

Level 8 Wizard Spells

Spell	School	Special
<i>Antimagic Field</i>	Abjuration	C
<i>Antipathy/Sympathy</i>	Enchantment	—
<i>Befuddlement</i>	Enchantment	—
<i>Clone</i>	Necromancy	M
<i>Control Weather</i>	Transmutation	C
<i>Demiplane</i>	Conjuration	—
<i>Dominate Monster</i>	Enchantment	C
<i>Incendiary Cloud</i>	Conjuration	C
<i>Maze</i>	Conjuration	C
<i>Mind Blank</i>	Abjuration	—
<i>Power Word Stun</i>	Enchantment	—
<i>Sunburst</i>	Evocation	—

Level 9 Wizard Spells

Spell	School	Special
<i>Astral Projection</i>	Necromancy	M
<i>Foresight</i>	Divination	—
<i>Gate</i>	Conjuration	C, M
<i>Imprisonment</i>	Abjuration	M
<i>Meteor Swarm</i>	Evocation	—
<i>Power Word Kill</i>	Enchantment	—
<i>Prismatic Wall</i>	Abjuration	—
<i>Shapechange</i>	Transmutation	C, M
<i>Time Stop</i>	Transmutation	—
<i>True Polymorph</i>	Transmutation	C
<i>Weird</i>	Illusion	C
<i>Wish</i>	Conjuration	—

Wizard Subclass: Evoker

Create Explosive Elemental Effects

Your studies focus on magic that creates powerful elemental effects such as bitter cold, searing flame, rolling thunder, crackling lightning, and burning acid. Some Evokers find employment in military forces, serving as artillery to blast armies from afar. Others use their power to protect others, while some seek their own gain.

Level 3: Evocation Savant

Choose two Wizard spells from the Evocation school, each of which must be no higher than level 2, and add them to your spellbook for free.

In addition, whenever you gain access to a new level of spell slots in this class, you can add one Wizard spell from the Evocation school to your spellbook for free. The chosen spell must be of a level for which you have spell slots.

Level 3: Potent Cantrip

Your damaging cantrips affect even creatures that avoid the brunt of the effect. When you cast a cantrip at a creature and you miss with the attack roll or the target succeeds on a saving throw against the cantrip, the target takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

Level 6: Sculpt Spells

You can create pockets of relative safety within the effects of your evocations. When you cast an Evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1 plus the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

Level 10: Empowered Evocation

Whenever you cast a Wizard spell from the Evocation school, you can add your Intelligence modifier to one damage roll of that spell.

Level 14: Overchannel

You can increase the power of your spells. When you cast a Wizard spell with a spell slot of levels 1–5 that deals damage, you can deal maximum damage with that spell on the turn you cast it.

The first time you do so, you suffer no adverse effect. If you use this feature again before you finish a Long Rest, you take 2d12 Necrotic damage for each level of the spell slot immediately after you cast it. This damage ignores Resistance and Immunity.

Each time you use this feature again before finishing a Long Rest, the Necrotic damage per spell level increases by 1d12.

Character Origins

Character Backgrounds

Your character's background is a collection of characteristics that represent the place and occupation that were most formative before your character embarked on a life of adventure.

Parts of a Background

A background includes the following parts.

Ability Scores

A background lists three of your character's ability scores. Increase one by 2 and another one by 1, or increase all three by 1. None of these increases can raise a score above 20.

Feat

A background gives your character a specified Origin feat (described in "Feats").

Skill Proficiencies

A background gives your character proficiency in two specified skills.

Tool Proficiency

Each background gives a character proficiency with one tool—either a specific tool or one chosen from the Artisan's Tools category. Tools are detailed in "Equipment."

Equipment

Each background offers a choice between a package of equipment and 50 GP.

Background Descriptions

Acolyte

Ability Scores: Intelligence, Wisdom, Charisma

Feat: Magic Initiate (Cleric) (see "Feats")

Skill Proficiencies: Insight and Religion

Tool Proficiency: Calligrapher's Supplies

Equipment: Choose A or B: (A) Calligrapher's Supplies, Book (prayers), Holy Symbol, Parchment (10 sheets), Robe, 8 GP; or (B) 50 GP

Criminal

Ability Scores: Dexterity, Constitution, Intelligence

Feat: Alert (see "Feats")

Skill Proficiencies: Sleight of Hand and Stealth

Tool Proficiency: Thieves' Tools

Equipment: Choose A or B: (A) 2 Daggers, Thieves' Tools, Crowbar, 2 Pouches, Traveler's Clothes, 16 GP; or (B) 50 GP

