

Evelyn Weaver

Level 6 Human Wizard



Evelyn Weaver is the daughter of a rural craftswoman from Sundestia who settled in the Zyranthean Republic in her younger years with her baby. Evelyn grew up without knowing her father. Her mother would only reveal that he was a charismatic adventurer who had captured her heart for a fleeting moment before vanishing.

Year after year, Evelyn tirelessly assisted her mother in weaving fine silk garments for the rich, longing to leave home but unable to do so due to her mother's declining health.

When Evelyn turned 25, her mother's health miraculously improved, and she found love with a local butcher in a neighboring village. With her mother's newfound happiness, Evelyn felt liberated to pursue her own destiny and set off for the city of Darkenhaven. However, city life proved to be far less glamorous than she had imagined. She spent months struggling on the streets until one day, a kind man named Feldor Occunense, who introduced himself as the Senior Professor of Abjuration at Darkenhaven University, took compassion on her and offered her a job as a maid.

Occunense was caring and generous, and a friendship blossomed between him and Evelyn. One morning, he discovered Evelyn quietly laughing while conjuring intricate runes above an arcane tome he had left on his parlor table. Such complex wards were beyond the capability of an apprentice mage, let alone an untrained commoner. When asked about her talent, Evelyn dismissed it as a familiarity with the intricate patterns reminiscent of the weave work her mother had taught her. Intrigued, Occunense enrolled Evelyn at Darkenhaven University and personally mentored her in the magical arts.

Impressing her instructors with her innate understanding of magical theory, Evelyn swiftly graduated from the university, and Occunense decided to retire. Though Evelyn desired to care for the old man, he encouraged her to venture into the world, advising her not to waste her time and talent on him. While she still visits him occasionally, viewing him as the father figure she had always longed for, Evelyn embraces her newfound independence and explores the world, utilizing her extraordinary magical abilities to make a difference.

SECRET:

Evelyn found records detailing the adventures of a certain sorcerer who had studied at Darkenhaven University and went on to travel the length and breadth of Sundestia. One such record indicates that he was present in her mother's town only months before Evelyn was born. It is her hope to run into this man one day so that she might confirm her suspicions that he is her father.

PERSONALITY TRAIT:

I am voracious in my pursuit of arcane knowledge.

IDEAL:

The universe is great and beautiful, perfect in its orderly composition.

BOND:

I hope to make my mentor, Occunense, proud of my achievements.

FLAW:

I get too wrapped up in my studies sometimes, and tend to ignore the needs of my body when I do so.



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Character Name
Evelyn Weaver

Class & Level
Level 6 Abjuration Wizard

Race / Background
Human / Sage

Alignment
Lawful Neutral

Languages Common, Sarthic, Aethyrian,
Goruundish

Attacks & Spellcasting

| Name | ATK | Damage |
|------------------|------|--------------------|
| Dagger | +5 | 1d4+2 Piercing |
| Ray of Frost | +8 | 2d8 Cold |
| Fire Bolt | +8 | 2d10 Fire |
| Magic Missile | - | 1d4+1 Force |
| Absorb Elements | - | 1d6 See Spell |
| Flaming Sphere | DC16 | 2d6 Fire |
| Cloud of Daggers | - | 4d4 Slashing |
| Fireball | DC16 | 8d6 Fireball |
| Dust Devil | DC16 | 1d8 Bludgeoning |

Equipment

Weapons: Dagger (*Finesse, light, thrown (range 20/60)*)

Armor: None (*See Mage Armor spell (15 AC)*)

Gear: Bracelet of Arcane Lore (*See Special Abilities*), Belt pouch Containing 10gp, Backpack, Ink x2, Quill x2, Small Knife x2, Parchment x10, Spellbook, Common Clothes, Stack of Letters from Occunense, Travel Journal, Weaver's Tools, Diamond Worth 50gp, Gold Dust worth 50gp

Proficiency Bonus
+3

Inspiration

Passive Perception
12

-1



-1

Saving Throws
Athletics

8

Strength

+2



+2

Saving Throws

15

Dexterity

+2

Acrobatics

+5

Sleight of Hand

+2

Stealth

+3



+3

Saving Throws

16

Constitution

+5



+8

Saving Throws

20

Intelligence

+8

Arcana

+8

History

+8

Investigation

+5

Nature

+8

Religion

+2



+5

Saving Throws

14

Wisdom

+2

Animal Handling

+2

Insight

+2

Medicine

+2

Perception

+2

Survival

+1



+1

Saving Throws

13

Charisma

+1

Deception

+1

Intimidation

+1

Performance

+1

Persuasion

Armor Class

12

Initiative

+2

Speed

30 ft.

