

Arcane Traditions



Many Isles



ARCANE TRADITIONS



hen you wizard reaches second level, he can choose an arcane tradition, shaping his practice of magic through one of six schools: Abjuration, Evocation, Hygieia, Teleportation, Tilemeta or Transmutation.

His choice grants him features at 2nd level and again at 6th, 10th, and 14th level.

MYSTICATION

Another school of magic, used by holy spellcasters such as clerics and paladins, is Mystication. This is not available to wizards, and therefore is no arcane tradition.

SCHOOL OF ABJURATION

The school of Abjuration focuses on magical fields, and all that can be achieved with them. Some fields are invisible, but materially present, blocking blows from hitting you. Some are moving images, complete with sounds and realistic reactions, but your hand passes through them. Abjuration is very differentiated, and possibly the broadest of all schools.

ABJURATION SAVANT (2)

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

ARCANE SPECIFICATION (2)

At 2nd level, you specify yourself into one of the six Abjuration colleges: Comprehension, Divination, Enchantment, Illusion, Interdiction or Fyloram. You gain abilities depending on which college you choose.

Comprehension. You are a master of understanding the meaning behind people's actions, texts, and creatures. You learn one language of your choice which you have encountered before in your life. Alternatively, you can learn a runic or glyph script, at the DM's discretion.

Divination. You seek a clearer understanding of the past, present and future. Whenever you cast an Abjuration (Divination) spell, you may gain a glimpse of the future as well. The DM describes one image to you. You do not know the circumstances of this image, but you know you will see that picture once in your life.

Enchantment. You focus on binding wards and other magical fields around objects. You may roll a d4 whenever you complete a long rest. You may cast an Abjuration (Enchantment) spell without using a spell slot if the required slot is equal to or lower than the number rolled. The die becomes a d6 at 10th level, and 2d4 at 20th.

Illusion. You become a master at creating images and sounds out of thin air. Choose a 1st-level Abjuration (Illusion) spell. It now counts as a cantrip for you.

Interdiction Your resistance to magical effects increases as you learn how to dispel them. You gain advantage on any saving throws against spells and other magical effects.

Fyloram. A follower of the college of Fyloram is a great charmer, using magical fields to influence what a creature sees, hears, and feels. You gain Expertise in Deception.

ABJURER'S WARD (6)

You can create a field of magic to permanently be around you. Choose one of the wards below. You may choose a different ward at the end of a short rest. You can end the effects of a ward using an action, and reactivate it in the same way. A ward counts as a 2nd-level spell.

Deflection. You appear blurred to creatures seeing you from afar. Any attack rolls performed more than 30 feet away from you and targeting you have disadvantage.

Enlightenment. You shed bright light in a 10-foot radius and dim light for another 10 feet.

Obscuration. All light within a 20-foot radius of you is dimmed by one level: bright light becomes dim light, and dim light becomes darkness. This is nonmagical darkness.

Silence. No sound can be generated within 15 feet of you. Any creatures within that range are also deafened.

Warning. You become more aware of your surroundings. Specify any number of magical schools. Whenever a spell is cast or a creature passively using a named kind of magic within 150 feet, you feel a mild twinge. You can choose what exactly you feel: it could be a scratch appearing, your ears suddenly appearing red, or any other such thing.

IMPROVED ABJURATION (10)

When you cast an Abjuration spell that requires you to make an ability check as a part of casting that spell, you may add your proficiency bonus to that check. If you already have proficiency, you have expertise. If you already have expertise, this feature has no effect.

SPELL RESISTANCE (14)

You have advantage on saving throws against spells. Furthermore, you have resistance against the damage of spells.

SCHOOL OF EVOCATION

The school of Evocation focuses on energy, in all its forms and shapes. An evocator brings energy from the Weave and channels it into the forces, colors, and shape he likes. Evocation spells are momentary fluxes of energy, and they don't last.

EVOCATION SAVANT (2)

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

SCULPT SPELLS (2)

When you cast an Evocation spell that affects other creatures that you can see, you can choose a number of them equal to half your spellcaster level. They automatically succeed on their saving throws against your spell, and take no damage if they would instead take half damage from it.

EVOCATION MASTER (6)

You become apt in one of the two colleges of Evocation, Telekinesis or Mentium.

Mentium Master. You power greatly damages other creature's minds. Whenever a creature touches you if you wish so, and whenever you deal damage with an Evocation (Mentium) spell, you deal (an additional) 1d6 psychic damage. This increases to 2d6 at 12th level and 3d6 at 18th level.

Telekinesis Master. Whenever you cast an Evocation (Telekinesis) spell that affects a creature, you additionally deal 1d6 bludgeoning damage. This improves to 2d6 at 12th level, and 3d6 at 18th level.

EMPOWERED EVOCATION (10)

You may add your Intelligence modifier to damage rolls caused by your Evocation spells.

OVERCHANNEL (14)

You can increase the power of your simpler spells. When you cast an Evocation spell of 5th level or lower that deals damage, you can deal maximum damage with the spell.

If you use this ability again before taking a long rest, you take 1d12 damage for each level of the spell immediately after you cast it. This damage per level increases by another d12 each time you use it until you take a long rest.

SCHOOL OF HYGIEIA

Hygieia is the art of altering the body of a creature. This can cause healing and irreparable damage. Typically, only the god-empowered can acquire enough knowledge to know what has to be done to heal such complicated bodies as humanoids have, and usually can't heal creatures too different from themselves.

