

Wizard1

CHARACTER NAME

Wizard 20

CLASS & LEVEL

Air Genasi

RACE

Hermit

BACKGROUND

Chaotic neutral

ALIGNMENT

Ben

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

-1

8

DEXTERITY

+0

11

CONSTITUTION

+2

14

INTELLIGENCE

+2

15

WISDOM

+1

13

CHARISMA

+2

14

0

INSPIRATION

+6

PROFICIENCY BONUS

- ☐ -1 Strength
- ☐ +0 Dexterity
- ☐ +2 Constitution
- ☒ +8 Intelligence
- ☒ +7 Wisdom
- ☐ +2 Charisma

SAVING THROWS

- ☐ +0 Acrobatics (Dex)
- ☐ +1 Animal Handling (Wis)
- ☒ +8 Arcana (Int)
- ☐ -1 Athletics (Str)
- ☐ +2 Deception (Cha)
- ☒ +8 History (Int)
- ☐ +1 Insight (Wis)
- ☐ +2 Intimidation (Cha)
- ☐ +2 Investigation (Int)
- ☒ +7 Medicine (Wis)
- ☐ +2 Nature (Int)
- ☐ +1 Perception (Wis)
- ☐ +2 Performance (Cha)
- ☐ +2 Persuasion (Cha)
- ☒ +8 Religion (Int)
- ☐ +0 Sleight of Hand (Dex)
- ☐ +0 Stealth (Dex)
- ☐ +1 Survival (Wis)

SKILLS

10

ARMOR CLASS

+0

INITIATIVE

30

SPEED

Hit Point Maximum 105

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 20d6

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

TODO: How does your character behave? See the PHB for examples of all the sections below

PERSONALITY TRAITS

TODO: What does your character believe in?

IDEALS

TODO: Describe what debts your character has to pay, and other commitments or ongoing quests they have.

BONDS

TODO: Describe your characters interesting flaws.

FLAWS

NAME

Spear

ATK BONUS

-1

DAMAGE/TYPE

1d6-1/p

Armor: None

Shield: None

TODO: Describe how your character usually attacks or uses spells.

ATTACKS & SPELLCASTING

11

PASSIVE WISDOM (PERCEPTION)

Proficiencies:

Daggers, darts, slings, quarterstaves, light crossbows.

Languages:

[choose one], Common, Primordial

OTHER PROFICIENCIES & LANGUAGES

CP

0

SP

0

EP

0

GP

0

PP

0

TODO: list the equipment and magic items your character carries

EQUIPMENT

(See Features Page)

--Arcane Recovery
--Discovery
--Master Transmuter
--Mingle with the Wind
--Minor Alchemy
--Shapechanger
--Signature Spells
--Transmutation Savant
--Transmuter's Stone
--Unending Breath

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TODO: Describe other features and abilities your character has.

FEATURES & TRAITS



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SPELLCASTING
CLASS

INT

SPELLCASTING
ABILITY

16

SPELL SAVE DC

+8

SPELL ATTACK
BONUS

0

CANTRIPS

Acid Splash (V,S)
Friends (S,M) (C)
Light (V,M)
Ray Of Frost (V,S)

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

Disguise Self (V,S)
Identify (V,S,M) (R, \$)
Jump (V,S,M)

2

3

Blur (V) (C)
Knock (V)
Shatter (V,S,M)

3

3

Blink (V,S)
Fly (V,S,M) (C)
Slow (V,S,M) (C)

4

3

Blight (V,S)
Ice Storm (V,S,M)
Polymorph (V,S,M) (C)

5

3

Cone Of Cold (V,S,M)

6

2

Magic Jar (V,S,M) (\$)

7

2

Teleport (V)

8

1

Maze (V,S) (C)

9

1

Wish (V)

SPELLS KNOWN

Features and Magic Items

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Subclasses

Subclass: School of Transmutation

You are a student of spells that modify energy and matter. To you, the world is not a fixed thing, but eminently mutable, and you delight in being an agent of change. You wield the raw stuff of creation and learn to alter both physical forms and mental qualities. Your magic gives you the tools to become a smith on reality's forge.