Sage

Ability Scores: Constitution, Intelligence, Wisdom

Feat: Magic Initiate (Wizard) (see "Feats")

Skill Proficiencies: Arcana and History

Tool Proficiency: Calligrapher's Supplies

Equipment: Choose A or B: (A) Quarterstaff, Calligrapher's Supplies, Book (history), Parchment (8 sheets), Robe, 8 GP; or (B) 50 GP

Soldier

Ability Scores: Strength, Dexterity, Constitution

Feat: Savage Attacker (see "Feats")

Skill Proficiencies: Athletics and Intimidation

Tool Proficiency: Choose one kind of Gaming Set (see "Equipment")

Equipment: Choose A or B: (A) Spear, Shortbow, 20 Arrows, Gaming Set (same as above), Healer's Kit, Quiver, Traveler's Clothes, 14 GP; or (B) 50 GP

Character Species

When you choose your character's species, you determine whether your character is a human or a member of a fantastical species, such as dragonborn or gnome.

The peoples of the multiverse hail from different worlds and include many kinds of sapient life forms. A player character's species is the set of game traits that an adventurer gains from being one of those life forms.

Some species can trace their origin to a single world, plane of existence, or god, while other species first appeared in multiple realms at once. Whatever a species' genesis, its members have spread across the multiverse and contribute to many different cultures.

Members of most species live for about 80 years, with exceptions noted in the text about the species in "Character Origins." Regardless of life span, members of all species reach physical maturity at about the same age. Your character can be any age that isn't beyond their species' normal life span.

Parts of a Species

A species includes the following parts.

Creature Type

A character's species determines the character's creature type, which is described in "Rules Glossary." Every species in "Character Origins" is Humanoid; playable non-Humanoid species appear in other books.

Size

Your character's species determines the character's size. Individuals within a species cover a wide range of heights, and some species include such diversity

of size that you can choose whether your character is Small or Medium.

Speed

Your character's species determines the character's Speed.

Special Traits

Each species gives a character special traits—unique characteristics based on the species' physiology or magical nature. When you choose a species, your character gets all the special traits listed for it. Some traits involve making a choice from a handful of options.

Species Descriptions

Dragonborn

Creature Type: Humanoid

Size: Medium (about 5–7 feet tall)

Speed: 30 feet

As a Dragonborn, you have these special traits.

Draconic Ancestry. Your lineage stems from a dragon progenitor. Choose the kind of dragon from the Draconic Ancestors table. Your choice affects your Breath Weapon and Damage Resistance traits as well as your appearance.

Draconic Ancestors

Dragon	Damage Type	Dragon	Damage Type
Black	Acid	Gold	Fire
Blue	Lightning	Green	Poison
Brass	Fire	Red	Fire
Bronze	Lightning	Silver	Cold
Copper	Acid	White	Cold

Breath Weapon. When you take the Attack action on your turn, you can replace one of your attacks with an exhalation of magical energy in either a 15-foot Cone or a 30-foot Line that is 5 feet wide (choose the shape each time). Each creature in that area must make a Dexterity saving throw (DC 8 plus your Constitution modifier and Proficiency Bonus). On a failed save, a creature takes 1d10 damage of the type determined by your Draconic Ancestry trait. On a successful save, a creature takes half as much damage. This damage increases by 1d10 when you reach character levels 5 (2d10), 11 (3d10), and 17 (4d10).

You can use this Breath Weapon a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

Damage Resistance. You have Resistance to the damage type determined by your Draconic Ancestry trait.

Darkvision. You have Darkvision with a range of 60 feet.

Draconic Flight. When you reach character level 5, you can channel draconic magic to give yourself temporary flight. As a Bonus Action, you sprout spectral wings on your back that last for 10 minutes or until you retract the wings (no action required) or have the Incapacitated condition. During that time, you have a Fly Speed equal to your Speed. Your wings appear to be made of the same energy as your Breath Weapon. Once you use this trait, you can't use it again until you finish a Long Rest.

Dwarf

Creature Type: Humanoid

Size: Medium (about 4–5 feet tall)

Speed: 30 feet

As a Dwarf, you have these special traits.

Darkvision. You have Darkvision with a range of 120 feet.

Dwarven Resilience. You have Resistance to Poison damage. You also have Advantage on saving throws you make to avoid or end the Poisoned condition.

Dwarven Toughness. Your Hit Point maximum increases by 1, and it increases by 1 again whenever you gain a level.

