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Teleport is really nice, but you can teleport with Misty Style which is 3 spell levels lower. Sure, Far Step lets you go twice as far and you couldn't teleport 10 times in a row with Misty Style without spending a huge number of spell slots, but situations where you need to teleport once every round should probably be addressed by things like flying or invisibility Hold MonsterPHB. A great example of a "save or suck" spell. With the exception of undead, this works on any creature type, and paralysis takes a creature out of a fight almost as much as killing them. If you have an ally who hits in melee, send them to follow up with melee attacks. Automatic critical hits are too hard to pass up many melee allies. Keep in mind that targets get another save at the end of each of their turns, so you need to act quickly while targets are still affected.ImmolationEPPC. Against a single target with a ton of hit points and terrible reflex saves, this is a passable use of a spell slot. But it's also a slow way to kill the sort of high-CR creature which you typically want to use this on, and for the same spell slot you could cast Fireball and deal 10d6 damage to everything in an AOE rather than 8d6 to one target and maybe more damage the next round.Insect PlaguePHB: Combining both onex damage and difficult terrain, Insect Plague is a good area control option, further improved because you can place it in the air or underwater, rather than on the ground. However, the radius isn't big enough to prevent a creature from escaping if it's willing to spend its Action to Dash, so look for other ways to force the creature to stay inside the sphere like shoving, tripping, or casting Wall of Stone.SeemingPHB: Very situational. Most campaigns won't make this useful often enough for you to commit one of your limited spells known to this.Skill EmpowermentXGE: Conceptually, this is a great spell. By the time you can cast it, proficiency bonuses will be at least +4, mathematically exceedin the average increase of roughly 3.5 from Advantage which the target might receive from Empower Ability. Skill Empowerment pulls ahead of Empower Ability as proficiency bonuses increase, but that doesn't necessarily allow to replace Enhance Ability. Enhance Ability is 3 spell levels lower, has the same duration, and applies to all ability checks for one ability score rather than just a single skill. In cast like sending your party's Face to negotiate, you may want broader coverage than one skill so that the target can use different skills rather than forcing them to rely on the one you picked for Skill Empowerment. Skill Empowerment also won't stack with existing Expertise, which both bards and rogues receive, so in many parties your most-likely recipient won't benefit. Skill Empowerment is by no means a bad spell, it's just only works better than Enhance Ability in certain circumstances on certain characters, and since sorcerers get so few spells known you really need to get as much as possible out of each spell you know.Summon Draconic SpiritFoD: A sturdy, flying summon with several damage resistances, the draconic spirit can find invisible foes, serve as a flying mount (though it's intelligent, so don't go riding it into melee), and its attacks are good enough to do quite a bit of damage. Overall, it's a solid, versatile summoning option, though it might not be as lethal as similar spells. Of course, versatility is crucial for the Sorcerer, so getting several uses from one spell is very appealing.StaticXGE: Start with fireball. Shave 30 feet off the range, change the damage type to psychic, and change the saving throw to Intelligence. Very few creatures are good at intelligence saves, so expect most creatures to fail the save. 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Of course, versatility is crucial for the Sorcerer, so getting several uses from one spell is very appealing.StaticXGE: Start with fireball. Shave 30 feet off the range, change the damage type to psychic, and change the saving throw to Intelligence. Very few creatures are good at intelligence saves, so expect most creatures to fail the save. The 8d6 damage feels underwhelming at this spell level, but subtracting a d6 from from attack rolls and ability checks for a full minute is a significant debuff. This is a good option to start a fight with a large number of martial enemies because they'll be impacted most by debuff and most martial enemies have poor Intelligence saves.TelekinesisPHB: Fantastically versatile. The utility capabilities alone are well worth the spell, and with 10 minutes to enjoy it per casting you can solve all manner of problems. Open doors, safely handle traps, move obstacles, retrieve items from under couches, aid in construction, or solve any number of problems which might require a crane