

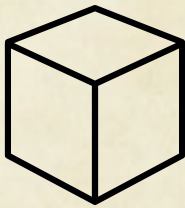
WIZARD

A SCHOLARLY MAGIC-USER CAPABLE OF MANIPULATING THE
STRUCTURES OF REALITY

HIT DIE:

1D6

At first level, you have
6 hit points, plus your
Constitution modifier.



PROFICIENCIES

+2

Armor

As a wizard, you aren't trained in the use of armor or shields. If you wear armor or wield a shield, you have disadvantage on any ability check, saving throw, or attack roll that involves Strength or Dexterity, and you can't cast spells.

Weapons

Add your proficiency bonus to the attack roll for any attack you make with **daggers, darts, slings, quarterstaves, and light crossbows**. When wielding other weapons, you don't add your proficiency bonus to the attack roll.

Saving Throws

Add your proficiency bonus when making an Intelligence or Wisdom saving throw.

FEATURE

Arcane Recovery
(PHB 115): Most spellcasters need 8 hours of rest to recover any of their spent spells. You only need an hour of rest to recover some of yours. Just make sure you have your spellbook at hand.

CHOOSE

ABJURER

IF YOU WANT SPELLS THAT
BLOCK, BANISH, AND PROTECT



CHOOSE

BLADESINGER

IF YOU WANT TO WIELD BOTH
BLADE AND MAGIC



CHOOSE

CONJURER

IF YOU WANT TO CONJURE
CREATURES AND TELEPORT



CHOOSE

DIVINER

IF YOU WANT FORESIGHT AND
THE ABILITY TO READ MINDS



CHOOSE

ENCHANTER

IF YOU WANT SPELLS THAT
CHARM AND BEGUILF



CHOOSE

EVOKER

IF YOU WANT TO BLAST FOES
WITH ELEMENTAL SPELLS



CHOOSE

ILLUSIONIST

IF YOU WANT TO BE A MASTER
OF DECEPTION OR A TRICKSTER



CHOOSE

NECROMANCER

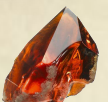
IF YOU WANT TO DABBLE IN THE
FORCES OF LIFE AND DEATH



CHOOSE

TRANSMUTER

IF YOU WANT TO ALTER
MATTER NEAR & INSIDE YOU



CHOOSE

WAR MAGE

IF YOU WANT TO SPECIALIZE
IN OFFENSE AND DEFENSE



1ST LEVEL



Ability Scores Your spellcasting is tied to your **Intelligence**, so it should be your highest ability score. Your next highest score should be **Constitution**, for more hit points and to better maintain concentration, followed by **Dexterity** to boost your Armor Class.

Skills You have special training or a certain knack in two skills. Consider choosing two from **Arcana**, **History**, and **Medicine**. When you make a skill check using either of these skills, you add your proficiency bonus.

Starting Equipment Consider starting with the following, in addition to the equipment granted by your background.

- a dagger, an arcane focus, a scholar's pack, and a spellbook

Spells You can cast spells from the wizard spell list. You (PHB 114) know three cantrips. The only abjuration cantrip is highly circumstantial. Instead consider cantrips from other schools, such as *chill touch*, *dancing lights*, *fire bolt*, *minor illusion*, or *prestidigitation*. You carry the rest of your spells in your spellbook, which at first has six 1st-level spells. Consider adding abjuration spells to it, such as *absorb elements*, *alarm*, *mage armor*, *shield*, and *snare*. Round out your selection with *find familiar* or *magic missile*. You can prepare a number of spells equal to 1 + your Intelligence modifier.

2ND LEVEL



Your hit points increase by 1d6 + your Constitution modifier. Unlike 1st level, you must roll for these hit points or take the average (4). You gain another Hit Die (total of 2d6).

Abjuration Savant The gold and time you must spend to copy an abjuration spell into your spellbook is halved. (PHB 115)

Arcane Ward When you cast an abjuration spell, a magical ward appears to sop up damage. (PHB 115)

Spells You gain another 1st-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 2 + your Intelligence modifier.

3RD LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 3d6).

Spells You gain two 2nd-level spell slots and another 1st-level spell slot. Add two spells to your spellbook. There are no good 2nd-level abjuration spells. Instead consider *flaming sphere*, *mirror image*, *misty step*, or *pyrotechnics*. You can prepare a number of spells equal to 3 + your Intelligence modifier.

4TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 4d6).

Ability Score Increase Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. Your Ability Score Increases should almost certainly be added to **Intelligence**, your spellcasting ability score. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. If you do, consider taking Alert, Fade Away (if gnome), Healer, Svirlfneblin Magic (if deep gnome), Resilient, or War Caster. (PHB 67)

Spells You gain one additional cantrip and one additional 2nd-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 4 + your Intelligence modifier.

1ST LEVEL



Ability Scores Unlike most wizards, your **Dexterity** is just as or slightly more important than your **Intelligence**. They should be your highest ability scores. Your third-highest score should be **Constitution** to compensate for your relatively few hit points.

Skills You have special training or a certain knack in two skills. Consider choosing two from **Arcana**, **History**, and **Insight**. When you make a skill check using either of these skills, you add your proficiency bonus.

Starting Equipment Consider starting with the following, in addition to the equipment granted by your background.

- a dagger, an arcane focus, an explorer's pack, and a spellbook

Spells You can cast spells from the wizard spell list. You (PHB 114) know three cantrips. The cantrips in *Sword Coast Adventurer's Guide* were made for you. Consider *booming blade*, *green-flame blade*, *lightning lure*, *minor illusion*, or *thunderclap*. You carry the rest of your spells in your spellbook, which at first has six 1st-level spells. Consider adding to your spellbook spells such as *absorb elements*, *detect magic*, *find familiar*, *grease*, *shield*, and *Tasha's hideous laughter*. You can prepare a number of spells equal to 1 + your Intelligence modifier.

2ND LEVEL



Your hit points increase by 1d6 + your Constitution modifier. Unlike 1st level, you must roll for these hit points or take the average (4). You gain another Hit Die (total of 2d6).

War and Song (SCAG 142) You gain proficiency with **light armor** and one type of **one-handed melee weapon**, and in the **Performance** skill. As soon as possible, acquire a rapier and studded leather armor.

Bladesong (SCAG 142) You can sing the Bladesong for one minute, which grants you supernatural speed, agility, and focus.

Spells You gain another 1st-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 2 + your Intelligence modifier.

3RD LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 3d6).

Spells You gain two 2nd-level spell slots and another 1st-level spell slot. Add two spells to your spellbook. Consider 2nd-level spells such as *misty step*, *phantasmal force*, *shadow blade*, or *suggestion*. You can prepare a number of spells equal to 3 + your Intelligence modifier.

4TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 4d6).

Ability Score Increase (PHB 67) Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. Unlike most other wizards, **Dexterity** is just as, if not more, important than **Intelligence**. Your Ability Score Increases should almost certainly be added to one of those two, or both if it increases both modifiers. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. If you do, consider taking Alert, Elven Accuracy (if elf or half-elf), Fade Away (if gnome), Resilient, or War Caster.

Spells You gain one additional cantrip and one additional 2nd-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 4 + your Intelligence modifier.

1ST LEVEL



Ability Scores Your spellcasting is tied to your **Intelligence**, so it should be your highest ability score. Your next highest score should be **Constitution** to better maintain concentration on your summoning spells, followed by **Dexterity** to avoid damage.

Skills You have special training or a certain knack in two skills. Consider choosing two from **Arcana**, **History**, and **Medicine**. When you make a skill check using either of these skills, you add your proficiency bonus.

Starting Equipment Consider starting with the following, in addition to the equipment granted by your background.

- a dagger, a component pouch, a scholar's pack, and a spellbook

Spells You can cast spells from the wizard spell list. You (PHB 114) know three cantrips. Consider conjuration cantrips, such as *create bonfire* or *mage hand*. You might also consider cantrips from other schools of magic, such as *chill touch*, *fire bolt*, or *minor illusion*. You carry the rest of your spells in your spellbook, which at first has six 1st-level spells. Consider adding conjuration spells to your spellbook, such as *find familiar*, *fog cloud*, *grease*, *ice knife*, *Tenser's floating disk*, and *unseen servant*. You can prepare a number of spells equal to 1 + your Intelligence modifier.

2ND LEVEL



Your hit points increase by 1d6 + your Constitution modifier. Unlike 1st level, you must roll for these hit points or take the average (4). You gain another Hit Die (total of 2d6).

Conjuration Savant (PHB 116) The gold and time you must spend to copy a conjuration spell into your spellbook is halved.

Minor Conjuration (PHB 116) You can conjure a small light glowing inanimate object that disappears after one hour.

Spells You gain another 1st-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 2 + your Intelligence modifier.

3RD LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 3d6).

Spells You gain two 2nd-level spell slots and another 1st-level spell slot. Add two spells to your spellbook. Consider 2nd-level conjuration spells such as *cloud of daggers*, *flaming sphere*, *misty step*, or *web*. You can prepare a number of spells equal to 3 + your Intelligence modifier.

4TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 4d6).

Ability Score Increase (PHB 67) Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. Your Ability Score Increases should almost certainly be added to **Intelligence**, your spellcasting ability score. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. If you do, consider taking Alert, Dwarven Fortitude (if dwarf), Fade Away (if gnome), Resilient, or War Caster.

Spells You gain one additional cantrip and one additional 2nd-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 4 + your Intelligence modifier.

1ST LEVEL



Ability Scores Your spellcasting is tied to your **Intelligence**, so it should be your highest ability score. Your next highest score should be **Dexterity**, to dodge oncoming blows, followed by **Constitution** to boost your hit points and maintain concentration.

Skills You have special training or a certain knack in two skills. Consider choosing two from **Arcana**, **Insight**, and **Investigation**. When you make a skill check using either of these skills, you add your proficiency bonus.

Starting Equipment Consider starting with the following, in addition to the equipment granted by your background.

- a dagger, an arcane focus, a scholar's pack, and a spellbook

Spells You can cast spells from the wizard spell list. You (PHB 114) know three cantrips. The one divination cantrip is terrible. Instead consider cantrips from other schools, such as *dancing lights*, *fire bolt*, *minor illusion*, *prestidigitation*, or *toll the dead*. You carry the rest of your spells in your spellbook, which at first has six 1st-level spells. Consider adding divination spells to it, such as *comprehend languages*, *detect magic*, and *identify*. Also consider *find familiar*, *mage armor*, and *thunderwave*. You can prepare a number of spells equal to 1 + your Intelligence modifier.

2ND LEVEL



Your hit points increase by 1d6 + your Constitution modifier. Unlike 1st level, you must roll for these hit points or take the average (4). You gain another Hit Die (total of 2d6).

Divination Savant The gold and time you must spend to copy a divination spell into your spellbook is halved. (PHB 116)

Portent Because you can see glimpses of the future, you (PHB 116) can change a couple of outcomes per day.

