**Class Features:**  
  
As a wizard, you gain the following class features.

Wizard Class

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Level | Proficiency Bonus | Features | Cantrips Preparable | 1st | 2nd | 3rd | 4th | 5th | 6th | 7th | 8th | 9th |
| 1st | +2 | Spellcasting, Arcane Recovery | 3 | 2 | — | — | — | — | — | — | — | — |
| 2nd | +2 | Arcane Tradition | 3 | 3 | — | — | — | — | — | — | — | — |
| 3rd | +2 | — | 3 | 4 | 2 | — | — | — | — | — | — | — |
| 4th | +2 | Feat | 4 | 4 | 3 | — | — | — | — | — | — | — |
| 5th | +3 | Memorize Spell | 4 | 4 | 3 | 2 | — | — | — | — | — | — |
| 6th | +3 | Arcane Tradition Feature | 4 | 4 | 3 | 3 | — | — | — | — | — | — |
| 7th | +3 | — | 4 | 4 | 3 | 3 | 1 | — | — | — | — | — |
| 8th | +3 | Feat | 4 | 4 | 3 | 3 | 2 | — | — | — | — | — |
| 9th | +4 | — | 4 | 4 | 3 | 3 | 3 | 1 | — | — | — | — |
| 10th | +4 | Arcane Tradition Feature | 5 | 4 | 3 | 3 | 3 | 2 | — | — | — | — |
| 11th | +4 | — | 5 | 4 | 3 | 3 | 3 | 2 | 1 | — | — | — |
| 12th | +4 | Feat | 5 | 4 | 3 | 3 | 3 | 2 | 1 | — | — | — |
| 13th | +5 | — | 5 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | — | — |
| 14th | +5 | Arcane Tradition Feature | 5 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | — | — |
| 15th | +5 | — | 5 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | 1 | — |
| 16th | +5 | Feat | 5 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | 1 | — |
| 17th | +6 | — | 5 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | 1 | 1 |
| 18th | +6 | Spell Mastery | 5 | 4 | 3 | 3 | 3 | 3 | 1 | 1 | 1 | 1 |
| 19th | +6 | Feat | 5 | 4 | 3 | 3 | 3 | 3 | 2 | 1 | 1 | 1 |
| 20th | +6 | Signature Spells | 5 | 4 | 3 | 3 | 3 | 3 | 2 | 2 | 1 | 1 |

**Hit Points**

* Hit Points at 1st Level: 6 + your Constitution modifier
* Hit Points at Higher Levels: Roll 1d6 (minimum roll of 4) + your Constitution modifier per wizard level after 1st

**Proficiencies**  
Class type: Spellcaster, this tag allows this character to gain certain feats at this classes Feat levels.

* Armor: None
* Weapons: Daggers, darts, slings, quarterstaffs, light crossbows
* Tools: None

**Saving Throws**: Intelligence, Wisdom

**Skills:**   
Choose two from: Arcana, History, Insight, Investigation, Medicine, and Religion

Equipment

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

1. (a) a quarterstaff or (b) a dagger
2. (a) a component pouch or (b) an arcane focus
3. (a) a scholar’s pack or (b) an explorer’s pack
4. A spellbook

**Spellcasting**

As a student of arcane magic, you have a spellbook containing spells that show the first glimmerings of your true power. See Spells Rules for the general rules of spellcasting and the Spells Listing for the wizard spell list.

**Cantrips**At level 1 wizards know all cantrips and their formulas listed in the wizard spell list. These formulas   
are simple and flexible and take up one page in your spellbook and cost no gold to transcribe into a book. They take 1 hour to transcribe all the formula bases for all wizard cantrips.  
  
At 1st level, you can prepare three cantrips of your choice from the wizard spell list. You can prepare additional wizard cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Wizard table.  
  
You can change your list of prepared cantrips when you finish a long rest. Preparing a new list of wizard spells requires time spent studying your spellbook and memorizing the incantations and gestures you must make to cast the spell: at least 1 minute per cantrip spell on your list.

**Spellbook**

At 1st level, you have a spellbook containing six 1st-level wizard spells of your choice. Your spellbook is the repository of the wizard spells you know.

**Preparing and Casting Spells**

The Wizard table shows how many spell slots you have to cast your wizard spells of 1st level and higher. To cast one of these 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.

