

## Hélène

CHARACTER NAME

Wizard [School of  
CLASS & LEVEL

Human/Tethyrian  
RACE

Noble  
BACKGROUND

Lawful Good  
ALIGNMENT

NPC  
PLAYER NAME

EXPERIENCE POINTS

STRENGTH

+2

14

DEXTERITY

+2

14

CONSTITUTION

+2

14

INTELLIGENCE

+4

19

WISDOM

+5

20

CHARISMA

+3

16

INSPIRATION

+5

PROFICIENCY BONUS

- ☐ +2 Strength
- ☐ +2 Dexterity
- ☐ +2 Constitution
- ☒ +9 Intelligence
- ☒ +10 Wisdom
- ☐ +3 Charisma

SAVING THROWS

- ☐ +2 Acrobatics (Dex)
- ☐ +5 Animal Handling (Wis)
- ☐ +4 Arcana (Int)
- ☐ +2 Athletics (Str)
- ☐ +3 Deception (Cha)
- ☒ +9 History (Int)
- ☐ +5 Insight (Wis)
- ☐ +3 Intimidation (Cha)
- ☒ +9 Investigation (Int)
- ☒ +10 Medicine (Wis)
- ☐ +4 Nature (Int)
- ☐ +5 Perception (Wis)
- ☐ +3 Performance (Cha)
- ☒ +8 Persuasion (Cha)
- ☐ +4 Religion (Int)
- ☐ +2 Sleight of Hand (Dex)
- ☐ +2 Stealth (Dex)
- ☐ +5 Survival (Wis)

SKILLS

12

ARMOR  
CLASS

+2

INITIATIVE

30

SPEED

Hit Point Maximum 103

CURRENT HIT POINTS

TEMPORARY HIT POINTS

16x  
(1d6+2)  
HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Quarterstaff

+7

1d6+2 bludgeoning

Quarterstaff +3

+10

1d6+5 bludgeoning

Number of Attacks: 1

ATTACKS & SPELLCASTING

15

PASSIVE WISDOM (PERCEPTION)

Tool Proficiencies: Playing Card Set

Weapon Proficiencies: Crossbow, light;  
Dagger; Dart; Quarterstaff; Sling

Language Proficiencies: Abyssal; Common;  
Draconic

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

25

TREASURE

EQUIPMENT

Backpack  
Bag of Sand  
Book  
Clothes, fine  
Ink  
Ink pen  
Knife, Small  
Parchment x10  
Purse  
Signet ring  
Staff



# Hélène

CHARACTER NAME

54

AGE

Black

EYES

154

HEIGHT

Black

SKIN

51

WEIGHT

Black

HAIR



CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

TREASURE

CHARACTER BACKSTORY



# Wizard

SPELLCASTING CLASS

Intelligence

17

+9

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0

CANTRIPS

Acid Splash  
 Mage Hand  
 Ray of Frost  
 Shocking Grasp  
 True Strike

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

- PREPARED
- SPELL NAME
- ☐ Alarm
  - ☐ Comprehend Languages
  - ☐ Feather Fall
  - ☐ Illusory Script
  - ☐ Longstrider
  - ☐
  - ☐
  - ☐
  - ☐
  - ☐
  - ☐

2

3

- ☐ Continual Flame
- ☐ Darkvision
- ☐ Flaming Sphere
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐

3

3

- ☐ Fear
- ☐ Fly
- ☐ Major Image
- ☐ Remove Curse
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐

4

3

- ☐ Arcane Eye
- ☐ Banishment
- ☐ Confusion
- ☐ Fire Shield
- ☐ Polymorph
- ☐ Secret Chest
- ☐ Stoneskin
- ☐
- ☐
- ☐
- ☐

5

2

- ☐ Conjure Elemental
- ☐ Dominate Person
- ☐ Hold Monster
- ☐ Seeming
- ☐ Wall of Force
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐

6

1

- ☐ Circle of Death
- ☐ Eyebite
- ☐ Guards and Wards
- ☐ Sunbeam
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐

7

1

- ☐ Etherealness
- ☐ Forcecage
- ☐ Mirage Arcane
- ☐ Simulacrum
- ☐ Teleport
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐

8

1

- ☐ Antipathy/Sympathy
- ☐ Clone
- ☐ Sunburst
- ☐
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- ☐
- ☐
- ☐
- ☐

9

- ☐
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## -----Other Traits-----

Arcane Recovery. When you finish a short rest, regain spell slots totalling no more than 8, and each must be 5th level or lower. (use once/day).

Divination Savant. Beginning when you select this school at 2nd level, the gold and time you must spend to copy a divination spell into your spellbook is halved.

Equipment. You possess a scroll of pedigree. Enter this manually as a custom item.