Prerequisites. You should be god-empowered to be able to cast most Hygieia spells. If not, think of some way in which you acquired the vast biological knowledge required. Alternatively, you are a seeing caster - one who can walk both the Weave and the material world, and who can enter the bodies of creatures to see what they are doing.

HYGIEIA SAVANT (2)

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

PRIME NECROMANCER (2)

The only college of Hygieia is Necromancy, and you learn this as you delve into the art of Hygieia. When you cast a Hygieia (Necromancy) spell, you can choose to reduce the spell slot used by up to 1d4 levels. You need to complete a short rest to use this ability again after you used it twice.

UNDEAD THRALLS (6)

You add the *animate dead* spell to your spellbook if you don't already have it. When you cast this spell, you can target one additional corpse or pile of bones.

Whenever you create an undead using a Hygieia (Necromancy) spell, it has these additional benefits:

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

SUPERIOR HEALER (10)

Whenever you heal a creature with a spell of 3rd level or lower, you may add half your spellcaster level to the total HP healed. If the healing spell was of 4th level or higher, you can add your spellcaster level to the total healed.

ARCANE RESISTANCE (14)

Whenever you are targeted by a Hygieia spell, as a reaction, you can attempt to counter it as a reaction. If that spell is of 3rd level or lower, that spell doesn't affect you. If it is of a higher level, make a challenge against the caster's Spellcasting Ability modifier, countered by your own. If you win, the targeted spell fails. You can use this ability once between rests. From 20th level on, you can use it twice.

Furthermore, you have resistance to all damage dealt by a Hygieia spell.

MASTER MANIPULATOR (14)

You learn the difficult college of Goiteia, an advanced way of charming creatures - by literally changing their minds.

You gain proficiency in the Deception skill, and no longer need a Somatic component for your Hygieia (Goiteia) spells.

SCHOOL OF TELEPORTATION

A teleporter studies the art of pulling the strings of the Weave and being carried by them across the other dimension. Similarly, a teleporter can use the Weave like a fishing rod, taking creatures and objects from other locations and bringing them to him, as Conjurations.

TELEPORTATION SAVANT (2)

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

HALT TELEPORTATION (2)

As a reaction when you see a creature casting a teleportation spell within 30 feet of you, you can cause their spell to fail if the spell's level is half your spellcaster level (rounded down) or less.

GREAT TELEPORTER (10)

You can now cast the *Misty Step* spell at will.

MASTER OF CONJURATION (14)

Whenever you cast a Teleportation (Conjuration) that allows you to summon a creature, the CR you may summon increases by 1.

SCHOOL OF TILEMETA

Tilemeta is the art of entering the Weave, and modifying what is there. Only the greatest of mortals, those that can see the Weave, may study this advanced school.

Prerequisites. You must be a seeing spellcaster to study Tilemeta; meaning, you have to be able to see the Weave. Discuss this with your DM.

TILEMETA SAVANT (2)

Beginning when you select this school at 2nd level, the time you spend to copy Tilemeta spells into your spellbook is halved. The gold you need for transcriptions is divided by 4.

TRACK MAGIC (2)

In order to study Tilemeta fully, you must also learn the college of Discernation. This is the college of tracking and finding creatures using their magical tracks in the Weave.

From now on, whenever you look into the Weave as a bonus action, you can see the traces of creatures animated by magic (such as undead and most constructs), and of spells that were cast here. You see, in a 60-foot radius, the direction followed, number, type, and power (CR, usually) of all creatures that passed within two days. Similarly, you know the school, college, and approximate level of spells cast in the same radius and timespan. You do not see the trace of cantrips.

Lasting magical effects are obvious to you, and you can discern their school, college, Ele'Sillian type, and approximate level easily.

SEE TRUE (6)

You can now blend your perception of material world and Weave together fully. You no longer need to use bonus actions to see into the Weave, and have truesight to 90 ft, as well as blindvision to the same range.

ANNIHILATE SPELLCASTER (10)

If you are within 20 feet of a spellcaster, if they are of lower level than you, you can shut off their access to the Weave. As long as they are in range of you, they cannot cast spells or cantrips, and any magical effects on them end whilst they are in range. The DM might rule some of these effects are broken.

TRUE VISION (14)

You know the precise levels and power of spells and creatures you spot in the Weave, using Track Magic or real-time. You know the exact spellcaster levels, if any, of any spellcaster within truesight range, and the magical power of any creatures or items using magic.

SCHOOL OF TRANSMUTATION

The art of Transmutation concerns itself with altering objects. You can take a sphere, and make it into a cube, or make wine into water, or the other way round. Powerful Transmutators can even shape energy into objects.

TRANSMUTATION SAVANT (2)

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

MINOR TRANSMUTATION (2)

You know the *mending* cantrip, and can master it better than a normal spellcaster; the repairs can be up to 3 foot long. Also, the casting time for *mending* is halved for you.

MEDIUM TRANSMUTATION (6)

You can transform wood, stone, iron, copper, and silver freely. Each minute, you can transform a cubic foot of one of these materials into another of these.

MAJOR TRANSMUTATION (10)

Choose a Transmutation spell of 3rd level or lower; you can now cast it at will, without expending a spell slot. You still need the required material components, however.

MASTER TRANSMUTER (14)

You can now transform large objects. Taking 10 minutes, you can transform a 5-foot cube into a different shape or material. The DM might rule that you cannot achieve a certain shape or material, but otherwise, you are completely free to shape the world.

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