MAX HP

44

Current HP

Temporary Hit Points

Hit Dice

6 (d6)

Total _____

Death Saves

Success- ○ ○ ○
Failures ○ ○ ○

Spellcasting Ability

INT

Spell Save DC

16

Spell Attack Bonus

+8

Proficiencies

Armor: None

Weapons: Dagger, Dart, Sling, Quarterstaff

Saving Throws: Intelligence, Wisdom

Tools: Weaver's Tools

Notes

Evelyn has a Hawk familiar. See Spells.

Arcane Ward = 17 HP

Evelyn Weaver

Level 6 Special Abilities (Page 1 of 1)



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 multiverse can require an adventure or even a whole campaign.

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.

ARCANE RECOVERY - 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. 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.

ABJURATION SAVANT - Beginning when you select this school at 2nd level, the gold and time you must spend to copy an abjuration spell into your spellbook is halved.

ARCANE WARD - Starting at 2nd level, you can weave magic around yourself for protection. When you cast an abjuration spell of 1st level or higher, you can simultaneously use a strand of the spell's magic to create a magical ward on yourself that lasts until you

finish a long rest. The ward has a hit point maximum equal to 17. Whenever you take damage, the ward takes the damage instead. If this damage reduces the ward to 0 hit points, you take any remaining damage. While the ward has 0 hit points, it can't absorb damage, but its magic remains. Whenever you cast an abjuration spell of 1st level or higher, the ward regains a number of hit points equal to twice the level of the spell. Once you create the ward, you can't create it again until you finish a long rest.

PROJECTED WARD - Starting at 6th level, when a creature that you can see within 30 feet of you takes damage, you can use your reaction to cause your Arcane Ward to absorb that damage. If this damage reduces the ward to 0 hit points, the warded creature takes any remaining damage.

BRACELET OF ARCANE LORE - The Bracelet of Arcane Lore is an exquisite golden bracelet adorned with colored gems. It radiates a faint magical aura and feels warm to the touch. When worn, it elegantly wraps around the wrist of the wizard, fitting snugly and comfortably. While wearing the bracelet, the wizard can use it as a spellcasting focus for their wizard spells. The bracelet has additional effects:

- **Arcane Affinity:** The wizard gains advantage on ability checks and saving throws related to identifying or understanding magical phenomena and lore.
- **Arcane Resilience:** The bracelet provides additional protection against harmful magical effects. Once per long rest, as a reaction when the wizard is targeted by a spell or magical effect, they can use the bracelet to gain advantage on the saving throw against that spell or effect.
- **Arcane Surge:** Once per long rest, the wizard can regain an expended spell slot of 2nd level or lower.

SPELL SNIPER - You have learned techniques to enhance your attacks with certain kinds of spells, gaining the following benefits:

When you cast a spell that requires you to make an attack roll, the spell's range is doubled.

- Your ranged spell attacks ignore half cover and three-quarters cover.

- You learn one cantrip that requires an attack roll (Ray of Frost). Your spellcasting ability for this cantrip is Intelligence.

ADDITIONAL SPELLS - During your career as a wizard, you have copied additional spells into your spellbook. These are: Chromatic Orb, Tenser's Floating Disk, Blur, Darkness, and Haste.

Evelyn Weaver

Level 6 Spells (Page 1 of 5)



CANTRIPS (UNLIMITED)

BLADE WARD (ABJURATION)

Casting Time: 1 action

Range: Self

Target: Self

Components: V, S

Duration: 1 round

Description: You extend your hand and trace a sigil of warding in the air. Until the end of your next turn, you have resistance against bludgeoning, piercing, and slashing damage dealt by weapon attacks.

MENDING/MEND CONSTRUCT (TRANSMUTATION)

Casting Time: 1 minute

Range: Touch

Target: A single break or tear in an object you touch

Components: V, S, M (Two lodestones)

Duration: Instantaneous

Description: 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.

Note: Mending can also be used to restore hit points to a construct such as an Inzandra'az with a casting time of 1 action. You mend one construct for 1d4+ your spellcasting modifier hit points.

FIRE BOLT (EVOCATION)

Casting Time: 1 action

Range: 120 feet

Target: A creature or object within range

Components: V, S

Duration: Instantaneous

Description: You hurl a mote of fire at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 2d10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried.

