

WIZARD

Wizards are users of Magic that through scholarly study can use the weave of Mana to manipulate the world. Wizards treat Magic like a science, and require an Arcane Focus to cast spells. Some seek to unlock the secrets of the universe, while others are lured by knowledge and research. This learning requires years of study and practice to cultivate; honing one's Wizardry given the right amount of time to study.

SPELL BOOK

Every arcane spell has a written version, recorded in a Spell Book. Wizards use a detailed Spell Book to document their knowledge and study it every morning to commit to memory the spells they have prepared for that day. A single spell can take up multiple pages of the Spell Book, with most spell books being over one hundred pages long.

ARCANE FOCUS

At a certain advancement in their training, a Wizard requires more than their Spell Book in order to cast spells. An Arcane Focus is a powerful magic item

that serves as a conducting material with which the Wizard taps into magical energies. Different cultures have found unique focus materials: wands, crystal orbs, gems, or residuum infused staves.

FAMILIARS

Familiars are Wizardly companions that are summoned into the body of an animal. A wizard has a bond with their Familiar; they have the ability to communicate telepathically and can use their sense, as well as cast some spells through them. Familiars are spirits from The Shadow Lands or The Feywild, yet they arrive in the form of a common animal such as a Toad, Cat or Ferret. In rare occasions, the spirit arrives in its natural form of a creature from The Feywild or The Shadow Lands. It is possible to use Magic to alter the form of the Familiar, but its natural state is that of what it arrives in when the Wizard first summons them.

THE WEAVE

The Weave is the name that arcane spell casters give to the raw Mana they tap into. The weave flows throughout the cosmos, touching almost every corner of existence, with the exception of dead-magic zones.



WIZARD

Level	Prof. Bonus	Features	Cantrips Known	— Spell Slots per Spell Level —								
				1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Spellcasting, Arcane Recovery	3	2	—	—	—	—	—	—	—	—
2nd	+2	Arcane Tradition	3	3	—	—	—	—	—	—	—	—
3rd	+2	—	3	4	2	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement	4	4	3	—	—	—	—	—	—	—
5th	+3	—	4	4	3	2	—	—	—	—	—	—
6th	+3	Arcane Tradition Feature	4	4	3	3	—	—	—	—	—	—
7th	+3	—	4	4	3	3	1	—	—	—	—	—
8th	+3	Ability Score Improvement	4	4	3	3	2	—	—	—	—	—
9th	+4	—	4	4	3	3	3	1	—	—	—	—
10th	+4	Arcane Tradition Feature	5	4	3	3	3	2	—	—	—	—
11th	+4	—	5	4	3	3	3	2	1	—	—	—
12th	+4	Ability Score Improvement	5	4	3	3	3	2	1	—	—	—
13th	+5	—	5	4	3	3	3	2	1	1	—	—
14th	+5	Arcane Tradition Feature	5	4	3	3	3	2	1	1	—	—
15th	+5	—	5	4	3	3	3	2	1	1	1	—
16th	+5	Ability Score Improvement	5	4	3	3	3	2	1	1	1	—
17th	+6	—	5	4	3	3	3	2	1	1	1	1
18th	+6	Spell Mastery	5	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	5	4	3	3	3	3	2	1	1	1
20th	+6	Signature Spell	5	4	3	3	3	3	2	2	1	1

CLASS FEATURES

HIT POINTS

Hit Dice: 1d6 per sorcerer level

Hit Points: 1d6 + your Constitution Modifier

SPELLCASTING ABILITY

Spell save DC = 8 + proficiency bonus + Intelligence modifier

Spell Attack Modifier = proficiency bonus + Intelligence modifier

PROFICIENCIES

Armor: None

Weapons: Daggers, darts, slings, quarterstaffs, light crossbows

Tools: None

Saving Throws: Intelligence, Wisdom

Skills: Choose any two from Arcana, History, Insight, Investigation, Medicine, and Religion



SPELLCASTING

As a student of arcane magic, you have an arcane focus and a spellbook containing spells that show the first glimmerings of your true power.

Cantrips. At 1st level, you know three Cantrips of your choice from the Wizard spell list. You learn additional Wizard Cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Wizard table.

Spellbook. At 1st level, you have a spellbook containing six 1st level Wizard spells of your choice. Your spellbook is the repository of the Wizard spells you know, except your Cantrips, which are fixed in your mind.

Preparing and Casting Spells. The Wizard table shows how many spell slots you have to cast your Wizard spells of 1st level or higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of Wizard spells that are available for you to cast. To do so, choose a number

of Wizard spells from your spellbook equal to your Intelligence modifier + your Wizard level (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 3rd level Wizard, you have four 1st level and two 2nd level spell slots. With an Intelligence of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination, chosen from your spellbook. If you prepare a 1st level spell, you can cast it using either a 1st or 2nd level slot. Casting the spell does not remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of Wizard spells requires time spent studying your spellbook and memorizing the incantations and gestures you must make to cast the spell.

Preparation requires at least 1 minute per spell level for each spell on your list.

Spellcasting Ability. Intelligence is your spellcasting ability for your Wizard spells.

Arcane Focus. At 1st level, you have an arcane focus which is required to cast more advanced spells.

Ritual Casting. You can cast a Wizard spell as a ritual if that spell has the ritual tag and you have the spell within your spellbook. You do not need to have the spell prepared, and casting it does not use a spell slot. Casting in this manner is 10x slower than traditional casting, with a spell that normally takes an action requiring a one minute ritual.

Learning Spells of 1st Level and Higher. Each time you gain a Wizard level, you can add two Wizard spells of your choice to your spellbook for free. Each of these spells must be of a level for which you have spell slots, as shown on the Wizard table. On your adventures, you may spend the time and materials to acquire other spells that you copy into your spellbook (see Spellbook).

ARCANE RECOVERY

You have learned to regain some of your magical energy by studying your spellbook. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your wizard level (rounded up), and none of the slots can be 6th level or higher.

For example, if you are a 4th level Wizard, you can recover up to 2 levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots.