You prepare the list of wizard spells that are available for you to cast. To do so, choose a number of wizard spells from your spellbook equal to your Intelligence modifier + your wizard level (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you’re a 3rd-level wizard, you have four 1st-level and two 2nd-level spell slots. With an Intelligence of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination, chosen from your spellbook. If you prepare the 1st-level spell magic missile, you can cast it using a 1st-level or a 2nd-level slot. Casting the spell doesn’t remove it from your

list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of wizard spells requires time spent studying your spellbook and memorizing the incantations and gestures you must make to cast the spell: at least 1 minute per spell level for each spell on your list.

**Spellcasting Ability**

Intelligence is your spellcasting ability for your wizard 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 wizard spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your Intelligence modifier

**Ritual Casting**

You can cast a wizard spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don’t need to have the spell prepared.

**Spellcasting Focus**

You can use an arcane focus (see the Adventuring Gear section) as a spellcasting focus for your wizard spells.

Learning Spells of 1st Level and Higher

Each time you gain a wizard level, you can add two wizard spells of your choice to your spellbook for free. Each of these spells must be of a level for which you have spell slots, as shown on the Wizard table. On your adventures, you might find other spells that you can add to your spellbook (see the “Your Spellbook” sidebar).

**YOUR SPELLBOOK**

The spells that you add to your spellbook as you gain levels reflect the arcane research you conduct on your own, as well as intellectual breakthroughs you have had about the nature of the multiverse. You might find other spells during your adventures. You could discover a spell recorded on a scroll in an evil wizard’s chest, for example, or in a dusty tome in an ancient library.

Copying a Spell into the Book. When you find a wizard spell of 1st level or higher, you can add it to your spellbook if it is of a spell level you can prepare and if you can spare the time to decipher and copy it.

Copying that spell into your spellbook involves reproducing the basic form of the spell, then deciphering the unique system of notation used by the wizard who wrote it. You must practice the spell until you understand the sounds or gestures required, then transcribe it into your spellbook using your own notation.

For each level of the spell, the process takes 2 hours and costs 50 gp. The cost represents material components you expend as you experiment with the spell to master it, as well as the fine inks you need to record it. Once you have spent this time and money, you can prepare the spell just like your other spells.

Replacing the Book. You can copy a spell from your own spellbook into another book—for example, if you want to make a backup copy of your spellbook. This is just like copying a new spell into your spellbook, but faster and easier, since you understand your own notation and already know how to cast the spell. You need spend only 1 hour and 10 gp for each level of the copied spell.

If you lose your spellbook, you can use the same procedure to transcribe the spells that you have prepared into a new spellbook. Filling out the remainder of your spellbook requires you to find new spells to do so, as normal. For this reason, many wizards keep backup spellbooks in a safe place.

The Book’s Appearance. Your spellbook is a unique compilation of spells, with its own decorative flourishes and margin notes. It might be a plain, functional leather volume that you received as a gift from your master, a finely bound gilt-edged tome you found in an ancient library, or even a loose collection of notes scrounged together after you lost your previous spellbook in a mishap.

**Arcane Recovery**

You have learned to regain some of your magical energy by studying your spellbook. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your wizard level (rounded up), and none of the slots can be 6th level or higher.

For example, if you’re a 4th-level wizard, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots.

**Arcane Tradition**

When you reach 2nd level, you choose an arcane tradition, shaping your practice of magic through one of eight schools: Abjuration, Conjuration, Divination, Enchantment, Evocation, Illusion, Necromancy, or Transmutation. The School of Evocation is detailed at the end of the class description, and more choices are available in other sources.

Your choice grants you features at 2nd level and again at 6th, 10th, and 14th level.  
(*See Subclass Guide*)

**Feat**

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you gain a feat  
  
**Memorize Spell**

Starting at level 5 you may spend a minute studying your spell book as a ritual. After you finish the ritual you may unprepare a spell you currently have prepared and then prepare another spell. If you unprepare a cantrip spell in this way you can only prepare another cantrip.

**Spell Mastery**

At 18th level, you have achieved such mastery over certain spells that you can cast them at will. Choose a 1st-level wizard spell and a 2nd-level wizard spell that are in your spellbook. You can cast those spells at their lowest level without expending a spell slot when you have them prepared. If you want to cast either spell at a higher level, you must expend a spell slot as normal.

By spending 8 hours in study, you can exchange one or both of the spells you chose for different spells of the same levels.

