

Sorcerer, Revised

Sorcerers carry a magical birthright conferred upon them by an exotic bloodline, some otherworldly influence, or exposure to unknown cosmic forces. One can't study sorcery as one learns a language, any more than one can learn to live a legendary life. No one chooses sorcery; the power chooses the sorcerer.

Raw Magic

Magic is a part of every sorcerer, suffusing body, mind, and spirit with a latent power that waits to be tapped. Some sorcerers wield magic that springs from an ancient bloodline infused with the magic of dragons. Others carry a raw, uncontrolled magic within them, a chaotic storm that manifests in unexpected ways.

The appearance of sorcerous powers is wildly unpredictable. Some draconic bloodlines produce exactly one sorcerer in every generation, but in other lines of descent every individual is a sorcerer. Most of the time, the talents of sorcery appear as apparent flukes. Some sorcerers can't name the origin of their power, while others trace it to strange events in their own lives. The touch of a demon, the blessing of a dryad at a baby's birth, or a taste of the water from a mysterious spring might spark the gift of sorcery. So too might the gift of a deity of magic, exposure to the elemental forces of the Inner Planes or the maddening chaos of Limbo, or a glimpse into the inner workings of reality.

Sorcerers have no use for the spellbooks and ancient tomes of magic lore that wizards rely on, nor do they rely on a patron to grant their spells as warlocks do. By learning to harness and channel their own inborn magic, they can discover new and staggering ways to unleash that power.

Unexplained Powers

Sorcerers are rare in the world, and it's unusual to find a sorcerer who is not involved in the adventuring life in some way. People with magical power seething in their veins soon discover that the power doesn't like to stay quiet. A sorcerer's magic wants to be wielded, and it has a tendency to spill out in unpredictable ways if it isn't called on.

Sorcerers often have obscure or quixotic motivations driving them to adventure. Some seek a greater understanding of the magical force that infuses them, or the answer to the mystery of its origin. Others hope to find a way to get rid of it, or to unleash its full potential. Whatever their goals, sorcerers are every bit as useful to an adventuring party as wizards, making up for a comparative lack of breadth in their magical knowledge with enormous flexibility in using the spells they know.

Creating a Sorcerer

The most important question to consider when creating your sorcerer is the origin of your power. As a starting character, you'll choose an origin that ties to a draconic bloodline or the influence of wild magic, but the exact source of your power is up to you to decide. Is it a family curse, passed down to you from distant ancestors? Or did some extraordinary event leave you blessed with inherent magic but perhaps scarred as well?

How do you feel about the magical power coursing through you? Do you embrace it, try to master it, or revel in its unpredictable nature? Is it a blessing or a curse? Did you seek it out, or did it find you? Did you have the option to refuse it, and do you wish you had? What do you intend to do with it? Perhaps you feel like you've been given this power for some lofty purpose. Or you might decide that the power gives you the right to do what you want, to take what you want from those who lack such power. Perhaps your power links you to a powerful individual in the world—the fey creature that blessed you at birth, the dragon who put a drop of its blood into your veins, the lich who created you as an experiment, or the deity who chose you to carry this power.

The Sorcerer Table

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	Sorcery Points	Max Spell Level
1st	+2	Spellcasting, Sorcerous Origin	4	2	4	1st
2nd	+2	Metamagic, Origin Metamagic	4	3	6	1st
3rd	+2	Arcane Aptitude	4	4	14	2nd
4th	+2	Ability Score Improvement	5	5	17	2nd
5th	+3	Additional Metamagic Option	5	6	27	3rd
6th	+3	Sorcerous Origin Feature	5	7	32	3rd
7th	+3	Additional Metamagic Option	5	8	38	4th
8th	+3	Ability Score Improvement	5	9	44	4th
9th	+4	—	5	10	57	5th
10th	+4	Additional Metamagic Option	6	11	64	5th
11th	+4	Sorcerous Origin Feature	6	12	73	6th
12th	+4	Ability Score Improvement	6	13	73	6th
13th	+5	—	6	14	83	7th
14th	+5	Additional Metamagic Option	6	15	83	7th
15th	+5	—	6	16	94	8th
16th	+5	Ability Score Improvement	6	17	94	8th
17th	+6	Sorcerous Origin Feature	6	18	107	9th
18th	+6	Additional Metamagic Option	6	19	114	9th
19th	+6	Ability Score Improvement	6	19	123	9th
20th	+6	Sorcerous Mastery	6	20	133	9th

Class Features

As a sorcerer, you gain the following class features.

Hit Points

Hit Dice: 1d6 per sorcerer level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per sorcerer level after 1st

Proficiencies

Armor: Light armor

Weapons: Simple weapons

Tools: None

Saving Throws: Constitution, Charisma

Skills: Choose two from Acrobatics, Arcana, Deception, Insight, Intimidation, Performance, Religion, Stealth, Survival

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) a dungeoneer's pack or (b) an explorer's pack
- Studded leather armor and two daggers

Spellcasting

An event in your past, or in your bloodline, left an indelible mark on you, infusing your very being with untamed magic. This font of magic, whatever its origin, fuels your spells. See the sorcerer spell list at the end of this class description.

Cantrips

At 1st level, you know four cantrips of your choice from the sorcerer spell list. You learn additional sorcerer cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Sorcerer table. Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can replace one cantrip you learned from this class's Spellcasting feature with another cantrip from the sorcerer spell list.

Spell Points

The Sorcerer table shows how many spell points you have to cast your sorcerer spells of 1st level and higher. To cast one of these sorcerer spells, you must expend a number of spell points to create a spell slot of a given level, as shown in the Creating Spell Slots table, and then use that slot to cast a spell. You can't create spell slots above your maximum spell level, as shown in the Sorcerer Table, even if you have enough points to do so. You can't reduce your spell point total to less than 0, and you regain all spent spell points when you finish a long rest.

For example, if you know the 1st-level spell burning hands and have enough spell points to create a 1st or 2nd level spell slot, you can cast burning hands using either slot by spending the corresponding number of points to do so.

Spells of 6th level and higher are particularly taxing to cast. You can use spell points to create one slot of each level of 6th or higher. You can't create another slot of the same level until you finish a long rest.

Creating Spell Slots.