Spells You gain another 1st-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 2 + your Intelligence modifier.

3RD LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 3d6).

Spells You gain two 2nd-level spell slots and another 1st-level spell slot. Add two spells to your spellbook. Consider the 2nd-level divination spells *mind spike* and *see invisibility*. Also consider *misty step* or *suggestion*. You can prepare a number of spells equal to 3 + your Intelligence modifier.

4TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 4d6).

Ability Score Increase Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. Your Ability Score Increases should almost certainly be added to **Intelligence**, your spellcasting ability score. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. If you do, consider taking Alert, Fade Away (if gnome), Lucky, Resilient, or War Caster.

Spells You gain one additional cantrip and one additional 2nd-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 4 + your Intelligence modifier.

1ST LEVEL



Ability Scores Your spellcasting is tied to your **Intelligence**, so it should be your highest ability score. Your next highest score should be **Dexterity**, followed by **Constitution**. You're good at playing mind games so also give some consideration to **Charisma**.

Skills You have special training or a certain knack in two skills. Consider choosing two from **Arcana**, **Insight**, and **Religion**. When you make a skill check using either of these skills, you add your proficiency bonus.

Starting Equipment Consider starting with the following, in addition to the equipment granted by your background.

- a dagger, a component pouch, an explorer's pack, and a spellbook

Spells You can cast spells from the wizard spell list. You (PHB 114) know three cantrips. Consider the enchantment cantrip *friends*. You might also consider cantrips from other schools, such as *dancing lights*, *fire bolt*, *message*, or *minor illusion*. You carry the rest of your spells in your spellbook, which at first has six 1st-level spells. Consider adding enchantment spells to it, such as *charm person*, *sleep*, and *Tasha's hideous laughter*. Round out your selection with *find familiar*, *mage armor*, and *thunderwave*. You can prepare a number of spells equal to 1 + your Intelligence modifier.

2ND LEVEL



Your hit points increase by 1d6 + your Constitution modifier. Unlike 1st level, you must roll for these hit points or take the average (4). You gain another Hit Die (total of 2d6).

Enchantment Savant (PHB 117) The gold and time you must spend to copy an enchantment spell into your spellbook is halved.

Hypnotic Gaze (PHB 117) You can charm a person you're standing next to and maintain the enchantment from round to round indefinitely.

Spells You gain another 1st-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 2 + your Intelligence modifier.

3RD LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 3d6).

Spells You gain two 2nd-level spell slots and another 1st-level spell slot. Add two spells to your spellbook. Consider the 2nd-level enchantment spells *hold person* and *suggestion*. Also consider *misty step* or *phantasmal force*. You can prepare a number of spells equal to 3 + your Intelligence modifier.

4TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 4d6).

Ability Score Increase (PHB 67) Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. Your Ability Score Increases should almost certainly be added to **Intelligence**, your spellcasting ability score. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. If you do, consider taking Alert, Fade Away (if gnome), Inspiring Leader, Resilient, or War Caster.

Spells You gain one additional cantrip and one additional 2nd-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 4 + your Intelligence modifier.

1ST LEVEL



Ability Scores Your spellcasting is tied to your **Intelligence**, so it should be your highest ability score. Your next highest score should be **Dexterity**, to avoid getting hit, followed by **Constitution**, to maintain concentration when you are hit.

Skills You have special training or a certain knack in two skills. Consider choosing two from **Arcana**, **History**, and **Investigation**. When you make a skill check using either of these skills, you add your proficiency bonus.

Starting Equipment Consider starting with the following, in addition to the equipment granted by your background.

- a dagger, an arcane focus, a scholar's pack, and a spellbook

Spells You can cast spells from the wizard spell list. You (PHB 114) know three cantrips. Consider evocation cantrips, such as *dancing lights*, *fire bolt*, *frostbite*, *shocking grasp*, or *thunderclap*. You carry the rest of your spells in your spellbook, which at first has six 1st-level spells. Consider adding evocation spells to it, such as *burning hands*, *chromatic orb*, *earth tremor*, *magic missile*, and *thunderwave*. Round out your selection with *find familiar*. You can prepare a number of spells equal to 1 + your Intelligence modifier.

2ND LEVEL



Your hit points increase by 1d6 + your Constitution modifier. Unlike 1st level, you must roll for these hit points or take the average (4). You gain another Hit Die (total of 2d6).

Evocation Savant The gold and time you must spend to copy an evocation spell into your spellbook is halved. (PHB 117)

Sculpt Spells You can spare at least two allies from the effect of your area spells. (PHB 117)

Spells You gain another 1st-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 2 + your Intelligence modifier.

3RD LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 3d6).

Spells You gain two 2nd-level spell slots and another 1st-level spell slot. Add two spells to your spellbook. Consider 2nd-level evocation spells such as *darkness*, *scorching ray*, *shatter*, or *Snilloc's snowball swarm*. You can prepare a number of spells equal to 3 + your Intelligence modifier.

4TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 4d6).

Ability Score Increase Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. Your Ability Score Increases should almost certainly be added to **Intelligence**, your spellcasting ability score. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. If you do, consider taking Alert, Elemental Adept, Fade Away (if gnome), Resilient, or War Caster.

Spells You gain one additional cantrip and one additional 2nd-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 4 + your Intelligence modifier.

1ST LEVEL



Ability Scores Your spellcasting is tied to your **Intelligence**, so it should be your highest ability score. Your next highest score should be **Dexterity**, to avoid getting hit, followed by **Constitution**, to maintain concentration when you are hit.

Skills You have special training or a certain knack in two skills. Consider choosing two from **Arcana**, **Insight**, and **Investigation**. When you make a skill check using either of these skills, you add your proficiency bonus.

Starting Equipment Consider starting with the following, in addition to the equipment granted by your background.

- a dagger, a component pouch, a scholar's pack, and a spellbook

Spells You can cast spells from the wizard spell list. You (PHB 114) know three cantrips. Pick up *minor illusion*, the trademark illusion cantrip. Also consider cantrips from other schools such as *chill touch*, *create bonfire*, *fire bolt*, or *toll the dead*. You carry the rest of your spells in your spellbook, which at first has six 1st-level spells. Consider adding illusion spells to it, such as *color spray*, *disguise self*, *illusory script*, and *silent image*. Round out your selection with *sleep* and *Tasha's hideous laughter*. You can prepare a number of spells equal to 1 + your Intelligence modifier.

2ND LEVEL



Your hit points increase by 1d6 + your Constitution modifier. Unlike 1st level, you must roll for these hit points or take the average (4). You gain another Hit Die (total of 2d6).

Illusion Savant The gold and time you must spend to copy an illusion spell into your spellbook is halved. (PHB 118)

Improved Minor Illusion Most wizards must choose between sound or image when casting *minor illusion*. You get both. (PHB 118)

Spells You gain another 1st-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 2 + your Intelligence modifier.

3RD LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 3d6).

Spells You gain two 2nd-level spell slots and another 1st-level spell slot. Add two spells to your spellbook. Consider 2nd-level illusion spells such as *invisibility*, *mirror image*, *Nystul's magic aura*, or *phantasmal force*. You can prepare a number of spells equal to 3 + your Intelligence modifier.

4TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 4d6).

Ability Score Increase Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. Your Ability Score Increases should almost certainly be added to **Intelligence**, your spellcasting ability score. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. If you do, consider taking Actor, Alert, Fade Away (if gnome), Keen Mind, Resilient, or War Caster. (PHB 67)

Spells You gain one additional cantrip and one additional 2nd-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 4 + your Intelligence modifier.

1ST LEVEL



Ability Scores Your spellcasting is tied to your **Intelligence**, so it should be your highest ability score. Your next highest score should be **Dexterity**, to avoid getting hit, followed by **Constitution**, to maintain concentration when you are hit.

Skills You have special training or a certain knack in two skills. Consider choosing two from **Arcana**, **History**, and **Religion**. When you make a skill check using either of these skills, you add your proficiency bonus.

Starting Equipment Consider starting with the following, in addition to the equipment granted by your background.

- a dagger, a component pouch, a scholar's pack, and a spellbook

Spells You can cast spells from the wizard spell list. You (PHB 114) know three cantrips. Consider the two necromancy cantrips *chill touch* and *toll the dead*. Also consider other cantrips, such as *fire bolt*, *minor illusion*, or *prestidigitation*. You carry the rest of your spells in your spellbook, which at first has six 1st-level spells. Consider adding necromancy spells to it, such as *cause fear* and *false life*. Round out your selection with *find* with *familiar*, *shield*, *sleep* and *Tasha's hideous laughter*. You can prepare a number of spells equal to 1 + your Intelligence modifier.

2ND LEVEL



Your hit points increase by 1d6 + your Constitution modifier. Unlike 1st level, you must roll for these hit points or take the average (4). You gain another Hit Die (total of 2d6).

Necromancy Savant (PHB 118) The gold and time you must spend to copy a necromancy spell into your spellbook is halved.

Grim Harvest (PHB 118) You steal life when you kill a creature with one of your spells.

Spells You gain another 1st-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 2 + your Intelligence modifier.

3RD LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 3d6).

Spells You gain two 2nd-level spell slots and another 1st-level spell slot. Add two spells to your spellbook. Consider 2nd-level necromancy spells such as *blindness/deafness* and *gentle repose*. Also consider *invisibility* or *suggestion*. You can prepare a number of spells equal to 3 + your Intelligence modifier.

4TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 4d6).

Ability Score Increase (PHB 67) Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. Your Ability Score Increases should almost certainly be added to **Intelligence**, your spellcasting ability score. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. If you do, consider taking Alert, Fade Away (if gnome), Resilient, or War Caster.

Spells You gain one additional cantrip and one additional 2nd-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 4 + your Intelligence modifier.

1ST LEVEL



Ability Scores Your spellcasting is tied to your **Intelligence**, so it should be your highest ability score. Your next highest score should be **Constitution** to better maintain concentration, followed by **Dexterity** to avoid damage.

Skills You have special training or a certain knack in two skills. Consider choosing two from **Arcana**, **History**, and **Investigation**. When you make a skill check using either of these skills, you add your proficiency bonus.

Starting Equipment Consider starting with the following, in addition to the equipment granted by your background.

- a dagger, a component pouch, a scholar's pack, and a spellbook

Spells You can cast spells from the wizard spell list. You (PHB 114) know three cantrips. Consider transmutation cantrips such as *control flames*, *mending*, *message*, and *prestidigitation*. Also a cantrip from another school, such as *find familiar*. You carry the rest of your spells in your spellbook, which at first has six 1st-level spells. Consider adding transmutation spells to it, such as *expeditious retreat*, *feather fall*, and *longstrider*. Round out your selection with *find familiar*, *shield*, and *sleep*. You can prepare a number of spells equal to 1 + your Intelligence modifier.

