

# CREATE-A-SCHOOL

A WIZARD TRADITION CREATION GUIDE



WRITTEN BY MATTHEW GRAVELYN

# CREATE-A-SCHOOL

*A how-to guide for creating a wizard Tradition in 5e*



Written by MATTHEW GRAVELYN

Cover art by Dean Spencer

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, *Player's Handbook*, *Monster Manual*, *Dungeon Master's Guide*, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

©2016 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, U

*Not for resale. Permission granted to print or photocopy this document for personal use only.*

Create-A-School: A Wizard Tradition Creation Guide by Matthew Gravelyn

# INTRODUCTION

As with my previous guide on rogues, the wizard subclass guide comes with a bit of nomenclature issue in the form of its name. The official name of a wizard subclass is an arcane tradition, but since I already committed the title “Tradition” to monks, I had to improvise here a bit. Within this guide though I will refer to the subclass by its proper name.

With that housekeeping out of the way, welcome to the subclass creation guide for wizards. It is somewhat poetic that this, the last of the core class guides, ended up being the most difficult for me to write and create examples for. I feel like this is a combination of the multitude of existing official subclasses using up the “good ideas” along with how spell-focused the class is. There are almost no abilities to this class to build on or modify or tinker with. If you have experienced this same trouble when it comes to wizard subclasses, at least you’re not alone. Hopefully my struggle can be of benefit to you, at least pointing out some pitfalls and the process I used to navigate them.

I also want to take this opportunity to thank everyone who has supported me in making this series. To all my Twitter followers, to the Unearthed Arcana Reddit community, to everyone who purchased a copy on DMs Guild: thank you. Sincerely, from the bottom of my heart, thank you for giving me the support and encouragement I needed to complete this project.

I hope you enjoy this guide. Always remember to consult with your DM and other players before using homebrew at the table. In this way you can make sure your subclass is balanced and fits within the framework your DM intends to use during play.

# USING THIS SOURCEBOOK

This book is meant to be a template, a guide to help you create your very own wizard Tradition that is compatible with virtually any 5e setting or campaign. In this way, you have nearly limitless potential to entertain yourself and find new ways to bring the wizard to life in your game.

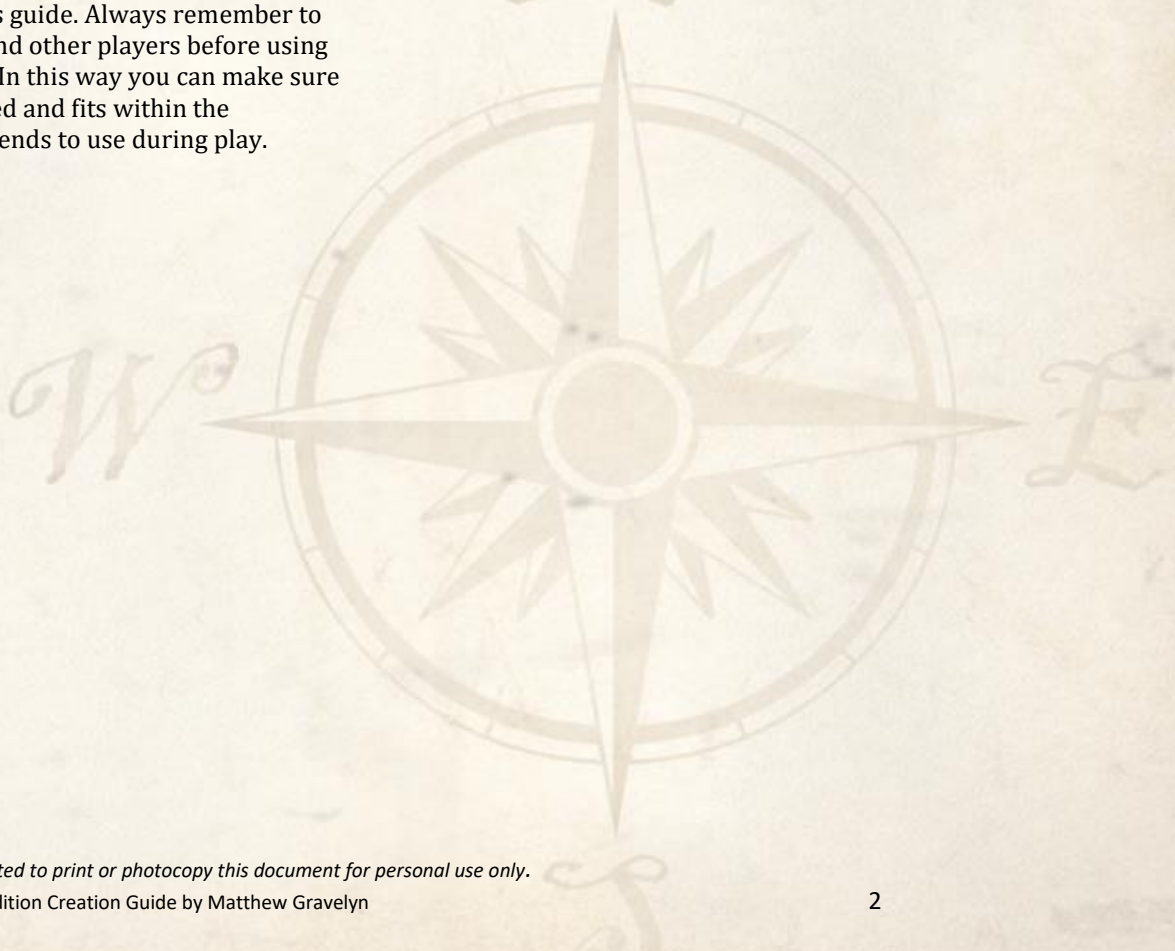
Each section covers an area of Tradition creation, including an overview of existing options, concepts to consider during creation, and how to balance the features that go into a Tradition.

