

# DUNGEONS & DRAGONS

CHARACTER NAME

CHARACTER LEVEL, RACE, & CLASS

EXPERIENCE

BACKGROUND

ALIGNMENT

DEITY

PLAYER NAME

STRENGTH

PROFICIENCY BONUS

- ☐ Strength
- ☐ Dexterity
- ☐ Constitution
- ☐ Intelligence
- ☐ Wisdom
- ☐ Charisma

CONDITIONAL

SAVING THROWS

- ☐ 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

WISDOM

INTELLIGENCE

CONSTITUTION

DEXTERITY

STRENGTH

ARMOR

SHIELD

ARMOR CLASS

MAXIMUM

HIT DICE

TEMPORARY

CURRENT HIT POINTS

SPEED

FLY

CLIMB

SWIM

VISION

INSPIRATION

EXHAUSTION

SPEED, SENSES, & CONDITIONS

RACIAL TRAITS

INITIATIVE

NAME RANGE ATTACK DAMAGE / TYPE

ATTACKS & SPELLCASTING

**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.

**Observant.** If you can see a creature's mouth while it is speaking a language you understand, you can interpret what it's saying by reading its lips. You have a +5 bonus to your passive Perception and passive Investigation scores.

**Arcanist.** You learn the prestidigitatation and detect magic spells. You can cast detect magic once without expending a spell slot, and you regain the ability to do so when you finish a long rest.

**Arcane Recovery.** Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than 2.

**Chronal Shift (Reaction—2/Long Rest).** After you or a creature you can see within 30 feet of you makes an attack roll, and ability check, or a save, you can force the creature to reroll. You make this decision after you see whether the roll succeeds or fails. The target must use the result of the second roll.

**Font of Magic (Bonus Action).** You have 4 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.

**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.

**Empowered Spell.** When you roll damage for a spell, you can spend 1 sorcery point to reroll 2 damage dice. You must use the new rolls. You can use Empowered Spell even if you have already used a different Metamagic option during the casting of the spell.

**Tempestuous Magic (Bonus Action).** On your turn, immediately before or after you cast a spell of 1st level or higher, fly up to 10 feet without provoking opportunity attacks.

FEATURES & TRAITS

**Armor Proficiencies.** —

**Weapon Proficiencies.** Dagger, Dart, Sling, Quarterstaff, Crossbow, Light

**Tool Proficiencies.** —

**Languages.** Common, Undercommon, Abyssal, Infernal, Primordial

PROFICIENCIES & LANGUAGES



CHARACTER NAME

GENDER

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

NAME

SYMBOL

I'm willing to listen to every side of an argument before I make my own judgment.

PERSONALITY TRAITS

Knowledge. The path to power and self-improvement is through knowledge. (Neutral)

IDEAL

I've been searching my whole life for the answer to a certain question.

BOND

I am easily distracted by the promise of information.

FLAW

You know your way around political hierarchy. You are familiar with how houses operate in thier respective riegens and you gain advantage on history checks regarding nobility.

BACKGROUND FEATURE

A necklace with a crystal rock. it has an unknown power that you seek to unlock

TRINKET

BACKGROUND STORY

ADDITIONAL FEATURES

[illegible]

ADDITIONAL TREASURE

[illegible]


**QUEST ITEMS & TRINKETS**

### LV 3 - Time Manipulation

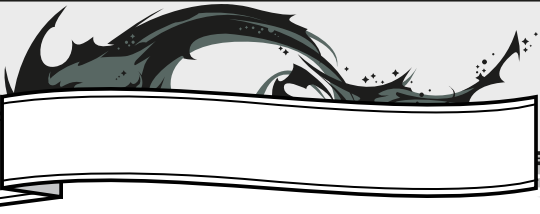
you gain access to the accelerate and decelerate spells. You may cast one or the other without using a spell slot once per day.

NOTES

Electrical Fuzz- You add your proficiency bonus to spells cast from this book that deal electrical or thunder damage.

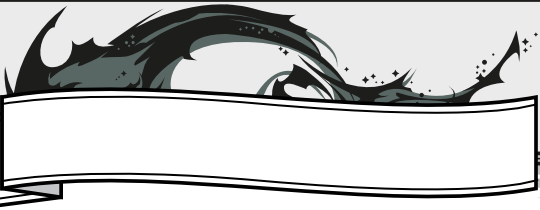
Additionally, when you cast a spell that deals electric damage from this book, you gain 1 volt. You can hold a number of volts = to your max spellcasting level. You can expend your volts to cast spells. The number of volts you expend determine the level of spell you cast. You can only cast spells that deal electric damage this way. When you cast a spell in this way, you gain +5 electrical damage per volt expended.