2ND LEVEL



Your hit points increase by 1d6 + your Constitution modifier. Unlike 1st level, you must roll for these hit points or take the average (4). You gain another Hit Die (total of 2d6).

Transmutation Savant (PHB 119) The gold and time you must spend to copy a transmutation spell into your spellbook is halved.

Minor Alchemy (PHB 119) You can change one object's substance to another. The alteration lasts one hour or until you lose concentration.

Spells You gain another 1st-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 2 + your Intelligence modifier.

3RD LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 3d6).

Spells You gain two 2nd-level spell slots and another 1st-level spell slot. Add two spells to your spellbook. Consider 2nd-level transmutation spells such as *dragon's breath*, *Maximilian's earthen grasp*, *pyrotechnics*, or *rope trick*. You can prepare a number of spells equal to 3 + your Intelligence modifier.

4TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 4d6).

Ability Score Increase (PHB 67) Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. Your Ability Score Increases should almost certainly be added to **Intelligence**, your spellcasting ability score. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. If you do, consider taking Alert, Fade Away (if gnome), Resilient, or War Caster.

Spells You gain one additional cantrip and one additional 2nd-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 4 + your Intelligence modifier.

1ST LEVEL



Ability Scores Your spellcasting is tied to your **Intelligence**, so it should be your highest ability score. Your next highest score should be **Constitution** to better maintain concentration and bolster hit points, followed by **Dexterity** to avoid damage.

Skills You have special training or a certain knack in two skills. Consider choosing two from **Arcana**, **Insight**, and **Medicine**. When you make a skill check using either of these skills, you add your proficiency bonus.

Starting Equipment Consider starting with the following, in addition to the equipment granted by your background.

- (a) a quarterstaff or (b) a dagger
- an arcane focus, an explorer's pack, and a spellbook

Spells You can cast spells from the wizard spell list. You (PHB 114) know three cantrips. Consider cantrips such as *fire bolt*, *frostbite*, *ray of frost*, *shocking grasp*, or *thunderclap*. You carry the rest of your spells in your spellbook, which at first has six 1st-level spells. Consider including spells such as *absorb elements*, *earth tremor*, *mage armor*, *magic missile*, *shield*, and *snare*. You can prepare a number of spells equal to 1 + your Intelligence modifier.

2ND LEVEL



Your hit points increase by 1d6 + your Constitution modifier. Unlike 1st level, you must roll for these hit points or take the average (4). You gain another Hit Die (total of 2d6).

Arcane Deflection Shield yourself from attack if you don't mind waiting to cast spells other than cantrips until your next turn. (XGtE 59)

Tactical Wit Your keen mind scans the battleground quickly, getting you into the fight faster. (XGtE 59)

Spells You gain another 1st-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 2 + your Intelligence modifier.

3RD LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 3d6).

Spells You gain two 2nd-level spell slots and another 1st-level spell slot. Add two spells to your spellbook. Consider 2nd-level spells such as *scorching ray*, *shatter*, *Snilloc's snowball swarm*, or *warding wind*. You can prepare a number of spells equal to 3 + your Intelligence modifier.

4TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 4d6).

Ability Score Increase Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. Your Ability Score Increases should almost certainly be added to **Intelligence**, your spellcasting ability score. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. If you do, consider taking Alert, Defensive Duelist, Fade Away (if gnome), Healer, Lucky, Resilient, or War Caster. (PHB 67)

Spells You gain one additional cantrip and one additional 2nd-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 4 + your Intelligence modifier.

5TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 5d6).

+3

Increase your proficiency bonus from +2 to +3. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain two 3rd-level spell slots. Add two spells to your spellbook. Consider 3rd-level abjuration spells such as *counterspell*, *dispel magic*, *magic circle*, or *protection from energy*. You can prepare a number of spells equal to 5 + your Intelligence modifier.

6TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 6d6).

Projected Ward (PHB 115) You can momentarily expand your arcane ward to protect nearby allies.

Spells

You gain one additional 3rd-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 6 + your Intelligence modifier.

7TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 7d6).

Spells

You gain one 4th-level spell slot. Add two spells to your spellbook. Consider 4th-level abjuration spells such as *banishment*, *Mordenkainen's private sanctum*, and *stoneskin*. Round out your selection with *greater invisibility*. You can prepare a number of spells equal to 7 + your Intelligence modifier.

8TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 8d6).

Ability Score Increase Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Intelligence**. You cannot increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You gain one additional 4th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 8 + your Intelligence modifier.

5TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 5d6).

+3

Increase your proficiency bonus from +2 to +3. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain two 3rd-level spell slots. Add two spells to your spellbook. Consider 3rd-level spells such as *fireball*, *haste*, *Melf's minute meteors*, or *vampiric touch*. You can prepare a number of spells equal to 5 + your Intelligence modifier.

6TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 6d6).

Extra Attack
(SCAG 142)

You can attack twice, instead of once, whenever you take the Attack action on your turn.

Spells

You gain one additional 3rd-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 6 + your Intelligence modifier.

7TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 7d6).

Spells

You gain one 4th-level spell slot. Add two spells to your spellbook. Consider 4th-level spells such as *Evard's black tentacles*, *greater invisibility*, *storm sphere*, and *wall of fire*. You can prepare a number of spells equal to 7 + your Intelligence modifier.

8TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 8d6).

Ability Score Increase
(PHB 67)

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. Unlike most other wizards, **Dexterity** is just as, if not more, important than **Intelligence**. Your Ability Score Increases should almost certainly be added to one of those two, or both if it increases both modifiers. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You gain one additional 4th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 8 + your Intelligence modifier.

5TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 5d6).

+3

Increase your proficiency bonus from +2 to +3. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain two 3rd-level spell slots. Add two spells to your spellbook. Consider 3rd-level conjuration spells such as *stinking cloud*, *summon lesser demons*, and *thunder step*. Round out your selection with *fireball*. You can prepare a number of spells equal to 5 + your Intelligence modifier.

6TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 6d6).

**Benign
Trans-
position**
(PHB 116)

You can teleport up to thirty feet away or swap places with a willing creature within that range.

Spells

You gain one additional 3rd-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 6 + your Intelligence modifier.

7TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 7d6).

Spells

You gain one 4th-level spell slot. Add two spells to your spellbook. Consider 4th-level spells such as *conjure minor elementals*, *Evard's black tentacles*, *summon greater demon*, and *watery sphere*. You can prepare a number of spells equal to 7 + your Intelligence modifier.

8TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 8d6).

**Ability
Score
Increase**

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Intelligence**. You cannot increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You gain one additional 4th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 8 + your Intelligence modifier.

5TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 5d6).



Increase your proficiency bonus from +2 to +3. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain two 3rd-level spell slots. Add two spells to your spellbook. Consider 3rd-level divination spells such as *clairvoyance* and *tongues*. Round out your selection with *counterspell* or *hypnotic pattern*. You can prepare a number of spells equal to 5 + your Intelligence modifier.

6TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 6d6).

Expert Divination

(PHB 116)

Cast a divination spell, regain a spent lower spell slot.

Spells

You gain one additional 3rd-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 6 + your Intelligence modifier.

7TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 7d6).

Spells

You gain one 4th-level spell slot. Add two spells to your spellbook. Consider 4th-level divination spells such as *arcane eye* and *locate creature*. Round out your selection with *charm monster* and *greater invisibility*. You can prepare a number of spells equal to 7 + your Intelligence modifier.

8TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 8d6).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Intelligence**. You cannot increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You gain one additional 4th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 8 + your Intelligence modifier.

5TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 5d6).

+3

Increase your proficiency bonus from +2 to +3. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain two 3rd-level spell slots. Add two spells to your spellbook. Consider the 3rd-level enchantment spell *enemies abound*. Round out your selection with *counterspell*, *fireball*, and *hypnotic pattern*. You can prepare a number of spells equal to 5 + your Intelligence modifier.

6TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 6d6).

Instinctive Charm You can divert an enemy's attack, making it hit the creature closest to you. (PHB 117)

Spells

You gain one additional 3rd-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 6 + your Intelligence modifier.

7TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 7d6).

Spells

You gain one 4th-level spell slot. Add two spells to your spellbook. Consider the 4th-level enchantment spell *charm monster*. Round out your selection with *arcane eye*, *greater invisibility*, and *summon greater demon*. You can prepare a number of spells equal to 7 + your Intelligence modifier.

8TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 8d6).

Ability Score Increase Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Intelligence**. You cannot increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You gain one additional 4th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 8 + your Intelligence modifier.

5TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 5d6).

+3

Increase your proficiency bonus from +2 to +3. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain two 3rd-level spell slots. Add two spells to your spellbook. Consider 3rd-level evocation spells such as *fireball*, *Leomund's tiny hut*, *lightning bolt*, and *Melf's minute meteors*. You can prepare a number of spells equal to 5 + your Intelligence modifier.

6TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 6d6).

Potent Cantrip (PHB 117)

Even when a creature evades your cantrip attack, it takes some damage.

Spells

You gain one additional 3rd-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 6 + your Intelligence modifier.

7TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 7d6).

Spells

You gain one 4th-level spell slot. Add two spells to your spellbook. Consider 4th-level evocation spells such as *sickenening radiance*, *storm sphere*, *vitriolic sphere*, and *wall of fire*. You can prepare a number of spells equal to 7 + your Intelligence modifier.

8TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 8d6).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Intelligence**. You cannot increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You gain one additional 4th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 8 + your Intelligence modifier.

5TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 5d6).

+3

Increase your proficiency bonus from +2 to +3. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain two 3rd-level spell slots. Add two spells to your spellbook. Consider 3rd-level illusion spells such as *fear*, *hypnotic pattern*, and *major image*. Round out your selection with *charm monster*. You can prepare a number of spells equal to 5 + your Intelligence modifier.

6TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 6d6).

Malleable Illusions Your illusions can continue to change over time. (PHB 118)

Spells

You gain one additional 3rd-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 6 + your Intelligence modifier.

7TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 7d6).

Spells

You gain one 4th-level spell slot. Add two spells to your spellbook. Consider 4th-level illusion spells such as *greater invisibility* and *hallucinatory terrain*. Round out your selection with *arcane eye* and *polymorph*. You can prepare a number of spells equal to 7 + your Intelligence modifier.

8TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 8d6).

Ability Score Increase Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Intelligence**. You cannot increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You gain one additional 4th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 8 + your Intelligence modifier.

5TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 5d6).

+3

Increase your proficiency bonus from +2 to +3. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain two 3rd-level spell slots. Add two spells to your spellbook. Consider 3rd-level necromancy spells such as *animate dead*, *feign death*, *life transference*, and *vampiric touch*. (If you don't choose *animate dead*, it will automatically be added to your spellbook next level.) Also consider *erupting earth*. You can prepare a number of spells equal to 5 + your Intelligence modifier.

6TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 6d6).

