	<b>RANGE</b> 60 feet
<b>COMPONENTS</b> V, S	<b>DURATION</b> 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

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

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

<b>CASTING TIME</b> 1 action	<b>RANGE</b> Self (15-foot cone)
<b>COMPONENTS</b> V, S	<b>DURATION</b> 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

<b>CASTING TIME</b> 1 action	<b>RANGE</b> 90 feet
<b>COMPONENTS</b> V, S, M	<b>DURATION</b> 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	
CASTING TIME 1 action	RANGE 30 feet
COMPONENTS V, S, M	DURATION Concentration, up to 1 minute
<i>a twig from a tree that has been struck by lightning</i>	
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. <b>At Higher Levels:</b> 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	
CASTING TIME 1 action	RANGE 120 feet
COMPONENTS V, S	DURATION 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. <b>At Higher Levels:</b> 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	
CASTING TIME 1 action	RANGE 60 feet
COMPONENTS V, S, M	DURATION Instantaneous
<i>a chip of mica</i>	
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. <b>At Higher Levels:</b> 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