

WIZARD SCHOOL OF AWAKENING

HOW TO MAKE NEW FRIENDS



See the mundane objects around you for their true potential in this supplement for the world's greatest roleplaying game

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ON THE COVER

A School of Awakening Wizard tends to one of their Thoughtlings, Dolly, ensuring its happiness. A clock named Clockert, and a Cabinet named Cabby look on in support.



THE “MOPDOG”

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THE SCHOOL OF AWAKENING

Alkus, a great student of the arcane arts, finds himself meandering through the rain-soaked alleyways from another lecture. Back to his books, back to his studies, back to the silence of nothingness and loneliness. This has been his routine for the past three years, eat, sleep, study, repeat, socializing lost to the theories he pours over. He wonders what it would be like to talk to that man covering his head and rushing into the nearby cafe, what it would be like to be that woman holding her daughter's hand, pulling her through the rain towards the busy tram, tiny hand reaching for the doll on the ground behind her. He reaches down to hold the grime-soaked toy, its little eyes looking up to him, and he finally understands. The doll blinks at him once, twice, as the mana flows from his fingertips. "You're like me. Would you like a bath and a warm fire, little friend? My name is Alkus... would you like it if I call you Alley?"

This story is but one story of many. A chef who could no longer afford to run her restaurant, saved by her own utensils and furniture. A butler struggling to keep up with the tasks of the house, suddenly giving orders to the tools he once held. A mage with severe social anxiety, finally surrounded by friends. The School of Awakening is a gateway to a fuller life for many, a way to use their own mind to create solutions to imposing problems, a way to face their fears and not do it alone.

A rare school, taken only by those with the right mix of talent and imagination, the School of awakening is centered around the process of conceptualizing imaginary people, and bringing them to life by instilling them into everyday objects. A quill that writes down every word you say, a bed that ensures you never uncover yourself in the night, a shield that protects you from a knife in the back.

The possibilities are truly endless, leaving only a singular question left: What will you instill first?

ARCANE CONCEPTUALIZATION

2nd-level School of Awakening feature

Your studies of the flow of mana and your vibrant imagination allow you to give sentience and personality to a nonmagical small or tiny object (that is not being worn or carried); this process is known as instilling. This ability functions like the find familiar spell with no material cost, a reduced casting time of 10 minutes, and the loss of the ability to dismiss your familiar. This object familiar has no memories before it is given sentience and is known as a Thoughtling.

When a Thoughtling has its HP reduced to 0, the Thoughtling's personality and memories manifest as a small colored globule above its destroyed form. This memory globe is invisible to everyone but you, unless they have the aid of true sight or the see invisibility spell, and is known as a Thoughtless. A Thoughtless has an AC of 15 and HP equal to two times your wizard level + your Intelligence modifier. You can retrieve the Thoughtless as a bonus action, absorbing the globe in order to later instill the memories and personality of the fallen Thoughtling into a new vessel. You can manually extract

CLASS FEATURES QUICK GUIDE

Level	Proficiency	Features
1st	+2	Spellcasting, Arcane Recovery
2nd	+2	Arcane Conceptualization, Made with Character
3rd	+2	—
4th	+2	Ability Score Improvement
5th	+3	—
6th	+3	Deep in Thoughts
7th	+3	Upgraded Thoughtling Abilities, 3rd Thoughtling
8th	+3	Ability Score Improvement
9th	+4	—
10th	+4	Wandering Thoughts, Rare Thoughtlings
11th	+4	—
12th	+4	Ability Score Improvement, 4th Thoughtling
13th	+5	—
14th	+5	Free Thinker, Very Rare Thoughtlings
15th	+5	—
16th	+5	Ability Score Improvement
17th	+6	5th Thoughtling
18th	+6	Spell Mastery
19th	+6	Ability Score Improvement
20th	+6	Signature Spells

a Thoughtless from yourself or a living Thoughtling and place it into a new vessel once per short rest.

Additionally, your mending cantrip gains the ability to heal Thoughtlings for 1d4 HP. This healing increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4). Thoughtlings also heal all HP on a long rest.

