

# ELF MAGE

**6th-Level Medium High Elf Mage**

**Armor Class** 12

**Hit Points** 38 (6d6 Hit Die)

**Proficiency Bonus** +2

**Speed** 30 ft.

**Alignment** chaotic good

**Languages** Common, Celestial, Draconic, Dwarvish, Elvish, Giant, Goblin, Sylvan, Undercommon

## ABILITY SCORES

<b>Strength</b>	8	(-1)
<b>Dexterity</b>	14	(+2)
<b>Constitution</b>	14	(+2)
<b>Intelligence</b>	19	(+4); add proficiency bonus to saves
<b>Wisdom</b>	12	(+1); add proficiency bonus to saves
<b>Charisma</b>	10	(+0)

## ATTACKS

**Melee Attack:** Short sword (+4 to hit; 1d6 + 2 piercing)

**Ranged Attack:** Longbow (ranged 150 ft./600 ft.; +4 to hit; 1d8 + 2 piercing)

**Spell Saving Throw DC:** 14 (12 without a magic focus)

## SKILLS (ADD PROFICIENCY BONUS TO RELATED ABILITY CHECKS)

Arcana, History, Insight, Search

## CANTRIPS

*Light, minor illusion, ray of frost, shocking grasp*

## PREPARED SPELLS

*Burning hands, charm person, dispel magic, fireball, invisibility, lightning bolt, magic missile*

## EQUIPMENT

Robes, short sword, longbow (20 arrows), wand, *potion of healing*, healer's kit, backpack, bedroll, belt pouch, candles (5), clothes, component pouch, ink pen, ink, mess kit, paper (10 sheets), rations (4 days), spellbook, tinderbox, waterskin, 7 gp, 9 sp.

## Racial Traits

**Fey Ancestry:** You have advantage on saving throws against being charmed, and magic cannot put you to sleep.

**Keen Senses.** You have advantage on Wisdom (Perception) checks.

**Low-Light Vision.** You can see in dim light as well as you do in bright light.

**Proficiencies.** Add your proficiency bonus to attack rolls you make using long swords, short swords, shortbows, and longbows (included in "Attacks").

**Trance.** You do not need to sleep. Instead, you meditate deeply for 4 hours a day. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

## Class Features

**Arcane Recovery.** Once per day during a short rest, you can regain some of your magical energy by studying your spellbook. You choose expended spell slots to recover. The spell slots can have a combined

level that is less than or equal to half your mage level (round up).

**Arcane Tradition.** Your arcane tradition is evocation. This grants you certain benefits as you level.

**Potent Cantrip.** When a creature is missed by or succeeds on a saving throw against your evocation cantrip that deals damage, the creature still takes half the damage but suffers no additional effect.

**Proficiencies.** Add your proficiency bonus to attack rolls you make using daggers, darts, light crossbows, quarterstaves, and slings. You also add your proficiency bonus to ability checks made to use your skills (noted in "Skills"), and to your Intelligence and Wisdom saving throws (noted in "Ability Scores"). You have no proficiency with armor or shields.

**Sculpt Spells.** When you cast an evocation spell that affects other creatures, you can choose a number of creatures equal to the spell's level + 1. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage from the spell.

## Spellcasting

As a student of arcane magic, you have a spellbook containing mage cantrips, which you can cast at will, and more powerful mage spells that you can cast a certain number of times per day. Your spellbook initially contains the spells included with this character.

**Spells per Day.** Your mage level determines the number of mage spells that you can cast of 1st level or higher. You must complete a long rest to regain any castings—also called spell slots—that you use.

### SPELLS PER DAY

<b>Spell Level</b>	<b>1</b>	<b>2</b>	<b>3</b>
<b>Spell Slots</b>	4	3	3

**Spell Preparation.** Whenever you complete a long rest, you prepare the list of mage spells that you can cast. Your list can contain a number of mage spells equal to 1 + your mage level, and the spells can be of any spell level that is available to you (currently 3rd). This character already has a list of prepared spells, but you can alter the list each day, choosing from among the spells in your spellbook.

Preparing your spells requires time spent studying your spellbook: at least one minute per spell level for each mage spell you prepare. You don't have to prepare all your spells at once. If you like, you can prepare some later in the day.

