

Vexrin Zauthel

CHARACTER NAME

Sage

BACKGROUND

Elf - Drow

SPECIES

Wizard

CLASS

Evoker

SUBCLASS

14

LEVEL

XP

ARMOR CLASS

12

SHIELD

HIT POINTS

100

CURRENT

0

TEMP

100

MAX

HIT DICE

0

SPENT

14d6

MAX

DEATH SAVES

SUCCESSSES

FAILURES

DUNGEONS & DRAGONS

PROFICIENCY BONUS

+5

INTELLIGENCE

+5

MODIFIER

20

SCORE

INITIATIVE

+2

SPEED

30 ft

SIZE

Medium

PASSIVE PERCEPTION

16

STRENGTH

-1

MODIFIER

8

SCORE

☐ -1 Saving Throw
 ☐ -1 Athletics

WISDOM

+1

MODIFIER

12

SCORE

☒ +10 Saving Throw
 ☒ +15 Arcana
 ☒ +10 History
 ☒ +10 Investigation
 ☐ +5 Nature
 ☐ +5 Religion

WEAPONS & DAMAGE CANTRIPS

Name	Atk Bonus / DC	Damage & Type	Notes
Dagger	+7	1d4+2 P	See p. 18
Quarterstaff	+4	1d6-1 B	See p. 18
Fire Bolt	+10	3d10 Fire +5	See p. 19
Shocking Grasp	+10	3d8 Lightning +5	See p. 19

DEXTERITY

+2

MODIFIER

15

SCORE

☐ +2 Saving Throw
 ☐ +2 Acrobatics
 ☐ +2 Sleight of Hand
 ☐ +2 Stealth

WISDOM

+1

MODIFIER

12

SCORE

☒ +6 Saving Throw
 ☐ +1 Animal Handling
 ☒ +6 Insight
 ☐ +1 Medicine
 ☒ +6 Perception
 ☐ +1 Survival

CONSTITUTION

+3

MODIFIER

16

SCORE

☐ +3 Saving Throw

CHARISMA

+0

MODIFIER

10

SCORE

☐ +0 Saving Throw
 ☐ +0 Deception
 ☐ +0 Intimidation
 ☐ +0 Performance
 ☐ +0 Persuasion

HEROIC INSPIRATION

CLASS FEATURES

Arcane Recovery: After a Short Rest studying your spellbook, recover expended spell slots with combined levels up to 7; none level 6 or higher. Once used, regain this feature after a Long Rest.

Ritual Adept: Cast a Ritual-tagged spell from your spellbook as a Ritual even if unprepared; you must read from the book.

Sculpt Spells: When your Evocation spell affects other creatures you can see, choose up to 1 + spell level of them. They automatically succeed on its saves and take no damage if a successful save normally deals half damage.

BA=Bonus Action; Ref=SRD reference PDF

More features: notes pp. 5, 6

Spellcasting: Intelligence; Arcane Focus or spellbook. Cast prepared Wizard spells using slots; regain all slots on Long Rest. Prepare book spells at levels allowed by your Wizard level/table, as single-classed; higher shared multiclass slots only upcast them. After a Long Rest, change prepared spells and replace one Wizard cantrip. Add two book spells per Wizard level after 1, at spell levels allowed by your Wizard level. Spellbook copying and starting spell/cantrip counts: Ref p. 1.

Potent Cantrip: When a cantrip attack misses a creature or it succeeds on the cantrip save, it takes half the cantrip damage, if any, with no additional cantrip effect.

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING

Light

Medium

Heavy

Shields

WEAPONS

Simple weapons

TOOLS

Calligrapher's Supplies

SPECIES TRAITS

Elf traits: Humanoid; Medium; Speed 30 ft; Darkvision 120 ft. Advantage on saves to avoid/end Charmed. No sleep needed; magic cannot put you to sleep. Conscious 4-hour Trance completes a Long Rest. Keen Senses: Perception proficiency. Drow: Dancing Lights cantrip; Intelligence for trait spells. Faerie Fire and Darkness always prepared; each has 1 slot-free cast/Long Rest, or use appropriate-level spell slots. Spell rules: Ref p. 18.

FEATS

Magic Initiate: Wizard; Intelligence: Message, Mending; Find Familiar always prepared, 1 free cast/Long Rest for this acquisition, or use spell slots. On gaining a character level, may replace one chosen spell with another of the same level from its list. Repeat acquisitions use different lists. Spell rules: Ref p. 7.

Ability Score Improvement: The feat grants +2 to one chosen ability or +1 to each of two chosen abilities, maximum 20. Repeatable; each acquisition has its own increases.

Intelligence

SPELLCASTING ABILITY

+5

SPELLCASTING MODIFIER

18

SPELL SAVE DC

+10

SPELL ATTACK BONUS



SPELL SLOTS

	Total	Expended		Total	Expended		Total	Expended
LEVEL 1	4		LEVEL 4	3		LEVEL 7	1	
LEVEL 2	3		LEVEL 5	2		LEVEL 8	0	
LEVEL 3	3		LEVEL 6	1		LEVEL 9	0	

APPEARANCE

Tall, with white hair.