**Signature Spells**

When you reach 20th level, you gain mastery over two powerful spells and can cast them with little effort. Choose two 3rd-level and one 4th-level wizard spells in your spellbook as your signature spells. You always have these spells prepared, they don’t count against the number of spells you have prepared, and you can cast each of them once at 3rd level and 4th level respectively without expending a spell slot. When you do so, you can’t do so again until you finish a short or long rest.

If you want to cast any of these spells at a higher level, you must expend a spell slot as normal.

## Order of Scribes

Features

|  |  |
| --- | --- |
| Wizard Level | Feature |
| 2nd | Wizardly Quill, Awakened Spellbook |
| 6th | Manifest Mind |
| 10th | Master Scrivener |
| 14th | One With the Word |

#### Wizardly Quill

Starting at 2nd level, as a bonus action, you can magically create a Tiny quill in your free hand. The magic quill has the following properties:

* The quill doesn’t require ink. When you write with it, it produces ink in a color of your choice on the writing surface.
* The time you must spend to copy a spell into your spellbook equals 2 minutes per spell level if you use the quill for the transcription.
* You can erase anything you write with the quill if you wave the feather over the text as a bonus action, provided the text is within 5 feet of you.

This quill disappears if you create another one or if you die.

#### Awakened Spellbook

Starting at 2nd level, using specially prepared inks and ancient incantations passed down by your wizardly order, you have awakened an arcane sentience within your spellbook.

While you are holding the book, it grants you the following benefits:

* You can use the book as a spellcasting focus for your wizard spells.
* When you cast a wizard spell with a spell slot, you can temporarily replace its damage type with a type that appears in another spell in your spellbook, which magically alters the spell’s formula for this casting only. The latter spell must be of the same level as the spell slot you expend.
* When you cast a wizard spell as a ritual, you can use the spell’s normal casting time, rather than adding 10 minutes to it. Once you use this benefit, you can’t do so again until you finish a long rest.

If necessary, you can replace the book over the course of a short rest by using your Wizardly Quill to write arcane sigils in a blank book or a magic spellbook to which you’re attuned. At the end of the rest, your spellbook’s consciousness is summoned into the new book, which the consciousness transforms into your spellbook, along with all its spells. If the previous book still existed somewhere, all the spells vanish from its pages.

#### Manifest Mind

Starting at 6th level, you can conjure forth the mind of your Awakened Spellbook. As a bonus action while the book is on your person, you can cause the mind to manifest as a tiny spectral object, hovering in an unoccupied space of your choice within 60 feet of you. The spectral mind is intangible and doesn’t occupy its space, and it sheds dim light in a 10-foot radius. It looks like a ghostly tome, a cascade of text, or a scholar from the past (your choice).

While manifested, the spectral mind can hear and see, and it has darkvision with a range of 60 feet. The mind can telepathically share with you what it sees and hears (no action required).

Whenever you cast a wizard spell on your turn, you can cast it as if you were in the spectral mind’s space, instead of your own, using its senses. You can do so a number of times per day equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

As a bonus action, you can cause the spectral mind to hover up to 30 feet to an unoccupied space that you or it can see. It can pass through creatures but not objects.

The spectral mind stops manifesting if it is ever more than 300 feet away from you, if someone casts dispel magic on it, if the Awakened Spellbook is destroyed, if you die, or if you dismiss the spectral mind as a bonus action. Once you conjure the mind, you can’t do so again until you finish a long rest, unless you expend a spell slot of any level to conjure it again.

#### Master Scrivener

Starting at 10th level, whenever you finish a long rest, you can create one magic scroll by touching your Wizardly Quill to a blank piece of paper or parchment and causing one spell from your Awakened Spellbook to be copied onto the scroll.

The spellbook must be within 5 feet of you when you make the scroll. The chosen spell must be of 1st or 2nd level and must have a casting time of 1 action. Once in the scroll, the spell’s power is enhanced, counting as one level higher than normal.   
  
A creature can cast the spell from the scroll by reading it as an action. The scroll uses your intelligence modifier, spell save dc, and attack rolls for its effects for any creature that uses it. The spell vanishes from the scroll when the spell it stored was cast or when you finish your next long rest.

You are also adept at crafting spell scrolls. The gold and time you must spend to make such a scroll are halved if you use your Wizardly Quill.

