



Illusionist  
**Wizard**

CHARACTER NAME  
**Scribe**

BACKGROUND  
**Human**

SPECIES

Wizard

CLASS  
**Illusionist**

SUBCLASS

3

LEVEL

XP

ARMOR CLASS

10

SHIELD

HIT POINTS

CURRENT

TEMP  
17

MAX

HIT DICE

SPENT  
3x d6

MAX

DEATH SAVES

SUCCESSSES

FAILURES

DUNGEONS & DRAGONS

PROFICIENCY BONUS

+2

INTELLIGENCE

+5

20

MODIFIER

SCORE

INITIATIVE

+0

SPEED

30

SIZE

S

PASSIVE PERCEPTION

14

STRENGTH

-1

8

MODIFIER

SCORE

☐ -1 Saving Throw

☐ -1 Athletics

☒ 7 Saving Throw

☒ 9 Arcana

☒ 7 History

☒ 7 Investigation

☐ 5 Nature

☐ 5 Religion

WISDOM

+2

14

MODIFIER

SCORE

☒ 4 Saving Throw

☒ 4 Animal Handling

☒ 4 Insight

☐ 2 Medicine

☒ 4 Perception

☐ 2 Survival

DEXTERITY

0

10

MODIFIER

SCORE

☐ 0 Saving Throw

☐ 0 Acrobatics

☐ 0 Sleight of Hand

☐ 0 Stealth

CONSTITUTION

+1

12

MODIFIER

SCORE

☐ 1 Saving Throw

CHARISMA

+2

14

MODIFIER

SCORE

☐ 2 Saving Throw

☒ 4 Deception

☐ 2 Intimidation

☐ 2 Performance

☐ 2 Persuasion

HEROIC INSPIRATION

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING

☒ Light

☒ Medium

☒ Heavy

☒ Shields

WEAPONS

TOOLS

WEAPONS & DAMAGE CANTRIPS			
Name	Atk Bonus / DC	Damage & Type	Notes
Quarterstaff	+7	1d8+5 radiant	Two-handed. Using True Strike
Spell attack	+7		
Spell save DC	15		

CLASS FEATURES

Arcane Recovery: Recover 2 levels worth of spell slots per short rest.

Scholar: Expertise in Arcana.

Illusion Savant: Add 3 illusion spells.

Improved Illusions: Cast illusions without verbal components and up to 60 feet range. Cast Minor Illusion as Bonus Action and create both sound and image.

Ritual Adept: You can cast any spell as a Ritual without expending a spell slot if that spell has the Ritual tag and you take 10 minutes to cast it.

SPECIES TRAITS

Resourceful: Heroic inspiration after long rest.

Skillful: Gain one extra skill.

Versatile: Gain extra origin feat.

FEATS

Skilled: Proficiency in any combination of three skills

Magic Initiate Wizard: Two extra cantrips, and one extral level 1 spell. Cast the level 1 spell once per long rest without using a spell slot.

SPELLCASTING ABILITY

+5

SPELLCASTING MODIFIER

15

SPELL SAVE DC

+7

SPELL ATTACK BONUS



SPELL SLOTS

	Total	Expended		Total	Expended		Total	Expended
LEVEL 1	4	<div></div>	LEVEL 4		<div></div>	LEVEL 7		<div></div>
LEVEL 2	2	<div></div>	LEVEL 5		<div></div>	LEVEL 8		<div></div>
LEVEL 3		<div></div>	LEVEL 6		<div></div>	LEVEL 9		<div></div>

APPEARANCE

BACKSTORY & PERSONALITY

You are a learned scholar who has studied ancient stories, rituals, and incantations. You specialise in magic that tricks the mind into believing in the illusions you craft. You show how the material world is maya (illusion), revealing the eternal soul as the only ultimate reality.