BACKSTORY & PERSONALITY

Alignment

LANGUAGES

Common, Elvish, Dwarvish

EQUIPMENT

2 Daggers, Arcane Focus (Quarterstaff), Robe, Spellbook, Scholar's Pack
Quarterstaff, Calligrapher's Supplies, Book (history), Parchment (8 sheets), Robe

Magic Item Attunement

COINS

CP	SP	EP	GP	PP
			13	

CANTRIPS & PREPARED SPELLS					
Level	Name	Casting Time	Range	Concentration, Ritual & Required Material	Notes
0	Dancing Lights	Action	120 feet		p. 9
0	Fire Bolt	Action	120 feet		p. 10
0	Mage Hand	Action	30 feet		p. 10
0	Mending	See p. 10	Touch		p. 10
0	Message	Action	120 feet		p. 10
0	Minor Illusion	Action	30 feet		p. 10
0	Prestidigitation	Action	10 feet		p. 10
0	Shocking Grasp	Action	Touch		p. 11
1	Faerie Fire	Action	60 feet		1/LR free; p. 11
1	Feather Fall	R	60 feet		p. 11
1	Find Familiar	See p. 12	10 feet		1/LR free; p. 12
1	Mage Armor	Action	Touch		p. 12
1	Shield	R	Self		p. 12
2	Darkness	Action	60 feet		1/LR free; p. 13
2	Invisibility	Action	Touch		p. 13
2	Misty Step	BA	Self		p. 13
2	Spider Climb	Action	Touch		p. 13
2	Web	Action	60 feet		p. 14
3	Counterspell	R	60 feet		p. 14
3	Fireball	Action	150 feet		p. 14
3	Fly	Action	Touch		p. 14
3	Haste	Action	30 feet		p. 14
4	Black Tentacles	Action	90 feet		p. 15
4	Dimension Door	Action	500 feet		p. 15
4	Polymorph	Action	60 feet		p. 15
5	Wall of Force	Action	120 feet		p. 16
6	Disintegrate	Action	60 feet		p. 17
6	Globe of Invulnerability	Action	Self		p. 17
7	Delayed Blast Fireball	Action	150 feet		p. 17

CHARACTER NOTES AND CONDITIONAL VALUES

Character sheet and notes. Ref means the separate SRD reference PDF; other page pointers on the official sheet refer to this file. Complete source text is in the SRD reference PDF.

Your idea: I want to play a drow wizard at level 14 who specializes in spider magic. He is tall with white hair and really good at fireball. He should be an optimal caster but not very strong.

Wizard 14; Wizard: Evoker; total character level 14.

Hit Dice: 14d6.

Subclass mechanics: Wizard: Evoker. Evoker supplies Wizard subclass rules through Wizard level 14 (SRD 5.2.1 p. 78, 79). Story themes are separate from these rule selections and do not grant features from a different or unearned subclass.

Starting equipment assumption: No higher-level wealth or magic items were supplied. This character uses its class/background starting equipment and gold; arrange campaign gear with the GM.

Source: Player request /SRD starting equipment

Arcane Recovery: Once per Long Rest after a Short Rest, recover slots totaling at most 7 levels; no recovered slot can be level 6 or higher.

Source: SRD 5.2.1 p. 78

Mage Armor is not active initially: Recorded AC is 12 with current equipment and defenses; Mage Armor is not active initially. If cast on a willing creature not wearing armor, its base AC becomes 13 + Dexterity modifier for 8 hours, and the spell ends if it dons armor. Apply other eligible AC modifiers separately; use the recorded casting route and costs.

Source: SRD 5.2.1 Mage Armor

Fireball / Evoker: A level-3 Fireball deals 8d6+5 Fire with Empowered Evocation (Intelligence added to one damage roll), save DC 18. Sculpt Spells can protect four visible affected creatures at spell level 3. Overchannel at slot level 3 gives 53 damage before saves; first use per Long Rest is free, later uses cause escalating Necrotic damage. It applies only to slots of levels 1-5.

Source: SRD 5.2.1 p. 82, Fireball

Drow lineage: Darkvision 120 ft; Dancing Lights; Faerie Fire and Darkness always prepared from level 3/5, respectively, each with one free casting per Long Rest. No 2014 Sunlight Sensitivity.

Source: SRD 5.2.1 p. 84-85

level 4: Ability Score Improvement: Intelligence +2

Source: SRD 5.2.1 p. 87-88

level 8: Ability Score Improvement: Constitution +1, Intelligence +1

Source: SRD 5.2.1 p. 87-88

level 12: Ability Score Improvement: Dexterity +1, Constitution +1

Source: SRD 5.2.1 p. 87-88

Arcana: +15 (Expertise).

