

Possibly the  
Harper's

Jebeddo "Danger" "Inksplutter" "Mc

## Guild Artisan

Rock Gnome

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RACE

Neutral Good

11559 (0)

DCI NUMBER

CHARACTER NAME

<b>STRENGTH</b> <div> <div>-1</div> <div>8</div> </div>	<div>5</div> <b>PROFICIENCY BONUS</b>
<b>DEXTERITY</b> <div> <div>2</div> <div>14</div> </div>	<input type="radio"/> -1 Strength <input type="radio"/> -2 Dexterity <input type="radio"/> -2 Constitution <input checked="" type="radio"/> -10 Intelligence <input checked="" type="radio"/> -7 Wisdom <input type="radio"/> -0 Charisma <b>SAVING THROWS</b>
<b>CONSTITUTION</b> <div> <div>2</div> <div>15</div> </div>	<input type="radio"/> -2 Acrobatics (Dex) <input type="radio"/> -2 Animal Handling (Wis) <input checked="" type="radio"/> -10 Arcana (Int) <input type="radio"/> -1 Athletics (Str) <input type="radio"/> -0 Deception (Cha) <input type="radio"/> -5 History (Int) <input checked="" type="radio"/> -7 Insight (Wis) <input type="radio"/> -0 Intimidation (Cha) <input checked="" type="radio"/> -10 Investigation (Int) <input type="radio"/> -2 Medicine (Wis) <input type="radio"/> -5 Nature (Int) <input type="radio"/> -2 Perception (Wis) <input type="radio"/> -0 Performance (Cha) <input checked="" type="radio"/> -5 Persuasion (Cha) <input type="radio"/> -5 Religion (Int) <input type="radio"/> -2 Sleight of Hand (Dex) <input type="radio"/> -2 Stealth (Dex) <input type="radio"/> -2 Survival (Wis) <input type="radio"/> - Disguise Kit (Cha) <input type="radio"/> - Thieves' Tools (Dex) <b>SKILLS</b>
<b>INTELLIGENCE</b> <div> <div>5</div> <div>20</div> </div>	
<b>WISDOM</b> <div> <div>2</div> <div>14</div> </div>	
<b>CHARISMA</b> <div> <div>0</div> <div>10</div> </div>	<div>12</div> <b>PASSIVE WISDOM (PERCEPTION)</b>

<div style="border: 2px solid black; border-radius: 50%; width: 100px; height: 100px; margin: 0 auto; display: flex; align-items: center; justify-content: center;"> <div style="text-align: center;"> <div style="font-size: 2em; font-weight: bold;">16</div> <div style="font-weight: bold;">ARMOR CLASS</div> </div> </div>	<div style="border: 2px solid black; border-radius: 15px; width: 100px; height: 100px; margin: 0 auto; display: flex; align-items: center; justify-content: center;"> <div style="text-align: center;"> <div style="font-size: 2em; font-weight: bold;">2</div> <div style="font-weight: bold;">INITIATIVE</div> </div> </div>	<div style="border: 2px solid black; border-radius: 15px; width: 100px; height: 100px; margin: 0 auto; display: flex; align-items: center; justify-content: center;"> <div style="text-align: center;"> <div style="font-size: 2em; font-weight: bold;">25</div> <div style="font-weight: bold;">SPEED</div> </div> </div>
<div style="border: 2px solid black; border-radius: 15px; height: 100px; margin: 0 auto; display: flex; align-items: center; justify-content: center;"> <div style="text-align: center;"> <div style="font-weight: bold;">Hit Point Maximum</div> <div style="font-size: 1.5em; font-weight: bold;">102</div> </div> </div>		
<div style="border: 2px solid black; border-radius: 15px; height: 100px; margin: 0 auto; display: flex; align-items: center; justify-content: center;"> <div style="text-align: center;"> <div style="font-weight: bold;">CURRENT HIT POINTS</div> </div> </div>		
<div style="border: 2px solid black; border-radius: 15px; height: 100px; margin: 0 auto; display: flex; align-items: center; justify-content: center;"> <div style="text-align: center;"> <div style="font-weight: bold;">TEMPORARY HIT POINTS</div> </div> </div>		
<div style="border: 2px solid black; border-radius: 15px; height: 100px; margin: 0 auto; display: flex; align-items: center; justify-content: center;"> <div style="text-align: center;"> <div style="font-weight: bold;">HIT DICE</div> </div> </div>	<div style="border: 2px solid black; border-radius: 15px; height: 100px; margin: 0 auto; display: flex; align-items: center; justify-content: center;"> <div style="text-align: center;"> <div style="font-weight: bold;">SUCCESSSES</div> <div style="display: flex; justify-content: space-around; width: 100px;"> <div style="border: 1px solid black; border-radius: 50%; width: 20px; height: 20px;"></div> <div style="border: 1px solid black; border-radius: 50%; width: 20px; height: 20px;"></div> <div style="border: 1px solid black; border-radius: 50%; width: 20px; height: 20px;"></div> <div style="border: 1px solid black; border-radius: 50%; width: 20px; height: 20px;"></div> </div> </div> </div> <div style="text-align: center; margin-top: 10px;"> <div style="font-weight: bold;">FAILURES</div> <div style="display: flex; justify-content: space-around; width: 100px;"> <div style="border: 1px solid black; border-radius: 50%; width: 20px; height: 20px;"></div> <div style="border: 1px solid black; border-radius: 50%; width: 20px; height: 20px;"></div> <div style="border: 1px solid black; border-radius: 50%; width: 20px; height: 20px;"></div> <div style="border: 1px solid black; border-radius: 50%; width: 20px; height: 20px;"></div> </div> </div> <div style="text-align: center; margin-top: 10px;"> <div style="font-weight: bold;">DEATH SAVES</div> </div>	

CF	9	1500 gp. powdered ruby ( ) 5x Diamond Dust (100gp) for Greater Restore. Aerisi's Spellbook ( )
SP	12	Alchemist's Supplies (Tools) Backpack (Empty) (Adventuring Gear)
EP	64	Bag (Sand) (Adventuring Gear) Book (Adventuring Gear)
CF	45	Books: Alchemy & Transmutation ( ) Component Pouch (Adventuring Gear)
PF	94	Dagger ( ) Dagger (Weapon) Elven Chain (Armor)
		Ink (10gp value for Illusionary Script) ( )
		Ink (1-ounce Bottle) (Adventuring Gear)
		Ink Pen (Adventuring Gear)
		Knife (Small) (Adventuring Gear)
		Parchment (One Sheet) (Adventuring Gear)

**EQUIPMENT**

<p>I'm well known for my work, and I want to make sure everyone appreciates it. I'm always taken aback when people haven't heard of me. I'm full of witty aphorisms and have a proverb for</p>	<p>PERSONALITY TRAITS</p>
<p>People. I'm committed to the people I care about, not to ideals. (Neutral)</p>	<p>IDEALS</p>
<p>I will get revenge on the evil forces that destroyed my place of business and ruined my</p>	<p>BONDS</p>
<p>I'm never satisfied with what I have- I always want more.</p>	<p>FLAWS</p>

- Elemental Adept (Feat)
- Linguist (Feat)
- War Caster (Feat)
- Ability Score Improvement (Feature)
- Arcane Recovery (Feature)
- Guild Membership (Feature)
- Master Transmuter (Feature)
- Minor Alchemy (Feature)
- School of Transmutation (Feature)
- Shapechanger (Feature)
- Spellcasting (Feature)
- Transmutation Savant (Feature)
- Transmuter's Stone (Feature)
- Artificer's Lore (Trait)
- Gnome Cunning (Trait)
- Tinker (Trait)

Common, Gnomish, Draconic, Dwarvish, Elvish,  
Undercommon  
Weapon: Daggers, darts, slings, quarterstaves, light  
crossbows, Tool: Alchemist's Tools, Tool: Tinker's  
Tools

[illegible]



Jebeddo "Danger" "Inksplutter" "Mo

CHARACTER NAME

39

AGE

3' 4"

HEIGHT

41 lbs.

WEIGHT

EYES

SKIN

HAIR

Jebeddo started as labor for the guild making inks and alchemical mixtures. Because of his ability he was hired constantly by mages and clerics. Some mages who realized his magic potential let him trade his expert inking and alchemy ability for Wizard training. \nAfter years of working with inks and mixtures, the constant exposure has stained his skin (esp. hands and face) a slightly blotchy blue discoloration. He is self-conscious of this and whenever he can he wears gloves and scarves and cowls to hide his skin. \nHe's hoping that with magic he can one day permanently erase the discoloration.

NOTES

ADDITIONAL FEATURES & TRAITS

TOTAL NON-CONSUMABLE MAGIC ITEMS

Potion of Fire Resistance (Potion)

Scroll of Dust Devil (Scroll)

Scroll of Investiture of Stone (Scroll)

Scroll of Wall of Water (Scroll)

Steel Mirror ()

Tinker's Tools (Tools)

Wand of Magic Missiles (Wand)

Wingwear (Wondrous Item)

TREASURE

## Weapons

Name	Properties	Ammo	Prof	Attack	Damage
Dagger	Finesse, light, thrown (range 20/60)		Yes	+7	d4+2 piercing
Dagger	Finesse, light, thrown (range 20/60)		Yes	+7	d4+2 piercing

# Spells

Spell Ability: intelligence

Base Attack: 10

Base DC: 18

Prepared: 0

1st	2nd	3rd	4th	5th	6th	7th	8th	9th
4	3	3	3	2	1	1	1	
0 0 0 0	0 0 0	0 0 0	0 0 0	0 0	0	0	0	

## Cantrip

### Mending (Transmutation)

Prepared 0

Casting Time: 1 minute

Range: Touch

Duration: Instantaneous

Components: V, S, M (two lodestones)

Source: Bard, Cleric, Druid, Eldritch Knight, Sorcerer,

This spell repairs a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage.

