

Level 4 Elf Wizard

AC 12 **Hit Points** 26
Speed 30 ft. **Hit Dice** 4d6

Strength	10	(+0)
Dexterity	14	(+2)
Constitution	13	(+1)
Intelligence	18	(+3)
Wisdom	14	(+2)
Charisma	8	(-1)

Attacks

Long Sword +0; 1d8 slashing damage

See also **Ray of Frost** and **Shocking Grasp**

Skills

Skills: Persuade, recall lore (magical lore), recall lore (folklore), recall lore (natural lore), recall lore (religious lore), and search.

Keen Senses: You have advantage on all Wisdom checks to listen and spot.

Wizardly Knowledge: You have advantage on all Intelligence checks to recall magical lore.

Race: High Elf

Languages: Common, Dwarvish, Elvish, Goblin, Orcish

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

Elf Weapon Training: You are proficient with the long sword, short sword, shortbow, and longbow.

Free Spirit: You are immune to the charmed condition and to any effect that would put you to sleep.

Trance: Elves do not need to sleep. Instead, they meditate deeply for 4 hours a day. (The Common word for such meditation is “trance.”) While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Class: Wizard

Armor and Weapon Proficiencies: Daggers, darts, slings, quarterstaves, and light crossbows

Spellcasting: You can prepare up to seven spells per day, one of which must be 1st-level and one of which must be 2nd-level.

You have four 1st-level spell slots that you can use to cast 1st-level spells you’ve prepared, and three 2nd-level spell slots that you can use to cast 2nd-level spells.

Spell Preparation: You must prepare your spells before casting them. You prepare spells by choosing spells from your spellbook (see “Spellbook” below). Preparing a spell requires you to study your spellbook and memorize the incantations and gestures you must make to cast the spell, taking at least one minute per spell level for each spell you prepare. If your spellbook is unavailable when you prepare spells, you can prepare only the spells that you prepared the day before.

Casting a Spell: When you cast a spell, choose one of your prepared spells and expend a spell slot of that spell’s level or higher. Some spells have improved effects when they are cast at higher levels. After you cast the spell, you lose the use of the slot you expended until you prepare spells again, but you still have the spell prepared.

You can use your spell slots to cast any combination of spells you have prepared, as long as you respect the limit on spells you can cast of a specific level. For example, if you have *burning hands* and *thunderwave* prepared and have two 1st-level spell slots available, you can cast each spell once or cast one of those spells twice.

Rituals: You can cast any spell in your spellbook as a ritual, provided that the spell has a ritual version.

Saving Throw DCs: When a wizard spell that you cast calls for a saving throw, the save DC equals 16.

Arcane Recovery: Twice per day, you can recover one of your expended slots during a short rest, and one of the slots you recover can be 2nd level.

Spells

Cantrips: You know the *light*, *mage armor*, *mage hand*, *minor illusion*, *shocking grasp*, and *ray of frost* cantrips.

Spellbook: You have a spellbook containing the following wizard spells that you know, other than your cantrips.

Level 1 Spells

Burning Hands
Comprehend Language
Detect Magic
Disguise Self
Magic Missile
Sleep

Level 2 Spells

Knock
Invisibility
Scorching Ray
Web

Background: Sage

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.

Equipment

Robes, quarterstaff, spellbook, ten candles, tome related to magical lore, ink, ink pen, paper (ten sheets), a belt pouch containing 20 gp, 6 sp, and 8 cp, and an adventurer's kit consisting of a backpack, a healer's kit, a mess kit, 50 feet of hempen rope, a tinderbox, ten torches, ten days of rations, and a waterskin

Spells for Pre-Generated Wizard Character

Burning Hands

1st-level evocation

As you hold your hands with thumbs touching and fingers spread, a thin sheet of flames shoots forth from your outstretched fingertips.

Casting Time: 1 action

Range: Self

Duration: Instantaneous

Effect: Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 2d8 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 1d8 for each level above 1st.

Comprehend Languages

1st-level divination (ritual)

The world is home to countless languages and dialects, tongues whose meaning is lost on even the most erudite scholars. This spell makes the incomprehensible comprehensible.

Casting Time: 1 action

Range: Self

Duration: 1 hour

Effect: For the duration, you understand the literal meaning of spoken language that you hear and of written language that you can see, provided you are touching the surface on which the words are written. It takes about 1 minute to read one page of text.

This spell does not reveal secret messages that are concealed in a text, and it does not allow you to read magical writing or inscriptions, such as those deciphered by the *read magic* spell.

Material Components: A pinch of soot and a few grains of salt.

Detect Magic

1st-level divination (ritual)

Upon casting *detect magic*, you sense any magic in the area. Studying the auras can give you clues to the nature of the magic.

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 10 minutes

Effect: 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 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.

Disguise Self

1st-level illusion

Weaving strands of illusion magic, you fashion a new appearance for yourself.

