



CHARACTER NAME

## CHARACTER LEVEL, RACE, & CLASS

EXPERIENCE

## BACKGROUND

## ALIGNMENT DEITY

PLAYER NAME

<b>STRENGTH</b>	<b>PROFICIENCY BONUS</b>
<b>DEXTERITY</b>	<p>Strength Dexterity Constitution Intelligence Wisdom Charisma</p> <p>CONDITIONAL</p>
<b>CONSTITUTION</b>	<b>SAVING THROWS</b>
<b>INTELLIGENCE</b>	<p>Acrobatics (Dex) Animal Handling (Wis) Arcana (Int) Athletics (Str) Deception (Cha) History (Int) Insight (Wis) Intimidation (Cha) Investigation (Int) Medicine (Wis) Nature (Int) Perception (Wis) Performance (Cha) Persuasion (Cha) Religion (Int) Sleight of Hand (Dex) Stealth (Dex) Survival (Wis)</p>
<b>WISDOM</b>	<b>SKILLS</b>
<b>CHARISMA</b>	<b>PASSIVE PERCEPTION</b>
<b>INITIATIVE</b>	

**Darkvision.** You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light.

**War Caster.** You have advantage on Constitution saving throws that you make to maintain your concentration on a spell when you take damage. You can perform the somatic components of spells even when you have weapons or a shield in one or both hands. When a hostile creature's movement provokes an opportunity attack from you, you can use your reaction to cast a spell at the creature, rather than making an opportunity attack. The spell must have a casting time of 1 action and must target only that creature.

**Lucky (3/Long Rest).** Whenever you make an attack roll, an ability check, or a saving throw, you can spend one luck point to roll an additional d20. You can choose to spend one of your luck points after you roll the die, but before the outcome is determined. You can also spend one luck point when an attack roll is made against you. Roll a d20, and then choose whether the attack uses the attacker's roll or yours.

**Arcane Recovery.** 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 5.

***Divination Savant.*** The gold and time you must spend to copy a divination spell into your spellbook is halved.

**Portent.** When you finish a long rest, roll two d20s 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.

**Expert Divination.** 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.

<p><b>Darkvision.</b> You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light.</p> <p><b>War Caster.</b> You have advantage on Constitution saving throws that you make to maintain your concentration on a spell when you take damage. You can perform the somatic components of spells even when you have weapons or a shield in one or both hands. When a hostile creature's movement provokes an opportunity attack from you, you can use your reaction to cast a spell at the creature, rather than making an opportunity attack. The spell must have a casting time of 1 action and must target only that creature.</p> <p><b>Lucky (3/Long Rest).</b> Whenever you make an attack roll, an ability check, or a saving throw, you can spend one luck point to roll an additional d20. You can choose to spend one of your luck points after you roll the die, but before the outcome is determined. You can also spend one luck point when an attack roll is made against you. Roll a d20, and then choose whether the attack uses the attacker's roll or yours.</p> <p><b>Arcane Recovery.</b> 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 5.</p> <p><b>Divination Savant.</b> The gold and time you must spend to copy a divination spell into your spellbook is halved.</p> <p><b>Portent.</b> When you finish a long rest, roll two d20s 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.</p> <p><b>Expert Divination.</b> 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.</p>	<p><b>FEATURES &amp; TRAITS</b></p> <p><b>Armor Proficiencies.</b> Light Armor, Medium Armor</p> <p><b>Weapon Proficiencies.</b> Battleaxe, Handaxe, Light Hammer, Warhammer, Dagger, Dart, Sling, Quarterstaff, Crossbow, Light</p> <p><b>Tool Proficiencies.</b> Mason's tools</p> <p><b>Languages.</b> Common, Dwarvish, Giant, Draconic</p>
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CHARACTER NAME	GENDER	AGE	HEIGHT	WEIGHT
	EYES	SKIN		HAIR

CHARACTER PORTAIT

ALLIES & ORGANIZATIONS	NAME     SYMBOL
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ALLIES &amp; ORGANIZATIONS

I'm willing to listen to every side of an argument before I make my own judgment.	PERSONALITY TRAITS
Knowledge. The path to power and self-improvement is through knowledge. (Neutral)	IDEAL
	BOND
	FLAW