This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.

### Message (Transmutation)

Prepared 0

Casting Time: 1 action

Range: 120 feet

Duration: 1 round

Components: V, S, M (a short piece of copper wire)

Source: Bard, Eldritch Knight, Sorcerer, Wizard, Arc

You point your finger toward a creature within range and whisper a message. The target (and only the target) hears the message and can reply in a whisper that only you can hear.

You can cast this spell through solid objects if you are familiar with the target and know it is beyond the barrier.

Magical silence, 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood blocks the spell.

The spell doesn't have to follow a straight line and can travel freely around corners or through openings.

### Poison Spray (Conjuration)

Prepared 0

Casting Time: 1 action

Range: 10 feet

Duration: Instantaneous

Components: V, S

Source: Druid, Eldritch Knight, Sorcerer, Warlock, Wi

You extend your hand toward a creature you can see within range and project a puff of noxious gas from your palm. The creature must succeed on a Constitution saving throw or take 1d12 poison damage.

This spell's damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12).

Attack: Save vs constitution DC 18

Damage: d12,d12,d12 poison

### Prestidigitation (Transmutation)

Prepared 0

Casting Time: 1 action

Range: 10 feet

Duration: Up to 1 hour

Components: V, S

Source: Bard, Eldritch Knight, Sorcerer, Warlock, Wiz

This spell is a minor magical trick that novice spellcasters use for practice. You create one of the following magical effects within range:

- \* You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor.
- \* You instantaneously light or snuff out a candle, a torch, or a small campfire.
- \* You instantaneously clean or soil an object no larger than 1 cubic foot.
- \* You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour.
- \* You make a color, a small mark, or a symbol appear on an object or a surface for 1 hour.
- \* You create a nonmagical trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn.

If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

### Ray of Frost (Evocation)

Prepared 0

Casting Time: 1 action

Range: 60 feet

Duration: Instantaneous

Components: V, S

Source: Eldritch Knight, Sorcerer, Wizard, Arcane Tri

A frigid beam of blue-white light streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, it takes 1d8 cold damage, and its speed is reduced by 10 feet until the start of your next turn.

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

**Attack:** ranged +10 vs AC

**Damage:** d8,d8,d8 cold

## Level 1

### Burning Hands (Evocation)

Prepared

O

**Casting Time:** 1 action

**Range:** Self (15-foot cone)

**Duration:** Instantaneous

**Components:** V, S

**Source:** Cleric Light Domain, Eldritch Knight, Eldritch M

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

The fire ignites any flammable objects in the area that aren't being worn or carried.

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

**Attack:** Save vs dexterity DC 23

**Damage:** d6,d6,d6 fire

### Catapult (Transmutation)

Prepared

O

**Casting Time:** 1 action

**Range:** 150 feet

**Duration:** Instantaneous

**Components:** S

**Source:** Sorcerer, Wizard

Choose one object weighing 1 to 5 pounds within range that isn't being worn or carried. The object flies in a straight line up to 90 feet in a direction you choose before falling to the ground, stopping early if it impacts against a solid surface. If the object would strike a creature, that creature must make a Dexterity saving throw. On a failed save, the object strikes the target and stops moving. In either case, both the object and the creature or solid surface take 3d8 bludgeoning damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the maximum weight of objects that you can target with this spell increases by 5 pounds, and the damage increases by 1d8, for each slot level above 1st.

**Attack:** Save vs dexterity DC 18

**Damage:** d8,d8,d8 bludgeoning

### Charm Person (Enchantment)

Prepared

O

**Casting Time:** 1 action

**Range:** 30 feet

**Duration:** 1 hour

**Components:** V, S

**Source:** Bard, Cleric Trickery Domain, Druid, Eldritch

You attempt to charm a humanoid you can see within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the spell ends, the creature knows it was charmed by you.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

**Attack:** Save vs wisdom DC 23

### Detect Magic (Divination)

Prepared

O

**Casting Time:** 1 action

**Range:** Self

**Duration:** Concentration, up to 10 minutes

**Components:** V, S

**Source:** Bard, Cleric, Druid, Eldritch Knight, Eldritch I

For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

### Expeditious Retreat (Transmutation)

O Prepared

O

**Casting Time:** 1 bonus action

**Range:** Self

**Duration:** Concentration, up to 10 minutes

**Components:** V, S

**Source:** Eldritch Knight, Sorcerer, Warlock, Wizard, A

This spell allows you to move at an incredible pace.

When you cast this spell, and then as a bonus action on each of your turns until the spell ends, you can take the Dash action.

### Feather Fall (Transmutation)

Prepared

O

**Casting Time:** 1 reaction, which you take wh

**Range:** 60 feet

**Duration:** 1 minute

**Components:** V, M (a small feather or p iece of down)

**Source:** Bard, Eldritch Knight, Sorcerer, Wizard, Arca

Choose up to five falling creatures within range. A falling creature's rate of descent slows to 60 feet per round until the spell ends. If the creature lands before the spell ends, it takes no falling damage and can land on its feet, and the spell ends for that creature.

Identify (Divination)

Prepared O

Casting Time: 1 minute

Range: Touch

Duration: Instantaneous

Components: V, S, M (a pearl worth at least 100 gp and an owl feather)

Source: Bard, Cleric Knowledge Domain, Eldritch Knight

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

If you instead touch a creature throughout the casting, you learn what spells, if any, are currently affecting it.

Illusory Script (Illusion)

Prepared O

Casting Time: 1 minute

Range: Touch

Duration: 10 days

Components: S, M (a lead-based ink worth at least 10 gp, which the spell consumes)

Source: Bard, Eldritch Knight, Warlock, Wizard, Arcane Trickster

You write on parchment, paper, or some other suitable writing material and imbue it with a potent illusion that lasts for the duration.

To you and any creatures you designate when you cast the spell, the writing appears normal, written in your hand, and conveys whatever meaning you intended when you wrote the text. To all others, the writing appears as if it were written in an unknown or magical script that is unintelligible. Alternatively, you can cause the writing to appear to be an entirely different message, written in a different hand and language, though the language must be one you know.

Should the spell be dispelled, the original script and the illusion both disappear.

A creature with truesight can read the hidden message.

Jump (Transmutation)

Prepared O

Casting Time: 1 action

Range: Touch

Duration: 1 minute

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

Source: Druid, Eldritch Knight, Eldritch Invocations, Ranger

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

Mage Armor (Abjuration)

Prepared O

Casting Time: 1 action

Range: Touch

Duration: 8 hours

Components: V, S, M (a piece of cured leather)

Source: Eldritch Knight, Eldritch Invocations, Sorcerer

You touch a willing creature who isn't wearing armor, and a protective magical force surrounds it until the spell ends. The target's base AC becomes 13 + its Dexterity modifier. The spell ends if the target dons armor or if you dismiss the spell as an action.

Magic Missile (Evocation)

O Prepared O

Casting Time: 1 action

Range: 120 feet

Duration: Instantaneous

Components: V, S

Source: Eldritch Knight, Sorcerer, Wizard, Arcane Trickster

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

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

Damage: d4+1 force

Shield (Abjuration)

O Prepared O

Casting Time: 1 reaction, which you take when you are hit by an attack

Range: Self

Duration: 1 round

Components: V, S

Source: Eldritch Knight, Sorcerer, Wizard, Arcane Trickster

An invisible barrier of magical force appears and protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from magic missile.

Level 2

Alter Self (Transmutation)

Prepared O

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 1 hour

Components: V, S

Source: Eldritch Knight, Eldritch Invocations, Sorcerer

You assume a different form. When you cast the spell, choose one of the following options, the effects of which last for the duration of the spell. While the spell lasts, you can end one option as an action to gain the benefits of a different one.

**Aquatic Adaptation.** You adapt your body to an aquatic environment, sprouting gills and growing webbing between your fingers. You can breathe underwater and gain a swimming speed equal to your walking speed.

**Change Appearance.** You transform your appearance.

You decide what you look like, including your height, weight, facial features, sound of your voice, hair length, coloration, and distinguishing characteristics, if any. You can make yourself appear as a member of another race, though none of your statistics change. You also can't appear as a creature of a different size than you, and your basic shape stays the same; if you're bipedal, you can't use this spell to become quadrupedal, for instance. At any time for the duration of the spell, you can use your action to change your appearance in this way again.

**Natural Weapons.** You grow claws, fangs, spines, horns, or a different natural weapon of your choice. Your unarmed strikes deal 1d6 bludgeoning, piercing, or slashing damage, as appropriate to the natural weapon you chose, and you are proficient with your unarmed strikes. Finally, the natural weapon is magic and you have a +1 bonus to the attack and damage rolls you make using it.

**Earthbind (Transmutation)**

Prepared O

**Casting Time:** 1 action      **Range:** 300 feet      **Duration:** Concentration, up to 1 minute  
**Components:** V      **Source:** Druid, Sorcerer, Warlock, Wizard

Choose one creature you can see within range. Yellow strips of magical energy loop around the creature. The target must succeed on a Strength saving throw or its flying speed (if any) is reduced to 0 feet for the spell's duration. An airborne creature affected by this spell descends at 60 feet per round until it reaches the ground or the spell ends.