Alignment

LANGUAGES

Common, Sanskirt

EQUIPMENT

Fine clothes  
Fine robes  
Calligraphy supplies  
Oil lamp and oil x3  
Spellbook  
Backpack  
Books  
Ink Pen and ink  
Tinderbox

Magic Item Attunement

COINS

CP	SP	EP	GP	PP
			50	

CANTRIPS & PREPARED SPELLS					
Level	Name	Casting Time	Range	Concentration, Ritual & Required Material	Notes
C	Minor Illusion	B	60	<div></div> <div></div> <div></div>	1 min, sound + image, Int check to tell it is
C	Mage Hand	A	30	<div></div> <div></div> <div></div>	Magic hand, can't attack, carry 10 lbs
C	Elementalism	A	30	<div></div> <div></div> <div></div>	move air, dust, water, fire, or scuptl into shape
C	Fire Bolt	A	120	<div></div> <div></div> <div></div>	1d10 fire damage, ignite objects
C	Message	A	120	<div></div> <div></div> <div></div>	Point at person and send telepathic message, works through walls if familiar
C	True Strike	A	Self	<div></div> <div></div> <div></div>	Attack using spellcasting ability modifier. Radiant or weapon's normal damage
1	Disguise Self	A	Self	<div></div> <div></div> <div></div>	1 hour, make yourself look different
1	Color Spray	A	15	<div></div> <div></div> <div></div>	15ft cone, Con save or Blinded, end of next
1	Ray of Sickness	A	60	<div></div> <div></div> <div></div>	Spell attack, 2d8 poison damage and poisoned until end of your next turn
1x	Shield	Re	Self	<div></div> <div></div> <div></div>	+5 to AC
1	Expeditious Retreat	B	Self	<div></div> <div></div> <div></div>	10min, Dash as bonus action
1	Grease	A	60	<div></div> <div></div> <div></div>	1min, 10ft square, Dex save or fall prone
				<div></div> <div></div> <div></div>	
2	Mirror Image	A	Self	<div></div> <div></div> <div></div>	3x duplicate, on hit roll d6 for each, any 3+ destroy a duplicate instead of hitting you
2	Misty Step	B	Self	<div></div> <div></div> <div></div>	Teleport 30 ft via silvery mist
2	Invisibility	A	Touch	<div></div> <div></div> <div></div>	1 hour, invisible until cast spell or attack
2	Phantasmal Force	A	60	<div></div> <div></div> <div></div>	Illusion in mind, Int save or 2d8 psychic dmg each turn, act illogically as if illusion is real
				<div></div> <div></div> <div></div>	
				<div></div> <div></div> <div></div>	
1	Comprehend Languages	Rit	Self	<div></div> <div></div> <div></div>	1 hour, understand any language
1	Illusory Script	Rit	Touch	<div></div> <div></div> <div></div>	Write hidden message that only you or your friends can read
1	Tenser's Floating Disk	Rit	30	<div></div> <div></div> <div></div>	1 hour, disk 3 ft high, holds 500 lbs, follows you if 20ft away from it, otherwise stationary
1	Unseen Servant	Rit	60	<div></div> <div></div> <div></div>	Create invisible, mindless, shapeless force that performs simple tasks at your command
2	Augury	Rit	Self	<div></div> <div></div> <div></div>	Receive omen about the results of planned action in next 30 min
2	Magic Mouth	Rit	Self	<div></div> <div></div> <div></div>	Implant a 25-word message within an object triggered by some action
				<div></div> <div></div> <div></div>	
				<div></div> <div></div> <div></div>	
				<div></div> <div></div> <div></div>	
				<div></div> <div></div> <div></div>	
				<div></div> <div></div> <div></div>	
				<div></div> <div></div> <div></div>	

# SPELLBOOK

## CANTRIPS

### ELEMENTALISM

*level 0 - transmutation*

**Casting Time:** Action

**Range:** 30 feet

**Components:** V, S

**Duration:** Instantaneous

You exert control over the elements, creating one of the following effects within range:

**Beckon Air.** You create a breeze strong enough to ripple cloth, stir dust, rustle leaves, and close open doors and shutters, all in a 5-foot Cube. Doors and shutters being held open by someone or something aren't affected.

**Beckon Earth.** You create a thin shroud of dust or sand that covers surfaces in a 5-foot-square area, or you cause a single word to appear in your handwriting in a patch of dirt or sand.

**Beckon Fire.** You create a thin cloud of harmless embers and colored, scented smoke in a 5-foot Cube. You choose the color and scent, and the embers can light candles, torches, or lamps in that area. The smoke's scent lingers for 1 minute.