PERSONALITY TRAITS

Knowledge. The path to power and self-improvement is through knowledge. (Neutral)

IDEAL

BOND

FLAW

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

BACKGROUND FEATURE

TRINKET

BACKGROUND STORY

ADDITIONAL FEATURES

## ADVENTURING GEAR

# lb.

## MAGIC ITEMS

# lb.

ATTUNED MAGIC ITEMS

/

## VALUABLES — GEMS, ART OBJECTS, TRADE GOODS

# lb.

COPPER      SILVER      ELECTRUM      GOLD      PLATINUM

## ENCUMBRANCE — LIFTING AND CARRYING

WEIGHT CARRIED

CARRY CAPACITY

PUSH, DRAG, LIFT

/

## INVENTORY — ADVENTURING GEAR, ARMS, ARMOR, AND OTHER EQUIPMENT

## ADDITIONAL TREASURE

## STORED ITEM

# lb.

## STORED ITEM

# lb.

## STORED ITEMS

## INVENTORY — ITEM DESCRIPTIONS &amp; NOTES

## QUEST ITEMS &amp; TRINKETS

Language learning progress:

- Elvish: 46/125 (letztes Update 247)

Must equip spells (Available spell slots):

- Chromatic Orb (Level 1)
- Magic Missile (Level 1)
- Shield (Level 1)
- Counterspell (Level 3)
- Fireball (Level 3)
- Hypnotic Pattern (Level 3, Concentration)

Next spells to learn:

- Tasha's Hideous Laughter (Level 1)
- Web (level 2)
- Fear (Level 3)
- Otiluke's Resilient Sphere (Level 4)
- Geas (Level 5)

Next items to buy:

- Chain Shirt +1

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How to obtain hp for the Wizard:

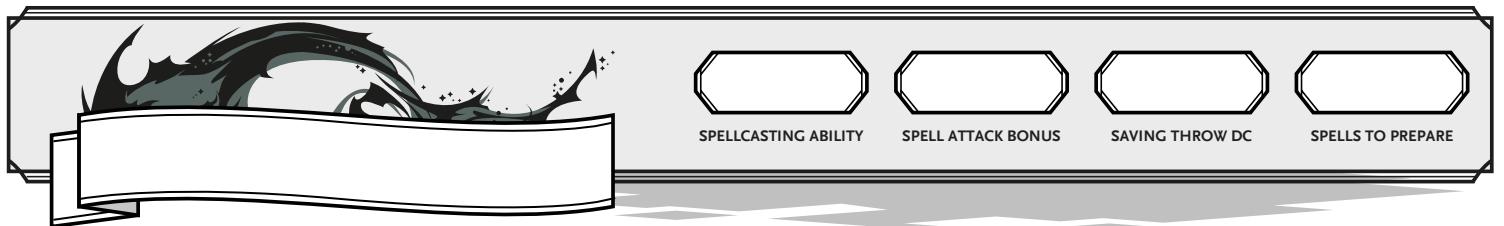
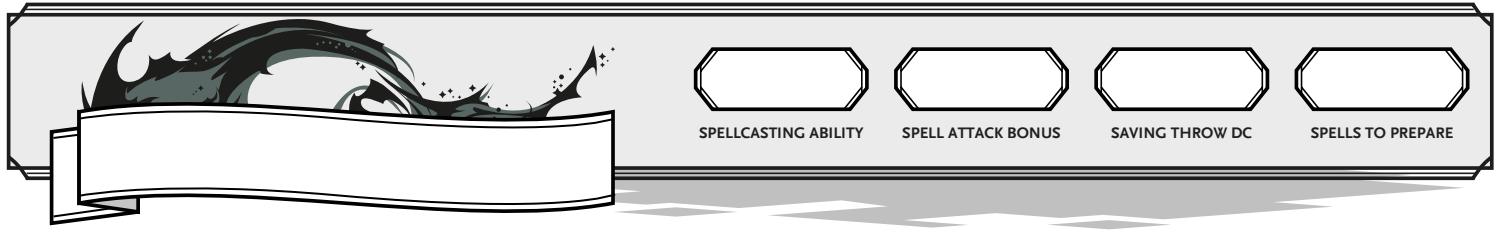
- Constitution

