

BLACKSTAFF'S TOME OF WIZARDRY



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TABLE OF CONTENTS

INTRODUCTION	4	GUILD WIZARDRY	42
ORIGINS OF MAGIC & PATHS TO DISCOVERY	5	SCHOOL OF HEDGE MAGI	45
WIZARDLY ORIGINS	6	SCHOOL OF INCANTATION	47
SCHOOL OF ALCHEMICAL ARTILLERY	7	SCHOOL OF JAUNTING	49
ARCANE EXPERIMENTER	9	SCHOOL OF KINETICS	51
SCHOOL OF ASTROMANCY	11	SCHOOL OF LUNAR MAGI	53
SCHOOL OF BATTLEMAGI	13	SCHOOL OF MENTALISM	55
SCHOOL OF BINDING	15	SCHOOL OF NETHERMANCY	57
SCHOOL OF DIMENSIONALISM	18	SCHOOL OF PUPPETRY	59
ELEMENTAL TRADITIONS	20	SCHOOL OF REANIMATION	63
SCHOOL OF AEROMANCY	21	SCHOOL OF RUNECRAFT	67
SCHOOL OF FLORALMANCY	23	SCHOOL OF SCRYMANCY	71
SCHOOL OF GEOMANCY	25	SCHOOL OF SOULBINDING	73
SCHOOL OF HYDROMANCY	27	SYMBARCH TEACHINGS	75
SCHOOL OF PYROMANCY	29	MAGICAL LORE - THE SIMBUL	78
SCHOOL OF EMOMANCY	31	SCHOOL OF VOIDMANCY	79
SCHOOL OF FERROMANCY	34	BESTIARY	81
SCHOOL OF FLEUREMANCY	36	SPELL INDEX - BY NAME	87
SCHOOL OF GOLEMANCY	38	SPELL INDEX - BY LEVEL	88
THE GREEN STAR ADEPTS	40	SPELL INDEX - BY SPELL SCHOOL	89
		CONTRIBUTOR BIOGRAPHIES	90



INTRODUCTION

Vajra surveyed the bustling streets of Waterdeep from her balcony, watching the citizens go about their lives, blissfully ignorant of the hidden dangers they were protected from every day by herself and those like her. It was a heavy burden, this responsibility, but one she accepted with resolve. She was best placed to carry it, and her sense of duty would allow no less than her best efforts in service to the city. The fact that the citizens were ignorant, was a blessing that allowed them to carry on without fear. She needed no acknowledgment to feel proud of her role in their lives.

A now familiar pull brought her from her reverie – a subtle tugging at her mind that reminded her time was of the essence. Sighing, she turned and walked into the tower, toward her study.

As she left, a spectral figure manifested in her wake, slipping silently along behind her. The clack of her staff on the plush carpet covering the marble floors, was audible, sounding in time with her strides as she traversed halls longer than the building dimensions should have allowed. Still, the silent shade pursued her, inching closer to her back. By the time she reached the door to her study, the figure was almost within arm's reach. She approached a desk with a large black book upon it, as the specter slowly raised a hand...

She sighed, exasperated "I can sense your presence you know, no need for theatrics."

The shade of Khelben smiled a slightly mischievous grin "A little theatrics never hurt anyone. I'm still getting used to being...whatever this is. I look like a ghost, and occasionally the desire overtakes me to act like one."

Vajra raised an eyebrow "Hardly becoming behavior for an all-powerful archmage", she said archly.

"That's no longer my role. I remain to advise. You are the Blackstaff now", he countered.

Vajra's face sobered, their banter a welcome distraction, but fading in the face of more serious matters. "You feel it too don't you? There are new magics rising across Faerûn. I fear there are many out there opening doors to powers they have little understanding of, and less control."

He solemnly agreed. "New magics, and very old magics too – uncovered again after a long dormancy. We will need to educate this new wave of wizards, lest they harm themselves. The young are often impatient and impetuous, to their detriment"

Vajra smiled "Only the young? I would wager a lack of good sense is not limited by age", she said slyly, eyeing the spectral mage.

Khelben returned the smile with humor "You are not wrong", and then with more seriousness continued "Shall we begin?"

Vajra turned back to the large tome and opened it with purpose.

Welcome to Blackstaff's Tome of Wizardry, a scholarly account of both new and old magical traditions, revealed and annotated by Khelben Arunsun and Vajra Safahr, former and current holders respectively, of the title and the artifact known as the Blackstaff.

This tome serves to educate the novice and master alike, in the powers and pitfalls of some rare arcane disciplines in the fervent hopes practitioners do themselves, and others, no harm in their pursuit of esoteric knowledge.



THE ORIGINS OF MAGIC

The origins of magic are one of the most important, and most widely debated and disputed, philosophical topics of the wizarding world.

