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**Transmutation**

**Aura of Alteration**

*You surround yourself in a scintillating aura that causes minor changes in the makeup of objects around you.*

Choose a physical stat when memorizing spells or after a long rest. You and all allies within 10ft radius gain a +2 enhancement bonus to the chosen stat. Starting at 12th level the radius increases to 20ft and you may choose one additional stat of any type to receive a +2 enhancement bonus.

**Adaptive Action**

*2nd-level Transmutation*

**Casting Time:** Swift

**Range:** Self

**Components: (V) (S)**

**Duration:** Instantaneous

*You have a supernatural ability to quickly adapt to potential threats. You have this spell prepared for free in addition to your normally prepared spells.*

When you take damage from an attack; you may use your reaction for that turn to gain a +2 modifier to Armor Class and Dexterity checks until the end of your next turn and you may immediately take 10ft of movement in any legal direction. During your next turn you may also make an additional swift action. This spell may be cast up to 3 times before expending it's spell slot.

**Polymorph Mastery**

Starting at level 12 you have the spell Polymorph prepared for free in addition to your normally prepared spells. The HP cap of the spell is increased by 50 and the spell DC against your Polymorph is increased by 1.

**Unstable Mutation**

*6th-level Transmutation*

**Casting Time:** 1 action

**Range:** 100ft

**Components: (V) (S)**

**Duration:** 10 rounds

*You have the Unstable Mutation spell memorized for free in addition to your normal prepared spells.*

Cause drastic transformation in a willing or unwilling living target. Cast a magical enhancement or disability to dexterity, strength or constitution granting a bonus or negative modifier of 6 to checks involving the chosen stat. An Unwilling target is entitled a Wisdom save to negate the effects of this spell. Each round at the end of the target's turn; if cast as an enhancement a -1 modifier is imposed that round and each round until -8 is reached. Two rounds after the 8th counter is placed the spell's effects end. If used as a debility a +1 modifier is used in instead but with a max counter size of +4.

**Material Components:** A lump of clay

***Transmogrifier***

You may now cast a greater and more definable form of the Polymorph spell on willing targets. You may transform wings, claws and extra arms as an example. Each effect requires concentration for up to three effects at a time and may be focused among any number of targets within 100ft. Total Transformation is still possible at the cost of full concentration. Duration is 1 hour regardless of use and casting polymorph in this manner still uses up an appropriate spell slot.

**Abjuration**

**Improved Barrier Magic**

Increase the armor enhancement value of your Abjuration spells such as mage armor, shield and shield other by +1. Also the affected area of your wall type spells is doubled. Starting at 12th level gain an additional armor enhancement to Abjuration spells and Wall spells you cast now have a Hardness value of 10/-.

**Protective Instincts**

When you or an ally within 50ft of you are attacked in combat you may cast one of your Abjuration spells as a swift action using your reaction. Any spell cast in this way has any armor enhancements doubled but will persists until the end of the targets next turn regardless of the spell's normal duration.

**Minor Globe of Invulnerability**

*5th-level Abjuration*

**Casting Time:** 1 action

**Range:** 50ft

**Components: (V) (S)**

**Duration:** 1 minute

*You have the spell Minor Globe of Invulnerability prepared in addition to your normally prepared spells.*

You summon forth a magical immovable barrier. A translucent sphere 30ft in diameter blocks the effects of all spells or spell-like abilities cast at level 3 or lower. Spells may still be cast from within the sphere and projected outward to normal effect. Anyone can move freely in and out of the sphere except those of incorporeal and astral nature. The barrier has a +2 bonus to DC checks against dispelling effects.

**Material Component:** A glass or crystal bead that shatters at the expiration of the spell

**Deflection**

*7th-level Abjuration*

**Casting Time:** 1 action

**Range:** 50ft

**Components: (S)**

**Duration:** 1 round

*You have the spell Deflection prepared for free in addition to your normally prepared spells.*

You shroud yourself in protective magic temporarily giving you resistance to all damage types until the end of your next turn. You may also choose to take half of any damage suffered by allies within 15ft of you for the duration of the spell.