How to obtain armor for the Wizard:

- Dexterity
- Elven Chain (+1 AC)

NOTES

NOTES



## Chill Touch

Necromancy Cantrip

CASTING TIME 1 action

RANGE 120 feet

DURATION 1 round

COMPONENTS V, S

You create a ghostly, skeletal hand in the space of a creature within range. Make a ranged spell attack against the creature to assail it with the chill of the grave. On a hit, the target takes 1d8 necrotic damage, and it can't regain hit points until the start of your next turn. Until then, the hand clings to the target. If you hit an undead target, it also has disadvantage on attack rolls against you until the end of your next turn. This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Spellcasting (Wizard)

Player's Handbook

## Toll the Dead

Necromancy Cantrip

CASTING TIME 1 action

RANGE 60 feet

DURATION Instantaneous

COMPONENTS V, S

You point at one creature you can see within range, and the sound of a dolorous bell fills the air around it for a moment. The target must succeed on a Wisdom saving throw or take 1d8 necrotic damage. If the target is missing any of its hit points, it instead takes 1d12 necrotic damage.

The spell's damage increases by one die when you reach 5th level (2d8 or 2d12), 11th level (3d8 or 3d12), and 17th level (4d8 or 4d12).

Spellcasting (Wizard)

Xanathar's Guide to Everything

## Find Familiar

1st-level conjuration (ritual)

CASTING TIME 1 hour

RANGE 10 feet

DURATION Instantaneous

COMPONENTS V, S, M (10 gp worth of charcoal, incense, and herbs that must be consumed by fire in a brass brazier)

You gain the service of a familiar, a spirit that takes an animal form you choose: bat, cat, crab, frog (toad), hawk, lizard, octopus, owl, poisonous snake, fish (quiper), rat, raven, sea horse, spider, or weasel. Appearing in an unoccupied space within range, the familiar has the statistics of the chosen form, though it's a celestial, fey or fiend (your choice) instead of a beast.

Your familiar acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn. A familiar can't attack, but it can take other actions as normal.

When the familiar drops to 0 hit points, it disappears, leaving behind no physical form. It reappears after you cast this spell again.

While your familiar is within 100 feet of you, you can communicate with it telepathically. Additionally, as an action, you can see through your familiar's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the familiar has. During this time, you are deaf and blind with regard to your own senses.

As an action, you can temporarily dismiss your familiar. It disappears into a pocket dimension where it awaits your summons. Alternatively, you can dismiss it forever. As an action while it is temporarily dismissed, you can cause it to reappear in any unoccupied space within 30 feet of you.

You can't have more than one familiar at a time. If you cast this spell while you already have a familiar, you instead cause it to adopt a new form. Choose one of the forms from the above list. Your familiar transforms into the chosen creature.

Finally, when you cast a spell with a range of touch, your familiar can deliver the spell as if it had cast the spell. Your familiar must be within 100 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your attack modifier for the roll.

Spellcasting (Wizard)

Player's Handbook

## Mage Hand

Conjuration Cantrip

CASTING TIME 1 action

RANGE 30 feet

DURATION 1 minute

COMPONENTS V, S

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.

Spellcasting (Wizard)

Player's Handbook

## Prestidigitation

Transmutation Cantrip

CASTING TIME 1 action

RANGE 10 feet

DURATION Up to 1 hour

COMPONENTS V, S

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.

Spellcasting (Wizard)

Player's Handbook

## Chromatic Orb

1st-level evocation

CASTING TIME

1 action

RANGE

90 feet

DURATION

Instantaneous

COMPONENTS V, S, M (a diamond worth at least 50 gp)

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

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

Spellcasting (Wizard)

Player's Handbook

## Disguise Self

1st-level illusion

CASTING TIME

1 action

RANGE

Self

DURATION

1 hour

COMPONENTS V, S

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.