**Beckon Water.** You create a spray of cool mist that lightly dampens creatures and objects in a 5-foot Cube. Alternatively, you create 1 cup of clean water either in an open container or on a surface, and the water evaporates in 1 minute.

**Sculpt Element.** You cause dirt, sand, fire, smoke, mist, or water that can fit in a 1-foot Cube to assume a crude shape (such as that of a creature or an object) for 1 hour.

### FIRE BOLT

*level 0 - evocation*

**Casting Time:** Action

**Range:** 120 feet

**Components:** V, S

**Duration:** Instantaneous

You hurl a mote of fire at a creature or an object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 Fire damage. A flammable object hit by this spell starts burning if it isn't being worn or carried.

**Cantrip Upgrade.** The damage increases by 1d10 when you reach levels 5 (2d10), 11 (3d10), and 17 (4d10).

### MAGE HAND

*level 0 - conjuration*

**Casting Time:** Action

**Range:** 30 feet

**Components:** V, S

**Duration:** 1 minute

A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again.

When you cast the spell, you can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial.

As a Magic action on your later turns, you can control the hand thus again. As part of that action, you can move the hand up to 30 feet.

The hand can't attack, activate magic items, or carry more than 10 pounds.

### MESSAGE

*level 0 - transmutation*

**Casting Time:** Action

**Range:** 120 feet

**Components:** S, M (a copper wire)

**Duration:** 1 round

You point 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, metal, or wood; or a thin sheet of lead blocks the spell.

### MINOR ILLUSION

*level 0 - illusion*

**Casting Time:** Action

**Range:** 30 feet

**Components:** S, M (a bit of fleece)

**Duration:** 1 minute

You create a sound or an image of an object within range that lasts for the duration. See the descriptions below for the effects of each. The illusion ends if you cast this spell again.

If a creature takes a Study action to examine the sound or image, the creature can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.

**Sound.** If you create a sound, its 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.

**Image.** If you create an image of an object—such as a chair, muddy footprints, or a small chest—it must be no larger than a 5-foot Cube. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, since things can pass through it.

### TRUE STRIKE

*level 0 - divination*

**Casting Time:** Action

**Range:** Self

**Components:** S, M (a weapon with which you have proficiency and that is worth 1+ CP)

**Duration:** Instantaneous

Guided by a flash of magical insight, you make one attack with the weapon used in the spell's casting. The attack uses your spellcasting ability for the attack and damage rolls instead of using Strength or Dexterity. If the attack deals damage, it can be Radiant damage or the weapon's normal damage type (your choice).

**Cantrip Upgrade.** Whether you deal Radiant damage or the weapon's normal damage type, the attack deals extra Radiant damage when you reach levels 5 (1d6), 11 (2d6), and 17 (3d6).

## LEVEL 1

### COLOR SPRAY

*level 1 - illusion*

**Casting Time:** Action

**Range:** Self

**Components:** V, S, M (a pinch of colorful sand)

**Duration:** Instantaneous

You launch a dazzling array of flashing, colorful light. Each creature in a 15-foot Cone originating from you must succeed on a Constitution saving throw or have the Blinded condition until the end of your next turn.

---

### COMPREHEND LANGUAGES

*level 1 - divination (ritual)*

**Casting Time:** Action or Ritual

**Range:** Self

**Components:** V, S, M (a pinch of soot and salt)

**Duration:** 1 hour

For the duration, you understand the literal meaning of any language that you hear or see signed. You also understand any written language that you see, but you must be touching the surface on which the words are written. It takes about 1 minute to read one page of text. This spell doesn't decode symbols or secret messages.

---

### DISGUISE SELF

*level 1 - illusion*

**Casting Time:** Action

**Range:** Self

**Components:** V, S

**Duration:** 1 hour

You make yourself—including your clothing, armor, weapons, and other belongings on your person—look different until the spell ends. You can seem 1 foot shorter or taller and can appear heavier or lighter. You must adopt a form that has the same basic arrangement of limbs as you have. 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.

To discern that you are disguised, a creature must take the Study action to inspect your appearance and succeed on an Intelligence (Investigation) check against your spell save DC.