Undead Thralls

Add the spell *animate dead* to your spellbook if it's not there already. Also, your skeletons and (PHB 119) zombies are harder and deadlier than normal.

Spells

You gain one additional 3rd-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 6 + your Intelligence modifier.

7TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 7d6).

Spells

You gain one 4th-level spell slot. Add two spells to your spellbook. Consider the 4th-level necromancy spell *blight*. Round out your selection with *greater invisibility*, *summon greater demon*, and *polymorph*. You can prepare a number of spells equal to 7 + your Intelligence modifier.

8TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 8d6).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Intelligence**. You cannot increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You gain one additional 4th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 8 + your Intelligence modifier.

5TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 5d6).

+3

Increase your proficiency bonus from +2 to +3. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain two 3rd-level spell slots. Add two spells to your spellbook. Consider 3rd-level transmutation spells *blink*, *erupting earth*, *fly*, and *haste*. You can prepare a number of spells equal to 5 + your Intelligence modifier.

6TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 6d6).

Transmuter's Stone

(PHB 119)

You can create the fabled *transmuter's stone*, a magical item that stores transmutation magicks.

Spells

You gain one additional 3rd-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 6 + your Intelligence modifier.

7TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 7d6).

Spells

You gain one 4th-level spell slot. Add two spells to your spellbook. Consider 4th-level transmutation spells such as *control water*, *elemental bane*, *fabricate*, and *polymorph*. You can prepare a number of spells equal to 7 + your Intelligence modifier.

8TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 8d6).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Intelligence**. You cannot increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You gain one additional 4th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 8 + your Intelligence modifier.

5TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 5d6).

+3

Increase your proficiency bonus from +2 to +3. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain two 3rd-level spell slots. Add two spells to your spellbook. Consider 3rd-level spells such as *counterspell*, *dispel magic*, *fireball*, and *Leomund's tiny hut*. You can prepare a number of spells equal to 5 + your Intelligence modifier.

6TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 6d6).

Power Surge

(XGtE 67)

When you shut down an enemy's spell with *counterspell* or *dispel magic*, you store magical energy and release it in a destructive surge later.

Spells

You gain one additional 3rd-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 6 + your Intelligence modifier.

7TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 7d6).

Spells

You gain one 4th-level spell slot. Add two spells to your spellbook. Consider 4th-level spells such as *banishment*, *Mordenkainen's private sanctum*, *sickening radiance*, and *vitriolic sphere*. You can prepare a number of spells equal to 7 + your Intelligence modifier.

8TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 8d6).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Intelligence**. You cannot increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You gain one additional 4th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 8 + your Intelligence modifier.

9TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 9d6).



Increase your proficiency bonus from +3 to +4. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 5th-level spell slot. Add two spells to your spellbook. Consider the 5th-level abjuration spell *planar binding*. Round out your selection with *animate objects*, *geas*, and *wall of force*. You can prepare a number of spells equal to 9 + your Intelligence modifier.

10TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 10d6).

Improved Abjuration Your abjuration spells become harder to resist. (PHB 116)

Spells

You gain one additional cantrip and one additional 5th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 10 + your Intelligence modifier.

11TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 11d6).

Spells

You gain one 6th-level spell slot. Add two spells to your spellbook. Consider 6th-level abjuration spells such as *globe of invulnerability* and *guards and wards*. Round out your selection with *contingency* or *mental prison*. You can prepare a number of spells equal to 11 + your Intelligence modifier.

12TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 12d6).

Ability Score Increase Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. If you've already maxed out your Intelligence score at 20, consider increasing **Constitution** or **Dexterity**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

Add two spells to your spellbook. You can prepare a number of spells equal to 12 + your Intelligence modifier.

9TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 9d6).



Increase your proficiency bonus from +3 to +4. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 5th-level spell slot. Add two spells to your spellbook. Consider 5th-level spells such as *animate objects*, *steel wind strike*, *transmute rock*, and *wall of force*. You can prepare a number of spells equal to 9 + your Intelligence modifier.

10TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 10d6).

Song of Defense (SCAG 142)

Your bladesong can sop up some of the damage you would have taken, but at the cost of a spell slot.

Spells

You gain one additional cantrip and one additional 5th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 10 + your Intelligence modifier.

11TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 11d6).

Spells

You gain one 6th-level spell slot. Add two spells to your spellbook. Consider 6th-level spells such as *contingency*, *globe of invulnerability*, *investiture of ice*, and *investiture of stone*. You can prepare a number of spells equal to 11 + your Intelligence modifier.

12TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 12d6).

Ability Score Increase (PHB 67)

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. Unlike most other wizards, **Dexterity** is just as, if not more, important than **Intelligence**. Your Ability Score Increases should almost certainly be added to one of those two, or both if it increases both modifiers. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

Add two spells to your spellbook. You can prepare a number of spells equal to 12 + your Intelligence modifier.

9TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 9d6).

+4

Increase your proficiency bonus from +3 to +4. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 5th-level spell slot. Add two spells to your spellbook. Consider 5th-level conjuration spells such as *conjure elemental*, *infernal calling*, *steel wind strike*, and *teleportation circle*. You can prepare a number of spells equal to 9 + your Intelligence modifier.

10TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 10d6).

Focused Conjuration

(PHB 116)

While you are concentrating on a conjuration spell, your concentration can't be broken as a result of taking damage.

Spells

You gain one additional cantrip and one additional 5th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 10 + your Intelligence modifier.

11TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 11d6).

Spells

You gain one 6th-level spell slot. Add two spells to your spellbook. Consider 6th-level conjuration spells such as *arcane gate*, *Drawmij's instant summons*, and *scatter*. Round out your selection with *mental prison*. You can prepare a number of spells equal to 11 + your Intelligence modifier.

12TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 12d6).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. If you've already maxed out your Intelligence score at 20, consider increasing **Constitution** or **Dexterity**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

Add two spells to your spellbook. You can prepare a number of spells equal to 12 + your Intelligence modifier.

9TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 9d6).



Increase your proficiency bonus from +3 to +4. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 5th-level spell slot. Add two spells to your spellbook. Consider 5th-level divination spells such as *contact other plane*, *legend lore*, *Rary's telepathic bond*, *screaming*, and *teleportation circle*. You can prepare a number of spells equal to 9 + your Intelligence modifier.

10TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 10d6).

The Third Eye See in the dark, gaze upon the Ethereal Plane, read any language, or see invisible creatures. (PHB 116)

Spells

You gain one additional cantrip and one additional 5th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 10 + your Intelligence modifier.

11TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 11d6).

Spells

You gain one 6th-level spell slot. Add two spells to your spellbook. Consider the 6th-level divination spell *true seeing*. Round out your spell selection with *contingency*, *mass suggestion*, and *mental prison*. You can prepare a number of spells equal to 11 + your Intelligence modifier.

12TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 12d6).

Ability Score Increase Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. If you've already maxed out your Intelligence score at 20, consider increasing **Dexterity** or **Constitution**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

Add two spells to your spellbook. You can prepare a number of spells equal to 12 + your Intelligence modifier.

9TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 9d6).

+4

Increase your proficiency bonus from +3 to +4. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 5th-level spell slot. Add two spells to your spellbook. Consider 5th-level enchantment spells such as *dominate person*, *geas*, *hold monster*, and *synaptic static*. You can prepare a number of spells equal to 9 + your Intelligence modifier.

10TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 10d6).

Split Enchantment

(PHB 117)

Hit two creatures with a single-target enchantment spell.

Spells

You gain one additional cantrip and one additional 5th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 10 + your Intelligence modifier.

11TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 11d6).

Spells

You gain one 6th-level spell slot. Add two spells to your spellbook. Consider 6th-level enchantment spells such as *mass suggestion* and *Otto's irresistible dance*. Round out your spell selection with *magic jar*, and *mental prison*. You can prepare a number of spells equal to 11 + your Intelligence modifier.

12TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 12d6).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. If you've already maxed out your Intelligence score at 20, consider increasing **Dexterity** or **Constitution**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

Add two spells to your spellbook. You can prepare a number of spells equal to 12 + your Intelligence modifier.

9TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 9d6).



Increase your proficiency bonus from +3 to +4. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 5th-level spell slot. Add two spells to your spellbook. Consider 5th-level evocation spells such as *Bigby's hand*, *cone of cold*, *dawn*, and *wall of force*. You can prepare a number of spells equal to 9 + your Intelligence modifier.

10TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 10d6).

Empowered

Evocation
(PHB 117)

Increase the damage of your evocation spells.

Spells

You gain one additional cantrip and one additional 5th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 10 + your Intelligence modifier.

11TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 11d6).

Spells

You gain one 6th-level spell slot. Add two spells to your spellbook. Consider 6th-level evocation spells such as *chain lightning*, *contingency*, *Otiluke's freezing sphere*, and *sunbeam*. You can prepare a number of spells equal to 11 + your Intelligence modifier.

12TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 12d6).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. If you've already maxed out your Intelligence score at 20, consider increasing **Dexterity** or **Constitution**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

Add two spells to your spellbook. You can prepare a number of spells equal to 12 + your Intelligence modifier.

9TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 9d6).

+4

Increase your proficiency bonus from +3 to +4. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 5th-level spell slot. Add two spells to your spellbook. Consider 5th-level illusion spells such as *dream* and *seeming*. Round out your selection with *animate objects* and *geas*. You can prepare a number of spells equal to 9 + your Intelligence modifier.

10TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 10d6).

Illusory Self (PHB 118)

When an attack would hit you, make an illusory duplicate of yourself that takes the hit.

Spells

You gain one additional cantrip and one additional 5th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 10 + your Intelligence modifier.

11TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 11d6).

Spells

You gain one 6th-level spell slot. Add two spells to your spellbook. Consider the 6th-level illusion spell *mental prison*. Round out your selection with *contingency*, *mass suggestion*, and *Otto's irresistible dance*. You can prepare a number of spells equal to 11 + your Intelligence modifier.

12TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 12d6).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. If you've already maxed out your Intelligence score at 20, consider increasing **Dexterity** or **Constitution**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

Add two spells to your spellbook. You can prepare a number of spells equal to 12 + your Intelligence modifier.

9TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 9d6).

+4

Increase your proficiency bonus from +3 to +4. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 5th-level spell slot. Add two spells to your spellbook. Consider 5th-level necromancy spells such as *danse macabre* and *enervation*. Round out your selection with *animate objects* and *wall of force*. You can prepare a number of spells equal to 9 + your Intelligence modifier.

10TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 10d6).

Inured to Undeath (PHB 119) You have spent so much time dealing with undead and the forces that animate them that you have become inured to some of their worst effects.

Spells

You gain one additional cantrip and one additional 5th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 10 + your Intelligence modifier.

11TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 11d6).

Spells

You gain one 6th-level spell slot. Add two spells to your spellbook. Consider 6th-level necromancy spells such as *create undead*, *magic jar*, and *soul cage*. Round out your selection with *mental prison*. You can prepare a number of spells equal to 11 + your Intelligence modifier.

12TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 12d6).

Ability Score Increase Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. If you've already maxed out your Intelligence score at 20, consider increasing **Dexterity** or **Constitution**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

Add two spells to your spellbook. You can prepare a number of spells equal to 12 + your Intelligence modifier.

9TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 9d6).

+4

Increase your proficiency bonus from +3 to +4. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 5th-level spell slot. Add two spells to your spellbook. Consider 5th-level transmutation spells such as *animate objects*, *control winds*, *telekinesis*, and *transmute rock*. You can prepare a number of spells equal to 9 + your Intelligence modifier.

10TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 10d6).

Shape-changer

(PHB 119)

You can cast *polymorph* without expending a spell slot.

Spells

You gain one additional cantrip and one additional 5th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 10 + your Intelligence modifier.

11TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 11d6).

Spells

You gain one 6th-level spell slot. Add two spells to your spellbook. Consider 6th-level transmutation spells such as *disintegrate*, *flesh to stone*, *move earth*, and *Tenser's transformation*. You can prepare a number of spells equal to 11 + your Intelligence modifier.

12TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 12d6).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. If you've already maxed out your Intelligence score at 20, consider increasing **Constitution** or **Dexterity**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

Add two spells to your spellbook. You can prepare a number of spells equal to 12 + your Intelligence modifier.

9TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 9d6).



Increase your proficiency bonus from +3 to +4. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 5th-level spell slot. Add two spells to your spellbook. Consider 5th-level spells such as *Bigby's hand*, *planar binding*, *wall of force*, and *wall of stone*. You can prepare a number of spells equal to 9 + your Intelligence modifier.

10TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 10d6).

Durable Magic (XGtE 67)

Focusing on a spell increases your defenses.

Spells

You gain one additional cantrip and one additional 5th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 10 + your Intelligence modifier.

11TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 11d6).

Spells

You gain one 6th-level spell slot. Add two spells to your spellbook. Consider 6th-level spells such as *chain lightning*, *contingency*, *globe of invulnerability*, and *Otiluke's freezing sphere*. You can prepare a number of spells equal to 11 + your Intelligence modifier.

12TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 12d6).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. If you've already maxed out your Intelligence score at 20, consider increasing **Constitution** or **Dexterity**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

Add two spells to your spellbook. You can prepare a number of spells equal to 12 + your Intelligence modifier.

13TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 13d6).

+5

Increase your proficiency bonus from +4 to +5. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 7th-level spell slot. Add two spells to your spellbook. Consider the 7th-level abjuration spell *symbol*. Round out your selection with *etherealness*, *force cage*, or *simulacrum*. You can prepare a number of spells equal to 13 + your Intelligence modifier.

14TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 14d6).

Spell

Resistance You have advantage on saving throws against spells and resistance against the damage of (PHB 116) spells.

Spells

Add two spells to your spellbook. You can prepare a number of spells equal to 14 + your Intelligence modifier.

15TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 15d6).

Spells

You gain one 8th-level spell slot. Add two spells to your spellbook. Consider 8th-level abjuration spells such as *antimagic field* and *mind blank*. Round out your selection with *clone* or *maze*. You can prepare a number of spells equal to 15 + your Intelligence modifier.

16TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 16d6).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

Add two spells to your spellbook. You can prepare a number of spells equal to 16 + your Intelligence modifier.

13TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 13d6).

+5

Increase your proficiency bonus from +4 to +5. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 7th-level spell slot. Add two spells to your spellbook. Consider 7th-level spells such as *etherealness*, *Mordenkainen's magnificent mansion*, *plane shift*, and *simulacrum*. You can prepare a number of spells equal to 13 + your Intelligence modifier.

14TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 14d6).

Song of Victory

(SCAG 142)

Your keen mind makes your blade even keener.

Spells

Add two spells to your spellbook. You can prepare a number of spells equal to 14 + your Intelligence modifier.

15TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 15d6).

Spells

You gain one 8th-level spell slot. Add two spells to your spellbook. Consider 8th-level spells such as *antipathy/sympathy*, *clone*, *illusory dragon*, or *sunburst*. You can prepare a number of spells equal to 15 + your Intelligence modifier.

16TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 16d6).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

Add two spells to your spellbook. You can prepare a number of spells equal to 16 + your Intelligence modifier.

13TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 13d6).



Increase your proficiency bonus from +4 to +5. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 7th-level spell slot. Add two spells to your spellbook. Consider 7th-level conjuration spells such as *Mordenkainen's magnificent mansion*, *plane shift*, and *teleport*. Round out your selection with *simulacrum*. You can prepare a number of spells equal to 13 + your Intelligence modifier.

14TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 14d6).

Durable Summons Your summoned creatures are unusually hardy. (PHB 116)

Spells

Add two spells to your spellbook. You can prepare a number of spells equal to 14 + your Intelligence modifier.

15TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 15d6).

Spells

You gain one 8th-level spell slot. Add two spells to your spellbook. Consider 8th-level conjuration spells such as *demiplane*, *maze*, and *mighty fortress*. Round out your selection with *clone*. You can prepare a number of spells equal to 15 + your Intelligence modifier.

16TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 16d6).

Ability Score Increase Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

Add two spells to your spellbook. You can prepare a number of spells equal to 16 + your Intelligence modifier.

13TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 13d6).



Increase your proficiency bonus from +4 to +5. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 7th-level spell slot. Add two spells to your spellbook. There are no 7th-level divination spells. Consider instead *etherealness*, *Mordenkainen's magnificent mansion*, *simulacrum*, and *teleport*. You can prepare a number of spells equal to 13 + your Intelligence modifier.

14TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 14d6).

Greater Portent

The visions in your dreams intensify and paint a more accurate picture in your mind of what is to come. Your Portent ability grows stronger. (PHB 117)

Spells

Add two spells to your spellbook. You can prepare a number of spells equal to 14 + your Intelligence modifier.

15TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 15d6).

Spells

You gain one 8th-level spell slot. Add two spells to your spellbook. There are no 8th-level conjuration spells. Consider instead *antipathy/sympathy*, *clone*, *illusory dragon*, and *maze*. You can prepare a number of spells equal to 15 + your Intelligence modifier.

16TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 16d6).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

Add two spells to your spellbook. You can prepare a number of spells equal to 16 + your Intelligence modifier.

13TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 13d6).

+5

Increase your proficiency bonus from +4 to +5. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 7th-level spell slot. Add two spells to your spellbook. There are no good 7th-level enchantment spells. Consider instead *etherealness*, *Mordenkainen's magnificent mansion*, *reverse gravity*, and *simulacrum*. You can prepare a number of spells equal to 13 + your Intelligence modifier.

14TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 14d6).

Alter Memories You can alter a creature's memory so that it forgets what happened when it was charmed by (PHB 117) you.

Spells

Add two spells to your spellbook. You can prepare a number of spells equal to 14 + your Intelligence modifier.

15TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 15d6).

Spells

You gain one 8th-level spell slot. Add two spells to your spellbook. Consider 8th-level enchantment spells such as *antipathy/sympathy*, *dominate monster*, and *feeblemind*. Round out your selection with *illusory dragon*. You can prepare a number of spells equal to 15 + your Intelligence modifier.

16TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 16d6).

Ability Score Increase Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

Add two spells to your spellbook. You can prepare a number of spells equal to 16 + your Intelligence modifier.

13TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 13d6).

+5

Increase your proficiency bonus from +4 to +5. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 7th-level spell slot. Add two spells to your spellbook. Consider 7th-level evocation spells such as *crown of stars*, *delayed blast fireball*, *forcecage*, and *whirlwind*. You can prepare a number of spells equal to 13 + your Intelligence modifier.

14TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 14d6).

Over-channel

You can deal maximum damage with lesser evocation spells, but possibly at a cost to your own health. (PHB 118)

Spells

Add two spells to your spellbook. You can prepare a number of spells equal to 14 + your Intelligence modifier.

15TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 15d6).

Spells

You gain one 8th-level spell slot. Add two spells to your spellbook. Consider 8th-level evocation spells such as *maddening darkness* and *sunburst*. Round out your selection with *antipathy/sympathy* and *illusory dragon*. You can prepare a number of spells equal to 15 + your Intelligence modifier.

16TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 16d6).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

Add two spells to your spellbook. You can prepare a number of spells equal to 16 + your Intelligence modifier.

13TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 13d6).

+5

Increase your proficiency bonus from +4 to +5. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 7th-level spell slot. Add two spells to your spellbook. Consider 7th-level illusion spells such as *mirage arcane* and *simulacrum*. Round out your selection with *plane shift* or *reverse gravity*. You can prepare a number of spells equal to 13 + your Intelligence modifier.

14TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 14d6).

Illusory Reality (PHB 118)

You can make one inanimate, nonmagical part of your illusion real for 1 minute.

Spells

Add two spells to your spellbook. You can prepare a number of spells equal to 14 + your Intelligence modifier.

15TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 15d6).

Spells

You gain one 8th-level spell slot. Add two spells to your spellbook. Consider the 8th-level illusion spell *illusory dragon*. Round out your selection with *antipathy/sympathy*, *clone*, or *maze*. You can prepare a number of spells equal to 15 + your Intelligence modifier.

16TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 16d6).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

Add two spells to your spellbook. You can prepare a number of spells equal to 16 + your Intelligence modifier.

13TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 13d6).

+5

Increase your proficiency bonus from +4 to +5. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 7th-level spell slot. Add two spells to your spellbook. Consider the 7th-level necromancy spell *finger of death*. Round out your selection with *etherealness*, *plane shift*, or *reverse gravity*. You can prepare a number of spells equal to 13 + your Intelligence modifier.

14TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 14d6).

Command Undead You can sway the allegiance of undead creatures, even those controlled by another (PHB 119) wizard.

Spells

Add two spells to your spellbook. You can prepare a number of spells equal to 14 + your Intelligence modifier.

15TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 15d6).

Spells

You gain one 8th-level spell slot. Add two spells to your spellbook. Consider 8th-level necromancy spells such as *Abi-Dalzim's horrid wilting* and *clone*. Round out your selection with *antipathy/sympathy* or *clone*. You can prepare a number of spells equal to 15 + your Intelligence modifier.

16TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 16d6).

Ability Score Increase Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

Add two spells to your spellbook. You can prepare a number of spells equal to 16 + your Intelligence modifier.

13TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 13d6).

+5

Increase your proficiency bonus from +4 to +5. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 7th-level spell slot. Add two spells to your spellbook. Consider 7th-level transmutation spells such as *etherealness*, *reverse gravity* and *sequester*. Round out your selection with *simulacrum*. You can prepare a number of spells equal to 13 + your Intelligence modifier.

14TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 14d6).

Master Transmuter You can cannibalize the power contained in your transmuter's stone to restore youth, transform, (*PHB* 119) cure, or revive.