**Attack:** Save vs strength DC 18

**Gust of Wind (Evocation)**

O Prepared O

**Casting Time:** 1 action      **Range:** Self (60-foot line)      **Duration:** Concentration, up to 1 minute  
**Components:** V, S, M (a legume seed)      **Source:** Cleric Tempest Domain, Druid, Eldritch Knight

A line of strong wind 60 feet long and 10 feet wide blasts from you in a direction you choose for the spell's duration. Each creature that starts its turn in the line must succeed on a Strength saving throw or be pushed 15 feet away from you in a direction following the line. Any creature in the line must spend 2 feet of movement for every 1 foot it moves when moving closer to you.

The gust disperses gas or vapor, and it extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them.

As a bonus action on each of your turns before the spell ends, you can change the direction in which the line blasts from you.

**Attack:** Save vs strength DC 18

**Invisibility (Illusion)**

O Prepared O

**Casting Time:** 1 action      **Range:** Touch      **Duration:** Concentration, up to 1 hour  
**Components:** V, S, M (an eyelash encased in gum arabic)      **Source:** Bard, Druid Grassland Circle, Eldritch Knight,

A creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person. The spell ends for a target that attacks or casts a spell.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

**Levitate (Transmutation)**

Prepared O

**Casting Time:** 1 action      **Range:** 60 feet      **Duration:** Concentration, up to 10 minutes  
**Components:** V, S, M (either a small leather loop or a piece of golden wire bent)      **Source:** Eldritch Knight, Eldritch Invocations, Sorcerer

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

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

Otherwise, you can use your action to move the target, which must remain within the spell's range. When the spell ends, the target floats gently to the ground if it is still aloft.

**Magic Weapon (Transmutation)**

Prepared O

<b>Casting Time:</b> 1 bonus action	<b>Range:</b> Touch	<b>Duration:</b> Concentration, up to 1 hour
<b>Components:</b> V, S		<b>Source:</b> Cleric War Domain, Eldritch Knight, Paladin, W
You touch a nonmagical weapon. Until the spell ends, that weapon becomes a magic weapon with a +1 bonus to attack rolls and damage rolls.		
At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the bonus increases to +2.		
When you use a spell slot of 6th level or higher, the bonus increases to +3.		
<b>Maximilian's Earthen Grasp (Transmutation)</b>		<b>Prepared</b> <b>O</b>
<b>Casting Time:</b> 1 action	<b>Range:</b> 30 feet	<b>Duration:</b> Concentration, up to 1 minute
<b>Components:</b> V, S, M (a miniature hand sculpted from clay)		<b>Source:</b> Sorcerer, Wizard
You choose a 5-foot-square unoccupied space on the ground that you can see within range. A Medium hand made from compacted soil rises there and reaches for one creature you can see within 5 feet of it. The target must make a Strength saving throw. On a failed save, the target takes 2d6 bludgeoning damage and is restrained for the spell's duration.		
As an action, you can cause the hand to crush the restrained target, who must make a Strength saving throw. It takes 2d6 bludgeoning damage on a failed save, or half as much damage on a successful one.		
To break out, the restrained target can make a Strength check against your spell save DC. On a success, the target escapes and is no longer restrained by the hand.		
As an action, you can cause the hand to reach for a different creature or to move to a different unoccupied space within range. The hand releases a restrained target if you do either.		
<b>Attack:</b> Save vs strength DC 18		
<b>Damage:</b> d6,d6 bludgeoning		
<b>Damage:</b> d6,d6 bludgeoning		
<b>Misty Step (Conjuration)</b>		<b>Prepared</b> <b>O</b>
<b>Casting Time:</b> 1 bonus action	<b>Range:</b> Self	<b>Duration:</b> Instantaneous
<b>Components:</b> V		<b>Source:</b> Druid Coast Circle, Eldritch Knight, Sorcerer,
Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space that you can see.		
<b>Scorching Ray (Evocation)</b>		<b>Prepared</b> <b>O</b>
<b>Casting Time:</b> 1 action	<b>Range:</b> 120 feet	<b>Duration:</b> Instantaneous
<b>Components:</b> V, S		<b>Source:</b> Cleric Light Domain, Eldritch Knight, Warlock
You create three rays of fire and hurl them at targets within range. You can hurl them at one target or several.		
Make a ranged spell attack for each ray. On a hit, the target takes 2d6 fire damage.		
At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you create one additional ray for each slot level above 2nd.		
<b>Attack:</b> ranged +10 vs AC		
<b>Damage:</b> d6,d6 fire		
<b>Shatter (Evocation)</b>		<b>O</b> <b>Prepared</b> <b>O</b>
<b>Casting Time:</b> 1 action	<b>Range:</b> 60 feet	<b>Duration:</b> Instantaneous
<b>Components:</b> V, S, M (a chip of mica)		<b>Source:</b> Bard, Cleric Tempest Domain, Eldritch Knight,
A sudden loud ringing noise, painfully intense, erupts from a point of your choice within range. Each creature in a 10-foot-radius sphere centered on that point must make a Constitution saving throw. A creature takes 3d8 thunder damage on a failed save, or half as much damage on a successful one. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw.		
A nonmagical object that isn't being worn or carried also takes the damage if it's in the spell's area.		
At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.		
<b>Attack:</b> Save vs constitution DC 23		
<b>Damage:</b> d8,d8,d8 thunder		
<b>Skywrite (Transmutation)</b>		<b>Prepared</b> <b>O</b>
<b>Casting Time:</b> 1 action	<b>Range:</b> Sight	<b>Duration:</b> Concentration, up to 1 hour
<b>Components:</b> V, S		<b>Source:</b> Bard, Druid, Wizard
You cause up to ten words to form in a part of the sky you can see. The words appear to be made of cloud and remain in place for the spell's duration. The words dissipate when the spell ends. A strong wind can disperse the clouds and end the spell early.		
<b>Web (Conjuration)</b>		<b>Prepared</b> <b>O</b>
<b>Casting Time:</b> 1 action	<b>Range:</b> 60 feet	<b>Duration:</b> Concentration, up to 1 hour

You conjure a mass of thick, sticky webbing at a point of your choice within range. The webs fill a 20-foot cube from that point for the duration. The webs are difficult terrain and lightly obscure their area.

If the webs aren't anchored between two solid masses (such as walls or trees) or layered across a floor, wall, or ceiling, the conjured web collapses on itself, and the spell ends at the start of your next turn. Webs layered over a flat surface have a depth of 5 feet.

Each creature that starts its turn in the webs or that enters them during its turn must make a Dexterity saving throw. On a failed save, the creature is restrained as long as it remains in the webs or until it breaks free. A creature restrained by the webs can use its action to make a Strength check against your spell save DC. If it succeeds, it is no longer restrained.

The webs are flammable. Any 5-foot cube of webs exposed to fire burns away in 1 round, dealing 2d4 fire damage to any creature that starts its turn in the fire.

Attack: Save vs dexterity DC 18

Damage: d4,d4 fire

Level 3

Blink (Transmutation)

Prepared

O

Casting Time: 1 action

Range: Self

Duration: 1 minute

Components: V, S

Source: Cleric Trickery Domain, Eldritch Knight, Warlock

Roll a d20 at the end of each of your turns for the duration of the spell. On a roll of 11 or higher, you vanish from your current plane of existence and appear in the Ethereal Plane (the spell fails and the casting is wasted if you were already on that plane). At the start of your next turn, and when the spell ends if you are on the Ethereal Plane, you return to an unoccupied space of your choice that you can see within 10 feet of the space you vanished from. If no unoccupied space is available within that range, you appear in the nearest unoccupied space (chosen at random if more than one space is equally near). You can dismiss this spell as an action.

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

Counterspell (Abjuration)

Prepared

O

Casting Time: 1 reaction, which you take when you see a creature casting a spell

Range: 60 feet

Duration: Instantaneous

Components: S

Source: Eldritch Knight, Sorcerer, Warlock, Wizard, A

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

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

Erupting Earth (Transmutation)

Prepared

O

Casting Time: 1 action

Range: 120 feet

Duration: Instantaneous

Components: V, S, M (a piece of obsidian)

Source: Druid, Sorcerer, Wizard

Choose a point you can see on the ground within range. A fountain of churned earth and stone erupts in a 20-foot cube centered on that point. Each creature in that area must make a Dexterity saving throw. A creature takes 3d12 bludgeoning damage on a failed save, or half as much damage on a successful one. Additionally, the ground in that area becomes difficult terrain until cleared away. Each 5-foot-square portion of the area requires at least 1 minute to clear by hand.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d12 for each slot level above 2nd.

Attack: Save vs dexterity DC 18

Damage: d12,d12,d12 bludgeoning

Fireball (Evocation)

Prepared

O

Casting Time: 1 action

Range: 150 feet

Duration: Instantaneous

Components: V, S, M (a tiny ball of bat guano and sulfur)

Source: Cleric Light Domain, Eldritch Knight, Warlock



A bright streak flashes from your pointing finger to a point you choose within range and then blossoms with a low roar into an explosion of flame. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A target takes 8d6 fire damage on a failed save, or half as much damage on a successful one.

The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

**Attack:** Save vs dexterity DC 18

**Damage:** d6,d6,d6,d6,d6,d6,d6 fire

Fly (Transmutation)

Prepared

Casting Time: 1 action

Range: Touch

Duration: Concentration, up to 10 minutes

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

Source: Eldritch Knight, Monk, Sorcerer, Warlock, Wizard

You touch a willing creature. The target gains a flying speed of 60 feet for the duration. When the spell ends, the target falls if it is still aloft, unless it can stop the fall.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for each slot level above 3rd.

