

SRD REFERENCE

Full accepted source text for this character. Character-specific values, choices, casting permissions and equipment are in the paired character sheet and notes.

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

WIZARD LEVEL 14

Progression values read from the SRD class table.

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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

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SPELLCASTING

As a student of arcane magic, you have learned to cast spells. See “Spells” for the rules on spellcasting. The information below details how you use those rules with Wizard spells, which appear in the Wizard spell list later in the class’s description. Cantrips. You know three Wizard cantrips of your choice. Light , Mage Hand , and Ray of Frost are recommended. Whenever you finish a Long Rest, you can replace one of your cantrips from this feature with another Wizard cantrip of your choice. When you reach Wizard levels 4 and 10, you learn another Wizard cantrip of your choice, as shown in the Cantrips column of the Wizard Features table.

Spellbook. Your wizardly apprenticeship culminated in the creation of a unique book: your spellbook. It is a Tiny object that weighs 3 pounds, contains 100 pages, and can be read only by you or someone casting Identify . You determine the book’s appearance and materials, such as a gilt-edged tome or a collection of vellum bound with twine. The book contains the level 1+ spells you know. It starts with six level 1 Wizard spells of your choice. Detect Magic , Feather Fall , Mage Armor , Magic Missile , Sleep , and Thunderwave are recommended.

Whenever you gain a Wizard level after 1, add two Wizard spells of your choice to your spellbook. Each of these spells must be of a level for which you have spell slots, as shown in the Wizard Features table. The spells are the culmination of arcane research you do regularly. Spell Slots. The Wizard Features table shows how many spell slots you have to cast your level 1+ spells. You regain all expended slots when you finish a Long Rest. Prepared Spells of Level 1+. You prepare the list of level 1+ spells that are available for you to cast with this feature.

To do so, choose four spells from your spellbook. The chosen spells must be of a level for which you have spell slots. The number of spells on your list increases as you gain Wizard levels, as shown in the Prepared Spells column of the Wizard Features table. Whenever that number increases, choose additional Wizard spells until the number of spells on your list matches the number in the table. The chosen spells must be of a level for which you have spell slots. For example, if you’re a level 3 Wizard, your list of prepared spells can include six spells of levels 1 and 2 in any combination, chosen from your spellbook.

If another Wizard feature gives you spells that you always have prepared, those spells don’t count against the number of spells you can prepare with this feature, but those spells otherwise count as Wizard spells for you. Changing Your

Prepared Spells. Whenever you finish a Long Rest, you can change your list of prepared spells, replacing any of the spells there with spells from your spellbook. **Spellcasting Ability.** Intelligence is your spellcasting ability for your Wizard spells. **Spellcasting Focus.** You can use an Arcane Focus or your spellbook as a Spellcasting Focus for your Wizard spells.

EXPANDING AND REPLACING A SPELLBOOK

The spells you add to your spellbook as you gain levels reflect your ongoing magical research, but you might find other spells during your adventures that you can add to the book. You could discover a Wizard spell on a Spell Scroll, for example, and then copy it into your spellbook. **Copying a Spell into the Book.** When you find a level 1+ Wizard spell, you can copy it into your spellbook if it's of a level you can prepare and if you have time to copy it. For each level of the spell, the transcription takes 2 hours and costs 50 GP.

After - ward you can prepare the spell like the other spells in your spellbook. **Copying the Book.** You can copy a spell from your spellbook into another book. This is like copying a new spell into your spellbook but faster, since you already know how to cast the spell. You need spend only 1 hour and 10 GP for each level of the copied spell. If you lose your spellbook, you can use the same procedure to transcribe the Wizard spells that you have prepared into a new spellbook. Filling out the remainder of the new book requires you to find new spells to do so.

For this reason, many wizards keep a backup spellbook.

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RITUAL ADEPT

You can cast any spell as a Ritual if that spell has the Ritual tag and the spell is in your spellbook. You needn't have the spell prepared, but you must read from the book to cast a spell in this way.

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ARCANE RECOVERY

You can regain some of your magical energy by studying your spellbook. When you finish a Short Rest, you can choose expended spell slots to recover. The spell slots can have a combined level equal to no more than half your Wizard level (round up), and none of the slots can be level 6 or higher. For example, if you're a level 4 Wizard, you can recover up to two levels' worth of spell slots, regaining either one level 2 spell slot or two level 1 spell slots. Once you use this feature, you can't do so again until you finish a Long Rest.

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SCHOLAR

While studying magic, you also specialized in another field of study. Choose one of the following skills in which you have proficiency: Arcana, History, Investigation, Medicine, Nature, or Religion. You have Expertise in the chosen skill.

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WIZARD SUBCLASS

You gain a Wizard subclass of your choice. The Evoker subclass is detailed after this class's description. A subclass is a specialization that grants you features at certain Wizard levels. For the rest of your career, you gain each of your subclass's features that are of your Wizard level or lower.

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ABILITY SCORE IMPROVEMENT

You gain the Ability Score Improvement feat (see "Feats") or another feat of your choice for which you qualify. You gain this feature again at Wizard levels 8, 12, and 16.

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MEMORIZE SPELL

Whenever you finish a Short Rest, you can study your spellbook and replace one of the level 1+ Wizard spells you have prepared for your Spellcasting feature with another level 1+ spell from the book.