Spell Level	Point Cost
1st	2
2nd	3
3rd	5
4th	6
5th	7
6th	9
7th	10
8th	11
9th	13

Spells Known of 1st Level and Higher

You know two 1st-level spells of your choice from the sorcerer spell list.

The Spells Known column of the Sorcerer table shows when you learn more sorcerer spells of your choice. Each of these spells must be of a level for which you can create spell slots, as shown in the Max Spell Level column of the Sorcerer table. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the sorcerer spells you know and replace it with another spell from the sorcerer spell list, which also must be of a level for which you can create spell slots.

Spellcasting Ability

Constitution is your spellcasting ability for your sorcerer spells, since the power of your magic relies on controlling the unstable magics within your body. You use your Constitution whenever a spell refers to your spellcasting ability. In addition, you use your Constitution modifier when setting the saving throw DC for a sorcerer spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Constitution modifier

Spell attack modifier = your proficiency bonus + your Constitution modifier

Spellcasting Focus

As a sorcerer, you don't require an arcane focus to cast your sorcerer spells without materials components.

Sorcerous Origin

Choose a sorcerous origin, which determines the nature or source of your innate magics.

Your choice grants you features when you choose it at 1st level and again at 2nd, 6th, 11th, and 17th level.

Metamagic

At 2nd level, you gain the ability to twist and shape the raw magic inside you to change the nature of your spells. You gain two of metamagic options of your choice, listed at the end of this class description, in addition to one granted by your sorcerous origin. You gain another metamagic option at 5th, 7th, 10th, 14th, and 17th level, and you can replace one metamagic option with another whenever you gain a level in this class.

There is no limit to the amount of Metamagic you can use on a spell, however you can't use the same Metamagic option twice on the same spell.

Arcane Aptitude

At 3rd level, you learn to harness your magic to perform specific abilities outside of your spells. Choose one of the following aptitude options. You can change your aptitude whenever you gain a level in this class.

Arcane Fortitude. As an action, you can spend up to 5 spell points, gaining temporary hit points equal to your Constitution modifier (minimum of 1) for each spell point spent.

Imbued Weapon. As a bonus action while holding a weapon, you can spend 1 spell point to attune yourself to it for the next minute, granting you proficiency with it and making the weapon count as magical for the purpose of overcoming resistances and immunities.

Magical Guidance. When you fail an ability check, you can spend 2 spell points to reroll the d20, and must use the new roll.

Sorcerous Restoration. When you finish a short rest, you can regain a number of spell points equal to your sorcerer level. Once you use this feature, you can't do so again until you finish a long rest.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Using the optional feats rule, you can forgo taking this feature to take a feat of your choice instead.

Sorcerous Mastery

At 20th level, your ability to control raw magics reaches a perfect harmony with your body. Choose one Metamagic option you know. You can use that metamagic option without expending spell points. Additionally, whenever you roll for initiative and have no spell points remaining, you regain 40 spell points.

Metamagic Options

Burst Spell

When you cast a spell that targets only one creature, you can spend a number of spell points equal to 2 + the spell's level (+1 spell point if the spell is a cantrip) to instead cause the spell to target all creatures in a 5ft radius of the original target. If the spell requires an attack roll, any creatures within range other than the original target can make a Dexterity saving throw, taking half damage and suffering none of the spell's effects on a successful save.

Careful Spell

When you cast a spell that affects multiple creatures, you can protect some of those creatures from the spell's full force. To do so, you spend 1 spell point and choose a number of creatures equal to your Constitution modifier (minimum of one). Those creatures are excluded from the effects of the spell, such as by the color spray or sleep spell, and automatically succeed on their saving throws against the spell. Chosen creatures take no damage if they would normally take half damage on a successful save.

Conferred Spell

When you cast a spell with a range of self, you can spend 2 spell points to change the range of the spell to touch. While concentrating on a spell that is affecting you, you can spend 1 spell point as an action to touch a willing creature, moving the spell's effects onto that creature. You must still maintain concentration on the spell.

Distant Spell

When you cast a spell that has a range of 5 feet or greater, you can spend 1 spell point to double the range of the spell. When you cast a spell that has a range of touch, you can spend 1 spell point to make the range of the spell 30 feet.

Empowered Spell

When you roll damage for a spell, you can spend 1 spell point to reroll a number of the damage dice up to your Constitution modifier (minimum of one).

Extended Spell

When you cast a spell that has a duration of 1 minute or longer, you can spend 1 spell point to double its duration, to a maximum duration of 24 hours.

When you cast a spell that has a duration of 1 round, you can spend a number of spell points equal to 2 + the spell's level (+1 spell point if the spell is a cantrip) to change its duration to 1 minute, requiring your concentration.

Heightened Spell

When you cast a spell that forces a creature to make a saving throw to resist its effects, you can spend 3 spell points to give one target of the spell disadvantage on the first saving throw made against the spell.

Whenever a creature makes a repeated saving throw to end the spell's effect early, you can spend 2 spell points to impose disadvantage on that saving throw.

Quickened Spell

When you cast a spell that has a casting time of 1 action, you can spend 2 spell points to change the casting time to 1 bonus action for this casting.

If a spell has a casting time of 1 minute or longer, you can spend 3 spell points to reduce the spell's casting time by half.

Seeking Spell

When you cast a spell that requires you to make an attack roll, you can spend 3 spell points to gain advantage on the attack roll and ignore the effects of half- and three-quarters cover against targets of the spell.

Subtle Spell

When you cast a spell, you can spend 1 spell point to cast it without any somatic or verbal components. If a spell lists that a creature knows if they are targeted by a spell, such as by the charm person spell, they no longer gain that knowledge.

Transmuted Spell

When you cast a spell that deals a type of damage from the following list, you can spend 1 spell point to change that damage type to one of the other listed types: acid, cold, fire, lightning, poison, and thunder. If a spell deals a damage type not listed above, you can spend 2 spell points to change it to a damage type from the list.

Twinned Spell

When you cast a spell that targets only one creature and doesn't have a range of self, you can spend a number of spell points equal to the spell's level to target a second creature in range with the same spell (1 spell point if the spell is a cantrip).

To be eligible, a spell must be incapable of targeting more than one creature at the spell's current level. For example, magic missile and scorching ray aren't eligible, but ray of frost and chromatic orb are.