#### One with the Word

Starting at 14th level, your connection to your Awakened Spellbook has become so profound that your soul has become entwined with it. While the book is on your person, you have advantage on all Intelligence (Arcana) checks, as the spellbook helps you remember magical lore.

Moreover, if you take damage while your spellbook’s mind is manifested, you can prevent all of that damage to you by using your reaction to dismiss the spectral mind, using its magic to save yourself. Then roll 3d6. The spellbook temporarily loses spells of your choice that have a combined spell level equal to that roll or higher. For example, if the roll’s total is 9, spells vanish from the book that have a combined level of at least 9, which could mean one 9th-level spell, three 3rd-level spells, or some other combination. If there aren’t enough spells in the book to cover this cost, you drop to 0 hit points.

Until you finish 1d6 long rests, you are incapable of casting the lost spells, even if you find them on a scroll or in another spellbook. After you finish the required number of rests, the spells reappear in the spellbook. Once you use this reaction, you can’t do so again until you finish a long rest.

## School of Abjuration

Features

|  |  |
| --- | --- |
| Wizard Level | Feature |
| 2nd | Abjuration Savant, Arcane Ward |
| 6th | Abjuration Secrets |
| 10th | Hold of a Mage |
| 14th | Spell Resistance |

#### Abjuration Savant

Beginning at 2nd level, the gold and time you must spend to copy an abjuration spell into your spellbook is halved.  
  
You learn the sanctuary spell, this spell counts as a wizard spell for you. Scribing this spell into a book takes no gold for you and one action to do.

#### Arcane Ward

Starting at 2nd level, you can weave magic around yourself for protection. Whenever you finish a long rest, you produce a magical ward that guards you and others against harm. The ward has a hit point maximum 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.

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.   
  
Whenever you finish a long rest the ward regains all its missing hit points.

#### Abjuration Secrets

Starting at 6th level, you learn two abjuration spells of 3rd level or lower (*including cantrips*). These spells do not have to be from the wizard’s spell list and are always prepared for you. These spells do not count against the number of spells you can prepared.

#### Hold of a Mage

starting at 10th level, when you see a creature within 60ft of you attempt to teleport you may use your reaction to stop that creature from teleporting. This effect does not stop any other effect of the spell or ability such as the damage from thunder step. Then if you wish you may make a contested check using your spellcasting ability against their spellcasting ability. If you win the contest that creature instead teleports to an unoccupied space within 5ft of you of your choice.  
  
Once you use this feature once you cannot do so again until you finish a long rest or expend a spell slot of 4th level or greater as part of the reaction.

#### Spell Resistance

Starting at 14th level, you have advantage on saving throws against spells.

Furthermore, you have resistance against the damage of spells.

## School of Conjuration

Features

|  |  |
| --- | --- |
| Wizard Level | Feature |
| 2nd | Conjuration Savant, Minor Conjuration |
| 6th | Benign Transposition |
| 10th | Focused Conjuration |
| 14th | Durable Summons |

#### Conjuration Savant

Starting at 2nd level, the gold and time you must spend to copy a conjuration spell into your spellbook is halved.

You learn the find familiar spell, this spell no longer requires the materials it consumes to cast it if you cast it as a ritual. If you already know the find familiar spell you learn another 1st level conjuration spell from the wizard’s spell list.

You may have more than one familiar as long as one of the creatures was created with a wizard spell. You cannot have more than two familiars at any time.

#### 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 or deals any damage.

#### Benign Transposition

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 5 X your proficiency additional max hit points.

## School of Divination

Features

|  |  |
| --- | --- |
| Wizard Level | Feature |
| 2nd | Divination Savant, Portent |
| 6th | Expert Divination |
| 10th | The third eye |
| 14th | Greater Portent |

#### Divination Savant

Starting at 2nd level, the gold and time you must spend to copy a divination spell into your spellbook is halved.

You learn the identify spell, this spell no longer requires a material component to cast it if you cast it as a ritual. If you already know the identify spell you learn another 1st level divination spell from the wizard’s spell list.

#### 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

Starting 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 rest.

**Darkvision.** You gain darkvision out to a range of 60 feet you may see in full color as if in bright light using this feature.

