



KEL-ƎI

Argonian Wizard (4), Neutral

Armor Class 12 (unarmored)

Hit Points 22 (3d6 + 10)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
10 (0)	14 (+2)	12 (+1)	18 (+4)	10 (0)	10 (0)

Saving Throw Proficiencies Intelligence, Wisdom

Skill Proficiencies Arcana, History, Insight, and Investigation

Equipment Proficiencies Darts, quarterstaff, light crossbow, daggers, bows, bladed weapons

Languages Cyrodilic, Jel, Ayleidoon, Atmoran

Acrobatics (DEX)	+2	Animal Handling (WIS)	0	Arcana (INT)	+6
Athletics (STR)	+2	Deception (CHA)	0	History (INT)	+6
Insight (WIS)	+2	Intimidation (CHA)	0	Investigation (INT)	+6
Medicine (WIS)	+1	Nature (INT)	+5	Perception (WIS)	0
Performance (CHA)	0	Persuasion (CHA)	0	Religion (INT)	+4
Sleight of Hand (DEX)	+2	Stealth (DEX)	+2	Survival (WIS)	0

Racial Features: Argonian

Resist Common Disease. Altmer have a +3 bonus to saving throws against diseases

Scaled Skin. Tough Argonian hide provides a +1 bonus to AC regardless of equipment

Water Breathing. Argonians can breathe underwater

Resist Poison. Argonians are immune to the effects of poisons

Swamp Swimmers. Argonians gain a +10 bonus to speed when moving through water and do not suffer movement penalties moving through swampy terrain

Beast Claws. Argonians can deal a 1d6 (slashing) damage unarmed

Background Features: Sage

Researcher. You know where to find most recorded information.

Class Features: Wizard

Arcane Recovery. Once per day you can take a short rest and recover a number of spell slots up to half my wizard level.

Evocation Savant. The gold and time you must spend to copy an evocation spell into your spellbook is halved.

Sculpt Spells. You can create pockets of relative safety within the effects of your evocation spells. When you cast an evocation spell that affects other creatures, you can choose up to 1 + the spell's level to automatically succeed saving throws against the spells and take no damage if the damage would be halved for a successful throw.

Bonus Features

Elemental Adept. Spells which deal fire damage ignore resistances. As well, if the result of a damage dice roll for a fire damage spell is a 1, treat it as a 2.

ATTACKS

Dagger. *Melee Weapon Attack:* reach 5 ft, *Finesse*, one target. Hit: 1d4 piercing damage.

Darts. *Simple Ranged Weapon Attack:* thrown 20/60, *Finesse*, one target. Hit: 1d4 piercing damage.

Claws. *Melee Weapon Attack:* reach 5ft, *Finesse*, one target +4 to hit. Hit: 1d6 slashing damage.

SPELLS

Spell save DC. 14

Spell attack modifier. +6

Cantrips

Blade Ward
Acid Splash
Mage Hand
Shocking Grasp

Level 1 Slot Total: 4

- *Alarm*
- *Burning Hands*
- *Chromatic Orb*
- *Grease*
- *Mold Earth*
- *Sleep*
- *Thunderwave*
- *Vicious Mockery*

Level 2 Slot Total: 3

- *Levitate*
- *Misty Step*
- *Skywrite*
- *Spider Climb*

BACKGROUND

Born as a Telvanni slave separated from his Saxhleel heritage, Kel-Ei was first taught magic by his master, Edraldo Telvanni, to help in his duties. During these study sessions, Kel-Ei learned about a Dwemer puzzle box Edraldo kept to study. Intrigued by the box, one day Kel-Ei asked his master about it. Since knowledge of other civilizations and cultures has no practical benefit for a slave, Edraldo told Kel-Ei to forget about the Dwemer and focus on his work.

One day, while Kel-Ei working in the fields outside the wizard's tower, he spotted Edraldo, infuriated, charging towards him. Once again Kel-Ei had snuck into the wizard's library to read up on the Dwemer while his master slept, and once again — despite Edraldo threatening his life last time — Kel-Ei had mixed up the arrangement of books, and Edraldo knew he had snuck in. Furious at what he felt was an ungrateful slave, Edraldo had murder in his eyes. Fearing for his life, Kel-Ei picked up a nearby rock just in case. When Edraldo readied a fireball to send at him, Kel-Ei hurled the rock at Edraldo, striking him in the head and killing him on the spot.

Using Edraldo's keys, Kel-Ei freed himself and two nearby slaves. Instead of fleeing with them, Kel-Ei snuck back into the wizard's tower to retrieve the Dwemer puzzle box and Edraldo's notes. Since then Kel-Ei has been investigating the origins of the box and making his way as a traveling wizard, consulting with experts and doing odd jobs.

