

Abjuration

Abjuration Savant

Beginning when you select this school at 2nd level, the gold and time you must spend to copy a 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 hit points equal to twice your wizard level + your Intelligence modifier. 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.

Improved Abjuration

Beginning at 10th level, when you cast an abjuration spell that requires you to make an ability check as a part of casting that spell (as in Counterspell and Dispel Magic), you add your proficiency bonus to that ability check.

Spell Resistance

Starting at 14th level, you have advantage on saving throws against spells. Furthermore, you have resistance against the damage of spells.

Bladesinger

Restriction: Elves Only

Only elves and half-elves can choose the bladesinger arcane tradition. In the world of Faerûn, elves closely guard the secrets of bladesinging.

Your DM can lift this restriction to better suit the campaign. The restriction reflects the story of bladesingers in the Forgotten Realms, but it might not apply to your DM's setting or your DM's version of the Realms.

Training in War and Song

When you adopt this tradition at 2nd level, you gain proficiency with light armour, and you gain proficiency with one type of one-handed melee weapon of your choice.

You also gain proficiency in the Performance skill if you don't already have it.

Bladesong

Starting at 2nd level, you can invoke a secret elven magic called the Bladesong, provided that you aren't wearing medium or heavy armour or using a shield. It graces you with supernatural speed, agility, and focus. You can use a bonus action to start the Bladesong, which lasts for 1 minute. It ends early if you are incapacitated, if you don medium or heavy armour or a shield, or if you use two hands to make an attack with a weapon. You can also dismiss the Bladesong at any time you choose (no action required).

While your Bladesong is active, you gain the following benefits:

- You gain a bonus to your AC equal to your Intelligence modifier (minimum of +1).
- Your walking speed increases by 10 feet.
- You have advantage on Dexterity (Acrobatics) checks.
- You gain a bonus to any Constitution saving throw you make to maintain your concentration on a spell. The bonus equals your Intelligence modifier (minimum of +1).

You can use this feature twice. You regain all expended uses of it when you finish a short or long rest.

Extra Attack

Starting at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Song of Defense

Beginning at 10th level, you can direct your magic to absorb damage while your Bladesong is active. When you take damage, you can use your reaction to expend one spell slot and reduce that damage to you by an amount equal to five times the spell slot's level.

Song of Victory

Starting at 14th level, you add your Intelligence modifier (minimum of +1) to the damage of your melee weapon attacks while your Bladesong is active.

Conjuration

Conjuration Savant

Beginning when you select this school at 2nd level, the gold and time you must spend to copy a Conjuration spell into your spellbook is halved.

Minor Conjuration

Starting at 2nd level when you select this school, you can use your action to conjure up an inanimate object in your hand or on the ground in an unoccupied space that you can see within 10 feet of you. This object can be no larger than 3 feet on a side and weigh no more than 10 pounds, and its form must be that of a nonmagical object that you have seen. The object is visibly magical, radiating dim light out to 5 feet. The object disappears after 1 hour, when you use this feature again, or if it takes any damage.

Benign Transportation

Starting at 6th level, you can use your action to teleport up to 30 feet to an unoccupied space that you can see. Alternatively, you can choose a space within range that is occupied by a Small or Medium creature. If that creature is willing, you both teleport, swapping places. Once you use this feature, you can't use it again until you finish a long rest or you cast a conjuration spell of 1st level or higher.

Focused Conjuration

Beginning at 10th level, while you are concentrating on a conjuration spell, your concentration can't be broken as a result of taking damage.

Durable Summons

Starting at 14th level, any creature that you summon or create with a conjuration spell has 30 temporary hit points.

Divination

Divination Savant

Beginning when you select this school at 2nd level, the gold and time you must spend to copy a Divination spell into your spellbook is halved.

Portent

Starting at 2nd level when you choose this school, glimpses of the future begin to press in on your awareness. When you finish a long rest, roll two d20s and record the numbers rolled. You can replace any attack roll, saving throw, or ability check made by you or a creature that you can see with one of these foretelling rolls. You must choose to do so before the roll, and you can replace a roll in this way only once per turn. Each foretelling roll can be used only once. When you finish a long rest, you lose any unused foretelling rolls.