Stonecunning. As a Bonus Action, you gain Tremorsense with a range of 60 feet for 10 minutes. You must be on a stone surface or touching a stone surface to use this Tremorsense. The stone can be natural or worked.

You can use this Bonus Action a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

Elf

Creature Type: Humanoid

Size: Medium (about 5–6 feet tall)

Speed: 30 feet

As an Elf, you have these special traits.

Darkvision. You have Darkvision with a range of 60 feet.

Elven Lineage. You are part of a lineage that grants you supernatural abilities. Choose a lineage from the Elven Lineages table. You gain the level 1 benefit of that lineage.

When you reach character levels 3 and 5, you learn a higher-level spell, as shown on the table. You always have that spell prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast the spell using any spell slots you have of the appropriate level.

Elven Lineages

Lineage	Level 1	Level 3	Level 5
Drow	The range of your Darkvision increases to 120 feet. You also know the <i>Dancing Lights</i> cantrip.	<i>Faerie Fire</i>	<i>Darkness</i>
High Elf	You know the <i>Prestidigitation</i> cantrip. Whenever you finish a Long Rest, you can replace that cantrip with a different cantrip from the Wizard spell list.	<i>Detect Magic</i>	<i>Misty Step</i>
Wood Elf	Your Speed increases to 35 feet. You also know the <i>Druidcraft</i> cantrip.	<i>Longstrider</i>	<i>Pass without Trace</i>

Intelligence, Wisdom, or Charisma is your spellcasting ability for the spells you cast with this trait (choose the ability when you select the lineage).

Fey Ancestry. You have Advantage on saving throws you make to avoid or end the Charmed condition.

Keen Senses. You have proficiency in the Insight, Perception, or Survival skill.

Trance. You don't need to sleep, and magic can't put you to sleep. You can finish a Long Rest in 4 hours if you spend those hours in a trancelike meditation, during which you retain consciousness.

Gnome

Creature Type: Humanoid

Size: Small (about 3–4 feet tall)

Speed: 30 feet

As a Gnome, you have these special traits.

Darkvision. You have Darkvision with a range of 60 feet.

Gnomish Cunning. You have Advantage on Intelligence, Wisdom, and Charisma saving throws.

Gnomish Lineage. You are part of a lineage that grants you supernatural abilities. Choose one of the following options; whichever one you choose, Intelligence, Wisdom, or Charisma is your spellcasting ability for the spells you cast with this trait (choose the ability when you select the lineage):

Forest Gnome. You know the *Minor Illusion* cantrip. You also always have the *Speak with Animals* spell prepared. You can cast it without a spell slot a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest. You can also use any spell slots you have to cast the spell.

Rock Gnome. You know the *Mending* and *Prestidigitation* cantrips. In addition, you can spend 10 minutes casting *Prestidigitation* to create a Tiny clockwork device (AC 5, 1 HP), such as a toy, fire starter, or music box. When you create the device, you determine its function by choosing one effect from *Prestidigitation*; the device produces that

effect whenever you or another creature takes a Bonus Action to activate it with a touch. If the chosen effect has options within it, you choose one of those options for the device when you create it. For example, if you choose the spell's ignite-extinguish effect, you determine whether the device ignites or extinguishes fire; the device doesn't do both. You can have three such devices in existence at a time, and each falls apart 8 hours after its creation or when you dismantle it with a touch as a Utilize action.

Goliath

Creature Type: Humanoid

Size: Medium (about 7–8 feet tall)

Speed: 35 feet

As a Goliath, you have these special traits.

Giant Ancestry. You are descended from Giants. Choose one of the following benefits—a supernatural boon from your ancestry; you can use the chosen benefit a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest:

Cloud's Jaunt (Cloud Giant). As a Bonus Action, you magically teleport up to 30 feet to an unoccupied space you can see.

Fire's Burn (Fire Giant). When you hit a target with an attack roll and deal damage to it, you can also deal 1d10 Fire damage to that target.

Frost's Chill (Frost Giant). When you hit a target with an attack roll and deal damage to it, you can also deal 1d6 Cold damage to that target and reduce its Speed by 10 feet until the start of your next turn.

Hill's Tumble (Hill Giant). When you hit a Large or smaller creature with an attack roll and deal damage to it, you can give that target the Prone condition.

Stone's Endurance (Stone Giant). When you take damage, you can take a Reaction to roll 1d12. Add your Constitution modifier to the number rolled and reduce the damage by that total.