Spellcasting (Wizard)

Player's Handbook

## Grease

1st-level conjuration

CASTING TIME

1 action

RANGE

60 feet

DURATION

1 minute

COMPONENTS V, S, M (a bit of pork rind or butter)

Slick grease covers the ground in a 10-foot square centered on a point within range and turns it into difficult terrain for the duration. When the grease appears, each creature standing in its area must succeed on a Dexterity saving throw or fall prone. A creature that enters the area or ends its turn there must also succeed on a Dexterity saving throw or fall prone.

Spellcasting (Wizard)

Player's Handbook

## Ice Knife

1st-level conjuration

CASTING TIME

1 action

RANGE

60 feet

DURATION

Instantaneous

COMPONENTS S, M (a drop of water or piece of ice)

You create a shard of ice and fling it at one creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 piercing damage. Hit or miss, the shard then explodes. The target and each creature within 5 feet of it must succeed on a Dexterity saving throw or take 2d6 cold damage.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the cold damage increases by 1d6 for each slot level above 1st.

Spellcasting (Wizard)

Xanathar's Guide to Everything

## Identify

1st-level divination (ritual)

CASTING TIME	1 minute
RANGE	Touch
DURATION	Instantaneous
COMPONENTS	V, S, M (a pearl worth at least 100 gp and an owl feather)

You choose one object that you must touch throughout the casting of the spell. If it is a magic item or some other magic-imbued object, you learn its properties and how to use them, whether it requires attunement to use, and how many charges it has, if any. You learn whether any spells are affecting the item and what they are. If the item was created by a spell, you learn which spell created it. If you instead touch a creature throughout the casting, you learn what spells, if any, are currently affecting it.

Additional Spell

Player's Handbook

## Illusory Script

1st-level illusion (ritual)

CASTING TIME	1 minute
RANGE	Touch
DURATION	10 days
COMPONENTS	5. M (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.

Spellcasting (Wizard)

Player's Handbook

## Magic Missile

1st-level evocation

CASTING TIME	1 action
RANGE	120 feet
DURATION	Instantaneous
COMPONENTS	V, S

You create three glowing darts of magical force. Each dart hits a creature of your choice that you can see within range. A dart deals  $1d4 + 1$  force damage to its target. The darts all strike simultaneously, and you can direct them to hit one creature or several.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the spell creates one more dart for each slot level above 1st.

Spellcasting (Wizard)

Player's Handbook

## Shield

1st-level abjuration

CASTING TIME	1 reaction
RANGE	Self
DURATION	1 round
COMPONENTS	V, S

**Reaction trigger:** You are hit by an attack or targeted by the magic missile spell. 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.

Spellcasting (Wizard)

Player's Handbook

## Cloud of Daggers

2nd-level conjuration

CASTING TIME	1 action
RANGE	60 feet
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S, M (a sliver of glass)

You fill the air with spinning daggers in a cube 5 feet on each side, centered on a point you choose within range. A creature takes  $4d4$  slashing damage when it enters the spell's area for the first time on a turn or starts its turn there.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the damage increases by  $2d4$  for each slot level above 2nd.

Spellcasting (Wizard)

Player's Handbook

## Dragon's Breath

2nd-level transmutation

CASTING TIME	1 bonus action
RANGE	Touch
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S, M (a hot pepper)

You touch one willing creature and imbue it with the power to spew magical energy from its mouth, provided it has one. Choose acid, cold, fire, lightning, or poison. Until the spell ends, the creature can use an action to exhale energy of the chosen type in a 15-foot cone. Each creature in that area must make a Dexterity saving throw, taking  $3d6$  damage of the chosen type 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 3rd level or higher, the damage increases by  $1d6$  for each slot level above 2nd.

Spellcasting (Wizard)

Xanathar's Guide to Everything

## Invisibility

2nd-level illusion

CASTING TIME	1 action
RANGE	Touch
DURATION	Concentration, up to 1 hour
COMPONENTS	V, S, M (an eyelash encased in gum arabic)

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.

