



DUNGEONS &amp; DRAGONS®

Nhazrek

NOM DU PERSONNAGE

Wild Mage Sorcerer 8

Sage

CLASSE ET NIVEAU

HISTORIQUE

Black dragonborn

Chaotic Neutral

RACE

ALIGNEMENT

NOM DU JOUEUR

POINTS D'EXPÉRIENCE

FORCE	1
	12

INSPIRATION
1
3

DEXTÉRITÉ	1
	12

CONSTITUTION	1
	13

INTELLIGENCE	1
	12

SAGESSE	0
	10

CHARISME	4
	18

Force	1
Dextérité	1
Constitution	4
Intelligence	1
Sagesse	0
Charisme	7

## JETS DE SAUVEGARDE

Acrobacies (Dex)	1
Dressage (Sag)	0
Arcanes (Int)	4
Athlétisme (For)	1
Tromperie (Cha)	7
Histoire (Int)	4
Perspicacité (Sag)	0
Intimidation (Cha)	4
Investigation (Int)	1
Médecine (Sag)	0
Nature (Int)	1
Perception (Sag)	0
Représentation (C...)	4
Persuasion (Cha)	7
Religion (Int)	1
Escamotage (Dex)	1
Discrétion (Dex)	1
Survie (Sag)	0

## COMPÉTENCES

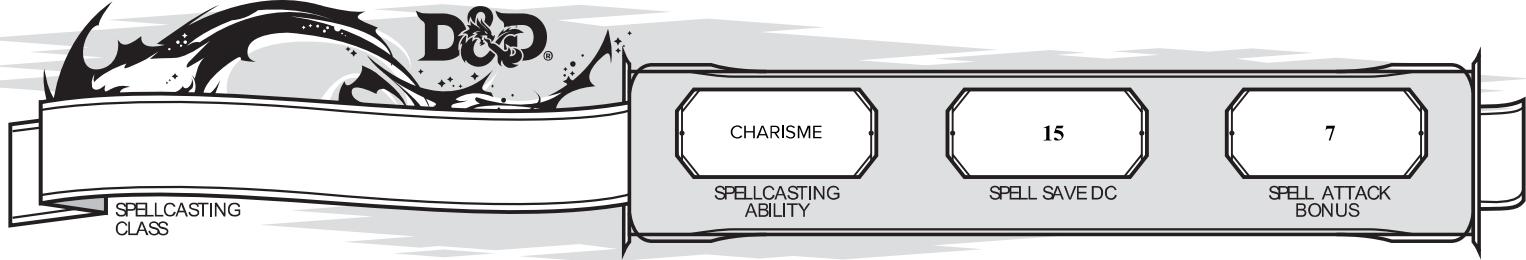
SAGESSE PASSIVE (PERCEPTION)	10
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LANGUE: Any, Any, Common, Draconic

AUTRES MAÎTRISES ET LANGUES

NOM	ATT	DÉGÂTS / TYPE
Staff of Defense	+4	1d6+1 bludgeoning
Staff of Defense	+4	1d8+1 bludgeoning
Dagger	+4	1d4+1 piercing
Light Crossbow	+4	1d8+1 piercing
Acid Splash	DC15	2d6 Acid
Fire Bolt	+7	2d10 Fire
Ray of Frost	+7	2d8 Cold
Chaos Bolt (Wand)	+7	2d8 Variable + 1d6
Chromatic Orb	+7	3d8 Acid, cold, fire
Fireball	DC15	8d6 Fire
Ice Storm	DC15	2d8 Bludgeoning
Magic Missile		3d4 + 3 Force
Scorching Ray	+7	2d6 Fire
Scorching Ray	+7	2d6 Fire
Shatter	DC15	3d8 Thunder
Vitriolic Sphere	DC15	10d4 Acid + 5d6

## ATTAQUES ET INCANTATIONS



Shocking Grasp

Acid Splash

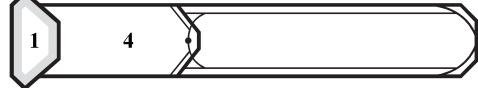
Fire Bolt

Friends

Mage Hand

Ray of Frost

SPELL LEVEL      SLOTS TOTAL      SLOTS EXPENDED



Witch Bolt (Staff)