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EVOCATION SAVANT

Choose two Wizard spells from the Evocation school, each of which must be no higher than level 2, and add them to your spellbook for free. In addition, whenever you gain access to a new level of spell slots in this class, you can add one Wizard spell from the Evocation school to your spellbook for free. The chosen spell must be of a level for which you have spell slots.

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POTENT CANTRIP

Your damaging cantrips affect even creatures that avoid the brunt of the effect. When you cast a cantrip at a creature and you miss with the attack roll or the target succeeds on a saving throw against the cantrip, the target takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

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SCULPT SPELLS

You can create pockets of relative safety within the effects of your evocations. When you cast an Evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1 plus the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

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EMPOWERED EVOCATION

Whenever you cast a Wizard spell from the Evocation school, you can add your Intelligence modifier to one damage roll of that spell.

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OVERCHANNEL

You can increase the power of your spells. When you cast a Wizard spell with a spell slot of levels 1–5 that deals damage, you can deal maximum damage with that spell on the turn you cast it. The first time you do so, you suffer no adverse effect. If you use this feature again before you finish a Long Rest, you take 2d12 Necrotic damage for each level of the spell slot immediately after you cast it. This damage ignores Resistance and Immunity. Each time you use this feature again before finishing a Long Rest, the Necrotic damage per spell level increases by 1d12.

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ELF TRAITS

Creature Type: Humanoid **Size:** Medium (about 5–6 feet tall) **Speed:** 30 feet As an Elf, you have these special traits. **Darkvision.** You have Darkvision with a range of 60 feet. **Elven Lineage.** You are part of a lineage that grants you supernatural abilities. Choose a lineage from the Elven Lineages table. You gain the level 1 benefit of that lineage. When you reach character levels 3 and 5, you learn a higher-level spell, as shown on the table. You always have that spell prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest.

You can also cast the spell using any spell slots you have of the appropriate level. Intelligence, Wisdom, or Charisma is your spellcasting ability for the spells you cast with this trait (choose the ability when you select the lineage). **Fey Ancestry.** You have Advantage on saving throws you make to avoid or end the Charmed condition. **Keen Senses.** You have proficiency in the Insight, Perception, or Survival skill. **Trance.** You don't need to sleep, and magic can't put you to sleep. You can finish a Long Rest in 4 hours if you spend those hours in a trancelike meditation, during which you retain consciousness.

Elven Lineages

Lineage	Level 1	Level 3	Level 5
Drow	The range of your Darkvision increases to 120 feet. You also know the Dancing Lights cantrip.		
Faerie Fire			Darkness
High Elf	You know the Prestidigitation cantrip. Whenever you finish a Long Rest, you can replace that cantrip with a different cantrip from the Wizard spell list.		
Detect Magic			Misty Step
Wood Elf	Your Speed increases to 35 feet. You also know the Druidcraft cantrip.		
Longstrider			Pass without Trace

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SAGE BACKGROUND

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

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MAGIC INITIATE

Origin Feat You gain the following benefits. **Two Cantrips.** You learn two cantrips of your choice from the Cleric, Druid, or Wizard spell list. Intelligence, Wisdom, or Charisma is your spellcasting ability for this feat's spells (choose when you select this feat). **Level 1 Spell.** Choose a level 1 spell from the same list you selected for this feat's cantrips. You always have that spell prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast the spell using any spell slots you have.

Spell Change. Whenever you gain a new level, you can replace one of the spells you chose for this feat with a different spell of the same level from the chosen spell list. **Repeatable.** You can take this feat more than once, but you

must choose a different spell list each time.

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ABILITY SCORE IMPROVEMENT

General Feat (Prerequisite: Level 4+) Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This feat can't increase an ability score above 20. Repeatable. You can take this feat more than once.

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DAGGER

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

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QUARTERSTAFF

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

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CLASS EQUIPMENT - PACKAGE A

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

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BACKGROUND EQUIPMENT - PACKAGE A

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

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REMAINING COINS

13 GP remaining. No purchases beyond the chosen packages.

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LANGUAGES (SUGGESTED)

Common, Elvish, Dwarvish.

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FIRE BOLT

Fire Bolt Evocation Cantrip (Sorcerer, Wizard) Casting Time: Action Range: 120 feet Components: V, S Duration: Instantaneous You hurl a mote of fire at a creature or an object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 Fire damage. A flammable object hit by this spell starts burning if it isn't being worn or carried. Cantrip Upgrade. The damage increases by 1d10 when you reach levels 5 (2d10), 11 (3d10), and 17 (4d10).

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MAGE HAND

Mage Hand Conjuration Cantrip (Bard, Sorcerer, Warlock, Wizard) Casting Time: Action Range: 30 feet

Components: V, S Duration: 1 minute A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again.

When you cast the spell, 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.

As a Magic action on your later turns, you can control the hand thus again. As part of that action, you can move the hand up to 30 feet. The hand can't attack, activate magic items, or carry more than 10 pounds.

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MINOR ILLUSION

Minor Illusion Illusion Cantrip (Bard, Sorcerer, Warlock, Wizard) Casting Time: Action Range: 30 feet

Components: S, M (a bit of fleece) Duration: 1 minute You create a sound or an image of an object within range that lasts for the duration. See the descriptions below for the effects of each. The illusion ends if you cast this spell again.

If a creature takes a Study 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. Sound. 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. Image. 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, since things can pass through it.