This book is based on research of the official wizard Tradition options as well as many other homebrew and self-published options. Using that research as a framework, I created this guide to help you create a Tradition as quickly and easily as possible.

# EXAMPLES

Included at the end of each section are two example Traditions that I have created following this guide. Feel free to use these Traditions in your game, but their true purpose is to illustrate the practical application of the guide.

Examples are found in blue boxes at the end of each section and detail the choices of that section. Complete versions of Disruption and Transmission can be found at the end of this guide.



## CLASS OVERVIEW

Before diving into subclass creation, it's good to take a quick look at the overall class. Knowing what base features a class will receive at each level will make sure you don't overlap or duplicate existing "free" features with subclass options. For example, the wizard already has access to a large number and array of spells, so features that grant them access to a spell should also include functionality like taking spells from other spell lists or spells not counting against total spells known.

I recommend checking the official source for the class to get all the details, but here is a quick list and overview of the wizard class features.

### SPELLCASTING

Starting at 1<sup>st</sup> level, wizards gain the ability to learn, prepare, and cast powerful spells and cantrips. Their spellcasting ability is Intelligence and they need to expend spell slots when they cast their spells. They are also limited to casting spells they prepare each day, a subset of their total known spells.

The wizard class does not offer much in the way of features, relying heavily on the robust and varied spells in the game to provide the bulk of their power. Most of their unique abilities do come from their Tradition choice, so keep this in mind later when creating your Tradition features.

### ARCANE RECOVERY

Starting at 1<sup>st</sup> level, the wizard can regain some of their expended spell slots after a short rest. This can be done once a day and recovers spell slots equaling half the wizard's level, rounded up, or less.

### ARCANE TRADITION

Starting at 2<sup>nd</sup> level, the wizard chooses a Tradition and gains the first features of it.

### ABILITY SCORE IMPROVEMENT

Starting at 4<sup>th</sup> level, the wizard can increase one ability score by two or two ability scores by one. The wizard does this again at 8<sup>th</sup>, 12<sup>th</sup>, 16<sup>th</sup>, and 19<sup>th</sup> levels.

### SPELL MASTERY

Starting at 18<sup>th</sup> level, the wizard can cast one of their 1<sup>st</sup> level and one of their 2<sup>nd</sup> level spells at will without expending a spell slot. They are cast at their lowest spell level and must be prepared for use that day.

They can spend 8 hours studying to change these choices later.

### SIGNATURE SPELLS

Starting at 20<sup>th</sup> level, the wizard chooses two 3<sup>rd</sup> level spells to always have prepared without counting against the number of spells they can have prepared. They can cast these spells once each without using a spell slot and cannot cast them again in this way until they finish a short or long rest.



# TRADITION CREATION

The wizard's Tradition is at the core of not only their magic but their general approach to solving problems. Their Tradition is the culmination of years of learning, either through a formalized program or independent study, that have taught them how to wield specific magic to great effect.

Mechanically this all manifests as a specific type of spells, thematic abilities, and particular types of magic damage. Theming features and spells with varying damage types will only get you so far, so make sure to consider the *how* and *why* of your wizard's Tradition, thinking about what motivates the wizard and what their default methods are. This will help direct the creation of the overall Tradition as well as the features contained within.

