

## Level 1 Elf Wizard

**AC** 12      **Hit Points** 8  
**Speed** 30 ft.      **Hit Dice** 1d6

|                     |    |      |
|---------------------|----|------|
| <b>Strength</b>     | 10 | (+0) |
| <b>Dexterity</b>    | 14 | (+2) |
| <b>Constitution</b> | 12 | (+1) |
| <b>Intelligence</b> | 17 | (+3) |
| <b>Wisdom</b>       | 14 | (+2) |
| <b>Charisma</b>     | 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), 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 three spells per day. You have two 1st-level spell slots that you can use to cast 1st-level spells you’ve prepared.

**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 14.

**Arcane Recovery:** Once per day, you can recover one of your expended 1st-level spell slots during a short rest.

### 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

Detect Magic  
Magic Missile  
Sleep

## 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.

## 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.

## 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 +4 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).

## 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.