Unbreakable Spell

When you cast a spell that requires concentration, you can spend 2 spell points to gain advantage on all concentration checks you make to maintain the spell.

When a creature makes an ability check to dispel one of your spells, you can spend 1 spell point as a reaction to impose disadvantage on that check.

Wandering Spell

While concentrating on a spell that targets an area, you can spend 1 spell point (no action required) to move the spell's effects up to 30ft to a point which you can see.

Widened Spell

When you cast a spell that affects a radius of 5ft or larger, you can spend up to 3 spell points to increase the spell's radius by 5ft for each spell point spent.

Sorcerous Origins

Aberrant Mind

An alien influence has wrapped its tendrils around your mind, giving you psionic power. You can now touch other minds with that power and alter the world around you by using it to control the magical energy of the multiverse. Will this power shine from you as a hopeful beacon to others? Or will you be a source of terror to those who feel the stab of your mind and witness the strange manifestations of your might?

Psionic Spells

1st-level Aberrant Mind feature

You learn additional spells when you reach certain levels in this class, as shown on the Psionic Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be a divination or an enchantment spell from the sorcerer, warlock, or wizard spell list.

Psionic Spells

Sorcerer Level	Spells
1st	arms of Hadar, dissonant whispers, mind sliver
3rd	calm emotions, detect thoughts
5th	hunger of Hadar, sending
7th	evard's black tentacles, summon aberration
9th	rary's telepathic bond, telekinesis

Telepathic Speech

1st-level Aberrant Mind feature

You can form a telepathic connection between your mind and the mind of another. As a bonus action, choose one creature you can see within 30 feet of you. You and the chosen creature can speak telepathically with each other while the two of you are within a number of miles of each other equal to your Constitution modifier (minimum of 1 mile). To understand each other, you each must speak mentally in a language the other knows.

The telepathic connection lasts for a number of minutes equal to your sorcerer level. It ends early if you are incapacitated or die or if you use this ability to form a connection with a different creature.

Origin Metamagic

2nd-level Aberrant Mind feature

You gain the subtle spell or unbreakable spell metamagic option.

Psychic Defenses

6th-level Aberrant Mind feature

You gain resistance to psychic damage, and you have advantage on saving throws against being charmed or frightened.

Revelation in Flesh

11th-level Aberrant Mind feature

You can unleash the aberrant truth hidden within yourself. As a bonus action, you can spend 3 or more sorcery points to magically transform your body for 10 minutes. For every 3 sorcery points you spend, you can gain one of the following benefits of your choice, the effects of which last until the transformation ends:

- You can see any invisible creature within 30 feet of you, provided it isn't behind total cover. Your eyes also turn black or become writhing sensory tendrils.
- You gain a flying speed equal to your walking speed, and you can hover. As you fly, your skin glistens with mucus or shines with an otherworldly light.
- You gain a swimming speed equal to your walking speed, and you can breathe underwater. Moreover, gills grow from your neck or fan out from behind your ears, your fingers become webbed, or you grow writhing cilia that extend through your clothing.
- Your body, along with any equipment you are wearing or carrying, becomes slimy and pliable. You can move through any space as narrow as 1 inch without squeezing, and you can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

Warping Implosion

17th-level Aberrant Mind feature

You can unleash your aberrant power as a space-warping anomaly. As an action, you can teleport to an unoccupied space you can see within 120 feet of you. Immediately after you disappear, each creature within 30 feet of the space you left must make a Strength saving throw. On a failed save, a creature takes 3d10 force, thunder, or psychic damage (your choice) and is pulled straight toward the space you left, ending in an unoccupied space as close to your former space as possible. On a successful save, the creature takes half as much damage and isn't pulled.

Once you use this feature, you can't do so again until you finish a long rest, unless you spend 10 sorcery points to use it again.

Arcane Bloodline

Shaped by the weave, often upon birth, sorcerers touched with magics from aeons ago demonstrate what many think of as a typical sorcerer. Perhaps your ancestor was a great mage, your parents made a bargain with a powerful wizard or magical being, or magic itself saw you fit to become one of its many vessels, your connection to magic is defined by this unique figure in your past. As a consequence, you are bound to magic itself and a special familiar, emblematic of your relationship to whatever fuels your sorcerous powers.

Arcane Spells

1st-level Arcane Bloodline feature

You learn additional spells when you reach certain levels in this class, as shown on the Arcane Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be a spell from the sorcerer spell list.

Arcane Spells

Sorcerer Level	Spells
1st	find familiar, magic missile, prestidigitation
3rd	levitate, locate object
5th	dispel magic, protection from energy
7th	fabricate, resilient sphere
9th	arcane hand, legend lore

Sorcerous Familiar

1st-level Arcane Soul feature

When you first cast the find familiar spell, you choose which form your familiar will take each time you cast the spell. The form can be one listed in the spells description or one of the following forms: badger, crawling claw, flying monkey, fox, hare, homunculus, imp, juvenile mimic, pseudodragon, sprite, or tressym.

Origin Metamagic

2nd-level Arcane Soul feature

You gain any one metamagic option of your choice.

Magical Echoes

6th-level Arcane Soul feature

Ancient magic reverberates off of your more potent spells, heightening the attacks of those around you. Whenever you cast a spell of 3rd level or higher, you can use your bonus action to target a creature within 30 feet of you, granting that creature advantage on the next attack roll it makes before the end of its next turn.

Familiar Emboldening

11th-level Arcane Soul feature

Your sorcerous familiar's hit point maximum is increased by your sorcerer level, and it can take any attack actions listed on its stat block, provided you use your bonus action to command your familiar to do so. While within 30 feet of your familiar, you gain a +1 bonus to your spell attack modifier and spell save DC. Additionally, when your familiar is reduced to 0 hit points, you can use your reaction to regain 10 sorcery points. Once you use this reaction, you can't do so again until you finish a long rest.

Awakening of the Archmage

17th-level Arcane Soul feature

You learn one 6th, 7th, 8th, and 9th level spell from the sorcerer, warlock, or wizard spell list. The spells count as sorcerer spells for you. Additionally, you can now create spell slots for each level of 6th level or higher twice per long rest instead of just once.