## NAMING YOUR TRADITION

Wizard Traditions are named simply, usually naming the style of magic they wield, such as conjuration or abjuration. Wizards are by the book and matter of fact, so don't overcomplicate things with a flowery title. If your wizard can give temporary life to inanimate objects to do their bidding, they most likely belong to a Tradition of "Animation" rather than the more verbose "Life Giver" or "Thing Speaker".

### Example: Disruption

This idea reminded me of the blue mana spells in a popular card game by a well-known publisher. This wizard gains the advantage in combat by manipulating and interfering with their enemies' spells, creating opportunity and protecting themselves and their allies.

**Description:** While many wizards engage in an arcane arms race to overpower one another with their superior magic, other—some might say smarter—wizards engage in disruptive countermeasures. These wizards are very sensitive to imminent magical energies and can react quickly to stymie their opponent before they can cast the spell. This interference is considered poor form in many arcane circles, but at the end of the day it's always better to be alive and in poor form than the other way around. Disruption wizards specialize in manipulating their own magical energy in such a way that it interferes with spells being performed by other nearby casters. This can create an opportunity to strike back, flee, or simply show gloat. Whatever the outcome, the method is one of intense study and understanding of the flow of arcane energy.

### Example: Transmission

This is my take on an alternate wizard, a blend of physical and magical elements that make up a new whole. The magical elements will come from the base class and general spell casting, and the physical components of ranged weapon attacks and other enhancements will come from this new subclass.

**Description:** Wizards, mages, and other magic folk are always looking for ways to enhance and empower their skills. They spend years of their lives in study, hoping to glean secret knowledge that will bring them power. There are times when study isn't enough, or a wizard is looking for an external way to amplify their abilities. One such school is that of Transmission, the study of passing magic energy through conduits, improving accuracy and reliability.

For the theoretic wizard, the simple placement of arcane tethers at sites will give them what they need, but this does little when their target has the advantage of surprise or is otherwise cunning in the ways of combat. For these situations, a wizard must be prepared to, shall we say, aggressively apply a conduit to ensure maximum potency of successive spells. Those that master both the physical and magical elements of this art are truly at the height of their power.



## ORIGIN FEATURES

When the wizard first takes their Tradition at 2<sup>nd</sup> level, they typically gain two distinct abilities. One is typically a simple, more passive ability that sets up the class. This feature in the subclasses from the Player's Handbook all revolve around the wizard acquiring new spells more easily, but other examples might include proficiency bonuses or similar concepts.

The other ability wizards receive at this level is what I like to call an origin feature. It is almost always a net new feature and sets the tone or general playstyle of the wizard from this point onward. Below is general guidance on how to approach this feature. Given the nearly infinite number of new features you can write, the advice here will help you narrow in on your desired tone or playstyle while also leveraging existing mechanics and rules as much as possible.

## MASTER OF STUDY

As mentioned, the PHB subclasses all have a very standard feature at 2<sup>nd</sup> level, and that is for the wizard to learn new spells both faster and cheaper, thus increasing their opportunities for learning new and powerful spells. As the quintessential caster of D&D, the wizard relies very heavily on their spell book, so being able to add and upgrade often and reliably is a big win for the wizard.

Outside of this standard form, you can add value to the wizard's ability to learn new spells in other ways as well. You can open up other spell lists to the wizard, or even create a specialized spell list they can draw from. This can be useful if you're trying to create a subclass that sees the wizard specialize in natural or divine magic.

## THEMATIC ABILITIES

The main feature of the 2<sup>nd</sup> level is typically something brand new, as opposed to a modification of an existing ability. Speaking on the latter, if it makes sense in your subclass to alter or modify an existing feature from the core wizard class, by all means go for it. As before, utilizing existing mechanics and rules in your subclass is a smart way to create a subclass that feels unique and engaging without designing everything from the ground up. For example, focusing on a particular school of spells and increasing their damage, range, or targeting options adds a wealth of utility to the wizard while taking advantage of the existing spells already in the game.

Creating a new feature, on the other hand, is a little more intensive of a process. For this, first start by thinking on the wizard's process and even their goals. What do they want and how would they act to get it? Is your wizard an impatient sort, willing to blast down doors, or are they more cunning and subtle, utilizing shadow magic to silently create a portal into the locked room? Once you have a feel for who your wizard is you can narrow in on abilities that support it.

In terms of the *what* you can do with this feature, the sky's the limit. Start with your tone or playstyle and then look for mechanics in the game that could achieve it. For example, if your wizard wants to be in the heat of battle, slinging spells in close combat, a feature here that helps their defensive potential will be quite welcome. Consider a feature that increases the wizard's Armor Class, regains Hit Points, or boosts their saving throws. You can make it even easier by simply granting the wizard a defensive spell that they can cast at will, possibly limited by a short or long rest.