ARCANE TRADITION

When you reach 2nd level, you choose an arcane tradition, shaping your practice of magic through one of 13 schools. Your choice grants you features at 2nd level and again at 6th, 10th, and 14th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you

can't increase an ability score above 20 using this feature.

SPELL MASTERY

At 18th level, you have achieved such mastery over certain spells that you can cast them at will. Choose a 1st-level wizard spell and a 2nd-level wizard spell that are in your spellbook. You can cast those spells at their lowest level without expending a spell slot when you have them prepared. If you want to cast either spell at a higher level, you must expend a spell slot as normal. By spending 8 hours in study, you can exchange one or both of the spells you choose for different spells of the same levels.

SIGNATURE SPELL

When you reach 20th level, you gain mastery over two powerful spells and can cast them with little effort. Choose two 3rd-level wizard spells in your spellbook as your signature spells. You always have these spells prepared, they don't count against the number of spells you have prepared, and you can cast each of them once at 3rd level without expending a spell slot. When you do so, you can't do so again until you finish a short or long rest. If you want to cast either spell at a higher level, you must expend a spell slot as normal.



ARCANE TRADITIONS

Wizards may specialize in one school of Magic, choosing their specialty early on in their training. While the world at large sees Wizards as one general category, many Wizards regard themselves through distinctions made from this specialization: diviners, illusionists, abjurers, enchanters, etc.

SCHOOL OF ABJURATION

The study of magical protection, defense, wards, and negation of magical abilities.

SCHOOL OF ALCEMANCY

The study of how arcane magic can create and manipulate chemical practices and concoctions.

SCHOOL OF CONJURATION

The study of creating physical objects and creations out of thin air.

SCHOOL OF CYGIMANCY

The study of the manifesting creatures from pure mana, and providing them with agency.

SCHOOL OF DIVINATION

The study of using magic to answer unanswerable questions and peer into the unknown.

SCHOOL OF ENCHANTMENT

The study of placing magic into inanimate objects either temporarily or permanently.

SCHOOL OF EVOCATION

The study of the manipulation of mana into pure elemental forces of fire, earth, air, and water.

SCHOOL OF GLAMOUR

The study of how magic can beguile, entrance and influence the minds of other creatures.

SCHOOL OF ILLUSION

The study of how magic can dazzle the eyes and ears with tricks of light and sound.

SCHOOL OF META MAGIC

The study of the inherent magical properties of mana and magic itself.

SCHOOL OF TRANSMUTATION

The study of modification of energy and matter to shift from one form to another.

SCHOOL OF TRAVELING

The study of how arcane magic can manipulate time and space.

SCHOOL OF RUNES

The study of how runes and glyphs can be imbued with arcane power.



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ARCANE FOCUS



An arcane focus is a special item that Wizards use to aid in casting their spells. Different cultures throughout the history of Asha have developed Wizarding talents using unique foci: crystals, orbs, staves, amulets, rings, and wands. In each case, the focus is of masterwork quality - as the quality of the item impacts the ability to channel mana.

The Wizard must wield the arcane focus in order to use it, often requiring complex somatic movements and gestures to power their spell craft.

A PERSONAL CONNECTION

An arcane focus is a deeply personal and valuable instrument to a Wizard. A bond forms during the creation and assembly of the focus which can't be severed; with a piece of the creator's personality being placed inside upon use. While it is possible for an arcane focus to take a new master, most are attached to their original owners and will not easily discontinue their allegiance; if at all. It would be better served for a Wizard to acquire a new focus rather than continue to use one that will not take them as a master, as it would not perform at its peak for them. This effect is why it is common practice for a Wizard's arcane focus to be buried or burned when its owner dies.

MAGICAL ECHOES

An arcane focus is a quasi-sentient object, although it cannot think or communicate in any means perceptible to living creatures. The focus learns from the Wizard as much as the Wizard learns from the focus. A focus retains echoes of spells previously cast, which can be analyzed with castings of the Identify Spell. A Wizard may call on these echoes from their own focus once a day to cast a single spell (cast



normally, using a spell slot) given it was once cast by the focus in the past, even if the Wizard does not prepare (or in some cases know) the spell.



FOCUSLESS MAGIC

A Wizard finds it difficult to perform Magic without a focus, and could experience unexpected or volatile results if not done properly. This requires great skill to perform anything but the most rudimentary spells. Casting a spell without a focus requires a Concentration Check with a DC of $20 + \text{the Spell's level}$. Failing this check causes one of the following events to occur:

D12	Result
1	Roll twice to cause two effects.
2	The spell fails entirely; caster takes $1d6$ points of damage per level of the spell cast and loses the spell slot.
3	The spell is cast on one of the caster's companions (roll randomly).
4	The spell is cast on a nearby foe / stranger (roll randomly).
5	The spell is cast on an unintended target (person or object) within range.
6	The spell only produces a noise and an awful odor of brimstone. Lose the spell slot.
7	The spell fails entirely; caster loses the spell slot and is stunned (Intelligence Save against DC 25 to recover).
8	The spell produces only a weak illusion or shadow of its intended effect.
9	The spell produces the reverse of the intended effect.
10	The spell produces the reverse of the intended effect, on the wrong target.
11	Nothing happens except the caster temporarily forgets the spell. Make DC 25 Intelligence save in one week, and again each following week, until successfully remembered. Caster can study this spell during this time, but it is a waste of time.
12	Spell fails entirely and the spell slot is lost. Caster's arm is crippled requiring 1 week to recover.

THE WIZARD'S SPELLBOOK

A Wizard's spellbook is the most valuable item they own, containing the vast magical reservoir of knowledge that they have learned to tap into.

Copying a Spell into the Book (2 hours & 5 gp / level). When you find a wizard spell of 1st level or higher, you can add it to your spellbook if it is of a spell level you can prepare and if you can spare the time to decipher and copy it.

Copying that spell into your spellbook involves reproducing the basic form of the spell, then deciphering the unique system of notation used by the wizard who wrote it. You must practice the spell until you understand the sounds or gestures required, then transcribe it into your spellbook using your own notation.