Attack table damage: S = Slashing, P = Piercing, B = Bludgeoning, Rad = Radiant. Full damage and conditions appear at each attack reference.

SPELLCASTING SOURCES

Wizard: Intelligence +5, attack +10, save DC 18.

Sage / Magic Initiate: Intelligence +5, attack +10, save DC 18.

Evocation Savant: Intelligence +5, attack +10, save DC 18.

Drow lineage: Intelligence +5, attack +10, save DC 18.

Recorded slot inventory: Spellcasting level 1 (4), level 2 (3), level 3 (3), level 4 (3), level 5 (2), level 6 (1), level 7 (1). Use a slot only when the spell's grant permits it.

Spell table: BA = Bonus Action; R = Reaction; LR = Long Rest; SR = Short Rest. Free allowances are per grant, do not spend a spell slot, and recover at the stated rest. A + separates distinct grants. Cantrips need no spell slot; casting time, components and restrictions still apply. Each spell reference identifies its grants, abilities and restrictions.

AT THIS LEVEL

WIZARD LEVEL 14

Progression values read from the SRD class table.

<i>Cantrips</i>	5
<i>Prepared spells</i>	18
<i>Level 1 slots</i>	4
<i>Level 2 slots</i>	3
<i>Level 3 slots</i>	3
<i>Level 4 slots</i>	3
<i>Level 5 slots</i>	2
<i>Level 6 slots</i>	1
<i>Level 7 slots</i>	1

Source: SRD 5.2.1, p. 77

CLASS FEATURES

SPELLCASTING

Spellcasting: Intelligence; Arcane Focus or spellbook. Cast prepared Wizard spells using slots; regain all slots on Long Rest. Prepare book spells at levels allowed by your Wizard level/table, as single-classed; higher shared multiclass slots only upcast them. After a Long Rest, change prepared spells and replace one Wizard cantrip. Add two book spells per Wizard level after 1, at spell levels allowed by your Wizard level. Spellbook copying and starting spell/cantrip counts: Ref p. 1.

Full rules: Ref p. 1.

Source: SRD 5.2.1, p. 77, p. 78

RITUAL ADEPT

Ritual Adept: Cast a Ritual-tagged spell from your spellbook as a Ritual even if unprepared; you must read from the book.

Full rules: Ref p. 2.

Source: SRD 5.2.1, p. 78

ARCANE RECOVERY

Arcane Recovery: After a Short Rest studying your spellbook, recover expended spell slots with combined levels up to 7; none level 6 or higher. Once used, regain this feature after a Long Rest.

Full rules: Ref p. 2.

Source: SRD 5.2.1, p. 78

SCHOLAR

Scholar: Expertise in one chosen skill you are proficient in: Arcana, History, Investigation, Medicine, Nature, or Religion. Its bonus is included in Skills.

Full rules: Ref p. 2.

<i>Selected option</i>	Arcana
------------------------	--------

Source: SRD 5.2.1, p. 78

WIZARD SUBCLASS

Subclass identity and its earned features are represented separately; this entry grants no separate action.

Full rules: Ref p. 3.

Source: SRD 5.2.1, p. 78, p. 79

ABILITY SCORE IMPROVEMENT

The selected advancement is applied to accepted ability scores or represented by its selected feat.

Full rules: Ref p. 3.

Source: SRD 5.2.1, p. 79

MEMORIZE SPELL

Memorize Spell: After a Short Rest studying your spellbook, replace one prepared level 1+ Wizard spell from Spellcasting with another level 1+ spell from the book.

Full rules: Ref p. 3.

Source: SRD 5.2.1, p. 79

EVOCATION SAVANT

Evocation Savant: Add two Wizard Evocation spells of level 2 or lower to your book for free. Whenever your Wizard level grants a new slot level in its class table, add one free Wizard Evocation spell at a spell level allowed by your Wizard level, as single-classed.

Full rules: Ref p. 3.

Source: SRD 5.2.1, p. 82

POTENT CANTRIP

Potent Cantrip: When a cantrip attack misses a creature or it succeeds on the cantrip save, it takes half the cantrip damage, if any, with no additional cantrip effect.

Full rules: Ref p. 3.

Source: SRD 5.2.1, p. 82

SCULPT SPELLS

Sculpt Spells: When your Evocation spell affects other creatures you can see, choose up to 1 + spell level of them. They automatically succeed on its saves and take no damage if a successful save normally deals half damage.

Full rules: Ref p. 3.

Source: SRD 5.2.1, p. 82

EMPOWERED EVOCATION

Empowered Evocation: When casting a Wizard Evocation spell, you may add your Intelligence modifier to one damage roll of that spell.

Full rules: Ref p. 3.

Source: SRD 5.2.1, p. 82

OVERCHANNEL

Overchannel: Cast a damaging Wizard spell with a level 1-5 slot: you may maximize its damage on the turn cast. First use before a Long Rest is safe; second use immediately deals you 2d12 Necrotic per slot level, ignoring Resistance and Immunity. Each further use before a Long Rest adds 1d12 per slot level to that self-damage.