Expert Divination . Beginning at 6th level, casting divination spells comes so easily to you that it expends only a fraction of your spellcasting efforts. When you cast a divination spell of 2nd level or higher using a spell slot, you regain one expended spell slot. The slot you regain must be of a level lower than the spell you cast and can't be higher than 5th level.

Greater Portent. Starting at 14th level, the visions in your dreams intensify and paint a more accurate picture in your mind of What is to come. You roll three d20 for your Portent feature, rather than two.

Portent. Starting at 2nd level when you choose this school, glimpses of the future begin to press in on your awareness. When you finish a long rest, roll two d20 and record the numbers rolled. You can replace any attack roll, saving throw, or ability check made by you or a creature that you can see with one of these foretelling rolls. You must choose to do so before the roll, and you can replace a roll in this way only once per turn. Each foretelling roll can be used only once. When you finish a long rest, you lose any unused foretelling rolls.

Position of Privilege. Thanks to your noble birth, people are inclined to think the best of you. You are welcome in high society, and people assume you have the right to be wherever you are. The common folk make every effort to accommodate you and avoid your displeasure, and other people of high birth treat you as a member of the same social sphere. You can secure an audience with a local noble if you need to.

The Third Eye. Starting at 10th level, you can use your action to increase your powers of perception. When you do so, choose one of the following benefits, which lasts until you are incapacitated or you take a short or long rest. You can't use the feature again until you finish a rest.

Darkvision: You gain darkvision out to a range of 60 feet, as described in chapter 8.

Ethereal Sight: You can see into the Ethereal Plane within 60 feet of you.

Greater Comprehension: You can read any language.

See Invisibility: You can see invisible creatures and objects within 10 feet of you that are within line of sight.

**Acid Splash**

Wizard Cantrip Conjuration DC 17 Spell Mod +9

**1 Act.** **60 ft** **V,S** **Inst**

You hurl a bubble of acid. Choose one creature within range, or choose two creatures within range that are within 5 feet of each other. A target must succeed on a Dexterity saving throw or take 1d6 acid damage. This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

**Mage Hand**

Wizard Cantrip Conjuration DC 17 Spell Mod +9

**1 Act.** **30 ft** **V,S** **1 min**

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**

Wizard Cantrip Evocation DC 17 Spell Mod +9

**1 Act.** **60 ft** **V,S** **Inst**

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).

**Shocking Grasp**

Wizard Cantrip Evocation DC 17 Spell Mod +9

**1 Act.** **Touch** **V,S** **Inst**

Lightning springs from your hand to deliver a shock to a creature you try to touch. Make a melee spell attack against the target. You have advantage on the attack roll if the target is wearing armor made of metal. On a hit, the target takes 1d8 lightning damage, and it can't take reactions until the start of its next turn. The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

**True Strike**

Wizard Cantrip Divination DC 17 Spell Mod +9

**1 Act.** **30 ft** **S** **Conc, 1 Rnd**

You extend your hand and point a finger at a target in range. Your magic grants you a brief insight into the target's defenses. On your next turn, you gain advantage on your first attack roll against the target, provided that this spell hasn't ended.

**Etherealness**

Wizard Level 7 Transmutation DC 17 Spell Mod +9

**1 Act.** **Self** **V,S** **Up to 8 hrs**

You step into the border regions of the Ethereal Plane, in the area where it overlaps with your current plane. You remain in the Border Ethereal for the duration or until you use your action to dismiss the spell. During this time, you can move in any direction. If you move up or down, every foot of movement costs an extra foot. You can see and hear the plane you originated from, but everything there looks gray, and you can't see anything more than 60 feet away. While on the Ethereal Plane, you can only affect and be affected by other creatures on that plane. Creatures that aren't on the Ethereal Plane can't perceive you and can't interact with you, unless a special ability or magic has given them the ability to do so. You ignore all objects and effects that aren't on the Ethereal Plane, allowing you to move through objects you perceive on the

**Forcecage**

Wizard Level 7 Evocation DC 17 Spell Mod +9

**1 Act.** **100 ft** **V,S,M** **1 hr**

Ruby dust worth 1,500 gp

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 the area, are pushed away from the center of the area until they are completely outside the area. A creature inside the cage can't leave it by nonmagical means. If the creature tries to use

**Mirage Arcane**

Wizard Level 7 Illusion DC 17 Spell Mod +9

**10 mins** **Sight** **V,S** **10 days**

You make terrain in an area up to 1 mile square look, sound, smell, and even feel like some other sort of terrain. The terrain's general shape remains the same, however. Open fields or a road could 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. Similarly, you can alter the appearance of structures, or add them where none are present. The spell doesn't disguise, conceal, or add creatures. The illusion includes audible, visual, tactile, and olfactory elements, so it can turn clear ground into difficult terrain (or vice versa) or otherwise impede movement through the area. Any piece of the illusory terrain (such as a rock or stick) that is removed from the spell