MAGE HAND (CONJURATION)

Casting Time: 1 action

Range: 30 feet

Target: A point you choose within range

Components: V, S

Duration: 1 minute

Description: A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again. You can use your action to control the hand. 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. You can move the hand up to 30 feet each time you use it. The hand can't attack, activate magic items, or carry more than 10 pounds.

RAY OF FROST (EVOCATION)

Casting Time: 1 action

Range: 60 feet

Target: A creature within range

Components: V, S

Duration: Instantaneous

Description: 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 2d8 cold damage, and its speed is reduced by 10 feet until the start of your next turn.

LEVEL 1 (7 SLOTS)



MAGIC MISSILE (EVOCATION)

Casting Time: 1 action

Range: 120 feet

Target: A creature of your choice that you can see within range

Components: V, S

Duration: Instantaneous

Description: 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.

ABSORB ELEMENTS (ABJURATION)

Casting Time: 1 reaction, which you take when you take acid, cold, fire, lightning, or thunder damage

Range: Self

Target: Self

Components: S

Duration: 1 round

Description: The spell captures some of the incoming energy, lessening its effect on you and storing it for your next melee attack. You have resistance to the triggering damage type until the start of your next turn. Also, the first time you hit with a melee attack on your next turn, the target takes an extra 1d6 damage of the triggering type, and the spell ends.

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

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Level 6 Spells (Page 2 of 5)



LEVEL 1 (CONTINUED)

COLOR SPRAY (ILLUSION)

Casting Time: 1 action

Range: Self (15-foot cone)

Target: A 15-foot cone originating from you

Components: V, S, M (A pinch of powder or sand that is colored red, yellow, and blue)

Duration: 1 round

Description: A dazzling array of flashing, colored light springs from your hand. Roll 6d10; the total is how many hit points of creatures this spell can affect. Creatures in a 15-foot cone originating from you are affected in ascending order of their current hit points (ignoring unconscious creatures and creatures that can't see). Starting with the creature that has the lowest current hit points, each creature affected by this spell is blinded until the end of your next turn. 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 2d10 for each slot level above 1st.

ALARM (ABJURATION)

RITUAL

Casting Time: 1 minute

Range: 30 feet

Target: A door, a window, or an area within range that is no larger than a 20-foot cube

Components: V, S, M (A tiny bell and a piece of fine silver wire)

Duration: 8 hours

Description: You set an alarm against unwanted intrusion. Choose a door, a window, or an area within range that is no larger than a 20-foot cube. Until the spell ends, an alarm alerts you whenever a Tiny or larger creature touches or enters the warded area. When you cast the spell, you can designate

creatures that won't set off the alarm. You also choose whether the alarm is mental or audible. A mental alarm alerts you with a ping in your mind if you are within 1 mile of the warded area. This ping awakens you if you are sleeping. An audible alarm produces the sound of a hand bell for 10 seconds within 60 feet

MAGE ARMOR (ABJURATION)

Casting Time: 1 action

Range: Touch

Target: A willing creature who isn't wearing armor

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

Duration: 8 hours

Description: 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.

SHIELD (ABJURATION)

Casting Time: 1 reaction, which you take when you are hit by an attack or targeted by the magic missile spell

Range: Self

Target: Self

Components: V, S

Duration: 1 round

Description: 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.

CHROMATIC ORB (EVOCATION)

Casting Time: 1 action

Range: 90 feet

Target: A creature that you can see within range

Components: V, S, M (A diamond worth at least 50 gp)

Duration: Instantaneous

Description: You hurl a 4-inch-diameter sphere of energy at a creature that you can see within range. You choose acid, cold, fire, lightning, poison, or thunder for the type of orb you create, and then make a ranged spell attack against the target. If the attack hits, the creature takes 3d8 damage of the type you chose.

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

TENSER'S FLOATING DISK (CONJURATION)

RITUAL

Casting Time: 1 action

Range: 30 feet

Target: An unoccupied space of your choice that you can see within range

Components: V, S, M (A drop of mercury)

Duration: 1 hour

Description: 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.