Expert Divination

Beginning at 6th level, casting divination spells comes so easily to you that it expends only a fraction of your spellcasting efforts. When you cast a divination spell of 2nd level or higher using a spell slot, you regain one expended spell slot. The slot you regain must be of a level lower than the spell you cast and can't be higher than 5th level.

The Third Eye

Starting at 10th level, you can use your action to increase your powers of perception. When you do so, choose one of the following benefits, which lasts until you are incapacitated or you take a short or long rest. You can't use the feature again until you finish a short or long rest.

Darkvision. You gain darkvision out to a range of 60 feet.

Ethereal Sight. You can see into the Ethereal Plane within 60 feet of you.

Greater Comprehension. You can read any language. See **Invisibility**. You can see invisible creatures and objects within 10 feet of you that are within line of sight.

Greater Portent

Starting at 14th level, the visions in your dreams intensify and paint a more accurate picture in your mind of what is to come. You roll three d20s for your Portent feature, rather than two.

Enchantment

Enchantment Savant

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

Hypnotic Gaze

Starting at 2nd level when you choose this school, your soft words and enchanting gaze can magically enthrall another creature. As an action, choose one creature that you can see within 5 feet of you. If the target can see or hear you, it must succeed on a Wisdom saving throw against your wizard spell save DC or be charmed by you until the end of your next turn. The charmed creature's speed drops to 0, and the creature is incapacitated and visibly dazed.

On subsequent turns, you can use your action to maintain this effect, extending its duration until the end of your next turn. However, the effect ends if you move more than 5 feet away from the creature, if the creature can neither see nor hear you, or if the creature takes damage.

Once the effect ends, or if the creature succeeds on its initial saving throw against this effect, you can't use this feature on that creature again until you finish a long rest.

Instinctive Charm

Beginning at 6th level, when a creature you can see within 30 feet of you makes an attack roll against you, you can use your reaction to divert the attack, provided that another creature is within the attack's range. The attacker must make a Wisdom saving throw against your wizard spell save DC. On a failed save, the attacker must target the creature that is closest to it, not including you or itself. If multiple creatures are closest, the attacker chooses which one to target.

On a successful save, you can't use this feature on the attacker again until you finish a long rest.

You must choose to use this feature before knowing whether the attack hits or misses. Creatures that can't be charmed are immune to this effect.

Split Enchantment

Starting at 10th level, when you cast an enchantment spell of 1st level or higher that targets only one creature, you can have it target a second creature.

Alter Memories

At 14th level, you gain the ability to make a creature unaware of your magical influence on it. When you

cast an enchantment spell to charm one or more creatures, you can alter one creature's understanding so that it remains unaware of being charmed. Additionally, once before the spell expires, you can use your action to try to make the chosen creature forget some of the time it spent charmed. The creature must succeed on an Intelligence saving throw against your wizard spell save DC or lose a number of hours of its memories equal to 1 + your Charisma modifier (minimum 1). You can make the creature forget less time, and the amount of time can't exceed the duration of your enchantment spell.

Evocation

Evocation Savant

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

Sculpt Spells

Beginning at 2nd level, you can create pockets of relative safety within the effects of your evocation spells. When you cast an evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

Potent Cantrip

Starting at 6th level, your damaging cantrips affect even creatures that avoid the brunt of the effect. When a creature succeeds on a saving throw against your cantrip, the creature takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

Empowered Evocation

Beginning at 10th level, you can add your Intelligence modifier (minimum of +1) to the damage roll of any wizard evocation spell that you cast. The damage bonus applies to one damage roll of a spell, not multiple rolls.

Overchannel

Starting at 14th level, you can increase the power of your simpler spells. When you cast a wizard spell of 5th level or lower that deals damage and isn't a cantrip, you can deal maximum damage with that spell.

The first time you do so, you suffer no adverse effect. If you use this feature again before you finish a long rest, you take 2d12 necrotic damage for each level of the spell, immediately after you cast it. Each time you use this feature again before finishing a long rest, the necrotic damage per spell level increases by 1d12. This damage ignores resistance and immunity.

Illusion

Illusion Savant

Beginning when you select this school at 2nd level, the gold and time you must spend to copy a Illusion spell into your spellbook is halved.