Chaos Bolt (Wild)

Chromatic Orb (Wild)

Mage Armor (Staff)

Shield (Staff)

Magic Missile



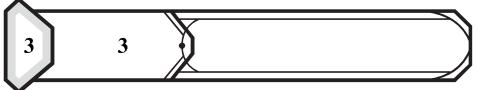
Alter Self (Wild)

Enhance Ability (Wild)

Misty Step

Scorching Ray

Shatter



Call Lightning (Staff)

Lightning Bolt (Staff)

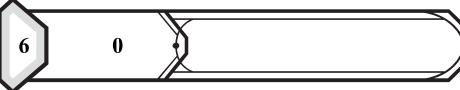
Blink (Wild)

Catnap (Wild)

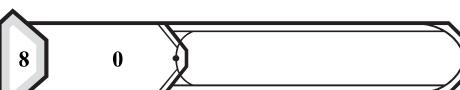
Fireball

Haste

Stinking Cloud



Chain Lightning (Staff)



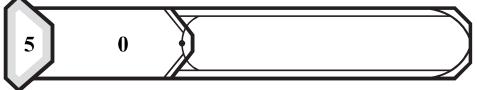
Storm Sphere (Staff)

Hallucinatory Terrain (Wild)

Polymorph (Wild)

Ice Storm

Vitriolic Sphere



# CAPACITÉS ET TRAITS

## Chromatic Ancestry

You have a chromatic dragon ancestor, granting you a special magical affinity. Choose one kind of dragon from the Chromatic Ancestry table. This determines the damage type for your other traits, as shown in the table.

Chromatic Ancestry	Dragon	Damage Type
Black	Black	Acid
Blue	Blue	Lightning
Green	Green	Poison
Red	Red	Fire
White	White	Cold

## Breath Weapon

When you take the Attack action on your turn, you can replace one of your attacks with an exhalation of magical energy in a 30-foot line that is 5 feet wide. Each creature in that area must make a Dexterity saving throw (DC = 8 + your Constitution modifier + your proficiency bonus). On a failed save, the creature takes 1d10 damage of the type associated with your Chromatic Ancestry. On a successful save, it takes half as much damage. This damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10). You can use your Breath Weapon a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

## Draconic Resistance

You have resistance to acid damage.

## Chromatic Warding

Starting at 5th level, as an action, you can channel your draconic energy to protect yourself. For 1 minute, you become immune to the damage type associated with your Chromatic Ancestry. Once you use this trait, you can't do so again until you finish a long rest.

## Languages

You can speak, read, and write Common and one other language that you and your DM agree is appropriate for your character.

## Researcher

When you attempt to learn or recall a piece of lore, if you do not know that information, you often know where and from whom you can obtain it. Usually, this information comes from a library, scriptorium, university, or a sage or other learned person or creature. Your DM might rule that the knowledge you seek is secreted away in an almost inaccessible place, or that it simply cannot be found. Unearthing the deepest secrets of the multiverse can require an adventure or even a whole campaign.

## Spellcasting

An event in your past, or in the life of a parent or ancestor, left an indelible mark on you, infusing you with arcane magic. This font of magic, whatever its origin, fuels your spells. See chapter 10 for the general rules of spellcasting and chapter 11 for the sorcerer spell list.

Cantrips[–] At 1st level, you know four cantrips of your choice from the sorcerer spell list. You learn an additional sorcerer cantrip of your choice at 4th level and another at 10th level.

Spell Slots[–] The Sorcerer table shows how many spell slots you have to cast your sorcerer spells of 1st level and higher. To cast one of these sorcerer spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest. For example, if you know the 1st-level spell burning hands and have a 1st-level and a 2nd-level spell slot available, you can cast burning hands using either slot.

Spells Known of 1st Level and Higher[–] You know two 1st-level spells of your choice from the sorcerer spell list. You learn an additional sorcerer spell of your choice at each level except 12th, 14th, 16th, 18th, 19th, and 20th. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level. Additionally, when you gain a level in this class, you can choose one of the sorcerer spells you know and replace it with another spell from the sorcerer spell list, which also must be of a level for which you have spell slots.

