DUNGEONS & DRAGONS

CHARACTER NAME

CHARACTER LEVEL, RACE, & CLASS

EXPERIENCE

BACKGROUND   ALIGNMENT   DEITY   PLAYER NAME

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

PROFICIENCY BONUS

PROFICIENCY

- ○ Strength
- ○ Dexterity
- ○ Constitution
- ○ Intelligence
- ○ Wisdom
- ○ Charisma

CONDITIONAL

SAVING THROWS

PROFICIENCY / EXPERT

- ○○ Acrobatics (Dex)
- ○○ Animal Handling (Wis)
- ○○ Arcana (Int)
- ○○ Athletics (Str)
- ○○ Deception (Cha)
- ○○ History (Int)
- ○○ Insight (Wis)
- ○○ Intimidation (Cha)
- ○○ Investigation (Int)
- ○○ Medicine (Wis)
- ○○ Nature (Int)
- ○○ Perception (Wis)
- ○○ Performance (Cha)
- ○○ Persuasion (Cha)
- ○○ Religion (Int)
- ○○ Sleight of Hand (Dex)
- ○○ Stealth (Dex)
- ○○ Survival (Wis)

SKILLS

PASSIVE PERCEPTION

ADVANTAGE

INITIATIVE

STEALTH DISADVANTAGE

ARMOR

SHIELD

AC

ARMOR CLASS

MAXIMUM   HIT DICE   TEMPORARY

CURRENT HIT POINTS

DEATH SAVING THROWS

SPEED   FLY   CLIMB   SWIM

VISION   INSPIRATION   EXHAUSTION

SPEED, SENSES, & CONDITIONS

Fey Ancestry. Advantage on saving throws against being charmed, and magic can't put you to sleep.

Trance. Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day.

Sunlight Sensitivity. You have disadvantage on attack rolls and on Perception checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

Drow Magic. You know the dancing lights cantrip. You can cast faerie fire and darkness spells once per long rest. Charisma is your spellcasting ability for these spells.

RACIAL TRAITS

Superior Darkvision. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light.

War Caster. You have advantage on Constitution saving throws that you make to maintain your concentration on a spell when you take damage.You can perform the somatic components of spells even when you have weapons or a shield in one or both hands.When a hostile creature's movement provokes an opportunity attack from you, you can use your reaction to cast a spell at the creature, rather than making an opportunity attack. The spell must have a casting time of 1 action and must target only that creature.

Crossbow Expert. You ignore the loading quality of crossbows with which you are proficient.Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.When you use the Attack action and attack with a one-handed weapon, you can use a bonus action to attack with a hand crossbow you are holding.

Font of Magic (Bonus Action). You have 20 Sorcery Points. You can transform unexpended sorcery points into one spell slot (2 > 1st, 3 > 2nd, 5 > 3rd, 6 > 4th, 7 > 5th) on your turn or you can expend one spell slot and gain a number of sorcery points equal to the slot's level.

Metamagic. You can use only one Metamagic option on a spell when you cast it, unless otherwise noted.
   Careful Spell. 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, you spend 1 sorcery point and choose up to 5 of those creatures. A chosen creature automatically succeeds on its saving throw against the spell.
   Subtle Spell. When you cast a spell, you can spend 1 sorcery point to cast it without any somatic or verbal components.
   Transmuted Spell. When you cast a spell that deals a type of damage from the following list, you can spend 1 sorcery point to change that damage type to one of the other listed types: acid, cold, fire, lightning, poison, thunder.
   Seeking Spell. If you make an attack roll for a spell and miss, you can spend 2 sorcery points to reroll the d20, and you must use the new roll.
   You can use Seeking Spell even if you have already used a different Metamagic option during the casting of the spell.

Sorcerous Restoration. You regain 4 expended sorcery points whenever you finish a short rest.

Wild Magic Surge. Once per turn, the DM can have you roll a d20 immediately after you cast a sorcerer spell of 1st level or higher. If you roll a 1, roll on the Wild Magic Surge table to create a 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.