**Simulacrum**

Wizard Level 7 Illusion DC 17 Spell Mod +9

**12 hrs** **Touch** **V,S,M** **Until dispelled**

*Snow or ice in quantities sufficient to make a life-size copy of the duplicated creature; some hair, fingernail clippings, or other piece of that creature's body placed inside the snow or ice; and powdered ruby worth*

You shape an illusory duplicate of one beast or humanoid that is within range for the entire casting time of the spell. The duplicate is a creature, partially real and formed from ice or snow, and it can take actions and otherwise be affected as a normal creature. It appears to be the same as the original, but it has half the creature's hit point maximum and is formed without any equipment. Otherwise, the illusion uses all the statistics of the creature it duplicates. The simulacrum is friendly to you and creatures you designate. It obeys your spoken commands, moving and acting in accordance with your wishes and acting on your turn in combat. The simulacrum lacks the ability to learn or become more powerful, so it never increases its level or other abilities, nor can it regain expended spell slots. If the simulacrum is damaged, you can repair it in

<p><b>Etherealness</b> <i>(reverse)</i></p> <p>plane you originated from. When the spell ends, you immediately return to the plane you originated from in the spot you currently occupy. If you occupy the same spot as a solid object or creature when this happens, you are immediately shunted to the nearest unoccupied space that you can occupy and take force damage equal to twice the number of feet you are moved. This spell has no effect if you cast it while you are on the Ethereal Plane or a plane that doesn't border it, such as one of the Outer Planes. At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, you can target up to three willing creatures (including you) for each slot level above 7th. The creatures must be within 10 feet of you when you cast the spell.</p>		
<p><b>Simulacrum</b> <i>(reverse)</i></p> <p>an alchemical laboratory, using rare herbs and minerals worth 100 gp per hit point it regains. The simulacrum lasts until it drops to 0 hit points, at which point it reverts to snow and melts instantly. If you cast this spell again, any currently active duplicates you created with this spell are instantly destroyed.</p>	<p><b>Mirage Arcane</b> <i>(reverse)</i></p> <p>area disappears immediately. Creatures with truesight can see through the illusion to the terrain's true form; however, all other elements of the illusion remain, so while the creature is aware of the illusion's presence, the creature can still physically interact with the illusion.</p>	<p><b>Forcecage</b> <i>(reverse)</i></p> <p>teleportation or interplanar travel to leave the cage, it must first make a Charisma saving throw. On a success, the creature can use that magic to exit the cage. On a failure, the creature can't exit the cage and wastes the use of the spell or effect. The cage also extends into the Ethereal Plane, blocking ethereal travel. This spell can't be dispelled by dispel magic.</p>

**Teleport**

Wizard Level 7 Conjunction DC 17 Spell Mod +9

**1 Act.** **10 ft** **V** **Inst**

This spell instantly transports you and up to eight willing creatures of your choice 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 able to fit entirely inside a 10-foot cube, 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 d100 and consults the table. Familiarity Mishap Similar Area Off Target On Target Permanent circle — — — 01–100 Associated object — — — 01–100 Very familiar 01–05 06–13 14–24 25–100 Seen casually 01–33 34–43 44–53 54–100 Viewed once 01–43 44–53 54–73 74–100 Description 01–43 44–53 54–73 74–100 False destination

**Alarm (ritual)**

Wizard Level 1 Abjuration DC 17 Spell Mod +9

**1 min** **30 ft** **V,S,M** **8 hrs***A tiny bell and a piece of fine silver wire*

You set an alarm against unwanted intrusion. Choose a door, a window, or an area within range that is no larger than a 20-foot cube. Until the spell ends, an alarm alerts you whenever a Tiny or larger creature touches or enters the warded area. When you cast the spell, you can designate creatures that won't set off the alarm. You also choose whether the alarm is mental or audible. A mental alarm alerts you with a ping in your mind if you are within 1 mile of the warded area. This ping awakens you if you are sleeping. An audible alarm produces the sound of a hand bell for 10 seconds within 60 feet.

**Comprehend Languages (ritual)**

Wizard Level 1 Divination DC 17 Spell Mod +9

**1 Act.** **Self** **V,S,M** **1 hr***A pinch of soot and salt*

For the duration, you understand the literal meaning of any spoken language that you hear. You also understand any 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 secret messages in a text or a glyph, such as an arcane sigil, that isn't part of a written language.

**Feather Fall**

Wizard Level 1 Transmutation DC 17 Spell Mod +9

**1 reAct.** **60 ft** **V,M** **1 min***A small feather or piece of down*

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 the creature lands before the spell ends, it takes no falling damage and can land on its feet, and the spell ends for that creature.

