

# EVOKER

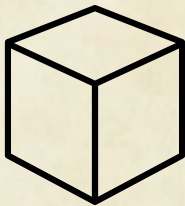


A WIZARD WHO CREATES BITTER COLD, SEARING FLAME, ROLLING THUNDER, CRACKLING LIGHTNING, AND BURNING ACID

## HIT DIE:

# 1D6

At first level, you have 6 hit points, plus your Constitution modifier.



## PROFICIENCIES

+2

### Armor

As a wizard, you aren't trained in the use of armor or shields. If you wear armor or wield a shield, you have disadvantage on any ability check, saving throw, or attack roll that involves Strength or Dexterity, and you can't cast spells.

### Weapons

Add your proficiency bonus to the attack roll for any attack you make with **daggers**, **darts**, **slings**, **quarterstaves**, and **light crossbows**. When wielding other weapons, you don't add your proficiency bonus to the attack roll.

### Saving Throws

Add your proficiency bonus when making an Intelligence or Wisdom saving throw.

## FEATURE

**Arcane Recovery** (PHB 115): Most spellcasters need 8 hours of rest to recover any of their spent spells. You only need an hour of rest to recover some of yours. Just make sure you have your spellbook at hand.

## 1ST LEVEL



**Ability Scores** Your spellcasting is tied to your **Intelligence**, so it should be your highest ability score. Your next highest score should be **Dexterity**, to avoid getting hit, followed by **Constitution**, to maintain concentration when you are hit.

**Skills** You have special training or a certain knack in two skills. Consider choosing two from **Arcana**, **History**, and **Investigation**. When you make a skill check using either of these skills, you add your proficiency bonus.

**Starting Equipment** Consider starting with the following, in addition to the equipment granted by your background.

- a dagger, an arcane focus, a scholar's pack, and a spellbook

**Spells** You can cast spells from the wizard spell list. You (PHB 114) know three cantrips. Consider evocation cantrips, such as *dancing lights*, *fire bolt*, *frostbite*, *shocking grasp*, or *thunderclap*. You carry the rest of your spells in your spellbook, which at first has six 1st-level spells. Consider adding evocation spells to it, such as *burning hands*, *chromatic orb*, *earth tremor*, *magic missile*, and *thunderwave*. Round it out with *find familiar*. You can prepare a number of spells to 1 + your Intelligence modifier.

## 2ND LEVEL



Your hit points increase by 1d6 + your Constitution modifier. Unlike 1st level, you must roll for these hit points or take the average (4). You gain another Hit Die (total of 2d6).

**Evocation Savant** (PHB 117) The gold and time you must spend to copy an evocation spell into your spellbook is halved.

**Sculpt Spells** (PHB 117) You can spare at least two allies from the effect of your area spells.

**Spells** You gain another 1st-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 2 + your Intelligence modifier.

### 3RD LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 3d6).

**Spells** You gain two 2nd-level spell slots and another 1st-level spell slot. Add two spells to your spellbook. Consider 2nd-level evocation spells such as *darkness*, *scorching ray*, *shatter*, or *Snillo's snowball swarm*. You can prepare a number of spells equal to 3 + your Intelligence modifier.

### 4TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 4d6).

**Ability Score Increase** Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. Your Ability Score Increases should almost certainly be added to **Intelligence**, your spell-casting ability score. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. If you do, consider taking Alert, Elemental Adept, Fade Away (if gnome), Resilient, or War Caster.

**Spells** You gain one additional cantrip and one additional 2nd-level spell slot. Add two spells to your spellbook. You can prepare a number of spells equal to 4 + your Intelligence modifier.

### 5TH LEVEL



Your hit points increase by 1d6 + your Constitution modifier. You gain another Hit Die (total of 5d6).



Increase your proficiency bonus from +2 to +3. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

**Spells** You gain two 3rd-level spell slots. Add two spells to your spellbook. Consider 3rd-level evocation spells such as *fireball*, *Leomund's tiny hut*, *lightning bolt*, and *Melf's minute meteors*. You can prepare a number of spells equal to 5 + your Intelligence modifier.

## WHERE ARE THE OTHER SCHOOLS AND LEVELS?

# WIZARD

A SCHOLARLY MAGIC-USER CAPABLE OF MANIPULATING THE STRUCTURES OF REALITY

**HIT DIE:**  
**1d6**

At first level, you have 6 hit points, plus your Constitution modifier.

**PROFICIENCIES**

**Armor** As a wizard, you aren't trained in the use of armor or shields. If you wear armor or wield a shield, you have disadvantage on any ability check, saving throw, or attack roll that involves Strength or Dexterity, and you can't cast spells.