For each level of the spell, the process takes 2 hours and costs 5 gp. The cost represents material components you expend as you experiment with the spell to master it, as well as the fine inks you need to record it. Once you have spent this time and money, you can prepare the spell just like your other spells.

Replacing the Book. You can copy a spell from your own spellbook into another book—for example, if you want to make a backup copy of your spellbook. This is just like copying a new spell into your spellbook, but faster and easier, since you understand your own notation and already know how to cast the spell. You need spend only 1 hour and 1 gp for each level of the copied spell.

If you lose your spellbook, you can use the same procedure to transcribe the spells that you have prepared into a new spellbook. Filling out the remainder of your spellbook requires you to find new spells to do so, as normal. For this reason, many wizards keep backup spellbooks in a safe place.

The Book's Appearance. Your spellbook is a unique compilation of spells, with its own decorative flourishes and margin notes. It might be a plain, functional leather volume that you received as a gift from your master, a finely bound gilt-edged tome you found in an ancient library, or even a loose collection of notes scrounged together after you lost your previous spellbook in a mishap.



ADVANCED WIZARDRY

ELDERMANCY

Eldermancy is a pinnacle of Wizardly achievement that few ever reach. It is the study of the most powerful spells that a Wizard can cast on their own. Many Eldermancy spells require no somatic components, allowing a Wizard domination of Mana using only the sound of their voice.

Casting an Eldermancy spell takes a physical toll on the caster, and in return allows them near complete control in warping the fabric of reality at levels that mirror Godhood. The secrets of this magic are not widely known, and many Wizards see Eldermancy as nothing but rumors, superstitions and dreams of what is possible using magic.



MYTHAL

The ancient Elves perfected a method for multiple casters to join together in order to cast magic far beyond what was possible through a single spell caster. These rituals, known as Mythals allowed a team of powerful casters to work together in order to permanently alter Mana and The Weave. The completion of a Mythal required the willing sacrifice of one of the casters; a result that would lead to the Mythal being named after them.

Most Mythals are tied to a particular location, bending the rules of Magic and reality in that place often to protect and defend. A known Mythal in Asha is the glamour that surrounds The High Forest in The Elvish Lands of Kellos. This Mythal confuses and disorients those without Fey blood, making it impossible for them to find the Haven of Numeneithela.

The secrets of Mythals are not widely known, and used rarely due to their high cost. What few Mythals exist can corrode over time if not maintained. A Wizard must feed the Mythal regularly to ensure it does not fade or become corrupted from disuse.

SCHOOL OF ABJURATION

Abjurers are masters of warding magic, which can protect others, negate spells, or even create deadly magical traps. Their mastery of abjuration magic grants them the ability to use leftover energy from their spells to construct magical wards that protect against incoming damage.

ABJURATION SAVANT

Beginning when you select this school at 2nd level, the gold and time you must spend to copy an Abjuration spell into your spell book is halved.

ARCANE WARD

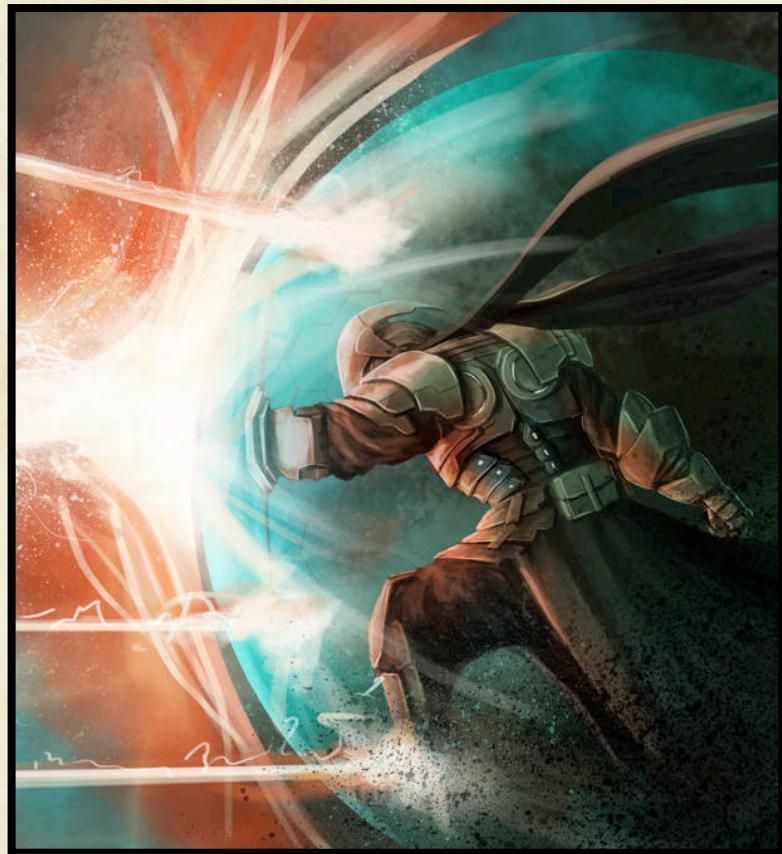
Starting at 2nd level, you can weave magic around yourself for protection. When you cast an abjuration spell of 1st level or higher, you can simultaneously use a strand of the spell's magic to create a magical ward on yourself that lasts until you finish a long rest. The ward has a hit point maximum equal to twice your wizard level + your Intelligence modifier. Whenever you take damage, the ward takes damage instead. If this damage reduces the ward to 0 hit points, you take any remaining damage.

While the ward has 0 hit points, it can't absorb damage, but its magic remains. Whenever you cast an abjuration spell of 1st level or higher, the ward regains a number of hit points equal to twice the level of the spell.

Once you create the ward, you can't create it again until you finish a long rest.

PROTECTED WARD

Starting at 6th level, when a creature that you can see within 30 feet of you takes damage, you can use your reaction to cause your Arcane Ward to absorb that damage. If this damage reduces the ward to 0 hit points, the warded creature takes any remaining damage.



IMPROVED ABJURATION

Starting at 10th level, when you cast an abjuration spell that requires you to make an ability check as a part of casting that spell (as in Counterspell and Dispel Magic), you add your proficiency bonus to that ability check.