Gaseous Form (Transmutation)

Prepared

Casting Time: 1 action

Range: Touch

Duration: Concentration, up to 1 hour

Components: V, S, M (a bit of gauze and a wisp of smoke)

Source: Druid Underdark Circle, Eldritch Knight, Monk

You transform a willing creature you touch, along with everything it's wearing and carrying, into a misty cloud for the duration. The spell ends if the creature drops to 0 hit points. An incorporeal creature isn't affected. While in this form, the target's only method of movement is a flying speed of 10 feet. The target can enter and occupy the space of another creature. The target has resistance to nonmagical damage, and it has advantage on Strength, Dexterity, and Constitution saving throws. The target can pass through small holes, narrow openings, and even mere cracks, though it treats liquids as though they were solid surfaces. The target can't fall and remains hovering in the air even when stunned or otherwise incapacitated.

While in the form of a misty cloud, the target can't talk or manipulate objects, and any objects it was carrying or holding can't be dropped, used, or otherwise interacted with. The target can't attack or cast spells.

Haste (Transmutation)

Prepared

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 1 minute

Components: V, S, M (a shaving of licorice root)

Source: Druid Grassland Circle, Eldritch Knight, Sorcerer

Choose a willing creature that you can see within range.

Until the spell ends, the target's speed is doubled, it gains a +2 bonus to AC, it has advantage on Dexterity saving throws, and it gains an additional action on each of its turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.

When the spell ends, the target can't move or take actions until after its next turn, as a wave of lethargy sweeps over it.

Lightning Bolt (Evocation)

Prepared

Casting Time: 1 action

Range: Self (100-foot line)

Duration: Instantaneous

Components: V, S, M (a bit of fur and a rod of amber, crystal, or glass)

Source: Druid Mountain Circle, Eldritch Knight, Sorcerer

A stroke of lightning forming a line 100 feet long and 5 feet wide blasts out from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 8d6 lightning damage on a failed save, or half as much damage on a successful one. The lightning ignites flammable objects in the area that aren't being worn or carried.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

**Attack:** Save vs dexterity DC 18

**Damage:** d6,d6,d6,d6,d6,d6,d6 lightning

Sleet Storm (Conjuration)

Prepared

Casting Time: 1 action

Range: 150 feet

Duration: Concentration, up to 1 minute

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

Source: Cleric Tempest Domain, Druid, Druid Arctic Circle

Until the spell ends, freezing rain and sleet fall in a 20-foot-tall cylinder with a 40-foot radius centered on a point you choose within range. The area is heavily obscured, and exposed flames in the area are doused. The ground in the area is covered with slick ice, making it difficult terrain. When a creature enters the spell's area for the first time on a turn or starts its turn there, it must make a Dexterity saving throw. On a failed save, it falls prone.

If a creature is concentrating in the spell's area, the creature must make a successful Constitution saving throw against your spell save DC or lose concentration.

**Attack:** Save vs dexterity DC 18

Slow (Transmutation)

Prepared

Casting Time: 1 action

Range: 120 feet

Duration: Concentration, up to 1 minute

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

Source: Druid Arctic Circle, Eldritch Knight, Eldritch I

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

An affected target's speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn.

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

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

**Attack:** Save vs wisdom DC 23

Water Breathing (Transmutation)

Prepared

Casting Time: 1 action

Range: 30 feet

Duration: 24 hours

Components: V, S, M (a short reed or piece of straw)

Source: Druid, Druid Coast Circle, Eldritch Knight, Ran

This spell grants up to ten willing creatures you can see within range the ability to breathe underwater until the spell ends. Affected creatures also retain their normal mode of respiration.

Level 4

Control Water (Transmutation)

Prepared

Casting Time: 1 action

Range: 300 feet

Duration: Concentration, up to 10 minutes

Components: V, S, M (a drop of water and a pinch of dust)

Source: Cleric, Cleric Tempest Domain, Druid, Druid Co

Until the spell ends, you control any freestanding water inside an area you choose that is a cube up to 100 feet on a side. You can choose from any of the following effects when you cast this spell. As an action on your turn, you can repeat the same effect or choose a different one.

**Flood.** You cause the water level of all standing water in the area to rise by as much as 20 feet. If the area includes a shore, the flooding water spills over onto dry land. If you choose an area in a large body of water, you instead create a 20-foot tall wave that travels from one side of the area to the other and then crashes down. Any Huge or smaller vehicles in the wave's path are carried with it to the other side. Any Huge or smaller vehicles struck by the wave have a 25 percent chance of capsizing. The water level remains elevated until the spell ends or you choose a different effect. If this effect produced a wave, the wave repeats on the start of your next turn while the flood effect lasts.

**Part Water.** You cause water in the area to move apart and create a trench. The trench extends across the spell's area, and the separated water forms a wall to either side. The trench remains until the spell ends or you choose a different effect. The water then slowly fills in the trench over the course of the next round until the normal water level is restored.

**Redirect Flow.** You cause flowing water in the area to move in a direction you choose, even if the water has to flow over obstacles, up walls, or in other unlikely directions. The water in the area moves as you direct it, but once it moves beyond the spell's area, it resumes its flow based on the terrain conditions. The water continues to move in the direction you chose until the spell ends or you choose a different effect.

**Whirlpool.** This effect requires a body of water at least 50 feet square and 25 feet deep. You cause a whirlpool to form in the center of the area. The whirlpool forms a vortex that is 5 feet wide at the base, up to 50 feet wide at the top, and 25 feet tall. Any creature or object in the water and within 25 feet of the vortex is pulled 10 feet toward it. A creature can swim away from the vortex by making a Strength (Athletics) check against your spell save DC.

When a creature enters the vortex for the first time on a turn or starts its turn there, it must make a Strength saving throw. On a failed save, the creature takes 2d8 bludgeoning damage and is caught in the vortex until the spell ends. On a successful save, the creature takes half damage, and isn't caught in the vortex. A creature caught in the vortex can use its action to try to swim away from the vortex as described above, but has disadvantage on the Strength (Athletics) check to do so. The first time each turn that an object enters the vortex, the object takes 2d8 bludgeoning damage; this damage occurs each round it remains in the vortex.

- Attack: Save vs strength DC 18
- Damage: d8,d8 bludgeoning
- Damage: d8,d8 bludgeoning

Dimension Door (Conjuration)

Prepared

Casting Time: 1 action

Range: 500 feet

Duration: Instantaneous

Components: V

Source: Bard, Cleric Trickery Domain, Eldritch Knight,

You teleport yourself from your current location to any other spot within range. You arrive at exactly the spot desired. It can be a place you can see, one you can visualize, or one you can describe by stating distance and direction, such as " 200 feet straight downward" or "upward to the northwest at a 45-degree angle, 300 feet." You can bring along objects as long as their weight doesn't exceed what you can carry. You can also bring one willing creature of your size or smaller who is carrying gear up to its carrying capacity. The creature must be within 5 feet of you when you cast this spell.

If you would arrive in a place already occupied by an object or a creature, you and any creature traveling with you each take 4d6 force damage, and the spell fails to teleport you.

Damage: d6,d6,d6,d6 force

Ice Storm (Evocation)

Prepared

Casting Time: 1 action

Range: 300 feet

Duration: Instantaneous

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

Source: Cleric Tempest Domain, Druid, Druid Arctic Ci

A hail of rock-hard ice pounds to the ground in a 20-foot-radius, 40-foot-high cylinder centered on a point within range. Each creature in the cylinder must make a Dexterity saving throw. A creature takes 2d8 bludgeoning damage and 4d6 cold damage on a failed save, or half as much damage on a successful one. Hailstones turn the storm's area of effect into difficult terrain until the end of your next turn.

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

Attack: Save vs dexterity DC 18

Damage: d8,d8 bludgeoning

Damage: d6,d6,d6,d6 cold

Polymorph (Transmutation)

Prepared O

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 hour

Components: V, S, M (a caterpillar cocoon)

Source: Bard, Cleric Trickery Domain, Druid, Eldritch

This spell transforms a creature that you can see within range into a new form. An unwilling creature must make a Wisdom saving throw to avoid the effect. A shapechanger automatically succeeds on this saving throw. This spell can't affect a target that has 0 hit points.

The transformation lasts for the duration, or until the target drops to 0 hit points or dies. The new form can be any beast whose challenge rating is equal to or less than the target's (or the target's level, if it doesn't have a challenge rating). The target's game statistics, including mental ability scores, are replaced by the statistics of the chosen beast. It retains its alignment and personality.

The target assumes the hit points of its new form. When it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious.

The creature is limited in the actions it can perform by the nature of its new form, and it can't speak, cast spells, or take any other action that requires hands or speech. The target's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment.

**Attack:** Save vs wisdom DC 18

Stone Shape (Transmutation)

O Prepared O

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

Components: V, S, M (soft clay, which must be worked into roughly the desired

Source: Cleric, Druid, Druid Mountain Circle, Druid Un

You touch a stone object of Medium size or smaller or a section of stone no more than 5 feet in any dimension and form it into any shape that suits your purpose. So, for example, you could shape a large rock into a weapon, idol, or coffer, or make a small passage through a wall, as long as the wall is less than 5 feet thick. You could also shape a stone door or its frame to seal the door shut. The object you create can have up to two hinges and a latch, but finer mechanical detail isn't possible.