The evidence certainly suggests it existed and was wielded, long before the relatively young world of Toril was spun into existence at the metaphorical hands of Ao, the Overgod of the Realms, and some say the creator of the very multiverse itself (though again, this is heavily disputed¹).

What is known is the origins of magic on Toril. As the gods Selune and Shar warred for control of the world, their released energies caused both the Weave and, secretly, the beginnings of the Shadow Weave. With the event of the Weave came Mystryl, the first goddess of magic. At this time magic was raw and unfettered, and the Weave was open to all to use freely. This free use created and recreated the Weave, creating new patterns, designs, and flaws. From this unrestricted use rose Netheril, the Empire of Magic, whose arcanists commanded powers undreamt of by wizards today. It also gave rise to their enemies, the Phaerimm, and planted the seeds of their own destruction, and that of Mystral too, when Karsus usurped the goddess's power and the Weave failed.

From this catastrophe rose a new goddess of magic, Mystra, and a new ordering of magic that has persisted - more or less - to this very day. While the Weave, and Toril, have undergone incredible strain and changes - and a cataclysm or two - the fundamental nature of how wizards access the Weave has remained. Gone is the dangerous, world-altering freedom to use the Weave as whims dictated. Magic is now more controlled, and harder to access, for wizards of the Realms than it once was.

PATHS TO DISCOVERY

That doesn't mean that discoveries and innovations are withheld. Far from it, the nature of wizards is to study and test the limits of what is possible with magic. It is what fundamentally sets them apart from all other users of the Weave; the desire to push forward - or to look back - and discover or uncover ways of using magic that are not currently known. Whether uncovering a long lost art form or forging a new path into magical theory, wizards are forever opening doors and stepping boldly through into new frontiers of magic.

Many wizardry schools and lone mages hold their own speculations on the beginnings of arcane practice, and the nature of discovery and development, which they impart to apprentices to continue the search. Because of this, as wizards journey, they investigate; documenting, collecting, and researching the ruins explored and creatures slain, all in the hopes of finding that next clue to the true origins of the arcane, and the infinite possibilities held within.

Sometimes these researches lead to breakthroughs that forever change the nature of how magic is thought of or taught, gaining the wizard fame (or infamy) that lives on long after they are gone. The names Bigby, Tenser, and Mordenkainen are synonymous with magical spells that are known to all wizards, though few on Toril know the specifics of who these great wizards were. Occasionally a wizard's legacy leaves an indelible mark on magic itself. While not all such marks or reputations are lauded, one never knows how history will record them.

Of course, far more often a wizard - and any contributions to magic they make - fade into oblivion with their passing; unremarkable, unrecorded, and unlamented.

In my experience, adventuring wizards often fall into the latter category, as their danger-fraught occupation tends to end careers before they reach their natural peak. The researchers tend to live safer if less exciting lives. That being said, such intrepid wizards are far more likely to uncover long lost caches, libraries, and laboratories of the ancient, and long lost magic-using cultures that have vanished from the world, rediscovering esoteric knowledge that may shed light on such mysteries.

Finally one cannot discount the power of desperation on discovery. Many an adventurer has discovered a revelation in magical theory in an often expedient and desperate attempt to stave off impending death or the threat of existential terror. As mortals, we have an amazing depth of resolve in delaying the inevitable.

One never knows where the next great discovery will be found.



¹ It was in fact revealed that AO is creator and caretaker of only Abier and Toril in the novel Waterdeep of the Avatar Trilogy by Troy Denning

WIZARDLY ORIGINS

Wizards are made, not born. Greatness comes from the pursuit of ideals, and the persistence to follow these through to their natural conclusion with long hours of research and experimentation. While others are born naturally gifted, or make pacts with powers, or flirt with arcane through other means, wizards expand their talents with hard work and perseverance.

When creating a wizard character you may want to consider selecting from the following characteristics to add depth to the character's origin story.

MAGICAL THEORY

While the belief that all wizards access the Weave for magic is universal, exactly how a specific wizard does so is very personal. No two wizards explain the process in the same way

d8 Magical Theory

- 1 Magic is a fundamental force of nature, like the wind, or sunlight. It sits just below the surface of the tangible world, waiting to be drawn upon.
- 2 The oldest discovered scripts of magic are in Draconic. Dragons are the true masters of magic and their script and grammar are the keys to unlocking magic.
- 3 Magic is derived from the feywild. The fey are innately creatures of magic and understanding their essential nature is the the first steps to arcane knowledge.
- 4 The ubiquity of elemental magic suggests that magic is derived from the elemental planes and arcane script is merely a codification of symbols allowing us to understand how to combine these elements in ways to produce magic effects.
- 5 The Astral plane connects all things and is the source of magic too. All manifestations of magic are generated by tapping the silver sea as a conduit.
- 6 Its no coincidence that the runes of the giant folk both permeate various languages and have symbolic and iconic power. This is the language of magic.
- 7 I am the source of my magic. It exists because I exist, and naturally draw energy because of this fact. Each wizard must find their own personal focus to unlock the potential within.
- 8 There is no magic...

