SRD reference

Full accepted source text for this character. Character-specific values, choices, casting permissions and equipment are in the paired character sheet and notes.

Rules and spell descriptions from SRD 5.2.1 (2024 rules).

Sorcerer level 6

Progression values read from the SRD class table.

SRD 5.2.1, p. 65

Sorcerer proficiencies and equipment

Core Sorcerer Traits Primary Ability Charisma Hit Point Die D6 per Sorcerer level Saving Throw Proficiencies Constitution and Charisma Skill Proficiencies Choose 2: Arcana, Deception, Insight, Intimidation, Persuasion, or Religion Weapon Proficiencies Simple weapons Armor Training None

SRD 5.2.1, p. 64

Spellcasting

Drawing from your innate magic, you can cast spells. See "Spells" for the rules on spellcasting. The information below details how you use those rules with Sorcerer spells, which appear in the Sorcerer spell list later in the class's description. Cantrips. You know four Sorcerer cantrips of your choice. Light , Prestidigitation , Shocking Grasp , and Sorcerous Burst are recommended. Whenever you gain a Sorcerer level, you can replace one of your cantrips from this feature with another Sorcerer cantrip of your choice.

When you reach Sorcerer levels 4 and 10, you learn another Sorcerer cantrip of your choice, as shown in the Cantrips column of the Sorcerer Features table. Spell Slots. The Sorcerer Features table shows how many spell slots you have to cast your level 1+ spells. You regain all expended slots when you finish a Long Rest. Prepared Spells of Level 1+. You prepare the list of level 1+ spells that are available for you to cast with this feature. To start, choose two level 1 Sorcerer spells. Burning Hands and Detect Magic are recommended.

The number of spells on your list increases as you gain Sorcerer levels, as shown in the Prepared Spells column of the Sorcerer Features table. Whenever that number increases, choose additional Sorcerer spells until the number of spells on your list matches the number in the Sorcerer Features table. The chosen spells must be of a level for which you have spell slots. For example, if you're a level 3 Sorcerer, your list of prepared spells can include six Sorcerer spells of level 1 or 2 in any combination. If another Sorcerer feature gives you spells that you always have prepared, those spells don't count against the number of spells you can prepare with this feature, but those spells otherwise count as Sorcerer spells for you.

Changing Your Prepared Spells. Whenever you gain a Sorcerer level, you can replace one spell on your list with another Sorcerer spell for which you have spell slots. Spellcasting Ability. Charisma is your spellcasting ability for your Sorcerer spells. Spellcasting Focus. You can use an Arcane Focus as a Spellcasting Focus for your Sorcerer spells.

SRD 5.2.1, p. 64, p. 65

Innate Sorcery

An event in your past left an indelible mark on you, infusing you with simmering magic. As a Bonus Action, you can unleash that magic for 1 minute, during which you gain the following benefits: • The spell save DC of your Sorcerer spells increases by 1. • You have Advantage on the attack rolls of Sorcerer spells you cast. You can use this feature twice, and you regain all expended uses of it when you finish a Long Rest.

SRD 5.2.1, p. 65, p. 66

Font of Magic

You can tap into the wellspring of magic within yourself. This wellspring is represented by Sorcery Points, which allow you to create a variety of magical effects. You have 2 Sorcery Points, and you gain more as you reach higher levels, as shown in the Sorcery Points column of the Sorcerer Features table. You can't have more Sorcery Points than the number shown in the table for your level. You regain all expended Sorcery Points when you finish a Long Rest. You can use your Sorcery Points to fuel the options below, along with other features, such as Metamagic, that use those points.

Converting Spell Slots to Sorcery Points. You can expend a spell slot to gain a number of Sorcery Points equal to the slot's level (no action required). Creating Spell Slots. As a Bonus Action, you can transform unexpended Sorcery Points into one spell slot. The Creating Spell Slots table shows the cost of creating a spell slot of a given level, and it lists the minimum Sorcerer level you must be to create a slot. You can create a spell slot no higher than level 5. Any spell slot you create with this feature vanishes when you finish a Long Rest.

Creating Spell Slots Spell Slot Level Sorcery Point Cost Min. Sorcerer Level 1 2 2 2 3 3 3 5 5 4 6 7 5 7 9

SRD 5.2.1, p. 66

Metamagic

Because your magic flows from within, you can alter your spells to suit your needs; you gain two Metamagic options of your choice from "Meta magic Options" later in this class's description. You use the chosen options to temporarily modify spells you cast. To use an option, you must spend the number of Sorcery Points that it costs. You can use only one Metamagic option on a spell when you cast it unless otherwise noted in one of those options. Whenever you gain a Sorcerer level, you can replace one of your Metamagic options with one you don't know.