SPELL RESISTANCE

Starting at 14th level, you have advantage on saving throws against spells. Furthermore, you have resistance against the damage of spells.

SCHOOL OF ALKEMANCY

An alchemist is an expert at combining exotic reagents to produce a variety of materials, from healing draughts that can mend a wound in moments to clinging goo that slows creatures down.

ALKEMANCY SAVANT

Beginning when you select this school at 2nd level, the gold and time you must spend to copy an Alkemancy spell into your spell book is halved.

You also gain proficiency in alchemists supplies and the herbalism kit.

ALCHEMIST'S SATCHEL

Starting at 2nd level, you can spend 3 days and 10 gold to craft an Alchemist's Satchel. This bag of reagents can be used to create a variety of concoctions. The bag and its contents are both magical, and this magic allows you to pull out exactly the right materials you need for your Alchemical Formula options, the bag reclaims the materials. You learn a single Alchemical Formula that is applied to your Satchel. (See Alchemical Formulas)

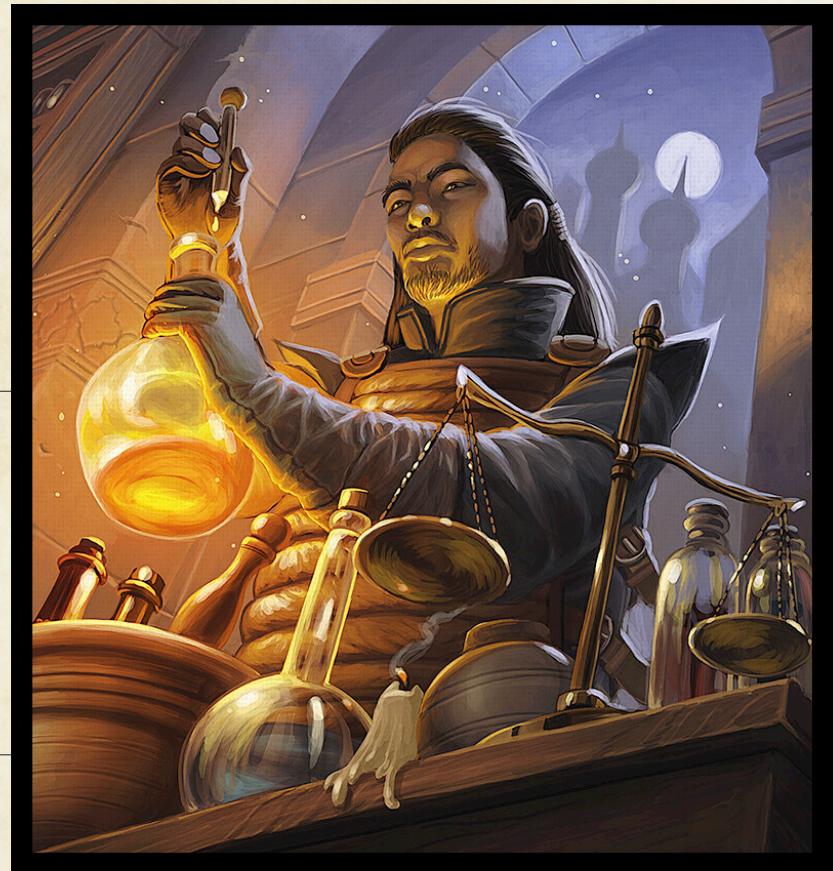
ALCHEMICAL EYE

Starting at 6th level, you may use an action to correctly identify poisons, potions, and alchemical substances.

You also learn a second Alchemical Formula that applies to your satchel.

IMPROVED ALCHEMY

Starting at 10th level, you have learned to stretch your ingredients to make your reserves last longer than they normally would. When you personally quaff a potion or use an alchemical compound such as an ointment or oil, you can stretch it to have an additional dose.



CAUSTIC IMMUNITY

Starting at 14th level, you become immune to poison and resistant to acid damage due to the frequent handling of caustic substances.

ALCHEMICAL FORMULAS

Alchemical Fire. As an action, you can reach into your Alchemist's Satchel, pull out a vial of volatile liquid, and hurl the vial at a creature, object, or surface within 30 feet of you (the vial and its contents disappear if you don't hurl the vial by the end of the current turn). On impact, the vial detonates in a 5-foot radius. Any creature in that area must succeed on a Dexterity saving throw or take 1d6 fire damage.

This formula's damage increases by 1d6 when you reach certain levels in this class: 4th level (2d6), 7th level (3d6), 10th level (4d6), 13th level (5d6), 16th level (6d6), and 19th level (7d6).

Alchemical Acid. As an action, you can reach into your Alchemist's Satchel, pull out a vial of acid, and hurl the vial at a creature or object within 30 feet of you (the vial and its contents disappear if you don't hurl the vial by the end of the current turn).

The vial shatters on impact. A creature must succeed on a Dexterity saving throw or take 1d6 acid damage. An object automatically takes that damage, and the damage is maximized. After using this formula, you can't do so again for 1 minute.

This formula's damage increases by 1d6 when you reach certain levels in this class: 3rd level (2d6), 5th level (3d6), 7th level (4d6), 9th level (5d6), 11th level (6d6), 13th level (7d6), 15th level (8d6), 17th level (9d6), and 19th level (10d6).

Healing Draught. As an action, you can reach into your Alchemist's Satchel and pull out a vial of healing liquid. A creature can drink it as an action to regain 1d8 hit points. The vial then disappears. Once a creature regains hit points from this alchemical formula, the creature can't do so again until it finishes a long rest. If not used, the vial and its contents disappear after 1 hour. After using this formula, you can't do so again for 24 hours.

This formula's healing increases by 1d8 when you reach certain levels in this class: 3rd level (2d8), 5th level (3d8), 7th level (4d8), 9th level (5d8), 11th level

(6d8), 13th level (7d8), 15th level (8d8), 17th level (9d8), and 19th level (10d8).