**Major Globe of Invulnerability**

*8th-level Abjuration*

**Casting Time:** 1 action

**Range:** 50ft

**Components: (V) (S)**

**Duration:** 1 minute

*You have the spell Major Globe of Invulnerability prepared in addition to your normally prepared spells.*

summon forth a magical immovable barrier. A translucent sphere 30ft in diameter blocks the effects of all spells cast at level 6 or lower. Spells may still be cast from within the sphere and projected outward to full effect. Anyone can move freely in and out of the sphere except those of incorporeal and astral nature. The barrier has a +2 bonus to save DC against dispelling effects.

**Material Component:** A glass or crystal bead that shatters at the expiration of the spell

**Conjuration**

**Summon Monster I**

*1st-level Conjuration*

**Casting Time:** 1 action

**Range:** 50ft

**Components: (V) (S)**

**Duration:** 1 hour

*Summon a creature or creatures with a total number of hit dice of 3 for a duration of 1 hour.*

**Summon Monaster II**

*3rd-level Conjuration*

**Casting Time:** 1 action

**Range:** 50ft

**Components: (V) (S)**

**Duration:** 1 hour

*Summon a creature or creatures with a total number of hit dice of 6 for a duration of 1 hour.*

**Summon Monaster III**

*5th-level Conjuration*

**Casting Time:** 1 action

**Range:** 50ft

**Components: (V) (S)**

**Duration:** 1 hour

*Summon a creature or creatures with a total number of hit dice of 9 for a duration of 1 hour.*

**Summon Monaster IV**

*7th-level Conjuration*

**Casting Time:** 1 action

**Range:** 50ft

**Components: (V) (S)**

**Duration:** 1 hour

*Summon a creature or creatures with a total number of hit dice of 12 for a duration of 1 hour.*

**Summon Monaster V**

*9th-level Conjuration*

**Casting Time:** 1 action

**Range:** 50ft

**Components: (V) (S)**

**Duration:** 1 hour

*Summon a creature or creatures with a total number of hit dice of 17 for a duration of 1 hour.*

**Necromancy**

**Soul Forged Spells**

*Your spells are linked to your life force. Whenever a target of one of your spells fails to save; you gain your mage level in Temporary Hit points. This effect is not cumulative. Spell that do not require a save work a half effectiveness.*

**Rebuke Undead**

*As Paladin of equal class level.*

**Fein Death**

*4th-level Necromancy*

**Casting Time:** Swift

**Range:** Self

**Components: (S)**

**Duration:** 30 minutes

*You have the spell Fein Death prepared in addition to your normally prepared spells.*

You put yourself in a trance like state which cannot be distinguished from death. All normal body functions cease for a duration of 30 minutes. You suffer damage normally in this state and each time you suffer damage you may make a wisdom check against your spell's DC to wake ahead of the spells normal duration. This spell can fool even magic, supernatural and undead.

**Material Component:** A pinch of graveyard dust.

**Essence Link**

*5th-level Necromancy*

**Casting Time:** 1 action

**Range:** 50ft

**Components: (V) (S)**

**Duration:** Concentration, up to 1 hour

*You bind your soul with another willing creature or unwilling spirit.*

When bound the target and caster may transfer any amount of temporary HP as a free action. Both caster and subject can hear and understand each other perfectly within 500ft An unwilling target functions as though under the effects of a Command spell allowing an initial wisdom save to ignore the effects of this spell and may make another save each time it is unwilling to do a spoken command from the caster. On successful save the target becomes immune to this effect for 24 hours.