**Illusory Script (ritual)**

Wizard Level 1 Illusion DC 17 Spell Mod +9

**1 min** **Touch** **S,M** **10 days***A lead-based ink worth at least 10 gp, which the spell consumes*

You write on parchment, paper, or some other suitable writing material and imbue it with a potent illusion that lasts for the duration. To you and any creatures you designate when you cast the spell, the writing appears normal, written in your hand, and conveys whatever meaning you intended when you wrote the text. To all others, the writing appears as if it were written in an unknown or magical script that is unintelligible. Alternatively, you can cause the writing to appear to be an entirely different message, written in a different hand and language, though the language must be one you know. Should the spell be dispelled, the original script and the illusion both disappear. A creature with truesight can read the hidden message.

**Longstrider**

Wizard Level 1 Transmutation DC 17 Spell Mod +9

**1 Act.** **Touch** **V,S,M** **1 hr***A pinch of dirt*

You touch a creature. The target's speed increases by 10 feet until the spell ends. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

**Arcane Eye**

Wizard Level 4 Divination DC 17 Spell Mod +9

**1 Act.** **30 ft** **V,S,M** **Conc., 1 hr***A bit of bat fur*

You create an invisible, magical eye within range that hovers in the air for the duration. You mentally receive visual information from the eye, which has normal vision and darkvision out to 30 feet. The eye can look in every direction. As an action, you can move the eye up to 30 feet in any direction. There is no limit to how far away from you the eye can move, but it can't enter another plane of existence. A solid barrier blocks the eye's movement, but the eye can pass through an opening as small as 1 inch in diameter.

**Banishment**

Wizard Level 4 Abjuration DC 17 Spell Mod +9

**1 Act.** **60 ft** **V,S,M** **Conc., 1 min***An item distasteful to the target*

You attempt to send one creature that you can see within range to another plane of existence. The target must succeed on a Charisma saving throw or be banished. If the target is native to the plane of existence you're on, you banish the target to a harmless demiplane. While there, the target is incapacitated. The target remains there until the spell ends, at which point the target reappears in the space it left or in the nearest unoccupied space if that space is occupied. If the target is native to a different plane of existence than the one you're on, the target is banished with a faint popping noise, returning to its home plane. If the spell ends before 1 minute has passed, the target reappears in the space it left or in the nearest unoccupied space if that space is occupied. Otherwise, the target doesn't return. At Higher Levels. When you cast this spell

**Confusion**

Wizard Level 4 Enchantment DC 17 Spell Mod +9

**1 Act.** **90 ft** **V,S,M** **Conc., 1 min***Three nut shells*

This spell assaults and twists creatures' minds, spawning delusions and provoking uncontrolled action. Each creature in a 10-foot-radius sphere centered on a point you choose within range must succeed on a Wisdom saving throw when you cast this spell or be affected by it. An affected target can't take reactions and must roll a d10 at the start of each of its turns to determine its behavior for that turn. d10 Behavior 1 The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action this turn. 2–6 The creature doesn't move or take actions this turn. 7–8 The creature uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does

		<p><b>Teleport (reverse)</b> 01–50 51–100 — — Familiarity. “Permanent circle” means a permanent teleportation circle whose sigil sequence you know. “Associated object” means that you possess an object taken from the desired destination within the last six months, such as a book from a wizard’s library, bed linen from a royal suite, or a chunk of marble from a lich’s secret tomb. “Very familiar” is a place you have been very often, a place you have carefully studied, or a place you can see when you cast the spell. “Seen casually” is someplace you have seen more than once but with which you aren’t very familiar. “Viewed once” is a place you have seen once, possibly using magic. “Description” is a place whose location and appearance 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 familiar location that no longer exists. On Target. You and your group (or the target object) appear where you want to. Off Target. You and your group (or the target object) appear a random distance away from the</p>
<p><b>Confusion (reverse)</b> nothing this turn. 9–10 The creature can act and move normally. At the end of each of its turns, an affected target can make a Wisdom saving throw. If it succeeds, this effect ends for that target. At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the radius of the sphere increases by 5 feet for each slot level above 4th.</p>	<p><b>Banishment (reverse)</b> using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 4th.</p>	



## Fire Shield

Wizard Level 4 Evocation DC 17 Spell Mod +9

1 Act. Self V,S,M 10 mins

A bit of phosphorus or a firefly

Thin and wispy flames wreath your body for the duration, shedding bright light in a 10-foot radius and dim light for an additional 10 feet. You can end the spell early by using an action to dismiss it. The flames provide you with a warm shield or a chill shield, as you choose. The warm shield grants you resistance to cold damage, and the chill shield grants you resistance to fire damage. In addition, whenever a creature within 5 feet of you hits you with a melee attack, the shield erupts with flame. The attacker takes 2d8 fire damage from a warm shield, or 2d8 cold damage from a cold shield.

