

# ORDER OF INCENSE

*Carrying war censers and a tome hung on chains from their belt, incense wizards are often mistaken for clerics or paladins. Alas, their might comes not from god or oath, but from their hell-bent study of magicks in the pursuit of punishing those that use the weave for purposes they deem selfish, evil or harmful. Warhammer in hand, they break enemy lines with powerful magic-fueled swings and close-range spells; their martial prowess a complement to their reckless use of magic. While the usual wizard might see strategic utility in a high vantage point to cast a devastating evocation, the order of incense thinks differently. By being close to their enemies, they can make the most of their limited resources, even if the risks are greater. Utilizing the weave to tear the life essence from their foes, their battles are a storm of death that rarely ends with something other than a thick, sickening miasma that breaks and chokes their foes and friends alike.*

*Most members of this order serve noble purposes, usually as hag hunters or teachers. However, some are enthralled by their deathly magic and may go rogue in an attempt to attain lichdom.*

## OF IRON AND WEAVE

Beginning at 2nd level, your training in bludgeoning weapons and armored combat has earned you proficiency with hammers, warhammers, mauls, morningstars, and war picks. You can cast somatic components while holding these weapons in one or both hands. Additionally, you're also proficient with light, medium, and heavy armor.

## WEAVES OF INCENSE

Starting at 2nd level, when you kill a creature that's threatening you with a leveled spell, a miasma of magical incense of the creature's size appears in the space they were occupying. This miasma lightly obscures objects behind and within it. The miasma lasts one round per proficiency bonus and is dissipated by gusts of wind, meteorological effects such as rain or hail, attacks against it, or by helping a creature shrouded within one.

Additionally, as a reaction, when a miasma appears or when moving within 30ft of one of these miasmas, you can attempt to absorb it and regain some of the lingering magic within it. Roll a Constitution saving throw with a difficulty of 10 + twice the level of the expended slot. If you succeed, you can regain a spell slot of up to half your Proficiency bonus, but never a slot of a higher level than that which spawned the miasma. These regained slots can only be used for wizard spells.

## CLAD IN MAGIC

When you reach 6th level in this tradition, you gain the following benefits:

As part of a long rest, you can choose one piece of medium or heavy armor and weave your magic into it, attaching scrolls and letting your incense coat it. This allows you to see normally while in thick mists or magical darkness that you created. This armor counts as a wizard spellcasting focus for you. You can only do so with one armor piece at a time. Your miasmas heavily obscure the area if you are wearing this armor.

Additionally, when you cast a cantrip that includes a melee weapon attack roll, you can use your Intelligence modifier in place of your Strength or Dexterity for the attack and damage rolls.

## BARRAGE THROUGH THE SMOKE

Starting at 10th level, whenever one of your spells harms a creature within 5 feet of you on your turn, you can, as a bonus action, cast a cantrip at a creature no further away than 5 feet from you. The creature triggering this feature is a valid target.

Additionally, you learn to grasp more of the essence spent when you cast your spells. When you succeed at one of your Weaves of Incense saving throws, you gain temporary hit points equal to your wizard level + (Intelligence modifier \* the level of the spell slot) spent to create the mist. These temporary hit points last until the end of your next long rest.

You can use this feature a number of times equal to your Constitution modifier. Expended uses are regained after a long rest.

## FOG OF DEATH

At 14th level, you become proficient in Constitution saving throws from your constant exposure to the miasma.

Furthermore, your miasma becomes a potent vector of poison and death. Creatures other than you that start their turn within them take necrotic or poison (your choice) damage equal to your Intelligence modifier. After they take the damage, they can make a Constitution saving throw against your spell save and become immune to the miasma's damaging effects until the end of their next turn.

Additionally, when you cast a spell or make a spell attack roll, and it damages a creature within 30ft of you, that creature must make a Constitution save against your spell save DC or be shrouded in a miasma of magical incense of their size. This miasma, if absorbed by Weaves of Incense, does not grant any benefits.