in real life. Against enemies, lifting them into the air and making them Restrained can easily be a death sentence if you have other allies who can follow up with ranged attacks or who can reach the target via flight or some other means. Because the target must remain within the spell's range, be careful about holding the target directly above your own head to get them to the maximum height. It's perfectly fine to hold them 30 feet off the ground roughly 30 feet away from you horizontally. The target falls prone if they take damage from the fall, which should slow most creatures enough that they can't get into melee with you without dashing. Then you can attempt to pick them up again on your next turn because the spell lasts 10 minutes and you can use it every turn without limit.Teleportation CirclePHB: Situational, but generally one of the safest long-distance teleportation options, especially since it doesn't have a cap on the number or size of creatures affected. However, how useful it is depends on the availability of convenient teleportation circles in your campaign. If your DM isn't going to make such teleportation circles available and useful, look elsewhere.Wall of LightXGE: The damage is awful, but that's not what this spell is for. The real benefit is blinding stuff. Creatures are only blinded if they're in the wall when you create it, and creatures can move through the wall totally unaffected. The save is Constitution-based and Constitution saves tend to be high, and since creatures get another save every round you can't count on the blindness to last more than a round or two. Even the ability to short rays from the wall is disappointing, dealing the same 4d8 damage and not re-applying blindness.Wall of StonePHB: While it certainly isn't glamorous, it's difficult to overstate how effective a solid stone barrier can be at solving problems. Walling off some of the enemies an encounter can take one challenging counter and make it two very easy back-to-back encounters. You do need to maintain Concentration, but that also means that when you're ready to deal with whatever you decided to wall off temporarily you can just drop Concentration rather than breaking down your own wall. Outside of a life of adventure, this spell is powerful enough that you could make a decent living in construction based on this spell alone. If you ever decide to settle down, find somewhere with enough stone to anchor the spell and build yourself a nice stone house.6th-Level SpellsArcane GatePHB: Far too situational to consider. Cast Fly and have your party fly the 500 ft. distance instead.Chain LightningPHB: Fine damage at good range. You'll be able to get more total damage from a normal AOE damage spell because you'll likely be able to hit more targets, but that misses the primary appeal of Chain Lightning. Chain Lightning is good because you can cast into a crowded area which might include your own allies without any risk of friendly fire. The spell level scaling adds additional targets rather than additional damage, so you can easily cast this at a level that hits exactly as many targets as you feel the need to hit.Circle of DeathPHB: 8d6 damage matches Fireball, which is three spell levels lower. The big improvements are Circle of Death's damage type and it's just only rarely need this, but against enemy spellcaster it's irreplaceable. Once this is up, enemies can't even cast Counterspell because it targets you and you're inside the sphere. They could cast Counterspell at a spell level high enough to get through your globe, but they need to guess what spell level to use and they need to spend very high-level spell slots to do so. Even in fights with spellcasters who can cast 9th-level spell slots, you can cast this as a 9th-level spell and use Counterspell against any 9th-level spells which they cast (though you'll need to roll an ability check and hope for the best). This spell also uniquely cripples warlocks, since their spell slots cap at 5th level and they're heavily reliant on cantrips. They can still use their Mystic Arcanum unless you upcast Globe of Invulnerability, but they only get 4 of those at most, and you've got plenty of spell slots for Counterspell. Despite all these strengths, you still need to be cautious: 1 minute is not a long time, and enemies can still move into the globe unimpeded and attack you at point-blank range. Keep your allies inside the sphere both to protect themselves and to protect you, and beware non-spell attacks like breath weapons and pointy sticks.Investiture of FlameEPPC: You should never remain close enough to enemies for long enough that this is a good choice.Investiture of IceEPPC: You should never remain close enough to enemies for long enough that this is a good choice.Investiture of StoneEPPC: You should never remain close enough to enemies for long enough that this