Spellcasting Ability[–] Charisma is your spellcasting ability for your sorcerer spells, since the power of your magic relies on your ability to project your will into the world. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a sorcerer spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Charisma modifier Spell attack modifier = your proficiency bonus + your Charisma modifier Spellcasting Focus[–] You can use an arcane focus as a spellcasting focus for your sorcerer spells.

## Font of Magic

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 PHB p99[–] You have 2 sorcery points, and you gain one additional point every time you level up, to a maximum of 20 at level 20. 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 PHB p99[–] 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 created spell slots vanish at the end of a long rest.

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.

Creating Spell Slots

Slot Level	Sorcery Point Cost
1st	1
2nd	2
3rd	3
4th	5
6th	6
5th	7
7th	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 sorcery points equal to the slot's level.

## Metamagic

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.

Quicken Spell PHB p102[–] When you cast a spell that has a casting time of 1 action, you can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Twinned Spell PHB p102[–] When you cast a spell that targets only one creature and doesn't have a range of self, you can spend a number of sorcery points equal to the spell's level to target a second creature in range with the same spell (1 sorcery point if the spell is a cantrip).

To be eligible, a spell must be incapable of targeting more than one creature at the spell's current level. For example, magic missile and scorching ray aren't eligible, but ray of frost and chromatic orb are.

## **Wild Magic**

Your innate magic comes from the wild forces of chaos that underlie the order of creation. You might have endured exposure to some form of raw magic, perhaps through a planar portal leading to Limbo, the Elemental Planes, or the mysterious Far Realm. Perhaps you were blessed by a powerful fey creature or marked by a demon. Or your magic could be a fluke of your birth, with no apparent cause or reason. However it came to be, this chaotic magic churns within you, waiting for any outlet.

Wild Magic Surge PHB p103[–] Starting when you choose this origin at 1st level, your spellcasting can unleash surges of untamed magic. Immediately after you cast a sorcerer spell of 1st level or higher, the DM can have you roll a d20. If you roll a 1, roll on the Wild Magic Surge table to create a random magical effect. A Wild Magic Surge can happen once per turn. If a Wild Magic effect is a spell, it's too wild to be affected by Metamagic. If it normally requires concentration, it doesn't require concentration in this case; the spell lasts for its full duration. Wild Magic Surged100 | Effect | 01-02 | Roll on this table at the start of each of your turns for the next minute, ignoring this result on subsequent rolls. | 03-04 | For the next minute, you can see any invisible creature if you have line of sight to it. | 05-06 | A modron chosen and controlled by the DM appears in an unoccupied space within 5 feet of you, then disappears 1 minute later. | 07-08 | You cast fireball as a 3rd-level spell centered on yourself. | 09-10 | You cast magic missile as a 5th-level spell. | 11-12 | Roll a d10. Your height changes by a number of inches equal to the roll. If the roll is odd, you shrink. If the roll is even, you grow. | 13-14 | You cast confusion centered on yourself. | 15-16 | For the next minute, you regain 5 hit points at the start of each of your turns. | 17-18 | You grow a long beard made of feathers that remains until you sneeze, at which point the feathers explode out from your face. | 19-20 | You cast grease centered on yourself. | 21-22 | Creatures have disadvantage on saving throws against the next spell you cast in the next minute that involves a saving throw. | 23-24 | Your skin turns a vibrant shade of blue. A remove curse spell can end this effect. | 25-26 | An eye appears on your forehead for the next minute. During that time, you have advantage on Wisdom (Perception) checks that rely on sight. | 27-28 | For the next minute, all your spells with a casting time of 1 action have a casting time of 1 bonus action. | 29-30 | You teleport up to 60 feet to an unoccupied space of your choice that you can see. | 31-32 | You are transported to the Astral Plane until the end of your next turn, after which time you return to the space you previously occupied or the nearest unoccupied space if that space is occupied. | 33-34 | Maximize the damage of the next damaging spell you cast within the next minute. | 35-36 | Roll a d10. Your age changes by a number of years equal to the roll. If the roll is odd, you get younger (minimum 1 year old). If the roll is even, you get older. | 37-38 |

## **Bend Luck**

Starting at 6th level, you have the ability to twist fate using your wild magic. When another creature you can see makes an attack roll, an ability check, or a saving throw, you can use your reaction and spend 2 sorcery points to roll 1d4 and apply the number rolled as a bonus or penalty (your choice) to the creature's roll. You can do so after the creature rolls but before any effects of the roll occur.