Full rules: Ref p. 4.

Source: SRD 5.2.1, p. 82

SPECIES TRAITS

ELF TRAITS

Elf traits: Humanoid; Medium; Speed 30 ft; Darkvision 120 ft. Advantage on saves to avoid/end Charmed. No sleep needed; magic cannot put you to sleep. Conscious 4-hour Trance completes a Long Rest. Keen Senses: Perception proficiency. Drow: Dancing Lights cantrip; Intelligence for trait spells. Faerie Fire and Darkness always prepared; each has 1 slot-free cast/Long Rest, or use appropriate-level spell slots. Spell rules: Ref p. 18.

Full rules: Ref p. 4

Selected option	Drow
Selected option	Intelligence
Selected option	Perception

Source: SRD 5.2.1, p. 84, p. 85

BACKGROUND

SAGE BACKGROUND

Ability Scores: Constitution, Intelligence, Wisdom Feat: Magic Initiate (Wizard) (see “Feats”) Skill Proficiencies: Arcana and History Tool Proficiency: Calligrapher’s Supplies

Source: SRD 5.2.1, p. 83

FEATS

MAGIC INITIATE

Magic Initiate: Wizard; Intelligence: Message, Mending; Find Familiar always prepared, 1 free cast/Long Rest for this acquisition, or use spell slots. On gaining a character level, may replace one chosen spell with another of the same level from its list. Repeat acquisitions use different lists. Spell rules: Ref p. 7.

Full rules: Ref p. 4

Selected option	Intelligence
Gained from	Sage background
Choice for Magic Initiate	Intelligence
Spell list and ability for Magic Initiate	Wizard; Intelligence

Source: SRD 5.2.1, p. 87

ABILITY SCORE IMPROVEMENT

Ability Score Improvement: The feat grants +2 to one chosen ability or +1 to each of two chosen abilities, maximum 20. Repeatable; each acquisition has its own increases.

Full rules: Ref p. 5.

Gained from	Wizard - Wizard level 4
Gained from	Wizard - Wizard level 8
Gained from	Wizard - Wizard level 12

Source: SRD 5.2.1, p. 87

WEAPONS

DAGGER

Dagger 1d4 Piercing Finesse, Light, Thrown (Range 20/60) 1 lb. 2 GP

Dexterity modifier	+2
Training	Proficient
Attack	+7
Base damage	1d4 Piercing +2

Source: SRD 5.2.1, p. 91

QUARTERSTAFF

Quarterstaff 1d6 Bludgeoning Versatile (1d8) 4 lb. 2 SP

Strength modifier	-1
Training	Proficient
Attack	+4
Base damage	1d6 Bludgeoning -1

Source: SRD 5.2.1, p. 91

TRAINING AND PROFICIENCIES

Training does not add possessions. Owned equipment is listed separately below.

Armor training	None
----------------	------

<i>Weapons</i>	Simple weapons
<i>Tools</i>	Calligrapher's Supplies

WIZARD PROFICIENCIES AND EQUIPMENT

Core Wizard Traits Primary Ability Intelligence Hit Point Die D6 per Wizard level Saving Throw Proficiencies Intelligence and Wisdom Skill Proficiencies Choose 2: Arcana, History, Insight, Investigation, Medicine, Nature, or Religion Weapon Proficiencies Simple weapons Armor Training None

<i>Selected option</i>	Skills: Insight, Investigation
------------------------	--------------------------------

Source: SRD 5.2.1, p. 77

LANGUAGES (SUGGESTED)

Common, Elvish, Dwarvish.

Source: SRD 5.2.1, p. 20

OWNED EQUIPMENT

Package contents and purchases below are separate ownership records. Keep quantities from each package, including repeated items. Statistics and included-item details describe this equipment without adding another copy.

CLASS EQUIPMENT - PACKAGE A

2 Daggers, Arcane Focus (Quarterstaff), Robe, Spellbook, Scholar's Pack, and 5 GP

Source: SRD 5.2.1, p. 77

BACKGROUND EQUIPMENT - PACKAGE A

Quarterstaff, Calligrapher's Supplies, Book (history), Parchment (8 sheets), Robe, 8 GP

Source: SRD 5.2.1, p. 83

REMAINING COINS

13 GP remaining. No purchases beyond the chosen packages.

Source: SRD 5.2.1, p. 77, p. 83

DANCING LIGHTS - CANTRIP

Drow lineage; cantrip; Intelligence. Spell attack +10; save DC 18; full grant: character sheet p. 7.

Casting time: Action | Range: 120 feet

Components: V, S, M (a bit of phosphorus) | Duration: Concentration, up to 1 minute

SRD 5.2.1 p. 121, 122 | Full spell text: SRD reference p. 18.