## ALTERNATIVE WIZARDS

There is a sub-genre of wizard subclasses that seek to take the class in a different direction, putting a sword in the wizard's hand instead of a staff, and placing them in the middle of melee combat instead of tucked safely away behind the fighters and paladins. I refer to this style as alternate wizards. If you're looking for a pop culture touchstone, think about a well-known grey-turned-white wizard and how often you see him swinging a sword or riding horses into battle. To put a fine point on it, this type of subclass lets wizards take advantage of the more physical aspects of the game while still having access to their potent spells.

To accomplish this in D&D requires a little more work than what you'd call a standard wizard subclass but can be unique and engaging when you're done. The overall shape of the subclass doesn't change, but there are things you need to adjust, such as the wizard's stats and abilities, so they work inside the mechanics of combat. First, you'll want to make sure that they can leverage their Intelligence modifier instead of Strength or Dexterity. This can be themed as a magic weapon or their attacks guided by magical aid. However, it is dressed up, a wizard split between a physical stat and their primarily spellcasting ability runs the risk of becoming mediocre at both and not viable in play.

You'll also want to consider a wizard's survivability. Similar to before, a wizard isn't likely to have a high score in Constitution, so bolstering them in other magical ways will be necessary to make sure they can survive the fray they're anxious to jump into.

### Example: Disruption

This wizard is all about interfering and manipulating the magical energy of others. For this subclass I created a feature that allows wizards to use their spell slots as a resource for a powerful ability to disrupt enemy spells.

**Reflexive Disruption:** When you gain this Tradition at 2nd level, you can sense and disrupt the magical energy of creatures nearby. When a creature within 60 feet of you that you can see attempts to cast a spell, you can use your reaction to consume a spell slot and disrupt the spell.

If the target's spell requires a spell attack roll, the target has disadvantage on the roll.

If the target's spell requires its targets to make a saving throw against a spell save DC, those targets have advantage on their roll.

If you consume a spell slot of 2nd level or higher for this feature, you regain a spell slot of one level lower or less. You cannot gain more than your maximum number of spell slots in this way.

### Example: Transmission

The core component of this subclass is the application and usage of tethers, a conduit for the wizard's magical energy. By imbuing a ranged weapon and then successfully hitting the target, they can gain powerful advantage on spells that target the same creature.

**Arcane Tether:** When you gain this Tradition at 2nd level, you can weave powerful magic through your connection with magical focuses. You can spend 1 hour to imbue any ranged weapon or ammunition with a transmission spell. Creatures that you hit with a ranged weapon attack with these weapons or ammunition become tethered to you for 5 minutes, during which time you gain advantage on all spells made against the creature if they are the only target of the spell.

The weapon or ammunition loses its imbue after use. You can have up to 5 weapons or 50 pieces of ammunition imbued in this way at one time. Imbuing additional weapons or ammunition will remove the effect on previously imbued weapons or ammunition.

### Example: Disruption

Since I have created a feature that utilizes spell slots in addition to the spells the wizard will naturally be casting, I wanted to make sure they weren't too limited. This presented a perfect opportunity for a quick and easy modification for this second 2<sup>nd</sup> level feature.

**Improved Arcane Recovery:** When you gain this Tradition at 2nd level, you have learned to recover your own magical energy quicker. When you use your Arcane Recovery feature, you can regain spell slots equal to half your wizard level (rounded up) plus your Intelligence modifier (minimum 1) instead.

### Example: Transmission

This is the true alternate wizard feature, allowing the wizard to take advantage of an existing mechanic (ranged weapon attacks) but adjusting for the advantages of the class (Intelligence).

**Application:** When you gain this Tradition at 2nd level, you have studied the proper techniques for placing your arcane tethers. When you make a ranged weapon attack against a creature, you can use your Intelligence modifier instead of your Dexterity modifier.

## FUNCTIONAL FEATURE

The wizard's next subclass feature comes at 6<sup>th</sup> level. Like their 2<sup>nd</sup> level features, this one is focused on adding functionality to the wizard's toolkit, either through a new ability or modifying an existing one. There are definitely more options for modification at this level; the wizard now has access to more spells as well as the 2<sup>nd</sup> level subclass feature.

In my research with the official subclasses, I found that it was pretty well split between new and modifying features at this point, so either is a viable option here. The other thing I noticed that was, in general, a wizard subclass usually has two new abilities and two modifications. Obviously, this isn't a hard and fast rule, but it's a good starting point for you to think about building your subclass. For instance, if both your 2<sup>nd</sup> and 6<sup>th</sup> level features offer new abilities, it might be a good idea for balance to make the remaining two features modifications rather than new abilities. For now, let's focus on the 6<sup>th</sup> level feature, but keep this advice in mind when considering the overall shape of your subclass.