## **Lightning Staff**

A stimulating staff that surges with strength from stormy skies. While attuned to this staff, you know the Shocking Grasp spell. Additionally, this staff has 12 charges, and regains 1d8+4 charges on a new dawn. These charges can be used to cast the following spells, with a +7 spell attack bonus and DC 15 for its saving throws: Call Lightning (3 charges), Chain Lightning (6 charges), Lightning Bolt (3 charges), Storm Sphere (4 charges) and Witch Bolt (1 charge). If you expend the last charge, roll a d20. On a 1, the staff is struck by lightning and disappears. 6/12 charges currently

## **Staff of Defence**

This slender, hollow staff is made of glass yet is as strong as oak. It weighs 3 pounds. While holding the staff, you have a +1 bonus to your Armor Class. Spells. The staff has 10 charges. While holding it, you can expend the requisite number of charges to cast one of the following spells from the staff: mage armor (1 charge) or shield (2 charges). The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the staff's last charge, roll a d20. On a 1, the staff shatters and is destroyed. Versatile. This weapon can be used with one or two hands. A damage value in parentheses appears with the property—the damage when the weapon is used with two hands to make a melee attack. 10/10 charges currently

# SORTS

## Friends

Enchantment cantrip

**Durée d'incantation :** 1 action

**Portée :** Self

**Cible :**

**Composantes :** S M

**Durée :** Concentration up to 1 minute

### Description :

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

## Mage Hand

Invocation cantrip

**Durée d'incantation :** 1 action

**Portée :** 30 feet

**Cible :**

**Composantes :** V S

**Durée :** 1 minute

### Description :

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.

## Ray of Frost

Evocation cantrip

**Durée d'incantation :** 1 action

**Portée :** 60 feet

**Cible :**

**Composantes :** V S

**Durée :** Instantaneous

### Description :

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).

## Witch Bolt (Staff)

Évocation 1

**Durée d'incantation :** 1 action

**Portée :** 30 feet

**Cible :** A creature within range

**Composantes :** V S M

**Durée :** Concentration up to 1 minute

### Description :

A beam of crackling, blue energy lances out toward a creature within range, forming a sustained arc of lightning between you and the target. Make a ranged spell attack against that creature. On a hit, the target takes 1d12 lightning damage, and on each of your turns for the duration, you can use your action to deal 1d12 lightning damage to the target automatically. The spell ends if you use your action to do anything else. The spell also ends if the target is ever outside the spell's range or if it has total cover from you.

*À plus haut niveau:* When you cast this spell using a spell slot of 2nd level or higher, the initial damage increases by 1d12 for each slot level above 1st.

## Chaos Bolt (Wild)

Évocation 1

**Durée d'incantation :** 1 action

**Portée :** 120 feet

**Cible :** One creature in range

**Composantes :** V S

**Durée :** Instantaneous

### Description :

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. Chaos Boltd8 | 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.

*À plus haut niveau:* 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.

1d6 humps controlled by the DM appear in unoccupied spaces within 60 feet of you and are frightened of you. They vanish after 1 minute. | 39-

**Shocking Grasp** 2d10 hit points. | 41-42 | You turn into a centaur until the start of your next turn.

**Divine Favor** You are incited and have +1 proficiency bonus to all damage. If you drop to 0 hit points, your pot breaks, and your form reverts. | 43-

