



SPELLCASTING CLASS

INTELLIGENCE

SPELLCASTING ABILITY

14

SPELL SAVE DC

6

SPELL ATTACK BONUS

0

CANTRIPS

☐ Minor Illusion

☐ Prestidigitation

☐ Mold Earth

☐ Control Flames

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

☐ Disguise Self

☐ Feather Fall

☐ Shield

☐ Sleep

2

3

☐ Darkvision

☐ Invisibility

☐ Wristpocket

3

3

☐ Fly

☐ Fireball

☐ Erupting Earth

4

1

☐ Polymorph

5

0

6

0

7

0

8

0

9

0

FEATURES & TRAITS

Ritual Casting

You can cast a wizard spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared.

Arcane Recovery

You have learned to regain some of your magical energy by studying your spellbook. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your wizard level (rounded up), and none of the slots can be 6th level or higher. For example, if you're a 4th-level wizard, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots.

Minor Conjunction

Starting at 2nd level when you select this school, you can use your action to conjure up an inanimate object in your hand or on the ground in an unoccupied space that you can see within 10 feet of you. This object can be no larger than 3 feet on a side and weigh no more than 10 pounds, and its form must be that of a nonmagical object that you have seen. The object is visibly magical, radiating dim light out to 5 feet. The object disappears after 1 hour, when you use this feature again, or if it takes or deals any damage.

Benign Transportation

Starting at 6th level, you can use your action to teleport up to 30 feet to an unoccupied space that you can see. Alternatively, you can choose a space within range that is occupied by a Small or Medium creature. If that creature is willing, you both teleport, swapping places. Once you use this feature, you can't use it again until you finish a long rest or you cast a conjuration spell of 1st level or higher.

SPELLS

Minor Illusion

Illusion cantrip
Casting Time: 1 action
Range: 30 feet
Target: See text
Components: S M
Duration: 1 minute
Description:

You create a sound or an image of an object within range that lasts for the duration. The illusion also ends if you dismiss it as an action or cast this spell again. If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else’s voice, a lion’s roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends. If you create an image of an object—such as a chair, muddy footprints, or a small chest—it must be no larger than a 5-foot cube. The image can’t create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, because things can pass through it. If a creature uses its action to examine the sound or image, the creature can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.

Prestidigitation

Transmutation cantrip
Casting Time: 1 action
Range: 10 feet
Target: See text
Components: V S
Duration: Up to 1 hour
Description:

This spell is a minor magical trick that novice spellcasters use for practice. You create one of the following magical effects within range: You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor. You instantaneously light or snuff out a candle, a torch, or a small campfire. You instantaneously clean or soil an object no larger than 1 cubic foot. You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour. You make a color, a small mark, or a symbol appear on an object or a surface for 1 hour. You create a nonmagical trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn. If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

Mold Earth

Abjuration cantrip
Casting Time: 1 Aktion
Range: 30 Fuß
Target:
Components: S
Duration: Instant or 1 hour
Description:

You choose a portion of dirt or stone that you can see within range and that fits within a 5-foot cube. You manipulate it in one of the following ways: If you target an area of loose earth, you can instantaneously excavate it, move it along the ground, and deposit it up to 5 feet away. This movement doesn’t have enough force to cause damage. You cause shapes, colors, or both to appear on the dirt or stone, spelling out words, creating images, or shaping patterns. The changes last for 1 hour. If the dirt or stone you target is on the ground, you cause it to become difficult terrain. Alternatively, you can cause the ground to become normal terrain if it is already difficult terrain. This change lasts for 1 hour. If you cast this spell multiple times, you can have no more than two of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

Control Flames

Transmutation cantrip
Casting Time: 1 Aktion
Range: 60 Fuß
Target:
Components: S
Duration: Instant or 1 hour
Description:

You choose nonmagical flame that you can see within range and that fits within a 5-foot cube. You affect it in one of the following ways: You instantaneously expand the flame 5 feet in one direction, provided that wood or other fuel is present in the new location. You instantaneously extinguish the flames within the cube. You double or halve the area of bright light and dim light cast by the flame, change its color, or both. The change lasts for 1 hour. You cause simple shapes—such as the vague form of a creature, an inanimate object, or a location—to appear within the flames and animate as you like. The shapes last for 1 hour. If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

Disguise Self

Illusion 1
Casting Time: 1 action
Range: Self
Target: Self
Components: V S
Duration: 1 hour
Description:

You make yourself—including your clothing, armor, weapons, and other belongings on your person—look different until the spell ends or until you use your action to dismiss it. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can’t change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you. The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel your head and hair. If you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair. To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your spell save DC.

