



THE SAGE



HOMEBREW

A conversion of FFXIV's Sage job
for the world's greatest roleplaying game.

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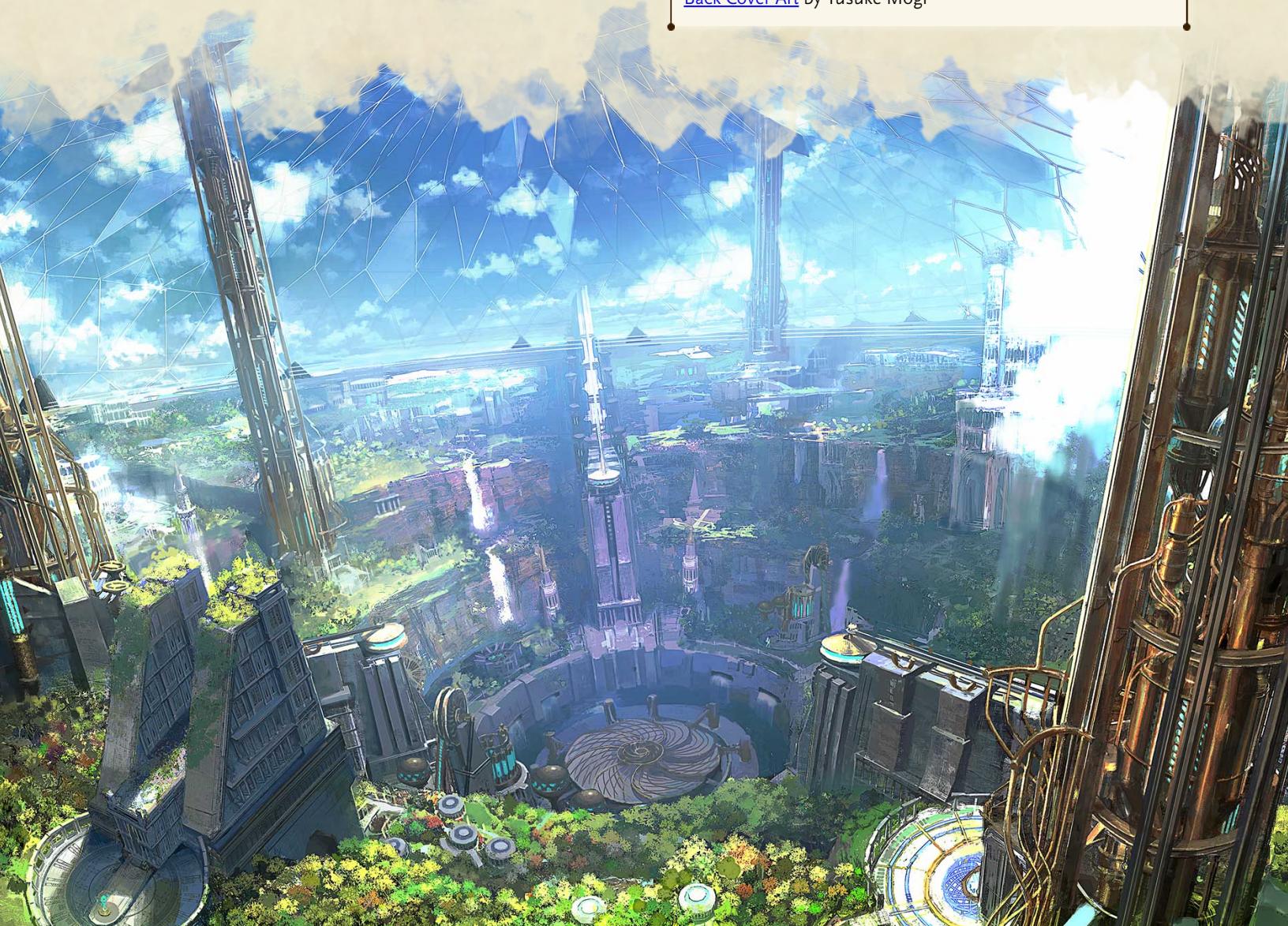
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SAGE

An elezen man watches carefully from just beyond the clearing, scribbling in his notebook as the troll eats. The troll stops for a moment, sniffing the air, turning its gaze in the direction of the man. He curses himself for being careless, before conjuring a barrier with his nouliths, blocking the beast's attack just in time.