Blood Magic

When sorcerers describe their magic as suffusing their veins, many don't take it to the extreme of blood magic sorcerers. Utilizing what many see as a forbidden practice, blood magic sorcerers sacrifice vitality to perform feats of great arcane prowess, seizing the blood of themselves and others. Shunned by society, these sorcerers often discover their dark magics under haunted pretenses. This origin could relate to an encounter with a vampire or similar blood-sucking creature, a magical parasite or virus, or some kind of generational curse.

Blood Spells

1st-level Blood Magic feature

You learn additional spells when you reach certain levels in this class, as shown on the Blood Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be a spell from the sorcerer spell list.

Blood Spells

Sorcerer Level	Spells
1st	bane, false life, toll the dead
3rd	hold person, warding bond
5th	life transference, vampiric touch
7th	blight, compulsion
9th	danse macabre, dominate person

Hemic Casting

1st-level Blood Magic feature

Once on each of your turns when you spend sorcery points to use a metamagic option, you can expend a sorcerer hit die, rolling it and reducing the amount of sorcery points spent by the number rolled.

Alternatively, you can spend 2 sorcery points as a bonus action to regain an expended sorcerer hit die. You can take this action a number of times equal to your proficiency bonus, regaining all uses when you finish a long rest.

Origin Metamagic

2nd-level Blood Magic feature

You gain the conferred or heightened spell metamagic option (your choice).

Sanguine Seizure

6th-level Blood Magic feature

Whenever a creature fails its saving throw against one of your spells, provided that creature has blood, you can expend a sorcerer hit die to enact one of the following effects against the target:

- The target takes additional 1d6 necrotic damage
- The target can't take reactions until the end of its next turn

- The target must subtract 1d6 from the next attack roll it makes before the end of its next turn

Grim Recovery

11th-level Blood Magic feature

You regain all hit dice whenever you finish a long rest. Additionally, whenever a creature within 30 feet of you takes damage, you can use your reaction to expend a sorcerer hit die, regaining a number of hit points equal to the number rolled.

Vital Mastery

17th-level Blood Magic feature

You no longer age, and don't need to breathe, eat, or sleep to survive. Additionally, while below half of your hit point maximum, you regain a number of hit points at the start of each of your turns equal to your Constitution modifier (minimum of 1). This regeneration ceases to function if you are reduced to 0 hit points.

Divine Soul

Sometimes the spark of magic that fuels a sorcerer comes from a divine source that glimmers within the soul. Having such a blessed soul is a sign that your innate magic might come from a distant but powerful familial connection to a divine being. Perhaps your ancestor was an angel, transformed into a mortal and sent to fight in a god's name. Or your birth might align with an ancient prophecy, marking you as a servant of the gods or a chosen vessel of divine magic.

Divine Spells

1st-level Divine Soul feature

You learn additional spells when you reach certain levels in this class, as shown on the Divine Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be a spell from the cleric, paladin, or sorcerer spell list.

Divine Spells

Sorcerer Level	Spells
1st	cure wounds, guiding bolt, sacred flame
3rd	augury, moonbeam
5th	beacon of hope, daylight
7th	aura of life, guardian of faith
9th	mass cure wounds, greater restoration

Favored by the Gods

1st-level Divine Soul feature

Divine power guards your destiny. If you fail a saving throw or miss with an attack roll, you can roll 2d4 and add it to the total, possibly changing the outcome. Once you use this feature, you can't use it again until you finish a short or long rest.

Origin Metamagic

2nd-level Divine Soul feature

You gain the seeking spell or widened spell metamagic option (your choice).

Empowered Healing

6th-level Divine Soul feature

The divine energy coursing through you can empower healing spells. Whenever you or an ally within 5 feet of you rolls dice to determine the number of hit points a spell restores, you can spend 1 sorcery point to reroll any number of those dice once, provided you aren't incapacitated. You can use this feature only once per turn.

Otherworldly Wings

11th-level Divine Soul feature

You can use a bonus action to manifest a pair of spectral wings from your back, which shed dim-light out to 5 feet. While the wings are present, you have a flying speed of 30 feet. The wings last until you're incapacitated, you die, or you dismiss them as a bonus action.

Godlike Recovery

17th-level Divine Soul feature

You gain the ability to call upon the magic within you to overcome grievous injuries. As a bonus action when you have fewer than half of your hit points remaining, you can regain a number of hit points equal to half your hit point maximum. Once you use this feature, you can't use it again until you finish a long rest.

Draconic Bloodline

Your innate magic comes from draconic magic that was mingled with your blood or that of your ancestors. These sorcerers might trace their descent back to a mighty sorcerer of ancient times who made a bargain with a dragon or might have claimed a dragon parent. Some of these bloodlines are well established in the world, but most are obscure. Any given sorcerer could be the first of a new bloodline, as a result of a pact or some other exceptional circumstance.

Draconic Spells

1st-level Draconic Bloodline feature

You learn additional spells when you reach certain levels in this class, as shown on the Draconic Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know. Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be a spell from the sorcerer spell list.

Draconic Spells

Sorcerer Level	Spells
1st	cause fear, burning hands, thaumaturgy
3rd	alter self, dragon's breath
5th	fear, fireball
7th	elemental bane, fire shield
9th	cone of cold, dominate person

Draconic Affinity

1st-level Draconic Bloodline feature

You choose from acid, cold, fire, lightning, or poison, which represents the damage type of your draconic abilities. You can speak, read, and write Draconic, and whenever you make a Charisma check when interacting with dragons, your proficiency bonus is doubled if it applies to the check.

Additionally, your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class.

Origin Metamagic

2nd-level Draconic Bloodline feature

You gain the transmuted spell metamagic option. When you use this metamagic option to change a spell's damage type to your draconic affinity, it has no sorcery point cost for you.

Elemental Empowerment

6th-level Draconic Bloodline feature

When you cast a spell that deals damage of the type associated with your draconic affinity, you can add your Constitution modifier to one damage roll of that spell. At the same time, you can spend 1 sorcery point to gain resistance to that damage type for 1 hour.

Dragon Wings

11th-level Draconic Bloodline feature

You can use a bonus action to manifest a pair of draconic wings from your back. While the wings are present, you have a flying speed of 30 feet. The wings last until you dismiss them as a bonus action.

You can't manifest your wings while wearing armor unless the armor is made to accommodate them, and clothing not made to accommodate your wings might be destroyed when you manifest them.