## NEW ABILITIES

The advice presented in the previous section can all be applied here as well. Below are specific types that you can leverage at this level and beyond.

**Manipulating magic energy.** Wizards are all about managing their energy already in the form of spell slots and spell levels. We can add to this concept by allowing wizards to utilize passive or active magic in combat to achieve additional effects. For example, we could write a feature where the wizard can, on a successful saving throw against a spell, absorb some of the energy and add magic damage of the same type as the original spell to wizard's next spell cast. This concept can be used offensively, defensively, or just to create new effects.

**Movement and teleportation.** While there are existing spells to move around, offering something more standardized to your subclass can help the wizard greatly. This is a great option for wizards who practice shadowy magic or are all about cunning and deception. Whatever the theme, a movement of around 30 feet is usually a good starting point here.

**Magic outside spells.** There is a well-defined system for casting spells, but there are other ways the wizard can access their power. A feature that allows them to create magic relics or imbue weapons with spells is a great way to leverage the existing concepts of the game in new and interesting ways.

## FEATURE UPGRADE

If you had to scale back your 2<sup>nd</sup> level feature because it was too powerful, or there's a spell that you wish would do just a little bit extra, you can create a modification feature to pick up the slack. Keep in mind the advice from the previous section and consider some of these areas for your modifications.

**Spell economy.** Wizards are limited by many factors when it comes to their spells: spell level, spell slots, prepared spells, learned spells, and more. A feature that allows them to flex outside of these rules a bit is a great way to supercharge your wizard into a fierce, spellcasting machine. This can be achieved by improving the rate at which they regain spell slots, allow them to occasionally use lower-level spell slots when casting, or getting more value from a spell slot by casting a second spell alongside it.

**Increased spell potency.** This is an obvious upgrade and, while simple, is a great addition for a combat-focused wizard. This can be limited to certain damage types, schools of spells, or even how the spell targets, like single target spells or spells that affect all creatures in an area. You can also make modification to spells that require a spell attack role, an ability check, or an enemy saving throw, each with its own tone and playstyle baked in.

**Action economy.** This modification is typically seen with alternate wizards but can also serve a more standard wizard well. Many spells require an action to cast and, as you can imagine, wizards are casting a lot of spells. This pretty well ties up their actions, so allowing the wizard to get more value out of their turn is a great place for modification. This can be utilizing a single action to do multiple things, offering a bonus action, or, as I'll get into more later in this section, offer a reaction.



## FREE SPELLS

It should be exceptionally clear by now that spells are the lifeblood of most wizards, and many of your subclass features, especially those that modify, will be built around spellcasting. In addition to modifications though, one simple and powerful type of feature is to simply grant the wizard a new spell, or at least temporary access to one. This can take many shapes, but the basic format is to simply have the wizard learn the spell and add it to their spell book. To make the feature really juicy, you can have the spell not count against the total number of spells the wizard knows and, if it's not already a wizard spell, make it count as one for the purposes of bonuses.

In addition to just learning a spell, you can also have the spell be something that the wizard can cast at will without needing to prepare it, cast without having the required components, or cast without performing the gestures or words associated. You can use these in virtually any combination, but keep in mind how powerful the base spell is. The more powerful it is, the fewer additional options you should give it to keep it balanced.

## REACTIONS

The last type of feature I found in my research was the reaction. If you've read any of my guides, you'll know I'm quite fond of the mechanic and love to put it in my subclasses. Here, the reaction is typically used as a defensive feature, protecting the otherwise low-HP, low-AC wizard from harm.

Most of this type of feature will be centered around the trigger and the effect, with the theme simply being whatever overall theme your subclass takes. For example, a classic reaction is to negate or modify how the character handles an incoming attack. While this can simply be an increase to AC or outright blocking the attack, the theme can be shadow magic enveloping the attacker or a gust of elemental wind knocking them off balance.

### Example: Disruption

This feature seemed like the natural progression of the initial feature, allowing the wizard to draw on higher level spell slots to create a large area of their disruption.

**Zone of Disruption:** Starting at 6th level, you can project your disruptive energy to a large area, affecting all magic performed within it. As an action you can consume a spell slot of 2nd level or higher to create a zone of disruption in a radius of 60 feet around a spot within 30 feet of you that you can see. All creatures within the area have disadvantage on their spell attacks and the targets of spells cast in the area have advantage on all saving throws against a spell save DC. The area lasts for 1 minute or until you dismiss it as a bonus action.