is a good choice.Investiture of WindEPPC: Combine the most important parts of Fly and Warding Wind, and you get an option to shove creatures around at range which you might use once or twice. Probably not good enough for the spell level, but potentially interesting.Mass SuggestionPHB: Situational, but potentially very effective. Unlike Suggestion you don't need to maintain Concentration, and the base duration for Mass Suggestion is triple Suggestion's duration with the option to extend it with higher-level spell slots. If you've had good results with Suggestion, consider replacing it with Mass Suggestion.Mental PrisonXGE: Excellent single-target save-or-suck. Almost nothing has good intelligence saves, which makes this a solid go-to option. The target can see or hear outside of the mental prison, but you're free to shoot them to death while they're restrained. It's not quite as restrictive as being paralyzed by Hold Monster, but it's considerably more reliable and the target doesn't get additional saves every round. The target can technically still see and hear, but only within the illusion, and most offensive spells require line of sight so the best that most enemies can do is cast buffs on themselves or potentially shot blindly through the illusion.Move EarthPHB: Outside of adventuring, this spell would be profoundly useful, especially when combined with Stone Shape. But for an adventurer this has very limited usefulness.Otluke's Freezing SpherePHB: At 10d6 damage, Freezing Sphere exceeds Fireball by just 2 dice (which is sad because Fireball is three levels lower), but it has twice the range and a massive 60-foot radius. Since the function of the spell is primarily to be an instantaneous burst of AOE damage, it's really hard to justify taking both this and Fireball, and Fireball is a better deal you really want to share frozen spheres for your allies to throw.ScatterXGE: Teleport your melee allies into melee combat and your ranged allies out of it. If you have remaining targets, use it to teleport enemies somewhere unpleasant like into an ongoing area effect.SunbeamPHB: Constitution saves tend to be high, and lines are hard to aim so that you'll hit more than one target. There are numerous better spells which could consume your Concentration for Sunbeam's 1-minute duration.Despite this limitation, the Sorcerer has a unique synergy with sunbeam: Thanks you Quickened Spell, you can get around the limitation on one leveled spell per turn and deal a bunch of damage in a hurry. On turn 1, cast Sunbeam (Optionally, you can quicken it to activate it twice in one turn), then on successive turns you can cast a leveled spell as your Bonus Action thanks to Quickened Spell, then still use your Action to activate Sunbeam. If you can line up two or more foes on successive turns, you can deal a huge amount of damage this way.Tasha's Otherworldly GuiseTCOE (Optional): A number of useful buffs, including flight and a bonus to AC among other situational benefits. You also get the equivalent of Extra Attack. That's a weird benefit since most sorcerers have little business using weapons. So the biggest benefit of the spell is flight and defensive buffs on a Bonus Action casting time.True SeeingPHB: You don't always want this available. For 1 hour you can see through illusions and invisibility, effectively negating them, and you can see into the Ethereal plane so creatures using options like Blink or which around on the ethereal plane on their own like Phased Spiders. However, you can only see 120 feet away, so you're not totally protected. Invisible creatures can maintain a safe distance while observing and even attacking you if there is sufficient space to do so.7th-Level SpellsCrown of StarsXGE: Similar in many ways to Melf's Minute Meteors. Crown of Stars does considerably more damage per charge (2d6 vs. 4d12), but Crown of Stars only affects one target as opposed to a negligibly small AOE. Upcasting Minute Meteors gets you a total of 14 meteors for a total of 28d6 damage (assuming that nothing saves the crown, of course). Crown of Stars will deal a total of 28d12 at the same spell level, and it's delivered much faster over considerably fewer projectiles. If we ignore the possibility of critical hits from Crown of Stars, you would still need to hit two targets per meteor with Melf's Minute Meteors to exceed Crown of Stars' average damage, and considering you need to do it 14 times in the span of 10 minutes that seems incredibly unlikely. If you've been relying on minute meteors, it's time to upgrade. Crown of Stars doesn't require Concentration, and with a 1-hour duration you get six times as long spend half as many projectiles. This may not be a go-to option for every spellcaster, but if you can set it up before you walk into a fight and if you don't normally have many uses for your Bonus Action, it's a