Dominating Presence

17th-level Draconic Bloodline feature

As an action, you can spend 5 sorcery points to draw on this power and exude an aura of awe or fear (your choice) to a distance of 60 feet. Each hostile creature that starts its turn in this aura must succeed on a Wisdom saving throw or be charmed (if you chose awe) or frightened (if you chose fear) of you for the next minute. A creature that succeeds on this saving throw is immune to your aura for 24 hours.

Flamesoul Sorcery

The passionate blaze of the plane of fire roars within your being. As if anticipating release, the magic within you can burn cities to the ground. Perhaps this unrelenting source of fire is reflected in your hot-headed mannerisms, or betrays your kind, nurturing nature with lethal efficiency. Where does this inner fire come from? Are you marked by fiendish forces, or does your flame originate from the elemental plane of fire itself? Whatever the case, flamesoul sorcerers often opt for the simple solution to problems, fighting fire with fire.

Flamesoul Spells

1st-level Flamesoul Sorcery feature

You learn additional spells when you reach certain levels in this class, as shown on the Flamesoul Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know. Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be a spell from the sorcerer spell list.

Flamesoul Spells

Sorcerer Level	Spells
1st	hellish rebuke, searing smite, control flames
3rd	flaming sphere, heat metal
5th	fireball, minute meteors
7th	fire shield, summon elemental (fire only)
9th	flame strike, immolation

Blazing Legacy

1st-level Flamesoul Sorcery feature

You can speak, read, and write Primordial. Knowing this language allows you to understand and be understood by those who speak its dialects: Aquan, Auran, Ignan, and Terran. Alternatively, you can forgo learning primordial to instead learn abyssal or infernal. Additionally, you gain resistance to fire damage, and as a bonus action whenever you cast a spell of 1st level or higher, you can release a burst of flames in a 5 foot radius around you or a target of your spell, igniting any objects not being worn or carried and dealing fire damage equal to your proficiency bonus to all other creatures within range.

Origin Metamagic

2nd-level Flamesoul Sorcery feature

You gain the burst spell or empowered spell metamagic option.

Wreathing Flames

6th-level Flamesoul Sorcery feature

When you cast a spell that deals fire damage, you can spend 1 sorcery point to add your Constitution modifier to one damage roll of that spell. Whenever you do so, you can immediately cover yourself in magical flames for the next minute.

Any creature that touches you or hits you with a melee attack while the flames are active takes fire damage equal to your Constitution modifier (minimum of 1).

Ignition Awakening

11th-level Flamesoul Sorcery feature

While covered in your magical flames, you have immunity to fire damage, and you gain a flying speed of 30 feet, as the magic inures you to fire and lifts you into the air. Additionally, as a bonus action on each of your turns, you can cause any non-magical flame within 60 feet of you to extinguish or spread up to 20 feet in any direction, provided there is another fuel source at the new location.

Mastery of Fire

17th-level Flamesoul Sorcery feature

Your sorcerer spells ignore resistance to fire damage, and once on each of your turns when you cast a spell that deals fire damage of 1st level or higher, you can immediately use one metamagic option you know without requiring sorcery points. Finally, any fire you create through your spells can't be extinguished by non-magical means unless you allow it.

Giant Bloodline

Your innate magic hails from the mighty stride of giants, allowing you to call upon their arcane might to swell in size and embolden your strikes with gargantuan fury. Marked by the ordening, sorcerers of this origin develop magical ties to their titan ancestors or benefactors, developing unhuman resilience and leaving devastation in their wake. Once sorcerers have learned to tame this power, they begin to develop stronger ties with the ordning, developing certain capabilities shaped by their jotun origins. This connection could be the brutality of hill giants or the cunning of cloud giants, for example.

Giant Spells

1st-level Giant Bloodline feature

You learn additional spells when you reach certain levels in this class, as shown on the Giant Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know. Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be a spell from the sorcerer spell list.

Giant Spells

Sorcerer Level	Spells
1st	heroism, wrathful smite, resistance
3rd	aid, enlarge/reduce (enlarge only)
5th	elemental weapon, glyph of warding
7th	death ward, fabricate
9th	creation, passwall

Giant Might

1st-level Giant Bloodline feature

You can speak, read, and write Giant. Your hit point maximum increases by 2, and increases by 1 again whenever you gain a level in this class. Additionally, any Strength-based attacks you make deal an extra 1d6 force damage. At 11th level, this extra damage increases to 2d6.

Origin Metamagic

2nd-level Giant Bloodline feature

You gain the extended or unbreakable spell metamagic option (your choice).

Jotun Transformation

6th-level Giant Bloodline feature

You can bolster the giant lineage running through your veins. As a bonus action, you can spend 2 or more spell points to magically transform your body for 10 minutes. For every 2 spell points you spend, you can gain one of the following benefits of your choice, the effects of which last until the transformation ends:

- Your size increases by one category; from Medium to Large, for example. Your body and any equipment you are wearing or carrying increase to match the stature of giants, and your reach increases by 5 feet.
- You gain temporary hit points equal to your sorcerer level. Your gigantic might shields you from harm.
- You have advantage on Strength-based ability checks and saving throws. Your muscles double in size, granting you giant strength.
- You can add your Constitution modifier (minimum of 1) to any damage rolls you make with melee weapon attacks. The mark of the ordning suffuses your physical weapons with runic power.

These effects end early if you are knocked unconscious, if you die, or if you use this feature again.

Mark of the Ordning

11th-level Giant Bloodline feature

Pick one of the following giant options. Whenever you use the Jotun Transformation feature, you can spend an additional 3 sorcery points to gain the benefits of that option for 10 minutes.

Cloud Giant. Shifting magics suffuse your being. Whenever you cast a sorcerer spell of 3rd level or higher, you can immediately teleport up to 30 feet to an unoccupied space within range.

Fire Giant. Wrathful magics suffuse your being. Whenever you cast a sorcerer spell of 3rd level or higher, you can immediately make a single melee weapon attack against a creature within range.

Frost Giant. Unrelenting magics suffuse your being. Whenever you cast a sorcerer spell of 3rd level or higher, you gain temporary hit points equal to twice the spell's level.

Hill Giant. Brutish magics suffuse your being. Whenever you cast a sorcerer spell of 3rd level or higher, you can force any targets of the spell to make a Strength saving throw against your spell save DC or be pushed 10 feet in a straight line away from you. A creature can choose to fail this save.

