



## SPELLCASTING FEATS

The feats are presented here in alphabetical order. They are designed to help players emulate how mages from the different schools in the *Strixhaven* setting cast their spells. However, they can also be used in any setting to help players specialize in how they wield their magic.

### EQUATION MASTER (QUANDRIX)

*Prerequisite:* A spellcasting feature that grants spell slots

You've learned how to mathematically manipulate your reserves of magical power for optimal efficiency, granting you the following benefits:

- As an action or bonus action, you can expend two spell slots to regain one spell slot whose level is less than or equal to the sum of the expended spell slots. You cannot regain a spell slot whose level is higher than your proficiency bonus.  
You can use this ability a number of times equal to your proficiency bonus and regain all expended uses after you finish a long rest.
- As an action or bonus action, you can expend a spell slot to regain two spell slots whose combined level is less than or equal to the level of the expended spell slot.



### MATERIAL MASTER (WITHERBLOOM)

*Prerequisite:* The ability to cast at least one spell

You've learned to conjure magic using potions and other forged materials, granting you the following benefits:

- You can replace any spell's verbal, somatic, and material components with just a material component. If the spell's material components lack a cost and aren't consumed by a spell, you can replace them with 1 pound of rations. If the spell doesn't normally have a material component, it gains a material component of 1 pound of rations when cast this way.
- When casting a spell that targets one or more creatures, you can use any magical potion as a spellcasting focus for that spell. If the spell requires material components that don't have a gold cost, the potion serves as the material component.

When casting a spell this way, choose one of the creatures targeted by that spell. That creature gains the potion's benefits as though it drank the potion, and the potion is consumed. An unwilling creature can make a Constitution save against your spell save DC, negating the effect of the potion on a success.





## SOMATIC MASTER (PRISMARI)

*Prerequisite: The ability to cast at least one spell*

You've learned to cast spells using only the power of your graceful gestures and dance-like maneuvers. Doing so allows you to slip in and out of harm's way as you weave your magic. You gain the following benefits:

- You can replace any spell's verbal, somatic, and material components that lack a cost and aren't consumed by a spell with just a somatic component. If the spell doesn't normally have a somatic component, it gains a somatic component when cast this way.
- Whenever you cast a spell with a somatic component, you can move 5 feet just before or just after you cast the spell. This movement does not provoke attacks of opportunity.

## SCROLL MASTER (LOREHOLD)

*Prerequisite: The ability to use spell scrolls*

You've specialized in the use of arcane scrolls, granting you the following benefits:

- You can use a spell scroll even if the spell on the scroll is not on your class's spell list.
- You gain advantage on checks made to cast a spell of a higher level than you can normally cast using a spell scroll.
- You may cast a spell from a spell scroll without consuming the scroll if the spell's level is equal to or less than half your proficiency bonus rounded up, and the spell doesn't consume any material components. Once you cast a spell this way, you can't do so again until you finish a long rest.
- Over the course of a long rest, you can bind yourself to a spell scroll if the scroll's spell is one you currently could learn from your class's spellcasting feature. While bound to the scroll, you can use it as a spellcasting focus. You can also cast the spell from the scroll using a spell slot of the appropriate level. Once you bind to a scroll, your bond with any other scrolls ends.





## VERBAL MASTER (SILVERQUILL)

*Prerequisite: The ability to cast at least one spell*

You've learned how to quickly cast spells using only the power of your words, allowing you to catch enemies off guard. You gain the following benefits:

- You can replace any spell's verbal, somatic, and material components that lack a cost and aren't consumed by a spell with just a verbal component. If the spell doesn't normally have a verbal component, it gains a verbal component when cast this way.
- During the first round of combat, when you cast a spell using a verbal component, each creature that can hear you can't take reactions until the end of your turn unless you allow it.
- You can use your Charisma, Intelligence, or Wisdom modifier in place of your Dexterity modifier when rolling for initiative.
- Your spell attacks have advantage against creatures that haven't taken their turn, and creatures that haven't taken their turn have disadvantage on saving throws against your spells.

## ART CREDIT

- Solve the Equation - Lie Setiawan, Wizards of the Coast.
- Hunt for Specimens - Randy Vargas, Wizards of the Coast.
- Lorehold Pledgemage - Jake Murray, Wizards of the Coast.
- Radiant Performer - Alessandra Pisano, Wizards of the Coast.
- Thunderous Orator - Brian Valeza, Wizards of the Coast.

## **REVISION NUMBERS**

- Equation Master 1.0.0
- Material Master 1.0.0
- Scroll Master 1.0.0
- Somatic Master 1.0.0
- Verbal Master 1.0.0