Spells

Add two spells to your spellbook. You can prepare a number of spells equal to 14 + your Intelligence modifier.

15TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 15d6).

Spells

You gain one 8th-level spell slot. Add two spells to your spellbook. Consider the 8th-level transmutation spell *control weather*. Round out your selection with *clone*, *illusory dragon*, or *maze*. You can prepare a number of spells equal to 15 + your Intelligence modifier.

16TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 16d6).

Ability Score Increase Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

Add two spells to your spellbook. You can prepare a number of spells equal to 16 + your Intelligence modifier.

13TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 13d6).



Increase your proficiency bonus from +4 to +5. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 7th-level spell slot. Add two spells to your spellbook. Consider 7th-level spells such as *crown of stars*, *forcecage*, *symbol*, and *whirlwind*. You can prepare a number of spells equal to 13 + your Intelligence modifier.

14TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 14d6).

Deflecting Shroud When you almost get hit by an attack, take that energy and throw it back into your enemies' faces. (XGtE 67)

Spells

Add two spells to your spellbook. You can prepare a number of spells equal to 14 + your Intelligence modifier.

15TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 15d6).

Spells

You gain one 8th-level spell slot. Add two spells to your spellbook. Consider 8th-level spells such as *antimagic field*, *maddening darkness*, *mind blank*, or *sunburst*. You can prepare a number of spells equal to 15 + your Intelligence modifier.

16TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 16d6).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

Add two spells to your spellbook. You can prepare a number of spells equal to 16 + your Intelligence modifier.

17TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 17d6).

+6

Increase your proficiency bonus from +5 to +6. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 9th-level spell slot. Add two spells to your spellbook. Consider 9th-level abjuration spells such as *imprisonment*, *invulnerability*, or *prismatic wall*. Also, *wish* is always a strong choice. You can prepare a number of spells equal to 17 + your Intelligence modifier.

18TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 18d6).

Spell Mastery (PHB 115)

Choose two basic spells. You can cast them without expending spell slots.

Spells

You gain one additional 5th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 18 + your Intelligence modifier.

19TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 19d6).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You gain one additional 6th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 19 + your Intelligence modifier.

20TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 20d6).

Signature Spells (PHB 67)

Choose two powerful spells. They are always prepared and you can cast them without expending spell slots.

Spells

You gain one additional 7th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 20 + your Intelligence modifier.

17TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 17d6).

+6

Increase your proficiency bonus from +5 to +6. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 9th-level spell slot. Add two spells to your spellbook. Consider 9th-level spells such as *foresight*, *invulnerability*, or *prismatic wall*. Also, *wish* is always a strong choice. You can prepare a number of spells equal to 17 + your Intelligence modifier.

18TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 18d6).

Spell Mastery (PHB 115)

Choose two basic spells. You can cast them without expending spell slots.

Spells

You gain one additional 5th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 18 + your Intelligence modifier.

19TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 19d6).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You gain one additional 6th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 19 + your Intelligence modifier.

20TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 20d6).

Signature Spells (PHB 67)

Choose two powerful spells. They are always prepared and you can cast them without expending spell slots.

Spells

You gain one additional 7th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 20 + your Intelligence modifier.

17TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 17d6).

+6

Increase your proficiency bonus from +5 to +6. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 9th-level spell slot. Add two spells to your spellbook. Consider 9th-level conjuration spells such as *gate* and *wish*. Round out your selection with *astral projection* or *meteor swarm*. You can prepare a number of spells equal to 17 + your Intelligence modifier.

18TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 18d6).

Spell Mastery (PHB 115)

Choose two basic spells. You can cast them without expending spell slots.

Spells

You gain one additional 5th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 18 + your Intelligence modifier.

19TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 19d6).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You gain one additional 6th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 19 + your Intelligence modifier.

20TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 20d6).

Signature Spells (PHB 67)

Choose two powerful spells. They are always prepared and you can cast them without expending spell slots.

Spells

You gain one additional 7th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 20 + your Intelligence modifier.

17TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 17d6).

+6

Increase your proficiency bonus from +5 to +6. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 9th-level spell slot. Add two spells to your spellbook. Consider the 9th-level divination spell *foresight*. Round out your selection with *astral projection* or *psychic scream*. Also, *wish* is always a strong choice. You can prepare a number of spells equal to 17 + your Intelligence modifier.

18TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 18d6).

Spell Mastery (PHB 115)

Choose two basic spells. You can cast them without expending spell slots.

Spells

You gain one additional 5th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 18 + your Intelligence modifier.

19TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 19d6).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You gain one additional 6th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 19 + your Intelligence modifier.

20TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 20d6).

Signature Spells (PHB 67)

Choose two powerful spells. They are always prepared and you can cast them without expending spell slots.

Spells

You gain one additional 7th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 20 + your Intelligence modifier.

17TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 17d6).

+6

Increase your proficiency bonus from +5 to +6. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 9th-level spell slot. Add two spells to your spellbook. Consider the 9th-level enchantment spell *psychic scream*. Round out your selection with *foresight* or *true polymorph*. Also, *wish* is always a strong choice. You can prepare a number of spells equal to 17 + your Intelligence modifier.

18TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 18d6).

Spell Mastery (PHB 115)

Choose two basic spells. You can cast them without expending spell slots.

Spells

You gain one additional 5th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 18 + your Intelligence modifier.

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Spells

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Signature Spells (PHB 67)

Choose two powerful spells. They are always prepared and you can cast them without expending spell slots.

Spells

You gain one additional 7th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 20 + your Intelligence modifier.

17TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 17d6).

+6

Increase your proficiency bonus from +5 to +6. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 9th-level spell slot. Add two spells to your spellbook. Consider the 9th-level evocation spell *meteor swarm*. Round out your selection with *prismatic wall* or *shapechange*. Also, *wish* is always a strong choice. You can prepare a number of spells equal to 17 + your Intelligence modifier.

18TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 18d6).

Spell Mastery (PHB 115)

Choose two basic spells. You can cast them without expending spell slots.

Spells

You gain one additional 5th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 18 + your Intelligence modifier.

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Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You gain one additional 6th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 19 + your Intelligence modifier.

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Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 20d6).

Signature Spells (PHB 67)

Choose two powerful spells. They are always prepared and you can cast them without expending spell slots.

Spells

You gain one additional 7th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 20 + your Intelligence modifier.

17TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 17d6).

+6

Increase your proficiency bonus from +5 to +6. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 9th-level spell slot. Add two spells to your spellbook. There is no good 9th-level illusion spell. Consider instead *foresight*, *prismatic wall*, or *true polymorph*. Also, *wish* is always a strong choice. You can prepare a number of spells equal to 17 + your Intelligence modifier.

18TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 18d6).

Spell Mastery (PHB 115)

Choose two basic spells. You can cast them without expending spell slots.

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You gain one additional 5th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 18 + your Intelligence modifier.

19TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 19d6).

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Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You gain one additional 6th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 19 + your Intelligence modifier.

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Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 20d6).

Signature Spells (PHB 67)

Choose two powerful spells. They are always prepared and you can cast them without expending spell slots.

Spells

You gain one additional 7th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 20 + your Intelligence modifier.

17TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 17d6).

+6

Increase your proficiency bonus from +5 to +6. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 9th-level spell slot. Add two spells to your spellbook. Consider the 9th-level necromancy spell *astral projection*. Round out your selection with *invulnerability*, *psychic scream*, or *true polymorph*. Also, *wish* is always a strong choice. You can prepare a number of spells equal to 17 + your Intelligence modifier.

18TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 18d6).

Spell Mastery (PHB 115)

Choose two basic spells. You can cast them without expending spell slots.

Spells

You gain one additional 5th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 18 + your Intelligence modifier.

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17TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 17d6).

+6

Increase your proficiency bonus from +5 to +6. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 9th-level spell slot. Add two spells to your spellbook. Consider 9th-level transmutation spells such as *shapechange* and *true polymorph*. Round out your selection with *prismatic wall* or *wish*. You can prepare a number of spells equal to 17 + your Intelligence modifier.

18TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 18d6).

Spell Mastery (PHB 115)

Choose two basic spells. You can cast them without expending spell slots.

Spells

You gain one additional 5th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 18 + your Intelligence modifier.

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Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 19d6).

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Choose two powerful spells. They are always prepared and you can cast them without expending spell slots.

Spells

You gain one additional 7th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 20 + your Intelligence modifier.

17TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 17d6).

+6

Increase your proficiency bonus from +5 to +6. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 9th-level spell slot. Add two spells to your spellbook. Consider 9th-level spells such as *invulnerability*, *meteor swarm*, or *prismatic wall*. Also, *wish* is always a strong choice. You can prepare a number of spells equal to 17 + your Intelligence modifier.

18TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 18d6).

Spell Mastery (PHB 115)

Choose two basic spells. You can cast them without expending spell slots.

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You gain one additional 5th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 18 + your Intelligence modifier.

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Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 19d6).

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Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You gain one additional 6th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 19 + your Intelligence modifier.

20TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 20d6).

Signature Spells (PHB 67)

Choose two powerful spells. They are always prepared and you can cast them without expending spell slots.

Spells

You gain one additional 7th-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 20 + your Intelligence modifier.

TRAINING GROUND

SPELLBOOKS

Every wizard has a spellbook in their possession. From it, you prepare your spells each day. You can prepare a number of spells equal to your wizard level + your Intelligence modifier.

At 1st level, your spellbook has six 1st-level spells. You learn two more spells each time you gain a level. Also, be on the lookout for scrolls and enemy wizards' spellbooks while you adventure. Given a little time and money, you can copy found spells into your own spellbook.

Should you ever lose or have your book stolen, you can replace it by crafting a new spellbook the same way you copy spells but at a reduced price and with a shorter time investment.

PLAYING GOD

Dealing damage is just one of many talents wizards have. In fact, wizards could leave damage-dealing to the rest of the party.

The party might be better served by a wizard who controls the battlefield with spells such as *wall of force*, weakens powerful enemies with spells like *counterspell*, or aids allies with spells such as *haste* or *fly*. Doing so gives the wizard's party enormous advantage over enemies in combat, even if the wizard personally never deals a single point of damage.

CONCENTRATE ON YOUR SPELLS

When selecting and preparing spells, pay special attention to their concentration and ritual tags and what happens on a miss or when the target succeeds on its saving throw.

First, ritual spells are great to have in your spellbook. There's no need to prepare them, if you're willing to put in extra time casting them.

Second, bear in mind that you can only maintain one concentration spell at a time.

And, third, try to choose spells that have some effect even if the target succeeds on its saving throw.

MY MIND IS MY WEAPON

Wizards should not fight with mundane weapons much. Even most bladesingers should use ranged spells before closing ranks.

That's not to say a wizard should ever be totally unarmed. But when purchasing a weapon, look for a ranged weapon or thrown weapon with the finesse property, as undoubtedly your Dexterity will be higher than your Strength.