Smoke Stick. As an action, you can reach into your Alchemist's Satchel and pull out a stick that produces a thick plume of smoke. You can hold on to the stick or throw it to a point up to 30 feet away as part of the action used to produce it. The area in a 10-foot radius around the stick is filled with thick smoke that blocks vision, including darkvision. The stick and smoke persist for 1 minute and then disappear. After using this formula, you can't do so again for 1 minute.

Swift Step Draught. As a bonus action, you can reach into your Alchemist's Satchel and pull out a vial filled with a bubbling, brown liquid. As an action, a creature can drink it. Doing so increases the creature's speed by 20 feet for 1 minute, and the vial disappears. If not used, the vial and its contents disappear after 1 minute. After using this formula, you can't do so again for 1 minute.

Tanglefoot Bag. As an action, you can reach into your Alchemist's Satchel and pull out a bag filled with writhing, sticky black tar and hurl it at a point on the ground within 30 feet of you (the bag and its contents disappear if you don't hurl the bag by the end of the current turn). The bag bursts on impact and covers the ground in a 5-foot radius with sticky goo. That area becomes difficult terrain for 1 minute, and any creature that starts its turn on the ground in that area has its speed halved for that turn. After using this formula, you can't do so again for 1 minute.

Thunderstone. As an action, you can reach into your Alchemist's Satchel and pull out a crystalline shard and hurl it at a creature, object, or surface within 30 feet of you (the shard disappears if you don't hurl it by the end of the current turn). The shard shatters on impact with a blast of concussive energy. Each creature within 10 feet of the point of impact must succeed on a Constitution saving throw or be knocked prone and pushed 10 feet away from that point. After using this formula, you can't do so again for 1 minute.



SCHOOL OF CONJURATION

As a conjurer, you favor spells that produce objects out of thin air. You can conjure billowing clouds of killing fog or a fabricated wizard's tower from your mind.

CONJURATION SAVANT

Beginning when you select this school at 2nd level, the gold and time you must spend to copy a Conjunction spell into your spell book is halved.

ARCANE CONDUIT

Starting at 2nd level when you select this school, you can use your action to conjure up an inanimate object in your hand or on the ground in an unoccupied space that you can see within 10 feet of you. This object can be no larger than 3 feet on a side and weigh no more than 10 pounds, and its form must be that of a nonmagical object that you have seen. The object is visibly magical, radiating dim light out to 5 feet.

The object disappears after 1 hour, when you use this feature again, if it takes any damage, or if it deals any damage.

In addition, you maintain a telepathic link to your conjunction while it is within 150 feet of you. This link allows you to ascertain certain tactile knowledge about the object, i.e. if it is being held or moved.

FOCUSED CONDUIT

Starting at 6th level, you may cast spells through objects that you create with your Arcane Conduit. If someone is touching or holding your object, you may target them with your touch spells.

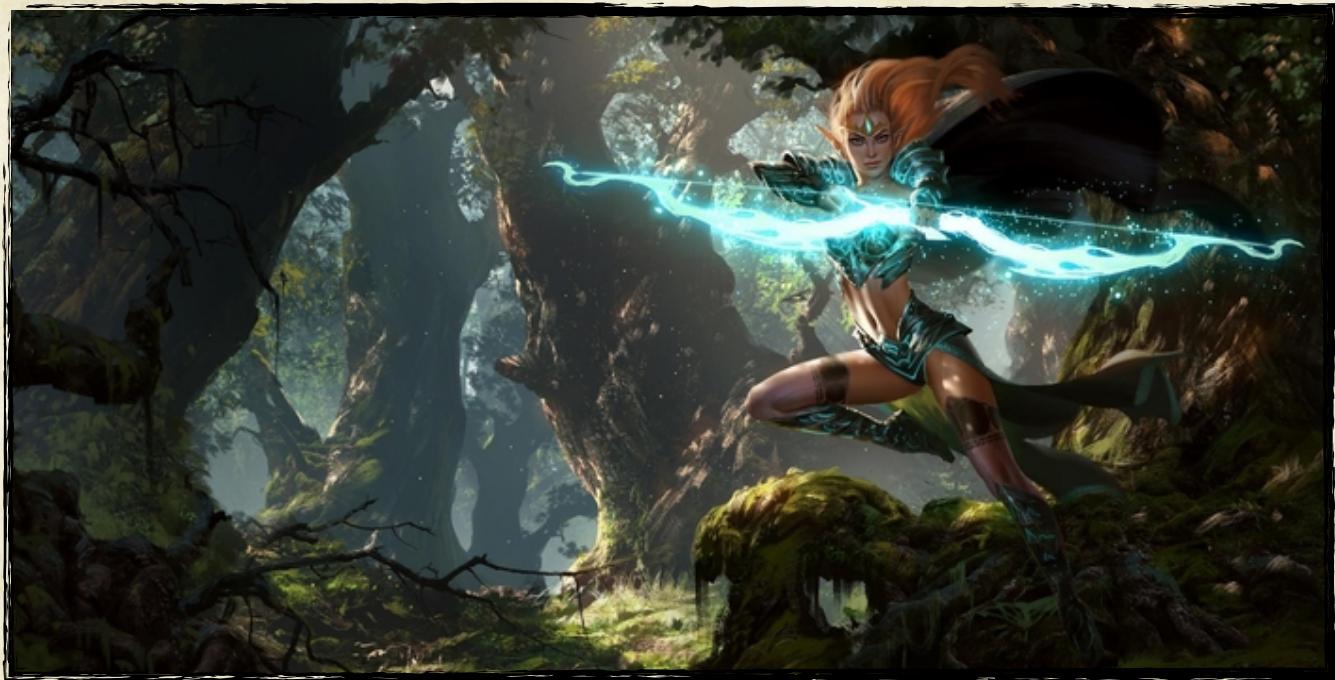
You may now have as many Arcane Conduits active as your Intelligence modifier.

FOCUSED CONJURATION

Beginning at 10th level, while you are concentrating on a conjunction spell, your concentration can't be broken as a result of taking damage

DURABLE CONDUIT

Starting at 14th level, you can bolster your Arcane Conduit with permanence. You may expend a 3rd level spell slot to extend the Conduit's duration to 24 hours. This time increases by 24 hours for every slot level used above 3rd. Conduits bolstered this way for 1 year become permanent.