Feather Fall

Transmutation 1
Casting Time: 1 reaction, which you take when you or a creature within 60 feet of you falls
Range: 60 feet
Target: Up to five falling creatures within range
Components: V M
Duration: 1 minute
Description:

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.

Shield

Abjuration 1
Casting Time: 1 reaction, which you take when you are hit by an attack or targeted by the magic missile spell
Range: Self
Target: Self
Components: V S
Duration: 1 round
Description:
An invisible barrier of magical force appears and protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from magic missile.

Sleep
Enchantment 1
Casting Time: 1 action
Range: 90 feet
Target: Creatures within 20 feet of a point you choose within range (in ascending order of their current hit points, ignoring unconscious creatures)
Components: V S M
Duration: 1 minute
Description:
This spell sends creatures into a magical slumber. Roll 5d8; the total is how many hit points of creatures this spell can affect. Creatures within 20 feet of a point you choose within range are affected in ascending order of their current hit points (ignoring unconscious creatures). Starting with the creature that has the lowest current hit points, each creature affected by this spell falls unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creature’s hit points from the total before moving on to the creature with the next lowest hit points. A creature’s hit points must be equal to or less than the remaining total for that creature to be affected. Undead and creatures immune to being charmed aren’t affected by this spell.
At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d8 for each slot level above 1st.

Darkvision
Transmutation 2
Casting Time: 1 action
Range: Touch
Target: A willing creature
Components: V S M
Duration: 8 hours
Description:
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.

Invisibility
Illusion 2
Casting Time: 1 action
Range: Touch
Target: A creature you touch
Components: V S M
Duration: ConcentrationUp to 1 hour
Description:
A creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target’s person. The spell ends for a target that attacks or casts a spell.
At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

Wristpocket
Conjuration 2
Casting Time: 1 Aktion
Range: Self
Target:
Components: S
Duration: Concentration1 Hour
Description:
You flick your wrist, causing one object in your hand to vanish. The object, which only you can be holding and can weigh no more than 5 pounds, is transported to an extradimensional space, where it remains for the duration. Until the spell ends, you can use your action to summon the object to your free hand, and you can use your action to return the object to the extradimensional space. An object still in the pocket plane when the spell ends appears in your space, at your feet.

Fly
Transmutation 3
Casting Time: 1 action
Range: Touch
Target: A willing creature
Components: V S M
Duration: ConcentrationUp to 10 minutes
Description:
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.

Fireball
Evocation 3
Casting Time: 1 action
Range: 150 feet
Target: A point you choose within range
Components: V S M
Duration: Instantaneous
Description:
A bright streak flashes from your pointing finger to a point you choose within range and then blossoms with a low roar into an explosion of flame. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A target takes 8d6 fire damage on a failed save, or half as much damage on a successful one. The fire spreads around corners. It ignites flammable objects in the area that aren’t being worn or carried.
At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

Erupting Earth
Abjuration 3
Casting Time: 1 Aktion
Range: 120 Fuß
Target:
Components: V S
Duration:
Description:
Choose a point you can see on the ground within range. A fountain of churned earth and stone erupts in a 20-foot cube centered on that point. Each creature in that area must make a Dexterity saving throw. A creature takes 3d12 bludgeoning damage on a failed save, or half as much damage on a successful one. Additionally, the ground in that area becomes difficult terrain until cleared away. Each 5-foot-square portion of the area requires at least 1 minute to clear by hand.
At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d12 for each slot level above 3rd.

Polymorph
Transmutation 4
Casting Time: 1 action
Range: 60 feet
Target: A creature that you can see within range
Components: V S M
Duration: ConcentrationUp to 1 hour
Description:
This spell transforms a creature that you can see within range into a new form. An unwilling creature must make a Wisdom saving throw to avoid the effect. The spell has no effect on a shapechanger or a creature with 0 hit points. The transformation lasts for the duration, or until the target drops to 0 hit points or dies. The new form can be any beast whose challenge rating is equal to or less than the target’s (or the target’s level, if it doesn’t have a challenge rating). The target’s game statistics, including mental ability scores, are replaced by the statistics of the chosen beast. It retains its alignment and personality. The target assumes the hit points of its new form. When it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn’t reduce the creature’s normal form to 0 hit points, it isn’t knocked unconscious. The creature is limited in the actions it can perform by the nature of its new form, and it can’t speak, cast spells, or take any other action that requires hands or speech. The target’s gear melds into the new form. The creature can’t activate, use, wield, or otherwise benefit from any of its equipment.