**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.

## School of Enchantment

Features

|  |  |
| --- | --- |
| Wizard Level | Feature |
| 2nd | Enchantment Savant, hypnotic Gaze |
| 6th | Instinctive Charm |
| 10th | Split Enchantment |
| 14th | Alter Memories |

#### Enchantment Savant

Starting at 2nd level, the gold and time you must spend to copy an enchantment spell into your spellbook is halved.

The Friends to Enemies cantrip changes with the strength of your charms. When you cast the spell and direct it at a creature you may make an ability check using your spellcasting modifier against that creature’s passive perception as the Dc. If you succeed the creature does not notice that you influenced their mood and become hostile. If you fail you may choose to end the spell before it effects the creature and possibly causes it to become hostile. Regardless of whether you effect the creature or not you cannot attempt to use this spell in this way against that creature for two days.

#### 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

Starting 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 one or more creatures, you may have it target an additional creature within range.

#### 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.

## School of Evocation

Features

|  |  |
| --- | --- |
| Wizard Level | Feature |
| 2nd | Evocation Savant Sculpt Spells |
| 6th | Potent Cantrip |
| 10th | Empowered Evocation |
| 14th | Overchannel |

#### Evocation Savant

Starting at 2nd level, the gold and time you must spend to copy an evocation spell into your spellbook is halved.

Your evocation cantrips are improved. Increase those cantrips damage dice by one magnitude. It cannot exceed a d12 dice.  
*(1d4 -> 1d6 ->1d8 ->1d10 \_>1d12)*

#### 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 to one damage roll of any wizard evocation spell you cast.

#### Overchannel

Starting at 14th level, you can increase the power of your simpler spells. When you cast a wizard spell of 1st through 5th level that deals damage, 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.

## School of Illusion

Features

|  |  |
| --- | --- |
| Wizard Level | Feature |
| 2nd | Illusion Savant, Illusionists Guile |
| 6th | Malleable Illusions |
| 10th | Illusory Self |
| 14th | Illusory Reality |

#### Illusion Savant

Starting at 2nd level, the gold and time you must spend to copy an illusion spell into your spellbook is halved.

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

#### Illusionists Guile

Starting at 2nd level, you gain proficiency with slight of hand *(as usual if you are proficient with this skill select another skill and become proficient in that skill).*

Whenever you cast an illusion spell of 3rd level or lower you may forgo any verbal components.   
A creature who can see you can still has a chance to detect that you are casting a spell if that spell still has material or somatic components. You can attempt to hide these signs with a slight of hand check against their passive perception.

#### 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.

## Practitioner of Necromancy

Features

|  |  |
| --- | --- |
| Wizard Level | Feature |
| 2nd | Necromancy Savant, grim Harvest |
| 6th | Undead Thralls |
| 10th | Inured to Undeath |
| 14th | Command the Hord |

#### Necromancy Savant

Starting at 2nd level, the gold and time you must spend to copy a necromancy spell into your spellbook is halved.

Your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class.

#### 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 Summon Undead spell to your spellbook if it is not there already. When you cast Summon Undead, you can summon two of the undead spirits (they do not have to be the same) instead of one. If you already know the Summon Undead spell you learn another 1st, 2nd, or 3rd level necromancy spell from the wizards spell list.

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

* You may have an additional familiar as long as one or more of those familiars are Undead or created as a result of a necromancy spell or similar effect.
* Every undead creature beyond the second under your control only counts as a collective single familiar. They act as a “horde/’s” (*swarm/’s*) if more than two creatures are under your control.
* 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 unless it is by an effect of a spell or ability that you cast or use.

#### Command the Hoard

Starting at 14th level, you gain the ability to better command your horde summoned, raised, and controlled undead.  
  
You can take 1 legendary action, choosing from the options below. The you regain your spent legendary action at the start of your turn.

**Attack:** You command an undead creature under your control to make a single melee or ranged **weapon** attack against a creature within their range that you can see. That creature immediately makes that attack if they are able.

**Move: You command an undead creature under your control to move up to their speed to a location you can see. That creature immediately moves up to their speed to that location if able.**

**Seek: Command an undead creature under your control to make a perception or investigation check using its stats. That creature immediately makes that skill check if able with direction from you (*if able*). The creature automatically relays pertinent information it gains in this way to you as a ghostly whisper of the previous soul that inhabited the body.   
  