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PRESTIDIGITATION

Prestidigitation Transmutation Cantrip (Bard, Sorcerer, Warlock, Wizard) Casting Time: Action Range: 10 feet

Components: V, S Duration: Up to 1 hour You create a magical effect within range. Choose the effect from the options below. If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time. Sensory Effect. You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor. Fire Play. You instantaneously light or snuff out a candle, a torch, or a small campfire.

Clean or Soil. You instantaneously clean or soil an object no larger than 1 cubic foot. Minor Sensation. You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour. Magic Mark. You make a color, a small mark, or a symbol appear on an object or a surface for 1 hour. Minor Creation. You create a nonmagical trinket or an illusory image that can fit in your hand. It lasts until the end of your next turn. A trinket can deal no damage and has no monetary worth.

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SHOCKING GRASP

Shocking Grasp Evocation Cantrip (Sorcerer, Wizard) Casting Time: Action Range: Touch Components: V, S Duration: Instantaneous Lightning springs from you to a creature that you try to touch. Make a melee spell attack against the target. On a hit, the target takes 1d8 Lightning damage, and it can't make Opportunity Attacks until the start of its next turn. Cantrip Upgrade. The damage increases by 1d8 when you reach levels 5 (2d8), 11 (3d8), and 17 (4d8).

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MESSAGE

Message Transmutation Cantrip (Bard, Druid, Sorcerer, Wizard) Casting Time: Action Range: 120 feet Components: S, M (a copper wire) Duration: 1 round You point toward a creature within range and whisper a message. The target (and only the target) hears the message and can reply in a whisper that only you can hear. You can cast this spell through solid objects if you are familiar with the target and know it is beyond the barrier. Magical silence; 1 foot of stone, metal, or wood; or a thin sheet of lead blocks the spell.

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MENDING

Mending Transmutation Cantrip (Bard, Cleric, Druid, Sorcerer, Wizard) Casting Time: 1 minute Range: Touch Components: V, S, M (two lodestones) Duration: Instantaneous This spell repairs a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage. This spell can physically repair a magic item, but it can't restore magic to such an object.

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FIND FAMILIAR

Find Familiar Level 1 Conjuration (Wizard) Casting Time: 1 hour or Ritual Range: 10 feet Components: V, S, M (burning incense worth 10+ GP, which the spell consumes) Duration: Instantaneous You gain the service of a familiar, a spirit that takes an animal form you choose: Bat, Cat, Frog, Hawk, Lizard, Octopus, Owl, Rat, Raven, Spider, Weasel, or another Beast that has a Challenge Rating of 0. Appearing in an unoccupied space within range, the familiar has the statistics of the chosen form (see "Monsters"), though it is a Celestial, Fey, or Fiend (your choice) instead of a Beast.

Your familiar acts independently of you, but it obeys your commands. **Telepathic Connection.** While your familiar is within 100 feet of you, you can communicate with it telepathically. Additionally, as a Bonus Action, you can see through the familiar's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses it has. Finally, when you cast a spell with a range of touch, your familiar can deliver the touch. Your familiar must be within 100 feet of you, and it must take a Reaction to deliver the touch when you cast the spell.

Combat. The familiar is an ally to you and your allies. It rolls its own Initiative and acts on its own turn. A familiar can't attack, but it can take other actions as normal. **Disappearance of the Familiar.** When the familiar drops to 0 Hit Points, it disappears. It reappears after you cast this spell again. As a Magic action, you can temporarily dismiss the familiar to a pocket dimension. Alternatively, you can dismiss it forever. As a Magic action while it is temporarily dismissed, you can cause it to reappear in an unoccupied space within 30 feet of you.

Whenever the familiar drops to 0 Hit Points or disappears into the pocket dimension, it leaves behind in its space anything it was wearing or carrying. **One Familiar Only.** You can't have more than one familiar at a time. If you cast this spell while you have a familiar, you instead cause it to adopt a new eligible form.

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MAGE ARMOR

Mage Armor Level 1 Abjuration (Sorcerer, Wizard) Casting Time: Action Range: Touch Components: V, S, M (a piece of cured leather) Duration: 8 hours You touch a willing creature who isn't wearing armor. Until the spell ends, the target's base AC becomes 13 plus its Dexterity modifier. The spell ends early if the target dons armor.

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SHIELD

Shield Level 1 Abjuration (Sorcerer, Wizard) 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 An imperceptible barrier of magical force 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.

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FEATHER FALL

Feather Fall Level 1 Transmutation (Bard, Sorcerer, Wizard) 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 Choose up to five falling creatures within range. A falling creature's rate of descent slows to 60 feet per round until the spell ends. If a creature lands before the spell ends, the creature takes no damage from the fall, and the spell ends for that creature.

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WEB

Web Level 2 Conjuration (Sorcerer, Wizard) Casting Time: Action Range: 60 feet Components: V, S, M (a bit of spiderweb) Duration: Concentration, up to 1 hour You conjure a mass of sticky webbing at a point within range. The webs fill a 20-foot Cube there for the duration. The webs are Difficult Terrain, and the area within them is Lightly Obscured. If the webs aren't anchored between two solid masses (such as walls or trees) or layered across a floor, wall, or ceiling, the web collapses on itself, and the spell ends at the start of your next turn.