INITIATION TO MAGIC

All wizards are exposed to magic at some point, in order to set their feet on the path of study. How each was first influenced forever informs their attitudes and behaviours toward their career.

d12 Initiation

- 1 A strange, shadowy figure came to you in your dreams, and over the course of months, instilled in you a fascination with magic.
- 2 As a child, you found an old tome in a cluttered attic. Once you realized what it was, what it held, you became shaped by it.
- 3 When you were young, you became lost and wandered into a vast temple glittering with sigils, and from those runes poured into you the knowledge of magic.
- 4 A parent instructed you in the ways of magic, with traditions unique to your family.
- 5 At a young age, you were sent to live with an eccentric hermit who taught you esoteric knowledge while you tended to tedious chores.
- 6 It was a custom in your village to send the brightest children to study at a remote monastery of scholars and mages.
- 7 A secret society of mages located you and brought you to learn in an arcane academy hidden beneath ancient ruins.
- 8 Your great-great-grandmother once loyally served a dragon, who repaid this loyalty by teaching you arcane secrets.
- 9 An enigmatic traveler noticed your precocious mind and sent you to study with the fey in an isolated land concealed by mists.
- 10 You attended a grand university of magic where alchemists, artificers, and wizards of all sorts come to study.
- 11 As a child you discovered a cursed object and fell under its sway. A guild wizard was brought in to break the curse and noted your magical aptitude, recommending you for enrolment.
- 12 You discovered a tiny sliver of blue-white crystal while playing as a child, and instantly your mind was filled with arcane symbols and eldritch incantations you couldn't possibly understand. From that day forward your insatiable hunger for magical knowledge was born.

SCHOOL OF ALCHEMICAL ARTILLERY

The alchemical artillerist is an expert at infusing magic with other components to create a strong offense from long range. They use unique alchemical components to enhance their spellcasting capabilities. They are commonly seen along military lines, assisting adventurers, or aiding political leadership facing difficult challenges that require a lot of arcane firepower.

ALCHEMICAL ARTILLERIST FEATURES

Wizard Level	Feature
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2nd	Alchemical Expert, Siege Artillerist
6th	Fog of War
10th	Intense Elements
14th	Concentration or Dilution

ALCHEMICAL EXPERT

Starting at 2nd level, you are proficient in the Arcana skill, as well as with alchemist's supplies.

SIEGE ARTILLERIST

Starting at 2nd level, if you use your alchemist's supplies as the material component of your spells, you can imbue a spell to deal double damage to objects and structures. You can use this ability a number of times equal to your Intelligence modifier (minimum of once). You regain all expended uses when you finish a long rest.

FOG OF WAR

Beginning at 6th level, using your alchemist's supplies as a material component of your spells, you can add a lasting smoke to any instantaneous area of effect spell you cast. Once the spell effect ends, it leaves behind a thick cloud of alchemical smoke for a short time. The residual smoke covers the same area as the spell, creating a heavily obscured area until the end of your next turn, and lightly obscured area until the end of your turn after that. You can use this ability a number of times equal to your Intelligence modifier (minimum 1). You regain all expended uses of this ability when you finish a long rest.

INTENSE ELEMENTS

Beginning at 10th level, you are able to mix in alchemical concoctions to your elemental spells that allow them to increase in intensity, clinging to their targets for added effect. When you cast a spell that deals acid, cold, fire, or lightning damage, you can intensify it using your alchemist's supplies as a material component. Any 1s rolled on the damage dice of the

spell are automatically treated as a 2 instead. You regain the use of this ability after finishing a short or long rest.

CONCENTRATION OR DILUTION

At 14th level, you have mastered alchemical mixtures capable of concentrating or dispersing your area of effect spells. When you cast a damage-dealing, area of effect spell, you can either:

- Choose to concentrate the spell effect, halving the area of effect but forcing saving throws to resist its effects to be made with disadvantage.
- Choose to dilute the spell effect, doubling its area of effect, but each affected creature gains resistance to the diluted damage type for this spell.

After using this ability you cannot use it again until after you finish a long rest.

NEW ALCHEMICAL ARTILLERY SPELLS

ALCHEMICAL GRENADE

Evocation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (alchemist's supplies)

Duration: Instantaneous

You generate a partially magical, partially alchemical sphere and hurl it at a point within range. On impact it explodes in a 5-foot radius sphere of shrapnel. Creatures within the area must make a successful Dexterity saving throw or take 1d6 piercing damage.