FIRE BOLT - CANTRIP

Wizard; cantrip; Intelligence. Spell attack +10; save DC 18.

Casting time: Action | Range: 120 feet

Components: V, S | Duration: Instantaneous

SRD 5.2.1 p. 132 | Full spell text: SRD reference p. 5.

MAGE HAND - CANTRIP

Wizard; cantrip; Intelligence. Spell attack +10; save DC 18.

Casting time: Action | Range: 30 feet

Components: V, S | Duration: 1 minute

SRD 5.2.1 p. 145 | Full spell text: SRD reference p. 6.

MENDING - CANTRIP

Sage / Magic Initiate; cantrip; Intelligence. Spell attack +10; save DC 18; full grant: character sheet p. 7.

Casting time: 1 minute | Range: Touch

Components: V, S, M (two lodestones) | Duration: Instantaneous

SRD 5.2.1 p. 148 | Full spell text: SRD reference p. 7.

MESSAGE - CANTRIP

Sage / Magic Initiate; cantrip; Intelligence. Spell attack +10; save DC 18; full grant: character sheet p. 7.

Casting time: Action | Range: 120 feet

Components: S, M (a copper wire) | Duration: 1 round

SRD 5.2.1 p. 148, 149 | Full spell text: SRD reference p. 7.

MINOR ILLUSION - CANTRIP

Wizard; cantrip; Intelligence. Spell attack +10; save DC 18.

Casting time: Action | Range: 30 feet

Components: S, M (a bit of fleece) | Duration: 1 minute

SRD 5.2.1 p. 149 | Full spell text: SRD reference p. 6.

PRESTIDIGITATION - CANTRIP

Wizard; cantrip; Intelligence. Spell attack +10; save DC 18.

Casting time: Action | Range: 10 feet

Components: V, S | Duration: Up to 1 hour

SRD 5.2.1 p. 154 | Full spell text: SRD reference p. 6.

SHOCKING GRASP - CANTRIP

Wizard; cantrip; Intelligence. Spell attack +10; save DC 18.

Casting time: Action | Range: Touch

Components: V, S | Duration: Instantaneous

SRD 5.2.1 p. 162 | Full spell text: SRD reference p. 7.

BURNING HANDS - LEVEL 1

Wizard; spellbook; Intelligence. Spell attack +10; save DC 18. Spellbook only - not prepared. See the recorded rules for any separate Ritual permission.

Casting time: Action | Range: Self

Components: V, S | Duration: Instantaneous

SRD 5.2.1 p. 114 | Full spell text: SRD reference p. 13.

COMPREHEND LANGUAGES - LEVEL 1

Wizard; spellbook; Intelligence. Spell attack +10; save DC 18. Spellbook only - not prepared. See the recorded rules for any separate Ritual permission.

Casting time: Action or Ritual | Range: Self

Components: V, S, M (a pinch of soot and salt) | Duration: 1 hour

SRD 5.2.1 p. 117 | Full spell text: SRD reference p. 13.

DETECT MAGIC - LEVEL 1

Wizard; spellbook; Intelligence. Spell attack +10; save DC 18. Spellbook only - not prepared. See the recorded rules for any separate Ritual permission.

Casting time: Action or Ritual | Range: Self

Components: V, S | Duration: Concentration, up to 10 minutes

SRD 5.2.1 p. 123 | Full spell text: SRD reference p. 12.

FAERIE FIRE - LEVEL 1

Drow lineage; always prepared; Intelligence. One free casting/Long Rest, or an appropriate spell slot. Spell attack +10; save DC 18; full grant: character sheet p. 7.

Casting time: Action | Range: 60 feet

Components: V | Duration: Concentration, up to 1 minute

SRD 5.2.1 p. 129 | Full spell text: SRD reference p. 18.

FEATHER FALL - LEVEL 1

Wizard; prepared; Intelligence. Spell attack +10; save DC 18.

Casting time: Reaction, which you take when you or a creature you can see within 60 feet of you falls | Range: 60 feet

Components: V, M (a small feather or piece of down) | Duration: 1 minute

SRD 5.2.1 p. 130 | Full spell text: SRD reference p. 8.

FIND FAMILIAR - LEVEL 1

Sage / Magic Initiate; always prepared; Intelligence. One free casting/Long Rest, or an appropriate spell slot. Spell attack +10; save DC 18; full grant: character sheet p. 7.

Casting time: 1 hour or Ritual | Range: 10 feet

Components: V, S, M (burning incense worth 10+ GP, which the spell consumes) | Duration: Instantaneous

SRD 5.2.1 p. 130 | Full spell text: SRD reference p. 7.

MAGE ARMOR - LEVEL 1

Wizard; prepared; Intelligence. Spell attack +10; save DC 18.

Casting time: Action | Range: Touch

Components: V, S, M (a piece of cured leather) | Duration: 8 hours

SRD 5.2.1 p. 145 | Full spell text: SRD reference p. 8.