Tides of Chaos (1/Long Rest). You can gain advantage on one attack roll, ability check, or saving throw.Any time before you regain the use of this feature, the DM can have you roll on the Wild Magic Surge table immediately after you cast a sorcerer spell of 1st level or higher. You then regain the use of this feature.

Bend Luck (Reaction). When another creature you can see makes an attack roll, an ability check, or a saving throw, you can spend 2 sorcery points to roll 1d4 and apply the number rolled as a bonus or penalty to the creature's roll. You can do so after the creature rolls but before any effects of the roll occur.

Controlled Chaos. Whenever you roll on the Wild Magic Surge table, you can roll twice and use either number.

Spell Bombardment. 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.

FEATURES & TRAITS

NAME			RANGE	ATTACK	DAMAGE / TYPE

ATTACKS & SPELLCASTING

Armor Proficiencies. –

Weapon Proficiencies. Rapier, Shortsword, Crossbow, Hand, Dagger, Dart, Sling, Quarterstaff, Crossbow, Light

Tool Proficiencies. –

Languages. Common, Elvish, Celestial, Infernal

PROFICIENCIES & LANGUAGES

D&D

GENDER   AGE   HEIGHT   WEIGHT

EYES   SKIN   HAIR

CHARACTER NAME

CHARACTER PORTRAIT

NAME

SYMBOL

ALLIES & ORGANIZATIONS

I'm full of witty aphorisms and have a proverb for every occasion.
I'm well known for my work, and I want to make sure everyone appreciates it. I'm always taken aback when people haven't heard of me.

PERSONALITY TRAITS

Community. It is the duty of all civilized people to strengthen the bonds of community and the security of civilization. (Lawful)

IDEAL

I owe my guild a great debt for forging me into the person I am today.

BOND

My guild has rejected me due to the person that I used to be.

FLAW

Your knowledge of how bureaucracies function lets you gain access to the records and inner workings of any noble court or government you encounter. You know who the movers and shakers are, whom to go to for the favors you seek, and what the current intrigues of interest in the group are.
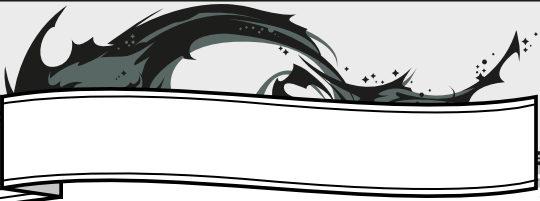
BACKGROUND FEATURE

TRINKET

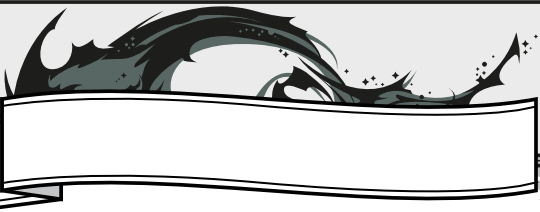BACKGROUND STORY

ADDITIONAL FEATURES

ADVENTURING GEAR	#	lb

MAGIC ITEMS	#	lb

ATTUNED MAGIC ITEMS [   ] / [   ]

VALUABLES — GEMS, ART OBJECTS, TRADE GOODS	#	lb

COPPER	SILVER	ELECTRUM	GOLD	PLATINUM

ENCUMBRANCE — LIFTING AND CARRYING

WEIGHT CARRIED	CARRY CAPACITY		PUSH, DRAG, LIFT
[ ]	/ [ ]		[ ]

INVENTORY — ADVENTURING GEAR, ARMS, ARMOR, AND OTHER EQUIPMENT

ADDITIONAL TREASURE

STORED ITEM	#	lb.

STORED ITEM	#	lb.