You can optionally choose a number of creatures equal to your Intelligence modifier (minimum 1) that are unaffected by the disruption.

### Example: Transmission

Given that this subclass is highly dependent on ranged attacks as well as already having lower survivability, I figured a nice movement feature was in order. This consumes the tethering effect on the weapon or ammo and can be used to get further away from combat or, if you're feeling spicy, get up close and personal to a target you just hit.

**Translocation:** Starting at 6th level, you can transmit your own energy through your tethers as you would a spell. As an action you can swap places with one of your imbued weapons or ammunition that you can see within 30 feet of you. The effect on the weapon or ammunition is immediately consumed after the transmission.

## UTILITY FEATURE

We have arrived at the wizard's 10<sup>th</sup> level and the third of our subclass features. At this point, things are less defined, and the possibilities are even more boundless. Basically, look to the advice provided in the previous sections and apply that all here. I found an equal amount of all the different types of features at this level: new abilities, modifications, defensive reactions, and free spells. There are a couple new things to call out here, but ultimately it's up to you what to do here. If you want to keep adding new features like before, go right ahead. If you'd like to mix things up, though, then this section will be of interest to you.

## WIZARD IMPROVEMENT

This is the stage in the subclass where you might start to find features that modify and improve the wizard themselves. This can be extremely important for alternate wizards but also welcome for any wizard.

The obvious area for wizard improvement is in survivability. Notorious for being squishy, wizards can gain a lot of benefit from even the smallest bonus to their defenses. This can include things like resistances, Hit Points, and Armor Class. This feature can directly impact these areas, granting temporary or permanent bonuses to the stats, or it can impact survivability in less direct ways, like bonuses to saving throws.

Again, while the mechanics might be simple, you'll want to dress them up in the thematic elements of your particular wizard's magic style.

## ROLL BONUSES

An area similar to wizard improvements, several of the subclasses had features that modified the rolls made by the wizard for spell casting, ability checks, and even weapon attacks in the case of alternate wizards.

When it comes to spells, there are a couple places to improve upon the wizard's rolls. There is the obvious spell casting roll, but you can also impact the rolls for spell damage as well. These can be powerful improvements, so limiting them to either certain types of spells or a limited number of uses is likely required.

You might also take this opportunity to improve upon your wizard's non-combat abilities. This can be as simple as offering an extra proficiency or adding bonuses to rolls made in certain, likely magical contexts. For example, your wizard might be a trickster, so granting them a bonus to their Charisma (Deception) checks when they incorporate magic into their lies would make for a fine feature.

### Example: Disruption

Since both of the main features of this subclass have been new abilities, I wanted to balance things out with modification features from this point. The first one is an upgrade to the origin feature, allowing the wizard to regain a spell slot when their ability doesn't work out, allowing them to try again.

**Recalled Energy:** Starting at 10th level, you can draw on the energy transferred during your disruption. When a creature that is affected by your Reflexive Disruption makes a successful spell attack or the target of their spell fails their saving throw, you regain a 1st level spell slot.

### Example: Transmission

This is where the subclass starts to ramp up. With this feature the wizard can now make the initial ranged attack as a bonus action and then follow it up immediately with a spell cast action. This seems powerful at first, and it is, but it's also naturally limited by the success of the weapon attack, the success of the spell attack, and limitations to spell casting, including spell slots and prepared spells. All that together makes this feel like a pretty balanced feature.

**Secondary Application:** Starting at 10th level, your practical application of both weapon and spell has become second nature. You are as skilled with your weapons as you are your magic. On your turn, you can use a bonus action to make a ranged weapon attack against a creature.



## MODIFY FEATURE

The final Tradition feature comes when the wizard attains 14<sup>th</sup> level. As we round out the subclass, most Traditions I researched use this space for a modifying feature, either improving class or subclass features or further altering the way the wizard casts spells.

Remember that mentioned early that wizard Traditions are often split between two new abilities and two modifications. Keep that in mind along with the notion that many Traditions save one of those modifications for a big feature at 14<sup>th</sup> level, and you can start to get a template for creating your first wizard subclass. As you become familiar and comfortable with Traditions, you can start to break outside these rules.

As with previous sections, keep in mind all the advice presented in this guide to apply at this level as well. Below are some tips regarding specifically the last Tradition feature as I've seen in the official material.

## MAJOR BONUSES

For this type of feature, look at the Wizard Improvement and Roll Bonuses sections and then crank it up a few notches. Instead of a one-time saving throw bonus, you can do an always-on advantage to saving throws against spells. Working on an alternate wizard who really likes their sword. Boom, they add their Intelligence modifier to all weapon damage.