Improved Minor Illusion

When you choose this school at 2nd level, you learn the Minor Illusion cantrip. If you already know this cantrip, you learn a different wizard cantrip of your choice. The cantrip doesn't count against your number of cantrips known.

When you cast Minor Illusion, you can create both a sound and an image with a single casting of the spell.

Malleable Illusions

Starting at 6th level, when you cast an illusion spell that has a duration of 1 minute or longer, you can use your action to change the nature of that illusion (using the spell's normal parameters for the illusion), provided that you can see the illusion.

Illusory Self

Beginning at 10th level, you can create an illusory duplicate of yourself as an instant, almost instinctual reaction to danger. When a creature makes an attack roll against you, you can use your reaction to interpose the illusory duplicate between the attacker and yourself. The attack automatically misses you, then the illusion dissipates.

Once you use this feature, you can't use it again until you finish a short or long rest.

Illusory Reality

By 14th level, you have learned the secret of weaving shadow magic into your illusions to give them a semi-reality. When you cast an illusion spell of 1st level or higher, you can choose one inanimate, nonmagical object that is part of the illusion and make that object real. You can do this on your turn as a bonus action while the spell is ongoing. The object remains real for 1 minute. For example, you can create an illusion of a

bridge over a chasm and then make it real long enough for your allies to cross.

The object can't deal damage or otherwise directly harm anyone.

Invention

Tools of the Inventor

At 2nd level, you gain proficiency with two tools of your choice.

Arcanomechanical Armour

Innovation is a dangerous practice, at least as far as members of this school practice it. As a shield against this risk, you have developed a suit of arcane armour. Starting at 2nd level, you gain proficiency with light armour and gain a suit of arcanomechanical armour—a magic item that only you can attune to. While you are attuned to it and wearing it, it grants you resistance to force damage.

The armour is light armour and provides an AC of 12 + your Dexterity modifier. It weighs 8 pounds.

You can create a new suit of it at the end of a long rest by touching a nonmagical suit of studded leather armour, which magically transforms it. Doing so removes the magic from your previous arcanomechanical armour, turning it into nonmagical studded leather.

Reckless Casting

Starting at 2nd level, you can attempt to cast a spell you don't have prepared. When you use this ability, you use your action and choose one of the following options:

- Roll on the Reckless Casting table for cantrips and cast the resulting spell as part of this action.
- Expend a spell slot and roll twice on the Reckless Casting table for its level, or the 5th-level table if the slot is 6th level or higher. Pick which of the two results you want to use and cast the resulting spell as part of this action.

If the spell you cast isn't a wizard spell, it is nonetheless a wizard spell for you when you cast it with this feature.

**Appendix 1

Alchemical Casting

At 6th level, you learn to channel magic through your arcanomechanical armour to augment spells in a variety of ways. When you cast a spell while wearing that armour and attuned to it, you can expend one

additional spell slot of 1st or 2nd level to alter the spell. The effect depends on the spell slot you expend. A 1st-level slot allows you to manipulate the spell's energy. When you cast a spell that deals acid, cold, fire, lightning, or thunder damage, you can substitute that damage type for another one from that list. A 2nd-level slot increases the spell's raw force. If you roll damage for the spell when you cast it, increase that damage by 2d10 force damage against one of the spell's targets (your choice) this turn.

Prodigious Inspiration

At 10th level, you have attained a greater mastery of spell preparation. As a bonus action, you can replace one spell you have prepared with another spell from your spellbook. You can't use this ability again until you finish a short or long rest.

Controlled Chaos

At 14th level, your ability to improvise magic grows stronger. Whenever you roll on a Reckless Casting table for a spell other than a cantrip, you can roll on the table that is one level higher than the expended spell slot.

Lore Mastery

Lore Mastery

Starting at 2nd level, you become a compendium of knowledge on a vast array of topics. Your proficiency bonus is doubled for any ability check you make that uses the Arcana, History, Nature, or Religion skill if you are proficient in that skill.

In addition, your analytical abilities are so well-honed that your initiative in combat can be driven by mental agility, rather than physical agility. When you roll initiative, it is either an Intelligence check or a Dexterity check for you (your choice).

Spell Secrets

At 2nd level, you master the first in a series of arcane secrets uncovered by your extensive studies.