Stone Giant. Resilient magics suffuse your being. Whenever you cast a sorcerer spell of 3rd level or higher, you can gain a +2 bonus to AC until the start of your next turn.

Storm Giant. Thunderous magics suffuse your being. Whenever you cast a sorcerer spell of 3rd level or higher, you can cause any targets of the spell to take thunder damage equal to your Constitution modifier (minimum of 1).

Blessing of the All-Father

17th-level Giant Bloodline feature

Your Strength and Constitution scores increase by 2, to a maximum of 22. Additionally, when you use the Jotun Transformation feature to increase in size, you can spend an additional 5 spell points to increase your size category by two sizes, from Medium to Huge, for example. When you do so, your walking speed increases by 10 feet.

Shadow Magic

You are a creature of shadow, for your innate magic comes from the Shadowfell itself. You might trace your lineage to an entity from that place, or perhaps you were exposed to its fell energy and transformed by it. The power of shadow magic casts a strange pall over your physical presence. The spark of life that sustains you is muffled, as if it struggles to remain viable against the dark energy that imbues your soul.

Shadow Spells

1st-level Shadow Magic feature

You learn additional spells when you reach certain levels in this class, as shown on the Shadow Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn’t count against the number of sorcerer spells you know. Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be a spell from the sorcerer or warlock spell list.

Shadow Spells

Sorcerer Level	Spells
1st	cause fear, inflict wounds, minor illusion
3rd	darkness, pass without trace
5th	bestow curse, summon shadowspawn
7th	death ward, shadow of moil
9th	enervation, negative energy flood

Soul of Darkness

1st-level Shadow Magic feature

You can see normally in darkness, both magical and nonmagical, to a distance of 120 feet. When damage reduces you to 0 hit points, you can make a Constitution saving throw (DC 5 + the damage taken). On a success, you instead drop to 1 hit point. You can’t use this feature if you are reduced to 0 hit points by radiant damage or by a critical hit. After the saving throw succeeds, you can’t use this feature again until you finish a short or long rest.

Origin Metamagic

2nd-level Shadow Magic feature

You gain the heightened spell or subtle spell metamagic option (your choice).

Among Shadows

6th-level Shadow Magic feature

As an action while in dim light or darkness, you can become invisible until you are no longer in dim light or darkness or until you take any actions or reactions. Additionally, whenever you cast a spell, you can spend 2 spell points to cause magical darkness out to 10 feet to appear centred on you or the target of the spell until the end of your next turn.

Shadow Walk

11th-level Shadow Magic feature

You gain the ability to step from one shadow into another. When you are in dim light or darkness, as a bonus action, you can magically teleport up to 120 feet to an unoccupied space you can see that is also in dim light or darkness.

Umbral Form

17th-level Shadow Magic feature

You can spend 6 spell points as a bonus action to magically transform yourself into a shadowy form. While in this form, you gain the following benefits:

- You have resistance to all damage except force and radiant damage
- You can move through other creatures and objects as if they were difficult terrain. You take 5 force damage if you end your turn inside an object.
- Your walking speed is doubled while in dim light or darkness

You remain in this form for 1 minute. It ends early if you are unconscious, if you die, or if you dismiss it as a bonus action.

Stoneheart Sorcery

Your innate magic calls to the unrelenting element of earth. Perhaps you were born during a great disturbance in the earth, such as an earthquake or the awakening of an ancient creature, or your lineage might include the influence of potent earth creatures such as dao. Whatever the case, the magic of earth and stone permeates your being. Stoneheart sorcerers are invaluable members of a mining crew. Their magic allows them to exert control over the land, shaping it to their will.

Stoneheart Spells

1st-level Stoneheart Sorcery feature

You learn additional spells when you reach certain levels in this class, as shown on the Stoneheart Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be a spell from the sorcerer spell list.

Stoneheart Spells

Sorcerer Level	Spells
1st	mage armor, shield, magic stone
3rd	aid, spike growth
5th	meld into stone, minute meteors

7th	stone shape, stoneskin
9th	transmute rock, wall of stone

Earthen Inheritance

1st-level Stoneheart Sorcery feature

You can speak, read, and write Primordial. Knowing this language allows you to understand and be understood by those who speak its dialects: Aquan, Auran, Ignan, and Terran. Also, while you aren't wearing armor or a shield, your armor class equals 13 + your Constitution modifier. Your unarmed strikes deal 1d8 bludgeoning damage, and when you use your action to cast a spell on your turn, can make a single unarmed strike as a bonus action.

Origin Metamagic

2nd-level Stoneheart Sorcery feature

You gain the empowered spell or unbreakable spell metamagic option (your choice).

Boulder Strike

6th-level Stoneheart Soul feature

Your unarmed strikes count as magical for the purposes of overcoming resistance and immunities. When you hit a creature with an unarmed strike or spell, you can spend sorcery points to deal additional bludgeoning damage to the target. This extra damage equals 1d4 for each sorcery point spent, to a maximum of 5d4.

Stone Molder

11th-level Stoneheart Soul feature

You gain proficiency in Strength saving throws if you don't already, and gain tremorsense out to 30 feet while touching the ground. Additionally, you gain a burrowing speed equal to twice your walking speed. You can choose to leave no trace when burrowing through raw earth or stone.

Bastion of Earth

17th-level Stoneheart Soul feature

You no longer need to eat, drink, or sleep, and whenever you take bludgeoning, slashing or piercing damage, you can use your reaction to reduce that instance of damage by half your sorcerer level. Additionally, your unarmed strikes now deal 1d12 bludgeoning damage, and you can make two unarmed strikes as a bonus action after casting a spell using your action on your turn.

Storm Sorcery

Your innate magic comes from the wrath of storms and winds. Perhaps you were born during a howling gale so powerful that folk still tell stories of it, or your lineage might include the influence of potent air creatures such as djinn. Whatever the case, the magic of the storm permeates your being. Storm sorcerers are invaluable members of a ship's crew. Their magic allows them to exert control over wind and weather in their immediate area. Their abilities also prove useful in repelling attacks by sahuagin, pirates, and other waterborne threats.

Storm Spells

1st-level Storm Sorcery feature

You learn additional spells when you reach certain levels in this class, as shown on the Storm Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be a spell from the sorcerer spell list, or a spell that deals lightning or thunder damage from any class spell list.