There's an opportunity here to go overboard, but I'd encourage you to think big and then scale back. This is the last subclass feature so make it a good one.

## ENHANCED EFFECT

If you already have some great features down for your subclass and you just want to lean into them a little more, you can tack on to them here, adding new effects or enhancing existing ones. For example, if your wizard focuses on conjuring magical constructs to fight for them, this feature can grant them additional Hit Points, increased damage, or a longer duration.

You can also look for ways to utilize previous features in new ways. Consider retooling a combat-focused ability for use in social situations, or the other way around. You can also enhance an ability by giving more opportunity to use it. You can do this by increasing the number of targets, the number of times it can be used, or expand the circumstances in which it can be used.

### Example: Disruption

For the final modification feature, I wanted to have something flashy and fun. When a target of the origin feature is successfully disrupted, the wizard can choose to cast the spell themselves. This still requires a spell slot, so it naturally limits which spells can be cast in this way and how often. I am imagining some very exciting moments with this feature in play.

**Spell Harness:** Starting at 14th level, you can further harness the energy of the spells you disrupt, redirecting them. When a creature that is affected by your Reflexive Disruption fails to make a spell attack or the target of their spell succeeds their saving throw, you can choose to redirect the target's spell, choosing new targets. This consumes a spell slot as if you had cast the spell normally.

### Example: Transmission

The original feature I wrote for this level was about immediately casting a cantrip at a target hit by a ranged attack, but that felt a little too similar to the 10<sup>th</sup> level feature. Instead, I came up with a much more powerful and showy feature that, when limited by rests, feels both balanced and engaging.

**Amplification:** Starting at 14th level, your magic pulses from you, amplified by your tethers. When you successfully cast a spell that targets a creature affected by one of your Arcane Tethers, you can choose to have the spell affect all creatures affected by your tethers within the spell's range. Once you use this feature, you cannot use it again until you finish a short or long rest.

## DISRUPTION

While many wizards engage in an arcane arms race to overpower one another with their superior magic, other—some might say smarter—wizards engage in disruptive countermeasures. These wizards are very sensitive to imminent magical energies and can react quickly to stymie their opponent before they can cast the spell. This interference is considered poor form in many arcane circles, but at the end of the day it's always better to be alive and in poor form than the other way around.

Disruption wizards specialize in manipulating their own magical energy in such a way that it interferes with spells being performed by other nearby casters. This can create an opportunity to strike back, flee, or simply show gloat. Whatever the outcome, the method is one of intense study and understanding of the flow of arcane energy.

### DISRUPTION FEATURES

Wizard Level	Features
2 <sup>nd</sup>	Reflexive Disruption, Improved Arcane Recovery
6 <sup>th</sup>	Zone of Disruption
10 <sup>th</sup>	Recalled Energy
14 <sup>th</sup>	Spell Harness

## REFLEXIVE DISRUPTION

When you gain this Tradition at 2<sup>nd</sup> level, you can sense and disrupt the magical energy of creatures nearby. When a creature within 60 feet of you that you can see attempts to cast a spell, you can use your reaction to consume a spell slot and disrupt the spell.

If the target's spell requires a spell attack roll, the target has disadvantage on the roll.

If the target's spell requires its targets to make a saving throw against a spell save DC, those targets have advantage on their roll.

If you consume a spell slot of 2<sup>nd</sup> level or higher for this feature, you regain a spell slot of one level lower or less. You cannot gain more than your maximum number of spell slots in this way.

## IMPROVED ARCANE RECOVERY

When you gain this Tradition at 2<sup>nd</sup> level, you have learned to recover your own magical energy quicker. When you use your Arcane Recovery feature, you can regain spell slots equal to half your wizard level (rounded up) plus your Intelligence modifier (minimum 1) instead.

## ZONE OF DISRUPTION

Starting at 6<sup>th</sup> level, you can project your disruptive energy to a large area, affecting all magic performed within it. As an action you can consume a spell slot of 2<sup>nd</sup> level or higher to create a zone of disruption in a radius of 60 feet around a spot within 30 feet of you that you can see. All creatures within the area have disadvantage on their spell attacks and the targets of spells cast in the area have advantage on all saving throws against a spell save DC. The area lasts for 1 minute or until you dismiss it as a bonus action.

You can optionally choose a number of creatures equal to your Intelligence modifier (minimum 1) that are unaffected by the disruption.