Thoughtlings require a steady stream of a wizard's energy in order to maintain their animation. At 2nd level, you can only maintain 2 Thoughtlings at once. The number of Thoughtlings you can maintain increases when you reach certain levels in this class: 3 Thoughtlings at 7th level, 4 Thoughtlings at 12th level, 5 Thoughtlings at 17th level.

Once you instill a Thoughtling with this ability, you cannot instill another until you finish a long rest.



A THOUGHTLESS

MADE WITH CHARACTER

2nd-level School of Awakening feature

Each Thoughtling you instill is "born" with its own unique personality. Whenever you instill a new Thoughtling, choose their personality from the list on page 3.

Additionally, your studies and bonds with your Thoughtling allow you to empower them. When you empower your Thoughtling, their personality manifests as a unique ability, allowing them to aid you and your friends and become a real part of the family.

When you prepare your spells, you can choose which Thoughtlings you will empower. You can empower as many Thoughtlings that you yourself can maintain, not including Thoughtlings maintained by other wizards or from other sources; When a Thoughtling is empowered, they gain the ability that corresponds with their personality, and do not lose the ability until you empower another Thoughtling.

DEEP IN THOUGHTS

6th-level School of Awakening feature

Your ability to instill life in objects has grown, allowing you to animate stronger Thoughtlings than before. You can now use your bonus action to command one of the Thoughtlings maintained by you to attack a target of your choice.

You have learned to animate medium objects, as well as **Common** and **Uncommon** magic items. Magic items that require attunement still require attunement by you in order for you to animate them, but can be attuned to during the same rest that you animate the Thoughtling.

The rarity of magic items that you can animate increases when you reach certain levels in this class: **Rare items** at 10th level, **Very Rare** items at 14th level.

Additionally, the range that you can telepathically communicate with, and see and hear through your Thoughtlings, increases to 1 mile.

WANDERING THOUGHTS

10th-level School of Awakening feature

You have learned how to instill more Thoughtlings without maintaining them yourself.

For a cost of 500 gold and a week of work you can create a Homestead, a unique workstation of your own design, with an AC of 12 and 100 HP. The Homestead loses its magic if it is moved 100ft. from the location that it is created.

The Homestead can maintain 12 Thoughtlings in your place, though they cannot be empowered and become a Thoughtless if they go further than 500 miles from the Homestead itself. You can determine which Thoughtlings that you will maintain and empower, and which Thoughtlings the Homestead will maintain during a long rest. Refer to page 5 for optional rules on Thoughtling Businesses.

If your Homestead is destroyed, all Thoughtlings that it maintained will become inanimate, becoming a Thoughtless and floating above their previous vessels. These globes can be collected and placed into new vessels when the Homestead is repaired or rebuilt.

You can only have 1 Homestead at a time.

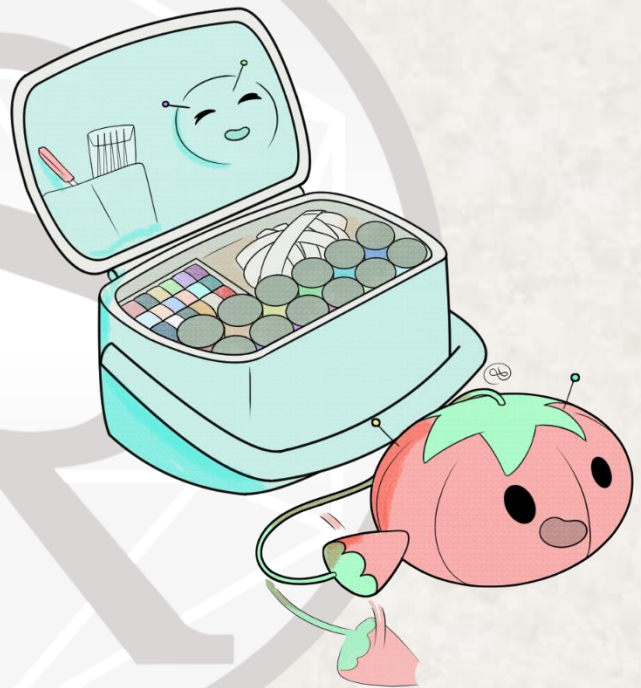
FREE THINKER

14th-level School of Awakening feature

You have learned to improve both your Homestead and your Thoughtlings.