Storm Spells

Sorcerer Level	Spells
1st	fog cloud, thunderwave, thaumaturgy
3rd	gust of wind, shatter
5th	call lightning, sleet storm
7th	control water, ice storm
9th	destructive wave, maelstrom

Tempestuous Inheritance

1st-level Storm Sorcery feature

You can speak, read, and write Primordial. Knowing this language allows you to understand and be understood by those who speak its dialects: Aquan, Auran, Ignan, and Terran. Also, you can use a bonus action on your turn to cause whirling gusts of elemental air to briefly surround you, immediately before or after you cast a spell of 1st level or higher. Doing so allows you to fly up to 10 feet without provoking opportunity attacks.

Origin Metamagic

2nd-level Storm Sorcery feature

You gain the transmuted spell metamagic option. When you use this metamagic option to change a spell's damage type to lightning or thunder, it has no sorcery point cost for you.

Heart of the Storm

6th-level Storm Sorcery feature

You gain resistance to lightning and thunder damage. Whenever you start casting a spell of 1st level or higher that deals lightning or thunder damage, stormy magic erupts from you. This eruption causes creatures of your choice that you can see within 10 feet of you to take lightning or thunder damage (choose each time this ability activates) equal to half your sorcerer level.

Additionally if it is raining, you can use an action to cause the rain to stop falling in a 20-foot-radius sphere centered on you, and if it is windy, you can use a bonus action each round to choose the direction that the wind blows in a 100-foot-radius sphere centered on you. The wind blows in that direction until the end of your next turn. This feature doesn't alter the speed of the wind. You can end either of these effects as a bonus action.

Storm's Fury

11th-level Storm Sorcery feature

When you are hit by a melee attack, you can use your reaction to deal lightning damage to the attacker. The damage equals your sorcerer level. The attacker must also make a Strength saving throw against your sorcerer spell save DC. On a failed save, the attacker is pushed in a straight line up to 20 feet away from you.

Grand Tempest

17th-level Storm Sorcery feature

You gain immunity to lightning and thunder damage. You also gain a magical flying speed of 60 feet. As an action, you can reduce your flying speed to 30 feet for 1 hour and choose a number of creatures within 30 feet of you equal to 3 + your Constitution modifier. The chosen creatures gain a magical flying speed of 30 feet for 1 hour. Once you reduce your flying speed in this way, you can't do so again until you finish a short or long rest, or until you spend 5 sorcery points to do so again.

Verdant Soul

Often the most raw forms of magic derive from the forces of nature itself. Some sorcerers are suffused with these primeval gifts, granting them an affinity with the wild, and a penchant for the survival of themselves and the land that grants them immense power. Perhaps a sorcerer is the reincarnation of a powerful primal spirit, a descendant of a fey being, or was simply found nestled deep within the wilderness, as if borne from mother nature herself.

Verdant Spells

1st-level Verdant Soul feature

You learn additional spells when you reach certain levels in this class, as shown on the Verdant Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be a spell from the druid, ranger, or sorcerer spell list.

Verdant Spells

Sorcerer Level	Spells
1st	cure wounds, entangle, druidcraft
3rd	lesser restoration, spike growth
5th	plant growth, speak with plants
7th	grasping vine, polymorph
9th	commune with nature, wrath of nature

Natural Affinity

1st-level Verdant Soul feature

You gain proficiency with the Nature and Survival skills. You can communicate simple ideas and concepts with all beasts and plants, and you have advantage on all Charisma checks when speaking with plants or beasts with an Intelligence of 4

or lower. Additionally, as a bonus action when you cast a spell of 1st level or higher targeting a willing creature that isn't a construct or undead, you can cause the target to regain a number of hit points equal to the spell's level + your Constitution modifier (minimum of 1 hit point).

Origin Metamagic

2nd-level Verdant Soul feature

You gain the careful spell or unbreakable spell metamagic option (your choice).

Arcane Stride

6th-level Verdant Soul feature

You can spend 1 sorcery point when passing through plant matter and natural hazards to avoid taking damage or suffering any consequences, such as difficult terrain, for the next hour. Additionally, you can't be lost except by magical means, and you gain an innate climbing and swimming speed equal to your walking speed.

Lush Magic

11th-level Verdant Soul feature

Whenever you cast a spell that targets an area of effect, you can spend 2 sorcery points to leave a mark of nature in its wake. The area becomes filled with plant matter or similar natural phenomena, and the area is treated as difficult terrain for hostile creatures or creatures you designate.

Evergreen Apex

17th-level Verdant Soul feature

You can't be aged magically, and beasts and plants with an Intelligence of 6 or lower automatically fail saving throws against your sorcerer spells. Additionally, when you create a spell slot of 6th level or higher, surging magic blossoms to heal the wounds of you and your allies, restoring a number of hit points equal to your sorcerer level to any creatures of your choice within 30 feet of you.

Wild Magic

Your innate magic comes from the forces of chaos that underlie the order of creation. You might have endured exposure to raw magic, perhaps through a planar portal leading to Limbo, the Elemental Planes, or the Far Realm. Perhaps you were blessed by a fey being or marked by a demon. Or your magic could be a fluke of your birth, with no apparent cause. However it came to be, this magic churns within you, waiting for any outlet.

Chaos Spells

1st-level Wild Magic feature

You learn additional spells when you reach certain levels in this class, as shown on the Chaos Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be a spell from the sorcerer spell list.

Chaos Spells

Sorcerer Level	Spells
1st	bane, chaos bolt, thaumaturgy
3rd	crown of madness, phantasmal force
5th	blink, hypnotic pattern
7th	confusion, hallucinatory terrain
9th	creation, destructive wave

Wild Magic Surge

1st-level Wild Magic feature

Immediately after you cast a sorcerer spell of 1st-level or higher, roll a d10. If you roll a number equal to, or lower than, level of the spell you cast, roll on the Wild Magic Surge table to create a random magical effect. If that effect is a spell, it is too wild to be affected by your Metamagic, and if it normally requires concentration, it doesn't require concentration in this case; the spell lasts for its full duration.

Origin Metamagic

2nd-level Wild Magic feature

You gain the empowered spell or transmuted spell metamagic option (your choice).

