# **Hit Points:**

##### **Hit Dice:** 1d6 per wizard level **Hit Points: [20] =** 2 + [3] lvl \* (4 + [2] CON)

##### **Proficiencies**

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

Medium Humanoid. Speed is 30 feet.

**Little Giant.** You count as one size larger when determining your carrying capacity.

**Mountain Born.** You have resistance to cold damage. You also naturally acclimate to high altitudes.

**Stone's Endurance.** When you take damage, you can use your reaction to reduce the damage d12 + [2] CON.

You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

**Spells**

**Copying a Spell into the Book.** For each level of the spell, the process takes 2 hours and costs 50 gp. Once you have spent this time and money, you can prepare the spell just like your other spells.

##### **Preparing and Casting Spells**

Total spells prepared: [7] from [4] Intelligence modifier + [3] your wizard level.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of wizard spells requires 1 minute per spell level for each spell on your list.

##### **Spellcasting Ability**

**Spell save DC [14]** = 8 + [2] your proficiency bonus + [4] your Intelligence modifier

**Spell attack modifier [6]** = [2] your proficiency bonus + [4] 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 as a spellcasting focus for your wizard spells.

### **Cantrip Formulas**

Whenever you level up replace one wizard cantrip you know with another cantrip from the wizard spell list.

### **Arcane Recovery**

Once per day when you finish a short rest, you can choose expended spell slots to recover equal to [3] = roundup ([3] WIZ lvl / 2) + [1] Artifact, none of the slots can be 6th level or higher.

### **Wizardly Quill**

Bonus action: create a Tiny quill in your free hand.

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 spell book equals 2 minutes per spell level.

### **Awakened Spellbook**

While holding the book:

* 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.
* Per long rest you can cast ritual, with normal time. No adding 10 minutes to cast time.

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. If the previous book still existed somewhere, all the spells vanish from its pages.