Invest early in a light crossbow (or longbow, if proficient), since it's the deadliest weapon you can expertly wield.

I CAST ANALOGY

One of the hardest things for novice players to understand is the difference between the spells in their spellbook, prepared spells, and spell slots.

Try to think of it this way: wizards are to spells as chefs are to recipes. Just as chefs have recipe books, so too do wizards have spellbooks. And just as a chef cannot simply conjure whatever is in the recipe book, a wizard cannot simply cast any spell out of his or her spellbook. In both instances one must first prepare.

How much a chef can prepare depends on his or her budget. Wizards too have a fixed number (wizard level + Intelligence modifier) that determines how many spells they may prepare.

The final determination for chefs is plates. A chef can only serve as much food for which he or she has plates. Similarly, a wizard has a fixed number of spell slots. Big meals go on big dishes. Powerful spells require high-level spell slots.

Of course, one could always put small meals on big plates. Accordingly, wizards can always use high-level spell slots for even their weakest spells.

PLAYING A GENERALIST

This class guide assumes that players will want the spells that correspond to their chosen arcane school. However, it is a completely viable build to choose from other schools of magic with nearly every spell selection. In that case, notice that there are many spells which should be considered no matter one's preferred school of magic.

GNOME WIZARD 1

"Wait. I have an idea. But stand back! Last time I tried this two of my friends caught fire."

You may have a problem. It started out simply enough. You merely enjoyed flame and explosions. You began as apprentice to a master chemist, but, to be honest, this lifestyle was an excuse to devise bigger and bigger explosions. To fund this increasingly costly endeavor you turned to burglary. Having a conscience, you tried to only rob those who didn't deserve their wealth.

One day, after stealing a valuable book, you discovered it was full of spells. And not just any spells: evocation ones. The school of destructive energy! You embraced wizardry in hopes of making even bigger explosions.

BACKGROUND (CRIMINAL)

You became a skilled burglar in order to fund your expensive ...hobby.

Criminal Contact. You have a reliable and trustworthy contact who acts as your liaison to a loose network of other criminals. (This is not a formal organization like the Zhentarim.) You know how to get messages to and from your contact, even over great distances, using local messengers, corrupt caravan masters, and seedy sailors.

Personality Trait. You don't pay attention to the risks in a situation. And you blow up at the slightest insult.

Ideal. Chains are meant to be broken, as are those who would forge them.

Bond. You're trying to pay off an old debt you owe to a generous benefactor.

Flaw. If there's a plan, you'll forget it. If you don't forget it, you'll ignore it.

ROCK GNOME TRAITS

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. You can't discern color in darkness, only shades of gray.

Artificer's Lore. Whenever you make an Intelligence (History) check related to magic items, alchemical objects, or technological devices, you can add twice your proficiency bonus, instead of any proficiency bonus you normally apply.

Tinker. You have proficiency with artisan's tools (tinker's tools). Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 5, 1 hp). The device ceases to function after 24 hours (unless you spend 1 hour repairing it to keep the device functioning), or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it. You can have up to three such devices active at a time.

When you create a device, choose one of the following options:

- **Clockwork Toy.** This toy is a clockwork animal, monster, or person, such as a frog, mouse, bird, dragon, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents.
- **Fire Starter.** The device produces a miniature flame, which you can use to light a candle, torch, or campfire. Using the device requires your action.

Medium humanoid (rock gnome), chaotic good

Armor Class 12

Hit Points 8 (Hit Dice 1d6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	17 (+3)	10 (+0)	12 (+1)

Proficiencies (+2 proficiency bonus)

Saving Throws Int +5, Wis +2; advantage on Intelligence, Wisdom, Charisma saves against magic

Skills Arcana +5, Deception +3, Investigation +5, Stealth +4

Tools playing card set, thieves' tools, tinker's tools

Weapons dagger, dart, light crossbow, quarterstaff, sling

Senses darkvision, passive Perception 10

Languages Common, Gnomish

ACTIONS

Attack. You can attack when you take this action, using the following:

Fire Bolt. *Ranged Spell Attack:* +5 to hit, range 120 ft., one target.

Hit: 1d10 fire damage.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target.

Hit: 1d4 + 2 piercing damage.

OPTIONS

Spellcasting. Wizard feature.

Spell Save DC: 13

Spell Attack Modifier: +5

Spell Slots: 1st-level (2)

- **Music Box.** When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed.

WIZARD FEATURES

Spellcasting Ability. You have the ability to cast spells. Intelligence is your spellcasting ability for your wizard spells. You use your Intelligence whenever a spell refers to your spellcasting ability.

You prepare the list of wizard spells that are available for you to cast. To do so, choose 4 spells. The spells must be of a level for which you have spell slots.

To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You can use an arcane focus as a spellcasting focus for your wizard spells.

You can cast any wizard spell in your spellbook as a ritual if that spell has the ritual tag.

Spell Save DC: 13

Spell Attack Modifier: +5

Spell Slots: 1st-level (2)

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 equal to or less than 1.

SPELLS KNOWN

Cantrips (at will): *fire bolt, light, prestidigitation*

1st-level spells: *burning hands, chromatic orb, earth tremor, find familiar, magic missile, thunderwave*

EQUIPMENT

Backpack, book, dark common clothing with a hood, crowbar, dagger, ink (1-ounce bottle), ink pen, little bag of sand, parchment (10 sheets), small knife, spellbook, wand (arcane focus), money pouch (15 gp).

GNOME WIZARD 5

"Wait. I have an idea. But stand back! Last time I tried this two of my friends caught fire."

You may have a problem. It started out simply enough. You merely enjoyed flame and explosions. You began as apprentice to a master chemist, but, to be honest, this lifestyle was an excuse to devise bigger and bigger explosions. To fund this increasingly costly endeavor you turned to burglary. Having a conscience, you tried to only rob those who didn't deserve their wealth.

One day, after stealing a valuable book, you discovered it was full of spells. And not just any spells: evocation ones. The school of destructive energy! You embraced wizardry in hopes of making even bigger explosions.

BACKGROUND (CRIMINAL)

You became a skilled burglar in order to fund your expensive ...hobby.

Criminal Contact. You have a reliable and trustworthy contact who acts as your liaison to a loose network of other criminals. (This is not a formal organization like the Zhentarim.) You know how to get messages to and from your contact, even over great distances, using local messengers, corrupt caravan masters, and seedy sailors.

Personality Trait. You don't pay attention to the risks in a situation. And you blow up at the slightest insult.

Ideal. Chains are meant to be broken, as are those who would forge them.

Bond. You're trying to pay off an old debt you owe to a generous benefactor.

Flaw. If there's a plan, you'll forget it. If you don't forget it, you'll ignore it.

ROCK GNOME TRAITS

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. You can't discern color in darkness, only shades of gray.

Artificer's Lore. Whenever you make an Intelligence (History) check related to magic items, alchemical objects, or technological devices, you can add twice your proficiency bonus, instead of any proficiency bonus you normally apply.

Tinker. You have proficiency with artisan's tools (tinker's tools). Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 5, 1 hp). The device ceases to function after 24 hours (unless you spend 1 hour repairing it to keep the device functioning), or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it. You can have up to three such devices active at a time.

When you create a device, choose one of the following options:

- **Clockwork Toy.** This toy is a clockwork animal, monster, or person, such as a frog, mouse, bird, dragon, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents.
- **Fire Starter.** The device produces a miniature flame, which you can use to light a candle, torch, or campfire. Using the device requires your action.

Medium humanoid (rock gnome), chaotic good

Armor Class 12

Hit Points 32 (Hit Dice 5d6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	14 (+2)	18 (+4)	10 (+0)	12 (+1)

Proficiencies (+3 proficiency bonus)

Saving Throws Int +7, Wis +3; advantage on Intelligence, Wisdom, Charisma saves against magic

Skills Arcana +7, Deception +4, Investigation +7, Stealth +5

Tools playing card set, thieves' tools, tinker's tools

Weapons dagger, dart, light crossbow, quarterstaff, sling

Senses darkvision, passive Perception 10

Languages Common, Gnomish

ACTIONS

Attack. You can attack when you take this action, using the following:

Fire Bolt. *Ranged Spell Attack:* +7 to hit, range 120 ft., one target.

Hit: 2d10 fire damage.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target.

Hit: 1d4 + 2 piercing damage.

OPTIONS

Sculpt Spells. Arcane Tradition feature.

Spellcasting. Wizard feature.

Spell Save DC: 15

Spell Attack Modifier: +7

Spell Slots: 1st-level (4), 2nd-level (3), 3rd-level (2)

- **Music Box.** When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed.

WIZARD FEATURES

Spellcasting Ability. You have the ability to cast spells. Intelligence is your spellcasting ability for your wizard spells. You use your Intelligence whenever a spell refers to your spellcasting ability.

You prepare the list of wizard spells that are available for you to cast. To do so, choose 9 spells. The spells must be of a level for which you have spell slots.

To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You can use an arcane focus as a spellcasting focus for your wizard spells.

You can cast any wizard spell in your spellbook as a ritual if that spell has the ritual tag.

Spell Save DC: 15

Spell Attack Modifier: +7

Spell Slots: 1st-level (4), 2nd-level (3), 3rd-level (2)

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 equal to or less than 3.

ARCANE TRADITION: SCHOOL OF EVOCATION

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 that you can see, you can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would take half damage on a successful save.

SPELLS KNOWN

Cantrips (at will): fire bolt, frostbite, light, prestidigitation

1st-level spells: burning hands, chromatic orb, detect magic, earth tremor, find familiar, magic missile, shield, thunderwave

2nd-level spells: darkness, scorching ray, shatter, Snilloch's snowball swarm

3rd-level spells: fireball, Leomund's tiny hut

EQUIPMENT

Backpack, book, dark common clothing with a hood, crowbar, dagger, elemental gem (red corundum), ink (1-ounce bottle), ink pen, little bag of sand, parchment (10 sheets), potions of healing (2), small knife, spellbook, wand (arcane focus), money pouch (15 gp), diamond worth 50 gp.

ELEMENTAL GEM

Wondrous item, uncommon

This gem contains a mote of elemental energy. When you use an action to break the gem, a fire elemental is summoned as if you had cast the *conjure elemental* spell, and the gem's magic is lost.

GNOME WIZARD 11

"Wait. I have an idea. But stand back! Last time I tried this two of my friends caught fire."

You may have a problem. It started out simply enough. You merely enjoyed flame and explosions. You began as apprentice to a master chemist, but, to be honest, this lifestyle was an excuse to devise bigger and bigger explosions. To fund this increasingly costly endeavor you turned to burglary. Having a conscience, you tried to only rob those who didn't deserve their wealth.

One day, after stealing a valuable book, you discovered it was full of spells. And not just any spells: evocation ones. The school of destructive energy! You embraced wizardry in hopes of making even bigger explosions.