NOTES



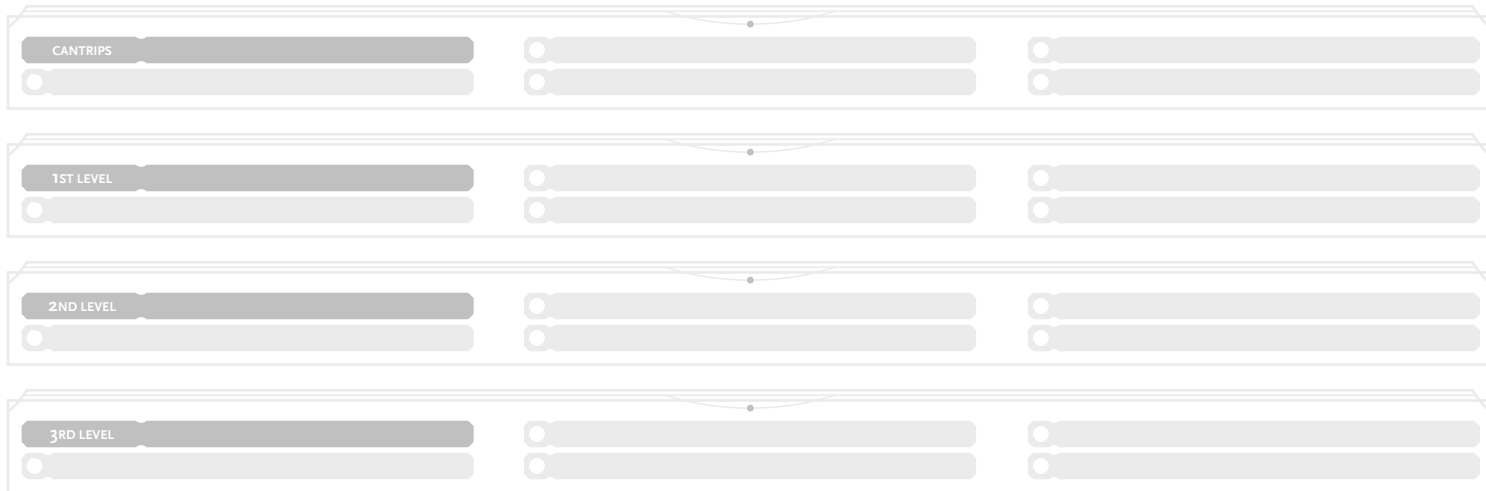
SPELLCASTING ABILITY    SPELL ATTACK BONUS    SAVING THROW DC    SPELLS TO PREPARE

CANTRIPS		
1ST LEVEL    4 SPELL SLOTS		
2ND LEVEL    3 SPELL SLOTS		
3RD LEVEL    3 SPELL SLOTS		
4TH LEVEL    2 SPELL SLOTS		



SPELLCASTING ABILITY    SPELL ATTACK BONUS    SAVING THROW DC    SPELLS TO PREPARE

CANTRIPS		
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3RD LEVEL    3 SPELL SLOTS		
4TH LEVEL    2 SPELL SLOTS		



## Douse

### Conjuration Cantrip

CASTING TIME	1 action
RANGE	30 feet
DURATION	Instantaneous
COMPONENTS	S

The ocean's spray conceals a cold and callous nature.

You gesture, summoning a splash of saltwater to fall upon a creature or object within range. Flames are instantly quenched, and objects targeted by this spell cannot be ignited for at least one minute. If you target a creature, you can choose to have the saltwater be bone-chillingly cold. The target must make a Constitution saving throw. If they fail, they take 1d8 cold damage.

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

Spellcasting (Sorcerer)

The Compendium of Forgotten Secrets

## Eidolic Chains

### Conjuration Cantrip

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

A creature that you can see within range must succeed on a Strength (Athletics) or Dexterity (Acrobatics) skill check (target's choice) vs your spell DC or become grappled. The target may attempt another skill check at the start of each of its turns to break the grapple.