To give any of these commands the undead creature under your control must be able to see or hear you.**

## School of Transmutation

Features

|  |  |
| --- | --- |
| Wizard Level | Feature |
| 2nd | Transmutation savant, Minor alchemy |
| 6th | Transmuter’s Stone |
| 10th | Shapechanger |
| 14th | Master Transmuter |

#### Transmutation Savant

Starting at 2nd level, the gold and time you must spend to copy a transmutation spell into your spellbook is halved.

All transmutation spells are added to wizard spell list. *(you still need to take them as part of leveling up or inscribe them from spell scrolls-You innately gain all cantrips as preparable spells)*

#### 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
* 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.

## Tradition of War Magic

Features

|  |  |
| --- | --- |
| Wizard Level | Feature |
| 2nd | Arcane Deflection, Tactical Wit, War Mage |
| 6th | Arcane Strikes, Power Surge |
| 10th | Spell Breaker durable Magic |
| 14th | Deflecting Shroud |

#### Arcane Deflection

Starting at 2nd level, you have learned to weave your magic to fortify yourself against harm. When you fail a saving throw, you can use your reaction to gain a +5 bonus to that saving throw.

#### 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.

If you make a melee attack as part of casting a spell, you don't provoke opportunity attacks from that creature for the rest of the turn, whether you hit or not.

#### War Mage

At 2nd level, you learn to suit yourself up for battle, you gain proficiency with light armor. You gain proficiency with all simple weapons.   
  
You **may** use your Intelligence in place of dexterity when calculating your armor class while wearing light armor as long as you are not holding a shield.

You add all spells that require weapon attacks as part of their material cost to the list of your preparable cantrips. These spells count as wizard spells for you.

#### Arcanic Strikes

Starting at 6th level, when you make a weapon attack as part of casting a spell you may use your intelligence modifier instead of strength or dexterity to make that weapon attack.

#### Power Surge

Starting at 6th level, you can store magical energy within yourself to later empower your damaging spells. In its stored form, this energy is called a power surge.

You can store up to one power surges at a time. Whenever you finish a short rest, long rest, dispel a magic with Dispel Magic, or later on absorb damage with durable magic using a spell slot of 4th level or higher. You gain a 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 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.

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.

#### Deflecting Shroud

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

## School of Chronurgy Magic

Features

|  |  |
| --- | --- |
| Wizard Level | Feature |
| 2nd | Chronal Shift, Temporal Awareness |
| 6th | Momentary Statis |
| 10th | Arcane Abeyance |
| 14th | Convergent Future |

#### Chronal Shift

Starting at 2nd level, you can magically exert limited control over the flow of time around a creature. As a reaction, after you or a creature you can see within 30 feet of you makes an attack roll, an ability check, or a saving throw, you can force the creature to reroll. You make this decision after you see whether the roll succeeds or fails. The target must use the result of the second roll.

You can use this ability twice, and you regain any expended uses when you finish a long rest.

#### Temporal Awareness

Starting at 2nd level, when you roll initiative, you may grant one creature within 60ft of you advantage on initiative rolls. (*Including yourself, no action required*)

#### Momentary Stasis

Starting at 6th level, as an action, you can magically force a large or smaller creature you can see within 60 feet of you to make a constitution saving throw against your spell save DC. Unless the saving throw is a success, the creature is encased in a field of magical energy until the end of your next turn or until the creature takes any damage. While encased in this way, the creature is incapacitated and has a speed of 0.

You can use this feature a number of times equal to your Intelligence modifier (a minimum of once). You regain all expended uses when you finish a long rest.

#### Arcane Abeyance

Starting at 10th level, when you cast a spell using a spell slot of 4th level or lower, you can condense the spell’s magic into a mote. The spell is frozen in time at the moment of casting and held within a gray bead for 1 hour. This bead is a tiny object with AC 15 and 1 hit point, and it is immune to poison and psychic damage. When the duration ends, or if the bead is destroyed, it vanishes in a flash of light, and the spell is lost.

A creature holding the bead can use its action to release the spell within, whereupon the bead disappears. The spell uses your spell attack bonus and save DC, and the spell treats the creature who released it as the caster for all other purposes.

Once you create a bead with this feature, you can’t do so again until you finish a short or long rest.

#### Convergent Future

Starting at 14th level, you can peer through possible futures and magically pull one of them into events around you, ensuring a particular outcome. When you or a creature you can see within 60 feet of you makes an attack roll, an ability check, or a saving throw, you can use your reaction to ignore the die roll and decide whether the number rolled is the minimum needed to succeed or one less than that number (your choice).