BACKGROUND (CRIMINAL)

You became a skilled burglar in order to fund your expensive ...hobby.

Criminal Contact. You have a reliable and trustworthy contact who acts as your liaison to a loose network of other criminals. (This is not a formal organization like the Zhentarim.) You know how to get messages to and from your contact, even over great distances, using local messengers, corrupt caravan masters, and seedy sailors.

Personality Trait. You don't pay attention to the risks in a situation. And you blow up at the slightest insult.

Ideal. Chains are meant to be broken, as are those who would forge them.

Bond. You're trying to pay off an old debt you owe to a generous benefactor.

Flaw. If there's a plan, you'll forget it. If you don't forget it, you'll ignore it.

ROCK GNOME TRAITS

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. You can't discern color in darkness, only shades of gray.

Artificer's Lore. Whenever you make an Intelligence (History) check related to magic items, alchemical objects, or technological devices, you can add twice your proficiency bonus, instead of any proficiency bonus you normally apply.

Tinker. You have proficiency with artisan's tools (tinker's tools). Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 5, 1 hp). The device ceases to function after 24 hours (unless you spend 1 hour repairing it to keep the device functioning), or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it. You can have up to three such devices active at a time.

When you create a device, choose one of the following options:

- **Clockwork Toy.** This toy is a clockwork animal, monster, or person, such as a frog, mouse, bird, dragon, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents.
- **Fire Starter.** The device produces a miniature flame, which you can use to light a candle, torch, or campfire. Using the device requires your action.

Medium humanoid (rock gnome), chaotic good

Armor Class 12

Hit Points 68 (Hit Dice 11d6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	14 (+2)	20 (+5)	10 (+0)	12 (+1)

Proficiencies (+4 proficiency bonus)

Saving Throws Int +9, Wis +4; advantage on Intelligence, Wisdom, Charisma saves against magic

Skills Arcana +9, Deception +5, Investigation +9, Stealth +6

Tools playing card set, thieves' tools, tinker's tools

Weapons dagger, dart, light crossbow, quarterstaff, sling

Senses darkvision, passive Perception 10

Languages Common, Gnomish

ACTIONS

Attack. You can attack when you take this action, using the following:

Fire Bolt. *Ranged Spell Attack:* +9 to hit, range 120 ft., one target.

Hit: 3d10 fire damage.

+1 Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target.

Hit: 1d4 + 3 piercing damage.

OPTIONS

Sculpt Spells. Arcane Tradition feature.

Spellcasting. Wizard feature.

Spell Save DC: 17

Spell Attack Modifier: +9

Spell Slots: 1st-level (4), 2nd-level (3), 3rd-level (3), 4th-level (3), 5th-level (2), 6th-level (1)

- **Music Box.** When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed.

WIZARD FEATURES

Spellcasting Ability. You have the ability to cast spells. Intelligence is your spellcasting ability for your wizard spells. You use your Intelligence whenever a spell refers to your spellcasting ability.

You prepare the list of wizard spells that are available for you to cast. To do so, choose 16 spells. The spells must be of a level for which you have spell slots.

To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You can use an arcane focus as a spellcasting focus for your wizard spells.

You can cast any wizard spell in your spellbook as a ritual if that spell has the ritual tag.

Spell Save DC: 17

Spell Attack Modifier: +9

Spell Slots: 1st-level (4), 2nd-level (3), 3rd-level (3), 4th-level (3), 5th-level (2), 6th-level (1)

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 equal to or less than 5.

ARCANE TRADITION: SCHOOL OF EVOCATION

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 that you can see, you can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would take half damage on a successful save.

Potent Cantrip. Your damaging cantrips affect even creatures that avoid the brunt of the effect. When a creature succeeds on a saving throw against your cantrip, the creature takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

Empowered Evocation. You can add your Intelligence modifier to the damage roll of any wizard evocation spell you cast.

SPELLS KNOWN

Cantrips (at will): dancing lights, fire bolt, frostbite, light, prestidigitation

1st-level spells: burning hands, chromatic orb, detect magic, earth tremor, find familiar, magic missile, shield, thunderwave

2nd-level spells: darkness, scorching ray, shatter, Snillo's snowball swarm

3rd-level spells: fireball, Leomund's tiny hut, lightning bolt, Melf's minute meteors

4th-level spells: sickening radiance, storm sphere, vitriolic sphere, wall of fire

5th-level spells: Bigby's hand, cone of cold, dawn, wall of force

6th-level spells: chain lightning, contingency

EQUIPMENT

Backpack, book, dark common clothing with a hood, crowbar, +1 dagger, elemental gem (red corundum), ink (1-ounce bottle), ink pen, little bag of sand, parchment (10 sheets), potions of healing (2), small knife, spellbook, wand (arcane focus), money pouch (15 gp), diamond worth 50 gp, carved ivory and gem crusted statuette of yourself worth 1500 gp.

ELEMENTAL GEM

Wondrous item, uncommon

This gem contains a mote of elemental energy. When you use an action to break the gem, a fire elemental is summoned as if you had cast the *conjure elemental* spell, and the gem's magic is lost.

GNOME WIZARD 17

"Wait. I have an idea. But stand back! Last time I tried this two of my friends caught fire."

You may have a problem. It started out simply enough. You merely enjoyed flame and explosions. You began as apprentice to a master chemist, but, to be honest, this lifestyle was an excuse to devise bigger and bigger explosions. To fund this increasingly costly endeavor you turned to burglary. Having a conscience, you tried to only rob those who didn't deserve their wealth.

One day, after stealing a valuable book, you discovered it was full of spells. And not just any spells: evocation ones. The school of destructive energy! You embraced wizardry in hopes of making even bigger explosions.

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Artificer's Lore. Whenever you make an Intelligence (History) check related to magic items, alchemical objects, or technological devices, you can add twice your proficiency bonus, instead of any proficiency bonus you normally apply.

Tinker. You have proficiency with artisan's tools (tinker's tools). Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 5, 1 hp). The device ceases to function after 24 hours (unless you spend 1 hour repairing it to keep the device functioning), or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it. You can have up to three such devices active at a time.

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- **Clockwork Toy.** This toy is a clockwork animal, monster, or person, such as a frog, mouse, bird, dragon, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents.
- **Fire Starter.** The device produces a miniature flame, which you can use to light a candle, torch, or campfire. Using the device requires your action.

Medium humanoid (rock gnome), chaotic good

Armor Class 14

Hit Points 104 (Hit Dice 17d6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	15 (+2)	20 (+5)	10 (+0)	12 (+1)

Proficiencies (+6 proficiency bonus)

Saving Throws Int +11, Wis +6; advantage on Intelligence, Wisdom, Charisma saves against magic

Skills Arcana +11, Deception +7, Investigation +11, Stealth +10

Tools playing card set, thieves' tools, tinker's tools

Weapons dagger, dart, light crossbow, quarterstaff, sling

Senses darkvision, passive Perception 10

Languages Common, Gnomish

ACTIONS

Attack. You can attack when you take this action, using the following:

Fire Bolt. *Ranged Spell Attack:* +13 to hit, range 120 ft., one target.

Hit: 4d10 fire damage.

+1 Dagger. *Melee or Ranged Weapon Attack:* +11 to hit, reach 5 ft. or range 20/60 ft., one target.

Hit: 1d4 + 5 piercing damage.

OPTIONS

Sculpt Spells. Arcane Tradition feature.

Spellcasting. Wizard feature.

Spell Save DC: 19

Spell Attack Modifier: +13

Spell Slots: 1st-level (4), 2nd-level (3), 3rd-level (3), 4th-level (3), 5th-level (2), 6th-level (1), 7th-level (1), 8th-level (1), 9th-level (1)

- **Music Box.** When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed.

WIZARD FEATURES

Spellcasting Ability. You have the ability to cast spells. Intelligence is your spellcasting ability for your wizard spells. You use your Intelligence whenever a spell refers to your spellcasting ability.

You prepare the list of wizard spells that are available for you to cast. To do so, choose 22 spells. The spells must be of a level for which you have spell slots.

To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You can use an arcane focus as a spellcasting focus for your wizard spells.

You can cast any wizard spell in your spellbook as a ritual if that spell has the ritual tag.

Spell Save DC: 19

Spell Attack Modifier: +13

Spell Slots: 1st-level (4), 2nd-level (3), 3rd-level (3), 4th-level (3), 5th-level (2), 6th-level (1), 7th-level (1), 8th-level (1), 9th-level (1)

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 equal to or less than 8.

ARCANE TRADITION: SCHOOL OF EVOCATION

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 that you can see, you can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would take half damage on a successful save.

Potent Cantrip. Your damaging cantrips affect even creatures that avoid the brunt of the effect. When a creature succeeds on a saving throw against your cantrip, the creature takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

Empowered Evocation. You can add your Intelligence modifier to the damage roll of any wizard evocation spell you cast.

Overchannel. You can increase the power of your simpler spells. When you cast a wizard spell of 1st through 5th level that deals damage, you can deal maximum damage with that spell.

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, immediately after you cast it. Each time you use this feature again before finishing a long rest, the necrotic damage per spell level increases by 1d12. This damage ignores resistance and immunity.

SPELLS KNOWN

Cantrips (at will): dancing lights, fire bolt, frostbite, light, prestidigitation

1st-level spells: burning hands, chromatic orb, detect magic, earth tremor, find familiar, magic missile, shield, thunderwave

2nd-level spells: darkness, scorching ray, shatter, Snilloc's snowball swarm

3rd-level spells: fireball, Leomund's tiny hut, lightning bolt, Melf's minute meteors

4th-level spells: sickening radiance, storm sphere, vitriolic sphere, wall of fire

5th-level spells: Bigby's hand, cone of cold, dawn, wall of force

6th-level spells: chain lightning, contingency, Otiluke's freezing sphere, sunbeam

7th-level spells: crown of stars, delayed blast fireball, forcecage, whirlwind

8th-level spells: antipathy/sympathy, illusory dragon, maddening darkness, sunburst

9th-level spells: meteor swarm, wish

EQUIPMENT

Backpack, book, dark common clothing with a hood, crowbar, +1 dagger, elemental gem (red corundum), ink (1-ounce bottle), ink pen, little bag of sand, parchment (10 sheets), potions of healing (2), small knife, spellbook, wand of the war mage +2 (arcane focus), money pouch (15 gp), diamond worth 50 gp, a carved ivory and gem crusted statuette of yourself worth 1500 gp, ruby dust worth 1500 gp.

ELEMENTAL GEM

Wondrous item, uncommon

This gem contains a mote of elemental energy. When you use an action to break the gem, a fire elemental is summoned as if you had cast the *conjure elemental* spell, and the gem's magic is lost.

WAND OF THE WAR MAGE

Wand, rare (+2) (requires attunement by a spellcaster)

While holding this wand, you gain a +2 bonus to spell attack rolls. In addition, you ignore half cover when making a spell attack.