## Polymorph

Wizard Level 4 Transmutation DC 17 Spell Mod +9

1 Act. 60 ft V,S,M Conc, 1 hr

A caterpillar cocoon

This spell transforms a creature that you can see within range into a new form. An unwilling creature must make a Wisdom saving throw to avoid the effect. The spell has no effect on a shapechanger or a creature with 0 hit points. The transformation lasts for the duration, or until the target drops to 0 hit points or dies. The new form can be any beast whose challenge rating is equal to or less than the target's (or the target's level, if it doesn't have a challenge rating). The target's game statistics, including mental ability scores, are replaced by the statistics of the chosen beast. It retains its alignment and personality. The target assumes the hit points of its new form. When it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess

## Secret Chest

Wizard Level 4 Conjuration DC 17 Spell Mod +9

1 Act. Touch V,S,M Inst

An exquisite chest, 3 feet by 2 feet by 2 feet, constructed from rare materials worth at least 5,000 gp, and a tiny replica made from the same materials worth at least 50 gp

You hide a chest, and all its contents, on the Ethereal Plane. You must touch the chest and the miniature replica that serves as a material component for the spell. The chest can contain up to 12 cubic feet of nonliving material (3 feet by 2 feet by 2 feet). While the chest remains on the Ethereal Plane, you can use an action and touch the replica to recall the chest. It appears in an unoccupied space on the ground within 5 feet of you. You can send the chest back to the Ethereal Plane by using an action and touching both the chest and the replica. After 60 days, there is a cumulative 5 percent chance per day that the spell's effect ends. This effect ends if you cast this spell again, if the smaller replica chest is destroyed, or if you choose to end the spell as an action. If the spell ends and the larger chest is on the Ethereal Plane, it is irretrievably lost.

## Stoneskin

Wizard Level 4 Abjuration DC 17 Spell Mod +9

1 Act. Touch V,S,M Conc, 1 hr

Diamond dust worth 100 gp, which the spell consumes

This spell turns the flesh of a willing creature you touch as hard as stone. Until the spell ends, the target has resistance to nonmagical bludgeoning, piercing, and slashing damage.

## Circle of Death

Wizard Level 6 Necromancy DC 17 Spell Mod +9

1 Act. 150 ft V,S,M Inst

The powder of a crushed black pearl worth at least 500 gp

A sphere of negative energy ripples out in a 60-foot radius sphere from a point within range. Each creature in that area must make a Constitution saving throw. A target takes 8d6 necrotic damage on a failed save, or half as much damage on a successful one. At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage increases by 2d6 for each slot level above 6th.

## Eyebite

Wizard Level 6 Necromancy DC 17 Spell Mod +9

1 Act. Self V,S Conc, 1 min

For the spell's duration, your eyes become an inky void imbued with dread power. One creature of your choice within 60 feet of you that you can see must succeed on a Wisdom saving throw or be affected by one of the following effects of your choice for the duration. On each of your turns until the spell ends, you can use your action to target another creature but can't target a creature again if it has succeeded on a saving throw against this casting of eyebite. Asleep. The target falls unconscious. It wakes up if it takes any damage or if another creature uses its action to shake the sleeper awake. Panicked. The target is frightened of you. On each of its turns, the frightened creature must take the Dash action and move away from you by the safest and shortest available route, unless there is nowhere to move. If the target moves to a

## Guards and Wards

Wizard Level 6 Abjuration DC 17 Spell Mod +9

10 mins Touch V,S,M 24 hrs

Burning incense, a small measure of brimstone and oil, a knotted string, a small amount of umber hulk blood, and a small silver rod worth at least 10 gp

You create a ward that protects up to 2,500 square feet of floor space (an area 50 feet square, or one hundred 5-foot squares or twenty-five 10-foot squares). The warded area can be up to 20 feet tall, and shaped as you desire. You can ward several stories of a stronghold by dividing the area among them, as long as you can walk into each contiguous area while you are casting the spell. When you cast this spell, you can specify individuals that are unaffected by any or all of the effects that you choose. You can also specify a password that, when spoken aloud, makes the speaker immune to these effects. Guards and wards creates the following effects within the warded area. Corridors. Fog fills all the warded corridors, making them heavily obscured. In addition, at each intersection or branching passage offering a choice of

## Sunbeam

Wizard Level 6 Evocation DC 17 Spell Mod +9

1 Act. Self V,S,M Conc, 1 min

A magnifying glass

A beam of brilliant light flashes out from your hand in a 5-foot-wide, 60-foot-long line. Each creature in the line must make a Constitution saving throw. On a failed save, a creature takes 6d8 radiant damage and is blinded until your next turn. On a successful save, it takes half as much damage and isn't blinded by this spell. Undead and oozes have disadvantage on this saving throw. You can create a new line of radiance as your action on any turn until the spell ends. For the duration, a mote of brilliant radiance shines in your hand. It sheds bright light in a 30-foot radius and dim light for an additional 30 feet. This light is sunlight.