Spellcasting (Wizard)

Grimlore's Grimoire

## Glimmering Blade

### Conjuration Cantrip

CASTING TIME	1 action
RANGE	10 feet
DURATION	1 round
COMPONENTS	V, M (a weapon)

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and you can teleport to an unoccupied space of your choice within 10 feet of you. If you teleport to a space within 5 feet of the target, the target cannot take reactions until the end of your next turn.

At Higher Levels. The damage of attacks you make with this spell increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d6 radiant damage to the target. This extra radiant damage increases to 2d6 at 11th level and 3d6 at 17th level.

Spellcasting (Sorcerer)

The Blackstaff's Codex

## Jolt

### Evocation Cantrip

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

A fraction of the storm's power can give life, or take it.

Sparks fly from your fingertips, shocking a creature within range. If the target is unconscious and reduced to 0 hit points, they gain advantage on their next death saving throw, and any ability check made to aid them also gains advantage. If you target a hostile creature, they must make a Constitution saving throw. If they fail, they take 1d8 lightning damage.

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

Spellcasting (Wizard)

The Compendium of Forgotten Secrets

## 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 (Wizard)

Player's Handbook

## Minor Illusion

### Illusion Cantrip

CASTING TIME	1 action
RANGE	30 feet
DURATION	1 minute
COMPONENTS	S, M (a bit of fleece)

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.

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.

Arcanist

Player's Handbook

## Radiant Blast

### Evocation Cantrip

CASTING TIME	1 action
RANGE	10 feet
DURATION	Instantaneous
COMPONENTS	V, S

A line of radiant energy 10 feet long and 5 feet wide emanates from you in a direction you choose. Each creature of your choice within the line must succeed on a Constitution saving throw or take 1d8 radiant damage and have disadvantage on opportunity attacks against you until the end of the turn.

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

Spellcasting (Sorcerer)

Blazing Dawn Player's Companion

## Stone Forming

### transmutation Cantrip

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

You touch a stone surface or the ground, and call forth stone that shapes itself to your command. You can make any roughly shaped item from the stone, including functional simple or martial melee weapons. You are proficient with these weapons. Items crumble to pebbles after 1 minute.

Spellcasting (Sorcerer)

Stoneheart Sorcerer

## Toll the Dead

### Necromancy Cantrip

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

You point at one creature you can see within range, and the sound of a dolorous bell fills the air around it for a moment. The target must succeed on a Wisdom saving throw or take 1d8 necrotic damage. If the target is missing any of its hit points, it instead takes 1d12 necrotic damage.

The spell's damage increases by one die when you reach 5th level (2d8 or 2d12), 11th level (3d8 or 3d12), and 17th level (4d8 or 4d12).

Spellcasting (Wizard)

Xanathar's Guide to Everything

## Bone Storm

### 1st-level conjuration

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

You conjure shards of bone to shoot forth from your hand in a 15-foot cone in front of you. Creatures in the area must make a Dexterity saving throw or take 5d4 piercing damage.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d4 and the size of the cone increases by 5 feet for each spell slot level above 1st.

Spellcasting (Wizard)

Grimlore's Grimoire

## Charm Person

### 1st-level enchantment

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

You attempt to charm a humanoid you can see within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the spell ends, the creature knows it was charmed by you.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

Spellcasting (Wizard)

Player's Handbook

## Chromatic Orb

### 1st-level evocation

CASTING TIME	1 action
RANGE	90 feet
DURATION	Instantaneous
COMPONENTS	V, S, M (a diamond worth at least 50 gp)

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 choose.

**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.

Spellcasting (Wizard)

Player's Handbook

## Comprehend Languages

### 1st-level divination (ritual)

CASTING TIME	1 action
RANGE	Self
DURATION	1 hour
COMPONENTS	V, S, M (a pinch of soot and salt)

For the duration, you understand the literal meaning of any spoken language that you hear. You also understand any spoken language that you hear. You also understand any written language that you see, but you must be touching the surface of which the words are written. It takes about 1 minute to read one page of text. This spell doesn't decode secret messages in a text or glyph, such as an arcane sigil, that isn't part of a written language.