Webs layered over a flat surface have a depth of 5 feet. The first time a creature enters the webs on a turn or starts its turn there, it must succeed on a Dexterity saving throw or have the Restrained condition while in the webs or until it breaks free. A creature Restrained by the webs can take an action to make a Strength (Athletics) check against your spell save DC. If it succeeds, it is no longer Restrained. The webs are flammable. Any 5-foot Cube of webs exposed to fire burns away in 1 round, dealing 2d4 Fire damage to any creature that starts its turn in the fire.

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SPIDER CLIMB

Spider Climb Level 2 Transmutation (Sorcerer, Warlock, Wizard) Casting Time: Action Range: Touch Components: V, S, M (a drop of bitumen and a spider) Duration: Concentration, up to 1 hour Until the spell ends, one willing creature you touch gains the ability to move up, down, and across vertical surfaces and along ceilings, while leaving its hands free. The target also gains a Climb Speed equal to its Speed. Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 2.

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MISTY STEP

Misty Step Level 2 Conjunction (Sorcerer, Warlock, Wizard) Casting Time: Bonus Action Range: Self Components: V Duration: Instantaneous Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space you can see.

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INVISIBILITY

Invisibility Level 2 Illusion (Bard, Sorcerer, Warlock, Wizard) Casting Time: Action Range: Touch Components: V, S, M (an eyelash in gum arabic) Duration: Concentration, up to 1 hour A creature you touch has the Invisible condition until the spell ends. The spell ends early immediately after the target makes an attack roll, deals damage, or casts a spell. Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 2.

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FIREBALL

Fireball Level 3 Evocation (Sorcerer, Wizard) Casting Time: Action Range: 150 feet Components: V, S, M (a ball of bat guano and sulfur) Duration: Instantaneous A bright streak flashes from you to a point you choose within range and then blossoms with a low roar into a fiery explosion. Each creature in a 20-foot-radius Sphere centered on that point makes a Dexterity saving throw, taking 8d6 Fire damage on a failed save or half as much damage on a successful one. Flammable objects in the area that aren't being worn or carried start burning.

Using a Higher-Level Spell Slot. The damage increases by 1d6 for each spell slot level above 3.

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COUNTERSPELL

Counterspell Level 3 Abjuration (Sorcerer, Warlock, Wizard) 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 You attempt to interrupt a creature in the process of casting a spell. The creature makes a Constitution saving throw. On a failed save, the spell dissipates with no effect, and the action, Bonus Action, or Reaction used to cast it is wasted. If that spell was cast with a spell slot, the slot isn't expended.

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HASTE

Haste Level 3 Transmutation (Sorcerer, Wizard) Casting Time: Action Range: 30 feet Components: V, S, M (a shaving of licorice root) Duration: Concentration, up to 1 minute 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 Armor Class, it has Advantage on Dexterity saving throws, and it gains an additional action on each of its turns. That action can be used to take only the Attack (one attack only), Dash, Disengage, Hide, or Utilize action.

When the spell ends, the target is Incapacitated and has a Speed of 0 until the end of its next turn, as a wave of lethargy washes over it.

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FLY

Fly Level 3 Transmutation (Sorcerer, Warlock, Wizard) Casting Time: Action Range: Touch Components: V, S, M (a feather) Duration: Concentration, up to 10 minutes You touch a willing creature. For the duration, the target gains a Fly Speed of 60 feet and can hover. When the spell ends, the target falls if it is still aloft unless it can stop the fall. Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 3.

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BLACK TENTACLES

Black Tentacles Level 4 Conjuration (Wizard) Casting Time: Action Range: 90 feet Components: V, S, M (a tentacle) Duration: Concentration, up to 1 minute Squirming, ebony tentacles fill a 20-foot square on ground that you can see within range. For the duration, these tentacles turn the ground in that area into Difficult Terrain. Each creature in that area makes a Strength saving throw. On a failed save, it takes 3d6 Bludgeoning damage, and it has the Restrained condition until the spell ends. A creature also makes that save if it enters the area or ends its turn there.

A creature makes that save only once per turn. A Restrained creature can take an action to make a Strength (Athletics) check against your spell save DC, ending the condition on itself on a success.

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DIMENSION DOOR

Dimension Door Level 4 Conjuration (Bard, Sorcerer, Warlock, Wizard) Casting Time: Action Range: 500 feet Components: V Duration: Instantaneous You teleport to a location within range. You arrive at exactly the spot desired. It can be a place you can see, one you can visualize, or one you can describe by stating distance and direction, such as “200 feet straight downward” or “300 feet upward to the northwest at a 45-degree angle.” You can also teleport one willing creature. The creature must be within 5 feet of you when you teleport, and it teleports to a space within 5 feet of your destination space.

If you, the other creature, or both would arrive in a space occupied by a creature or completely filled by one or more objects, you and any creature traveling with you each take 4d6 Force damage, and the teleportation fails.

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POLYMORPH

Polymorph Level 4 Transmutation (Bard, Druid, Sorcerer, Wizard) Casting Time: Action Range: 60 feet
 Components: V, S, M (a caterpillar cocoon) Duration: Concentration, up to 1 hour You attempt to transform a creature that you can see within range into a Beast. The target must succeed on a Wisdom saving throw or shape-shift into a Beast form for the duration. That form can be any Beast you choose that has a Challenge Rating 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 are replaced by the stat block of the chosen Beast, but the target retains its alignment, personality, creature type, Hit Points, and Hit Point Dice. See the "Animals" section of "Monsters" for a sample of Beast stat blocks. The target gains a number of Temporary Hit Points equal to the Hit Points of the Beast form. These Temporary Hit Points vanish if any remain when the spell ends. The spell ends early on the target if it has no Temporary Hit Points left. The target is limited in the actions it can perform by the anatomy of its new form, and it can't speak or cast spells.