Riding a blast of aether from her nouliths, a viera woman dashes away from a group of kobolds, narrowly dodging projectiles thrown her way. After finally putting distance between her and her foes, she turns, unleashing a flurry of destructive spells and devastating the kobold forces.

A roegadyn man stands amidst his fallen allies, bloody, bruised and exhausted. Drawing on the last vestiges of his strength, he blasts the garlean forces with a beam of pure energy. With practiced precision, he draws the excess magic from the spell and infuses healing magics into his allies, who begin to stand and turn the fight in their favour.

Sages are elite, highly skilled mages that wield an array of nouliths to gain an advantage on the battlefield. Incredibly versatile, they can heal their allies, protect themselves, or destroy their enemies with ease using their vast knowledge and powerful magic.

MASTERS OF SOMANOUTICS

Sages are masters of an altruistic art that draws upon the wisdom of several distinct fields, creating something entirely new: the art of somanoutics. By combining aspects of aetherology, sorcery and medicine, the learned of Sharlayan created a unique art that aims to heal and protect allies, while invoking devastation on enemies. To accomplish this, sages make use of a unique array of arcane foci called nouliths. Sages wield these nouliths as an extension of their own mind, directing them through the air to weave arcane symbols and unleash their potent magic. Impeccably difficult to wield, even the most proficient students require years of training to become true masters of their nouliths.



THE SAGE

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	— Spell Slots Per Spell Level —								
					1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Spellcasting, Studied	3	3	2	—	—	—	—	—	—	—	—
2nd	+2	Sage Study	3	4	3	—	—	—	—	—	—	—	—
3rd	+2	—	3	5	4	2	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement	4	6	4	3	—	—	—	—	—	—	—
5th	+3	—	4	7	4	3	2	—	—	—	—	—	—
6th	+3	Sage Study Feature	4	8	4	3	3	—	—	—	—	—	—
7th	+3	—	4	9	4	3	3	1	—	—	—	—	—
8th	+3	Ability Score Improvement	4	10	4	3	3	2	—	—	—	—	—
9th	+4	—	4	11	4	3	2	3	1	—	—	—	—
10th	+4	Sage Study Feature	5	12	4	3	2	3	2	—	—	—	—
11th	+4	—	5	13	4	3	3	3	2	1	—	—	—
12th	+4	Ability Score Improvement	5	14	4	3	3	2	2	1	—	—	—
13th	+5	—	5	15	4	3	3	2	2	1	1	—	—
14th	+5	Sage Study Feature	5	16	4	3	3	2	2	1	1	—	—
15th	+5	—	5	17	4	3	3	3	2	1	1	1	—
16th	+5	Ability Score Improvement	5	18	4	3	3	3	2	1	1	1	—
17th	+6	—	5	19	4	3	3	3	2	1	1	1	1
18th	+6	Eukrasia Mastery	5	20	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	5	21	4	3	3	3	3	1	1	1	1
20th	+6	Enlightened	5	22	4	3	3	3	3	2	1	1	1

SHARLAYAN ACADEMICS

Sages hail from the Studium of Sharlayan, the most prestigious academy of the nation. Here, prospective pupils can learn anything from aetherial studies to astromancy, and the school encourages the study of both the arcane and the occult. Among all these disciplines, however, none are as unique as the study of somanautics, and the sages that this study creates. Most sages are taught in the halls of the studium, learning additional skills alongside their training. On top of this, many sages specialise in a specific field of research, gaining unique and valuable skills. Once a sage emerges on the other side of their training, they are fully-fledged masters of their chosen field and exceptionally skilled spellcasters.

CREATING A SAGE

Many sages find their start in academics, most commonly the Studium at Sharlayan. When creating a sage character, the first thing to consider is how they gained entry to this world of academia and education. Did you have a mentor, perhaps a rogue that left Sharlayan? Did you join the Studium after years of hard work? Or perhaps you are a relative of a member of the Forum, Sharlayan's system of government?