Spellcasting (Wizard)

Player's Handbook

## Detect Magic

### 1st-level divination (ritual)

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

For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any. The spell can penetrate most barriers, but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Arcanist

Player's Handbook

## Disguise Self

### 1st-level illusion

CASTING TIME	1 action
RANGE	Self
DURATION	1 hour
COMPONENTS	V, S

You make yourself—including your clothing, armor, weapons, and other belongings on your person—look different until the spell ends or until you use your action to dismiss it. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. 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 or would feel your head and hair. If you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair.

To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your spell save DC.

Spellcasting (Sorcerer)

Player's Handbook

## Find Familiar

### 1st-level conjuration (ritual)

CASTING TIME	1 hour
RANGE	10 feet
DURATION	Instantaneous
COMPONENTS	V, S, M (10 gp worth of charcoal, incense, and herbs that must be consumed by fire in a brass brazier)

You gain the service of a familiar, a spirit that takes an animal form you choose: bat, cat, crab, frog (toad), hawk, lizard, octopus, owl, poisonous snake, fish (quipper), rat, raven, sea horse, spider, or weasel. Appearing in an unoccupied space within range, the familiar has the statistics of the chosen form, though it is a celestial, fey or fiend (your choice) instead of a beast.

Your familiar acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn. A familiar can't attack, but it can take other actions as normal.

When the familiar drops to 0 hit points, it disappears, leaving behind no physical form. It reappears after you cast this spell again.

While your familiar is within 100 feet of you, you can communicate with it telepathically. Additionally, as an action, you can see through your familiar's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the familiar has. During this time, you are deaf and blind with regard to your own senses.

As an action, you can temporarily dismiss your familiar. It disappears into a pocket dimension where it awaits your summons. Alternatively, you can dismiss it forever. As an action while it is temporarily dismissed, you can cause it to reappear in any unoccupied space within 30 feet of you.

You can't have more than one familiar at a time. If you cast this spell while you already have a familiar, you instead cause it to adopt a new form. Choose one of the forms from the above list. Your familiar transforms into the chosen creature.

Finally, when you cast a spell with a range of touch, your familiar can deliver the spell as if it had cast the spell. Your familiar must be within 100 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your attack modifier for the roll.

Spellcasting (Wizard)

Player's Handbook

## Lesser Wish

### 1st-level conjuration

CASTING TIME	1 action
RANGE	Self
DURATION	Instantaneous
COMPONENTS	V

Wish is the mightiest spell a mortal creature can cast. By simply speaking aloud, you can alter the very foundations of reality in accord with your desires.

This is not that spell.

The only use of this spell is to duplicate any cantrip. You don't need to meet any requirements in that cantrip, including costly components. The cantrip simply takes effect.

Spellcasting (Sorcerer)

A Plethora of Paladins



## Magic Missile

1st-level evocation

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

You create three glowing darts of magical force. Each dart hits a creature of your choice that you can see within range. A dart deals 1d4 + 1 force damage to its target. The darts all strike simultaneously, and you can direct them to hit one creature or several.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the spell creates one more dart for each slot level above 1st.

Spellcasting (Wizard)

Player's Handbook

## Shield

1st-level abjuration

CASTING TIME	1 reaction
RANGE	Self
DURATION	1 round
COMPONENTS	V, S

**Reaction trigger:** You are hit by an attack or targeted by the magic missile spell. 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.

Spellcasting (Wizard)

Player's Handbook

## Tasha's Hideous Laughter

1st-level enchantment

CASTING TIME	1 action
RANGE	30 feet
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S, M (tiny tarts and a feather that is waved in the air)

A creature of your choice that you can see within range perceives everything as hilariously funny and falls into fits of laughter if this spell affects it. The target must succeed on a Wisdom saving throw or fall prone, becoming incapacitated and unable to stand up for the duration. A creature with an Intelligence score of 4 or less isn't affected.

At the end of each of its turns, and each time it takes damage, the target can make another Wisdom saving throw. The target has advantage on the saving throw if it's triggered by damage. On a success, the spell ends.

Spellcasting (Wizard)

Player's Handbook

## Undermine Armor

1st-level transmutation (chaos)

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

You unravel the bonds of reality that hold a suit of armor together. A target that's wearing armor must succeed on a Constitution saving throw or its armor softens to the consistency of candle wax, decreasing the creature's AC by 2.

This spell has no effect on creatures that aren't wearing armor separate from their bodies.