**Composantes** 1 minute, you can teleport up to 20 feet as a bonus action on each of your turns. | 45-46

**Description :** You levitate on yourself. | 47-48 | A unicorn controlled by the DM appears and stands within 5 feet of you when it disappears. Make a saving throw. | 49-50 | You regain a speak for the next minute. Whenever the unicorn bubbles float out of your mouth. | 51-52 | A spectral shield surrounds you for the next minute, granting you a +2 bonus to AC and immunity to being targeted by spells. | 53-54 | You are immune to being whacked by a club or staff for the next 1d6 days. | 55-56 | Your hair falls out but grows back within 24 hours. | 57-58 | For the next minute, any flammable object you aren't wearing or carried by another creature bursts into flame. | 59-60 | You regain your Durée d'incantation portion. | 61-62 | For the Portée of 60 feet, you must shout when you speak. | 63-64 | You cast fog cloud centered on yourself. | 65-66

**Composantes** 3 creatures you choose within 30 feet of you. | 67-68 | You are Distracted by the nearest creature until the end of your next turn. | 69-70 | Each creature within 30 feet of you within range of 1d6 feet chooses two creatures to vanish within range, so that there are within 5 feet of each other. A target must succeed on a Dexterity saving throw to take 1d6 damage. | 71-72 | This spell's damage increases by 1d6 when you reach 5th level (2d6) for 10th level (3d6) and 17th level (4d6). Light in a 30-foot radius for the next minute. Any creature that ends its turn within 5 feet of you is blinded until the end of its next turn. | 77-78 | You cast polymorph on yourself. If you fail the saving throw, you turn into a Portée of 120 feet sheep for the spell's duration. | 79-80 | Illusory Cible : butterflies and flower petals flutter in the air within Composantes : V S 10 feet of you for the next minute. | 81-82 | You can Durée d'incantation : 1 action take one additional action immediately. | 83-84 | Description : Each creature within 30 feet of you takes 1d10 necrotic damage. You regain hit points equal to the sum of the necrotic damage dealt. | 85-86 | You cast On a hit, the target takes 1d10 fire damage. A mirror image. | 87-88 | You cast fly on a random flammable object hit by this spell ignites if it isn't creature within 60 feet of you. | 89-90 | You become being worn or carried. This spell's damage increases invisible for the next minute. During that time, other by 1d10 when you reach 5th level (2d10), 11th level creatures can't hear you. The invisibility ends if you (3d10), and 17th level (4d10). If you die within the next minute, you immediately come back to life as if by the reincarnate spell. | 93-94 | Your size increases by one size category for the next minute. | 95-96 | You and all creatures within 30 feet of you gain vulnerability to piercing damage for the next minute. | 97-98 | You are surrounded by faint, ethereal music for the next minute. | 99-00 | You regain all expended sorcery points. | Tides of Chaos PHB p103[-] Starting at 1st level, you can manipulate the forces of chance and chaos to gain advantage on one attack roll, ability check, or

**Chromatic Orb (Wild)** Saving throw. Once you do so, you must finish a long rest before you can use this feature again. Any time before you regain the use of this feature, the Portée : 90 feet  
Cible : A creature that you can see within range  
Composantes : V S M  
Durée : Instantaneous

**Description :**  
You hurl a 4-inch-diameter sphere of energy at a creature that you can see within range. You choose acid, cold, fire, lightning, poison, or thunder for the type of orb you create, and then make a ranged spell attack against the target. If the attack hits, the creature takes 3d8 damage of the type you chose.  
*À plus haut niveau:* 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.

#### Mage Armor (Staff)

Abjuration 1  
**Durée d'incantation :** 1 action

**Portée :** Touch

**Cible :**

**Composantes :** V S M

**Durée :** 8 hours

**Description :**

You touch a willing creature who isn't wearing armor, and a protective magical force surrounds it until the spell ends. The target's base AC becomes 13 + its Dexterity modifier. The spell ends if the target dons armor or if you dismiss the spell as an action.

#### Shield (Staff)

Abjuration 1

**Durée d'incantation :** 1 reaction, which you take when you are hit by an attack or targeted by the magic missile spell

**Portée :** Self

**Cible :**

**Composantes :** V S

**Durée :** 1 round

**Description :**

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.