SCHOOL OF CYGIMANCY

Cygimancers are adept to weaving mana into the animalistic forms that mimic intelligent thought. The more advanced Cygimancers learns to manifest beings from the farthest reaches of the planes.

CYGIMANCY SAVANT

Beginning when you select this school at 2nd level, the gold and time you must spend to copy a Cygimancy spell into your spell book is halved.

EIDOLON MASTERY

Starting at 2nd level, learn the Find Familiar spell, and can cast it without material components with a Casting Time of 1 action.

POWERFUL CYGIMANCER

Starting at 6th level, when you cast a spell that manifests a creature, the creatures are created with maximum HP. Your summoned familiar from the Find Familiar spell now has double the max HP. In addition, the duration for all summoned creatures is doubled.

FOCUSED CYGIMANCY

Beginning at 10th level, concentration checks made to maintain your summoned creatures are made with advantage

DURABLE SUMMONS

Starting at 14th level, any creature that you summon or create with a summoning spell has 30 temporary hit points.

FAITHFUL SUMMONS

Starting at 14th level, if you are reduced to 0 hit points or are incapacitated against your will, you can immediately summon four beasts of your choice that are challenge rating 2 or lower. The conjured beasts appear within 20 feet of you and fiercely protect you from additional harm, attacking your foes. The creatures last for 1 hour, requiring no concentration, or until you dismiss them (no action required). Once you use this feature, you can't use it again until you finish a long rest.



SCHOOL OF DIVINATION

The counsel of a diviner is sought by royalty and commoners alike, for all seek a clearer understanding of the past, present, and future. As a diviner, you strive to part the veils of space, time, and consciousness so that you can see clearly. You work to master spells of discernment, remote viewing, supernatural knowledge, and foresight.

DIVINATION SAVANT

Beginning when you select this school at 2nd level, the gold and time you must spend to copy a Divination spell into your spell book is halved.

PORVENT

Starting at 2nd level when you choose this school, glimpses of the future begin to press in on your awareness. When you finish a long rest, roll two d20s and record the numbers rolled. You can replace any attack roll, saving throw, or ability check made by you or a creature that you can see with one of these foretelling rolls. You must choose to do so before the roll, and you can replace a roll in this way only once per turn.

Each foretelling roll can be used only once. When you finish a long rest, you lose any unused foretelling rolls.

EXPERT DIVINATION

Beginning at 6th level, casting divination spells comes so easily to you that it expends only a fraction of your spellcasting efforts. When you cast a divination spell of 2nd level or higher using a spell slot, you regain one expended spell slot. The slot you regain must be of a level lower than the spell you cast and can't be higher than 5th level.

THE THIRD EYE

Starting at 10th level, you can use your action to increase your powers of perception. When you do so, choose one of the following benefits, which lasts



until you are incapacitated or you take a short or long rest. You can't use the feature again until you finish a rest.

Darkvision. You gain darkvision out to a range of 60 feet.

Ethereal Sight. You can see into the Ethereal Plane within 60 feet of you.

Greater Comprehension. You can read any language.

See Invisibility. You can see invisible creatures and objects within 10 feet of you that are within line of sight.

GREATER PORVENT

Starting at 14th level, the visions in your dreams intensify and paint a more accurate picture in your mind of what is to come. You roll three d20s for your Portent feature, rather than two.



SCHOOL OF ENCHANTMENT

Makers of magic-infused objects, enchanters are defined by their inventive nature. Spells are too ephemeral and temporary for their tastes, instead they seek to craft durable, useful items.

ENCHANTMENT SAVANT

Beginning when you select this school at 2nd level, the gold and time you must spend to copy a *Enchantment* spell into your spell book is halved.

ARCANE IMBUE

At 2nd level, you can choose to imbue a spell you cast into an unattended nonmagical object no larger than a 5-foot cube that you touch. You may set a trigger condition that activates the spell. The spell slot used cannot be regained until the spell is triggered or dismissed; and the spell remains in the object for a number of hours equal to your Constitution modifier (at which time it fades without triggering). When triggered, the object becomes the point of origin for the spell.

ABLE ENCHANTER

Starting at 6th level, you may cast either *Detect Magic* or *Identify* as an action without expending spell slots. You may do this twice each long rest.

Additionally, you have advantage on all Intelligence (Arcana) checks to understand the workings of magical traps and items.

ARCANE RETROFIT

Starting at 10th level, during a long rest you can perform a ritual using any non-sentient magic item, transferring its attack bonus to a non magic item. This renders the original magic item inert.

UNLOCKED MAGIC

Starting at 14th level, you ignore all class, race, and level requirements on the use of magic items, and are considered proficient with any magic item you are attuned to.

SCHOOL OF EVOCATION

You focus your study on magic that creates powerful elemental effects such as bitter cold, searing flame, rolling thunder, cracking lightning, and burning acid. Some evokers find employment in military forces, serving as artillery to blast enemy armies from afar. Others use their spectacular power to explore the secrets of the primordial forces that underpin the universe.

EVOCATION SAVANT

Beginning when you select this school at 2nd level, the gold and time you must spend to copy a Evocation spell into your spell book is halved.

SCULPT SPELLS

Beginning at 2nd level, you can create pockets of relative safety within the effects of your evocation spells. When you cast an evocation spell that affects other creatures that you can see, you can choose a number of them equal to $1 + \text{the spell's level}$. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

POTENT CANTRIP

Starting at 6th level, your damaging cantrips affect even creatures that avoid the brunt of the effect. When a creature succeeds on a saving throw against your cantrip, the creature takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

EMPOWERED EVOCATION

Beginning at 10th level, you can add your Intelligence modifier to one damage roll of any wizard evocation spell you cast.



OVERCHANNEL

Starting at 14th level, you can increase the power of your simpler spells. When you cast a wizard spell of 1st through 5th level that deals damage, you can deal maximum damage with that spell.

