



ARCANE TRADITION

SCHOOL OF INVENTION (ALTERNATE)

The School of Invention claims credit for inventing the other schools of magic—a claim other wizards find absurd. Wizards of this school push magic to its limits. They stretch the known laws of arcane power and strive to reveal important truths about the nature of the multiverse.

Adherents of this school believe that innovation is best served through experimentation. They have a reputation for acting first, thinking second. Most wizards are scholars who have mastered their craft through careful study, rigorous practice, and endless hours of repetition. These wizards would rather throw spells together and see what happens.

Many wizards of this tradition are gnomes, alchemists, or both, and they take pride in the magic-infused apparatus they don. The apparatus is designed to help the wizard channel magic in powerful, but unpredictable ways.

Wizards of this tradition are regarded as savants to their faces, but wizards of other traditions often think of them as lunatics.

ARCANE APPARATUS

When you choose this arcane tradition at 2nd level, you gain proficiency with your choice of Tinker's Tools or Alchemy Supplies.

Using your chosen tools, you learn how to make an arcane Apparatus. This device consists of a metal gauntlet connected to a back mounted capacitor via various chords. The Apparatus serves as an arcane focus while allowing you to keep both hands free. If your Apparatus is lost or destroyed, you can use your chosen tools to spend 1 hour and 2gp worth a materials to construct a new one. You can only benefit from one Apparatus at a time and only a creature from the School of Invention can use an Apparatus.

EXPLOSIVE INNOVATION

Also starting at 2nd level, you learn two Innovations of your choice, detailed at the end of the document. You must have your Apparatus equipped to use any of your Innovations. Many Innovations enhance your spells as you cast them. You can only use one Innovation per spell cast.

The Innovation descriptions will require you to roll one or more Heat Die. This represents your Apparatus building up heat as you push its limits. To roll a Heat Die, roll a d6 and add the result to the Heat Level of your Apparatus.

Your Apparatus starts with a Heat Level of 0 and has a maximum Heat Level equal to $6 + \text{Half your Wizard Level}$ (rounded up). If you end your turn without having rolled a Heat Die since the end of your last turn, your Apparatus's heat level decreases by 1.

If your Apparatus's Heat Level exceeds its maximum, it overloads. Reduce its Heat Level back to 0, cast the spell you were applying the Innovation to, and then roll on the Arcane Overload table to see what mishap befalls you.

If an effect on the Arcane Overload calls for a saving throw, the DC equals $10 + \text{your proficiency modifier}$.



ARCANE OVERLOAD

d12	Name	Effect
1	Essence Backlash	Roll a Number of d4s equal to your proficiency modifier. You take that much force damage. This damage can't be reduced
2	Sonic Assault	You subject to the effects of the <i>Confusion</i> spell for the next minute. At the end of each of your turns, you may make an Wisdom saving throw to end the effect
3	Downsize	For the next minute, you are under the effects of the reduce option from the spell <i>Enlarge/Reduce</i> .
4	Vacuumelt	You are subject to the effects of the <i>Banishment</i> spell for the next 30 seconds. At the end of each of your turns, you may make an Charisma saving throw to end the effect.
5	Pyromatics	You and each creature within a number of feet of you equal to 5 times your proficiency bonus must make a Dexterity saving throw. You have disadvantage on this saving throw. On a failed save, the creature catches fire. At the end of each of the creature's turns, it takes 1d6 fire damage. The creature or anyone within 5 feet of it can use an action to put out the flames.
6	Hypervolt Grasp	You are Paralyzed until the end of your next turn.
7	Shattering Spree	Sound erupts from you and can be heard up to 100ft. away. You and each creature within 15ft. of you must make a Constitution saving throw. On a failed save, creatures take a number of d6s of thunder damage equal to your proficiency bonus, and half as much damage on a successful save
8	Maximize Altitude	You are launched upwards a number of feet equal to 10 times your proficiency bonus. You may chose to move horizontally by the same number of feet.
9	Street Spasm	All non-magical ground within 15 feet of you becomes difficult terrain. You and each creature standing in the effected area must make a Dexterity saving throw. On a failed save, the creature is knocked prone. You have disadvantage on this save.
10	Hypothesizzle	Your intelligence becomes 1. At the start of each of your turns, roll a d4. If you roll a 4, your intelligence returns normal

11 Thunderheads

Strange elemental heads start swirling around you, babbling and yelling for the next 10 minutes. You have disadvantage on skill checks and the noise is audible out to 150 feet.