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

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WALL OF FORCE

Wall of Force Level 5 Evocation (Wizard) Casting Time: Action Range: 120 feet Components: V, S, M (a shard of glass) Duration: Concentration, up to 10 minutes An Invisible wall of force springs into existence at a point you choose within range. The wall appears in any orientation you choose, as a horizontal or vertical barrier or at an angle. It can be free floating or resting on a solid surface. You can form it into a hemispherical dome or a globe with a radius of up to 10 feet, or you can shape a flat surface made up of ten 10-foot-by-10-foot panels.

Each panel must be contiguous with another panel. In any form, the wall is 1/4 inch thick and lasts for the duration. If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (you choose which side). Nothing can physically pass through the wall. It is immune to all damage and can't be dispelled by Dispel Magic. A Disintegrate spell destroys the wall instantly, however. The wall also extends into the Ethereal Plane and blocks ethereal travel through the wall.

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DISINTEGRATE

Disintegrate Level 6 Transmutation (Sorcerer, Wizard) Casting Time: Action Range: 60 feet Components: V, S, M (a lodestone and dust) Duration: Instantaneous You launch a green ray at a target you can see within range. The target can be a creature, a nonmagical object, or a creation of magical force, such as the wall created by Wall of Force. A creature targeted by this spell makes a Dexterity saving throw. On a failed save, the target takes 10d6 + 40 Force damage. If this damage reduces it to 0 Hit Points, it and everything nonmagical it is wearing and carrying are disintegrated into gray dust.

The target can be revived only by a True Resurrection or a Wish spell. This spell automatically disintegrates a Large or smaller nonmagical object or a creation of magical force. If such a target is Huge or larger, this spell disintegrates a 10-foot-Cube portion of it. Using a Higher-Level Spell Slot. The damage increases by 3d6 for each spell slot level above 6.

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DELAYED BLAST FIREBALL

Delayed Blast Fireball Level 7 Evocation (Sorcerer, Wizard) Casting Time: Action Range: 150 feet Components: V, S, M (a ball of bat guano and sulfur) Duration: Concentration, up to 1 minute A beam of yellow light flashes from you, then condenses at a chosen point within range as a glowing bead for the duration. When the spell ends, the bead explodes, and each creature in a 20-foot-radius Sphere centered on that point makes a Dexterity saving throw. A creature takes Fire damage equal to the total accumulated damage on a failed save or half as much damage on a successful one.

The spell's base damage is 12d6, and the damage increases by 1d6 whenever your turn ends and the spell hasn't ended. If a creature touches the glowing bead before the spell ends, that creature makes a Dexterity saving throw. On a failed save, the spell ends, causing the bead to explode. On a successful save, the creature can throw the bead up to 40 feet. If the thrown bead enters a creature's space or collides with a solid object, the spell ends, and the bead explodes. When the bead explodes, flammable objects in the explosion that aren't being worn or carried start burning.

Using a Higher-Level Spell Slot. The base damage increases by 1d6 for each spell slot level above 7.

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GLOBE OF INVULNERABILITY

Globe of Invulnerability Level 6 Abjuration (Sorcerer, Wizard) Casting Time: Action Range: Self Components: V, S, M (a glass bead) Duration: Concentration, up to 1 minute An immobile, shimmering barrier appears in a 10-foot Emanation around you and remains for the duration. Any spell of level 5 or lower cast from outside the barrier can't affect anything within it. Such a spell can target creatures and objects within the barrier, but the spell has no effect on them. Similarly, the area within the barrier is excluded from areas of effect created by such spells.

Using a Higher-Level Spell Slot. The barrier blocks spells of 1 level higher for each spell slot level above 6.

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DETECT MAGIC

Detect Magic Level 1 Divination (Bard, Cleric, Druid, Paladin, Ranger, Sorcerer, Warlock, Wizard) Casting Time: Action or Ritual Range: Self Components: V, S Duration: Concentration, up to 10 minutes For the duration, you sense the presence of magical effects within 30 feet of yourself. If you sense such effects, you can take the Magic action to see a faint aura around any visible creature or object in the area that bears the magic, and if an effect was created by a spell, you learn the spell's school of magic. The spell is blocked by 1 foot of stone, dirt, or wood; 1 inch of metal; or a thin sheet of lead.

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MAGIC MISSILE

Magic Missile Level 1 Evocation (Sorcerer, Wizard) Casting Time: Action Range: 120 feet Components: V, S Duration: Instantaneous You create three glowing darts of magical force. Each dart strikes 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. Using a Higher-Level Spell Slot. The spell creates one more dart for each spell slot level above 1.

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COMPREHEND LANGUAGES

Comprehend Languages Level 1 Divination (Bard, Sorcerer, Warlock, Wizard) Casting Time: Action or Ritual Range: Self Components: V, S, M (a pinch of soot and salt) Duration: 1 hour For the duration, you understand the literal meaning of any language that you hear or see signed. You also understand any written language that you see, but you must be touching the surface on which the words are written. It takes about 1 minute to read one page of text. This spell doesn't decode symbols or secret messages.