Wall of Fire (Evocation)

Prepared O

Casting Time: 1 action

Range: 120 feet

Duration: Concentration, up to 1 minute

Components: V, S, M (a small piece of phosphorus)

Source: Cleric Light Domain, Druid, Eldritch Knight, W

You create a wall of fire on a solid surface within range. You can make the wall up to 60 feet long, 20 feet high, and 1 foot thick, or a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick. The wall is opaque and lasts for the duration.

When the wall appears, each creature within its area must make a Dexterity saving throw. On a failed save, a creature takes 5d8 fire damage, or half as much damage on a successful save.

One side of the wall, selected by you when you cast this spell, deals 5d8 fire damage to each creature that ends its turn within 10 feet of that side or inside the wall. A creature takes the same damage when it enters the wall for the first time on a turn or ends its turn there. The other side of the wall deals no damage.

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

**Attack:** Save vs dexterity DC 18

**Damage:** d8,d8,d8,d8,d8 fire

**Damage:** d8,d8,d8,d8,d8 fire

Level 5

Animate Objects (Transmutation)

Prepared O

Casting Time: 1 action

Range: 120 feet

Duration: Concentration, up to 1 minute

Components: V, S

Source: Bard, Sorcerer, Wizard

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

As a bonus action, you can mentally command any creature you made with this spell if the creature is within 500 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

Animated Object Statistics

Size

HP

AC

Attack

Str

Dex

Tiny

20

18

+8 to hit, 1d4 + 4 damage

4

18

Small

25

16

+6 to hit, 1d8 + 2 damage

6

14

Medium

40

13

+5 to hit, 2d6 + 1 damage

10

12

Large

50

10

+6 to hit, 2d10 + 2 damage

14

10

Huge  
80  
10  
+8 to hit, 2d12 + 4 damage  
18  
6

An animated object is a construct with AC, hit points, attacks, Strength, and Dexterity determined by its size. Its Constitution is 10 and its Intelligence and Wisdom are 3, and its Charisma is 1. Its speed is 30 feet; if the object lacks legs or other appendages it can use for locomotion, it instead has a flying speed of 30 feet and can hover. If the object is securely attached to a surface or a larger object, such as a chain bolted to a wall, its speed is 0. It has blindsight with a radius of 30 feet and is blind beyond that distance. When the animated object drops to 0 hit points, it reverts to its original object form, and any remaining damage carries over to its original object form. If you command an object to attack, it can make a single melee attack against a creature within 5 feet of it. It makes a slam attack with an attack bonus and bludgeoning damage determined by its size. The DM might rule that a specific object inflicts slashing or piercing damage based on its form. At Higher Levels. If you cast this spell using a spell slot of 6th level or higher, you can animate two additional objects for each slot level above 5th.

- Damage: d4+4
- Damage: d8+2
- Damage: d6,d6+1
- Damage: d10,d10+2
- Damage: d12,d12+4

Cloudkill (Conjuration)

Prepared

Casting Time: 1 action

Range: 120 feet

Duration: Concentration, up to 10 minutes

Components: V, S

Source: Druid Underdark Circle, Sorcerer, Wizard

You create a 20-foot-radius sphere of poisonous, yellow green fog centered on a point you choose within range. The fog spreads around corners. It lasts for the duration or until strong wind disperses the fog, ending the spell. Its area is heavily obscured.

When a creature enters the spell's area for the first time on a turn or starts its turn there, that creature must make a Constitution saving throw. The creature takes 5d8 poison damage on a failed save, or half as much damage on a successful one. Creatures are affected even if they hold their breath or don't need to breathe.

The fog moves 10 feet away from you at the start of each of your turns, rolling along the surface of the ground. The vapors, being heavier than air, sink to the lowest level of the land, even pouring down openings.

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

Attack: Save vs constitution DC 18

Damage: d8,d8,d8,d8,d8 poison

Cone of Cold (Evocation)

Prepared

Casting Time: 1 action

Range: Self (60-foot cone)

Duration: Instantaneous

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

Source: Druid Arctic Circle, Monk, Sorcerer, Wizard

A blast of cold air erupts from your hands. Each creature in a 60-foot cone must make a Constitution saving throw. A creature takes 8d8 cold damage on a failed save, or half as much damage on a successful one. A creature killed by this spell becomes a frozen statue until it thaws.

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

Attack: Save vs constitution DC 18

Damage: d8,d8,d8,d8,d8,d8,d8,d8 cold

Hold Monster (Enchantment)

Prepared

Casting Time: 1 action

Range: 90 feet

Duration: Concentration, up to 1 minute

Components: V, S, M (a small, straight piece of iron)

Source: Bard, Cleric War Domain, Eldritch Invocations

Choose a creature that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. This spell has no effect on undead. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can target one additional creature for each slot level above 5th. The creatures must be within 30 feet of each other when you target them.

**Attack:** Save vs wisdom DC 18

Seeming (Illusion)

Prepared

Casting Time: 1 action

Range: 30 feet

Duration: 8 hours

Components: V, S

Source: Bard, Warlock (Archfey), Sorcerer, Wizard

This spell allows you to change the appearance of any number of creatures that you can see within range. You give each target you choose a new, illusory appearance.

An unwilling target can make a Charisma saving throw, and if it succeeds, it is unaffected by this spell. The spell disguises physical appearance as well as clothing, armor, weapons, and equipment. You can make each creature seem 1 foot shorter or taller and appear thin, fat, or in between. You can't change a target's body type, so you must choose a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you. The spell lasts for the duration, unless you use your action to dismiss it sooner.

The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to a creature's outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel the creature's head and hair. If you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair.

A creature can use its action to inspect a target and make an Intelligence (Investigation) check against your spell save DC. If it succeeds, it becomes aware that the target is disguised.

Telekinesis (Transmutation)

Prepared

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 10 minutes

Components: V, S

Source: Warlock (Great Old One), Sorcerer, Wizard

You gain the ability to move or manipulate creatures or objects by thought. When you cast the spell, and as your action each round for the duration, you can exert your will on one creature or object that you can see within range, causing the appropriate effect below. You can affect the same target round after round, or choose a new one at any time. If you switch targets, the prior target is no longer affected by the spell.

**Creature.** You can try to move a Huge or smaller creature. Make an ability check with your spellcasting ability contested by the creature's Strength check. If you win the contest, you move the creature up to 30 feet in any direction, including upward but not beyond the range of this spell. Until the end of your next turn, the creature is restrained in your telekinetic grip. A creature lifted upward is suspended in mid-air.

On subsequent rounds, you can use your action to attempt to maintain your telekinetic grip on the creature by repeating the contest.

**Object.** You can try to move an object that weighs up to 1,000 pounds. If the object isn't being worn or carried, you automatically move it up to 30 feet in any direction, but not beyond the range of this spell. If the object is worn or carried by a creature, you must make an ability check with your spellcasting ability contested by that creature's Strength check. If you succeed, you pull the object away from that creature and can move it up to 30 feet in any direction but not beyond the range of this spell.

You can exert fine control on objects with your telekinetic grip, such as manipulating a simple tool, opening a door or a container, stowing or retrieving an item from an open container, or pouring the contents from a vial.

Transmute Rock (Transmutation)

Prepared

Casting Time: 1 action

Range: 120 feet

Duration: Until dispelled

Components: V, S, M (clay and water)

Source: Druid, Wizard

You choose an area of stone or mud that you can see that fits within a 40-foot cube and that is within range, and choose one of the following effects.

Transmute Rock to Mud. Nonmagical rock of any sort in the area becomes an equal volume of thick and flowing mud that remains for the spell's duration.

If you cast the spell on an area of ground, it becomes muddy enough that creatures can sink into it. Each foot that a creature moves through the mud costs 4 feet of movement, and any creature on the ground when you cast the spell must make a Strength saving throw. A creature must also make this save the first time it enters the area on a turn or ends its turn there. On a failed save, a creature sinks into the mud and is restrained, though it can use an action to end the restrained condition on itself by pulling itself free of the mud.

If you cast the spell on a ceiling, the mud falls. Any creature under the mud when it falls must make a Dexterity saving throw. A creature takes 4d8 bludgeoning damage on a failed save, or half as much damage on a successful one.

Transmute Mud to Rock. Nonmagical mud or quicksand in the area no more than 10 feet deep transforms into soft stone for the spell's duration. On a successful save, a creature is shunted safely to the surface in an unoccupied space. On a failed save, a creature becomes restrained by the rock. A restrained creature, or another creature within reach, can use an action to try to break the rock by succeeding on a DC 20 Strength check or by dealing damage to it. The rock has AC 15 and 25 hit points, and it is immune to poison and psychic damage.

**Attack:** Save vs strength DC 18

**Damage:** d8,d8,d8,d8 bludgeoning,magic

Wall of Stone (Evocation)

Prepared O

**Casting Time:** 1 action      **Range:** 120 feet      **Duration:** Concentration, up to 10 minutes  
**Components:** V, S, M (a small block of granite)      **Source:** Druid, Druid Desert Circle, Druid Mountain Ci

A nonmagical wall of solid stone springs into existence at a point you choose within range. The wall is 6 inches thick and is composed of ten 10-foot-by-10-foot panels. Each panel must be contiguous with at least one other panel. Alternatively, you can create 10-foot-by-20-foot panels that are only 3 inches thick.

If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice). If a creature would be surrounded on all sides by the wall (or the wall and another solid surface), that creature can make a Dexterity saving throw. On a success, it can use its reaction to move up to its speed so that it is no longer enclosed by the wall.

The wall can have any shape you desire, though it can't occupy the same space as a creature or object. The wall doesn't need to be vertical or rest on any firm foundation. It must, however, merge with and be solidly supported by existing stone. Thus, you can use this spell to bridge a chasm or create a ramp.