STORED ITEMS

Crystal Ball. The typical *crystal ball*, a very rare item, is about 6 inches in diameter. While touching it, you can cast the *scrying* spell (save DC 17) with it.
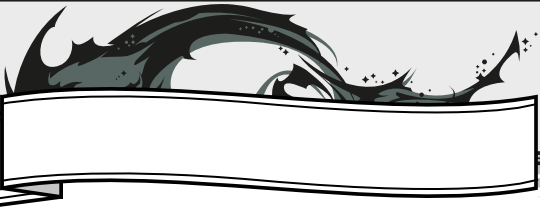
INVENTORY — ITEM DESCRIPTIONS & NOTES

QUEST ITEMS & TRINKETS

CANTRIPS

1ST LEVEL — 4 SPELL SLOTS

2ND LEVEL — 3 SPELL SLOTS

3RD LEVEL — 3 SPELL SLOTS

4TH LEVEL — 3 SPELL SLOTS

5TH LEVEL — 3 SPELL SLOTS

6TH LEVEL — 2 SPELL SLOTS

7TH LEVEL — 2 SPELL SLOTS

8TH LEVEL — 1 SPELL SLOTS

9TH LEVEL — 1 SPELL SLOTS

CANTRIPS

SPELLCASTING ABILITY   SPELL ATTACK BONUS   SAVING THROW DC   SPELLS TO PREPARE

1ST LEVEL

2ND LEVEL

Dancing Lights

Evocation Cantrip

CASTING TIME	1 action
RANGE	120 feet
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S, M (a bit of phosphorous or wychwood, or a glowworm)

You create up to four torch-sized lights within range, making them appear as torches, lanterns, or glowing orbs that hover in the air for the duration. You can also combine the four lights into one glowing vaguely humanoid form of Medium size. Whichever form you choose, each light sheds dim light in a 10-foot radius.

As a bonus action on your turn, you can move the lights up to 60 feet to a new spot within range. A light must be within 20 feet of another light created by this spell, and a light winks out if it exceeds the spell's range.

Drow Magic (Dark Elf)   *Player's Handbook*

Fire Bolt

Evocation Cantrip

CASTING TIME	1 action
RANGE	120 feet
DURATION	Instantaneous
COMPONENTS	V, S

You hurl a mote of fire at a creature or 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 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).

Spellcasting (Sorcerer)   *Player's Handbook*

Mage Hand

Conjuration Cantrip

CASTING TIME	1 action
RANGE	30 feet
DURATION	1 minute
COMPONENTS	V, S

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.

Spellcasting (Sorcerer)   *Player's Handbook*

Prestidigitation

Transmutation Cantrip

CASTING TIME	1 action
RANGE	10 feet
DURATION	Up to 1 hour
COMPONENTS	V, S

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.

Spellcasting (Sorcerer)   *Player's Handbook*

Ray of Frost

Evocation Cantrip

CASTING TIME	1 action
RANGE	60 feet
DURATION	Instantaneous
COMPONENTS	V, S

A frigid beam of blue-white light streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, it takes 1d8 cold damage, and its speed is reduced by 10 feet until the start of your next turn.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Spellcasting (Sorcerer)   *Player's Handbook*

Shape Water

Transmutation Cantrip

CASTING TIME	1 action
RANGE	30 feet
DURATION	Instantaneous or 1 hour (see below)
COMPONENTS	S

You choose an area of water that you can see within range and that fits within a 5-foot cube. You manipulate it in one of the following ways.
• You instantaneously move or otherwise change the flow of the water as you direct, up to 5 feet in any direction. This movement doesn't have enough force to cause damage.
• You cause the water to form into simple shapes and animate at your direction. This change lasts for 1 hour.
• You change the water's color or opacity. The water must be changed in the same way throughout. This change lasts for 1 hour.
• You freeze the water, provided that there are no creatures in it. The water unfreezes in 1 hour.