Next, think about what drove you to leave the comforts of your education, and pursue a life of adventure instead? Perhaps you are a roaming healer? Or were you banished

for pursuing dark forbidden knowledge? Or maybe, you are just eager to put your knowledge to the test.

QUICK BUILD

You can make a Sage quickly by following these suggestions. First make Intelligence your highest ability score, followed by Constitution. Next, take the sage background. Finally, take the *dosis*, *mage hand* and *prestidigitation* cantrips, as well as the first-level spells *mage armour*, *magic missile* and *cure wounds*.

CLASS FEATURES

As a sage, you gain the following class features

HIT POINTS

Hit Dice: 1d6 per sage level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 5) + your Constitution modifier per sage level after 1st

PROFICIENCIES

Armor: None

Weapons: Daggers, darts, slings, quaterstaffs, light crossbows

Tools: One type of artisan's tools of your choice

Saving Throws: Wisdom, Intelligence

Skills: Choose three from Arcana, History, Insight, Investigation, Medicine, Nature or Persuasion

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a dagger or (b) a simple weapon
- (a) A diplomat's pack or (b) an scholar's pack
- A set of artisan's tools of your choice
- An array of nouliths

SPELLCASTING

After your extensive education, you have knowledge of several spells, and can cast them with practiced efficiency using nouliths.

CANTRIPS

At 1st level, you know three cantrips of your choice from the sage spell list. You learn additional sage cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Sage table.

SPELL SLOTS

The Sage table shows how many spell slots you have to cast your sage spells of 1st level and higher. To cast one of these sage spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell *healing word* and have a 1st-level and a 2nd-level spell slot available, you can cast *healing word* using either slot.

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know two 1st-level spells of your choice from the sage spell list.

The Spells Known column of the Sage table shows when you learn more sage spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the sage spells you know and replace it with another spell from the sage spell list, which also must be of a level for which you have spell slots.

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your sage spells, since you learn your spells through dedicated study and memorization. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a sage spell you cast and when making an attack roll with one.

Spell save DC = $8 + \text{your proficiency bonus} + \text{your Intelligence modifier}$

Spell attack modifier = $\text{your proficiency bonus} + \text{your Intelligence modifier}$

SPELLCASTING FOCUS

You can use an array of nouliths as a spellcasting focus for your sage spells.

NOULITHS

At 1st level, you have a flying array of foci called nouliths. You control your nouliths as an extension of your mind, using only hand gestures and thoughts to send them darting through the air to cast spells. When wielding nouliths, they levitate beside you, leaving your hands empty. You can draw and stow your nouliths without needing a free hand. When you cast a spell through your nouliths, you need a free hand to direct them with, though it can be the same hand that you use to perform somatic components.

When you cast a spell that doesn't have a range of Self through your nouliths, you can move your nouliths to another space up to 15 feet away, and cast the spell as if you were standing in that space. Your nouliths can share a space with another creature, and return to you immediately after casting the spell.

If your nouliths enter an area of antimagic, such as that caused by an *antimagic field* spell, they become inert and drop to the ground. They become fully functional again after being removed from the area.

STUDIED

At 1st level, you have learned much from your education. You learn two additional languages of your choice. Additionally, choose one of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses the chosen proficiency.

SAGE STUDY

At 2nd level, you direct your efforts into the study of a particular topic, honing your abilities further. Choose from the Aetherology, Illicitology or Vivology studies, each of which is presented at the end of this document. The study you choose grants you features at 2nd level, and again at 6th, 10th and 14th level.

EUKRASIA

Your study allows you to learn and augment specific spells. Each Eukrasia option provided by your study explains which spell you learn and how to augment it. The spells you learn don't count against the number of spells you know. If you learn a eukrasia spell that you already know, you instead learn one spell of your choice from the sage spell list. If you gain a eukrasia spell that doesn't appear on the sage spell list, it is nonetheless a sage spell for you.

As you gain levels in this class, you gain additional Eukrasia options at 3rd level and again at 5th level, as specified in the study's eukrasia description.

You can augment your spells using Eukrasia twice, and regain all expended uses after finishing a short or long rest.