If you create a span greater than 20 feet in length, you must halve the size of each panel to create supports. You can crudely shape the wall to create crenellations, battlements, and so on.

The wall is an object made of stone that can be damaged and thus breached. Each panel has AC 15 and 30 hit points per inch of thickness. Reducing a panel to 0 hit points destroys it and might cause connected panels to collapse at the DM's discretion.

If you maintain your concentration on this spell for its whole duration, the wall becomes permanent and can't be dispelled. Otherwise, the wall disappears when the spell ends.

Level 6

Arcane Gate (Conjuration)

Prepared O

**Casting Time:** 1 action      **Range:** 500 feet      **Duration:** Concentration, up to 10 minutes  
**Components:** V, S      **Source:** Sorcerer, Warlock, Wizard

You create linked teleportation portals that remain open for the duration.

Choose two points on the ground that you can see, one point within 10 feet of you and one point within 500 feet of you. A circular portal, 10 feet in diameter, opens over each point. If the portal would open in the space occupied by a creature, the spell fails, and the casting is lost.

The portals are two-dimensional glowing rings filled with mist, hovering inches from the ground and perpendicular to it at the points you choose. A ring is visible only from one side (your choice), which is the side that functions as a portal.

Any creature or object entering the portal exits from the other portal as if the two were adjacent to each other; passing through a portal from the non portal side has no effect. The mist that fills each portal is opaque and blocks vision through it. On your turn, you can rotate the rings as a bonus action so that the active side faces in a different direction.

Chain Lightning (Evocation)

Prepared O



**Casting Time:** 1 action      **Range:** 150 feet      **Duration:** Instantaneous

**Components:** V, S, M (a bit of fur; a piece of amber, glass, or a crystal rod; and      **Source:** Sorcerer, Wizard

You create a bolt of lightning that arcs toward a target of your choice that you can see within range. Three bolts then leap from that target to as many as three other targets, each of which must be within 30 feet of the first target. A target can be a creature or an object and can be targeted by only one of the bolts.

A target must make a Dexterity saving throw. The target takes 10d8 lightning damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, one additional bolt leaps from the first target to another target for each slot level above 6th.

**Attack:** Save vs dexterity DC 18

**Damage:** d8,d8,d8,d8,d8,d8,d8,d8 lightning

Disintegrate (Transmutation)

PreparedO

**Casting Time:** 1 action      **Range:** 60 feet      **Duration:** Instantaneous

**Components:** V, S, M (a lodestone and a pinch of dust)      **Source:** Sorcerer, Wizard

A thin green ray springs from your pointing finger to a target that you can see within range. The target can be a creature, an object, or a creation of magical force, such as the wall created by wall of force.

A creature targeted by this spell must make a Dexterity saving throw. On a failed save, the target takes 10d6 + 40 force damage. If this damage reduces the target to 0 hit points, it is disintegrated.

A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. The creature can be restored to life only by means of a true resurrection or a wish spell. This spell automatically disintegrates a Large or smaller nonmagical object or a creation of magical force. If the target is a Huge or larger object or creation of force, this spell disintegrates a 10-foot-cube portion of it. A magic item is unaffected by this spell.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage increases by 3d6 for each slot level above 6th.

**Attack:** Save vs dexterity DC 18

**Damage:** d6,d6,d6,d6,d6,d6,d6,d6+40 force

Flesh to Stone (Transmutation)

PreparedO

**Casting Time:** 1 action      **Range:** 60 feet      **Duration:** Concentration, up to 1 minute

**Components:** V, S, M (a pinch of lime, water, and earth)      **Source:** Warlock, Wizard

You attempt to turn one creature that you can see within range into stone. If the target's body is made of flesh, the creature must make a Constitution saving throw. On a failed save, it is restrained as its flesh begins to harden. On a successful save, the creature isn't affected.

A creature restrained by this spell must make another Constitution saving throw at the end of each of its turns. If it successfully saves against this spell three times, the spell ends. If it fails its saves three times, it is turned to stone and subjected to the petrified condition for the duration. The successes and failures don't need to be consecutive; keep track of both until the target collects three of a kind.

If the creature is physically broken while petrified, it suffers from similar deformities if it reverts to its original state.

If you maintain your concentration on this spell for the entire possible duration, the creature is turned to stone until the effect is removed.

**Attack:** Save vs constitution DC 18

Move Earth (Transmutation)

PreparedO

**Casting Time:** 1 action      **Range:** 120 feet      **Duration:** Concentration, up to 2 hours

**Components:** V, S, M (an iron blade and a small bag containing a mixture of soil)      **Source:** Druid, Sorcerer, Wizard

Choose an area of terrain no larger than 40 feet on a side within range. You can reshape dirt, sand, or clay in the area in any manner you choose for the duration.

You can raise or lower the area's elevation, create or fill in a trench, erect or flatten a wall, or form a pillar. The extent of any such changes can't exceed half the area's largest dimension. So, if you affect a 40-foot square, you can create a pillar up to 20 feet high, raise or lower the square's elevation by up to 20 feet, dig a trench up to 20 feet deep, and so on. It takes 10 minutes for these changes to complete.

At the end of every 10 minutes you spend concentrating on the spell, you can choose a new area of terrain to affect.

Because the terrain's transformation occurs slowly, creatures in the area can't usually be trapped or injured by the ground's movement.

This spell can't manipulate natural stone or stone construction. Rocks and structures shift to accommodate the new terrain. If the way you shape the terrain would make a structure unstable, it might collapse.

Similarly, this spell doesn't directly affect plant growth. The moved earth carries any plants along with it.

Otiluke's Freezing Sphere (Evocation) 

Prepared

**Casting Time:** 1 action

**Range:** 300 feet

**Duration:** Instantaneous

**Components:** V, S, M (a small crystal sphere)

**Source:** Wizard

A frigid globe of cold energy streaks from your fingertips to a point of your choice within range, where it explodes in a 60-foot-radius sphere. Each creature within the area must make a Constitution saving throw. On a failed save, a creature takes 10d6 cold damage. On a successful save, it takes half as much damage.

If the globe strikes a body of water or a liquid that is principally water (not including water-based creatures), it freezes the liquid to a depth of 6 inches over an area 30 feet square. This ice lasts for 1 minute. Creatures that were swimming on the surface of frozen water are trapped in the ice. A trapped creature can use an action to make a Strength check against your spell save DC to break free.

You can refrain from firing the globe after completing the spell, if you wish. A small globe about the size of a sling stone, cool to the touch, appears in your hand. At any time, you or a creature you give the globe to can throw the globe (to a range of 40 feet) or hurl it with a sling (to the sling's normal range). It shatters on impact, with the same effect as the normal casting of the spell. You can also set the globe down without shattering it. After 1 minute, if the globe hasn't already shattered, it explodes.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage increases by 1d6 for each slot level above 6th.

**Attack:** Save vs constitution DC 23

**Damage:** d6,d6,d6,d6,d6,d6,d6,d6,d6 cold

Level 7

Jebeddo's Magnificent Mansion (Conjuration) 

Prepared

**Casting Time:** 1 minute

**Range:** 300 feet

**Duration:** 24 hours

**Components:** V, S, M (a miniature portal carved from ivory, a small piece of po

**Source:** Bard, Wizard

You conjure an extradimensional dwelling in range that lasts for the duration. You choose where its one entrance is located. The entrance shimmers faintly and is 5 feet wide and 10 feet tall. You and any creature you designate when you cast the spell can enter the extra dimensional dwelling as long as the portal remains open. You can open or close the portal if you are within 30 feet of it. While closed, the portal is invisible. Beyond the portal is a magnificent foyer with numerous chambers beyond. The atmosphere is clean, fresh, and warm.

You can create any floor plan you like, but the space can't exceed 50 cubes, each cube being 10 feet on each side. The place is furnished and decorated as you choose. It contains sufficient food to serve a nine course banquet for up to 100 people. A staff of 100 near-transparent servants attends all who enter. You decide the visual appearance of these servants and their attire. They are completely obedient to your orders. Each servant can perform any task a normal human servant could perform, but they can't attack or take any action that would directly harm another creature. Thus the servants can fetch things, clean, mend, fold clothes, light fires, serve food, pour wine, and so on. The servants can go anywhere in the mansion but can't leave it. Furnishings and other objects created by this spell dissipate into smoke if removed from the mansion. When the spell ends, any creatures inside the extradimensional space are expelled into the open spaces nearest to the entrance.

Reverse Gravity (Transmutation) 

Prepared

**Casting Time:** 1 action

**Range:** 100 feet

**Duration:** Concentration, up to 1 minute

**Components:** V, S, M (a lodestone and iron filings)

**Source:** Druid, Sorcerer, Wizard

This spell reverses gravity in a 50-foot-radius, 100-foot high cylinder centered on a point within range. All creatures and objects that aren't somehow anchored to the ground in the area fall upward and reach the top of the area when you cast this spell. A creature can make a Dexterity saving throw to grab onto a fixed object it can reach, thus avoiding the fall.

If some solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it just as they would during a normal downward fall. If an object or creature reaches the top of the area without striking anything, it remains there, oscillating slightly, for the duration.

At the end of the duration, affected objects and creatures fall back down.