great boost to your damage output.Delayed Blast FireballPHB: Situational and potentially very hard to use to its full effect, but if you can make it work the maximum of 22d6 damage (avg. 77) is hard to beat. The hardest part of getting this into work is charging it for a minute without enemies doing anything to stop you, either by breaking your Concentration or by meddling with the fireball. In some cases you may find that the fight is over or the combatants have all relocated before you can trigger the effect. Possibly your best option is for an ally who is exceptionally good at Dexterity saving throws (especially if they can get Advantage and/or some other buff like Resistance or Bless) to grab the fireball and throw it the maximum of 40 feet to trigger it somewhere more effective just before the spell's 1-minute duration expires. If you can pull this off at the start of a fight, 22d6 damage is a great way to introduce yourself.Draconic TransformationFoD: Blindsight, flight, and a breath weapon that you get to use both immediately and as a Bonus Action on following turns. The breath weapon's damage is as good as Fireball, so you're getting as much damage as a 3rd-level fireball as a Bonus Action every turn. The only problem is that you want to use this early in a fight where an area control spell or crowd control spell would be more immediately impactful. Your best bet is to cast this right before combat starts or on a turn when you were already going to cast a cantrip.Dream of the Blue VeilTCOE (Optional): This is more a plot than a spell. Don't learn this unless your DM tells you to.EtherealnessPHB: A profoundly effective scouting/escape option. Unless you're fighting ethereal enemies, you're untouchable. You can see and hear into the material plane (albeit at limited distance), allowing you to spy on other creatures in person without their knowledge. The spell lasts 8 hours, which is sufficient to do a lot of things potentially including a Long Rest.Finger of DeathPHB: This does less damage than Disintegrate (which is a spell level lower), and has a saving throw which enemies are more likely to resist. The only reason to cast this over Disintegrate is the free zombie if you kill the target, and if you just want zombies this is a slow way to build an army, even if the targets are permanently under your control.Fire StormPHB: Fireball cast at the same level does slightly more damage (12d6, avg. 42 vs. 7d10, avg. 35). The primary appeal of Fire Storm over Fireball is that you can sculpt the AOE to avoid hitting your allies. But even then, Chain Lightning deals more damage (10d8, avg. 45) and hits four targets, so in many encounters that's a better option. Fire Storm really shines against big crowds where the 10 10-foot cubes can catch a big number of enemies without affecting your allies. But those situations are rare, and in many cases lower-level options like Circle of Death can be really effective and may be able to hit more targets if you're not worried about hitting your allies.Plane ShiftPHB: Not quite as easy to use as Teleport, but it has some specific advantages. First and most obvious, Teleport can't take you to other planes. Second, Teleport can't be used offensively. Unfortunately, Plane Shift is used in combat because other creatures need to be holding hands in a circle. You also can't go directly to locations on the same plane, so you may need to find a convenient place to stop on the way. Pick somewhere hospitable, safe, and ideally either unpopulated or populated by creatures you know and which are friendly to you.Power Word PainPHB: It's hard to rely on this unless you have an ally who can follow up with a save-or-suck before the target's next turn. But at that point, you might have better results leading with the save-or-suck unless the target has Legendary Resistances.Prismatic SprayPHB: Unpredictable. The AOE is great, and effects 6, 7, and 8 are all great (any two rays would be spectacular), but the spell is unpredictable and I'm always reluctant to recommend unpredictable spells because unpredictable often means unreliable. If you've historically enjoyed Cone of Cold and want an upgrade I could see an opportunity here.Reverse GravityPHB: Fantastic because it's so hard to resist. Even if targets grab onto something, they still need to hang onto it for the duration of the spell. Targets which can't grab onto something will be mostly helpless unless they can fly, and while flight is common at this level it's not universal by any means. The Tarasque, for example, is largely helpless against this spell.TeleportPHB: With a 10-foot range and up to 8 targets you can easily teleport your entire party, and without the need to hold hands and form a circle you can often rescue the whole party in the midst of combat without too much trouble. However, Teleport has a complicated mechanic