**Weapons** Add your proficiency bonus to the attack roll for any attack you make with **daggers, darts, slings, quarterstaves, and light crossbows**. When wielding other weapons, you don't add your proficiency bonus to the attack roll.

**Saving Throws** Add your proficiency bonus when making an Intelligence or Wisdom saving throw.

**FEATURE**

**Arcane Recovery** (PHB 115): Most spellcasters need 8 hours of rest to recover any of their spent spells. You only need an hour of rest to recover some of yours. Just make sure you have your spellbook at hand.

CHOOSE

**ABJURER**

IF YOU WANT SPELLS THAT BLOCK, BANISH, AND PROTECT

CHOOSE

**BLADESINGER**

IF YOU WANT TO WIELD BOTH BLADE AND MAGIC

CHOOSE

**CONJURER**

IF YOU WANT TO CONJURE CREATURES AND TELEPORT

CHOOSE

**DIVINER**

IF YOU WANT FORESIGHT AND THE ABILITY TO READ MINDS

CHOOSE

**ENCHANTER**

IF YOU WANT SPELLS THAT BEGUILE AND ENTRANCE

CHOOSE

**EVOKER**

IF YOU WANT TO BLAST FOES WITH ELEMENTAL SPELLS

CHOOSE

**ILLUSIONIST**

IF YOU WANT TO BE A MASTER OF DECEPTION OR A TRICKSTER

CHOOSE

**NECROMANCER**

IF YOU WANT TO DABBLE IN THE FORCES OF LIFE AND DEATH

CHOOSE

**TRANSMUTER**

IF YOU WANT TO ALTER MATTER NEAR & INSIDE YOU

CHOOSE

**WAR MAGE**

IF YOU WANT TO SPECIALIZE IN OFFENSE AND DEFENSE



# TRAINING GROUND

## SPELLBOOKS

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Every wizard has a spellbook in their possession. From it, you prepare your spells each day. You can prepare a number of spells equal to your wizard level + your Intelligence modifier.

At 1st level, your spellbook has six 1st-level spells. You learn two more spells each time you gain a level. Also, be on the lookout for scrolls and enemy wizards' spellbooks while you adventure. Given a little time and money, you can copy found spells into your own spellbook.

Should you ever lose or have your book stolen, you can replace it by crafting a new spellbook the same way you copy spells but at a reduced price and with a shorter time investment.

## PLAYING GOD

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Dealing damage is just one of many talents wizards have. In fact, wizards could leave damage-dealing to the rest of the party.

The party might be better served by a wizard who controls the battlefield with spells such as *wall of force*, weakens powerful enemies with spells like *counterspell*, or aids allies with spells such as *haste* or *fly*. Doing so gives the wizard's party enormous advantage over enemies in combat, even if the wizard personally never deals a single point of damage.

## CONCENTRATE ON YOUR SPELLS

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When selecting and preparing spells, pay special attention to their concentration and ritual tags and what happens on a miss or when the target succeeds on its saving throw.

First, ritual spells are great to have in your spellbook. There's no need to prepare them, if you're willing to put in extra time casting them.

Second, bear in mind that you can only maintain one concentration spell at a time.

And, third, try to choose spells that have some effect even if the target succeeds on its saving throw.

## MY MIND IS MY WEAPON

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Wizards should not fight with mundane weapons much. Even most bladesingers should use ranged spells before closing ranks.

That's not to say a wizard should ever be totally unarmed. But when purchasing a weapon, look for a ranged weapon or thrown weapon with the finesse property, as undoubtedly your Dexterity will be higher than your Strength.

Invest early in a light crossbow (or longbow, if proficient), since it's the deadliest weapon you can expertly wield.

## I CAST ANALOGY

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One of the hardest things for novice players to understand is the difference between the spells in their spellbook, prepared spells, and spell slots.

Try to think of it this way: wizards are to spells as chefs are to recipes. Just as chefs have recipe books, so too do wizards have spellbooks. And just as a chef cannot simply conjure whatever is in the recipe book, a wizard cannot simply cast any spell out of his or her spellbook. In both instances one must first prepare.

How much a chef can prepare depends on his or her budget. Wizards too have a fixed number (wizard level + Intelligence modifier) that determines how many spells they may prepare.

The final determination for chefs is plates. A chef can only serve as much food for which he or she has plates. Similarly, a wizard has a fixed number of spell slots. Big meals go on big dishes. Powerful spells require high-level spell slots.

Of course, one could always put small meals on big plates. Accordingly, wizards can always use high-level spell slots for even their weakest spells.

## PLAYING A GENERALIST

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This class guide assumes that evokers will prefer evocation spells. However, it is a completely viable build to choose from other schools of magic with nearly every spell selection. In that case, notice that there are many spells which should be considered no matter one's preferred school of magic.