ARCANE BALL BEARINGS

3rd-level conjuration

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a single ball bearing)

Duration: Instantaneous

A wave of glowing arcane ball bearings is flung in a 60-foot cone from a point you choose within range. The ball bearings pulse with an energy type of your choice from fire, lightning, or radiant. Creatures in the affected area must make a Dexterity saving throw, taking 2d6 bludgeoning damage and 4d6 damage of the damage type you chose on a failed save, or half as much damage on a successful one. After the initial wave, the ball bearings cease dealing damage but remain in the area for 10 minutes before vanishing. Anytime a creature attempts to move in or through the area, it must succeed on a Dexterity saving throw or fall prone. Crawling creatures and those immune to the prone condition do not need to make this saving throw.

FIRES OF AVERNUS

5th-level evocation

Casting Time: 1 action

Range: Self (60-foot cone)

Components: V, S, M (a chunk of basalt)

Duration: Instantaneous

Crackling hellish flame and acrid smoke pour forth from your hands, engulfing a 60-foot cone area of your choice. Creatures within the area of effect must make a successful Dexterity saving throw or take 10d6 fire damage and become incapacitated until the end of their next turn, as their lungs fill with the poisonous smoke. A creature that succeeds on its saving throw takes half as much damage and isn't incapacitated. Creatures immune to poison are immune to the incapacitating effects of this spell.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the fire damage increases by 1d6 for each slot level above 5th.

SHRAPNEL RAY

1st-level evocation

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (an orange topaz worth at least 50gp)

Duration: Instantaneous

An electrical bolt streaks toward a target in range, gathering rocks, dust, or other debris. Make a ranged spell attack. On a hit, the target takes 2d8 lightning

damage and a 15-foot radius dust cloud centered on the target forms, creating a lightly obscured area. This cloud lasts for 1 minute.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you create one additional bolt for every two slot levels above 1st.

Elise Cretel

Warfare by magic is nothing new. Sadly, one of the greatest motivations for magical innovation is conflict. Alchemical artilleryists take this to new heights, combining the pseudo-arcane discipline of alchemy and wizardry, to produce some of the most terrifyingly effective combat magic ever conceived.



ARCANE EXPERIMENTER

The wizardry disciplines tend towards fastidious structure, dedicated study, and cautious experimentation. The formulas for new spells and magical items can take decades of research and testing before they are proven stable.

But there are those who believe to truly learn, to truly understand, requires not only careful analysis but practice; even if that process is considered reckless. The quickest way to test if a spell formula works isn't to pore over it for months or years, assessing its flaws, but to simply try it in a variety of situations and environments, and against a variety of foes.

ARCANE EXPERIMENTER FEATURES

Wizard Level	Feature
2nd	Experimenter's Kit, Arcane Superiority
6th	Prepared Superiority
10th	Improved Superiority
14th	Relentless

EXPERIMENTER'S KIT

At 2nd level, you gain proficiency with alchemist's supplies, a fundamental of arcane experimentation.

ARCANE SUPERIORITY

You push your magic further than other arcane traditions. What your magic lacks in elegance, it makes up for in power.

At 2nd level, you learn arcane maneuvers that are fueled by special dice called superiority dice.

Maneuvers. You learn three arcane maneuvers of your choice. Many maneuvers enhance your spellcasting in some way. You can only use one maneuver per spell cast (maximum of 1 per turn).

You learn one additional maneuver of your choice at 6th level, 10th level, and 14th level. Each time you learn a new maneuver, you can choose one of the maneuvers you know and replace it with another maneuver from the list of maneuvers available to you.

Superiority Dice. You have four superiority dice, which are d6s. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a short or long rest. You gain another superiority die at 7th level and one more at 15th level.

Saving Throws. Some of your arcane maneuvers require your target to make a saving throw to resist the maneuver's effects. The saving throw DC is calculated as follows:

Maneuver save DC = 8 + your proficiency bonus + your Intelligence modifier.

ARCANE MANEUVERS

The maneuvers are presented in alphabetical order

Arcane Stability. If you are required to make a Constitution saving throw to maintain your concentration, as a reaction, you can expend one superiority die and add twice the number rolled on the superiority die to your saving throw. You apply this bonus after you roll the die, but before the outcome is determined.

Experimental Formula. When you cast a spell that requires a saving throw, as a reaction, you can expend one superiority die and increase the spell save DC by half the number rolled on the superiority die (rounded down). You apply this bonus before the saving throw is rolled.

Imbued Alacrity. When you roll initiative, as a reaction, you can expend one superiority die and add the result of the superiority die to your initiative score. In addition, you gain bonus movement for the first round of combat equal to 5 feet x the result of the superiority die roll.