---

### EXPEDITIOUS RETREAT

*level 1 - transmutation*

**Casting Time:** Bonus Action

**Range:** Self

**Components:** V, S

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

You take the Dash action, and until the spell ends, you can take that action again as a Bonus Action.

---

### GREASE

*level 1 - conjuration*

**Casting Time:** Action

**Range:** 60 feet

**Components:** V, S, M (a bit of pork rind or butter)

**Duration:** 1 minute

Nonflammable grease covers the ground in a 10-foot square centered on a point within range and turns it into Difficult Terrain for the duration.

When the grease appears, each creature standing in its area must succeed on a Dexterity saving throw or have the Prone condition. A creature that enters the area or ends its turn there must also succeed on that save or fall Prone.

---

### ILLUSORY SCRIPT

*level 1 - illusion (ritual)*

**Casting Time:** 1 minute or Ritual

**Range:** Touch

**Components:** S, M (ink worth 10+ GP, which the spell consumes)

**Duration:** 10 days

You write on parchment, paper, or another suitable material and imbue it with an illusion that lasts for the duration. To you and any creatures you designate when you cast the spell, the writing appears normal, seems to be 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, the illusion can alter the meaning, handwriting, and language of the text, though the language must be one you know.

If the spell is dispelled, the original script and the illusion both disappear.

A creature that has Truesight can read the hidden message.

---

### RAY OF SICKNESS

*level 1 - necromancy*

**Casting Time:** Action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

You shoot a greenish ray at a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 2d8 Poison damage and has the Poisoned condition until the end of your next turn.

**Using a Higher-Level Spell Slot.** The damage increases by 1d8 for each spell slot level above 1.

---

### SHIELD

*level 1 - abjuration*

**Casting Time:** Reaction, which you take when you are hit by an attack roll or targeted by the *Magic Missile* spell

**Range:** Self

**Components:** V, S

**Duration:** 1 round

An imperceptible barrier of magical force 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*.

---

TENSER'S FLOATING DISK

level 1 - conjuration (ritual)

**Casting Time:** Action or Ritual  
**Range:** 30 feet  
**Components:** V, S, M (a drop of mercury)  
**Duration:** 1 hour

This spell creates a circular, horizontal plane of force, 3 feet in diameter and 1 inch thick, that floats 3 feet above the ground in an unoccupied space of your choice that you can see within range. The disk remains for the duration and can hold up to 500 pounds. If more weight is placed on it, the spell ends, and everything on the disk falls to the ground. The disk is immobile while you are within 20 feet of it. If you move more than 20 feet away from it, the disk follows you so that it remains within 20 feet of you. It can move across uneven terrain, up or down stairs, slopes and the like, but it can't cross an elevation change of 10 feet or more. For example, the disk can't move across a 10-foot-deep pit, nor could it leave such a pit if it was created at the bottom. If you move more than 100 feet from the disk (typically because it can't move around an obstacle to follow you), the spell ends.

UNSEEN SERVANT

level 1 - conjuration (ritual)

**Casting Time:** Action or Ritual  
**Range:** 60 feet  
**Components:** V, S, M (a bit of string and of wood)  
**Duration:** 1 hour

This spell creates an Invisible, mindless, shapeless, Medium force that performs simple tasks at your command until the spell ends. The servant springs into existence in an unoccupied space on the ground within range. It has AC 10, 1 Hit Point, and a Strength of 2, and it can't attack. If it drops to 0 Hit Points, the spell ends. Once on each of your turns as a Bonus Action, you can mentally command the servant to move up to 15 feet and interact with an object. The servant can perform simple tasks that a human could do, such as fetching things, cleaning, mending, folding clothes, lighting fires, serving food, and pouring drinks. Once you give the command, the servant performs the task to the best of its ability until it completes the task, then waits for your next command. If you command the servant to perform a task that would move it more than 60 feet away from you, the spell ends.

LEVEL 2

AUGURY

level 2 - divination (ritual)

**Casting Time:** 1 minute or Ritual  
**Range:** Self  
**Components:** V, S, M (special marked sticks, bones, cards, or other divinatory tokens worth 25+ GP)  
**Duration:** Instantaneous

You receive an omen from an otherworldly entity about the results of a course of action that you plan to take within the next 30 minutes. The DM chooses the omen from the Omens table.