If you cast this spell multiple times, you can have no more than two of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

Spellcasting (Sorcerer)   *Xanathar's Guide to Everything*

Shocking Grasp

Evocation Cantrip

CASTING TIME	1 action
RANGE	Touch
DURATION	Instantaneous
COMPONENTS	V, S

Lightning springs from your hand to deliver a shock to a creature you try to touch. Make a melee spell attack against the target. You have advantage on the attack roll if the target is wearing armor made of metal. On a hit, the target takes 1d8 lightning damage, and it can't take reactions until the start of its next turn.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Spellcasting (Sorcerer)   *Player's Handbook*

Burning Hands

1st-level evocation

CASTING TIME	1 action
RANGE	Self (15-foot cone)
DURATION	Instantaneous
COMPONENTS	V, S

As you hold your hands with thumbs touching and fingers spread, a thin sheet of flames shoots forth from your outstretched fingertips. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one.

The fire ignites any flammable objects in the area that aren't being worn or carried.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

Spellcasting (Sorcerer)   *Player's Handbook*

Chaos Bolt

1st-level evocation

CASTING TIME	1 action
RANGE	120 feet
DURATION	Instantaneous
COMPONENTS	V, S

You hurl an undulating, warbling mass of chaotic energy at one creature in range. Make a ranged spell attack against the target. On a hit, the target takes 2d8 + 1d6 damage. Choose one of the d8s. The number rolled on that die determines the attack's damage type, as shown below.

d8	Damage Type
1	Acid
2	Cold
3	Fire
4	Force
5	Lightning
6	Poison
7	Psychic
8	Thunder

If you roll the same number on both d8s, the chaotic energy leaps from the target to a different creature of your choice within 30 feet of it. Make a new attack roll against the new target, and make a new damage roll, which could cause the chaotic energy to leap again. A creature can be targeted only once by each casting of this spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, each target takes 1d6 extra damage of the type rolled for each slot level above 1st.

Spellcasting (Sorcerer)   *Xanathar's Guide to Everything*

Faerie Fire

1st-level evocation

CASTING TIME	1 action
RANGE	60 feet
DURATION	Concentration, up to 1 minute
COMPONENTS	V

Each object in a 20-foot cube within range is outlined in blue, green, or violet light (your choice). Any creature in the area when the spell is cast is also outlined in light if it fails a Dexterity saving throw. For the duration, objects and affected creatures shed dim light in a 10-foot radius.

Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.

Drow Magic (Dark Elf)   *Player's Handbook*

False Life

1st-level necromancy

CASTING TIME	1 action
RANGE	Self
DURATION	1 hour
COMPONENTS	V, S, M (a small amount of alcohol or distilled spirits)

Bolstering yourself with a necromantic facsimile of life, you gain 1d4 + 4 temporary hit points for the duration.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you gain 5 additional temporary hit points for each slot level above 1st.

Spellcasting (Sorcerer)   *Player's Handbook*

Darkness

2nd-level evocation

CASTING TIME	1 action
RANGE	60 feet
DURATION	Concentration, up to 10 minutes
COMPONENTS	V, M (bat fur and a drop of pitch or piece of coal)

Magical darkness spreads from a point you choose within range to fill a 15-foot radius sphere for the duration. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it.

If the point you choose is on an object you are holding or one that isn't being worn or carried, the darkness emanates from the object and moves with it. Completely covering the source of the darkness with an opaque object, such as a bowl or a helm, blocks the darkness.

If any of this spell's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.

Drow Magic (Dark Elf)   *Player's Handbook*

Hold Person

2nd-level enchantment

CASTING TIME	1 action
RANGE	60 feet
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S, M (a small, straight piece of iron)

Choose a humanoid that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target on additional humanoid for each slot level above 2nd. The humanoids must be within 30 feet of each other when you target them.

Spellcasting (Sorcerer)   *Player's Handbook*

Invisibility

2nd-level illusion

CASTING TIME	1 action
RANGE	Touch
DURATION	Concentration, up to 1 hour
COMPONENTS	V, S, M (an eyelash encased in gum arabic)

A creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person. The spell ends for a target that attacks or casts a spell.

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

Shroud of Shadow   *Player's Handbook*

Fireball

3rd-level evocation

CASTING TIME	1 action
RANGE	150 feet
DURATION	Instantaneous
COMPONENTS	V, S, M (a tiny ball of bat guano and sulfur)

A bright streak flashes from your pointing finger to a point you choose within range and then blossoms with a low roar into an explosion of flame. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A target takes 8d6 fire damage on a failed save, or half as much damage on a successful one.