You gain two more options at Sorcerer level 10 and two more at Sorcerer level 17.

SRD 5.2.1, p. 66

Sorcerer Subclass

You gain a Sorcerer subclass of your choice. The Draconic Sorcery subclass is detailed after this class's description. A subclass is a specialization that grants you features at certain Sorcerer levels. For the rest of your career, you gain each of your subclass's features that are of your Sorcerer level or lower.

SRD 5.2.1, p. 66

Ability Score Improvement

You gain the Ability Score Improvement feat (see "Feats") or another feat of your choice for which you qualify. You gain this feature again at Sorcerer levels 8, 12, and 16.

SRD 5.2.1, p. 66

Sorcerous Restoration

When you finish a Short Rest, you can regain expended Sorcery Points, but no more than a number equal to half your Sorcerer level (round down). Once you use this feature, you can't do so again until you finish a Long Rest.

SRD 5.2.1, p. 66

Draconic Resilience

The magic in your body manifests physical traits of your draconic gift. Your Hit Point maximum increases by 3, and it increases by 1 whenever you gain another Sorcerer level. Parts of you are also covered by dragon-like scales. While you aren't wearing armor, your base Armor Class equals 10 plus your Dexterity and Charisma modifiers.

SRD 5.2.1, p. 69

Draconic Spells

When you reach a Sorcerer level specified in the Draconic Spells table, you thereafter always have the listed spells prepared. Draconic Spells Sorcerer Level Spells 3 Alter Self , Chromatic Orb , Command , Dragon's Breath 5 Fear , Fly 7 Arcane Eye , Charm Monster 9 Legend Lore , Summon Dragon

SRD 5.2.1, p. 70

Elemental Affinity

Your draconic magic has an affinity with a damage type associated with dragons. Choose one of those types: Acid, Cold, Fire, Lightning, or Poison. You have Resistance to that damage type, and when you cast a spell that deals damage of that type, you can add your Charisma modifier to one damage roll of that spell.

SRD 5.2.1, p. 70

Careful Spell

Cost: 1 Sorcery Point When you cast a spell that forces other creatures to make a saving throw, you can protect some of those creatures from the spell's full force. To do so, spend 1 Sorcery Point and choose a number of those creatures up to your Charisma modifier (minimum of one creature). A chosen creature automatically succeeds on its saving throw against the spell, and it takes no damage if it would normally take half damage on a successful save.

SRD 5.2.1, p. 66, p. 67

Quickened Spell

Cost: 2 Sorcery Points When you cast a spell that has a casting time of an action, you can spend 2 Sorcery Points to change the casting time to a Bonus Action for this casting. You can't modify a spell in this way if you've already cast a level 1+ spell on the current turn, nor can you cast a level 1+ spell on this turn after modifying a spell in this way.

SRD 5.2.1, p. 67

Tiefling traits

Creature Type: Humanoid Size: Medium (about 4-7 feet tall) or Small (about 3-4 feet tall), chosen when you select this species Speed: 30 feet As a Tiefling, you have the following special traits. Darkvision. You have Darkvision with a range of 60 feet. Fiendish Legacy. You are the recipient of a legacy that grants you supernatural abilities. Choose a legacy from the Fiendish Legacies table. You gain the level 1 benefit of the chosen legacy. When you reach character levels 3 and 5, you learn a higher-level spell, as shown on the table.

You always have that spell prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast the spell using any spell slots you have of the appropriate level. Intelligence, Wisdom, or Charisma is your spellcasting ability for the spells you cast with this trait (choose the ability when you select the legacy). Otherworldly Presence. You know the Thaumaturgy cantrip. When you cast it with this trait, the spell uses the same spellcasting ability you use for your Fiendish Legacy trait.