Some Eukrasia effects require saving throws. When you use such an effect, the DC equals your sage spell save DC.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

EUKRASIA MASTERY

When you reach 18th level, you have mastered the flow of energy that fuels your spells. You can augment your spells using Eukrasia three times between rests, rather than only twice.

ENLIGHTENED

When you reach 20th level, your mastery over magic allows you to subtly empower each of your spells. You gain a +2 bonus to your spell save DC and spell attack modifier. When you augment a spell using Eukrasia that requires an attack roll or saving throw, the bonus increases to +3 for that casting.

SAGE STUDIES

As a part of their education, sages choose a topic to focus their efforts on. Each study is a different field, with its own unique challenges and hurdles to overcome. By conquering these challenges, they emerge as masters of their field, with the unique knowledge and skills needed to prove it.

AETHEROLOGY STUDY

Aetherology is the study of magic, in all its forms. Sages of this discipline focus not on specific types of spells, but rather, the improvement of their spellcasting as a whole. They are potent generalists and have a tool for every situation.

ARCANE EUKRASIA

In your studies of the arcane, you have mastered simple yet powerful spells, and have learned how to augment them. When you choose this study at 2nd level, you gain the following two Eukrasia options.

Eukrasian Ankylosis. You learn the *magic missile* spell. When you cast this spell, you can augment the spell by combining each of the darts into a single bolt of force and directing it at a creature you can see within range. The target takes $1d6 + 1$ damage for each dart that the spell would have created.

Eukrasian Osteosis. You learn the *mage armour* spell. When you cast this spell, you can augment the spell by reinforcing the armour. The duration of the spell changes to 1 minute. For the duration, the target has resistance to either bludgeoning, piercing or slashing damage.

When you reach 3rd level, you gain the following Eukrasia option.

Eukrasian Whoosis. You learn the *misty step* spell. When you cast this spell, you can augment the spell and fade from the immediate memories of those around you.

You become invisible until the start of your next turn, or until you attack or cast a spell.

When you reach 5th level, you gain the following Eukrasia option.

Eukrasian Osmosis. You learn the *dispel magic* spell. When you cast this spell, you can augment the spell to capture and redirect some of the dispelled energy. One creature you can see regains $1d6$ hit points for each level of the dispelled spell.

CANTRIP SAVANT

Also at 2nd level, you have learned and mastered some simple cantrips. When you gain this feature, choose one of the following cantrips: *dosis*, *mage hand*, or *resistance*. You learn that cantrip if you don't already know it, and it doesn't count against the number of sage cantrips you know. If you already know your chosen cantrip, you learn one additional cantrip from the sage spell list.

When you cast your chosen cantrip, you can do so with the modification listed below.

Dosis. When you cast the spell, you can choose to target multiple creatures, instead of just one. Make an attack roll against a number of creatures up to your proficiency bonus. On a hit, each creature takes $1d6$ force damage.

Mage Hand. When you cast the spell, you can do so as a bonus action. Additionally, you can control the hand using a bonus action, rather than an action.

Resistance. When you cast the spell, you can do so as a bonus action. When you do so, the spell can only target you, and doesn't require concentration.



SPELL WARD

Starting at 6th level, you have resistance to damage from spells. Moreover, when a creature you can see within 15 feet takes damage from a spell, you can use your reaction extend this benefit to them, granting the creature resistance to damage from spells (including the triggering spell) until the start of your next turn.

CANTRIP MASTER

At 10th level, you can choose a second option from the Cantrip Savant feature. Additionally, you can add your Intelligence modifier to the damage you deal with any sage cantrip.

SWIFTCAST

When you reach 14th level, you learn how to swiftly cast certain spells. When you augment a spell using Eukrasia that has a casting time of 1 action, you can change the casting time to 1 bonus action for that casting.

ILLICITOLOGY STUDY

Among sages, there are some who are not sated by the education they receive, some who are not satisfied with the power they wield. These sages delve deep into the forbidden mysteries of the world, gathering dark and sinister knowledge deemed illicit by the Forum.

FORBIDDEN EUKRASIA

In your studies of forbidden magic, you have learned dark spells, and the means of twisting them to suit you. When you choose this study at 2nd level, you gain the following two Eukrasia options.

