



Azax the Elder

Class: Wizard (level 4)
Race: Human
Languages: Common, Elvish, Dwarvish, Abyssal
Alignment: Lawful Good
Background: Cloistered Scholar

Max HP: 28
Hit Dice: 4d6
Armor Class: 11 (no armor)
Speed: 30 ft.
Initiative: +4
Passive Perception: 12
Passive Investigation: 15
Passive Insight: 12

Proficiencies (Bonus +2)

- Daggers, Staffs, Darts, Slings, Light Crossbows

SKILLS	MODIFIER
Acrobatics (DEX)	+1
Animal Handling (WIS)	+2
Arcana (INT)	+5
Athletics (STR)	-1
Deception (CHA)	+2
History (INT)	+5
Insight (WIS)	+2
Intimidation (CHA)	+2
Investigation (INT)	+5
Medicine (WIS)	+2
Nature (INT)	+3
Perception (WIS)	+2
Performance (CHA)	+2
Persuasion (CHA)	+2
Religion (INT)	+5
Sleight of Hand (DEX)	+1
Stealth (DEX)	+1
Survival (WIS)	+2

STATS	SCORE	MODIFIER	SAVE
Strength	9	-1	-1
Dexterity	12	+1	+1
Constitution	14	+2	+2
Intelligence	16	+3	+5
Wisdom	14	+2	+4
Charisma	14	+2	+2

Entire sagas have been based on the storied life of Azax the Elder—not to be confused with Azax the Younger—although the humble wizard never seems to frequent the taverns at which the bards sing his songs. Cursed by a rival wizard, Azax is incapable of seeing dwarves on any kind, a debilitation which has brought him home to serve the citizens of Waterdeep.

ATTACKS	HIT	DAMAGE	NOTES
Staff	+1	1d6-1 bludgeoning	1d8-1 when used 2-handed
Unarmed	+1	1 bludgeoning	

SPELL SLOTS	MODIFIER	SPELL ATTACK	SAVE DC
4 Spell Slots (LEVEL 1)	+3	+5	13
3 Spell Slots (LEVEL 2)			

War Caster: You have advantage on CON saving throws to maintain your concentration on a spell when you take damage. Also, when a hostile creature's movement provokes an opportunity attack from you, you can use your reaction to cast a spell at the creature rather than make a weapon attack.

Arcane Deflection: 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, you can't cast spells other than cantrips until the end of your next turn.

Library Access: Though others must often endure extensive interviews and significant fees to gain access to even the most common archives in your library, you have free and easy access to the majority of the library, though it might also have repositories of lore that are too valuable, magical, or secret to permit anyone immediate access. You have a working knowledge of your cloister's personnel and bureaucracy, and you know how to navigate those connections with some ease. Additionally, you are likely to gain preferential treatment at other libraries across the realms as a professional courtesy shown to a fellow scholar.

Cursed: You've been cursed by a rival wizard and are unable to see dwarves.

Arcane Recovery: Once per day, when you finish a short rest, you can choose to recover a 2nd level spell slot or two 1st level spell slots.

Spellbook & Spellcasting: You have a spell book containing the repository of spells you know (except for the cantrips noted At Will, which are fixed in your mind). You have 7 total spellslots to expend and which you regain upon a long rest. You can prepare 7 spells from your spellbook (below) to cast, and can change your 7 prepared spells when you finish a long rest by taking a few minutes. Before beginning your adventure, select which 7 spells you prepared. Ritual spells or spells that can be cast as rituals do not need to be prepared.