The first time you do so, you suffer no adverse effect. If you use this feature again before you finish a long rest, you take $2d12$ necrotic damage for each level of the spell, immediately after you cast it. Each time you use this feature again before finishing a long rest, the necrotic damage per spell level increases by $1d12$. This damage ignores resistance and immunity.

SCHOOL OF GLAMOUR

You have honed your ability to magically entrance and beguile other people and monsters. You can bewitch the violent to lay down their arms, charm the cruel into showing mercy, and magically bind the unwilling into your service.

GLAMOUR SAVANT

Beginning when you select this school at 2nd level, the gold and time you must spend to copy a Glamour spell into your spell book is halved.

HYPNOTIC GAZE

Starting at 2nd level when you choose this school, your soft words and enchanting gaze can magically enthral another creature. As an action, choose one creature that you can see within 5 feet of you. If the target can see or hear you, it must succeed on a Wisdom saving throw against your wizard spell save DC or be charmed by you until the end of your next turn. The charmed creature's speed drops to 0, and the creature is incapacitated and visibly dazed.

On subsequent turns, you can use your action to maintain this effect, extending its duration until the end of your next turn. However, the effect ends if you move more than 5 feet away from the creature, if the creature can neither see nor hear you, or if the creature takes damage.

Once the effect ends, or if the creature succeeds on its initial saving throw against this effect, you can't use this feature on that creature again until you finish a long rest.

INSTINCTIVE CHARM

Beginning at 6th level, when a creature you can see within 30 feet of you makes an attack roll, you can use your reaction to divert the attack, provided that another creature is within the attack's range. The attacker must make a Wisdom saving throw against your wizard spell save DC. On a failed save, the attacker must target the creature that is closest to it, not including you or itself. If multiple creatures are closest, the attacker chooses which one to target. On



a successful save, you can't use this feature on the attacker again until you finish a long rest.

You must choose to use this feature before knowing whether the attack hits or misses. Creatures that can't be charmed are immune to this effect.

IRON MIND

Starting at 10th level, you can use an action to end one magical Glamour effect on yourself such as the charmed or frightened effect.

ALTER MEMORIES

At 14th level, you gain the ability to make a creature unaware of your magical influence on it. When you cast a Glamour spell to charm one or more creatures, you can alter one creature's understanding so that it remains unaware of being charmed.

Additionally, once before the spell expires, you can use your action to try to make the chosen creature forget some of the time it spent charmed. The creature must succeed on an Intelligence saving throw against your wizard spell save DC or lose a number of hours of its memories equal to $1 + \text{your Charisma modifier}$ (minimum of 1). You can make the creature forget less time, and the amount of time can't exceed the duration of your enchantment spell.

SCHOOL OF ILLUSION

You focus your studies on magic that dazzles the senses, befuddles the mind, and tricks even the wisest folk. Your magic is subtle, but the illusions crafted by your keen mind make the impossible seem real.

ILLUSION SAVANT

Beginning when you select this school at 2nd level, the gold and time you must spend to copy a Illusion spell into your spell book is halved.

IMPROVED MINOR ILLUSION

When you choose this school at 2nd level, you learn the Minor Illusion cantrip. If you already know this cantrip, you learn a different wizard cantrip of your choice. The cantrip doesn't count against your number of cantrips known.

When you cast Minor Illusion, you can create both a sound and image with a single casting of the spell.

MALLEABLE ILLUSIONS

Starting at 6th level, when you cast an illusion spell that has a duration of 1 minute or longer, you can use your action to change the nature of that illusion (using the spell's normal parameters for the illusion), provided that you can see the illusion

ILLUSORY STEP

Beginning at 10th level, you can create an illusory duplicate of yourself as an instant, almost instinctual reaction to danger. When a creature makes an attack roll against you, you can use your reaction to interpose the illusory duplicate between the attacker and yourself. The attack automatically misses you, then the illusion dissipates.

Once you use this feature, you can't use it again until you finish a short or long rest.



ILLUSORY REALITY

By 14th level, you have learned the secret of weaving shadow magic into your illusions to give them a semireality. When you cast an illusion spell of 1st level or higher, you can choose one inanimate, nonmagical object that is part of the illusion and make that object real. You can do this on your turn as a bonus action while the spell is ongoing. The object remains real for 1 minute. For example, you can create an illusion of a bridge over a chasm and then make it real long enough to cross.

The object can't deal damage or otherwise directly harm anyone.

SCHOOL OF META MAGIC

Those that study Meta Magic are universalists who seek to study the structure of magic itself. They believe that understanding Mana and The Weave are keys to unlocking the greater mysteries of Magic.

META MAGIC SAVANT

Beginning when you select this school at 2nd level, the gold and time you must spend to copy a Meta Magic spell into your spell book is halved.

MAGICAL ANALYSIS

Starting at 2nd level, you gain proficiency in the Arcana skill if you don't already have it. Your proficiency bonus is doubled for any ability check you make that uses Arcana.

If you are making an ability check that is related to magic and its effects, history etc. you can use your Arcana bonus in place of normal bonus you would use.

PRODIGIOUS MEMORY

Starting at 6th level, you have attained a greater mastery of spell preparation. As a bonus action, you can replace one spell you have prepared with another spell from your spell book. You can't use this feature again until you finish a short or long rest.

ARCANE ABEYANCE

Starting at 10th level, when you cast a spell using a spell slot of 4th level or lower, you can choose to condense the spell's magic into a mote. The spell is frozen in time at the moment of casting and held within a gray bead for 1 hour. This bead is a Tiny object with AC 15 and 1 hit point, and it is immune to poison and psychic damage. When the duration ends, or if the bead is destroyed, it vanishes in a flash of light, and the spell is lost.

A creature holding the bead can use its action to release the spell within, whereupon the bead disappears. The spell uses your spell attack bonus



and save DC, and the spell treats the creature who released it as the caster for all other purposes. Once you create a bead with this feature, you can't do so again until you finish a short or long rest.

WIDENED CONCENTRATION

Starting at 14th level, you have learned how to concentrate on multiple spells at once. You may maintain concentration on up to two spells at a time, whenever you would make a constitution saving throw to maintain concentration on a spell you make one for each spell you are concentrating on, and when you cast a concentration spell and already have two concentration spells, you choose which one to end.