Fiendish Legacies Legacy Level 1 Level 3 Level 5 Abyssal You have Resistance to Poison damage. You also know the Poison Spray cantrip. Ray of Sickness Hold Person Chthonic You have Resistance to Necrotic damage. You also know the Chill Touch cantrip. False Life Ray of Enfeeblement Infernal You have Resistance to Fire damage. You also know the Fire Bolt cantrip. Hellish Rebuke Darkness

SRD 5.2.1, p. 86

Criminal background

Ability Scores: Dexterity, Constitution, Intelligence Feat: Alert (see "Feats") Skill Proficiencies: Sleight of Hand and Stealth Tool Proficiency: Thieves' Tools

SRD 5.2.1, p. 83

Alert

Origin Feat You gain the following benefits. Initiative Proficiency. When you roll Initiative, you can add your Proficiency Bonus to the roll. Initiative Swap. Immediately after you roll Initiative, you can swap your Initiative with the Initiative of one willing ally in the same combat. You can't make this swap if you or the ally has the Incapacitated condition.

SRD 5.2.1, p. 87

Ability Score Improvement

General Feat (Prerequisite: Level 4+) Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This feat can't increase an ability score above 20. Repeatable. You can take this feat more than once.

SRD 5.2.1, p. 87

Dagger

Dagger 1d4 Piercing Finesse, Light, Thrown (Range 20/60) Nick 1 lb. 2 GP

SRD 5.2.1, p. 91

Spear

Spear 1d6 Piercing Thrown (Range 20/60), Versatile (1d8) Sap 3 lb. 1 GP

SRD 5.2.1, p. 91

Class equipment - package A

Spear, 2 Daggers, Arcane Focus (crystal), Dungeoneer's Pack, and 28 GP

SRD 5.2.1, p. 64

Background equipment - package A

2 Daggers, Thieves' Tools, Crowbar, 2 Pouches, Traveler's Clothes, 16 GP

SRD 5.2.1, p. 83

Remaining coins

44 GP remaining. No purchases beyond the chosen packages.

SRD 5.2.1, p. 64, p. 83

Languages (suggested)

Common, Dwarvish, Elvish.

SRD 5.2.1, p. 20

Sorcerous Burst

Sorcerous Burst Evocation Cantrip (Sorcerer) Casting Time: Action Range: 120 feet Component: V, S Duration: Instantaneous You cast sorcerous energy at one creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d8 damage of a type you choose: Acid, Cold, Fire, Lightning, Poison, Psychic, or Thunder. If you roll an 8 on a d8 for this spell, you can roll another d8, and add it to the damage. When you cast this spell, the maximum number of these d8s you can add to the spell's damage equals your spellcasting ability modifier.

Cantrip Upgrade. The damage increases by 1d8 when you reach levels 5 (2d8), 11 (3d8), and 17 (4d8).

SRD 5.2.1, p. 163

Prestidigitation

Prestidigitation Transmutation Cantrip (Bard, Sorcerer, Warlock, Wizard) Casting Time: Action Range: 10 feet Components: V, S Duration: Up to 1 hour You create a magical effect within range. Choose the effect from the options below. If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time. Sensory Effect. You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor. Fire Play. You instantaneously light or snuff out a candle, a torch, or a small campfire.

Clean or Soil. You instantaneously clean or soil an object no larger than 1 cubic foot. Minor Sensation. You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour. Magic Mark. You make a color, a small mark, or a symbol appear on an object or a surface for 1 hour. Minor Creation. You create a nonmagical trinket or an illusory

image that can fit in your hand. It lasts until the end of your next turn. A trinket can deal no damage and has no monetary worth.

SRD 5.2.1, p. 154

Mage Hand

Mage Hand Conjuration Cantrip (Bard, Sorcerer, Warlock, Wizard) Casting Time: Action Range: 30 feet Components: V, S Duration: 1 minute A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again. When you cast the spell, 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.

As a Magic action on your later turns, you can control the hand thus again. As part of that action, you can move the hand up to 30 feet. The hand can't attack, activate magic items, or carry more than 10 pounds.

SRD 5.2.1, p. 145

Minor Illusion

Minor Illusion Illusion Cantrip (Bard, Sorcerer, Warlock, Wizard) Casting Time: Action Range: 30 feet Components: S, M (a bit of fleece) Duration: 1 minute You create a sound or an image of an object within range that lasts for the duration. See the descriptions below for the effects of each. The illusion ends if you cast this spell again. If a creature takes a Study 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. Sound. 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. Image. 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, since things can pass through it.

SRD 5.2.1, p. 149

Elementalism

Elementalism Transmutation Cantrip (Druid, Sorcerer, Wizard) Casting Time: Action Range: 30 feet Components: V, S Duration: Instantaneous You exert control over the elements, creating one of the following effects within range. Beckon Air. You create a breeze strong enough to ripple cloth, stir dust, rustle leaves, and close open doors and shutters, all in a 5-foot Cube. Doors and shutters being held open by someone or something aren't affected. Beckon Earth. You create a thin shroud of dust or sand that covers surfaces in a 5-foot-square area, or you cause a single word to appear in your handwriting in a patch of dirt or sand.