#### Magic Missile

Évocation 1

**Durée d'incantation :** 1 action

**Portée :** 120 feet

**Cible :**

**Composantes :** V S

**Durée :** Instantaneous

**Description :**

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.  
*À plus haut niveau:* 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.

#### Alter Self (Wild)

Transmutation 2

**Durée d'incantation :** 1 action

**Portée :** Self

**Cible :**

**Composantes :** V S

**Durée :** Concentration up to 1 hour

**Description :**

You assume a different form. When you cast the spell, choose one of the following options, the effects of which last for the duration of the spell. While the spell lasts, you can end one option as an action to gain the benefits of a different one. Aquatic Adaptation. You adapt your body to an aquatic environment, sprouting gills and growing webbing between your fingers. You can breathe underwater and gain a swimming speed equal to your walking speed. Change Appearance. You transform your appearance. You decide what you look like, including your height, weight, facial features, sound of your voice, hair length, coloration, and distinguishing characteristics, if any. You can make yourself appear as a member of another race, though none of your statistics change. You also can't appear as a creature of a different size than you, and your basic shape stays the same; if you're bipedal, you can't use this spell to become quadrupedal, for instance. At any time for the duration of the spell, you can use your action to change your appearance in this way again. Natural Weapons. You grow claws, fangs, spines, horns, or a different natural weapon of your choice. Your unarmed strikes deal 1d6 bludgeoning, piercing, or slashing damage, as appropriate to the natural weapon you chose, and you are proficient with your unarmed strikes. Finally, the natural weapon is magic and you have a +1 bonus to the attack and damage rolls you make using it.

#### Enhance Ability (Wild)

Transmutation 2

**Durée d'incantation :** 1 action

**Portée :** Touch

**Cible :**

**Composantes :** V S M

**Durée :** Concentration up to 1 hour

**Description :**

You touch a creature and bestow upon it a magical enhancement. Choose one of the following effects; the target gains that 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.  
*À plus haut niveau:* 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.

#### Misty Step

Invocation 2

**Durée d'incantation :** 1 bonus action

**Portée :** Self

**Cible :**

**Composantes :** V

**Durée :** Instantaneous

**Description :**

Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space that you can see.

#### Scorching Ray

Évocation 2

**Durée d'incantation :** 1 action

**Portée :** 120 feet

**Cible :**

**Composantes :** V S

**Durée :** Instantaneous

**Description :**

You create three rays of fire and hurl them at targets within range. You can hurl them at one target or several. Make a ranged spell attack for each ray. On a hit, the target takes 2d6 fire damage.  
*À plus haut niveau:* When you cast this spell using a spell slot of 3rd level or higher, you create one additional ray for each slot level above 2nd.

## Shatter

Évocation 2

**Durée d'incantation :** 1 action

**Portée :** 60 feet

**Cible :** Each creature in a 10-foot-radius sphere centered on a point within range

**Composantes :** V S M

**Durée :** Instantaneous

### Description :

A sudden loud ringing noise, painfully intense, erupts from a point of your choice within range. Each creature in a 10-foot-radius sphere centered on that point must make a Constitution saving throw. A creature takes 3d8 thunder damage on a failed save, or half as much damage on a successful one. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw. A nonmagical object that isn't being worn or carried also takes the damage if it's in the spell's area.

*À plus haut niveau:* When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

## Call Lightning (Staff)

Invocation 3

**Durée d'incantation :** 1 action

**Portée :** 120 feet

**Cible :** Each creature in a 5-foot radius centered on a point you can see within range

**Composantes :** V S

**Durée :** Concentration up to 10 minutes

### Description :

A storm cloud appears in the shape of a cylinder that is 10 feet tall with a 60-foot radius, centered on a point you can see within range directly above you. The spell fails if you can't see a point in the air where the storm cloud could appear (for example, if you are in a room that can't accommodate the cloud). When you cast the spell, choose a point you can see under the cloud. A bolt of lightning flashes down from the cloud to that point. Each creature within 5 feet of that point must make a Dexterity saving throw. A creature takes 3d10 lightning damage on a failed save, or half as much damage on a successful one. On each of your turns until the spell ends, you can use your action to call down lightning in this way again, targeting the same point or a different one. If you are outdoors in stormy conditions when you cast this spell, the spell gives you control over the existing storm instead of creating a new one. Under such conditions, the spell's damage increases by 1d10.