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UNSEEN SERVANT

Unseen Servant Level 1 Conjuraton (Bard, Warlock, Wizard) Casting Time: Action or Ritual Range: 60 feet Components: V, S, M (a bit of string and of wood) Duration: 1 hour This spell creates an Invisible, mindless, shapeless, Medium force that performs simple tasks at your command until the spell ends. The servant springs into existence in an unoccupied space on the ground within range. It has AC 10, 1 Hit Point, and a Strength of 2, and it can't attack. If it drops to 0 Hit Points, the spell ends. Once on each of your turns as a Bonus Action, you can mentally command the servant to move up to 15 feet and interact with an object.

The servant can perform simple tasks that a human could do, such as fetching things, cleaning, mending, folding clothes, lighting fires, serving food, and pouring drinks. Once you give the command, the servant performs the task to the best of its ability until it completes the task, then waits for your next command. If you command the servant to perform a task that would move it more than 60 feet away from you, the spell ends.

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BURNING HANDS

Burning Hands Level 1 Evocation (Sorcerer, Wizard) Casting Time: Action Range: Self Components: V, S Duration: Instantaneous A thin sheet of flames shoots forth from you. Each creature in a 15-foot Cone makes a Dexterity saving throw, taking 3d6 Fire damage on a failed save or half as much damage on a successful one. Flammable objects in the Cone that aren't being worn or carried start burning. Using a Higher-Level Spell Slot. The damage increases by 1d6 for each spell slot level above 1.

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GREATER INVISIBILITY

Greater Invisibility Level 4 Illusion (Bard, Sorcerer, Wizard) Casting Time: Action Range: Touch Components: V, S Duration: Concentration, up to 1 minute A creature you touch has the Invisible condition until the spell ends.

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HOLD MONSTER

Hold Monster Level 5 Enchantment (Bard, Sorcerer, Warlock, Wizard) Casting Time: Action Range: 90 feet Components: V, S, M (a straight piece of iron) Duration: Concentration, up to 1 minute Choose a creature that you can see within range. The target must succeed on a Wisdom saving throw or have the Paralyzed condition for the duration. At the end of each of its turns, the target repeats the save, ending the spell on itself on a success. Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 5.

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TELEKINESIS

Telekinesis Level 5 Transmutation (Sorcerer, Wizard) Casting Time: Action Range: 60 feet Components: V, S Duration: Concentration, up to 10 minutes You gain the ability to move or manipulate creatures or objects by thought. When you cast the spell and as a Magic action on your later turns before the spell ends, you can exert your will on one creature or object that you can see within range, causing the appropriate effect below. You can affect the same target round after round or choose a new one at any time. If you switch targets, the prior target is no longer affected by the spell.

Creature. You can try to move a Huge or smaller creature. The target must succeed on a Strength saving throw, or you move it up to 30 feet in any direction within the spell's range. Until the end of your next turn, the creature has the Restrained condition, and if you lift it into the air, it is suspended there. It falls at the end of your next turn unless you use this option on it again and it fails the save. **Object.** You can try to move a Huge or smaller object. If the object isn't being worn or carried, you automatically move it up to 30 feet in any direction within the spell's range.

If the object is worn or carried by a creature, that creature must succeed on a Strength saving throw, or you pull the object away and move it up to 30 feet in any direction within the spell's range. You can exert fine control on objects with your telekinetic grip, such as manipulating a simple tool,

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SCRYING

Scrying Level 5 Divination (Bard, Cleric, Druid, Warlock, Wizard) 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 You can see and hear a creature you choose that is on the same plane of existence as you. The target makes a Wisdom saving throw, which is modified (see the tables below) by how well you know the target and the sort of physical connection you have to it. The target doesn't know what it is making the save against, only that it feels uneasy.

Your Knowledge of the Target Is ... Save Modifier Secondhand (heard of the target) +5 Firsthand (met the target) +0 Extensive (know the target well) -5 You Have the Target's ... Save Modifier Picture or other likeness -2 Garment or other possession -4 Body part, lock of hair, or bit of nail -10 On a successful save, the target isn't affected, and you can't use this spell on it again for 24 hours. On a failed save, the spell creates an Invisible, intangible sensor within 10 feet of the target. You can see and hear through the sensor as if you were there.

The sensor moves with the target, remaining within 10 feet of it for the duration. If something can see the sensor, it appears as a luminous orb about the size of your fist. Instead of targeting a creature, you can target a location you have seen. When you do so, the sensor appears at that location and doesn't move.

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TRUE SEEING

True Seeing Level 6 Divination (Bard, Cleric, Sorcerer, Warlock, Wizard) Casting Time: Action Range: Touch Components: V, S, M (mushroom powder worth 25+ GP, which the spell consumes) Duration: 1 hour For the duration, the willing creature you touch has Truesight with a range of 120 feet.

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CONTINGENCY

Contingency Level 6 Abjuration (Wizard) Casting Time: 10 minutes Range: Self Components: V, S, M (a gem-encrusted statuette of yourself worth 1,500+ GP) Duration: 10 days Choose a spell of level 5 or lower that you can cast, that has a casting time of an action, and that can target you. You cast that spell-called the contingent spell-as part of casting Contingency , expending spell slots for both, but the contingent spell doesn't come into effect. Instead, it takes effect when a certain trigger occurs. You describe that trigger when you cast the two spells.