Beckon Fire. You create a thin cloud of harmless embers and colored, scented smoke in a 5-foot Cube. You choose the color and scent, and the embers can light candles, torches, or lamps in that area. The smoke's scent lingers for 1 minute. Beckon Water. You create a spray of cool mist that lightly dampens creatures and objects in a 5-foot Cube. Alternatively, you create 1 cup of clean water either in an open container or on a surface, and the water evaporates in 1 minute. Sculpt Element. You cause dirt, sand, fire, smoke, mist, or water that can fit in a 1-foot Cube to assume a

crude shape (such as that of a creature) for 1 hour.

SRD 5.2.1, p. 127

Burning Hands

Burning Hands Level 1 Evocation (Sorcerer, Wizard) Casting Time: Action Range: Self Components: V, S Duration: Instantaneous A thin sheet of flames shoots forth from you. Each creature in a 15-foot Cone makes a Dexterity saving throw, taking 3d6 Fire damage on a failed save or half as much damage on a successful one. Flammable objects in the Cone that aren't being worn or carried start burning. Using a Higher-Level Spell Slot. The damage increases by 1d6 for each spell slot level above 1.

SRD 5.2.1, p. 114

Shield

Shield Level 1 Abjuration (Sorcerer, Wizard) Casting Time: Reaction, which you take when you are hit by an attack roll or targeted by the Magic Missile spell Range: Self Components: V, S Duration: 1 round An imperceptible barrier of magical force 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 .

SRD 5.2.1, p. 161, p. 162

Detect Magic

Detect Magic Level 1 Divination (Bard, Cleric, Druid, Paladin, Ranger, Sorcerer, Warlock, Wizard) Casting Time: Action or Ritual Range: Self Components: V, S Duration: Concentration, up to 10 minutes For the duration, you sense the presence of magical effects within 30 feet of yourself. If you sense such effects, you can take the Magic action to see a faint aura around any visible creature or object in the area that bears the magic, and if an effect was created by a spell, you learn the spell's school of magic. The spell is blocked by 1 foot of stone, dirt, or wood; 1 inch of metal; or a thin sheet of lead.

SRD 5.2.1, p. 123

Disguise Self

Disguise Self Level 1 Illusion (Bard, Sorcerer, Wizard) Casting Time: Action Range: Self Components: V, S Duration: 1 hour You make yourself-including your clothing, armor, weapons, and other belongings on your person- look different until the spell ends. You can seem 1 foot shorter or taller and can appear heavier or lighter. You must adopt a form that has the same basic arrangement of limbs as you have. 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. To discern that you are disguised, a creature must take the Study action to inspect your appearance and succeed on an Intelligence (Investigation) check against your spell save DC.

SRD 5.2.1, p. 124

Scorching Ray

Scorching Ray Level 2 Evocation (Sorcerer, Wizard) Casting Time: Action Range: 120 feet Components: V, S Duration: Instantaneous You hurl three fiery rays. You can hurl them at one target within range or at several. Make a ranged spell attack for each ray. On a hit, the target takes 2d6 Fire damage. Using a Higher-Level Spell Slot. You create one additional ray for each spell slot level above 2.

SRD 5.2.1, p. 159, p. 160

Flaming Sphere

Flaming Sphere Level 2 Conjuration (Druid, Sorcerer, Wizard) Casting Time: Action Range: 60 feet Components: V, S, M (a ball of wax) Duration: Concentration, up to 1 minute You create a 5-foot-diameter sphere of fire in an unoccupied space on the ground within range. It lasts for the duration. Any creature that ends its turn within 5 feet of the sphere makes a Dexterity saving throw, taking 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, rolling it along the ground.

If you move the sphere into a creature's space, that creature makes the save against the sphere, and the sphere stops moving for the 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. Flammable objects that aren't being worn or carried start burning if touched by the sphere, and it sheds Bright Light in a 20-foot radius and Dim Light for an additional 20 feet. Using a Higher-Level Spell Slot. The damage increases by 1d6 for each spell slot level above 2.

SRD 5.2.1, p. 132, p. 133

Misty Step

Misty Step Level 2 Conjuration (Sorcerer, Warlock, Wizard) Casting Time: Bonus Action Range: Self Components: V Duration: Instantaneous Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space you can see.