## RECALLED ENERGY

Starting at 10<sup>th</sup> level, you can draw on the energy transferred during your disruption. When a creature that is affected by your Reflexive Disruption makes a successful spell attack or the target of their spell fails their saving throw, you regain a 1<sup>st</sup> level spell slot.

## SPELL HARNESS

Starting at 14<sup>th</sup> level, you can further harness the energy of the spells you disrupt, redirecting them. When a creature that is affected by your Reflexive Disruption fails to make a spell attack or the target of their spell succeeds their saving throw, you can choose to redirect the target's spell, choosing new targets. This consumes a spell slot as if you had cast the spell normally.

# TRANSMISSION

Wizards, mages, and other magic folk are always looking for ways to enhance and empower their skills. They spend years of their lives in study, hoping to glean secret knowledge that will bring them power. There are times when study isn't enough, or a wizard is looking for an external way to amplify their abilities. One such school is that of Transmission, the study of passing magic energy through conduits, improving accuracy and reliability.

For the theoretic wizard, the simple placement of arcane tethers at sites will give them what they need, but this does little when their target has the advantage of surprise or is otherwise cunning in the ways of combat. For these situations, a wizard must be prepared to, shall we say, aggressively apply a conduit to ensure maximum potency of successive spells. Those that master both the physical and magical elements of this art are truly at the height of their power.

## TRANSMISSION FEATURES

### Wizard

#### Level

#### Features

2 <sup>nd</sup>	Arcane Tether, Application
6 <sup>th</sup>	Translocation
10 <sup>th</sup>	Secondary Application
14 <sup>th</sup>	Amplification

# ARCANE TETHER

When you gain this Tradition at 2<sup>nd</sup> level, you can weave powerful magic through your connection with magical focuses. You can spend 1 hour to imbue any ranged weapon or ammunition with a transmission spell. Creatures that you hit with a ranged weapon attack with these weapons or ammunition become tethered to you for 5 minutes, during which time you gain advantage on all spells made against the creature if they are the only target of the spell.

The weapon or ammunition loses its imbue after use. You can have up to 5 weapons or 50 pieces of ammunition imbued in this way at one time. Imbuing additional weapons or ammunition will remove the effect on previously imbued weapons or ammunition.

# APPLICATION

When you gain this Tradition at 2<sup>nd</sup> level, you have studied the proper techniques for placing your arcane tethers. When you make a ranged weapon attack against a creature, you can use your Intelligence modifier instead of your Dexterity modifier.

# TRANSLOCATION

Starting at 6<sup>th</sup> level, you can transmit your own energy through your tethers as you would a spell. As an action you can swap places with one of your imbued weapons or ammunition that you can see within 30 feet of you. The effect on the weapon or ammunition is immediately consumed after the transmission.

# SECONDARY APPLICATION

Starting at 10<sup>th</sup> level, your practical application of both weapon and spell has become second nature. You are as skilled with your weapons as you are your magic. On your turn, you can use a bonus action to make a ranged weapon attack against a creature.

# AMPLIFICATION

Starting at 14<sup>th</sup> level, your magic pulses from you, amplified by your tethers. When you successfully cast a spell that targets a creature affected by one of your Arcane Tethers, you can choose to have the spell affect all creatures affected by your tethers within the spell's range. Once you use this feature, you cannot use it again until you finish a short or long rest.

# ABOUT

## SUPPORT

This sourcebook is release as pay-what-you-want (PWYW) on DMs Guild. Please consider supporting my work by paying for this sourcebook, leaving a review on DMs Guild, and sharing it with your friends and social networks. Please feel free to tag me online @mrmatthew if you do share it on Twitter. Thank you!

## USAGE

Buy downloading this book you are free to use and reproduce it for personal use. You are not allowed to resell or repost in any form.

You are also allowed to use this guide to create a class archetype for commercial purposes. I ask that you please credit and link to this guide in your finished product. Thank you!

## FEEDBACK

Thank you for downloading this sourcebook! It was a lot of fun to create.

If you have any feedback or suggestions for this sourcebook, please send it to me via email at [matthew@gravelyn.com](mailto:matthew@gravelyn.com) with the subject line "Create-A-School Feedback". Your input will help to make this sourcebook even better for future players!

# CREDITS

## IMAGE CREDITS

[Mage](#) (cover) by Dean Spencer  
[Female Halfling Wizard](#) (pg. 3) by Brian Brinlee  
[Mechanical Wizard](#) (pg. 4) by Gary Dupuis  
[Mage \(M\)](#) (pg. 9) by Forrest Imel  
[Parchment Paper](#) by DevonTT

## FONT CREDITS

[Nodestro Caps Condensed Font](#) by /u/Solbera