Simulacrum (Illusion)

PreparedO

<b>Casting Time:</b> 12 hours	<b>Range:</b> Touch	<b>Duration:</b> Until dispelled
<b>Components:</b> V, S, M (snow or ice in quantities sufficient to made a life-size c	<b>Source:</b> Wizard	
You shape an illusory duplicate of one beast or humanoid that is within range for the entire casting time of the spell. The duplicate is a creature, partially real and formed from ice or snow, and it can take actions and otherwise be affected as a normal creature.		
It appears to be the same as the original, but it has half the creature's hit point maximum and is formed without any equipment. Otherwise, the illusion uses all the statistics of the creature it duplicates.		
The simulacrum is friendly to you and creatures you designate. It obeys your spoken commands, moving and acting in accordance with your wishes and acting on your turn in combat. The simulacrum lacks the ability to learn or become more powerful, so it never increases its level or other abilities, nor can it regain expended spell slots.		
If the simulacrum is damaged, you can repair it in an alchemical laboratory, using rare herbs and minerals worth 100 gp per hit point it regains. The simulacrum lasts until it drops to 0 hit points, at which point it reverts to snow and melts instantly.		
If you cast this spell again, any currently active duplicates you created with this spell are instantly destroyed.		

Transmuter's Stone

Darkvision 60'

Casting Time:	Range:	Duration:
Components:	Source:	

Movement +10'

Casting Time:	Range:	Duration:
Components:	Source:	

Proficiency CON Save

Casting Time:	Range:	Duration:
Components:	Source:	

Resis Thunder

Casting Time:	Range:	Duration:
Components:	Source:	

Resist Acid

Casting Time:	Range:	Duration:
Components:	Source:	

Resist Cold

Casting Time:	Range:	Duration:
Components:	Source:	

Resist Fire

Casting Time:	Range:	Duration:
Components:	Source:	

Resist Lightning

Casting Time:	Range:	Duration:
Components:	Source:	

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

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

Each time you cast a transmutation spell of 1st level or higher, you can change the effect of your stone if the stone is on your person.

If you create a new transmuter's stone, the previous one ceases to function.

Wand

Magic Missile (Evocation) OOOOOOO Long Rest

Casting Time: 1 action Range: 120 feet Duration: Instantaneous  
Components: V, S Source: Eldritch Knight, Sorcerer, Wizard, Arcane Tri

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

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

Damage: d4+1 force

## Feats, Features, Traits

### Feat

#### War Caster

Prerequisite: The ability to cast at least one spell

You have practiced casting spells in the midst of combat, learning techniques that grant you the following benefits:

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

#### Linguist

You have studied languages and codes, gaining the following benefits:

- \* Increase your Intelligence score by 1, to a maximum of 20.
- \* You learn three languages of your choice.
- \* You can ably create written ciphers. Others can't decipher a code you create unless you teach them, they succeed on an Intelligence check (DC equal to your Intelligence score + your proficiency bonus), or they use magic to decipher it.

#### Elemental Adept

Prerequisite: The ability to cast at least one spell

When you gain this feat, choose one of the following damage types: acid, cold, fire, lightning, or thunder. Spells you cast ignore resistance to damage of the chosen type. In addition, when you roll damage for a spell you cast that deals damage of that type, you can treat any 1 on a damage die as a 2.

You can select this feat multiple times. Each time you do so, you must choose a different damage type.

### Feature

As a student of arcane magic, you have a spellbook containing spells that show the first glimmers of your true power. See chapter 10 for the general rules of spellcasting and chapter 11 for the wizard spell list.

#### Cantrips

At 1st level, you know three cantrips of your choice from the wizard spell list. You learn additional wizard cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Wizard table.

#### Spellbook

At 1st level, you have a spellbook containing six 1st-level wizard spells of your choice.

#### Preparing and Casting Spells

The Wizard table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, 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 prepare the list of wizard spells that are available for you to cast. To do so, choose a number of wizard spells from your spellbook equal to your Intelligence modifier + your wizard level (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you're a 3rd-level wizard, you have four 1st-level and two 2nd-level spell slots. With an Intelligence of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination, chosen from your spellbook. If you prepare the 1st-level spell magic missile, you can cast it using a 1st-level or a 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells. You can change your list of prepared spells when you finish a long rest. Preparing a new list of wizard spells requires time spent studying your spellbook and memorizing the incantations and gestures you must make to cast the spell: at least 1 minute per spell level for each spell on your list.

#### Spellcasting Ability

Intelligence is your spellcasting ability for your wizard spells, since you learn your spells through dedicated study and memorization. You use your Intelligence whenever a spell refers to your spellcasting ability.

In addition, you use your Intelligence modifier when setting the saving throw DC for a wizard spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your Intelligence modifier

#### Ritual Casting

You can cast a wizard spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared.

#### Spellcasting Focus

You can use an arcane focus (found in chapter 5) as a spellcasting focus for your wizard spells.

#### Learning Spells of 1st Level and Higher

Each time you gain a wizard level, you can add two wizard spells of your choice to your spellbook. Each of these spells must be of a level for which you have spell slots, as shown on the Wizard table. On your adventures, you might find other spells that you can add to your spellbook (see the "Your Spellbook" sidebar).

#### Your Spellbook

The spells that you add to your spellbook as you gain levels reflect the arcane research you conduct on your own, as well as intellectual breakthroughs you have had about the nature of the multiverse. You might find other spells during your adventures. You could discover a spell recorded on a scroll in an evil wizard's chest, for example, or in a dusty tome in an ancient library.

**Copying a Spell into the book.** When you find a wizard spell of 1st level or higher, you can add it to your spellbook if it is of a level for which you have spell slots and if you can spare the time to decipher and copy it. The spells copied into a spellbook must be of a spell level the wizard can prepare.

Copying a spell into your spellbook involves reproducing the basic form of the spell, then deciphering the unique system of notation used by the wizard who wrote it. You must practice the spell until you understand the sounds or gestures required, then transcribe it into your spellbook using your own notation. For each level of the spell, the process takes 2 hours and costs 50gp. The cost represents material components you expend as you experiment with the spell to master it, as well as the fine inks you need to record it. Once you have spent this time and money, you can prepare the spell just like your other spells.

**Replacing the Book.** You can copy a spell from your own spellbook into another book—for example, if you want to make a backup copy of your spellbook. This is just like copying a new spell into your spellbook, but faster and easier, since you understand your own notation and already know how to cast the spell. You need spend only 1 hour and 10 gp for each level of the copied spell. If you lose your spellbook, you can use the same procedure to transcribe the spells that you have prepared into a new spellbook. Filling out the remainder of your spellbook requires you to find new spells to do so, as normal. For this reason, many wizards keep backup spellbooks in a safe place.

**The Book's Appearance** Your spellbook is a unique compilation of spells, with its own decorative flourishes and margin notes. It might be a plain, functional leather volume that you received as a gift from your master, a finely bound gilt-edged tome you found in an ancient library, or even a loose collection of notes scrounged together after you lost your previous spellbook in a mishap.

A spellbook doesn't contain cantrips.

Arcane Recovery	<p>You have learned to regain some of your magical energy by studying your spellbook. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your wizard level (rounded up), and none of the slots can be 6th level or higher.</p> <p>For example, if you're a 4th-level wizard, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots.</p>
Guild Membership	<p>As an established and respected member of a guild, you can rely on certain benefits that membership provides. Your fellow guild members will provide you with lodging and food if necessary, and pay for your funeral if needed. In some cities and towns, a guildhall offers a central place to meet other members of your profession, which can be a good place to meet potential patrons, allies, or hirelings.</p> <p>Guilds often wield tremendous political power. If you are accused of a crime, your guild will support you if a good case can be made for your innocence or the crime is justifiable. You can also gain access to powerful political figures through the guild, if you are a member in good standing. Such connections might require the donation of money or magic items to the guild's coffers. You must pay dues of 5 gp per month to the guild. If you miss payments, you must make up back dues to remain in the guild's good graces.</p>
School of Transmutation	<p>You are a student of spells that modify energy and matter. To you, the world is not a fixed thing, but eminently mutable, and you delight in being an agent of change. You wield the raw stuff of creation and learn to alter both physical forms and mental qualities. Your magic gives you the tools to become a smith on reality's forge. Some transmuters are tinkers and pranksters, turning people into toads and transforming copper into silver for fun and occasional profit. Others pursue their magical studies with deadly seriousness, seeking the power of the gods to make and destroy worlds.</p> <p>Features</p>
Transmutation Savant	<p>Beginning when you select this school at 2nd level, the gold and time you must spend to copy a transmutation spell into your spellbook is halved.</p>
Minor Alchemy	<p>Starting at 2nd level when you select this school, you can temporarily alter the physical properties of one nonmagical object, changing it from one substance into another. You perform a special alchemical procedure on one object composed entirely of wood, stone (but not a gemstone), iron, copper, or silver, transforming it into a different one of those materials. For each 10 minutes you spend performing the procedure, you can transform up to 1 cubic foot of material. After 1 hour, or until you lose your concentration (as if you were concentrating on a spell), the material reverts to its original substance.</p>
Ability Score Improvement	<p>When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.</p>
Transmuter's Stone	<p>Starting at 6th level, you can spend 8 hours creating a transmuter's stone that stores transmutation magic. You can benefit from the stone yourself or give it to another creature. A creature gains a benefit of your choice as long as the stone is in the creature's possession. When you create the stone, choose the benefit from the following options:</p> <ul style="list-style-type: none"><li>* Darkvision out to a range of 60 feet, as described in chapter 8</li><li>* An increase to speed of 10 feet while the creature is unencumbered</li><li>* Proficiency in Constitution saving throws</li><li>* Resistance to acid, cold, fire, lightning, or thunder damage (your choice whenever you choose this benefit)</li></ul> <p>Each time you cast a transmutation spell of 1st level or higher, you can change the effect of your stone if the stone is on your person.</p> <p>If you create a new transmuter's stone, the previous one ceases to function.</p>
Shapechanger	<p>At 10th level, you add the polymorph spell to your spellbook, if it is not there already. You can cast polymorph without expending a spell slot. When you do so, you can target only yourself and transform into a beast whose challenge rating is 1 or lower. Once you cast polymorph in this way, you can't do so again until you finish a short or long rest, though you can still cast it normally using an available spell slot.</p>
Master Transmuter	<p>Starting at 14th level, you can use your action to consume the reserve of transmutation magic stored within your transmuter's stone in a single burst. When you do so, choose one of the following effects. Your transmuter's stone is destroyed and can't be remade until you finish a long rest.</p> <p>Major Transformation. You can transmute one nonmagical object—no larger than a 5-foot cube—into another nonmagical object of similar size and mass and of equal or lesser value. You must spend 10 minutes handling the object to transform it.</p> <p>Panacea. You remove all curses, diseases, and poisons affecting a creature that you touch with the transmuter's stone. The creature also regains all its hit points.</p> <p>Restore Life. You cast the raise dead spell on a creature you touch with the transmuter's stone, without expending a spell slot or needing to have the spell in your spellbook.</p> <p>Restore Youth. You touch the transmuter's stone to a willing creature, and that creature's apparent age is reduced by 3 d 10 years, to a minimum of 13 years. This effect doesn't extend the creature's lifespan.</p>
<b>Trait</b>	
Gnome Cunning	<p>You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.</p>