MAGIC MISSILE - LEVEL 1

Wizard; spellbook; Intelligence. Spell attack +10; save DC 18. Spellbook only - not prepared. See the recorded rules for any separate Ritual permission.

Casting time: Action | Range: 120 feet

Components: V, S | Duration: Instantaneous

SRD 5.2.1 p. 146 | Full spell text: SRD reference p. 12.

SHIELD - LEVEL 1

Wizard; prepared; Intelligence. Spell attack +10; save DC 18.

Casting time: Reaction, which you take when you are hit by an attack roll or targeted by the Magic Missile spell | Range: Self

Components: V, S | Duration: 1 round

SRD 5.2.1 p. 161, 162 | Full spell text: SRD reference p. 8.

UNSEEN SERVANT - LEVEL 1

Wizard; spellbook; Intelligence. Spell attack +10; save DC 18. Spellbook only - not prepared. See the recorded rules for any separate Ritual permission.

Casting time: Action or Ritual | Range: 60 feet

Components: V, S, M (a bit of string and of wood) | Duration: 1 hour

SRD 5.2.1 p. 171 | Full spell text: SRD reference p. 13.

DARKNESS - LEVEL 2

Drow lineage; always prepared; Intelligence. One free casting/Long Rest, or an appropriate spell slot. Spell attack +10; save DC 18; full grant: character sheet p. 7.

Casting time: Action | Range: 60 feet

Components: V, M (bat fur and a piece of coal) | Duration: Concentration, up to 10 minutes

SRD 5.2.1 p. 122 | Full spell text: SRD reference p. 18.

INVISIBILITY - LEVEL 2

Wizard; prepared; Intelligence. Spell attack +10; save DC 18.

Casting time: Action | Range: Touch

Components: V, S, M (an eyelash in gum arabic) | Duration: Concentration, up to 1 hour

SRD 5.2.1 p. 143 | Full spell text: SRD reference p. 9.

MISTY STEP - LEVEL 2

Wizard; prepared; Intelligence. Spell attack +10; save DC 18.

Casting time: Bonus Action | Range: Self

Components: V | Duration: Instantaneous

SRD 5.2.1 p. 150 | Full spell text: SRD reference p. 9.

SCORCHING RAY - LEVEL 2

Evocation Savant; spellbook; Intelligence. Spell attack +10; save DC 18; full grant: character sheet p. 6. Spellbook only - not prepared. See the recorded rules for any separate Ritual permission.

Casting time: Action | Range: 120 feet

Components: V, S | Duration: Instantaneous

SRD 5.2.1 p. 159, 160 | Full spell text: SRD reference p. 16.

SHATTER - LEVEL 2

Evocation Savant; spellbook; Intelligence. Spell attack +10; save DC 18; full grant: character sheet p. 6. Spellbook only - not prepared. See the recorded rules for any separate Ritual permission.

Casting time: Action | Range: 60 feet

Components: V, S, M (a chip of mica) | Duration: Instantaneous

SRD 5.2.1 p. 161 | Full spell text: SRD reference p. 16.

SPIDER CLIMB - LEVEL 2

Wizard; prepared; Intelligence. Spell attack +10; save DC 18.

Casting time: Action | Range: Touch

Components: V, S, M (a drop of bitumen and a spider) | Duration: Concentration, up to 1 hour

SRD 5.2.1 p. 164 | Full spell text: SRD reference p. 9.

WEB - LEVEL 2

Wizard; prepared; Intelligence. Spell attack +10; save DC 18.

Casting time: Action | Range: 60 feet

Components: V, S, M (a bit of spiderweb) | Duration: Concentration, up to 1 hour

SRD 5.2.1 p. 174 | Full spell text: SRD reference p. 8.

COUNTERSPELL - LEVEL 3

Wizard; prepared; Intelligence. Spell attack +10; save DC 18.

Casting time: Reaction, which you take when you see a creature within 60 feet of yourself casting a spell with Verbal, Somatic, or Material components | Range: 60 feet

Components: S | Duration: Instantaneous

SRD 5.2.1 p. 120 | Full spell text: SRD reference p. 9.

FIREBALL - LEVEL 3

Wizard; prepared; Intelligence. Spell attack +10; save DC 18.

Casting time: Action | Range: 150 feet

Components: V, S, M (a ball of bat guano and sulfur) | Duration: Instantaneous

SRD 5.2.1 p. 131 | Full spell text: SRD reference p. 9.

FLY - LEVEL 3

Wizard; prepared; Intelligence. Spell attack +10; save DC 18.

Casting time: Action | Range: Touch

Components: V, S, M (a feather) | Duration: Concentration, up to 10 minutes

SRD 5.2.1 p. 133 | Full spell text: SRD reference p. 10.

HASTE - LEVEL 3

Wizard; prepared; Intelligence. Spell attack +10; save DC 18.