Omen	For Results That Will Be...
Weal	Good
Woe	Bad
Weal and woe	Good and bad
Indifference	Neither good nor bad

The spell doesn't account for circumstances, such as other spells, that might change the results. If you cast the spell more than once before finishing a Long Rest, there is a cumulative 25 percent chance for each casting after the first that you get no answer.

INVISIBILITY

level 2 - illusion

**Casting Time:** Action  
**Range:** Touch  
**Components:** V, S, M (an eyelash in gum arabic)  
**Duration:** Concentration, up to 1 hour

A creature you touch has the Invisible condition until the spell ends. The spell ends early immediately after the target makes an attack roll, deals damage, or casts a spell. **Using a Higher-Level Spell Slot.** You can target one additional creature for each spell slot level above 2.

MAGIC MOUTH

level 2 - illusion (ritual)

**Casting Time:** 1 minute or Ritual  
**Range:** 30 feet  
**Components:** V, S, M (jade dust worth 10+ GP, which the spell consumes)  
**Duration:** Until dispelled

You implant a message within an object in range—a message that is uttered when a trigger condition is met. Choose an object that you can see and that isn't being worn or carried by another creature. Then speak the message, which must be 25 words or fewer, though it can be delivered over as long as 10 minutes. Finally, determine the circumstance that will trigger the spell to deliver your message. When that trigger occurs, a magical mouth appears on the object and recites the message in your voice and at the same volume you spoke. If the object you chose has a mouth or something that looks like a mouth (for example, the mouth of a statue), the magical mouth appears there, so the words appear to come from the object's mouth. When you cast this spell, you can have the spell end after it delivers its message, or it can remain and repeat its message whenever the trigger occurs. The trigger can be as general or as detailed as you like, though it must be based on visual or audible conditions that occur within 30 feet of the object. For example, you could instruct the mouth to speak when any creature moves within 30 feet of the object or when a silver bell rings within 30 feet of it.

## MIRROR IMAGE

*level 2 - illusion*

**Casting Time:** Action

**Range:** Self

**Components:** V, S

**Duration:** 1 minute

Three illusory duplicates of yourself appear in your space. Until the spell ends, the duplicates move with you and mimic your actions, shifting position so it's impossible to track which image is real.

Each time a creature hits you with an attack roll during the spell's duration, roll a d6 for each of your remaining duplicates. If any of the d6s rolls a 3 or higher, one of the duplicates is hit instead of you, and the duplicate is destroyed. The duplicates otherwise ignore all other damage and effects. The spell ends when all three duplicates are destroyed.

A creature is unaffected by this spell if it has the Blinded condition, Blindsight, or Truesight.

---

## MISTY STEP

*level 2 - conjuration*

**Casting Time:** Bonus Action

**Range:** Self

**Components:** V

**Duration:** Instantaneous

Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space you can see.

---

## PHANTASMAL FORCE

*level 2 - illusion*

**Casting Time:** Action

**Range:** 60 feet

**Components:** V, S, M (a bit of fleece)

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

You attempt to craft an illusion in the mind of a creature you can see within range. The target makes an Intelligence saving throw. On a failed save, you create a phantasmal object, creature, or other phenomenon that is no larger than a 10-foot Cube and that is perceivable only to the target for the duration. The phantasm includes sound, temperature, and other stimuli.

The target can take a Study action to examine the phantasm with an Intelligence (Investigation) check against your spell save DC. If the check succeeds, the target realizes that the phantasm is an illusion, and the spell ends.

While affected by the spell, the target treats the phantasm as if it were real and rationalizes any illogical outcomes from interacting with it. For example, if the target steps through a phantasmal bridge and survives the fall, it believes the bridge exists and something else caused it to fall.

An affected target can even take damage from the illusion if the phantasm represents a dangerous creature or hazard. On each of your turns, such a phantasm can deal 2d8 Psychic damage to the target if it is in the phantasm's area or within 5 feet of the phantasm. The target perceives the damage as a type appropriate to the illusion.