Some transmuters are tinkers and pranksters, turning people into toads and transforming copper into silver for fun and occasional profit. Others pursue their magical studies with deadly seriousness, seeking the power of the gods to make and destroy worlds

Features

Arcane Recovery

Source: Wizard

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

Discovery

Source: Background (Hermit)

The quiet seclusion of your extended hermitage gave you access to a unique and powerful discovery. The exact nature of this revelation depends on the nature of your seclusion. It might be a great truth about the cosmos, the deities, the powerful beings of the outer planes, or the forces of nature. It could be a site that no one else has ever seen. You might have uncovered a fact that has long been forgotten, or unearthed some relic of the past that could rewrite history. It might be information that would be damaging to the people who or consigned you to exile, and hence the reason for your return to society.

Work with your DM to determine the details of your discovery and its impact on the campaign.

Master Transmuter

Source: Wizard (School of Transmutation)

Starting at 14th level, you can use your action to consume the reserve of transmutation magic stored within your transmuter's stone in a single burst. When you do so, choose one of the following effects. Your transmuter's stone is destroyed and can't be remade until you finish a long rest.

Major Transformation: You can transmute one nonmagical object—no larger than a 5-foot cube—into another nonmagical object of similar size and mass and of equal or lesser value. You must spend 10 minutes handling the object to transform it.

Panacea: You remove all curses, diseases, and poisons affecting a creature that you touch with the transmuter's stone. The creature also regains all its hit points.

Restore Life: You cast the raise dead spell on a creature you touch with the transmuter's stone, without expending a spell slot or needing to have the spell in your spellbook.

Restore Youth: You touch the transmuter's stone to a willing creature, and that creature's apparent age is reduced by 3d10 years, to a minimum of 13 years. This effect doesn't extend the creature's lifespan

Mingle with the Wind

Source: Race (Air Genasi)

You can cast the levitate spell once with this trait, requiring no material components, and you regain the ability to cast it this way when you finish a long rest. Constitution is your spellcasting ability for this spell.

Minor Alchemy

Source: Wizard (School of Transmutation)

Starting at 2nd level when you select this school, you can temporarily alter the physical properties of one nonmagical object, changing it from one substance into another. You perform a special alchemical procedure on one object composed entirely of wood, stone (but not a gemstone), iron, copper, or silver, transforming it into a different one of those materials. For each 10 minutes you spend performing the procedure, you can transform up to 1 cubic foot of material. After 1 hour, or until you lose your concentration (as if you were concentrating on a spell), the material reverts to its original substance

Shapechanger

Source: Wizard (School of Transmutation)

At 10th level, you add the polymorph spell to your spellbook, if it is not there already. You can cast polymorph without expending a spell slot. When you do so, you can target only yourself and transform into a beast whose challenge rating is 1 or lower. Once you cast polymorph in this way, you can't do so again until you finish a short or long rest, though you can still cast it normally using an available spell slot

Signature Spells

Source: Wizard

When you reach 20th level, you gain mastery over two powerful spells and can cast them with little effort. Choose two 3rd-level wizard spells in your spellbook as your signature spells. You always have these spells prepared, they don't count against the number of spells you have prepared, and you can cast each of them once at 3rd level without expending a spell slot. When you do so, you can't do so again until you finish a short or long rest. If you want to cast either spell at a higher level, you must expend a spell slot as normal.

Transmutation Savant

Source: Wizard (School of Transmutation)

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

Transmuter's Stone

Source: Wizard (School of Transmutation)

Starting at 6th level, you can spend 8 hours creating a transmuter's stone that stores transmutation magic. You can benefit from the stone yourself or give it to another creature. A creature gains a benefit of your choice as long as the stone is in the creature's possession. When you create the stone, choose the benefit from the following options:

- Darkvision out to a range of 60 feet, as described in chapter 8
- An increase to speed of 10 feet while the creature is unencumbered • Proficiency in Constitution saving throws
- Resistance to acid, cold, fire, lightning, or thunder damage (your choice whenever you choose this benefit)

Each time you cast a transmutation spell of 1st level or higher, you can change the effect of your stone if the stone is on your person. If you create a new transmuter's stone, the previous one ceases to function

Unending Breath

Source: Race (Air Genasi)

You can hold your breath indefinitely while you're not incapacitated.

Magic Items

Spell Descriptions

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Acid Splash

Conjuration Cantrip

Casting Time: 1 action

Duration: Instantaneous

Range: 60 feet

Components: V, S

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.

