Metamagic

The metamagic options in the PHB are only a small sample of the many ways in which sorcerers can manipulate the currents of magic. Below are some additional options that should open up exciting new possibilities for those talented souls.

Doublecast Spell

When you cast a spell that targets only one creature and doesn't have a range of self, you can spend 3 sorcery points to cast a second, different spell at the same target. The second spell must also target only one creature and not have a range of self. You must expend the appropriate spell slot for both spells.

Efficient Spell

When you cast a spell of 2nd, 3rd, 4th or 5th level, you can spend a number of sorcery points equal to the spell's level to cast it using a spell slot one level lower than the spell's normal level, without changing the effects of the spell.

Liquid Spell

When you cast a non-instantaneous spell with a range of Self, you can spend a number of sorcery points equal to the spell's level (1 sorcery point for cantrips) to turn the spell into 4 ounces of drinkable liquid. You must have an appropriate container in which to store it. The liquid is then considered a potion, which grants the drinker the benefits of your spell for the spell's normal duration. The spell is treated as if it was cast by you, but you do not need to concentrate on it if it would normally require concentration. The potion loses its potency when you take a long rest.

Non-lethal Spell

When cast a spell that reduces a creature to 0 hit points, you can spend 1 sorcery point to knock the creature out, rendering it unconscious, rather than deal a killing blow.

Slippery Spell

You can spend 1 sorcery point when you cast a spell to make it unbreakable by the spells counterspell, dispel magic, and remove curse.

Switch Spell

When you are concentrating on a spell, you can use a bonus action on your turn and spend 2 sorcery point to change that spell to a different spell. The new spell must be of a lower level than the original, and is considered to be cast at the lowest possible level. If the original spell had a target, that target must still be valid for the new spell; for example, you cannot switch a spell you have cast on someone else to a spell with a range of Self. The new spell's duration is equal to whatever time remained of the old spell's duration or its standard duration, whichever is shorter. You cannot switch a spell more than once.

Transmute Spell

When you cast a spell that deals damage, you can spend 1 sorcery point to change the spell's damage type(s) to any other type of your choice.