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Level 6 Spells (Page 3 of 5)



LEVEL 1 (CONTINUED)

FIND FAMILIAR (CONJURATION)

RITUAL

Casting Time: 1 hour

Range: 10 feet

Target: An unoccupied space within range

Components: V, S, M (10 gp worth of charcoal, incense, and herbs that must be consumed by fire in a brass brazier)

Duration: Instantaneous

Description: You gain the service of a familiar, a spirit that takes an animal form you choose: bat, cat, crab, frog (toad), hawk, lizard, octopus, owl, poisonous snake, fish (quipper), rat, raven, sea horse, spider, or weasel. Appearing in an unoccupied space within range, the familiar has the statistics of the chosen form, though it is a celestial, fey, or fiend (your choice) instead of a beast. Your familiar acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn. A familiar can't attack, but it can take other actions as normal. When the familiar drops to 0 hit points, it disappears, leaving behind no physical form. It reappears after you cast this spell again. While your familiar is within 100 feet of you, you can communicate with it telepathically. Additionally, as an action, you can see through your familiar's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the familiar has. During this time, you are deaf and blind with regard to your own senses. As an action, you can temporarily dismiss your familiar. It disappears into a pocket dimension where it awaits your summons. Alternatively, you can dismiss it forever. As an action while it is temporarily dismissed, you can cause it to reappear in any unoccupied space within 30 feet of you. You can't have more than one familiar at a time. If you cast this spell while you already have a familiar, you instead cause it to adopt a new form. Choose one of the forms from the above list. Your familiar transforms into the chosen creature. Finally, when you cast a spell with a range of touch, your familiar can deliver

the spell as if it had cast the spell. Your familiar must be within 100 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your attack modifier for the roll.

HAWK (TINY CELESTIAL, LAWFUL NEUTRAL)

AC: 13 **HP:** 1 **SPEED:** 10 ft. fly 60 ft.,

STR: 5 (-3) **DEX:** 16 (+3) **CON:** 8 (-1) **INT:** 2 (-4) **WIS:** 14 (+2) **CHA:** 6 (-2)

Skills: Perception +4

Senses: passive Perception 14

Languages: None, but understands your commands

Keen Sight. The hawk has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Talons. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: (1) slashing damage.

LEVEL 2 (3 SLOTS) ☐ ☐ ☐

ARCANE LOCK (ABJURATION)

Casting Time: 1 action

Range: Touch

Target: A closed door, window, gate, chest, or other entryway

Components: V, S, M (gold dust worth at least 25 gp, which the spell consumes)

Duration: Until dispelled

Description: You touch a closed door, window, gate, chest, or other entryway, and it becomes locked for the duration. You and the creatures you designate when you cast this spell can open the object normally. You can also set a password that, when spoken within 5 feet of the object, suppresses this spell for 1 minute. Otherwise, it is impassable until it is broken or the spell is dispelled or suppressed. Casting knock on the object suppresses arcane lock for 10 minutes. While affected by this spell, the object is more difficult to break or force open; the DC to break it or pick any locks on it increases by 10.

CLOUD OF DAGGERS (ABJURATION)

Casting Time: 1 action

Range: 60 feet

Target: A cube 5 feet on each side centered on a point you choose within range

Components: V, S, M (A sliver of glass)

Duration: Concentration, Up to 1 minute

Description: You fill the air with spinning daggers in a cube 5 feet on each side, centered on a point you choose within range. A creature takes 4d4 slashing damage when it enters the spell's area for the first time on a turn or starts its turn there.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 2d4 for each slot level above 2nd.

BLUR (ILLUSION)

Casting Time: 1 action

Range: Self

Target: Self

Components: V

Duration: Concentration, Up to 1 minute

Description: Your body becomes blurred, shifting and wavering to all who can see you. For the duration, any creature has disadvantage on attack rolls against you. An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or can see through illusions, as with truesight.

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Level 6 Spells (Page 4 of 5)



LEVEL 2 (CONTINUED)

WARDING WIND (EVOCATION)

Casting Time: 1 action

Range: Self

Target: Self

Components: V

Duration: Concentration, Up to 10 minutes

Description: A strong wind (20 miles per hour) blows around you in a 10-foot radius and moves with you, remaining centered on you. The wind lasts for the spell's duration. The wind has the following effects:

It deafens you and other creatures in its area.

It extinguishes unprotected flames in its area that are torch-sized or smaller.

It hedges out vapor, gas, and fog that can be dispersed by strong wind.

The area is difficult terrain for creatures other than you.

The attack rolls of ranged weapon attacks have disadvantage if the attacks pass in or out of the wind.