Casting time: Action | Range: 30 feet

Components: V, S, M (a shaving of licorice root) | Duration: Concentration, up to 1 minute

SRD 5.2.1 p. 139 | Full spell text: SRD reference p. 10.

LIGHTNING BOLT - LEVEL 3

Evocation Savant; spellbook; Intelligence. Spell attack +10; save DC 18; full grant: character sheet p. 6. Spellbook only - not prepared. See the recorded rules for any separate Ritual permission.

Casting time: Action | Range: Self

Components: V, S, M (a bit of fur and a crystal rod) | Duration: Instantaneous

SRD 5.2.1 p. 144 | Full spell text: SRD reference p. 17.

BLACK TENTACLES - LEVEL 4

Wizard; prepared; Intelligence. Spell attack +10; save DC 18.

Casting time: Action | Range: 90 feet

Components: V, S, M (a tentacle) | Duration: Concentration, up to 1 minute

SRD 5.2.1 p. 113 | Full spell text: SRD reference p. 10.

DIMENSION DOOR - LEVEL 4

Wizard; prepared; Intelligence. Spell attack +10; save DC 18.

Casting time: Action | Range: 500 feet

Components: V | Duration: Instantaneous

SRD 5.2.1 p. 123, 124 | Full spell text: SRD reference p. 10.

GREATER INVISIBILITY - LEVEL 4

Wizard; spellbook; Intelligence. Spell attack +10; save DC 18. Spellbook only - not prepared. See the recorded rules for any separate Ritual permission.

Casting time: Action | Range: Touch

Components: V, S | Duration: Concentration, up to 1 minute

SRD 5.2.1 p. 137 | Full spell text: SRD reference p. 13.

POLYMORPH - LEVEL 4

Wizard; prepared; Intelligence. Spell attack +10; save DC 18.

Casting time: Action | Range: 60 feet

Components: V, S, M (a caterpillar cocoon) | Duration: Concentration, up to 1 hour

SRD 5.2.1 p. 153, 154 | Full spell text: SRD reference p. 11.

WALL OF FIRE - LEVEL 4

Evocation Savant; spellbook; Intelligence. Spell attack +10; save DC 18; full grant: character sheet p. 6. Spellbook only - not prepared. See the recorded rules for any separate Ritual permission.

Casting time: Action | Range: 120 feet

Components: V, S, M (a piece of charcoal) | Duration: Concentration, up to 1 minute

SRD 5.2.1 p. 172 | Full spell text: SRD reference p. 17.

CONE OF COLD - LEVEL 5

Evocation Savant; spellbook; Intelligence. Spell attack +10; save DC 18; full grant: character sheet p. 6. Spellbook only - not prepared. See the recorded rules for any separate Ritual permission.

Casting time: Action | Range: Self

Components: V, S, M (a small crystal or glass cone) | Duration: Instantaneous

SRD 5.2.1 p. 117 | Full spell text: SRD reference p. 17.

HOLD MONSTER - LEVEL 5

Wizard; spellbook; Intelligence. Spell attack +10; save DC 18. Spellbook only - not prepared. See the recorded rules for any separate Ritual permission.

Casting time: Action | Range: 90 feet

Components: V, S, M (a straight piece of iron) | Duration: Concentration, up to 1 minute

SRD 5.2.1 p. 140, 141 | Full spell text: SRD reference p. 13.

SCRYING - LEVEL 5

Wizard; spellbook; Intelligence. Spell attack +10; save DC 18. Spellbook only - not prepared. See the recorded rules for any separate Ritual permission.

Casting time: 10 minutes | Range: Self

Components: V, S, M (a focus worth 1,000+ GP, such as a crystal ball, mirror, or water-filled font) | Duration: Concentration, up to 10 minutes

SRD 5.2.1 p. 160 | Full spell text: SRD reference p. 14.

TELEKINESIS - LEVEL 5

Wizard; spellbook; Intelligence. Spell attack +10; save DC 18. Spellbook only - not prepared. See the recorded rules for any separate Ritual permission.

Casting time: Action | Range: 60 feet

Components: V, S | Duration: Concentration, up to 10 minutes

SRD 5.2.1 p. 167, 168 | Full spell text: SRD reference p. 14.

WALL OF FORCE - LEVEL 5

Wizard; prepared; Intelligence. Spell attack +10; save DC 18.

Casting time: Action | Range: 120 feet

Components: V, S, M (a shard of glass) | Duration: Concentration, up to 10 minutes

SRD 5.2.1 p. 172 | Full spell text: SRD reference p. 11.

CHAIN LIGHTNING - LEVEL 6

Evocation Savant; spellbook; Intelligence. Spell attack +10; save DC 18; full grant: character sheet p. 6. Spellbook only - not prepared. See the recorded rules for any separate Ritual permission.

Casting time: Action | Range: 150 feet

Components: V, S, M (three silver pins) | Duration: Instantaneous

SRD 5.2.1 p. 114 | Full spell text: SRD reference p. 17.