SCHOOL OF RUNES

Runemancers wield an unmatched aptitude for rites and rituals, studying the ancient practices of Runes. Rune Magic is the most primitive form of arcane practice, but in the hands of a master is formidable.

RUNES SAVANT

Beginning when you select this school at 2nd level, the gold and time you must spend to copy a Runes spell into your spell book is halved.

RUNIC GLYPH

Starting at 2nd level, you can create a magical circle of power that amplifies your spellcasting. As a bonus action, you can touch a point on the ground to create a 10 foot diameter runic glyph of ethereal patterns centered on that point. The glyph lasts for one round, or a number of hours equal to the spell slot level expended when forming the glyph.

When you cast a spell that targets only yourself, you may instead target the glyph. The spell's level must be less than or equal to the glyph's level. Any creatures within the glyph at the time of casting gain the spell's benefits as long as they remain within the glyph.

RITUAL MASTER

Starting at 6th level, the time to cast a spell as a ritual is decreased to 1 minute instead of 10.

RITES OF PASSAGE

Starting at 10th level, you add the Teleportation Circle spell to your spellbook. If it is already in your spellbook, you add another spell from the Wizard spell list to your spellbook instead.

When you cast this spell, you can choose to link the teleportation circle to one of your runic glyphs rather than to a permanent teleportation circle.

Also, if you are inside the area of a runic glyph of 1st level or higher the spell has a casting time of 1 action and does not require material components.

ROTE INSCRIPTIONS

Starting at 14th level, you can cast any Wizard spell as a ritual. The ritual version of the spell takes 10 minutes longer to cast than normal, and does not expend a spell slot.

You may choose to expend a spell slot during this ritual in order to make the effect more powerful. When you expend a spell slot, its duration is doubled (maximum duration is 8 hours) and the spell effect is treated as if you had cast the spell using a spell slot of the next higher level than the level of the slot you expended.



SCHOOL OF TRANSMUTATION

You are a student of spells that modify energy and matter. To you, the world is not a fixed thing, but eminently mutable, and you wield the raw stuff of creation to become a smith on reality's forge.

TRANSMUTATION SAVANT

Beginning when you select this school at 2nd level, the gold and time you must spend to copy a Transmutation spell into your spell book is halved.

MINOR TRANSMUTATION

Starting at 2nd level when you select this school, you can temporarily alter the physical properties of one nonmagical object, changing it from one substance into another. You perform a special alchemical procedure on one object composed entirely of wood, stone (but not a gemstone), iron, copper, or silver, transforming it into a different one of those materials. For each 10 minutes you spend performing the procedure, you can transform up to 1 cubic foot of material. After 1 hour, or until you lose your concentration (as if you were concentrating on a spell), the material reverts to its original state.

TRANSMUTTER'S STONE

Starting at 6th level, you can spend 8 hours and 5 gold creating a single transmuter's stone that stores transmutation magic. If you create a new transmuter's stone, the previous one ceases to function. You can benefit from the stone yourself or give it to another creature. Each time you cast a transmutation spell of 1st level or higher, you can choose to change the effect of your stone if the stone is on your person. Choose one effect:

- Darkvision out to a range of 60 feet



- An increase to speed of 10 feet while the creature is unencumbered.
- Proficiency in Constitution saving throws.
- Resistance to acid, cold, fire, lightning, or thunder damage (your choice whenever you choose this benefit).

SHAPECHANGER

At 10th level, you add the Polymorph spell to your spellbook, if it is not there already, and can cast it without expending a spell slot to transform yourself into a Beast whose challenge rating is 1 or lower.

Once you use this ability, you can't do so again until you finish a short or long rest, though you can still cast it normally using spell slots.

Your transmutter stone may also be set to have an additional choice effect:

- You are immune to magic that would change or alter your shape

MASTER TRANSMUTTER

Starting at 14th level, you can use your action to expend the reserve of magic stored within your transmuter's stone in a single burst. When you do so, choose one of the following effects, after which the stone is destroyed and can't be remade until you finish a long rest.

Major Transformation. You can transmute one nonmagical object—no larger than a 5-foot cube—into another nonmagical object of similar size and mass and of equal or lesser value. You must spend 10 minutes handling the object to transform it.

Panacea. You remove all curses, diseases, and poisons affecting a creature that you touch with the transmuter's stone. They also regain all hit points.

Restore Life. You may touch a dead creature with the transmuter's stone, attempting to restore it to life if it was dead no longer than 10 days.

Restore Youth. You touch the transmuter's stone to a willing creature, and that creature's apparent age is reduced by $3d10$ years, to a minimum of 13 years. This effect doesn't extend the creature's lifespan.

SCHOOL OF TRAVELING

Wizards who study the art of traveling seek to adapt the nature of transportation and teleportation in cunning new ways.

TRAVELING SAVANT

Beginning when you select this school at 2nd level, the gold and time you must spend to copy a Traveling spell into your spell book is halved.

MINOR TRANSPORTATION

Starting at 2nd level, you are able to transport small objects around by way of teleportation. As a bonus action while holding your arcane focus, you can teleport an unattended object that you can see within 30 feet to another location within range, as long as the object weighs no more than 5 pounds.

BENIGN TRANSPOSITION

Starting at 6th level, you can choose a space within 60 feet that is occupied by a Small or Medium creature. If that creature is willing, you may expend a bonus action to cause both of you to teleport, swapping places.

Once you use this feature, you can't use it again until you finish a long rest or you cast a traveling spell of 1st level or higher.

EVASIVE MANEUVERS

Starting at 10th level, you can use your reaction to blink out of existence for a moment, then back to resist certain area effects. When you are required to roll a Dexterity saving throw to take only half damage, you instead take no damage at all if you succeed and only half damage if you fail. You may also teleport up to 30 feet.



MASTER OF TELEPORTATION

Starting at 14th level, you can teleport at will and choose to forgo your movement speed, replacing it with a teleportation distance equal to your speed + 10 feet. You must be holding your Arcane Focus. You may only teleport this way once per turn.