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

Blight

Necromancy Level 4

Casting Time: 1 action

Duration: Instantaneous

Range: 30 feet

Components: V, S

Necromantic energy washes over a creature of your choice that you can see within range, draining moisture and vitality from it. The target must make a Constitution saving throw. The target takes 8d8 necrotic damage on a failed save, or half as much damage on a successful one. This spell has no effect on undead or constructs.

If you target a plant creature or a magical plant, it makes the saving throw with disadvantage, and the spell deals maximum damage to it.

If you target a nonmagical plant that isn't a creature, such as a tree or shrub, it doesn't make a saving throw; it simply withers and dies.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

Blink

Transmutation Level 3

Casting Time: 1 action

Duration: 1 minute

Range: Self

Components: V, S

Roll a d20 at the end of each of your turns for the duration of the spell. On a roll of 11 or higher, you vanish from your current plane of existence and appear in the Ethereal Plane (the spell fails and the casting is wasted if you were already on that plane).

At the start of your next turn, and when the spell ends if you are on the Ethereal Plane, you return to an unoccupied space of your choice that you can see within 10 feet of the space you vanished from. If no unoccupied space is available within that range, you appear in the nearest unoccupied space (chosen at random if more than one space is equally near). You can dismiss this spell as an action.

While on the Ethereal Plane, you can see and hear the plane you originated from, which is cast in shades of gray, and you can't see anything more than 60 feet away. You can only affect and be affected by other creatures on the Ethereal Plane. Creatures that aren't there can't perceive you or interact with you, unless they have the ability to do so.

Blur

Illusion Level 2 (concentration)

Casting Time: 1 action

Duration: Concentration, up to 1 minute

Range: Self

Components: V

Your body becomes blurred, shifting and wavering to all who can see you. For the duration, any creature has disadvantage on attack rolls against you. An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or can see through illusions, as with truesight.

Cone Of Cold

Evocation Level 5

Casting Time: 1 action

Duration: Instantaneous

Range: Self (60-foot cone)

Components: V, S, M (A small crystal or glass cone)

A blast of cold air erupts from your hands. Each creature in a 60-foot cone must make a Constitution saving throw.

A creature takes 8d8 cold damage on a failed save, or half as much damage on a successful one. A creature killed by this spell becomes a frozen statue until it thaws.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

Disguise Self

Illusion Level 1

Casting Time: 1 action

Duration: 1 hour

Range: Self

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.

Fly

Transmutation Level 3 (concentration)

Casting Time: 1 action

Duration: Concentration, up to 10 minutes

Range: Touch

Components: V, S, M (A wing feather from any bird)

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.

Friends

Enchantment Cantrip (concentration)

Casting Time: 1 action

Duration: Concentration, up to 1 minute

Range: Self

Components: S, M (A small amount of makeup applied to the face as this spell is cast)

For the duration, you have advantage on all Charisma checks directed at one creature of your choice that isn't hostile toward you. When the spell ends, the creature realizes that you used magic to influence its mood and becomes hostile toward you. A creature prone to violence might attack you. Another creature might seek retribution in other ways (at the DM's discretion), depending on the nature of your interaction with it.

Ice Storm

Evocation Level 4

Casting Time: 1 action

Duration: Instantaneous

Range: 300 feet

Components: V, S, M (A pinch of dust and a few drops of water)

A hail of rock-hard ice pounds to the ground in a 20-foot-radius, 40-foot-high cylinder centered on a point within range. Each creature in the cylinder must make a Dexterity saving throw. A creature takes 2d8 bludgeoning damage and 4d6 cold damage on a failed save, or half as much damage on a successful one.

Hailstones turn the storm's area of effect into difficult terrain until the end of your next turn.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, the bludgeoning damage increases by 1d8 for each slot level above 4th.

Identify

Divination Level 1 (ritual)

Casting Time: 1 minute

Duration: Instantaneous

Range: Touch

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.

Jump

Transmutation Level 1

Casting Time: 1 action

Duration: 1 minute

Range: Touch

Components: V, S, M (A grasshopper's hind leg)

You touch a creature. The creature's jump distance is tripled until the spell ends.