*À plus haut niveau:* When you cast this spell using a spell slot of 4th or higher level, the damage increases by 1d10 for each slot level above 3rd.

## Lightning Bolt (Staff)

Évocation 3

**Durée d'incantation :** 1 action

**Portée :** Self (100-foot line)

**Cible :** Each creature in the line

**Composantes :** V S M

**Durée :** Instantaneous

### Description :

A stroke of lightning forming a line 100 feet long and 5 feet wide blasts out from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 8d6 lightning damage on a failed save, or half as much damage on a successful one. The lightning ignites flammable objects in the area that aren't being worn or carried.

*À plus haut niveau:* 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.

## Blink (Wild)

Transmutation 3

**Durée d'incantation :** 1 action

**Portée :** Self

**Cible :**

**Composantes :** V S

**Durée :** 1 minute

### Description :

Roll a d20 at the end of each of your turns for the duration of the spell. On a roll of 11 or higher, you vanish from your current plane of existence and appear in the Ethereal Plane (the spell fails and the casting is wasted if you were already on that plane). At the start of your next turn, and when the spell ends if you are on the Ethereal Plane, you return to an unoccupied space of your choice that you can see within 10 feet of the space you vanished from. If no unoccupied space is available within that range, you appear in the nearest unoccupied space (chosen at random if more than one space is equally near). You can dismiss this spell as an action. While on the Ethereal Plane, you can see and hear the plane you originated from, which is cast in shades of gray, and you can't see anything there more than 60 feet away. You can only affect and be affected by other creatures on the Ethereal Plane. Creatures that aren't there can't perceive you or interact with you, unless they have the ability to do so.

## Catnap (Wild)

Enchantement 3

**Durée d'incantation :** 1 action

**Portée :** 30 feet

**Cible :**

**Composantes :** S M

**Durée :** 10 minutes

### Description :

You make a calming gesture, and up to three willing creatures of your choice that you can see within range fall unconscious for the spell's duration. The spell ends on a target early if it takes damage or someone uses an action to shake or slap it awake. If a target remains unconscious for the full duration, that target gains the benefit of a short rest, and it can't be affected by this spell again until it finishes a long rest.

*À plus haut niveau:* When you cast this spell using a spell slot of 4th level or higher, you can target one additional willing creature for each slot level above 3rd.

## Fireball

Évocation 3

**Durée d'incantation :** 1 action

**Portée :** 150 feet

**Cible :** Each creature in a 20-foot-radius sphere centered on a point within range

**Composantes :** V S M

**Durée :** Instantaneous

### Description :

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.

*À plus haut niveau:* 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.

## Haste

Transmutation 3

**Durée d'incantation :** 1 action

**Portée :** 30 feet

**Cible :**

**Composantes :** V S M

**Durée :** Concentration up to 1 minute

### Description :

Choose a willing creature that you can see within range. Until the spell ends, the target's speed is doubled, it gains a +2 bonus to AC, it has advantage on Dexterity saving throws, and it gains an additional action on each of its turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action. When the spell ends, the target can't move or take actions until after its next turn, as a wave of lethargy sweeps over it.

## Stinking Cloud

Invocation 3

**Durée d'incantation :** 1 action

**Portée :** 90 feet

**Cible :** Each creature that is completely within the cloud at the start of its turn

**Composantes :** V S M

**Durée :** Concentration up to 1 minute

### Description :

You create a 20-foot-radius sphere of yellow, nauseating gas centered on a point within range. The cloud spreads around corners, and its area is heavily obscured. The cloud lingers in the air for the duration. Each creature that is completely within the cloud at the start of its turn must make a Constitution saving throw against poison. On a failed save, the creature spends its action that turn retching and reeling. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw. A moderate wind (at least 10 miles per hour) disperses the cloud after 4 rounds. A strong wind (at least 20 miles per hour) disperses it after 1 round.