Eukrasian Abiosis. You learn the *arms of hadar* spell. When you cast this spell, you can choose to augment it, causing the tendrils to wrap around your foes. Creatures that fail the spell's saving throw become restrained until the start of your next turn. Creatures that succeed the saving throw instead have their movement speed reduced by 15 feet.

Eukrasian Hallucinosis. You learn the *cause fear* spell. When you cast the spell, you can choose to augment it. Instead of becoming frightened of you, the target becomes frightened of another creature of your choice within range of the spell.

When you reach 3rd level, you gain the following Eukrasia option.

Eukrasian Morphosis. You learn the *alter self* spell. When you cast this spell, you can choose to augment it, further twisting your form. You gain the benefit of two of the spell's options, rather than only one.

When you reach 5th level, you gain the following Eukrasia option.

Eukrasian Toxicosis. You learn the *toxicon* spell. When you cast this spell, you can choose to augment it, changing the magic into something toxic. Creatures that fail the saving throw against the spell become poisoned until the end of your next turn.



DARK AUGMENTATION

Also at 2nd level, your extensive studies of the forbidden arts has unearthed a sinister ritual designed to empower a creature's body, at the expense of its mind. As an action, you touch a willing creature and empower it for 1 minute. An empowered creature gains the following benefits:

- The creature's speed increases by 15 feet
- The creature gains a climbing and swimming speed equal to its walking speed.
- The creature has resistance to one damage type of your choice.
- At the start of each of the creature's turns, it gains temporary hit points equal to your proficiency bonus.

Once you use this feature, you can't use it again until you finish a short or long rest. Repeated exposure to this magic can cause a creature to go mad. If a creature is empowered by this feature twice before taking a long rest, it must make a Charisma saving throw when the effect ends. On a failed save, the creature is afflicted with long-term madness.

SAP MAGIC

Starting at 6th level, when you reduce a creature to 0 hit points using a spell of 2nd level or higher, 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.



IMPROVED AUGMENTATION

When you reach 10th level, you find ways of improving the dark ritual you have unearthed. A creature empowered by your Dark Augmentation gains the following additional benefits:

- The creature's spells and weapon attacks deal an additional 1d8 force damage.
- The creature is immune to two of the following conditions of your choice: blinded, charmed, deafened, frightened or poisoned.

SUSPENDED CYCLE

At 14th level, you learn how to break the natural cycle of death for just a moment. When you or a creature you can see within 60 feet is reduced to 0 hit points, you can use your reaction to delay the creature's death until the end of the creature's next turn. During this time, having 0 hit points doesn't knock the creature unconscious, and the creature doesn't make death saving throws. If the creature kills another creature before the end of their next turn, they immediately regain 1 hit point, and their death is prevented. If the creature ends its turn without having killed another creature, then it immediately falls unconscious and makes death saving throws as normal.

Once you use this feature, you can't use it again until you finish a long rest, unless you expend a spell slot of 6th level or higher to use it again.

VIVOLOGY STUDY

Sages that study vivology study the mysteries of life, and how to best preserve it. Vivology students delve deeper into the healing arts, and learn valuable magical techniques they apply alongside their training. These techniques allow them to efficiently heal others, but additionally, they can be used to proactively defend and protect others against harm.

MEDICINAL EUKRASIA

In your studies of healing, you have learned powerful healing spells to keep yourself and your allies alive. When you choose this study at 2nd level, you gain the following two Eukrasia options.

Eukrasian Diagnosis. You learn the *cure wounds* spell. When you cast this spell, you can augment the spell by transmuting the healing magic into defensive shielding. Instead of being healed, the target gains a number of temporary hit points equal to twice the amount it would have regained normally.

Eukrasian Leukosis. You learn the *healing word* spell. When you cast this spell, you can augment the spell by infusing life magic into the target. For 1 minute, the target's maximum hit points increases by an amount equal to the number of hit points healed by the spell.

When you reach 3rd level, you gain the following Eukrasia option.

Eukrasian Prognosis. You learn the *prayer of healing* spell. When you cast this spell, you can choose to augment the spell, accelerating its casting time. The casting time of the spell changes to 1 action.

When you reach 5th level, you gain the following Eukrasia option.