**Magic Jar**

*8th-level Necromancy*

**Casting Time:** Ritual

**Range:** Special

**Components: (V) (S)**

**Duration:** Special

*Create a magical reliquary that stores the soul of a willing creature upon death.*

**Material Component:** A gem or crystal worth at least 100 gp

**Divination**

**Foresight**

*You anticipate the near future.*

Gain a d20 luck die that may be used in the same way as the Lucky trait, once per long rest. At 12th Level you gain an additional d20 luck die.

**Diviner's Lore**

*You have a keen knowledge of things within the world that few have witnessed.*

When making a knowledge skill check you may add an expertise bonus of +5 to the roll. You may add this bonus to Knowledge skills you are not proficient with and information gathered from this check may include things yet to come involving the subject.

**Scry**

*As spell, now 6th level.*

**Fate Bender**

*8th-level Divination*

**Casting Time:** Swift

**Range:** Special

**Components: (V) (S)**

**Duration:** Instantaneous

*You are given fractions of the near future and know how to change it to yourself or others favor if you wish.*

In lieu of the unfavorable outcome of a Skill, Attack or Save check you may force a reroll of that check with a +8 bonus modifier. Your character must be present at some point during the events when the check is made. This ability can be used as a reaction.

**Material Component:** A small red ribbon or string

**Prophetic Action**

*9th-level Divination*

**Casting Time:** 1 action

**Range:** Special

**Components: (V) (S)**

**Duration:** Special

*You enforce your own outcome of the near and distant future.*

You decide the outcome of the next three checks made from this point on. You decide Success or Failure on all rolls in order and may not skip the outcome of a check. Your character does not need to be present to alter the outcome of these events and is allowed to know what the save is against before deciding.

**Material Component:** A set of weighing scales

**Gravimancy**

**Alleviate/Burden**

*1st-level Transmutation*

**Casting Time:** 1 action

**Range:** 100ft

**Components: (S)**

**Duration:** Concentration, up to 1 minute

*With a gesture of your hand you can lighten or burden those around you.*

Choose up to 3 targets in a 30 ft radius. Targets are either considered encumbered or have their carried weight reduced by half. Targets may choose to make a Constitution saving throw at the end of each of their turns to overcome and dismiss the spell's effects.

**Material Component:** A buckle from a belt or other clothing

**Gravity Well**

*3rd-level Evocation*

**Casting Time:** 1 action

**Range:** 100ft

**Components: (V) (S)**

**Duration:** 1 minute

*You create a humming translucent orb of force that pulls everything within it towards the center.*

Create an orb of force in target area, the orb surrounds a 30ft radius. Targets within the radius must make a Constitution save or be slowed while remaining within the sphere. Even on a successful save objects are pulled by a strong force to its center causing any objects or creatures starting their turn within the area to be pulled 15 ft a round towards the center of the sphere's effect. Flying creatures are affected by this spell just as those on the ground. Anything pulled to the very center of the orb suffers 2d6 crushing damage at the beginning of their turn as they are slowly compacted with other objects. A creature may use its movement under difficult terrain in attempt to move out of the sphere.

**Material Components:** A few links of iron chain.

**Mass Weightlessness**

*4th-level Transmutation*

**Casting Time:** 1 action

**Range:** 100ft

**Components: (V) (S)**

**Duration:** Concentration, up to 1 minute

*You cause all gravity in a given area to relinquish its grip forming a weightless environment for everything inside.*

You choose a target area; all unattached objects and creatures in a 50ft cylinder are lifted quickly 5ft from the surface in which they stand. Flying or levitating creatures are not affected by the spell's effects. Provided it has something to hold onto, a creature caught in the area can attempt a Dexterity save to secure itself when the spell strikes. At which point its movement becomes a climb check DC 15 while remaining in the area. Creatures who fail to save float a drift unable to take normal movement actions.