SRD 5.2.1, p. 150

Invisibility

Invisibility Level 2 Illusion (Bard, Sorcerer, Warlock, Wizard) Casting Time: Action Range: Touch Components: V, S, M (an eyelash in gum arabic) Duration: Concentration, up to 1 hour A creature you touch has the Invisible condition until the spell ends. The spell ends early immediately after the target makes an attack roll, deals damage, or casts a spell. Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 2.

SRD 5.2.1, p. 143

Fireball

Fireball Level 3 Evocation (Sorcerer, Wizard) Casting Time: Action Range: 150 feet Components: V, S, M (a ball of bat guano and sulfur) Duration: Instantaneous A bright streak flashes from you to a point you choose within range and then blossoms with a low roar into a fiery explosion. Each creature in a 20-foot-radius Sphere centered on that point makes a Dexterity saving throw, taking 8d6 Fire damage on a failed save or half as much damage on a successful one. Flammable objects in the area that aren't being worn or carried start burning.

Using a Higher-Level Spell Slot. The damage increases by 1d6 for each spell slot level above 3.

SRD 5.2.1, p. 131

Counterspell

Counterspell Level 3 Abjuration (Sorcerer, Warlock, Wizard) Casting Time: Reaction, which you take when you see a creature within 60 feet of yourself casting a spell with Verbal, Somatic, or Material components Range: 60 feet Components: S Duration: Instantaneous You attempt to interrupt a creature in the process of casting a spell. The creature makes a Constitution saving throw. On a failed save, the spell dissipates with no effect, and the action, Bonus Action, or Reaction used to cast it is wasted. If that spell was cast with a spell slot, the slot isn't expended.

SRD 5.2.1, p. 120

Thaumaturgy

Thaumaturgy Transmutation Cantrip (Cleric) Casting Time: Action Range: 30 feet Components: V Duration: Up to 1 minute You manifest a minor wonder within range. You create one of the effects below within range. If you cast this spell multiple times, you can have up to three of its 1-minute effects active at a time. Altered Eyes. You alter the appearance of your eyes for 1 minute. Booming Voice. Your voice booms up to three times as loud as normal for 1 minute. For the duration, you have Advantage on Charisma (Intimidation) checks.

Fire Play. You cause flames to flicker, brighten, dim, or change color for 1 minute. Invisible Hand. You instantaneously cause an unlocked door or window to fly open or slam shut. Phantom Sound. You create an instantaneous sound that originates from a point of your choice within range, such as a rumble of thunder, the cry of a raven, or ominous whispers. Tremors. You cause harmless tremors in the ground for 1 minute.

SRD 5.2.1, p. 169

Fire Bolt

Fire Bolt Evocation Cantrip (Sorcerer, Wizard) Casting Time: Action Range: 120 feet Components: V, S Duration: Instantaneous You hurl a mote of fire at a creature or an 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 starts burning if it isn't being worn or carried. Cantrip Upgrade. The damage increases by 1d10 when you reach levels 5 (2d10), 11 (3d10), and 17 (4d10).

SRD 5.2.1, p. 132

Hellish Rebuke

Hellish Rebuke Level 1 Evocation (Warlock) Casting Time: Reaction, which you take in response to taking damage from a creature that you can see within 60 feet of yourself Range: 60 feet Components: V, S Duration: Instantaneous The creature that damaged you is momentarily surrounded by green flames. It makes a Dexterity saving throw, taking 2d10 Fire damage on a failed save or half as much damage on a successful one. Using a Higher-Level Spell Slot. The damage increases by 1d10 for each spell slot level above 1.

SRD 5.2.1, p. 140

Darkness

Darkness Level 2 Evocation (Sorcerer, Warlock, Wizard) Casting Time: Action Range: 60 feet Components: V, M (bat fur and a piece of coal) Duration: Concentration, up to 10 minutes For the duration, magical Darkness spreads from a point within range and fills a 15-foot-radius Sphere. Darkvision can't see through it, and nonmagical light can't illuminate it. Alternatively, you cast the spell on an object that isn't being worn or carried, causing the Darkness

to fill a 15-foot Emanation originating from that object. Covering that object with something opaque, such as a bowl or helm, blocks the Darkness.

If any of this spell's area overlaps with an area of Bright Light or Dim Light created by a spell of level 2 or lower, that other spell is dispelled.