For example, a Contingency cast with Water Breathing might stipulate that Water Breathing comes into effect when you are engulfed in water or a similar liquid. The contingent spell takes effect immediately after the trigger occurs for the first time, whether or not you want it to, and then Contingency ends. The contingent spell takes effect only on you, even if it can normally target others. You can use only one Contingency spell at a time. If you cast this spell again, the effect of another Contingency spell on you ends.

Also, Contingency ends on you if its material component is ever not on your person.

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TELEPORT

Teleport Level 7 Conjuration (Bard, Sorcerer, Wizard) Casting Time: Action Range: 10 feet Components: V Duration: Instantaneous This spell instantly transports you and up to eight willing creatures that you can see within range, or a single object that you can see within range, to a destination you select. If you target an object, it must be Large or smaller, and it can't be held or carried by an unwilling creature. The destination you choose must be known to you, and it must be on the same plane of existence as you.

Your familiarity with the destination determines whether you arrive there successfully. The GM rolls 1d100 and consults the Teleportation Outcome table and the explanations after it. Teleportation Outcome Familiarity Mishap Similar Area Off Target On Target Permanent circle - - - 01-00 Linked object - - - 01-00 Very familiar 01-05 06-13 14-24 25-00 Seen casually 01-33 34-43 44-53 54-00 Viewed once or described 01-43 44-53 54-73 74-00 False destination 01-50 51-00 - - Familiarity. Here are the meanings of the terms in the table's Familiarity column: • "Permanent circle" means a permanent teleportation circle whose sigil sequence you know. • "Linked object" means you possess an object taken from the desired destination within the last six months, such as a book from a wizard's library. • "Very familiar" is a place you have visited often, a place you have carefully studied, or a place you can see when you cast the spell. • "Seen casually" is a place you have seen more than once but with which you aren't very familiar. • "Viewed once or described" is a place you have seen once, possibly using magic, or a place you know through someone else's description, perhaps from a map. • "False destination" is a place that doesn't exist.

Perhaps you tried to scry an enemy's sanctum but instead viewed an illusion, or you are attempting to teleport to a location that no longer exists. Mishap. The spell's unpredictable magic results in a difficult journey. Each teleporting creature (or the target object) takes 3d10 Force damage, and the GM rerolls on the table to see where you wind up (multiple mishaps can occur, dealing damage each time). Similar Area. You and your group (or the target object) appear in a different area that's visually or thematically similar to the target area.

You appear in the closest similar place. If you are heading for your home laboratory, for example, you might appear in another person's laboratory in the same city. Off Target. You and your group (or the target object) appear 2d12 miles away from the destination in a random direction. Roll 1d8 for the direction: 1, east; 2, southeast; 3, south; 4, southwest; 5, west; 6, northwest; 7, north; or 8, northeast. On Target. You and your group (or the target object) appear where you intended.

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PLANE SHIFT

Plane Shift Level 7 Conjuration (Cleric, Druid, Sorcerer, Warlock, Wizard) 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 You and up to eight willing creatures who link hands in a circle are transported to a different plane of existence. You can specify a target destination in general terms, such as a specific city on the Elemental Plane of Fire or palace on the second level of the Nine Hells, and you appear in or near that destination, as determined by the GM. Alternatively, if you know the sigil sequence of a teleportation circle on another plane of existence, this spell can take you to that circle. If the teleportation circle is too small to hold all the creatures you transported, they appear in the closest unoccupied spaces next to the circle.

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REVERSE GRAVITY

Reverse Gravity Level 7 Transmutation (Druid, Sorcerer, Wizard) Casting Time: Action Range: 100 feet Components: V, S, M (a lodestone and iron filings) Duration: Concentration, up to 1 minute This spell reverses gravity in a 50-foot-radius, 100-foot high Cylinder centered on a point within range. All creatures and objects in that area that aren't anchored to the ground fall upward and reach the top of the Cylinder. A creature can make a Dexterity saving throw to grab a fixed object it can reach, thus avoiding the fall upward.

If a ceiling or an anchored object is encountered in this upward fall, creatures and objects strike it just as they would during a downward fall. If an affected creature or object reaches the Cylinder's top without striking anything, it hovers there for the duration. When the spell ends, affected objects and creatures fall downward.

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SCORCHING RAY

Scorching Ray Level 2 Evocation (Sorcerer, Wizard) Casting Time: Action Range: 120 feet Components: V, S Duration: Instantaneous You hurl three fiery rays. You can hurl them at one target within range or at several. Make a ranged spell attack for each ray. On a hit, the target takes 2d6 Fire damage. Using a Higher-Level Spell Slot. You create one additional ray for each spell slot level above 2.

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SHATTER

Shatter Level 2 Evocation (Bard, Sorcerer, Wizard) Casting Time: Action Range: 60 feet Components: V, S, M (a chip of mica) Duration: Instantaneous A loud noise erupts from a point of your choice within range. Each creature in a 10-foot-radius Sphere centered there makes a Constitution saving throw, taking 3d8 Thunder damage on a failed save or half as much damage on a successful one. A Construct has Disadvantage on the save. A nonmagical object that isn't being worn or carried also takes the damage if it's in the spell's area.

Using a Higher-Level Spell Slot. The damage increases by 1d8 for each spell slot level above 2.