Kel-Ei still has not learned much about the box — several other mentions of Dwemer puzzle boxes have yielded intriguing, but ultimately fruitless investigations. From what he has gathered, the first mentioning of this specific box comes from around the time of the Ayleid exodus. Further investigation revealed a story

about an Ayleid refugee caravan that was ambushed outside of Labyrinthian which was rumored to carry a powerful artifact. Something about the story stood out to Kel-Ei, so he decided to investigate further. He was captured by Dragon Cultists while trying to enter the ruins a few weeks ago and is now being held as their prisoner.

SPELLS

BLADE WARD

Level Cantrip
Casting Time 1 action
Range 30 feet
Component V, S
Duration 1 round

You extend your hand and trace a sigil of warding in the air. Until the end of your next turn, you have resistance against bludgeoning, piercing, and slashing damage dealt by weapon attacks.

ACID SPLASH

Level Cantrip
Casting Time 1 action
Range 60 feet
Component V, S
Duration Instantaneous

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 DEX saving throw or take **1d6** acid damage.

AT HIGHER LEVELS

This spell's damage increases by **1d6** when you reach 5th level (**2d6**), 11th level (**3d6**), and 17th level (**4d6**).

MAGE HAND

Level Cantrip
Casting Time 1 action
Range 30 feet
Component V, S
Duration 1 minute

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 magical items, or carry more than 10 pounds.

SHOCKING GRASP

Level Cantrip
Casting Time 1 action
Range Touch
Component V, S
Duration Instantaneous

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.

AT HIGHER LEVELS

This spell's damage increases by **1d8** when you reach 5th level (**2d8**), 11th level (**3d8**), and 17th level (**4d8**).

ALARM

Level 1

Casting Time 1 minute

Range 30 feet

Component V, S, M (a tiny bell and a piece of fine silver wire)

Duration 8 hours

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.

BURNING HANDS

Level 1

Casting Time 1 action

Range Self (15-foot cone)

Component V, S

Duration Instantaneous

As you hold your hands with thumbs touching and fingers spread, a thin sheet of flames shoots forth from your outstretched fingertips. Each creature in a 15-foot cone must make a DEX saving throw. A creature takes **3d6** fire damage on a failed save, or half as much damage on a successful one.

The fire ignites any 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 2nd level or higher, the damage increases by **1d6** for each slot level above 1st.

CHROMATIC ORB

Level 1

Casting Time 1 action

Range 90 feet

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

Duration Instantaneous

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 chose.

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.

GREASE

Level 1

Casting Time 1 action

Range 60 feet

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

Duration 1 minute

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 DEX saving throw or fall prone. A creature that enters the area or ends its turn there must also succeed on a DEX saving throw or fall prone.

MOLD EARTH

Level 1

Casting Time 1 action

Range 30 feet

Component S

Duration Instantaneous or 1 hour

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.

SLEEP

Level 1

Casting Time 1 action

Range 90 feet

Component V, S, M (a pinch of fine sand, rose petals, or a cricket)

Duration 1 minute

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 next 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 the 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.

THUNDERWAVE

Level 1

Casting Time 1 action

Range Self (15-foot cone)

Component V, S

Duration Instantaneous

A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a CON saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed.

In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet.

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.

VICIOUS MOCKERY

Level Cantrip

Casting Time 1 action

Range 60 feet

Component V

Duration Instantaneous

You unleash a string of insults laced with subtle enchantments at a creature you can see within range. If the target can hear you (though it need not understand you), it must succeed on a WIS saving throw or take 1d4 psychic damage and have disadvantage on the next attack roll it makes before the end of its next turn.

AT HIGHER LEVELS

This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

LEVITATE

Level 2

Casting Time 1 action

Range 60 feet

Component V, S, M (either a small leather loop or a piece of golden wire bent into a cup shape with a long shank on one end)

Duration Concentration, up to 10 minutes

One creature or object of your choice that you can see within range rises vertically, up to 20 feet, and remains suspended there for the duration. The spell can levitate a target that weighs up to 500 pounds. An unwilling creature that succeeds on a CON saving throw is unaffected.

The target can move only by pushing or pulling against a fixed object or surface within reach (such as a wall or a ceiling), which allows it to move as if it were climbing. You can change the target's altitude by up to 20 feet in either direction on your turn. If you are the target, you can move up or down as part of your move. Otherwise, you can use your action to move the target, which must remain within the spell's range.

When the spell ends, the target floats gently to the ground if it is still aloft.

MISTY STEP

Level 2

Casting Time 1 bonus action

Range Self

Component V

Duration Instantaneous

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

SKYWRITE

Level 2

Casting Time 1 action

Range Sight

Component V, S

Duration Concentration, up to 1 day

You cause up to ten words to form in a part of the sky you can see. The words appear to be made of cloud and remain in place for the spell's duration. The words dissipate when the spell ends. A strong wind can disperse the clouds and end the spell early.

SPIDER CLIMB

Level 2

Casting Time 1 action

Range Touch

Component V, S, M (a drop of bitumen and a spider)

Duration Concentration, up to 1 hour

Until the spell ends, one willing creature you touch gains the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving its hands free. The target also gains a climbing speed equal to its walking speed.