Your Homestead can now maintain a number of Thoughtlings equal to twice your wizard level.

Additionally, you have mastered awakening. You can now animate large Thoughtlings, and can telepathically communicate, and see and hear through your Thoughtlings as long as they are on the same plane of existence as you.



BAILEY AND PATCHY

HOMESTEAD

Large construct, neutral

Armor Class 12 (natural armor)

Hit Points 100

Damage Immunities Poison, Psychic

Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Grappled, Incapacitated, Paralyzed, Petrified, Poisoned, Prone, Restrained, Stunned, Unconscious.

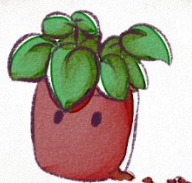
Immutable Form. The Homestead is immune to any spell or effect that would alter its form.

Magic Resilience. The Homestead always fails Strength and Dexterity saving throws, and is immune to effects that require other saves.

PERSONALITY TABLE

PERSONALITY TABLE

d12	Personality	Abilities
1	Kind	The Kind Thoughtling can heal 1d4 hit points to a conscious creature of your choice within 10ft. of the Thoughtling. Additionally, when you reach 7th level in this class, you can choose an additional conscious creature within 10ft. of the Thoughtling.
2	Grumpy	Twice per long rest, you can cast the spell Compelled Duel without expending a spell slot. Additionally, when you reach 7th level in this class, you can choose a friendly creature within 30ft. of you for the target of this spell to be drawn to.
3	Wise	When you prepare your Wizard spells and your Wise Thoughtling is within 10ft. of you, choose one Charisma, Intelligence, or Wisdom based skill; You have proficiency in this skill until your next long rest. Additionally, when you reach 7th level in this class, you can cast the spell tongues without expending a spell slot. You can cast this spell a number of times equal to your Intelligence modifier.
4	Brave	As a bonus action, you can choose a creature within 10ft. of your Brave Thoughtling to aid. This is treated as the Help action and can be used a number of times equal to your proficiency modifier per long rest. Additionally, when you reach 7th level in this class, when a creature the familiar aids hits with an attack, it can reroll one damage dice but must take the new number.
5	Charismatic	As a bonus action, you can add your Intelligence modifier to the next charisma check of a creature within 15ft. of your Charismatic Thoughtling. You can use this ability a number of times equal to your proficiency modifier per long rest. Additionally, when you reach 7th level in this class, the radius of this ability increases to 30ft.
6	Silly	Twice per long rest, you can cast the spell Tasha's Hideous Laughter without expending a spell slot. Additionally, when you reach 7th level in this class, you can ignore concentration on Tasha's Hideous Laughter when casting it with this ability.
7	Cowardly	As long as you are within 10ft. of your Cowardly Thoughtling you can gain 10ft. of movement speed as a bonus action. Additionally, when you reach 7th level in this class, you can cast the spell misty step without expending a spell slot twice per long rest.
8	Peppy	Creatures of your choice within 30ft. of a Peppy Thoughtling gain an extra 5ft. of movement speed. Additionally, when you reach 7th level in this class, you can use your reaction to give an extra action to a creature of your choice within the 30ft. radius. This action can be used only to take the Attack (one weapon attack only) or Use an Object action. You can use this ability twice per long rest.
9	Lazy	Creatures within 30ft. of a Lazy Thoughtling can take a short rest in 30 minutes instead of 1 hour. Additionally, when you reach 7th level in this class, creatures within 30ft. of a Lazy Thoughtling reduce the duration of a long rest by 2 hours.
10	Loyal	As a bonus action, you can determine the location of a chosen creature that is friendly to you and within 1000ft. of your Loyal Thoughtlings' location. You can use this ability twice per long rest. Additionally, when you reach 7th level in this class, the range of this ability increases to one mile, and can see through their eyes for one minute. During this time you are incapacitated, deaf, and blinded to your own senses.
11	Haughty	You learn the Vicious Mockery cantrip and can cast it as a reaction when somebody is targeted by an attack. Additionally, when you reach 7th level in this class, the base damage dice for Vicious Mockery becomes a d6.
12	Reserved	As a bonus action, you can add your Intelligence modifier to the next stealth check of a creature within 15ft. of your Reserved Thoughtling. You can use this ability a number of times equal to your proficiency modifier per long rest. Additionally, when you reach 7th level in this class, friendly creatures within a 30ft. radius of the Thoughtling can communicate telepathically with each other, as long as they share a common language.