FLAMING SPHERE (CONJURATION)

Casting Time: 1 action

Range: 60 feet

Target: An unoccupied space of your choice within range

Components: V, S, M (A bit of tallow, a pinch of brimstone, and a dusting of powdered iron)

Duration: Concentration, Up to 1 minute

Description: A 5-foot-diameter sphere of fire appears in an unoccupied space of your choice within range and lasts for the duration. Any creature that ends its turn within 5 feet of the sphere must make a Dexterity saving throw. The creature takes 2d6 fire damage on a failed save, or half as much damage on a successful one. As a bonus action, you can move the sphere up to 30 feet. If you ram the sphere into a creature, that creature must make the saving throw against the sphere's damage, and the sphere stops moving this turn. When you move the sphere, you can direct it over barriers up to 5 feet tall and jump it across pits up to 10 feet wide. The sphere ignites flammable objects

not being worn or carried, and it sheds bright light in a 20-foot radius and dim light for an additional 20 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 slot level above 2nd.

DUST DEVIL (CONJURATION)

Casting Time: 1 action

Range: 60 feet

Target: An unoccupied 5-foot cube of air that you can see within range

Components: V, S, M (A pinch of dust)

Duration: Concentration, Up to 1 minute

Description: Choose an unoccupied 5-foot cube of air that you can see within range. An elemental force that resembles a dust devil appears in the cube and lasts for the spell's duration.

Any creature that ends its turn within 5 feet of the dust devil must make a Strength saving throw. On a failed save, the creature takes 1d8 bludgeoning damage and is pushed 10 feet away from the dust devil. On a successful save, the creature takes half as much damage and isn't pushed.

As a bonus action, you can move the dust devil up to 30 feet in any direction. If the dust devil moves over sand, dust, loose dirt, or light gravel, it sucks up the material and forms a 10-foot-radius cloud of debris around itself that lasts until the start of your next turn. The cloud heavily obscures its 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.

DARKNESS (EVOCATION)

Casting Time: 1 action

Range: 60 feet

Target: A point you choose within range

Components: V, M (Bat fur and a drop of pitch or piece of coal)

Duration: Concentration, Up to 10 minutes

Description: Magical darkness spreads from a point you choose within range to fill a 15-foot-radius sphere for the duration. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. If the point you choose is on an object you are holding or one that isn't being worn or carried, the darkness emanates from the object and moves with it. Completely covering the source of the darkness with an opaque object, such as a bowl or a helm, blocks the darkness. If any of this spell's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.

LEVEL 3 (3 SLOTS) ☐ ☐ ☐

COUNTERSPELL (ABJURATION)

Casting Time: 1 reaction, which you take when you see a creature within 60 feet of you casting a spell

Range: 60 feet

Target: A creature in the process of casting a spell

Components: S

Duration: Instantaneous

Description: 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.

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Level 6 Spells (Page 5 of 5)



LEVEL 3 (CONTINUED)

MAGIC CIRCLE (ABJURATION)

Casting Time: 1 minute

Range: 10 feet

Target: A 10-foot-radius, 20-foot-tall cylinder centered on a point on the ground that you can see within range

Components: V, S, M (Holy water or powdered silver and iron worth at least 100 gp, which the spell consumes)

Duration: 1 hour

Description: You create a 10-foot-radius, 20-foot-tall cylinder of magical energy centered on a point on the ground that you can see within range. Glowing runes appear wherever the cylinder intersects with the floor or other surface. Choose one or more of the following types of creatures: celestials, elementals, fey, fiends, or undead. The circle affects a creature of the chosen type in the following ways: The creature can't willingly enter the cylinder by nonmagical means. If the creature tries to use teleportation or interplanar travel to do so, it must first succeed on a Charisma saving throw. The creature has disadvantage on attack rolls against targets within the cylinder. Targets within the cylinder can't be charmed, frightened, or possessed by the creature. When you cast this spell, you can elect to cause its magic to operate in the reverse direction, preventing a creature of the specified type from leaving the cylinder and protecting targets outside it.

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

FIREBALL (EVOCATION)

Casting Time: 1 action

Range: 150 feet

Target: A point you choose within range

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

Duration: Instantaneous

Description: 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.

DISPEL MAGIC (ABJURATION)

Casting Time: 1 action

Range: 120 feet

Target: One creature, object, or magical effect within range

Components: V, S

Duration: Instantaneous

Description: Choose one creature, object, or magical effect within range. Any spell of 3rd level or lower on the target ends. For each spell of 4th level or higher on the target, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a successful check, the spell ends.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, you automatically end the effects of a spell on the target if the spell's level is equal to or less than the level of the spell slot you used.

HASTE (TRANSMUTATION)

Casting Time: 1 action

Range: 30 feet

Target: A willing creature that you can see within range

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

Duration: Concentration, Up to 1 minute

Description: 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.