12 Arcane Detonation

Your Arcane Apparatus becomes unstable and explodes at the end of your next turn, forcing each creature within a number of feet of your Apparatus equal to your proficiency bonus to make a Dexterity saving throw. On a failed save, creatures take a number of d10s of force damage equal to your proficiency bonus. They take half as much damage on a successful save.

INVENTER'S INSIGHT

At 6th level, you learn an additional Innovation of your choice. Additionally, once per round, when you roll a Heat Die, you may chose to reduce or increase the result by 1. This may increase the result to 7 or reduce it to 0.

DIRECT CURRENT

At 10th level, you learn an additional Innovation of your choice.

Additionally, you may chose not to roll any Heat Die for a turn and use an Action to discharge your Apparatus. When you use this action, roll 3d6 and reduce the Heat Level of the Apparatus by the result. You may make a ranged spell attack against another creature within 60 feet as part of this action. If the attack hits, the creature takes lightning damage equal to the result rolled.

You may not use this action if you have rolled a Heat Die since the end of your last turn, and once you use this action, you can't use any Innovations until the start of your next turn.

At 17th level, the amount you roll becomes 4d6.

EPIC EXPERIMENT

Beginning at 14th level, as an Action, Bonus Action, or Reaction, you can discharge all the heat from your Apparatus. When you do this, you may cast any spell from your spell book that has a spell level equal to no more than half the Heat Level you discharged and a casting time equal to the type of action you used to discharge the Apparatus. You must meet all other requirements for the casting of the spell.

Once you use this feature, you cannot do so again until you complete a long rest.

INNOVATIONS

The innovations are presented in alphabetical order.

Beacon Bolt. When you make an attack roll with a Wizard spell, you may roll a Heat Dice. You may repeat this process until you overload or choose to stop.

Once either happens, add the combined result to the attack roll. You can wait until after you make the attack roll before deciding to use this Innovation, but must decide before the DM says whether the roll succeeds or fails. If the spell attack succeeds, it deals half as much damage.

Cyclonic Rift. Whenever you cast a Wizard spell of 1st level or higher that has a point in space as its target and forces creatures to make a saving throw, you may roll a Heat Dice. You may repeat this process until you overload or choose to stop. Once either happens, each creature that fails against the spell's save on the turn it was cast is pulled a number of feet equal to the total Heat Dice result towards the center of the spell.

Dynacharge. When you roll damage for a spell, you may roll a Heat Dice. You may then choose to replace one of the damage die results with the Heat Die result. You may repeat this process until you overload or choose to stop.

Focus Surge. You may cast a spell requiring concentration and maintain concentration on it, even while concentrating on another spell. Whenever you make a check to maintain concentration, one check is made for both spells.

At the start of each of your turns, and whenever you take damage, roll a Heat Die. If you overload, you immediately lose concentration on both spells.

Ionize. When you cast a spell that forces a creature to make a saving throw, you may roll a Heat Die. You may repeat this process until you overload or choose to stop.

Once either happens, You may choose one of the Heat Dice rolled and subtract its result from the result of the first saving throw made against the spell. You can chose to use this Innovation after the creature makes its roll, but before the DM says whether the creature succeeded on its saving throw or not.

Jump-Start. When you make a Constitution saving throw to maintain concentration on a spell, you may chose to roll a Heat Die and add its result to the result of your saving throw. If you still failed the save, you may repeat this process until you overload or chose to stop.

Mazimize Velocity Whenever you cast a Wizard spell of 1st level or higher that targets only you or one friendly creature, you roll a Heat Die. You may repeat this process until you overload or choose to stop.

Once either happens, you may choose one of the Heat Dice rolled and the target creature moves a number of feet equal to the total Heat Dice result times 5 in a direction of its choosing.

ART CREDIT

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- Ral Zerek - Magic the Gathering - Wizards of the Coast.
 - Brainstorm - Magic the Gathering - Wizards of the Coast.