## Fear

Wizard Level 3 Illusion DC 17 Spell Mod +9

1 Act. Self V,S,M Conc, 1 min

A white feather or the heart of a hen

You project a phantasmal image of a creature's worst fears. Each creature in a 30-foot cone must succeed on a Wisdom saving throw or drop whatever it is holding and become frightened for the duration. While frightened by this spell, a creature must take the Dash action and move away from you by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to you, the creature can make a Wisdom saving throw. On a successful save, the spell ends for that creature.

	<p><b>Polymorph</b> <i>(reverse)</i> 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.</p>	
<p><b>Eyebite</b> <i>(reverse)</i> place at least 60 feet away from you where it can no longer see you, this effect ends. Sickened. The target has disadvantage on attack rolls and ability checks. At the end of each of its turns, it can make another Wisdom saving throw. If it succeeds, the effect ends.</p>		
		<p><b>Guards and Wards</b> <i>(reverse)</i> direction, there is a 50 percent chance that a creature other than you will believe it is going in the opposite direction from the one it chooses. Doors. All doors in the warded area are magically locked, as if sealed by an arcane lock spell. In addition, you can cover up to ten doors with an illusion (equivalent to the illusory object function of the minor illusion spell) to make them appear as plain sections of wall. Stairs. Webs fill all stairs in the warded area from top to bottom, as the web spell. These strands regrow in 10 minutes if they are burned or torn away while guards and wards lasts. Other Spell Effect. You can place your choice of one of the following magical effects within the warded area of the stronghold. • Place dancing lights in four corridors. You can designate a simple program that the lights repeat as long as guards and wards lasts. • Place magic mouth in two locations. • Place stinking cloud in two locations. The vapors appear in the places you designate; they return within 10 minutes if dispersed by wind while guards and wards lasts. • Place a constant gust of wind in one corridor or room. • Place a suggestion in one location. You select</p>

<div> <div> <div>Fly</div> <div> <div>Wizard Level 3 Transmutation DC 17 Spell Mod +9</div> <div> <div>1 Act.</div> <div>Touch</div> <div>V,S,M</div> <div>Conc, 10 mins</div> </div> </div> <div>A wing feather from any bird</div> </div> <div> <p>You touch a willing creature. The target gains a flying speed of 60 feet for the duration. When the spell ends, the target falls if it is still aloft, unless it can stop the fall. At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for each slot level above 3rd.</p> </div> </div>	<div> <div> <div>Major Image</div> <div> <div>Wizard Level 3 Illusion DC 17 Spell Mod +9</div> <div> <div>1 Act.</div> <div>120 ft</div> <div>V,S,M</div> <div>Conc, 10 mins</div> </div> </div> <div>A bit of fleece</div> </div> <div> <p>You create the image of an object, a creature, or some other visible phenomenon that is no larger than a 20-foot cube. The image appears at a spot that you can see within range and lasts for the duration. It seems completely real, including sounds, smells, and temperature appropriate to the thing depicted. You can't create sufficient heat or cold to cause damage, a sound loud enough to deal thunder damage or deafen a creature, or a smell that might sicken a creature (like a troglodyte's stench). As long as you are within range of the illusion, you can use your action to cause the image to move to any other spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be</p> </div> </div>	<div> <div> <div>Remove Curse</div> <div> <div>Wizard Level 3 Abjuration DC 17 Spell Mod +9</div> <div> <div>1 Act.</div> <div>Touch</div> <div>V,S</div> <div>Inst</div> </div> </div> </div> <div> <p>At your touch, all curses affecting one creature or object end. If the object is a cursed magic item, its curse remains, but the spell breaks its owner's attunement to the object so it can be removed or discarded.</p> </div> </div>
<div> <div> <div>Continual Flame</div> <div> <div>Wizard Level 2 Evocation DC 17 Spell Mod +9</div> <div> <div>1 Act.</div> <div>Touch</div> <div>V,S,M</div> <div>Until dispelled</div> </div> </div> <div>Ruby dust worth 50 gp, which the spell consumes</div> </div> <div> <p>A flame, equivalent in brightness to a torch, springs forth from an object that you touch. The effect looks like a regular flame, but it creates no heat and doesn't use oxygen. A continual flame can be covered or hidden but not smothered or quenched.</p> </div> </div>	<div> <div> <div>Darkvision</div> <div> <div>Wizard Level 2 Transmutation DC 17 Spell Mod +9</div> <div> <div>1 Act.</div> <div>Touch</div> <div>V,S,M</div> <div>8 hrs</div> </div> </div> <div>Either a pinch of dried carrot or an agate</div> </div> <div> <p>You touch a willing creature to grant it the ability to see in the dark. For the duration, that creature has darkvision out to a range of 60 feet.</p> </div> </div>	<div> <div> <div>Flaming Sphere</div> <div> <div>Wizard Level 2 Conjuration DC 17 Spell Mod +9</div> <div> <div>1 Act.</div> <div>60 ft</div> <div>V,S,M</div> <div>Conc, 1 min</div> </div> </div> <div>A bit of tallow, a pinch of brimstone, and a dusting of powdered iron</div> </div> <div> <p>A 5-foot-diameter sphere of fire appears in an unoccupied space of your choice within range and lasts for the duration. Any creature that ends its turn within 5 feet of the sphere must make a Dexterity saving throw. The creature takes 2d6 fire damage on a failed save, or half as much damage on a successful one. As a bonus action, you can move the sphere up to 30 feet. If you ram the sphere into a creature, that creature must make the saving throw against the sphere's damage, and the sphere stops moving this turn. When you move the sphere, you can direct it over barriers up to 5 feet tall and jump it across pits up to 10 feet wide. The sphere ignites flammable objects not being worn or carried, and it sheds bright light in a 20-foot radius and dim light for an additional 20 feet. At Higher Levels. When you cast this spell using a spell slot of 3rd level or</p> </div> </div>
<div> <div> <div>Conjure Elemental</div> <div> <div>Wizard Level 5 Conjuration DC 17 Spell Mod +9</div> <div> <div>1 min</div> <div>90 ft</div> <div>V,S,M</div> <div>Conc, 1 hr</div> </div> </div> <div>Burning incense for air, soft clay for earth, sulfur and phosphorus for fire, or water and sand for water</div> </div> <div> <p>You call forth an elemental servant. Choose an area of air, earth, fire, or water that fills a 10-foot cube within range. An elemental of challenge rating 5 or lower appropriate to the area you chose appears in an unoccupied space within 10 feet of it. For example, a fire elemental emerges from a bonfire, and an earth elemental rises up from the ground. The elemental disappears when it drops to 0 hit points or when the spell ends. The elemental is friendly to you and your companions for the duration. Roll initiative for the elemental, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the elemental, it defends itself from hostile creatures but otherwise takes no actions. If your concentration is broken, the elemental doesn't disappear. Instead, you lose</p> </div> </div>	<div> <div> <div>Dominate Person</div> <div> <div>Wizard Level 5 Enchantment DC 17 Spell Mod +9</div> <div> <div>1 Act.</div> <div>60 ft</div> <div>V,S</div> <div>Conc, 1 min</div> </div> </div> </div> <div> <p>You attempt to beguile a humanoid that you can see within range. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw. While the target is charmed, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as "Attack that creature," "Run over there," or "Fetch that object." If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability. You can use your action to take total and precise control of the target. Until</p> </div> </div>	<div> <div> <div>Hold Monster</div> <div> <div>Wizard Level 5 Enchantment DC 17 Spell Mod +9</div> <div> <div>1 Act.</div> <div>90 ft</div> <div>V,S,M</div> <div>Conc, 1 min</div> </div> </div> <div>A small, straight piece of iron</div> </div> <div> <p>Choose a creature that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. This spell has no effect on undead. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target. At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can target one additional creature for each slot level above 5th. The creatures must be within 30 feet of each other when you target them.</p> </div> </div>