Occult Insight. When you make an Intelligence check, as a reaction, you can expend one superiority die and add the number rolled on the superiority die to your check. You apply this bonus after you roll the die, but before the outcome is determined.

Power Surge. When you hit a creature with an attack, or it fails a saving throw against a spell you cast, as a reaction, you can expend one superiority die and deal force damage equal to the result of the superiority die. If the spell affects more than one creature, you choose which creature takes the additional damage. At 11th level this additional damage becomes 2x the amount shown on the superiority die.

Spell Dispersal. If you are required to make a saving throw against a spell or magical effect, as a reaction, you can expend one superiority die and add the number rolled on the superiority die to your saving throw. You apply this bonus after you roll the die, but before the outcome is determined.

Weave Ward. If you are hit by an attack whilst not wearing armor, as a reaction, you can expend one superiority die and add the number rolled to your AC until the end of this turn. If the attack still hits, you take half damage instead. You can apply this bonus after the die is rolled, but before the outcome is determined.

PREPARED SUPERIORITY

At 6th level you gain the following abilities:

- If you roll a 20 on the die when making an Intelligence saving throw or an Intelligence ability check, you regain one superiority die.
- The first time you expand all of your highest level spell slots, you regain a superiority die. You cannot benefit from this ability until you have completed a long rest.

IMPROVED SUPERIORITY

Your superiority die changes when you reach certain levels in this class. The die becomes a d8 at 10th level, and a d10 at 18th level.

RELENTLESS

Starting at 14th level, when you roll for initiative and have no superiority dice remaining, you regain 1 superiority die.

NEW ARCANE EXPERIMENTER SPELLS

ABLATIVE BODY WARD

3rd-level abjuration

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (gem dust worth at least 50 gp, which the spell consumes)

Duration: 1 minute

You are imbued with a sheen of glittering dust that guards against fatal blows. While the spell is active, when damage reduces you to zero hit points, you can make a Constitution saving throw with a DC of 5 + the damage taken. On a success, you drop to 1 hit point instead.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the duration increases by 1 minute for each slot level above 3rd.

GREATER CHARM OF SECOND CHANCE

4th-level divination

Casting Time: 1 reaction, which you take when you make a saving throw, ability check, or attack roll

Range: Self

Components: V, S, M (a weighted die)

Duration: Instantaneous

Twisting the Weave of magic in your favor, you influence the world with uncanny luck. After rolling a die, you can use your reaction to reroll it and add or subtract an amount equal to your spellcasting ability modifier, but you must accept the new result.

LESSER CHARM OF SECOND CHANCE

2nd-level divination

Casting Time: 1 reaction, which you take when you make a saving throw, ability check, or attack roll

Range: Self

Components: V, S, M (a weighted die)

Duration: Instantaneous

Pulling at the thread of the Weave, you subtly shape events. After rolling a die for the triggering event, you

can use your reaction to reroll it, but you must accept the new result.

PRISMATIC CLOUD

5th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a prism)

Duration: Concentration, up to 1 minute

You cause a glittering cloud of scintillating energy to form momentarily at a point within range, filling a 20-foot-radius sphere. Each creature in the sphere must succeed on a saving throw or be affected by one of the following conditions (roll 1d6 for each creature):

1. **Paralysis.** The creature must succeed on a Constitution saving throw or be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
2. **Poisoned.** The creature must succeed on a Constitution saving throw gain the poisoned condition for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
3. **Frightened.** The creature must succeed on a Constitution saving throw or be frightened for 1 minute, with you being the cause of its fear. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
4. **Slumber.** The creature must succeed on a Constitution saving throw or fall unconscious for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the creature suffers damage the effect immediately ends.
5. **Blind.** The creature must succeed on a Constitution saving throw or be blinded for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
6. **Charmed.** The creature must succeed on a Constitution saving throw or be charmed by you for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Iam Pace

SCHOOL OF ASTROMANCY

Wizards who practice astromancy learn to harness the full power of both the heavens and the earth; to aid, hinder, or destroy. With an extreme love of the celestial bodies, they learn to extend their awareness of the weave to the stars. Having a deep respect for the power of Toril's own power, they are able to manipulate the power of gravity itself. While scoffing at the idea that their school is in any way related to the predictive nature of astrology (a common mistake among the uninitiated), their powers are more often employed in professions where security or displays of force are required.

ASTROMANCER FEATURES

Wizard Level	Feature
2nd	Star Sight, Reactive Levitation
6th	Power of the Stars
10th	Radiant Armor
14th	Master of Gravity

STAR SIGHT

At 2nd level, your eyes glow with a flicker of starlight, even in the darkest dark. You gain darkvision out to a range of 30 feet and it can't be impeded by magical darkness. If you already have darkvision, its range increases by 30 feet.