Casting Time: 1 action

Range: Self

Duration: 1 hour

Effect: You make yourself—including your clothing, armor, weapons, and equipment—look different until the spell ends or until you use your action to dismiss it. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you.

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

To discern that you are disguised, a creature can use its action to inspect your appearance and

must succeed on a Wisdom check against your spellcasting DC.

Invisibility

2nd-level illusion

With a touch, you render a creature first white, then translucent, and finally invisible.

Casting Time: 1 action

Range: Touch

Duration: 1 hour

Effect: 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)

You whisper arcane syllables into your closed fist. Then you raise your hand, performing three knocking gestures in the air toward a locked door or other locked object. With each gesture, a knocking sound emanates from the object, and then the lock opens.

Casting Time: 1 action

Range: 50 feet

Duration: Instantaneous

Effect: 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

You cause an object you touch to shine with light for a time.

Casting Time: 1 action

Range: Touch

Duration: 1 hour

Effect: 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.

Mage Armor

Abjuration cantrip

When you incant this spell, a faint light reveals the extent and design of the magical force that now shields your body.

Casting Time: 1 action

Range: Self

Duration: 1 hour

Effect: Until the spell ends, your AC becomes 12 + your Dexterity modifier. You can dismiss the force at any time (no action required).

Material Components: A piece of cured leather.

Mage Hand

Conjuration cantrip

The spectral hand you create with this spell can manipulate objects, open doors, and carry small items for you. Many wizards use *mage hand* to retrieve components from their pouches while keeping their hands free.

Casting Time: 1 action

Range: 25 feet

Duration: 1 minute

Effect: A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it (no action required) or cast this spell again. The hand vanishes if it is ever more than 25 feet away from you.

While the hand is present, you can use your action to control it. You can use the hand to

manipulate an object, open a door or a container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 25 feet each time you use it.

The hand cannot attack, use magic items, or carry more than 10 pounds.

Magic Missile

1st-level evocation

A spell famous for its reliability, *magic missile* produces darts of magical force that unerringly strike their targets.

Some spellcasters alter the appearance of this spell when they cast it. A necromancer's magical dart might look like a skeletal hand, while an evoker's might resemble a spectral lance.

Casting Time: 1 action

Range: 100 feet

Duration: Instantaneous

Effect: You create three 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.

Ray of Frost

Evocation cantrip

You fire a beam of blue-white energy that chills your enemy to the bone.

Casting Time: 1 action

Range: 50 feet

Duration: Instantaneous

Effect: Make an attack roll against a creature within range. You have a +5 bonus to the roll. On a hit, the target takes 1d8 cold damage, and its speed is reduced by 10 feet until your next turn.

At Higher Levels: The spell's damage increases by 1d8 when you reach a caster level of 5th (2d8), 10th (3d8), 15th (4d8), and 20th (5d8).

Scorching Ray

2nd-level evocation

This spell causes rays of searing fire to erupt from your hand.

Casting Time: 1 action

Range: 100 feet

Duration: Instantaneous

Effect: You create three rays of fire and hurl them at targets within range. You can hurl them at one target or several.

Make an attack roll for each ray. You have a +5 bonus to the roll. 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 level above 2nd.

Shocking Grasp

Evocation cantrip

Lightning wreathes your hand and delivers a brutal shock to a creature next to you.

Casting Time: 1 action

Range: 5 feet

Duration: Instantaneous

Effect: Choose a creature within range that you can see. The target must succeed on a Dexterity saving throw. Otherwise, the target takes 1d8 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.

At Higher Levels: The spell's damage increases by 1d8 when you reach a caster level of 5th (2d8), 10th (3d8), 15th (4d8), and 20th (5d8).

Sleep

1st-level enchantment

The fine sand you fling into the air sparkles when this spell's magic takes hold. Creatures touched by the scintillating granules grow drowsy and might fall asleep.

Casting Time: 1 action

Range: 100 feet

Duration: 1 minute

Effect: Choose a point within range, and roll 4d8. The total is how many hit points of living creatures this spell can affect. Each creature to be affected must be within 20 feet of the point you chose. The spell ignores any creature that is unconscious.

Starting with the creature that has the lowest current hit points, each creature affected by this spell falls unconscious until the spell ends, the sleeper takes damage, or someone uses an action

to shake or slap the sleeper awake. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d8 for each level above 1st.

Material Components: A pinch of fine sand, rose petals, or a live cricket.

Web

2nd-level conjuration

You conjure a mass of thick webbing that chokes a corridor, a chamber, a small grove of trees, or any place where such a web can be anchored.

Casting Time: 1 action

Range: 50 feet

Duration: Concentration, up to 1 hour

Effect: Choose a point within range. A 20-foot radius centered on that point fills with sticky webs for the duration. The webs are difficult terrain and lightly obscure their area.

If the webs are not anchored between two solid masses 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 for the first time 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 at the start of your next turn. The fire spreads 5 feet at the end of each turn until the web burns away. Any creature that starts its turn in an area of burning webs takes 2d4 fire damage.

Material Components: A bit of spiderweb.