The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

Spellcasting (Sorcerer)   *Player's Handbook*

Major Image

3rd-level illusion

CASTING TIME	1 action
RANGE	120 feet
DURATION	Concentration, up to 10 minutes
COMPONENTS	V, S, M (a bit of fleece)

You create the image of an object, a creature, or some other visible phenomenon that is no larger than a 20-foot cube. The image appears at a spot that you can see within range and lasts for the duration. It seems completely real, including sounds, smells, and temperature appropriate to the thing depicted. You can't create sufficient heat or cold to cause damage, a sound loud enough to deal thunder damage or deafen a creature, or a smell that might sicken a creature (like a troglodyte's stench).

As long as you are within range of the illusion, you can use your action to cause the image to move to any other spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking. Similarly, you can cause the illusion to make different sounds at different times, even making it carry on a conversation, for example.

Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image 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 creature can see through the image, and its other sensory qualities become faint to the creature.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the spell lasts until dispelled, without requiring your

Spellcasting (Sorcerer)   *Player's Handbook*

Dimension Door

4th-level conjuration

CASTING TIME	1 action
RANGE	500 feet
DURATION	Instantaneous
COMPONENTS	V

You teleport yourself from your current location to any other spot within range. You arrive at exactly the spot desired. It can be a place you can see, one you can visualize, or one you can describe by stating distance and direction, such as "200 feet straight downward" or "upward to the northwest at a 45-degree angle, 300 feet."

You can bring along objects as long as their weight doesn't exceed what you can carry. You can also bring one willing creature of your size or smaller who is carrying gear up to its carrying capacity. The creature must be within 5 feet of you when you cast this spell.

If you would arrive in a place already occupied by an object or a creature, you and any creature traveling with you each take 4d6 force damage, and the spell fails to teleport you.

Spellcasting (Sorcerer)   *Player's Handbook*

Polymorph

4th-level transmutation

CASTING TIME	1 action
RANGE	60 feet
DURATION	Concentration, up to 1 hour
COMPONENTS	V, S, M (a caterpillar cocoon)

This spell transforms a creature that you can see within range into a new form. An unwilling creature must make a Wisdom saving throw to avoid the effect. The spell has no effect on a shapechanger or a creature with 0 hit points.

The transformation lasts for the duration, or until the target drops to 0 hit points or dies. The new form can be any beast whose challenge rating is equal to or less than the target's (or the target's level, if it doesn't have a challenge rating). The target's game statistics, including mental ability scores, are replaced by the statistics of the chosen beast. It retains its alignment and personality.

The target assumes the hit points of its new form. When it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious.

The creature is limited in the actions it can perform by the nature of its new form, and it can't speak, cast spells, or take any other action that requires hands or speech.

The target's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment.

Spellcasting (Sorcerer)   *Player's Handbook*

Dominate Person

5th-level enchantment

CASTING TIME	1 action
RANGE	60 feet
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S

You attempt to beguile a humanoid that you can see within range. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw.

While the target is charmed, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as "Attack that creature," "Run over there," or "Fetch that object." If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time you can also cause the creature to use a reaction, but this requires you to use your own reaction as well.

Each time the target takes damage, it makes a new Wisdom saving throw against the spell. If the saving throw succeeds, the spell ends.

At Higher Levels. When you cast this spell using a 6th-level spell slot, the duration is concentration, up to 10 minutes. When you use a 7th-level spell slot, the duration is concentration, up to 1 hour. When you use a spell slot of 8th level or higher, the duration is concentration, up to 8 hours.