Spellcasting (Wizard)

Player's Handbook

## Misty Step

2nd-level conjuration

CASTING TIME	1 bonus action
RANGE	Self
DURATION	Instantaneous
COMPONENTS	V

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

Spellcasting (Wizard)

Player's Handbook

## Counterspell

3rd-level abjuration

CASTING TIME	1 reaction
RANGE	60 feet
DURATION	Instantaneous
COMPONENTS	S

**Reaction:** When you see a creature within 60 feet of you casting a spell, you attempt to interrupt the creature in the process of casting a spell. If the creature is casting a spell of 3rd level or lower, its spell fails and has no effect. If it is casting a spell of 4th level or higher, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a success, the creature's spell fails and has no effect.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the interrupted spell has no effect if its level is less than or equal to the level of the spell slot you used.

Spellcasting (Wizard)

Player's Handbook

## Fireball

3rd-level evocation

CASTING TIME	1 action
RANGE	150 feet
DURATION	Instantaneous
COMPONENTS	V, S, M (a tiny ball of bat guano and sulfur)

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.

Spellcasting (Wizard)

Player's Handbook

## Banishment

4th-level abjuration

CASTING TIME	1 action
RANGE	60 feet
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S, M (an item distasteful to the target)

You attempt to send one creature that you can see within range to another place 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 using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 4th.

Spellcasting (Wizard)

Player's Handbook

## Sickening Radiance

4th-level evocation

CASTING TIME	1 action
RANGE	120 feet
DURATION	Concentration, up to 10 minutes
COMPONENTS	V, S

Dim, greenish light spreads within a 30-foot-radius sphere centered on a point you choose within range. The light spreads around corners, and it lasts until the spell ends.

When a creature moves into the spell's area for the first time on a turn or starts its turn there, that creature must succeed on a Constitution saving throw or take 4d10 radiant damage, and it suffers one level of exhaustion and emits a dim, greenish light in a 5-foot radius. This light makes it impossible for the creature to benefit from being invisible. The light and any levels of exhaustion caused by this spell go away when the spell ends.

Spellcasting (Wizard)

Xanathar's Guide to Everything

## Hypnotic Pattern

3rd-level illusion

CASTING TIME	1 action
RANGE	120 feet
DURATION	Concentration, up to 1 minute
COMPONENTS	S, M (a glowing stick of incense or a crystal vial filled with phosphorescent material)

You create a twisting pattern of colors that weaves through the air inside a 30-foot cube within range. The pattern appears for a moment and vanishes. Each creature in the area who sees the pattern must make a Wisdom saving throw. On a failed save, the creature becomes charmed for the duration. While charmed by this spell, the creature is incapacitated and has a speed of 0. The spell ends for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor.

Spellcasting (Wizard)

Player's Handbook

## Phantasmal Killer

4th-level illusion

CASTING TIME	1 action
RANGE	120 feet
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S

You tap into the nightmares of a creature you can see within range and create an illusory manifestation of its deepest fears, visible only to that creature. The target must make a Wisdom saving throw. On a failed save, the target becomes frightened for the duration. At the end of each of the target's turns before the spell ends, the target must succeed on a Wisdom saving throw or take 4d10 psychic damage. On a successful save, the spell ends.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d10 for each slot level above 4th.

Spellcasting (Wizard)

Player's Handbook

## Major Image

3rd-level illusion

CASTING TIME	1 action
RANGE	120 feet
DURATION	Concentration, up to 10 minutes
COMPONENTS	V, S, M (a bit of fleece)

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 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.

Spellcasting (Wizard)

Player's Handbook

## Polymorph

4th-level transmutation

CASTING TIME	1 action
RANGE	60 feet
DURATION	Concentration, up to 1 hour
COMPONENTS	V, S, M (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 shapeshifter 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.