related to how familiar you are with the target destination and there's often a possibility of mishap. Be sure to borrow a souvenir from new places so that you can easily return if necessary without the risk of a mishap.WhirlwindEPPC: If you want damage, look literally anywhere else. If you want to lift enemies off the floor, cast Reverse Gravity because it's much more effective and reliable.8th-Level SpellsAbi-Dalzim's Horrid WiltingEPPC: For such a fancy name, this spell is surprisingly simple. With the exception of the way it interacts with some creature types, it's basically fireball with a different AOE and better damage. Sunburst does roughly the same damage and blinds targets in an AOE with double the radius, so I think it's a much better option.DemiplanePHB: A really cool spell, but probably not useful enough to learn permanently.Dominate MonsterPHB: Arguably the best save-or-suck spell in the game. You can do a lot with perfect control over a creature for such a long period of time. Using the target as a thrall in combat is obviously tempting, but the target gets to repeat their saving throw every time that they take damage, so be very cautious if you choose to do so.EarthquakePHB: A powerful area control spell, but you don't want to be within the 100 ft. radius, and because you don't get the control the appearance of fissures you also can't risk placing it with enemies near the edges. You also can't want to risk using it inside or in an area where a nearby structure will fall on your. So you need to center the effect on your targets as much as possible, you need to be at a safe distance from the center point, and you may need some extra space to avoid falling structures. If you can manage those parameters and still manage to put the spell where you want (consider flying), this can level a city with an Action. Concentrating on the spell doesn't do anything except maintain the difficult terrain, which means that you get almost all of the spell's effects in one turn, so feel free to drop Concentration and switch to something else.Incendiary CloudPHB: Basically Cloudkill with a bunch of improvements. The damage is fully doubled, the damage type is improved (though fire is still one of the most commonly resisted damage types), and Dexterity saves are more effective than Constitution saves. The damage roughly matches a Fireball cast at the same level (avg. 45 vs. avg. 45.5 for Fireball), and the damage applies every round for the full 1-minute duration. However, it still retains some of Cloudkills biggest issues. First, the damage applies when the spell is cast but only re-applies to creatures inside the effect when they end their turn inside the cloud. With a 20-foot radius, most creatures can easily walk out of the cloud. The spell is also forced to move 10 feet every round, and the text explaining how that works is absolutely nonsensical. RAW you get to choose the direction, but you only get to choose that it moves directly away from you. Fortunately, Jeremy Crawford clarified that you choose its heading, so you're free to make the cloud slowly roll back and forth in the same small area if you choose to do so.Power Word StunPHB: Gambling on a creature's current hit point total is hard, especially since you get so few spell slots at this level, but if you can time this to hit a wounded enemy (or an enemy with a low hit point maximum like many spellcasters) it can take them out of the encounter long enough for you to win largely unopposed.SunburstPHB: Imagine fireball with three times the radius and it blinds the targets. The targets get a Constitution save every turn to remove the blindness so you can't expect it to stay in effect for long, but the save is at the end of their turns so they'll spend at least one turn blinded if they fail the initial save, and that may be enough to determine the outcome of the encounter.9th-Level SpellsBlade of DisasterID:RotF / TCOE (Optional): In almost every situation Meteor Swarm or Psychic Scream is a better damage option, but in long fights against powerful single foes, the total damage output from Blade of Disaster will be more effective. It also has the added benefit of not killing your party in small quarters.GatePHB: There are several ways to use this spell, two of which were intended when the spell was designed.Travel to another plane: The simplest option, you open a door and you walk through to another plane, leaving the gate open for up to a minute for whoever else to walk through in either direction.Summon a creature: If you know the name of a creature on another plane, you can drag them (potentially against their will and without a save) to your location. This is easy to abuse by going to plane where you know they aren't (pocket dimensions work great for this, but there are so many planes

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