When you cast a spell with a spell slot and the spell deals acid, cold, fire, force, lightning, necrotic, radiant, or thunder damage, you can substitute that damage type with one other type from that list (you can change only one damage type per casting of a spell). You replace one energy type for another by altering the spell's formula as you cast it.

When you cast a spell with a spell slot and the spell requires a saving throw, you can change the saving throw from one ability score to another of your

choice. Once you change a saving throw in this way, you can't do so again until you finish a short or long rest.

Altering Spells

While the Spell Secrets feature offers increased versatility, at the table its effects can be difficult to spot by the other players. If you're playing a savant, take a moment to describe how you alter your spells. Think of a signature change your character is particularly proud of. Be inventive, and make the game more fun for everyone by playing up the sudden, unexpected tricks your character can employ. For example, a Fireball transformed to require a Strength save might become a sphere of burning rock that shatters and slams into its target. A Charm Person that requires a Constitution save might take the form of a vaporous narcotic that alters the target's mood.

Alchemical Casting

At 6th level, you learn to augment spells in a variety of ways. When you cast a spell with a spell slot, you can expend one additional spell slot to augment its effects for this casting, mixing the raw stuff of magic into your spell to amplify it. The effect depends on the spell slot you expend.

An additional 1st-level spell slot can increase the spell's raw force. If you roll damage for the spell when you cast it, increase the damage against every target by 2d10 force damage. If the spell can deal damage on more than one turn, it deals this extra force damage only on the turn you cast the spell.

An additional 2nd-level spell slot can increase the spell's range. If the spell's range is at least 30 feet, it becomes 1 mile.

An additional 3rd-level spell slot can increase the spell's potency. Increase the spell's save DC by 2.

Prodigious Memory

At 10th level, you have attained a greater mastery of spell preparation. As a bonus action, you can replace one spell you have prepared with another spell from your spellbook. You can't use this feature again until you finish a short or long rest.

Master of Magic

At 14th level, your knowledge of magic allows you to duplicate almost any spell. As a bonus action, you can call to mind the ability to cast one spell of your choice from any class's spell list. The spell must be of a level for which you have spell slots, you mustn't have it prepared, and you follow the normal rules for casting

it, including expending a spell slot. If the spell isn't a wizard spell, it counts as a wizard spell when you cast it. The ability to cast the spell vanishes from your mind when you cast it or when the current turn ends. You can't use this feature again until you finish a long rest.

Necromancy

Necromancy Savant

Beginning when you select this school at 2nd level, the gold and time you must spend to copy a Necromancy spell into your spellbook is halved.

Grim Harvest

At 2nd level, you gain the ability to reap life energy from creatures you kill with your spells. Once per turn when you kill one or more creatures with a spell of 1st level or higher, you regain hit points equal to twice the spell's level, or three times its level if the spell belongs to the School of Necromancy. You don't gain this benefit for killing constructs or undead.

Undead Thralls

At 6th level, you add the Animate Dead spell to your spellbook if it is not there already. When you cast Animate Dead, you can target one additional corpse or pile of bones, creating another zombie or skeleton, as appropriate.

Whenever you create an undead using a necromancy spell, it has additional benefits:

- The creature's hit point maximum is increased by an amount equal to your wizard level.
- The creature adds your proficiency bonus to its weapon damage rolls.

Inured to Undeath

Beginning at 10th level, you have resistance to necrotic damage, and your hit point maximum can't be reduced. You have spent so much time dealing with undead and the forces that animate them that you have become inured to some of their worst effects.

Command Undead

Starting at 14th level, you can use magic to bring undead under your control, even those created by other wizards. As an action, you can choose one undead that you can see within 60 feet of you. That creature must make a Charisma saving throw against your wizard spell save DC. If it succeeds, you can't use this feature on it again. If it fails, it becomes friendly

to you and obeys your commands until you use this feature again.

Intelligent undead are harder to control in this way. If the target has an Intelligence of 8 or higher, it has advantage on the saving throw. If it fails the saving throw and has an Intelligence of 12 or higher, it can repeat the saving throw at the end of every hour until it succeeds and breaks free.

Theurgy

Divine Inspiration

When you choose this tradition at 2nd level, choose a cleric domain from your chosen deity's list of eligible domains. The Knowledge and Light domains are especially appropriate choices for a theurgist.