Eukrasian Apotheosis You learn the *revivify* spell. When you cast this spell, you can choose to augment the spell by empowering the target. When the creature returns to life, it regains an additional 4d6 hit points, and has resistance to all damage until the start of its next turn.

KARDIA

Also at 2nd level, you learn how to channel destructive magic into gradual healing. As a bonus action, you can forge an aetheric link between yourself and a creature you can see within 60 feet. For 1 minute, any time you cast a spell of 1st level or higher that deals damage, you can cause the linked creature to regain hit points equal to the spell's level.

You can have only one creature linked at a time. The link breaks if you drop to 0 hit points or if you and the target become separated by more than 60 feet. It also ends if you form a link with another creature. You can also end the link as a bonus action.

ESUNA

By 6th level, you've learned how to magically cure simple diseases with ease. As an action, you can touch a creature and end one non-magical disease currently afflicting it.

Additionally, you also learn how to magically cure complex conditions. As an action, you can touch a creature and end one condition or negative effect caused by a spell of 3rd level or lower afflicting it. The condition can be blinded, charmed, deafened, frightened, paralyzed or poisoned.

IMPROVED KARDIA

Starting at 10th level, when you restore hit points to a creature using your Kardia feature, the creature regains additional hit points equal to your Intelligence modifier.

TECHNE MAKRE

At 14th level, you unearth a powerful technique passed down by ancient healers. As an action, you manifest the visage of ethereal, golden trees. The trees consist of up to five 10-foot cylinders, which you can arrange as you wish. When a creature starts its turn within the area of one of the cylinders, it regains hit points equal to half its missing hit points, and the tree vanishes. Otherwise, the trees remain for 1 minute, after which they vanish in a shower of golden light.

Once you use this feature, you can't use it again until you finish a long rest, unless you expend a 7th level spell slot to use it again.

MULTICLASSING WITH THE SAGE

Ability Score Minimum: You must have an Intelligence score of 13 or higher to multiclass in or out of this class.

Proficiencies Gained: You gain the following proficiencies when you take your first level in this class: One type of artisan's tools of your choice



SAGE SPELL LIST

CANTRIPS (0 LEVEL)

Blade Ward
Dancing Lights
Dosis*
Encode Thoughts
Light
Mage Hand
Mending
Message
Mind Sliver
Minor Illusion
Prestidigitation
Ray of Frost
Resistance
Spare the Dying
Thunderclap
True Strike

1ST LEVEL

Absorb Elements
Alarm
Chromatic Orb
Command
Comprehend Languages
Cure Wounds
Detect Magic
Dissonant Whispers
Expeditious Retreat
Faerie Fire
Feather Fall
Fog Cloud
Healing Word
Identify
Illusory Script
Inflict Wounds
Jump
Mage Armor
Magic Missile
Magnify Gravity
Purify Food and Drink

Rescue*

Sanctuary
Shield
Silent Image
Silvery Barbs
Sleep
Thunderwave

2ND LEVEL

Aid
Arcane Lock
Borrowed Knowledge
Calm Emotions
Darkvision
Detect Thoughts
Earthbind
Enlarge/Reduce
Gentle Repose

Hold Person
Immovable Object
Invisibility
Lesser Restoration
Levitate
Locate Object
Magic Mouth
Mind Spike
Mirror Image
Nystul's Magic Aura
Ray of Enfeeblement
Scorching Ray
See Invisibility
Shatter
Suggestion
Tasha's Mind Whip
Zone of Truth

3RD LEVEL

Counterspell
Dispel Magic
Elemental Weapon
Fly

Glyph of Warding

Haste
Hypnotic Pattern
Intellect Fortress
Leomund's Tiny Hut
Lightning Bolt
Magic Circle
Major Image
Mass Healing Word
Protection from Energy
Pulse Wave
Revivify
Sending
Slow
Tiny Servant
Toxicon*
Zoe*

4TH LEVEL

Arcane Eye
Death Ward
Gravity Sinkhole
Greater Invisibility
Holos*
Locate Creature
Polymorph
Raulothim's Psychic Lance
Stoneskin
Storm Sphere

5TH LEVEL

Circle of Power
Greater Restoration
Hold Monster
Mass Cure Wounds
Passwall
Pneuma*
Scrying
Skill Empowerment
Synaptic Static
Telekinesis