# GNOME WIZARD 1

"Wait. I have an idea. But stand back! Last time I tried this two of my friends caught fire."

You may have a problem. It started out simply enough. You merely enjoyed flame and explosions. You began as apprentice to a master chemist, but, to be honest, this lifestyle was an excuse to devise bigger and bigger explosions. To fund this increasingly costly endeavor you turned to burglary. Having a conscience, you tried to only rob those who didn't deserve their wealth.

One day, after stealing a valuable book, you discovered it was full of spells. And not just any spells: evocation ones. The school of destructive energy! You embraced wizardry in hopes of making even bigger explosions.

## BACKGROUND (CRIMINAL)

You became a skilled burglar in order to fund your expensive ...hobby.

**Criminal Contact.** You have a reliable and trustworthy contact who acts as your liaison to a loose network of other criminals. (This is not a formal organization like the Zhentarim.) You know how to get messages to and from your contact, even over great distances, using local messengers, corrupt caravan masters, and seedy sailors.

**Personality Trait.** You don't pay attention to the risks in a situation. And you blow up at the slightest insult.

**Ideal.** Chains are meant to be broken, as are those who would forge them.

**Bond.** You're trying to pay off an old debt you owe to a generous benefactor.

**Flaw.** If there's a plan, you'll forget it. If you don't forget it, you'll ignore it.

## ROCK GNOME TRAITS

**Darkvision.** You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Artificer's Lore.** Whenever you make an Intelligence (History) check related to magic items, alchemical objects, or technological devices, you can add twice your proficiency bonus, instead of any proficiency bonus you normally apply.

**Tinker.** You have proficiency with artisan's tools (tinker's tools). Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 5, 1 hp). The device ceases to function after 24 hours (unless you spend 1 hour repairing it to keep the device functioning), or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it. You can have up to three such devices active at a time.

When you create a device, choose one of the following options:

- **Clockwork Toy.** This toy is a clockwork animal, monster, or person, such as a frog, mouse, bird, dragon, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents.
- **Fire Starter.** The device produces a miniature flame, which you can use to light a candle, torch, or campfire. Using the device requires your action.

Medium humanoid (rock gnome), chaotic good

Armor Class 12

Hit Points 8 (Hit Dice 1d6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	17 (+3)	10 (+0)	12 (+1)

**Proficiencies** (+2 proficiency bonus)

**Saving Throws** Int +5, Wis +2; advantage on Intelligence, Wisdom, Charisma saves against magic

**Skills** Arcana +5, Deception +3, Investigation +5, Stealth +4

**Tools** playing card set, thieves' tools, tinker's tools

**Weapons** dagger, dart, light crossbow, quarterstaff, sling

**Senses** darkvision, passive Perception 10

**Languages** Common, Gnomish

## ACTIONS

**Attack.** You can attack when you take this action, using the following:

**Fire Bolt.** *Ranged Spell Attack:* +5 to hit, range 120 ft., one target.

*Hit:* 1d10 fire damage.

**Dagger.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target.

*Hit:* 1d4 + 2 piercing damage.

## OPTIONS

**Spellcasting.** Wizard feature.

**Spell Save DC:** 13

**Spell Attack Modifier:** +5

**Spell Slots:** 1st-level (2)

- **Music Box.** When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed.

## WIZARD FEATURES

**Spellcasting Ability.** You have the ability to cast spells. Intelligence is your spellcasting ability for your wizard spells. You use your Intelligence whenever a spell refers to your spellcasting ability.

You prepare the list of wizard spells that are available for you to cast. To do so, choose 4 spells. The spells must be of a level for which you have spell slots.

To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You can use an arcane focus as a spellcasting focus for your wizard spells.



You can cast any wizard spell in your spellbook as a ritual if that spell has the ritual tag.

**Spell Save DC:** 13

**Spell Attack Modifier:** +5

**Spell Slots:** 1st-level (2)

**Arcane Recovery.** 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 equal to or less than 1.

## SPELLS KNOWN

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**Cantrips (at will):** *fire bolt, light, prestidigitation*

**1st-level spells:** *burning hands, chromatic orb, earth tremor, find familiar, magic missile, thunderwave*

## EQUIPMENT

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Backpack, book, dark common clothing with a hood, crowbar, dagger, ink (1-ounce bottle), ink pen, little bag of sand, parchment (10 sheets), small knife, spellbook, wand (arcane focus), money pouch (15 gp).

## GNOME WIZARD 5

"Wait. I have an idea. But stand back! Last time I tried this two of my friends caught fire."