	<p><b>Major Image</b> <i>(reverse)</i></p> <p>walking. Similarly, you can cause the illusion to make different sounds at different times, even making it carry on a conversation, for example. Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through the image, and its other sensory qualities become faint to the creature. At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the spell lasts until dispelled, without requiring your concentration.</p>	
<p><b>Flaming Sphere</b> <i>(reverse)</i></p> <p>higher, the damage increases by 1d6 for each slot level above 2nd.</p>		
	<p><b>Dominate Person</b> <i>(reverse)</i></p> <p>the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time you can also cause the creature to use a reaction, but this requires you to use your own reaction as well. Each time the target takes damage, it makes a new Wisdom saving throw against the spell. If the saving throw succeeds, the spell ends. At Higher Levels. When you cast this spell using a 6th-level spell slot, the duration is concentration, up to 10 minutes. When you use a 7th-level spell slot, the duration is concentration, up to 1 hour. When you use a spell slot of 8th level or higher, the duration is concentration, up to 8 hours.</p>	<p><b>Conjure Elemental</b> <i>(reverse)</i></p> <p>control of the elemental, it becomes hostile toward you and your companions, and it might attack. An uncontrolled elemental can't be dismissed by you, and it disappears 1 hour after you summoned it. The GM has the elemental's statistics. At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the challenge rating increases by 1 for each slot level above 5th.</p>