SRD 5.2.1, p. 122

Alter Self

Alter Self Level 2 Transmutation (Sorcerer, Wizard) Casting Time: Action Range: Self Components: V, S Duration: Concentration, up to 1 hour You alter your physical form. Choose one of the following options. Its effects last for the duration, during which you can take a Magic action to replace the option you chose with a different one. Aquatic Adaptation. You sprout gills and grow webs between your fingers. You can breathe underwater and gain a Swim Speed equal to your Speed. Change Appearance. You alter your appearance.

You decide what you look like, including your height, weight, facial features, sound of your voice, hair length, coloration, and other distinguishing characteristics. You can make yourself appear as a member of another species, though none of your statistics change. You can't appear as a creature of a different size, and your basic shape stays the same; if you're bipedal, you can't use this spell to become quadrupedal, for instance. For the duration, you can take a Magic action to change your appearance in this way again.

Natural Weapons. You grow claws (Slashing), fangs (Piercing), horns (Piercing), or hooves (Bludgeoning). When you use your Unarmed Strike to deal damage with that new growth, it deals 1d6 damage of the type in parentheses instead of dealing the normal damage for your Unarmed Strike, and you use your spellcasting ability modifier for the attack and damage rolls rather than using Strength.

SRD 5.2.1, p. 107

Chromatic Orb

Chromatic Orb Level 1 Evocation (Sorcerer, Wizard) Casting Time: Action Range: 90 feet Components: V, S, M (a diamond worth 50+ GP) Duration: Instantaneous You hurl an orb of energy at a target within range. 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. On a hit, the target takes 3d8 damage of the chosen type. If you roll the same number on two or more of the d8s, the orb leaps to a different target of your choice within 30 feet of the target.

Make an attack roll against the new target, and make a new damage roll. The orb can't leap again unless you cast the spell with a level 2+ spell slot. Using a Higher-Level Spell Slot. The damage increases by 1d8 for each spell slot level above 1. The orb can leap a maximum number of times equal to the level of the slot expended, and a creature can be targeted only once by each casting of this spell.

SRD 5.2.1, p. 115

Command

Command Level 1 Enchantment (Bard, Cleric, Paladin) Casting Time: Action Range: 60 feet Components: V Duration: Instantaneous You speak a one-word command to a creature you can see within range. The target must succeed on a Wisdom saving throw or follow the command on its next turn. Choose the command from these options: Approach. The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you. Drop. The target drops whatever it is holding and then ends its turn. Flee.

The target spends its turn moving away from you by the fastest available means. Grovel. The target has the Prone condition and then ends its turn. Halt. On its turn, the target doesn't move and takes no action or Bonus Action. Using a Higher-Level Spell Slot. You can affect one additional creature for each spell slot level above 1.

SRD 5.2.1, p. 116

Dragon's Breath

Dragon's Breath Level 2 Transmutation (Sorcerer, Wizard) Casting Time: Bonus Action Range: Touch Components: V, S, M (a hot pepper) Duration: Concentration, up to 1 minute You touch one willing creature, and choose Acid, Cold, Fire, Lightning, or Poison. Until the spell ends, the target can take a Magic action to exhale a 15-foot Cone. Each creature in that area makes a Dexterity saving throw, taking 3d6 damage of the chosen type on a failed save or half as much damage on a successful one. Using a Higher-Level Spell Slot.

The damage increases by 1d6 for each spell slot level above 2.

SRD 5.2.1, p. 126

Fear

Fear Level 3 Illusion (Bard, Sorcerer, Warlock, Wizard) Casting Time: Action Range: Self Components: V, S, M (a white feather) Duration: Concentration, up to 1 minute Each creature in a 30-foot Cone must succeed on a Wisdom saving throw or drop whatever it is holding and have the Frightened condition for the duration. A Frightened creature takes the Dash action and moves away from you by the safest route on each of its turns unless there is nowhere to move. If the creature ends its turn in a space where it doesn't have line of sight to you, the creature makes a Wisdom saving throw.

On a successful save, the spell ends on that creature.

SRD 5.2.1, p. 130

Fly

Fly Level 3 Transmutation (Sorcerer, Warlock, Wizard) Casting Time: Action Range: Touch Components: V, S, M (a feather) Duration: Concentration, up to 10 minutes You touch a willing creature. For the duration, the target gains a Fly Speed of 60 feet and can hover. When the spell ends, the target falls if it is still aloft unless it can stop the fall. Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 3.

SRD 5.2.1, p. 133

SRD 5.2.1

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