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LIGHTNING BOLT

Lightning Bolt Level 3 Evocation (Sorcerer, Wizard) Casting Time: Action Range: Self Components: V, S, M (a bit of fur and a crystal rod) Duration: Instantaneous A stroke of lightning forming a 100-foot-long, 5-foot-wide Line blasts out from you in a direction you choose. Each creature in the Line makes a Dexterity saving throw, taking 8d6 Lightning damage on a failed save or half as much damage on a successful one. Using a Higher-Level Spell Slot. The damage increases by 1d6 for each spell slot level above 3.

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WALL OF FIRE

Wall of Fire Level 4 Evocation (Druid, Sorcerer, Wizard) Casting Time: Action Range: 120 feet Components: V, S, M (a piece of charcoal) Duration: Concentration, up to 1 minute You create a wall of fire on a solid surface within range. You can make the wall up to 60 feet long, 20 feet high, and 1 foot thick, or a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick. The wall is opaque and lasts for the duration. When the wall appears, each creature in its area makes a Dexterity saving throw, taking 5d8 Fire damage on a failed save or half as much damage on a successful one.

One side of the wall, selected by you when you cast this spell, deals 5d8 Fire damage to each creature that ends its turn within 10 feet of that side or inside the wall. A creature takes the same damage when it enters the wall for the first time on a turn or ends its turn there. The other side of the wall deals no damage. Using a Higher-Level Spell Slot. The damage increases by 1d8 for each spell slot level above 4.

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CONE OF COLD

Cone of Cold Level 5 Evocation (Druid, Sorcerer, Wizard) Casting Time: Action Range: Self Components: V, S, M (a small crystal or glass cone) Duration: Instantaneous You unleash a blast of cold air. Each creature in a 60-foot Cone originating from you makes a Constitution saving throw, taking 8d8 Cold damage on a failed save or half as much damage on a successful one. A creature killed by this spell becomes a frozen statue until it thaws. Using a Higher-Level Spell Slot. The damage increases by 1d8 for each spell slot level above 5.

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CHAIN LIGHTNING

Chain Lightning Level 6 Evocation (Sorcerer, Wizard) Casting Time: Action Range: 150 feet Components: V, S, M (three silver pins) Duration: Instantaneous You launch a lightning bolt toward a target you can see within range. Three bolts then leap from that target to as many as three other targets of your choice, 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. Each target makes a Dexterity saving throw, taking 10d8 Lightning damage on a failed save or half as much damage on a successful one.

Using a Higher-Level Spell Slot. One additional bolt leaps from the first target to another target for each spell slot level above 6.

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FORCECAGE

Forcecage Level 7 Evocation (Bard, Warlock, Wizard) 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 An immobile, Invisible, Cube-shaped prison composed of magical force springs into existence around an area you choose within range. The prison can be a cage or a solid box, as you choose. A prison in the shape of a cage can be up to 20 feet on a side and is made from 1/2-inch diameter bars spaced 1/2 inch apart. A prison in the shape of a box can be up to 10 feet on a side, creating a solid barrier that prevents any matter from passing through it and blocking any spells cast into or out from the area.

When you cast the spell, any creature that is completely inside the cage's area is trapped. Creatures only partially within the area, or those too large to fit inside it, are pushed away from the center of the area until they are completely outside it. A creature inside the cage can't leave it by nonmagical means. If the creature tries to use teleportation or interplanar travel to leave, it must first make a Charisma saving throw. On a successful save, the creature can use that magic to exit the cage. On a failed save, the creature doesn't exit the cage and wastes the spell or effect.

The cage also extends into the Ethereal Plane, blocking ethereal travel. This spell can't be dispelled by Dispel Magic.

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DANCING LIGHTS

Dancing Lights Illusion Cantrip (Bard, Sorcerer, Wizard) Casting Time: Action Range: 120 feet Components: V, S, M (a bit of phosphorus) Duration: Concentration, up to 1 minute You create up to four torch-size lights within range, making them appear as torches, lanterns, or glowing orbs that hover for the duration. Alternatively, you combine the four lights into one glowing Medium form that is vaguely humanlike. Whichever form you choose, each light sheds Dim Light in a 10-foot radius. As a Bonus Action, you can move the lights up to 60 feet to a space within range.

A light must be within 20 feet of another light created by this spell, and a light vanishes if it exceeds the spell's range.

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FAERIE FIRE

Faerie Fire Level 1 Evocation (Bard, Druid) Casting Time: Action Range: 60 feet Components: V Duration: Concentration, up to 1 minute Objects in a 20-foot Cube within range are outlined in blue, green, or violet light (your choice). Each creature in the Cube is also outlined if it fails a Dexterity saving throw. For the duration, objects and affected creatures shed Dim Light in a 10-foot radius and can't benefit from the Invisible condition. Attack rolls against an affected creature or object have Advantage if the attacker can see it.

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DARKNESS

Darkness Level 2 Evocation (Sorcerer, Warlock, Wizard) Casting Time: Action Range: 60 feet Components: V, M (bat fur and a piece of coal) Duration: Concentration, up to 10 minutes For the duration, magical Darkness spreads from a point within range and fills a 15-foot-radius Sphere. Darkvision can't see through it, and nonmagical light can't illuminate it. Alternatively, you cast the spell on an object that isn't being worn or carried, causing the Darkness

to fill a 15-foot Emanation originating from that object. Covering that object with something opaque, such as a bowl or helm, blocks the Darkness.

If any of this spell's area overlaps with an area of Bright Light or Dim Light created by a spell of level 2 or lower, that other spell is dispelled.

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