Spellcasting (Sorcerer)

Deep Magic: Chaos Magic

## Decelerate

2nd-level transmutation (temporal)

CASTING TIME	1 action
RANGE	60 feet
DURATION	1 minute
COMPONENTS	V, S, M (a toy top)

You slow the flow of time around a creature. The creature must make a successful Wisdom saving throw or its speed is halved (rounded up to the nearest 5-foot increment). Until the effect ends, the creature's speed is halved again at the start of each of your turns. For example, a character with a speed of 30 feet fails its saving throw, dropping its speed to 15 feet. At the start of your next turn, the creature's speed drops to 10 feet, then to 5 feet on the following round. Decelerate can't reduce a creature's speed to less than 5 feet. The spell ends after 1 minute or when the target uses its action to make a successful Wisdom saving throw.

When you cast this spell using a spell slot of 3rd level or higher, you can affect an additional creature for each slot level above 3rd.

Additional Spell

Deep Magic: Time Magic

## Dragon's Breath

2nd-level transmutation

CASTING TIME	1 bonus action
RANGE	Touch
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S, M (a hot pepper)

You touch one willing creature and imbue it with the power to spew magical energy from its mouth, provided it has one. Choose acid, cold, fire, lightning, or poison. Until the spell ends, the creature can use an action to exhale energy of the chosen type in a 15-foot cone. Each creature in that area must make a Dexterity saving throw, taking 3d6 damage of the chosen type 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 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

Spellcasting (Wizard)

Xanathar's Guide to Everything

## Enhance Ability

2nd-level transmutation

CASTING TIME	1 action
RANGE	Touch
DURATION	Concentration, up to 1 hour
COMPONENTS	V, S, M (fur or a feather from a beast)

You touch a creature and bestow upon it a magical enhancement. Choose one of the following effects: the target gains the effect until the spell ends.

**Bear's Endurance.** The target has advantage on Constitution checks. It also gains 2d6 temporary hit points, which are lost when the spell ends.

**Bull's Strength.** The target has advantage on Strength checks, and his or her carrying capacity doubles.

**Cat's Grace.** The target has advantage on Dexterity checks. It also doesn't take damage from falling 20 feet or less if it isn't incapacitated.

**Eagle's Splendor.** The target has advantage on Charisma checks.

**Fox's Cunning.** The target has advantage on Intelligence checks.

**Owl's Wisdom.** The target has advantage on Wisdom checks.

**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.

Spellcasting (Sorcerer)

Player's Handbook

## Mind Thrust

2nd-level enchantment

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

You propel a lance of psionic disruption into the mind of one creature you can see within range. The target must make an Intelligence saving throw. On a failed save, the target takes 3d6 psychic damage, and it can use its action only to Dash or Disengage on its next turn. On a successful save, the target takes half as much damage, and this spell doesn't limit its action options.

**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. The creatures must be within 30 feet of each other when you target them.

Spellcasting (Wizard)

UA: Fighter, Rogue, and Wizard

## Rime's Binding Ice

2nd-level evocation

CASTING TIME	1 action
RANGE	Self (30-foot cone)
DURATION	Instantaneous
COMPONENTS	S, M (a vial of meltwater)

A burst of cold energy emanates from you in a 30-foot cone. Each creature in that area must make a Constitution saving throw. On a failed save, a creature takes 3d8 cold damage and is hindered by ice formations for 1 minute, or until it or another creature within reach of it uses an action to break away the ice. A creature hindered by ice has its speed reduced to 0. On a successful save, a creature takes half as much damage and isn't hindered by ice.

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

Spellcasting (Wizard)

Fizban's Treasury of Dragons

Snow Fort

2nd-level conjuration (winter)

CASTING TIME

1 action

RANGE

120 feet

DURATION

Instantaneous

COMPONENTS

V, S, M (a ring carved from chalk or white stone)

This spell creates a simple “fort” from packed snow. The snow fort springs from the ground in an unoccupied space within range. It encircles a 10-foot area with sloping walls 4 feet high. The fort provides half cover (+2 AC) against ranged and melee attacks coming from outside the fort. The walls have AC 12, 30 hit points per side, are immune to cold, necrotic, poison, and psychic damage, and are vulnerable to fire damage. A damaged wall can be repaired by casting a spell that deals cold damage on it, on a point-forpoint basis, up to a maximum of 30 points.

The spell also creates a dozen snowballs that can be thrown (range 20/60) and that deal 1d4 bludgeoning damage plus 1d4 cold damage on a hit.