Knock

Transmutation Level 2

Casting Time: 1 action

Duration: Instantaneous

Range: 60 feet

Components: V

Choose an object that you can see within range. The object can be a door, a box, a chest, a set of manacles, a padlock, or another object that contains a mundane or magical means that prevents access.

A target that is held shut by a mundane lock or that is stuck or barred becomes unlocked, unstuck, or unbarred. If the object has multiple locks, only one of them is unlocked.

If you choose a target that is held shut with arcane lock, that spell is suppressed for 10 minutes, during which time the target can be opened and shut normally.

When you cast the spell, a loud knock, audible from as far away as 300 feet, emanates from the target object.

Light

Evocation Cantrip

Casting Time: 1 action

Duration: 1 hour

Range: Touch

Components: V, M (A firefly or phosphorescent moss)

You touch one object that is no larger than 10 feet in any dimension. Until the spell ends, the object sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like. Completely covering the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action.

If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell.

Magic Jar

Necromancy Level 6

Casting Time: 1 minute

Duration: Until dispelled

Range: Self

Components: V, S, M (A gem, crystal, reliquary, or some other ornamental container worth at least 500 gp)

Your body falls into a catatonic state as your soul leaves it and enters the container you used for the spell's material component. While your soul inhabits the container, you are aware of your surroundings as if you were in the container's space. You can't move or use reactions. The only action you can take is to project your soul up to 100 feet out of the container, either returning to your living body (and ending the spell) or attempting to possess a humanoid's body.

You can attempt to possess any humanoid within 100 feet of you that you can see (creatures warded by a protection from evil and good or magic circle spells can't be possessed). The target must make a Charisma saving throw. On a failure, your soul moves into the target's body, and the target's soul becomes trapped in the container. On a success, the target resists your efforts to possess it, and you can't attempt to possess it again for 24 hours.

Once you possess a creature's body, you control it. Your game statistics are replaced by the statistics of the creature though you retain your alignment and your Intelligence, Wisdom, and Charisma scores. You retain the benefit of your own class feature. If the target has any class levels, you can't use any of its class features.

Meanwhile, the possessed creature's soul can perceive from the container using its own senses, but it can't move or take actions at all.

While possessing a body, you can use your action to return from the host body to the container if it is within 100 feet

of you, returning the host creature's soul to its body. If the host body dies while you're in it, the creature dies, and you must make a Charisma saving throw against your own spellcasting DC. On a success, you return to the container if it is within 100 feet of you. Otherwise, you die.

If the container is destroyed or the spell ends, your soul immediately returns to your body. If your body is more than 100 feet away from you, or if your body is dead when you attempt to return to it, you die. If another creature's soul is in the container when it is destroyed, the creature's soul returns to its body if the body is alive and within 100 feet. Otherwise, that creature dies.

When the spell ends, the container is destroyed.

Maze

Conjuration Level 8 (concentration)

Casting Time: 1 action

Duration: Concentration, up to 10 minutes

Range: 60 feet

Components: V, S

You banish a creature that you can see within range into a labyrinthine demiplane. The target remains there for the duration or until it escapes the maze.

The target can use its action to attempt to escape. When it does so, it makes a DC 20 Intelligence check. If it succeeds, it escapes, and the spell ends (a minotaur or gorgon demon automatically succeeds).

When the spell ends, the target reappears in the space it left or, if that space is occupied, in the nearest unoccupied space.

Polymorph

Transmutation Level 4 (concentration)

Casting Time: 1 action

Duration: Concentration, up to 1 hour

Range: 60 feet

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. A shapechanger automatically succeeds on this saving throw.

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. This spell can't affect a target that has 0 hit points.

Ray Of Frost

Evocation Cantrip

Casting Time: 1 action

Duration: Instantaneous

Range: 60 feet

Components: V, S

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.

At Higher Levels: The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Shatter

Evocation Level 2

Casting Time: 1 action

Duration: Instantaneous

Range: 60 feet

Components: V, S, M (A chip of mica)

A sudden loud ringing noise, painfully intense, erupts from a point of your choice within range. Each creature in a 10-foot-radius sphere centered on that point must make a Constitution saving throw. A creature takes 3d8 thunder damage on a failed save, or half as much damage on a successful one. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw.