## Storm Sphere (Staff)

Évocation 4

**Durée d'incantation :** 1 action

**Portée :** 150 feet

**Cible :** Each creature in a 20-foot-radius sphere centered on a point you choose within range

**Composantes :** V S

**Durée :** Concentration up to 1 minute

### Description :

A 20-foot-radius sphere of whirling air springs into existence, centered on a point you choose within range. The sphere remains for the spell's duration. Each creature in the sphere when it appears or that ends its turn there must succeed on a Strength saving throw or take 2d6 bludgeoning damage. The sphere's space is difficult terrain. Until the spell ends, you can use a bonus action on each of your turns to cause a bolt of lightning to leap from the center of the sphere toward one creature you choose within 60 feet of the center. Make a ranged spell attack. You have advantage on the attack roll if the target is in the sphere. On a hit, the target takes 4d6 lightning damage. Creatures within 30 feet of the sphere have disadvantage on Wisdom (Perception) checks made to listen.

*À plus haut niveau:* When you cast this spell using a spell slot of 5th level or higher, the damage for each of its effects increases by 1d6 for each slot level above 4th.

## Hallucinatory Terrain (Wild)

Illusion 4

**Durée d'incantation :** 10 minutes

**Portée :** 300 feet

### Cible :

**Composantes :** V S M

**Durée :** 24 hours

### Description :

You make natural terrain in a 150-foot cube in range look, sound, and smell like some other sort of natural terrain. Thus, open fields or a road can be made to resemble a swamp, hill, crevasse, or some other difficult or impassable terrain. A pond can be made to seem like a grassy meadow, a precipice like a gentle slope, or a rock-strewn gully like a wide and smooth road. Manufactured structures, equipment, and creatures within the area aren't changed in appearance. The tactile characteristics of the terrain are unchanged, so creatures entering the area are likely to see through the illusion. If the difference isn't obvious by touch, a creature carefully examining the illusion can attempt an Intelligence (Investigation) check against your spell save DC to disbelieve it. A creature who discerns the illusion for what it is, sees it as a vague image superimposed on the terrain.

## Polymorph (Wild)

Transmutation 4

**Durée d'incantation :** 1 action

**Portée :** 60 feet

### Cible :

**Composantes :** V S M

**Durée :** Concentration up to 1 hour

### Description :

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.

## Ice Storm

Évocation 4

**Durée d'incantation :** 1 action

**Portée :** 300 feet

**Cible :** Each creature in a 20-foot-radius, 40-foot-high cylinder centered on a point within range

**Composantes :** V S M

**Durée :** Instantaneous

### Description :

A hail of rock-hard ice pounds to the ground in a 20-foot-radius, 40-foot-high cylinder centered on a point within range. Each creature in the cylinder must make a Dexterity saving throw. A creature takes 2d8 bludgeoning damage and 4d6 cold damage on a failed save, or half as much damage on a successful one. Hailstones turn the storm's area of effect into difficult terrain until the end of your next turn.

*À plus haut niveau:* When you cast this spell using a spell slot of 5th level or higher, the bludgeoning damage increases by 1d8 for each slot level above 4th.

## Vitriolic Sphere

Évocation 4

**Durée d'incantation :** 1 action

**Portée :** 150 feet

**Cible :** Each creature in a 20-foot-radius sphere centered on a point within range

**Composantes :** V S M

**Durée :** Instantaneous

### Description :

You point at a location within range, and a glowing 1-foot-diameter ball of emerald acid streaks there and explodes in a 20-foot-radius sphere. Each creature in that area must make a Dexterity saving throw. On a failed save, a creature takes 10d4 acid damage and another 5d4 acid damage at the end of its next turn. On a successful save, a creature takes half the initial damage and no damage at the end of its next turn.

*À plus haut niveau:* When you cast this spell using a spell slot of 5th level or higher, the initial damage increases by 2d4 for each slot level above 4th.

**Chain Lightning (Staff)**

Évocation 6

**Durée d'incantation :** 1 action

**Portée :** 150 feet

**Cible :**

**Composantes :** V S M

**Durée :** Instantaneous

**Description :**

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.

*À plus haut niveau:* 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.