**Casting a Prepared Spell.** When you cast one of your prepared spells, you expend a casting of the spell's level or higher. The spell itself is not expended. For example, if you have the 1st-level spells *charm person* and *magic missile* prepared and have three 1st-level castings, you can cast both spells once or one spell twice.

**Magic Ability.** Intelligence is your magic ability for your mage spells. The saving throw DC to resist one of your spells equals 8 + your Intelligence modifier. If you are holding a magic focus—a component pouch, orb, rod, staff, wand, or your spellbook—when you cast a spell, you add your proficiency bonus to the spell's saving throw DC.

**Rituals.** You can cast any mage spell as a ritual if you have the spell in your spellbook and the spell has a ritual version, such as *detect magic*. To cast a spell as a ritual, you must add 10 minutes to the spell's casting time, during which you undertake a prescribed ceremony that includes your spellbook.

## Background: Sage

You have spent many years scouring manuscripts, studying scrolls, and listening to the greatest experts on the subjects that interest you.

**Researcher.** When you attempt to learn or recall a piece of lore, if you do not know that information, you often know where and from whom you can obtain it. Usually, this information comes from a library, scriptorium, university, or a sage or other learned person or creature. Your DM might rule that the knowledge you seek is secreted away in an almost inaccessible place, or that it simply cannot be found. Unearthing the deepest secrets of the universe can require an adventure or even a whole campaign.

## Spells

You have the following spells and cantrips available.

### Burning Hands

*1st-level evocation*

**Casting Time:** 1 action

**Range:** Self

**Duration:** Instantaneous

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

The fire ignites any flammable objects in the area that are not 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 level above 1st.

### Charm Person

*1st-level enchantment*

**Casting Time:** 1 action

**Range:** 25 feet

**Duration:** 1 hour

Choose a living humanoid 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.

### Detect Magic

*1st-level divination (ritual)*

**Casting Time:** 1 action

**Range:** Self

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

For the duration, you sense the presence of magic within 25 feet of you. If you sense magic, 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.

### Dispel Magic

*3rd-level abjuration*

**Casting Time:** 1 action

**Range:** 100 feet

**Duration:** Instantaneous

Choose one creature, object, or magical effect within range. Any spell of 2nd level or lower on the target ends. For each spell of 3rd level or higher on the target, make an ability check using your magic ability. The DC equals 10 + the spell's level. On a successful check, the spell ends.

### Flaming Sphere

*2nd-level conjuration*

**Casting Time:** 1 action

**Range:** 50 feet

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

Choose an unoccupied space within range. A 5-foot-diameter sphere of fire appears there and lasts for the duration.

Any creature that starts its turn within 5 feet of the sphere must succeed on a Dexterity saving throw or take 2d6 fire damage (half damage on a successful save).

As an action, you can move the sphere up to 30 feet. You may direct the sphere over barriers up to 5

feet tall and jump it across pits up to 10 feet wide. The sphere ignites flammable objects, and it emits bright light in a 20-foot radius and dim light for an additional 40 feet.

*At Higher Levels:* When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each level above 2nd.

**Material Components:** A bit of tallow, a pinch of brimstone, and a dusting of powdered iron.

## Fireball

*3rd-level evocation*

**Casting Time:** 1 action

**Range:** 100 feet

**Duration:** Instantaneous

Choose a point within range. A streak flashes from your pointing finger to that point and then blossoms with a low roar into an explosion of flame. Each creature in a 20-foot-radius cloud centered on that point must make a Dexterity saving throw. A creature takes 6d6 fire damage on a failed save, and half as much damage on a successful one.

The fire damages objects in the area and ignites flammable objects that are not 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 level above 3rd.

**Material Components:** A tiny ball of bat guano and sulfur.

## Hold Person

*2nd-level enchantment*

**Casting Time:** 1 action

**Range:** 100 feet

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

Choose a living humanoid within range that you can see. The target must succeed on a Wisdom saving throw or be paralyzed for the duration.

At the end of each of its turns, the affected target can make another saving throw. On a success, the spell ends.

**Material Components:** A small, straight piece of iron.

## Identify

*1st-level divination (ritual)*

**Casting Time:** 1 hour

**Range:** 5 feet

**Duration:** Instantaneous

You learn the properties of a magic item of your choice within range. If the item has any special lore associated with it, you learn that lore as well.