Spellcasting (Wizard)

Player's Handbook

## Animate Objects

5th-level transmutation

CASTING TIME	1 action
RANGE	120 feet
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S

Objects come to life at your command. Choose up to ten nonmagical objects within range that are not worn or carried. Medium targets count as two objects, Large targets count as four objects. Huge targets count as eight objects. You can't animate any object larger than Huge. Each target animates and becomes a creature under your control until the spell ends or until reduced to 0 hit points.

As a bonus action, you can mentally command any creature made with this spell if the creature is within 500 feet of you (if you control multiple creatures, you can command any or all of them). You can give the creature a general command, such as "Guard the castle," or a specific command, such as "Guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

**ANIMATED OBJECT STATISTICS**  
Size: **HP** AC **STR** **DEX**  
Tiny 20 18 +8 to hit, 1d4 + 4 damage 4 18  
Small 25 16 +6 to hit, 1d8 + 2 damage 6 14  
Medium 40 13 +5 to hit, 2d6 + 1 damage 10 12  
Large 50 10 +6 to hit, 2d10 + 2 damage 14 10  
Huge 80 10 +8 to hit, 2d12 + 4 damage 18 6

An animated object is a construct with AC, hit points, attacks, Strength, and Dexterity determined by its size. Its Constitution score is 3. Its Intelligence, Wisdom, and Charisma scores are 3. Its speed is 30 feet. If the object lacks arms or appendages it can't use for locomotion, it instead has a flying speed of 30 feet and can hover. If the object is securely attached to a surface or larger object, such as a chain bolted to a wall, its speed is 0. It has blindsight with a radius of 30 feet and is blind beyond that distance. When the animated object drops to 0 hit points, it reverts to its original object form, and any remaining damage carries over to its original object form.

If the object is destroyed, it reappears within 5 feet of where it last stood. It makes a slam attack with an attack bonus and bludgeoning damage determined by its size. The DM might rule that a specific object inflicts slashing or piercing damage based on its form.  
**At Higher Levels.** If you cast this spell using a spell slot of 6th or higher, you can animate two additional objects for each slot level above 5th.

Spellcasting (Wizard)

Player's Handbook

## Wall of Force

5th-level evocation

CASTING TIME	1 action
RANGE	120 feet
DURATION	Concentration, up to 10 minutes
COMPONENTS	V, S, M (a pinch of powder made by crushing a clear gemstone)

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 the Ethereal Plane, blocking ethereal travel through the wall.

Spellcasting (Wizard)

Player's Handbook

You can equip this item to "enable" it. It remains hidden from the inventory on your character sheet.

Essential for wizards, a spellbook is a leather-bound tome with 100 blank vellum pages suitable for recording spells.

This spellbook, along with anything written on its pages, can't be damaged by fire or immersion in water. In addition, the spellbook doesn't deteriorate with age.

A component pouch is a small, watertight leather belt pouch that has compartments to hold all the material components and other special items you need to cast your spells, except for those components that have a specific cost (as indicated in a spell's description).

Includes a backpack, a book of lore, a bottle of ink, an ink pen, 10 sheets of parchment, a little bag of sand, and a small knife.

Made of interlocking metal rings, a chain shirt is worn between layers of clothing or leather. This armor offers modest protection to the wearer's upper body and allows the sound of the rings rubbing against one another to be muffled by outer layers.

A shield is made from wood or metal and is carried in one hand. Wielding a shield increases your Armor Class by 2. You can benefit from only one shield at a time.

These metal restraints can bind a Small or Medium creature. Escaping the manacles requires a successful DC 20 Dexterity check. Breaking them requires a successful DC 20 Strength check. Each set of manacles comes with one key. Without the key, a creature proficient with thieves' tools can pick the manacles' lock with a successful DC 15 Dexterity check. Manacles have 15 hit points.

Rope, whether made of hemp or silk, has 2 hit points and can be burst with a DC 17 Strength check.

This kit is a leather pouch containing bandages, salves, and splints. The kit has ten uses. As an action, you can expend one use of the kit to stabilize a creature that has 0 hit points, without needing to make a Wisdom (Medicine) check.

Rations consist of dry foods suitable for extended travel, including jerky, dried fruit, hardtack, and nuts.