<p><b>Seeming</b>  Wizard Level 5 Illusion DC 17 Spell Mod +9</p> <p><b>1 Act.</b> <b>30 ft</b> <b>V,S</b> <b>8 hrs</b></p> <p>This spell allows you to change the appearance of any number of creatures that you can see within range. You give each target you choose a new, illusory appearance. An unwilling target can make a Charisma saving throw, and if it succeeds, it is unaffected by this spell. The spell disguises physical appearance as well as clothing, armor, weapons, and equipment. You can make each creature seem 1 foot shorter or taller and appear thin, fat, or in between. You can't change a target's body type, so you must choose a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you. The spell lasts for the duration, unless you use your action to dismiss it sooner. The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to a creature's outfit,</p>	<p><b>Wall of Force</b>  Wizard Level 5 Evocation DC 17 Spell Mod +9</p> <p><b>1 Act.</b> <b>120 ft</b> <b>V,S,M</b> <b>Conc, 10 mins</b></p> <p>A pinch of powder made by crushing a clear gemstone</p> <p>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 sphere 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. It 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 (your choice 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</p>	<p><b>Antipathy/Sympathy</b>  Wizard Level 8 Enchantment DC 17 Spell Mod +9</p> <p><b>1 hr</b> <b>60 ft</b> <b>V,S,M</b> <b>10 days</b></p> <p>Either a lump of alum soaked in vinegar for the antipathy effect or a drop of honey for the sympathy effect</p> <p>This spell attracts or repels creatures of your choice. You target something within range, either a Huge or smaller object or creature or an area that is no larger than a 200-foot cube. Then specify a kind of intelligent creature, such as red dragons, goblins, or vampires. You invest the target with an aura that either attracts or repels the specified creatures for the duration. Choose antipathy or sympathy as the aura's effect. Antipathy. The enchantment causes creatures of the kind you designated to feel an intense urge to leave the area and avoid the target. When such a creature can see the target or comes within 60 feet of it, the creature must succeed on a Wisdom saving throw or become frightened. The creature remains frightened while it can see the target or is within 60 feet of it. While frightened by the target, the creature must use</p>
<p><b>Clone</b>  Wizard Level 8 Necromancy DC 17 Spell Mod +9</p> <p><b>1 hr</b> <b>Touch</b> <b>V,S,M</b> <b>Inst</b></p> <p>A diamond worth at least 1,000 gp and at least 1 cubic inch of flesh of the creature that is to be cloned, which the spell consumes, and a vessel worth at least 2,000 gp that has a sealable lid and is large enough</p> <p>This spell grows an inert duplicate of a living creature as a safeguard against death. This clone forms inside a sealed vessel and grows to full size and maturity after 120 days; you can also choose to have the clone be a younger version of the same creature. It remains inert and endures indefinitely, as long as its vessel remains undisturbed. At any time after the clone matures, if the original creature dies, its soul transfers to the clone, provided that the soul is free and willing to return. The clone is physically identical to the original and has the same personality, memories, and abilities, but none of the original's equipment. The original creature's physical remains, if they still exist, become inert and can't thereafter be restored to life, since the creature's soul is elsewhere.</p>	<p><b>Sunburst</b>  Wizard Level 8 Evocation DC 17 Spell Mod +9</p> <p><b>1 Act.</b> <b>150 ft</b> <b>V,S,M</b> <b>Inst</b></p> <p>Fire and a piece of sunstone</p> <p>Brilliant sunlight flashes in a 60-foot radius centered on a point you choose within range. Each creature in that light must make a Constitution saving throw. On a failed save, a creature takes 12d6 radiant damage and is blinded for 1 minute. On a successful save, it takes half as much damage and isn't blinded by this spell. Undead and oozes have disadvantage on this saving throw. A creature blinded by this spell makes another Constitution saving throw at the end of each of its turns. On a successful save, it is no longer blinded. This spell dispels any darkness in its area that was created by a spell.</p>	

<p><b>Antipathy/Sympathy</b> <i>(reverse)</i></p> <p>its movement to move to the nearest safe spot from which it can't see the target. If the creature moves more than 60 feet from the target and can't see it, the creature is no longer frightened, but the creature becomes frightened again if it regains sight of the target or moves within 60 feet of it. Sympathy. The enchantment causes the specified creatures to feel an intense urge to approach the target while within 60 feet of it or able to see it. When such a creature can see the target or comes within 60 feet of it, the creature must succeed on a Wisdom saving throw or use its movement on each of its turns to enter the area or move within reach of the target. When the creature has done so, it can't willingly move away from the target. If the target damages or otherwise harms an affected creature, the affected creature can make a Wisdom saving throw to end the effect, as described below. Ending the Effect. If an affected creature ends its turn while not within 60 feet of the target or able to see it, the creature makes a Wisdom saving throw. On a successful save, the creature is no longer affected by the target and recognizes the</p>	<p><b>Wall of Force</b> <i>(reverse)</i></p> <p>the Ethereal Plane, blocking ethereal travel through the wall.</p>	<p><b>Seeming</b> <i>(reverse)</i></p> <p>objects pass through the hat, and anyone who touches it would feel nothing or would feel the creature's head and hair. If you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair. A creature can use its action to inspect a target and make an Intelligence (Investigation) check against your spell save DC. If it succeeds, it becomes aware that the target is disguised.</p>