**Reverse Gravity**

*7th-level Transmutation*

**Casting Time:** 1 action

**Range:** 100ft

**Components: (V) (S)**

**Duration:** 1 round

This spell reverses gravity in an area, causing all unattached objects and creatures within that area to fall upward and reach the top of a 100ft distance in 1 round. If some solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it in the same manner as they would during a normal downward fall. If an object or creature reaches the top of the area without striking anything, it remains there, oscillating slightly, until the spell ends. At the end of the spell duration, affected objects and creatures fall downward.

Provided it has something to hold onto, a creature caught in the area can attempt a Dexterity save to secure itself when the spell strikes. Creatures who can fly or levitate can keep themselves from falling. and can move through the area as rough terrain.

Objects that fall in either direction take falling damage equal to 1d6 per 10 feet fallen after the first 10ft.

**Material Components:** A lodestone and iron filings.

**Singularity**

*8th-level Evocation*

**Casting Time:** 1 action

**Range:** 100ft

**Components: (V) (S)**

**Duration:** Concentration up to 1 minute

*You invoke a series of pocket spaces that contain tremendous force capable of altering reality and time.*

Create up to four invisible orbs within range. Each orb has a diameter of 20ft. Creatures or objects who start their turn within or move into an orb's area must make a dexterity save or be considered pinned until the end of their next turn. Each turn everything within an orb is randomly teleported to another . Each time an object is teleported it takes 5d10 force damage and must make an additional Dexterity save to prevent from being pinned again.

**Material Component:** Four crystal or glass beads

**Void**

**Void Bolt**

*1st-level Evocation*

**Casting Time:** 1 action

**Range:** 100ft

**Components: (V) (S)**

**Duration:** Instantaneous

A *bolt of osmosis dark energy flies forth from your finger tips that dampens and absorbs magical energy it comes in contact with.*

Make a ranged attack causing 2d6 points of necrotic damage and reducing the targets spell DC capacity by 1 until the begging of your next turn. This spell can be cast at a higher level increasing damage by 1d6 and imposing a negative Spell DC check of 1 for each level beyond the first.

**Material Components:** A piece of black dyed silk.

**Entropic Skin**

*You always have the Elemental Resistance spell memorized in addition to your normal spells.*

**Elemental Resistance**

*2nd-level Transmutation*

**Casting Time:** swift

**Range:** Self

**Components: (V)**

**Duration:** Concentration , up to 1 hour

You may cast Elemental Resistance on yourself as a reaction to taking Elemental damage that round. Elemental Resistance grants you resistance against damage from a chosen element type of fire, lightning or cold.

**Nullify**

*You cast the spell Dispel Magic with greater potency.*

Whenever you cast Dispel Magic you may also choose to dispel an area radius of 20ft. You make a magic ability check against each spell currently affecting anything in the chosen area on success the opposed magic effect ends abruptly. Make a check starting in order of highest level spell to lowest level spell in effect. Whenever you cast Greater Dispel Magic you may also choose to dispel an area radius of 30ft. A spell effect who's origin is outside the chosen area that fails to save will persist in the area as normal one round after casting Dispel Magic and three rounds after casting Greater Dispel Magic.

**Spell Breaker**

*You are naturally adapt at counter spelling magic.*

When you make an arcana check to identify a spell being cast you do so with a +4 bonus modifier and may expend any available spell slot as a reaction to counter the effects of a spell being cast that targets you or part of you as its area. The spell slot used must be of equal or higher level to the spell being countered.

**Unstable Tempest**

*8th-level Evocation*

**Casting Time:** 1 action

**Range:** 500ft

**Components: (V) (S)**

**Duration:** 1 minute

*Summon forth a dark storm of hurricane like winds and ether invoked lightning.*

The storm covers a diameter of 100feet. Creatures starting their turn in the storm take 3d10 lightning damage and must make a Constitution save or be stricken blind and deaf. Casting any spells with somatic components within the storm is impossible and all ranged attacks passing through the storm have disadvantage. Blindness and deafness persist until the begging of a turn in which the creature did not start in the tempest.

**Material Component:** A small fan or wind instrument