REACTIVE LEVITATION

Beginning at 2nd level, your spellcasting attunes you to the forces of gravity. Whenever you use your action to cast a spell, you can use your bonus action to hover 1 foot off the ground until the start of your next turn. You can end this ability as a reaction.

POWER OF THE STARS

Starting at 6th level, you are able to harness the powers of the stars themselves. You are resistant to radiant damage. Additionally, when you deal fire damage or lightning damage with a spell, you can choose to change the type of damage it deals to radiant. You can use this ability twice, regaining expended uses after completing a long rest.

RADIANT ARMOR

Starting at 10th level, as a bonus action, you can expend a spell slot to manifest a glimmering, radiant cuirass on your body. This cuirass lasts for 1 minute, and grants you a bonus to your AC equal to half the level of the spell slot expended (minimum of 1). Additionally, for the duration of this effect, when you are hit with a weapon attack from a creature you can see within 60 feet of you, the attacker takes 1d6 radiant damage.

MASTER OF GRAVITY

At 14th level, you've mastered manipulating the gravity of Toril itself. You know the *reverse gravity* spell and copy it into your spellbook. You can cast it once per long rest without expending a spell slot. Additionally, while the spell is active, you gain a fly speed equal to your movement speed.

NEW ASTROMANCER SPELLS

GRAVITY WARD

2nd-level transmutation

Casting Time: 1 minute (ritual)

Range: 30 feet

Components: V, S

Duration: 1 day

You ward a two-dimensional area up to five consecutive 5-foot squares, with a gravity ward. Unless a creature knows the password, any creature touching the surface of the ward is affected by the increased gravity of the area. Affected creatures must succeed on a Strength saving throw or have their movement speed reduced by half. The area of the ward is also considered difficult terrain for affected creatures. Triggering the ward does not dispel it, and *dispel magic* can remove five 5-foot squares.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can ward an additional five 5-foot squares, and the effect lasts an additional day, for each slot level above 2nd. If you cast this spell using a 9th-level spell slot, the effect lasts until dispelled.

MELF'S MOST MINTUE METEOR

Evocation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a piece of meteorite)

Duration: Instantaneous

You summon a small meteor to fall from the sky and crash into your opponents. You target one creature you can see within range. The target must make a Dexterity saving throw or take 1d6 fire damage and 1d6 bludgeoning damage.

The spell's fire damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

PULSAR SHIELD

5th-level evocation

Casting Time: 1 reaction, which you take when you are targeted by an attack or spell effect.

Range: Self

Components: V, S, M (a star ruby worth at least 1,000 gp)

Duration: 1 round

A glowing barrier of radiance appears to protect you. Until the start of your next turn, you gain a +5 bonus to AC and have resistance to fire, radiant, lightning, and force damage. Your body shines brightly, shedding bright light in a 30-foot radius, and dim light for an additional 15 feet. Any creature within 30 feet of you when the spell is cast must make a successful Constitution saving throw or be blinded until the end of its next turn. A creature can avoid this effect by using their reaction to drop whatever is in their hands and covering their eyes.

REMOVE GRAVITY

3rd-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (two magnets)

Duration: Concentration, up to 1 minute

You target one creature you can see within range. The creature must succeed on a Strength saving throw or begin floating 1 foot off the ground. The target's speed is reduced to 5 feet and it has disadvantage on Dexterity checks and Dexterity saving throws, as well as on attack rolls, as they spin uncontrollably in the air. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target gains a flying speed, the effect automatically ends.

At Higher Levels. When you cast this spell using a spell slot of 4th or higher, you can target one additional creature for every two slot levels above 3rd.

SINGULARITY

9th-level transmutation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a sliver of meteoric iron, which the spell consumes)

Duration: Concentration, up to 1 minute.

You target a point you can see within range. A 15-foot spherical singularity appears, drawing everything toward it. Each creature that starts its turn within 60 feet of the singularity suffers the following effects:

- Its movement speed is reduced to 15 feet.
- The creature must succeed on a Strength saving throw or be moved 20 feet in a straight line toward the center of the singularity.
- The creature has disadvantage on Dexterity saving throws and ability checks.

When a creature enters the 15-foot area of the singularity for the first time on a turn or starts its turn there, it takes 8d6 force damage.



SCHOOL OF BATTLEMAGI

Battlemages are the frontline warriors in magical warfare. Unlike evokers and war mages, battlemages do not provide long range tactical support or magical assault, instead they lead from the front, steel on steel with the foe, wielding their mageblades in tandem with casting magic, devastating their enemies. Whilst in the fray, battlemages rely on their protective enchantments to guard and protect them. In melee, battlemages are a power to be reckoned with; often unexpected and underestimated, though rarely twice.