CONTINGENCY - LEVEL 6

Wizard; spellbook; Intelligence. Spell attack +10; save DC 18. Spellbook only - not prepared. See the recorded rules for any separate Ritual permission.

Casting time: 10 minutes | Range: Self

Components: V, S, M (a gem-encrusted statuette of yourself worth 1,500+ GP) | Duration: 10 days

SRD 5.2.1 p. 119 | Full spell text: SRD reference p. 15.

DISINTEGRATE - LEVEL 6

Wizard; prepared; Intelligence. Spell attack +10; save DC 18.

Casting time: Action | Range: 60 feet

Components: V, S, M (a lodestone and dust) | Duration: Instantaneous

SRD 5.2.1 p. 124 | Full spell text: SRD reference p. 11.

GLOBE OF INVULNERABILITY - LEVEL 6

Wizard; prepared; Intelligence. Spell attack +10; save DC 18.

Casting time: Action | Range: Self

Components: V, S, M (a glass bead) | Duration: Concentration, up to 1 minute

SRD 5.2.1 p. 136 | Full spell text: SRD reference p. 12.

TRUE SEEING - LEVEL 6

Wizard; spellbook; Intelligence. Spell attack +10; save DC 18. Spellbook only - not prepared. See the recorded rules for any separate Ritual permission.

Casting time: Action | Range: Touch

Components: V, S, M (mushroom powder worth 25+ GP, which the spell consumes) | Duration: 1 hour

SRD 5.2.1 p. 171 | Full spell text: SRD reference p. 14.

DELAYED BLAST FIREBALL - LEVEL 7

Wizard; prepared; Intelligence. Spell attack +10; save DC 18.

Casting time: Action | Range: 150 feet

Components: V, S, M (a ball of bat guano and sulfur) | Duration: Concentration, up to 1 minute

SRD 5.2.1 p. 122 | Full spell text: SRD reference p. 12.

FORCECAGE - LEVEL 7

Evocation Savant; spellbook; Intelligence. Spell attack +10; save DC 18; full grant: character sheet p. 6. Spellbook only - not prepared. See the recorded rules for any separate Ritual permission.

Casting time: Action | Range: 100 feet

Components: V, S, M (ruby dust worth 1,500+ GP, which the spell consumes) | Duration: Concentration, up to 1 hour

SRD 5.2.1 p. 134 | Full spell text: SRD reference p. 18.

PLANE SHIFT - LEVEL 7

Wizard; spellbook; Intelligence. Spell attack +10; save DC 18. Spellbook only - not prepared. See the recorded rules for any separate Ritual permission.

Casting time: Action | Range: Touch

Components: V, S, M (a forked, metal rod worth 250+ GP and attuned to a plane of existence) | Duration: Instantaneous

SRD 5.2.1 p. 153 | Full spell text: SRD reference p. 16.

REVERSE GRAVITY - LEVEL 7

Wizard; spellbook; Intelligence. Spell attack +10; save DC 18. Spellbook only - not prepared. See the recorded rules for any separate Ritual permission.

Casting time: Action | Range: 100 feet

Components: V, S, M (a lodestone and iron filings) | Duration: Concentration, up to 1 minute

SRD 5.2.1 p. 159 | Full spell text: SRD reference p. 16.

TELEPORT - LEVEL 7

Wizard; spellbook; Intelligence. Spell attack +10; save DC 18. Spellbook only - not prepared. See the recorded rules for any separate Ritual permission.

Casting time: Action | Range: 10 feet

Components: V | Duration: Instantaneous

SRD 5.2.1 p. 168 | Full spell text: SRD reference p. 15.

DAGGER - ATTACK

+7; 1d4 Piercing +2. Dagger 1d4 Piercing Finesse, Light, Thrown (Range 20/60) 1 lb. 2 GP

QUARTERSTAFF - ATTACK

+4; 1d6 Bludgeoning -1. Quarterstaff 1d6 Bludgeoning Versatile (1d8) 4 lb. 2 SP

FIRE BOLT - ATTACK

+10; 3d10 Fire +5. Wizard; cantrip; Intelligence. 120 feet; Action. Empowered Evocation included. See spell reference for full timing and effects.

SHOCKING GRASP - ATTACK

+10; 3d8 Lightning +5. Wizard; cantrip; Intelligence. Touch; Action. Empowered Evocation included. See spell reference for full timing and effects.

RULES SOURCE AND ATTRIBUTION

This work includes material from the System Reference Document 5.2.1 (SRD 5.2.1) by Wizards of the Coast LLC, available at <https://www.dndbeyond.com/srd>. The SRD 5.2.1 is licensed under the Creative Commons Attribution 4.0 International License, available at <https://creativecommons.org/licenses/by/4.0/legalcode>.

Indexed source text, repaired PDF line wrapping, selected entries and code-derived core math.

Rules and spell descriptions from SRD 5.2.1 (2024 rules).