SPELLS	RANGE	HIT/DC	EFFECT
Fire Bolt (At Will)	120 ft.	+5	You hurl a mote of fire at a creature or object within range. On a hit, the target takes 1d10 fire damage, and a flammable object ignites if it isn't being worn or carried.
Mage Hand (At Will)	30 ft.	-	For 1 minute, a spectral, floating hand appears at a point you choose within range, and it dissipates if it is ever more than 30 feet away from you. You can use your action to control the hand, open an unlocked door, pour contents out of a vial, etc. You can move the hand up to 30 ft. You can't attack, activate magic items, or carry more than 10 pounds.
Light (At Will)	Touch	DEX 13	You touch one object no larger than 10 feet in any dimension. For 1 hour, the object sheds bright light in a 20 ft. radius and dim light for another 20 ft. The light can be colored as you like, and the spell ends if you dismiss it as an action. If you target an object held or worn by a hostile creature, it must succeed on a DC 13 DEX saving throw to avoid the spell.
Mending (At Will)	Touch	-	This spell repairs a single break or tear in an object you touch such as a broken chain link, two halves of a key, a torn cloak, etc.
Comprehend Languages (Level 1, Ritual)	Self	-	After casting as a ritual for 10 min., you understand the literal meaning of any spoken language you hear or any written language you see if you are touching the surface on which the words are written. The spell lasts for 1 hour and does not decode secret messages in a text or glyphs such as arcane sigils not part of a written language.
Illusory Script (Level 1, Ritual)	Touch	-	After casting as a ritual for 11 min., you write on a surface with an illusion that lasts 10 days. To you and any creatures you designate when casting, the writing appears normal. To all others, it appears as if it were written in an unknown or magical script that is unintelligible or an entirely different message and language. A creature with true sight can read the hidden message.
Identify (Level 1, Ritual)	Touch	WIS 13	After casting for 1 minute or casting as a ritual while touching an item, you learn its magic properties if any. If you touch a creature throughout the casting, you learn what spells, if any, are currently affecting it.
Detect Magic (Level 1, Ritual, Concentration)	Self	-	After casting as an action or as a ritual, for 10 minutes you sense the presence of magic within 30 ft. of you and you learn its school of magic if any. The spell is blocked by 1 ft. of stone, 1 in. of metal, a thin sheet of lead, or 3 ft. of wood or dirt.
Magic Missile (Level 1)	120 ft.	-	You create 3 glowing darts of magical force. Each targets a creature of your choice dealing 1d4+1 force damage. When you cast this spell using a Level 2 spell slot, you create 4 darts instead.
Shield (Level 1)	Self	-	As a reaction when hit by an attack, you have a +5 bonus to your AC until the start of your next turn, and you take no damage from the magic missile spell.
Burning Hands (Level 1)	15 ft.	DEX 13	Each creature in a 15 ft. cone must make a DC 13 DEX saving throw or take 3d6 fire damage, or half as much on a successful save. The fire ignites any flammable objects in the area that aren't being worn or carried.
Chromatic Orb (Level 1)	90 ft.	+5	You hurt a 4-in. sphere of energy at a target, choosing acid, cold, fire, lightning, poison, or thunder. On a hit, target takes 3d8 damage of the type you chose.
Gust of Wind (Level 2, Concentration)	Self	STR 13	A strong line of wind 60 ft. long and 10 ft. wide blasts in a direction you choose for up to 1 minute. Each creature that starts its turn in the line must succeed a DC 13 STR saving throw or be pushed 15 ft. away in a direction following the line. Any creature in the line move half as far, and the gust disperses gas or vapor and extinguishes unprotected flames. Unprotected flames have a 50% chance of being extinguished. As a bonus action on each of your turns before the spell ends, you can change the direction in which the line blasts from you.
Knock (Level 2)	60 ft.	-	Choose an object you can see within range such as a door, box, chest, set of manacles or other object that contains a mundane or magical means that prevent access. A target that is held shut by a mundane lock or that is stuck or barred becomes unlocked. A target that is held shut with the arcane lock spell, that spell is suppressed for 10 min. When you cast the spell, a loud knock emanates from the target and can be heard for 300 ft.
Shatter (Level 2)	60 ft.	CON 13	Each creature in a 10 ft. radius sphere must make a DC 13 CON saving throw or take 3d8 thunder damage, or half as much on a successful save. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on the saving throw. A nonmagical object that isn't being worn or carried also takes damage.
Continual Flame (Level 2)	Touch	-	A torch-like flame springs forth from an object you touch until dispelled, but it creates no heat and doesn't use oxygen. It can be covered or hidden but not smothered or quenched.
Pyrotechnics (Level 2)	60 ft.	CON 13	Choose an area of nonmagical flame that fits within a 5 ft. cube. You can extinguish the fire and create either fireworks or smoke. Fireworks explodes in color, and each creature within 10 ft. must succeed a DC 13 CON saving throw or become blinded until the end of your next turn. Smoke heavily obscures a 20 ft. radius area, lasting for 1 min.
See Invisibility (Level 2)	Self	-	For 1 hour, you see invisible creatures and objects as if they were visible, and you can see into the Ethereal Plane where objects appear ghostly and translucent.