Teleportation Circle

Wall of Force
Wall of Light

6TH LEVEL

Chain Lightning
Disintegrate
Globe of Invulnerability
Gravity Fissure
Guards and Wards
Haima*
Harm
Heal
Mental Prison
True Seeing

7TH LEVEL

Forcecage
Mesotes*
Prismatic Spray
Project Image
Regenerate
Resurrection
Reverse Gravity
Symbol
Teleport

8TH LEVEL

Antimagic Field
Antipathy/Sympathy
Feeblemind
Power Word Stun
Telepathy

9TH LEVEL

Invulnerability
Mass Heal
Psychic Scream
Time Stop

NEW SPELLS

Some spells presented in the sage spell list have been created specifically for this class. As such, they are not intended to appear on any other spell list. The spells are presented in alphabetical order.

DOSIS

Evocation cantrip

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Instantaneous

You fire concentrated beams of energy at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 2d4 force damage.

This spell's damage increases by 2d4 when you reach 5th level (4d4), 11th level (6d4), and 17th level (8d4).

HAIMA

6th-level abjuration

Casting Time: 1 action

Range: Touch

Components: M, S, V (The discarded shell of an insect)

Duration: Concentration, up 1 minute

You touch a creature and erect a barrier of force around it. The creature gains 30 temporary hit points. While the creature has these hit points, it is considered to have half cover from attacks. If the creature would lose all its temporary hit points from this spell as a result of taking damage during the spell's duration, you can use your bonus action on a subsequent turn to rebuild the barrier, again granting the creature temporary hit points. Each time you rebuild the barrier, the number of temporary hit points the creature gains is reduced by 5 to a minimum of 5 temporary hit points. When the spell ends, the target loses any remaining temporary hit points from this spell.

HOTOS

4th-level evocation

Casting Time: 1 action

Range: Self (60-foot radius)

Components: V, S

Duration: Instantaneous

You release a wave of healing magic in every direction. You and creatures of your choice within range regain 4d6 hit points and additionally gain half as many temporary hit points.

MESOTES

7th-level abjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (A transparent glass ball)

Duration: Concentration, up to 1 minute

A dome of magical energy forms in a 15-foot radius around a point you can see within range. When you cast

this spell, choose a number of creatures within the area of the spell. When an affected creature takes damage while within the area of the spell, the creature can choose to reduce that damage by 5, to a minimum of 0 damage. As a bonus action during the spell's duration, you can move the barrier to another point you can see within range.

PNEUMA

5th-level evocation

Casting Time: 1 action

Range: Self (60-foot line)

Components: V, S, M (Complex research notes on the nature of the mortal soul)

Duration: Instantaneous

You conjure a paradoxical beam of destructive and restorative magic in a line 60 feet long and 5 feet wide in a direction you choose. Each creature in the line must make a Dexterity saving throw, taking 5d10 force damage on a failed save, or half as much on a successful one. When you cast this spell, you can choose a number of creatures in the line to instead regain 2d10 hit points, rather than taking damage.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage and healing both increase by 1d10 for each slot level above 5th.

RESCUE

1st-level conjuration

Casting Time: 1 bonus action

Range: 60 feet

Components: S

Duration: Instantaneous

Using a tether of light, you pull one willing creature within range to an unoccupied space within 5 feet of you. This movement does not provoke opportunity attacks.

TOXICON

3rd-level evocation

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Instantaneous

A hail of magical energy descends upon a creature within range. The target and each creature within 10 feet of the target must make a Constitution saving throw, taking 4d10 force damage on a failed save, or half as much on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d10 for each slot level above 2nd.

ZOE

3rd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 minute

You draw restorative magics from the world around you to empower your next spell. The next time you cast a spell of 1st level or higher that restores hit points to a creature during this spell's duration, you restore an additional $2d4$ hit points to one creature affected by the spell, and the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the additional healing increases by $1d4$ for each slot level above 3rd.

THE SAGE

CHANGELOG

V0.1 - 25/04/2022

- First draft of the class. 8 custom spells and 3 subclasses; Aetherology, Viviology and Illicitology Studies.