Spellcasting (Sorcerer)   *Player's Handbook*

Telekinesis

5th-level transmutation

CASTING TIME	1 action
RANGE	60 feet
DURATION	Concentration, up to 10 minutes
COMPONENTS	V, S

You gain the ability to move or manipulate creatures or objects by thought. When you cast the spell, and as your action each round for the duration, you can exert your will on one creature or object that you can see within range, causing the appropriate effect below. You can affect the same target round after round, or choose a new one at any time. If you switch targets, the prior target is no longer affected by the spell.

Creature. You can try to move a Huge or smaller creature. Make an ability check with your spellcasting ability contested by the creature's Strength check. If you win the contest, you move the creature up to 30 feet in any direction, including upward but not beyond the range of this spell. Until the end of your next turn, the creature is restrained in your telekinetic grip. A creature lifted upward is suspended in mid-air.

On subsequent rounds, you can use your action to attempt to maintain your telekinetic grip on the creature by repeating the contest.

Object. You can try to move an object that weighs up to 1,000 pounds. If the object isn't being worn or carried, you automatically move it up to 30 feet in any direction, but not beyond the range of this spell.

If the object is worn or carried by a creature, you must make an ability check with your spellcasting ability contested by that creature's Strength check. If you succeed, you pull the object away from that creature and can move it up to 30 feet in any direction but not beyond the range of this spell.

You can exert fine control on objects with your telekinetic grip, such as manipulating a simple tool, opening a door or a container, stowing or retrieving an item from an open container, or pouring the contents from a vial.

Spellcasting (Sorcerer)   *Player's Handbook*

Chain Lightning

6th-level evocation

CASTING TIME	1 action
RANGE	150 feet
DURATION	Instantaneous
COMPONENTS	V, S, M (a bit of fur, a piece of amber, glass, or crystal rod, and three silver pins)

You create a bolt of lightning that arcs toward a target of your choice that you can see within range. Three bolts then leap from that target to as many as three other targets, each of which must be within 30 feet of the first target. A target can be a creature or an object and can be targeted by only one of the bolts.

A target must make a Dexterity saving throw. The target takes 10d8 lightning damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, one additional bolt leaps from the first target to another target for each slot level above 6th.

Spellcasting (Sorcerer)   *Player's Handbook*

Reverse Gravity

7th-level transmutation

CASTING TIME	1 action
RANGE	100 feet
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S, M (a lodestone and iron filings)

This spell reverses gravity in a 50-foot-radius, 100-foot high cylinder centered on a point within range. All creatures and objects that aren't somehow anchored to the ground in the area fall upward and reach the top of the area when you cast this spell. A creature can make a Dexterity saving throw to grab onto a fixed object it can reach, thus avoiding the fall.

If some solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it just as they would during a normal downward fall. If an object or creature reaches the top of the area without striking anything, it remains there, oscillating slightly, for the duration.

At the end of the duration, affected objects and creatures fall back down.

Spellcasting (Sorcerer)   *Player's Handbook*

Abi-Dalzim's Horrid Wilting

8th-level necromancy

CASTING TIME	1 action
RANGE	150 feet
DURATION	Instantaneous
COMPONENTS	V, S, M (a bit of sponge)

You draw the moisture from every creature in a 30-foot cube centered on a point you choose within range. Each creature in that area must make a Constitution saving throw. Constructs and undead aren't affected, and plants and water elementals make this saving throw with disadvantage. A creature takes 12d8 necrotic damage on a failed save, or half as much damage on a successful one.

Nonmagical plants in the area that aren't creatures, such as trees and shrubs, wither and die instantly.

Spellcasting (Sorcerer)   *Xanathar's Guide to Everything*

Time Stop

9th-level transmutation

CASTING TIME	1 action
RANGE	Self
DURATION	Instantaneous
COMPONENTS	V

You briefly stop the flow of time for everyone but yourself. No time passes for other creatures, while you take 1d4 + 1 turns in a row, during which you can use actions and move as normal.

This spell ends if one of the actions you use during this period, or any effects that you create during this period, affects a creature other than you or an object being worn or carried by someone other than you. In addition, the spell ends if you move to a place more than 1,000 feet from the location where you cast it.

Spellcasting (Sorcerer)   *Player's Handbook*