BATTMAGE FEATURES

Wizard Level	Feature
2nd	Bonus Proficiencies, Imbue Mageblade
6th	Kinetic Shield, Spell and Blade
10th	Kinetic Augmentation
14th	Kinetic Assault

BONUS PROFICIENCIES

When you choose this school at 2nd level, you gain proficiency with martial weapons.

IMBUE MAGEBLADE

At 2nd level, you are able to imbue any melee weapon with a powerful enchantment, creating a magical link between it and you. This ritual requires 1 hour of uninterrupted contact with the weapon, in which you may undertake no other activity. Once imbued, attacks with this weapon use your Intelligence modifier for attack and damage rolls. You can use your bonus action to summon the imbued weapon, regardless of its location, to your hand, provided it is not being worn or carried by another creature. The imbued weapon can be used as an arcane focus, and attacks made with it count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. You can remove the link from one weapon and place it on another by performing the ritual again. Despite its name, this ability works with any melee weapon.

KINETIC SHIELD

Starting at 2nd level, when you are struck by a weapon attack, you can use your reaction to generate a kinetic shield that reduces the damage from the strike by an amount equal to your proficiency bonus. The shield remains active until the beginning of your next turn, reducing damage from all weapon strikes until it dissipates. You can use this feature a number of times equal to your Intelligence modifier (a minimum of once). You regain expended uses when you finish a long rest.

SPELL AND BLADE

Beginning at 6th level, when you use your action to cast a cantrip, as a bonus action, you can make one melee attack with a weapon you are holding.

KINETIC AUGMENTATION

Starting at 10th level, on your next turn after activating *Kinetic Shield*, you can use your bonus action to take the Dash action. This movement does not provoke opportunity attacks.

KINETIC ASSAULT

Starting at 14th level, on your next turn after using *Kinetic Shield*, you can take one additional action on your turn to make an attack or cast a spell. This ability allows you to break the restrictions on casting two spells (that both require an action to cast), on the same turn. This ability cannot be used in conjunction with *Action Surge* or any other ability that allows the casting of multiple spells on a single turn. You regain the use of this ability after completing a long rest.



NEW BATTLEMAGI SPELLS

AGGRESSIVE SURGE

2nd-level enchantment

Casting Time: 1 bonus action

Range: Self

Components: V, S,

Duration: 1 minute

Upon casting this spell, you are filled with an aggressive battle fury that augments offense at the cost of defense. Until the spell ends you gain advantage on all attack rolls, but all attack rolls against you have advantage. You can choose to end the spell early as a bonus action.

ARCANE RESILIENCE

4th-level abjuration

Casting Time: 1 reaction, which you take when you suffer a critical hit

Range: Self

Components: V

Duration: 1 minute

When you suffer a critical hit you can cast this spell as a reaction, and become immune to all critical hits (including the triggering attack) for the next minute. All critical hits against you become normal hits.

BLESSING OF THE ELEMENTS

5th-level enchantment

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (mageblade)

Duration: Concentration, up to 1 minute

You enchant your imbued weapon with one of the following elemental types; fire, cold, acid, lightning, or thunder. The weapon deals an additional 2d6 damage of the chosen elemental type on a hit. As a bonus action, you can change the elemental type your imbued weapon is enchanted with.

HUNGERING BLADE

3rd-level enchantment

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (mageblade)

Duration: Concentration, up to 1 minute

You enchant your imbued weapon to inflict vicious wounds upon striking. Your weapon attacks score a critical hit on a roll of 19 or 20. If a creature suffers a critical hit from your imbued weapon, until the spell ends, each time the creature is struck by the weapon it must make a successful Constitution saving throw, or

take an additional 1d6 damage of the same type as the weapon.

WARDING BLADE

1st-level abjuration

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (mageblade)

Duration: Concentration, up to 1 minute

You cast a warding enchantment on your imbued weapon. For the duration, while you are holding the weapon, you gain a +2 bonus to AC.

Micah Watt

SCHOOL OF BINDING

When a wizard states they're a conjurer, it usually means they summon creatures from the planes and use them as servants. A binder takes this tradition a step further: they make a deal with one of these beings and become their partner. Some wizards will bind an individual creature, over and over. Others will rotate through a slew of creatures, adapting abilities as needed.

BINDER FEATURES

Wizard Level	Feature
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2nd	Planar Contact, Align Contact
6th	Be My Guide
10th	Guard My Back
14th	By My Side!

PLANAR CONTACT

Starting at 2nd level, you learn your choice of two of the following languages: Abyssal, Infernal, Celestial, or Sylvan. Additionally, you become proficient with a set of Artisan's tools known as tattoo needles.

ALIGN CONTACT

Beginning at 2nd level, whenever you complete a long rest, you can reach out to creatures of the planes. You choose to contact a devil, demon, angel, or guardinal and you make a deal with it. The creature becomes a spirit and wraps itself around your body, exhibiting itself as a tattoo that appears on your skin.