Arcane Initiate

Beginning when you select this tradition at 2nd level, whenever you gain a wizard level, you can replace one of the wizard spells you add to your spellbook with a cleric domain spell for your chosen domain. The spell must be of a level for which you have spell slots.

If you add all of your domain spells to your spellbook, you can subsequently add any spell from the cleric spell list instead. The spell must still be of a level for which you have spell slots.

Any cleric spell you gain from this feature is considered a wizard spell for you, but other wizards can't copy cleric spells from your spellbook into their own spellbooks.

Channel Arcana

At 2nd level, you gain the ability to channel arcane energy directly from your deity, using that energy to fuel magical effects. You start with two such effects: Divine Arcana and the Channel Divinity option granted at 2nd level by your chosen domain. You employ that Channel Divinity option by using your Channel Arcana ability.

When you use your Channel Arcana, you choose which effect to create. You must then finish a short or long rest to use your Channel Arcana again.

Some Channel Arcana effects require saving throws. When you use such an effect, the save DC equals your wizard spell save DC.

Beginning at 6th level, you can use your Channel Arcana twice between rests, and beginning at 18th level, you can use it three times between rests. When you finish a short or long rest, you regain your expended uses.

If you gain additional Channel Divinity options from your domain, you can employ them by using your Channel Arcana feature.

Channel Arcana: Divine Arcana

As a bonus action, you speak a prayer to control the flow of magic around you. The next spell you cast gains a +2 bonus to any attack roll you make for it or to its saving throw DC, as appropriate.

Arcane Acolyte

At 6th level, you gain your chosen domain's 1st-level benefits. However, you do not gain any weapon or armour proficiencies from the domain.

Arcane Priest

At 10th level, you gain your chosen domain's 6th-level benefits. Your faith and your understanding of magic allow you to delve into your god's secrets.

Arcane High Priest

At 14th level, you gain your chosen domain's 17th-level benefits. Your academic nature and understanding of magic and doctrine allow you to master this ability sooner than a cleric of your domain.

Transmutation

Transmutation Savant

Beginning when you select this school at 2nd level, the gold and time you must spend to copy a Transmutation spell into your spellbook is halved.

Minor Alchemy

Starting at 2nd level when you select this school, you can temporarily alter the physical properties of one nonmagical object, changing it from one substance into another. You perform a special alchemical procedure on one object composed entirely of wood, stone (but not a gemstone), iron, copper, or silver, transforming it into a different one of those materials. For each 10 minutes you spend performing the procedure, you can transform up to 1 cubic foot of material. After 1 hour, or until you lose your concentration (as if you were concentrating on a spell), the material reverts to its original substance.

Transmuter's Stone

Starting at 6th level, you can spend 8 hours creating a transmuter's stone that stores transmutation magic. You can benefit from the stone yourself or give it to

another creature. A creature gains a benefit of your choice as long as the stone is in the creature's possession. When you create the stone, choose the benefit from the following options:

- Darkvision out to a range of 60 feet
- An increase to speed of 10 feet while the creature is unencumbered
- Proficiency in Constitution saving throws
- Resistance to acid, cold, fire, lightning, or thunder damage (your choice whenever you choose this benefit)

Each time you cast a transmutation spell of 1st level or higher, you can change the effect of your stone if the stone is on your person.

If you create a new transmuter's stone, the previous one ceases to function.

Shapechanger

At 10th level, you add the Polymorph spell to your spellbook, if it is not there already. You can cast Polymorph without expending a spell slot. When you do so, you can target only yourself and transform into a beast whose challenge rating is 1 or lower.

Once you cast Polymorph in this way, you can't do so again until you finish a short or long rest, though you can still cast it normally using an available spell slot.

Master Transmuter

Starting at 14th level, you can use your action to consume the reserve of transmutation magic stored within your transmuter's stone in a single burst. When you do so, choose one of the following effects. Your transmuter's stone is destroyed and can't be remade until you finish a long rest.

Major Transformation. You can transmute one nonmagical object – no larger than a 5-foot cube – into another nonmagical object of similar size and mass and of equal or lesser value. You must spend 10 minutes handling the object to transform it.