Tides of Chaos

6th-level Wild Magic feature

You can manipulate the forces of chance and chaos to gain advantage on one attack roll, ability check, or saving throw. Once you do so, you must finish a short or long rest before you can use this feature again. The next time you cast a spell of 1st level or higher after using this feature, you must roll on the Wild Magic Surge table. Additionally, when another creature you can see makes an attack roll, an ability check, or a saving throw, you can use your reaction and spend 2 sorcery points to roll 1d4 and apply the number rolled as a bonus or penalty (your choice) to the creature's roll. You can do so after the creature rolls but before any effects of the roll occur.

Controlled Chaos

11th-level Wild Magic feature

You gain a modicum of control over the surges of your wild magic. Whenever you roll on the Wild Magic Surge table, you can roll twice and use either number.

Arcane Bombardment

17th-level Wild Magic feature

The harmful energy of your spells intensifies. When you roll damage for a spell and roll the highest number possible on any of the dice, choose one of those dice, roll it again and add that roll to the damage. You can use the feature only once per turn.

Sorcerer Spell List

Cantrips (Level 0):

- Acid Splash
- Blade Ward
- Booming Blade
- Chill Touch
- Control Flames
- Create Bonfire
- Dancing Lights
- Fire Bolt
- Friends
- Frostbite
- Green-Flame Blade
- Gust
- Infestation
- Light
- Lightning Lure
- Mage Hand
- Mending
- Message
- Mind Sliver
- Minor Illusion
- Mold Earth
- Poison Spray
- Prestidigitation
- Primal Savagery
- Produce Flame
- Ray of Frost
- Shape Water
- Shocking Grasp
- Sword Burst
- Thaumaturgy
- Thunderclap
- True Strike

1st Level Spells:

- Absorb Elements
- Armor of Agathys
- Burning Hands
- Catapult
- Caustic Brew
- Chaos Bolt
- Charm Person
- Chromatic Orb
- Color Spray
- Command
- Comprehend Languages

- Detect Magic
- Disguise Self
- Distort Value
- Earth Tremor
- Expeditious Retreat
- False Life
- Feather Fall
- Fog Cloud
- Grease
- Ice Knife
- Jump
- Longstrider
- Mage Armor
- Magic Missile
- Ray of Sickness
- Shield
- Silent Image
- Sleep
- Thunderwave
- Witch Bolt

2nd Level Spells:

- Acid Arrow
- Alter Self
- Blindness/Deafness
- Blur
- Cloud of Daggers
- Crown of Madness
- Darkness
- Darkvision
- Detect Thoughts
- Dragon's Breath
- Dust Devil
- Earthbind
- Earthen Grasp
- Enhance Ability
- Enlarge/Reduce
- Flame Blade
- Flaming Sphere
- Gust of Wind
- Heat Metal
- Hold Person
- Invisibility
- Knock
- Levitate
- Locate Object
- Mind Spike

- Mind Whip
- Mirror Image
- Misty Step
- Phantasmal Force
- Pyrotechnics
- Scorching Ray
- See Invisibility
- Shadow Blade
- Shatter
- Spider Climb
- Suggestion
- Warding Wind
- Web

3rd Level Spells:

- Blink
- Clairvoyance
- Counterspell
- Daylight
- Dispel Magic
- Enemies Abound
- Erupting Earth
- Fear
- Fireball
- Flame Arrows
- Fly
- Gaseous Form
- Haste
- Hypnotic Pattern
- Incite Greed
- Intellect Fortress
- Lightning Bolt
- Major Image
- Minute Meteors
- Protection from Energy
- Sleet Storm
- Slow
- Stinking Cloud
- Thunder Step
- Tidal Wave
- Tongues
- Wall of Water
- Water Breathing
- Water Walk

4th Level Spells:

- Banishment
- Blight
- Charm Monster
- Confusion
- Dimension Door
- Dominate Beast
- Greater Invisibility
- Ice Storm
- Locate Creature
- Phantasmal Killer
- Polymorph
- Sickening Radiance
- Stone Shape
- Stoneskin
- Storm Sphere
- Vitriolic Sphere
- Wall of Fire
- Watery Sphere

5th Level Spells:

- Animate Objects
- Circle of Power
- Cloudkill
- Cone of Cold
- Control Winds
- Creation
- Dominate Person
- Dream
- Enervation
- Far Step
- Flame Strike
- Hold Monster
- Immolation
- Insect Plague
- Seeming
- Skill Empowerment
- Synaptic Static
- Telekinesis
- Teleportation Circle
- Wall of Light
- Wall of Stone

6th Level Spells:

- Arcane Gate
- Chain Lightning
- Circle of Death

- Disintegrate
 - Eyebite
 - Freezing Sphere
 - Globe of Invulnerability
 - Investiture of Flame
 - Investiture of Ice
 - Investiture of Stone
 - Investiture of Wind
 - Mass Suggestion
 - Mental Prison
 - Move Earth
 - Otherworldly Guise
 - Primordial Ward
 - Scatter
 - Sunbeam
 - True Seeing
 - Wall of Ice
 - Wind Walk
- 9th Level Spells:
- Astral Projection
 - Blade of Disaster
 - Foresight
 - Gate
 - Invulnerability
 - Mass Polymorph
 - Meteor Swarm
 - Power Word Kill
 - Prismatic Wall
 - Psychic Scream
 - Shapechange
 - Storm of Vengeance
 - Time Stop
 - True Polymorph
 - Weird
 - Wish

7th Level Spells:

- Crown of Stars
- Delayed Fireball Blast
- Etherealness
- Finger of Death
- Fire Storm
- Mirage Arcane
- Plane Shift
- Power Word Pain
- Prismatic Spray
- Reverse Gravity
- Teleport
- Whirlwind

8th Level Spells:

- Animal Shapes
- Control Weather
- Demiplane
- Dominate Monster
- Earthquake
- Horrid Wilting
- Incendiary Cloud
- Maddening Darkness
- Power Word Stun
- Sunburst
- Telepathy
- Tsunami

Appendix & Table References

Creating Spell Slots.

Spell Level	Point Cost
1st	2
2nd	3
3rd	5
4th	6
5th	7
6th	9
7th	10
8th	11
9th	13

*You can only create a spell slot for each level of 6th level or higher once per long rest.

[Wild Magic Surge](#) (D&D Beyond).