You may have a problem. It started out simply enough. You merely enjoyed flame and explosions. You began as apprentice to a master chemist, but, to be honest, this lifestyle was an excuse to devise bigger and bigger explosions. To fund this increasingly costly endeavor you turned to burglary. Having a conscience, you tried to only rob those who didn't deserve their wealth.

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**Personality Trait.** You don't pay attention to the risks in a situation. And you blow up at the slightest insult.

**Ideal.** Chains are meant to be broken, as are those who would forge them.

**Bond.** You're trying to pay off an old debt you owe to a generous benefactor.

**Flaw.** If there's a plan, you'll forget it. If you don't forget it, you'll ignore it.

### ROCK GNOME TRAITS

**Darkvision.** You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Artificer's Lore.** Whenever you make an Intelligence (History) check related to magic items, alchemical objects, or technological devices, you can add twice your proficiency bonus, instead of any proficiency bonus you normally apply.

**Tinker.** You have proficiency with artisan's tools (tinker's tools). Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 5, 1 hp). The device ceases to function after 24 hours (unless you spend 1 hour repairing it to keep the device functioning), or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it. You can have up to three such devices active at a time.

When you create a device, choose one of the following options:

- **Clockwork Toy.** This toy is a clockwork animal, monster, or person, such as a frog, mouse, bird, dragon, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents.
- **Fire Starter.** The device produces a miniature flame, which you can use to light a candle, torch, or campfire. Using the device requires your action.

Medium humanoid (rock gnome), chaotic good

Armor Class 12

Hit Points 32 (Hit Dice 5d6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	14 (+2)	18 (+4)	10 (+0)	12 (+1)

**Proficiencies** (+3 proficiency bonus)

**Saving Throws** Int +7, Wis +3; advantage on Intelligence, Wisdom, Charisma saves against magic

**Skills** Arcana +7, Deception +4, Investigation +7, Stealth +5

**Tools** playing card set, thieves' tools, tinker's tools

**Weapons** dagger, dart, light crossbow, quarterstaff, sling

**Senses** darkvision, passive Perception 10

**Languages** Common, Gnomish

### ACTIONS

**Attack.** You can attack when you take this action, using the following:

**Fire Bolt.** *Ranged Spell Attack:* +7 to hit, range 120 ft., one target.

*Hit:* 2d10 fire damage.

**Dagger.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target.

*Hit:* 1d4 + 2 piercing damage.

### OPTIONS

**Sculpt Spells.** Arcane Tradition feature.

**Spellcasting.** Wizard feature.

**Spell Save DC:** 15

**Spell Attack Modifier:** +7

**Spell Slots:** 1st-level (4), 2nd-level (3), 3rd-level (2)

- **Music Box.** When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed.

### WIZARD FEATURES

**Spellcasting Ability.** You have the ability to cast spells. Intelligence is your spellcasting ability for your wizard spells. You use your Intelligence whenever a spell refers to your spellcasting ability.

You prepare the list of wizard spells that are available for you to cast. To do so, choose 9 spells. The spells must be of a level for which you have spell slots.

To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.



You can use an arcane focus as a spellcasting focus for your wizard spells.

You can cast any wizard spell in your spellbook as a ritual if that spell has the ritual tag.

**Spell Save DC:** 15

**Spell Attack Modifier:** +7

**Spell Slots:** 1st-level (4), 2nd-level (3), 3rd-level (2)

**Arcane Recovery.** 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 equal to or less than 3.

## **ARCANE TRADITION: SCHOOL OF EVOCATION**

**Evocation Savant.** The gold and time you must spend to copy an evocation spell into your spellbook is halved.

**Sculpt Spells.** 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 take half damage on a successful save.

## **SPELLS KNOWN**

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**Cantrips (at will):** *fire bolt, frostbite, light, prestidigitation*

**1st-level spells:** *burning hands, chromatic orb, detect magic, earth tremor, find familiar, magic missile, shield, thunderwave*

**2nd-level spells:** *darkness, scorching ray, shatter, Snilloch's snowball swarm*

**3rd-level spells:** *fireball, Leomund's tiny hut*

## **EQUIPMENT**

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Backpack, book, dark common clothing with a hood, crowbar, dagger, *elemental gem* (red corundum), ink (1-ounce bottle), ink pen, little bag of sand, parchment (10 sheets), *potions of healing* (2), small knife, spellbook, wand (arcane focus), money pouch (15 gp), diamond worth 50 gp.

## **ELEMENTAL GEM**

*Wondrous item, uncommon*

This gem contains a mote of elemental energy. When you use an action to break the gem, a fire elemental is summoned as if you had cast the *conjure elemental* spell, and the gem's magic is lost.