**Material Components:** An infusion that includes wine, an owl feather, and crushed pearl

## Invisibility

*2nd-level illusion*

**Casting Time:** 1 action

**Range:** Touch

**Duration:** 1 hour

Touch a willing creature. The creature becomes invisible for the duration. The spell ends early if the creature attacks or casts a spell on anything other than itself. The spell also ends if you cast it again or if you use your action to end it.

**Material Components:** An eyelash encased in a bit of gum arabic.

## Knock

*2nd-level transmutation (ritual)*

**Casting Time:** 1 action

**Range:** 50 feet

**Duration:** Instantaneous

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

A target that is held shut by a mundane lock or that is stuck or barred becomes unlocked, unstuck, or unbarred if the DC required to open it is 20 or lower. If the object has multiple locks, only one of them is unlocked.

If you choose a target that is magically locked, this spell instead suppresses the magical effect for 1 minute, during which time the target can be opened and shut normally.

When you cast the spell, a loud knock, audible from as far away as 50 feet, emanates from the target object.

## Light

*Evocation cantrip*

**Casting Time:** 1 action

**Range:** Touch

**Duration:** 1 hour

You touch an object. Until the spell ends, the object emits bright light in a 20-foot radius and dim light for an additional 20 feet. The spell ends early if you dismiss it (no action required) or cast it again.

The light can be colored as you like and can be covered by an opaque object.

**Material Components:** A firefly or a piece of phosphorescent moss.

## Lightning Bolt

*3rd-level evocation*

**Casting Time:** 1 action

**Range:** 100 feet

**Duration:** Instantaneous

A line of lightning 100 feet long and 5 feet wide emanates from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 6d6 lightning damage on a failed save, and half as much damage on a successful one.

The lightning damages objects in the area and ignites flammable objects that are not 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 level above 3rd.

**Material Components:** A bit of fur and an amber, crystal, or glass rod.

## Magic Missile

*1st-level evocation*

**Casting Time:** 1 action

**Range:** 100 feet

**Duration:** Instantaneous

You create three glowing blue darts of magical force. Each dart hits a creature of your choice within range that you can see. A dart deals 1d4 + 1 force damage to its target. The darts 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 level above 1st.

## Minor Illusion

*Illusion cantrip*

**Casting Time:** 1 action

**Range:** 25 feet

**Duration:** 1 minute

You create a ghost sound or a silent image within range that lasts for the duration or until you dismiss it (no action required) or cast this spell again. If a creature uses its action to examine the sound or image, the creature can determine that it is an illusion with

a Wisdom (Perception) check against your spell save DC.

*Ghost Sound:* You create a sound that originates from a point of your choice within range. The sound's volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends.

*Silent Image:* You create the image of an object, a creature, or some other visible phenomenon at a spot within range. The illusion does not create sound or any other effect aside from its image. The image must fit within a 10-foot cube. Any physical interaction with the image reveals it to be an illusion, because objects pass through it.

You can use your action to cause the image to move to any spot within 25 feet of you. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking as you move it.

**Material Components:** A bit of fleece.

## Ray of Frost

*Evocation cantrip*

**Casting Time:** 1 action

**Range:** 50 feet

**Duration:** Instantaneous

A beam of blue-white light streaks toward a creature within range. Make a ranged attack roll against that creature, with a +6 bonus to the attack roll. On a hit, the target takes 2d8 cold damage, and its speed is reduced by 10 feet until your next turn.

## Shocking Grasp

*Evocation cantrip*

**Casting Time:** 1 action

**Range:** 5 feet

**Duration:** Instantaneous

Lightning springs from your hand to deliver a brutal shock to a creature within range that you can see. The target must succeed on a Dexterity saving throw. Otherwise, the target takes 2d8 lightning damage, and it can't take reactions until its next turn. A target wearing heavy armor made of metal has disadvantage on the saving throw.

## Thunderwave

*1st-level evocation*

**Casting Time:** 1 action

**Range:** 15 feet

**Duration:** Instantaneous

With a loud crack, a wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful one, it takes half as much damage and is not pushed.

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

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

## Water Breathing

*3rd-level transmutation*

**Casting Time:** 1 action

**Range:** 25 feet

**Duration:** 8 hours

Choose up to ten willing creatures within range. In addition to retaining its normal mode of respiration, each creature can now breathe underwater until the spell ends.

**Material Components:** A short reed or piece of straw.