

Lucien, Sorcerer 4 – Spells

Fire Bolt Sorcerer 0th

School: Evocation; **Components:** V, S; **Casting Time:** 1 action; **Range:** 120 feet

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).

Friends Sorcerer 0th

School: Enchantment; **Components:** S, M (a small amount of makeup applied to the face as this spell is cast); **Casting Time:** 1 action; **Range:** Self; **Duration:** up to 1 minute

For the duration, you have advantage on all Charisma checks directed at one creature of your choice that isn't hostile toward you. When the spell ends, the creature realizes that you used magic to influence its mood and becomes hostile toward you. A creature prone to violence might attack you. Another creature might seek retribution in other ways (at the DM's discretion), depending on the nature of your interaction with it.

Magical Hand Sorcerer 0th

School: Conjuration; **Components:** V, S; **Casting Time:** 1 action; **Range:** 30 feet; **Duration:** 1 minute

A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again.

You can use your action to control the hand. 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. You can move the hand up to 30 feet each time you use it.

The hand can't attack, activate magic items, or carry more than 10 pounds.

Minor Illusion Sorcerer 0th

School: Illusion; **Components:** S, M (a bit of fleece); **Casting Time:** 1 action; **Range:** 30 feet; **Duration:** 1 minute

You create a sound or an image of an object within range that lasts for the duration. The illusion also ends if you dismiss it as an action or cast this spell again.

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.

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, because things can pass through it.

If a creature uses its 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.

Prestidigitation Sorcerer 0th

School: Transmutation; **Components:** V, S; **Casting Time:** 1 action; **Range:** 10 feet; **Duration:** Up to 1 hour

This spell is a minor magical trick that novice spellcasters use for practice. You create one of the following magical effects within range:

- You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor.
 - You instantaneously light or snuff out a candle, a torch, or a small campfire.
 - You instantaneously clean or soil an object no larger than 1 cubic foot.
 - You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour.
 - You make a color, a small mark, or a symbol appear on an object or a surface for 1 hour.
 - You create a nonmagical trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn.
- If you cast this spell multiple times, you can have up to three of its non instantaneous effects active at a time, and you can dismiss such an effect as an action.

Chromatic Orb Sorcerer 1st

School: Evocation; **Components:** V, S, M (a diamond worth at least 50 gp); **Casting Time:** 1 action; **Target:** Creature that you can see within range.; **Duration:** 90 feet

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.

Shield Sorcerer 1st

School: Abjuration; **Components:** V, S; **Casting Time:** 1 reaction; **Range:** Self; **Duration:** 1 round

An invisible barrier of magical force appears and 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.

Sleep Sorcerer 1st

School: Enchantment; **Components:** V, S, M (a pinch of fine sand, rose petals, or a cricket); **Casting Time:** 1 action; **Range:** 90 feet; **Duration:** 1 minute

This spell sends creatures into a magical slumber. Roll 5d8; the total is how many hit points of creatures this spell can affect. Creatures within 20 feet of a point you choose within range are affected in ascending order of their current hit points (ignoring unconscious creatures).

Starting with the creature that has the lowest current hit points, each creature affected by this spell falls unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.

Undead and creatures immune to being charmed aren't affected by this spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d8 for each slot level above 1st.

Scorching Ray

Sorcerer 2nd

School: Evocation; **Components:** V, S; **Casting Time:** 1 action;

Range: 120 feet; **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.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you create one additional ray for each slot level above 2nd.

Shatter

Sorcerer 2nd

School: Evocation; **Components:** V, S, M (a chip of mica);

Casting Time: 1 action; **Range:** 60 feet; **Duration:** Instantaneous

A sudden loud ringing noise, painfully intense, erupts from a point of your choice within range. Each creature in a 10 foot radius sphere centered on that point must make a Constitution saving throw. A creature takes 3d8 thunder damage on a failed save, or half as much damage on a successful one. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw.

A nonmagical object that isn't being worn or carried also takes the damage if it's in the spell's area.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.