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	<p>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, 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.</p> <p>When you create a device, choose one of the following options.</p> <p><b>Clockwork Toy.</b> This toy is a clockwork animal or person, such as a frog, mouse, bird, 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.</p> <p><b>Fire Starter.</b> The device produces a miniature flame, which you can use to light a candle, torch, or campfire. Using the device requires your action.</p> <p><b>Music Box.</b> 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.</p>



# Inventory

Count	Name	Cost	Weight	Properties
1	1500 gp. powdered ruby		0	
1	5x Diamond Dust (100gp) for Greater Restore		0	
1	Aerisi's Spellbook	2,150GP	5	
	- 1st -			
	Charm Person			
	Feather Fall			
	Mage Armor			
	Thunderwave			
	- 2nd -			
	Gust of Wind			
	Invisibility			
	- 3rd -			
	Fly			
	Gaseous Form			
	Lightning Bolt			
	- 4th -			
	Ice Storm			
	- 5th -			
	Cloudkill			
	Seeming			
	- 6th -			
	Chain Lightning			
2	Books: Alchemy & Transmutation		6	
1	Dagger		4	
2	Ink (10gp value for Illusionary Script)		0	
1	Steel Mirror		0	
Adventuring Gear				
1	Backpack (Empty)	2 gp	5	
1	Bag (Sand)	1 gp	0.05	
1	Book	25 gp	5	
A book might contain poetry, historical accounts, information pertaining to a particular field of lore, diagrams and notes on gnomish contraptions, or just about anything else that can be represented using text or pictures. A book of spells is a spellbook (described later in this section).				
1	Component Pouch	25 gp	2	
A component pouch is a small, watertight leather belt pouch that has compartments to hold all the material components and other special items you need to cast your spells, except for those components that have a specific cost (as indicated in a spell's description).				
1	Ink (1-ounce Bottle)	10 gp	0.06	
1	Ink Pen	2 cp	0.02	
1	Knife (Small)	1 gp	0.25	
10	Parchment (One Sheet)	1 sp	0.02	
Armor				
1	Elven Chain	rare	0	
You gain a +1 bonus to AC while you wear this armor. You are considered proficient with this armor even if you lack proficiency with medium armor.				
Chain Shirt Notes				
Medium armor offers more protection than light armor, but it also impairs movement more. If you wear medium armor, you add your Dexterity modifier, to a maximum of +2, to the base number from your armor type to determine your Armor Class.				
Made of interlocking metal rings, a chain shirt is worn between layers of clothing or leather. This armor offers modest protection to the wearer's upper body and allows the sound of the rings rubbing against one another to be muffled by outer layers.				
Potion				
1	Potion of Fire Resistance	uncommon	0	
When you drink this potion, you gain resistance to fire damage for 1 hour.				
Potion Notes				
Drinking or administering a potion takes an action.				
Scroll				
1	Scroll of Dust Devil	common	0	

A spell scroll bears the words of a single spell *Dust Devil*, written in a mystical cipher. If the spell is on your class's spell list, you can use an action to read the scroll and cast its spell without having to provide any of the spell's components.

Otherwise, the scroll is unintelligible.

If the spell is on your class's spell list but of a higher level than you can normally cast, you must make an ability check using your spellcasting ability to determine whether you cast it successfully. The DC equals 10 + the spell's level. On a failed check, the spell disappears from the scroll with no other effect.

Once the spell is cast, the words on the scroll fade, and the scroll itself crumbles to dust.

This spell scroll's saving throw DC 14 and attack bonus +6.

A wizard spell on a spell scroll can be copied just as spells in spellbooks can be copied. When a spell is copied from a spell scroll, the copier must succeed on an Intelligence (Arcana) check with a DC equal to 10 + the spell's level. If the check succeeds, the spell is successfully copied. Whether the check succeeds or fails, the spell scroll is destroyed.

1	Scroll of Investiture of Stone	rare	0
<p>A spell scroll bears the words of a single spell <i>Investiture of Stone</i>, written in a mystical cipher. If the spell is on your class's spell list, you can use an action to read the scroll and cast its spell without having to provide any of the spell's components.</p> <p>Otherwise, the scroll is unintelligible.</p> <p>If the spell is on your class's spell list but of a higher level than you can normally cast, you must make an ability check using your spellcasting ability to determine whether you cast it successfully. The DC equals 10 + the spell's level. On a failed check, the spell disappears from the scroll with no other effect.</p> <p>Once the spell is cast, the words on the scroll fade, and the scroll itself crumbles to dust.</p> <p>This spell scroll's saving throw DC 17 and attack bonus +9.</p> <p>A wizard spell on a spell scroll can be copied just as spells in spellbooks can be copied. When a spell is copied from a spell scroll, the copier must succeed on an Intelligence (Arcana) check with a DC equal to 10 + the spell's level. If the check succeeds, the spell is successfully copied. Whether the check succeeds or fails, the spell scroll is destroyed.</p>			
1	Scroll of Wall of Water	uncommon	0
<p>A spell scroll bears the words of a single spell <i>Wall of Water</i>, written in a mystical cipher. If the spell is on your class's spell list, you can use an action to read the scroll and cast its spell without having to provide any of the spell's components.</p> <p>Otherwise, the scroll is unintelligible.</p> <p>If the spell is on your class's spell list but of a higher level than you can normally cast, you must make an ability check using your spellcasting ability to determine whether you cast it successfully. The DC equals 10 + the spell's level. On a failed check, the spell disappears from the scroll with no other effect.</p> <p>Once the spell is cast, the words on the scroll fade, and the scroll itself crumbles to dust.</p> <p>This spell scroll's saving throw DC 15 and attack bonus +7.</p> <p>A wizard spell on a spell scroll can be copied just as spells in spellbooks can be copied. When a spell is copied from a spell scroll, the copier must succeed on an Intelligence (Arcana) check with a DC equal to 10 + the spell's level. If the check succeeds, the spell is successfully copied. Whether the check succeeds or fails, the spell scroll is destroyed.</p>			

Tools

1	Alchemist's Supplies	50 gp	8
<p>These special tools include the items needed to pursue a craft or trade. The table shows examples of the most common types of tools, each providing items related to a single craft. Proficiency with a set of artisan's tools lets you add your proficiency bonus to any ability checks you make using the tools in your craft. Each type of artisan's tools requires a separate proficiency.</p>			
1	Tinker's Tools	50 gp	10
<p>These special tools include the items needed to pursue a craft or trade. The table shows examples of the most common types of tools, each providing items related to a single craft. Proficiency with a set of artisan's tools lets you add your proficiency bonus to any ability checks you make using the tools in your craft. Each type of artisan's tools requires a separate proficiency.</p>			

Wand

1	Wand of Magic Missiles	uncommon	0
<p>This wand has 7 charges. While holding it, you can use an action to expend 1 or more of its charges to cast the magic missile spell from it. For 1 charge, you cast the 1st-level version of the spell. You can increase the spell slot level by one for each additional charge you expend.</p> <p>The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.</p> <p>Wand Notes</p> <p>An arcane focus is a special item— an orb, a crystal, a rod, a specially constructed staff, a wand-like length of wood, or some similar item— designed to channel the power of arcane spells. A sorcerer, warlock, or wizard can use such an item as a spellcasting focus, as described in chapter 10.</p>			

Weapon

1	Dagger	2 gp	1	Finesse, light, thrown (range 20/60)
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Wondrous Item

1	Wingwear	453 gp	2	Magic
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#### Description

This snug uniform has symbols of air stitched into it and leathery flaps that stretch along the arms, waist, and legs to create wings for gliding. A suit of wingwear has 3 charges. While you wear the suit, you can use a bonus action and expend 1 charge to gain a flying speed of 30 feet until you land. At the end of each of your turns, your altitude drops by 5 feet. Your altitude drops instantly to 0 feet at the end of your turn if you didn't fly at least 30 feet horizontally on that turn. When your altitude drops to 0 feet, you land (or fall), and you must expend another charge to use the suit again.

The suit regains all of its expended charges after spending at least 1 hour in an elemental air node.