A nonmagical object that isn't being worn or carried also takes the damage if it's in the spell's area.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

Slow

Transmutation Level 3 (concentration)

Casting Time: 1 action

Duration: Concentration, up to 1 minute

Range: 120 feet

Components: V, S, M (A drop of molasses)

You alter time around up to six creatures of your choice in a 40-foot cube within range. Each target must succeed on a Wisdom saving throw or be affected by this spell for the duration.

An affected target's speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus

action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn.

If the creature attempts to cast a spell with a casting time of 1 action, roll a d20. On an 11 or higher, the spell doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the spell. If it can't, the spell is wasted.

A creature affected by this spell makes another Wisdom saving throw at the end of its turn. On a successful save, the effect ends for it.

Teleport

Conjuration Level 7

Casting Time: 1 action

Duration: Instantaneous

Range: 10 feet

Components: V

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 DM 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 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 destination in a random direction. Distance off target is $1d10 \times 1d10$ percent of the distance that was to be traveled. For example, if you tried to travel 120 miles, landed off target, and rolled a 5 and 3 on the two d10s, then you would be off target by 15 percent, or 18 miles. The DM determines the direction off target randomly by rolling a d8 and designating 1 as north, 2 as northeast, 3 as east, and so on around the points of the compass. If you were teleporting to a coastal city and wound up 18 miles out at sea, you could be in trouble.

Similar Area You and your group (or the target object) wind up in a different area that's visually or thematically similar to the target area. If you are heading for your home laboratory, for example, you might wind up in another wizard's laboratory or in an alchemical supply shop that has many of the same tools and implements as your laboratory. Generally, you appear in the closest similar place, but since the spell has no range limit, you could conceivably wind up anywhere on the plane.

Mishap The spell's unpredictable magic results in a difficult journey. Each teleporting creature (or the target object) takes $3d10$ force damage, and the DM rerolls on the table to see where you wind up (multiple mishaps can occur, dealing damage each time).

Wish

Conjuration Level 9

Casting Time: 1 action

Duration: Instantaneous

Range: Self

Components: V

Wish is the mightiest spell a mortal creature can cast. By simply speaking aloud, you can alter the very foundations of reality in accord with your desires.

The basic use of this spell is to duplicate any other spell of 8th level or lower. You don't need to meet any requirements in that spell, including costly components. The spell simply takes effect. Alternatively, you can create one of the following effects of your choice:

- You create one object of up to 25,000 gp in value that isn't a magic item. The object can be no more than 300 feet in any dimension, and it appears in an unoccupied space you can see on the ground.
- You allow up to twenty creatures that you can see to regain all hit points, and you end all effects on them described in the greater restoration spell.
- You grant up to ten creatures that you can see resistance to a damage type you choose.
- You grant up to ten creatures you can see immunity to a single spell or other magical effect for 8 hours. For instance, you could make yourself and all your companions immune to a lich's life drain attack.
- You undo a single recent event by forcing a reroll of any roll made within the last round (including your last turn). Reality reshapes itself to accommodate the new result. For

example, a wish spell could undo an opponent's successful save, a foe's critical hit, or a friend's failed save. You can force the reroll to be made with advantage or disadvantage, and you can choose whether to use the reroll or the original roll.

You might be able to achieve something beyond the scope of the above examples. State your wish to the DM as precisely as possible. The DM has great latitude in ruling what occurs in such an instance; the greater the wish, the greater the likelihood that something goes wrong. This spell might simply fail, the effect you desire might only be partly achieved, or you might suffer some unforeseen consequence as a result of how you worded the wish. For example, wishing that a villain were dead might propel you forward in time to a period when that villain is no longer alive, effectively removing you from the game. Similarly, wishing for a legendary magic item or artifact might instantly transport you to the presence of the item's current owner.

The stress of casting this spell to produce any effect other than duplicating another spell weakens you. After enduring that stress, each time you cast a spell until you finish a long rest, you take $1d10$ necrotic damage per level of that spell. This damage can't be reduced or prevented in any way. In addition, your Strength drops to 3, if it isn't 3 or lower already, for $2d4$ days. For each of those days that you spend resting and doing nothing more than light activity, your remaining recovery time decreases by 2 days. Finally, there is a 33 percent chance that you are unable to cast wish ever again if you suffer this stress.