Panacea. You remove all curses, diseases, and poisons affecting a creature that you touch with the transmuter's stone. The creature also regains all its hit points.

Restore Life. You cast the Raise Dead spell on a creature you touch with the transmuter's stone, without expending a spell slot or needing to have the spell in your spellbook.

Restore Youth. You touch the transmuter's stone to a willing creature, and that creature's apparent age is reduced by 3d10 years, to a minimum of 13 years. This effect doesn't extend the creature's lifespan.

War Magic

Arcane Deflection

At 2nd level, you have learned to weave your magic to fortify yourself against harm. When you are hit by an attack or you fail a saving throw, you can use your reaction to gain a +2 bonus to your AC against that attack or a +4 bonus to that saving throw.

When you use this feature, you can't cast spells other than cantrips until the end of your next turn.

Tactical Wit

Starting at 2nd level, your keen ability to assess tactical situations allows you to act quickly in battle. You can give yourself a bonus to your initiative rolls equal to your Intelligence modifier.

Power Surge

Starting at 6th level, you can store magical energy within yourself to later empower your damaging spells.

You can store a maximum number of power surges equal to your Intelligence modifier (minimum of one).

Whenever you finish a long rest, your number of power surges resets to one. Whenever you successfully end a spell with *Dispell Magic* or *Counterspell*, you gain one power surge, as you steal magic from the spell you foiled. If you end a short rest with no power surges, you gain one power surge.

Once per turn when you deal damage to a creature or object with a wizard spell, you can spend one power surge to deal extra force damage to that target. The extra damage equals half your wizard level.

Durable Magic

Beginning at 10th level, the magic you channel helps ward off harm. While you maintain concentration on a spell, you have a +2 bonus to AC and all saving throws.

Deflecting Shroud

At 14th level, your Arcane Deflection becomes infused with deadly magic. When you use your Arcane Deflection feature, you can cause magical energy to arc from you. Up to three creatures of your choice within 60 feet of you each take force damage equal to half your wizard level.

Appendix 1

d10

Cantrip

- 1 Acid Splash
- 2 Chill Touch
- 3 Fire Bolt
- 4 Light
- 5 Poison Spray
- 6 Ray of Frost
- 7 Shocking Grasp
- 8 Sacred Flame
- 9 Thorn Whip
- 10 Roll twice and cast each cantrip, but if you roll another 10 on either die, you cast nothing, wasting your action.

d10

1st-Level Spell

- 1 Burning Hands
- 2 Chromatic Orb
- 3 Colour Spray
- 4 Faerie Fire
- 5 False Life
- 6 Fog Cloud
- 7 Jump
- 8 Magic Missile
- 9 Thunderwave
- 10 Roll twice and cast each spell, but if you roll another 10 on either die, you cast nothing, wasting your action.

d10

2nd-Level Spell

- 1 Blur
- 2 Darkness
- 3 Enlarge/Reduce
- 4 Gust of Wind
- 5 Invisibility
- 6 Levitate
- 7 Melf's Acid Arrow
- 8 Scorching Ray
- 9 Shatter
- 10 Roll twice and cast each spell, but if you roll another 10 on either die, you cast nothing, wasting your action.

d10

3rd-Level Spell

- 1 Blink
- 2 Fear
- 3 Feign Death
- 4 Fireball
- 5 Fly
- 6 Gaseous Form
- 7 Lightning Bolt

8 Sleet Storm

9 Stinking Cloud

10 Roll twice and cast each spell, but if you roll another 10 on either die, you cast nothing, wasting your action.

d10

4th-Level Spell

1 Blight

2 Confusion

3 Evard's Black Tentacles

4 Fire Shield

5 Greater Invisibility

6 Ice Storm

7 Phantasmal Killer

8 Stoneskin

9 Wall of Fire

10 Roll twice and cast each spell, but if you roll another 10 on either die, you cast nothing, wasting your action.

d10

5th-Level Spell

1 Cloudkill

2 Cone of Cold

3 Destructive Wave

4 Flame Strike

5 Hold Monster

6 Insect Plague

7 Mass Cure Wounds

8 Wall of Force

9 Wall of Stone

10 Roll twice and cast each spell, but if you roll another 10 on either die, you cast nothing, wasting your action.