When you use this feature, you gain one level of exhaustion. Only by finishing a long rest can you remove a level of exhaustion gained in this way.

## Order of Graviturgy

Features

|  |  |
| --- | --- |
| Wizard Level | Feature |
| 2nd | Adjust Density |
| 6th | Gravity Well |
| 10th | Violent Attraction |
| 14th | Event Horizon |

#### Adjust Density

Starting at 2nd level, as an action, you can magically alter the weight of one object or creature you can see within 30 feet of you. The object or creature must be Large or smaller. The target’s weight is halved or doubled for up to 1 minute or until your concentration ends (as if you were concentrating on a spell).

While the weight of a creature is halved by this effect, the creature’s speed increases by 10 feet, it can jump twice as far as normal, and it has disadvantage on Strength checks and Strength saving throws. While the weight of a creature is doubled by this effect, the creature’s speed is reduced by 10 feet, and it has advantage on Strength checks and Strength saving throws.

Upon reaching 10th level in this class, you can target an object or a creature that is Huge or smaller.

#### Gravity Well

Starting at 6th level, you’ve learned how to manipulate gravity around a living being: whenever you cast a spell on a creature, you can move the target 5 feet to an unoccupied space of your choice if the target is willing to move, the spell hits it with an attack, or it fails a saving throw against the spell.

#### Violent Attraction

Starting at 10th level, when another creature that you can see within 60 feet of you hits with a weapon attack, you can use your reaction to increase the attack’s velocity, causing the attack’s target to take an extra 1d10 damage of the weapon’s type.

Alternatively, if a creature within 60 feet of you takes damage from a fall, you can use your reaction to increase the fall’s damage by 2d10.

You can use this feature a number of times equal to your Intelligence modifier (a minimum of once). You regain all expended uses when you finish a short or long rest.

#### Event Horizon

Starting at 14th level, as an action, you can magically emit a powerful field of gravitational energy that tugs at other creatures for up to 1 minute or until your concentration ends (as if you were concentrating on a spell). For the duration, whenever a creature hostile to you starts its turn within 30 feet of you, it must make a Strength saving throw against your spell save DC. On a failed save, it takes 2d10 force damage, and its speed is reduced to 0 until the start of its next turn. On a successful save, it takes half as much damage, and every foot it moves this turn costs 2 extra feet of movement.

Once you use this feature, you can’t do so again until you finish a long rest or until you expend a spell slot of 3rd level or higher on it.

**Spell List**

**Cantrips (0 Level)**

Acid Splash (conjuration)

Blade of elemental fire (evocation)

Blade of elemental ice (evocation)

Blade Ward (abjuration)

Bone chill (necromancy)

Booming blade (evocation)

Control flames (transmutation)

Create bonefire (conjuration)

Dancing Lights (evocation)

Encode thoughts (enchantment)

Fire Bolt (evocation)

Frostbite (evocation)

Friends to enemies (enchantment)

Gust (transmutation)

Infestation (conjuration)

Kinetic strike (enchantment)

Light (evocation)

Mage Hand (conjuration)

Magic Stone (transmutation)

Mending (transmutation)

Message (transmutation)

Mind-blanks (enchantment)

Minor Illusion (illusion)

Mold earth (transmutation)

Poison Spray (conjuration)

Prestidigitation (transmutation)

Ray of Frost (evocation)

Spark-blade (evocation)

Shape water (conjuration)

Shocking Grasp (evocation)

Sword burst (conjuration)

Thunderclap (evocation)

True Strike (divination)

Toll the dead (necromancer)

**1st Level**

Alarm\* (abjuration)

Burning Hands (evocation)

Catapult (transmutation)

Cause fear (necromancy)

Caustic brew (evocation)

Charm Person (enchantment)

Chromatic Orb (evocation)

Color Spray (illusion)

Comprehend Languages\* (divination)

Detect Magic\* (divination)

Disguise Self (illusion)

Earth tremor (evocation)

Elemental knife (evocation)

Expeditious Retreat (transmutation)

False Life (necromancy)

Feather Fall (transmutation)

Find Familiar\* (conjuration)

Floating Disk\* (conjuration)

Fog Cloud (conjuration)

Grease (conjuration)

Hideous Laughter (enchantment)

Identify\* (divination)

Illusory Script\* (illusion)

Jump (transmutation)