THOUGHTLING STAT BLOCKS

THOUGHTLING (TINY)

Tiny construct, neutral

Armor Class 18 (natural armor)

Hit Points Thoughtling's Constitution modifier + your Intelligence modifier + five times your level in this class

Speed 20 ft., fly 30 ft. (If Thoughtling has wings)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	18 (+4)	8 (-1)	10 (+0)	10 (+0)	14 (+2)

Damage Immunities Poison

Condition Immunities Petrified, Poisoned

Senses passive Perception 10

Languages Knows any languages that its creator speaks

Challenge 1/4 (50 XP)

Immutable Form. The Thoughtling is immune to any spell or effect that would alter its form.

False Appearance. While the Thoughtling remains motionless, it is indistinguishable from a normal object.

ACTIONS

Force-Empowered Slam. *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target you can see. Hit: 1d4 + your Intelligence modifier force damage.

THOUGHTLING (SMALL)

Small construct, neutral

Armor Class 16 (natural armor)

Hit Points Thoughtling's Constitution modifier + your Intelligence modifier + five times your level in this class

Speed 30 ft., fly 30 ft. (If Thoughtling has wings)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	10 (+0)	10 (+0)	10 (+0)	14 (+2)

Damage Immunities Poison

Condition Immunities Petrified, Poisoned

Senses passive Perception 10

Languages Knows any languages that its creator speaks

Challenge 1/2 (100 XP)

Immutable Form. The Thoughtling is immune to any spell or effect that would alter its form.

False Appearance. While the Thoughtling remains motionless, it is indistinguishable from a normal object.

ACTIONS

Force-Empowered Slam. *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target you can see. Hit: 1d8 + your Intelligence modifier force damage.

THOUGHTLING (MEDIUM)

Medium construct, neutral

Armor Class 14 (natural armor)

Hit Points Thoughtling's Constitution modifier + your Intelligence modifier + five times your level in this class

Speed 30 ft., fly 30 ft. (If Thoughtling has wings)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	10 (+0)	10 (+0)	14 (+2)

Damage Immunities Poison

Condition Immunities Petrified, Poisoned

Senses passive Perception 10

Languages Knows any languages that its creator speaks

Challenge 1 (200 XP)

Immutable Form. The Thoughtling is immune to any spell or effect that would alter its form.

False Appearance. While the Thoughtling remains motionless, it is indistinguishable from a normal object.

ACTIONS

Force-Empowered Slam. *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target you can see. Hit: 2d6 + your Intelligence modifier force damage.

THOUGHTLING (LARGE)

Large construct, neutral

Armor Class 12 (natural armor)

Hit Points Thoughtling's Constitution modifier + your Intelligence modifier + five times your level in this class

Speed 30 ft., fly 30 ft. (If Thoughtling has wings)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	10 (+0)	10 (+0)	14 (+2)

Damage Immunities Poison

Condition Immunities Petrified, Poisoned

Senses passive Perception 10

Languages Knows any languages that its creator speaks

Challenge 2 (450 XP)

Immutable Form. The Thoughtling is immune to any spell or effect that would alter its form.

False Appearance. While the Thoughtling remains motionless, it is indistinguishable from a normal object.

ACTIONS

Force-Empowered Slam. *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target you can see. Hit: 2d10 + your Intelligence modifier force damage.

FAQ

Q: WHAT DOES THE HOMESTEAD LOOK LIKE?

Your Homestead is unique and appears in the form that you desire. For instance, if you are a chef and your Thoughtlings are your cooking utensils or your oven, your Homestead may appear as a long cooking table, or if you are a doll maker it may be a small workbench covered in tiny tools and sewing needles!

Q: DO MY THOUGHTLINGS HAVE TO BE OBJECTS?

Although the mechanics are specifically made for objects, the School of Awakening can be adjusted to awaken other things, such as plants! Your Homestead could be a large tree, and all of your Thoughtlings fruit bearing bushes and etc.! Talk to your DM and bring them your idea, it's easy to adjust!