Spellcasting (Sorcerer)

Deep Magic: Winter Magic

Time Step

2nd-level conjuration (temporal)

CASTING TIME

1 action

RANGE

Self

DURATION

Instantaneous

COMPONENTS

V

You briefly step forward in time. You disappear from your location and reappear at the beginning of your next turn in a location within 30 feet of the space you disappeared from. You can't be affected by anything that happens during the interval you're missing, and you aren't aware of anything that happens during that time.

Spellcasting (Wizard)

Deep Magic: Time Magic

Accelerate

3rd-level transmutation (temporal)

CASTING TIME

1 action

RANGE

Touch

DURATION

Concentration, up to 1 minute

COMPONENTS

V, S, M (a toy top)

Choose up to three willing creatures within range, which may include you. Until the end of the spell, the target's movement speed doubles. The target can also take a bonus action on each of its turns. This bonus action can only be used to take the Dash action. In addition, the creature has advantage on Dexterity saving throws while under the effect of this spell.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, you can affect an additional creature for each slot level above 3rd.

Additional Spell

Deep Magic: Time Magic

RANGE

ATTACK

DAMAGE

*Prerequisite: The ability to cast at least one spell*

You have practiced casting spells in the midst of combat, learning techniques that grant you the following benefits:

- 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.

Quick to notice details of your environment, you gain the following benefits:

- Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
- If you can see a creature's mouth while it is speaking a language you understand, you can interpret what it's saying by reading its lips.
- You have a +5 bonus to your passive Wisdom (Perception) and passive Intelligence (Investigation) scores.

You study the arcane arts, gaining the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20
- You gain proficiency in the Arcana skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- You learn the
  - prestidigitation
  - and
  - detect magic
  - spells. You can cast
  - detect magic
  - once without expending a spell slot, and you regain the ability to do so when you finish a long rest.

You have learned to regain some of your magical energy by studying your spellbook. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your wizard level (rounded up), and none of the slots can be 6th level or higher.

For example, if you're a 4th-level wizard, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots.

*2nd-level Chronurgy Magic feature*

You can magically exert limited control over the flow of time around a creature. As a reaction, after you or a creature you can see within 30 feet of you makes an attack roll, and ability check, or a saving throw, you can force the creature to reroll. You make this decision after you see whether the roll succeeds or fails. The target must use the result of the second roll.

You can use this ability twice, and you regain any expended uses when you finish a long rest.

At 2nd level, you tap into a deep wellspring of magic within yourself. This wellspring is represented by sorcery points, which allow you to create a variety of magical effects.

**SORCERY POINTS**

You have 2 sorcery points, and you gain more as you reach higher levels, as shown in the Sorcery Points column of the Sorcerer table. You can never have more sorcery points than shown on the table for your level. You regain all spent sorcery points when you finish a long rest.

**FLEXIBLE CASTING**

You can use your sorcery points to gain additional spell slots, or sacrifice spell slots to gain additional sorcery points. You learn other ways to use your sorcery points as you reach higher levels.

**Creating Spell Slots.** You can transform unexpended sorcery points into one spell slot as a bonus action on your turn. The Creating Spell Slots table shows the cost of creating a spell slot of a given level. You can create spell slots no higher in level than 5th.

Any spell slot you create with this feature vanishes when you finish a long rest.

**CREATING SPELLSLOTS**

**Spell Slot Level    Sorcery Point Cost**

1st	2
2nd	3
3rd	5
4th	6
5th	7

**Converting a Spell Slot to Sorcery Points.** As a bonus action on your turn, you can expend one spell slot and gain a number of

At 3rd level, you gain the ability to twist your spells to suit your needs. You gain two of the following Metamagic options of your choice. You gain another one at 10th and 17th level.

You can use only one Metamagic option on a spell when you cast it, unless otherwise noted.

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.

When you roll damage for a spell, you can spend 1 sorcery point to reroll a number of the damage dice up to your Charisma modifier (minimum of one). You must use the new rolls.

You can use Empowered Spell even if you have already used a different Metamagic option during the casting of the spell.

Starting at 1st level, you can use a bonus action on your turn to cause whirling gusts of elemental air to briefly surround you, immediately before or after you cast a spell of 1st level or higher. Doing so allows you to fly up to 10 feet without provoking opportunity attacks.