Longstrider (transmutation)

Mage Armor (abjuration)

Magic Missile (evocation)

Protection from Evil and Good (abjuration)

Ray of Sickness (necromancy)

Shield (abjuration)

Silent Image (illusion)

Sleep (enchantment)

Thunderwave (evocation)

Unseen Servant\* (conjuration)

Witch Bind (evocation)

**2nd Level**

Acid Arrow (evocation)

Alter Self (transmutation)

Arcane Lock (abjuration)

Augry (divination)

Blindness/Deafness (necromancy)

Blur (illusion)

Cloud of Daggers (conjuration)

Continual Flame (evocation)

Crown of Madness (enchantment)

Darkness (evocation)

Darkvision (transmutation)

Detect Thoughts (divination)

Dragon’s breath (transmutation)

Dust devil (conjuration)

Earthbind (transmutation)

Earthen grasp (transmutation)

Enlarge/Reduce (transmutation)

Enhanced ability (transmutation)

Flaming Sphere (conjuration)

Gentle Repose\* (necromancy)

Gust of Wind (evocation)

Hold Person (enchantment)

Invisibility (illusion)

Knock (transmutation)

Levitate (transmutation)

Locate Object (divination)

Magic Mouth\* (illusion)

Magic Weapon (transmutation)

Mind spike (divination)

Mind whip (evocation)

Mirror Image (illusion)

Misty Step (conjuration)

Nystul’s Magic Aura (illusion)

Omni-ray x (evocation)

Omni-wave x (evocation)

Phantasmal Force (illusion)

Pyrotechnics (transmutation)

Ray of Enfeeblement (necromancy)

Rope Trick (transmutation)

See Invisibility (divination)

Shatter (evocation)

Skywrite (transmutation)

Snowball swarm (evocation)

Spider Climb (transmutation)

Suggestion (enchantment)

Web (conjuration)

**3rd Level**

Bestow Curse (necromancy)

Blink (transmutation)

Catnap (enchantment)

Clairvoyance (divination)

Counterspell (abjuration)

Dispel Magic (abjuration)

Enemies abound (enchantment)

Erupting earth (transmutation)

Elemental ammunition (evocation)

Fear (illusion)

Feign Death\* (necromancy)

Fireball (evocation)

Fly (transmutation)

Gaseous Form (transmutation)

Glyph of Warding (abjuration)

Haste (transmutation)

Hypnotic Pattern (illusion)

Intellect fortress (abjuration)

Lightning Bolt (evocation)

Magic Circle (abjuration)

Major Image (illusion)

Minute meteors (evocation  
  
Nondetection (abjuration)

Phantom Steed\* (illusion)

Protection from Energy (abjuration)

Remove Curse (abjuration)

Sending (evocation)

Sleet Storm (conjuration)

Slow (transmutation)

Speak with dead (necromancy)

Spirit shroud (necromancy)

Stinking Cloud (conjuration)

Summon fey (conjuration)

Summon shadowspawn (conjuration)

Summon undead (conjuration and necromancy)

Tiny Hut\* (evocation)

Tongues (divination)

Thunder step (conjuration)

Tidal wave (conjuration)

Vampiric Touch (necromancy)

Wall of sand (evocation)

Wall of water (evocation)

Water Breathing\* (transmutation)

**4th Level**

Arcane Eye (divination)

Banishment (abjuration)

Black Tentacles (conjuration)

Blight (necromancy)

Confusion (enchantment)

Control Water (transmutation)

Charm monster (enchantment)

Dimension Door (conjuration)

Divination\* (divination)

Elemental bane (transmutation)

Fabricate (transmutation)

Faithful Hound (conjuration)

Frostfire Shield (evocation)

Greater Invisibility (illusion)

Hallucinatory Terrain (illusion)

Ice Storm (evocation)

Locate Creature (divination)

Phantasmal Killer (illusion)

Polymorph (transmutation)

Private Sanctum (abjuration)

Resilient Sphere (evocation)

Sickening radiance (evocation)

Secret Chest (conjuration)

Stone Shape (transmutation)

Stoneskin (abjuration)

Storm sphere (evocation)

Summon aberration (conjuration)

Summon construct (conjuration)

Summon elemental (conjuration)

Summon greater demon (conjuration)

Vitriolic sphere (evocation)

Wall of Fire (evocation)

Watery sphere (conjuration)