Q: DO MY THOUGHTLINGS COUNT AS A FAMILIAR FOR SPELLS LIKE FLOCK OF FAMILIARS?

Although Flock of Familiars states: "If you already have a familiar conjured by the find familiar spell or similar means, then one fewer familiars are conjured by this spell." Thoughtlings are unique and do not count against your summons in Flock of Familiars, unless your DM states otherwise.

Q: IF I MAKE A MAGIC WEAPON MY THOUGHTLING, WILL IT DEAL MORE DAMAGE?

I personally would rule that it would myself. For instance, a flame-tongue weapon Thoughtling I would rule has an additional 2d6 fire damage added to its base slam damage. A +1 longsword may also receive a +1 to hit and damage for instance. That said, every DM is different, so check with your DM first!

Q: AT 14TH-LEVEL CAN I SEE THROUGH UNEMPOWERED THOUGHTLINGS?

Yes! As long as your Thoughtlings are on the same plane as you, you can see through ANY of them! The DM can change this if they are having issues keeping up with goings on near your Homestead, and be sure to work with them on it, but RAW you can!

Q: DO MY THOUGHTLINGS NEED TO EAT, DRINK, BREATHE, OR SLEEP?

Thoughtlings do not need to Eat, Drink, or Breathe, but they do need to sleep! Just like you, your Thoughtlings expend energy, growing tired over time and needing to rest. Just because they don't need to eat or drink doesn't mean they don't like to pretend to.

Q: CAN I MAKE MY THOUGHTLINGS DO ANYTHING FOR ME?

You are the master of your Thoughtlings, and they will likely do everything you say. However, you must remember that your Thoughtlings are very much like people, and can grow discontented with the treatment you give them!

Q: WHAT HAPPENS TO MY THOUGHTLINGS IF I DIE?

The Thoughtlings maintained by you will become inanimate, turning into Thoughtless and floating above their prior vessels. However, Thoughtlings maintained by your Homestead will continue to be animated and go about their lives as long as the Homestead is maintained, which they themselves can learn to do!

Q: CAN DETECT MAGIC FIND THOUGHTLESS GLOBES?

Yes! Detect magic can detect Thoughtless as a faint source of Transmutation magic centered on the point in space that the Thoughtless is floating in.

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OPTIONAL RULES: THOUGHTLING BUSINESSES

A School of Awakening wizard may find themselves off adventuring, leaving a number of their Thoughtlings home alone with nothing to do. A wizard who finds themselves in this situation may decide to put their Thoughtlings to work in an attempt to generate a profit and keep them occupied.

During downtime, you can attempt to set up a business type of your own choosing, finding someone to train and manage your Thoughtlings, and potentially purchase real estate.

RESOURCES

It takes 1 week per ten Thoughtlings and 100 + 10d10 gp (or the DM may choose a suitable gold cost) to cover the costs of training and supplies. Once you have paid these costs, your cast of Thoughtlings are ready to run their own business without you.

RESOLUTION

After you have trained your Thoughtlings, your business runs itself and nets you profit at the end of each month. At the end of every four weeks, you earn gold relative to the location that your business is within. Assume this gold to have wages and taxes subtracted already.

Location	Gold per Month
Village	2d20 + 25 gp
Town	4d20 + 50 gp
City	6d20 + 75 gp
Capital	10d20 + 100 gp

COMPLICATIONS

A wizard that leaves their Thoughtlings behind to work may believe they have made a fantastic decision, and that they can leave to adventure in complete security. This trust, however, may be misplaced. When rolling to determine your profit, if any of the d20 rolls are a 1 (or two of the d20 rolls are a 1 if the business is located in a City or Capital), roll on the table below (or the DM may create a suitable complication).

d6	Complication
1	Patrons are disturbed by your Thoughtlings to frequent your business. You see no profit for the next 1d4 months.
2	Your Thoughtlings accidentally insult a noble. Your profit is reduced by half for 1d6 months.
3	Your Thoughtlings were not trained well enough. You see no profit this month.
4	The working conditions of your business has left your Thoughtlings dissatisfied. They refuse to work until their conditions are met.
5	One of your Thoughtlings go missing. You make 1d20 less profit until you find them.
6	Your business is falsely attached to illegal activity. You see no profit this month.