While you have a creature bound in this fashion, the creature is available to you to ask questions. Because it is bound to you, it must provide you an answer to the best of its ability, granting you advantage on Intelligence checks related to the creature and its home plane, as well as any other information it reasonably possesses.

BE MY GUIDE

Starting at 6th level, as a bonus action, your bound spirit can be released to aid you in combat. The tattoo begins to glow on your skin. This ability lasts a number of rounds equal to half your wizard level (minimum of 1). You gain one of the following benefits based on the creature that was bound to you:

- **Demon** - Your physical form becomes more demonic, growing spikes and claws. If you deal damage to a creature with a spell on your turn, you can use your bonus action to try and claw them. This is a melee weapon attack you are proficient with, that uses your Intelligence modifier instead of Strength, and deals 2d6 slashing damage. This

attack can be used as part of the bonus action to invoke this ability.

- **Devil** - Your eyes blacken, your body reeks of brimstone, and you grow thick horns. When you cast a spell that has a duration on a creature, while that creature is affected by your spell, they are harassed by a flock of imps that come seemingly out of nowhere. All attacks against that target are made with advantage. If the spell targets multiple creatures, you must choose one of those creatures as the target creature to be affected by this ability. You can change this choice at the start of each of your turns.
- **Angel** - You grow glowing wings made of light. You gain a fly speed that is twice your movement speed, and you shed bright light in a 20-foot radius and dim light for an additional 20 feet.
- **Guardinal** - Your skin gains shaggy fur, your hair has the texture of feathers, and your physical form becomes more bestial. You are resistant to lightning damage, and magic can't put you to sleep. Additionally, whenever you reduce a creature to zero hit points, you gain temporary hit points equal to your wizard level that last until this ability ends.

Once you use this ability, you cannot use it again until after you have completed a long rest.

GUARD MY BACK

At 10th level, as an action, your bound spirit can be released to protect you. The tattoo begins to glow on your skin and a ghostly copy of the bound creature appears in an unoccupied space adjacent to you. This ability lasts a number of rounds equal to half your wizard level (minimum 1). You have half cover while the facsimile of the creature is adjacent to you. You gain one of the following benefits based on which creature was bound to you:

- **Demon** - You gain a +1 bonus to AC, and creatures that attack you take magical slashing damage equal to half your wizard level.
- **Devil** - You have resistance against damage from spells.
- **Angel** - You have advantage on saving throws against spells.
- **Guardinal** - Beasts will not attack you unless you attack them first, and you can cast *speak with animals* at will. At the start of each of your turns, if you are at less than half of your hit points total, you regain 5 hit points.

Once you use this ability, you cannot use it again until after you have finished a long rest.

BY MY SIDE!

Starting at 14th level, as an action, you can summon your bound creature to physical form. The tattoos

disappear from your body and the bound creature appears in an unoccupied space of your choice within 30 feet. Without your tattoos, you are unable to invoke either of your *Be My Guide* or *Guard My Back* abilities. The creature acts on its own initiative, makes its own decisions, but considers you an ally. This ability lasts for 10 minutes, or until the creature hits zero hit points, or until you use your action to end the effect. When the creature disappears, your binding tattoo does not reappear, requiring you to use your tattoo needles and complete a long rest, to create a new binding tattoo. The creature you summon is based on the creature that was bound to you:

- **Demon** - Barlgura
- **Devil** - Barbed Devil
- **Angel** - Couatl
- **Guardinal** - Musteval (see stat block below)

NEW BINDER SPELLS

DISCONNECT BOND

2nd-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

You disrupt the bond between a summoner and their conjured creatures. Choose a creature within 30 feet that was conjured. It must succeed on a Charisma saving throw or obey you as though you were the creature that summoned it. At the end of each of your turns, make a Charisma saving throw against the summoner's spell save DC. On a failure, this spell ends.

ETHEREAL QUIVER

3rd-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Instantaneous

You conjure a ghostly quiver of ammunition onto a target within range. This quiver has 20 arrows, bolts, or other ammunition of your choosing. Attacks using this ammunition ignore cover and counts as magical for the purposes of overcoming damage immunities and resistances.

OVERPOWER BOND

2nd-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

You force arcane power through the conduit of a summoner's bond. Choose a creature within 30 feet that was conjured or summoned by a spell, magic item, or ability. This creature gains 10 temporary hit points and its attacks count as magical for the purposes of overcoming damage immunities and resistances.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the temporary hit points increase by 4 for each slot level above 2nd. Additionally, when you cast this spell using a spell slot of 5th level or higher, the creature also gains +1 bonus to AC, and a +1 bonus to attack and damage rolls.

When you cast this spell using a spell slot of 6th level or higher, the bonus to AC, attack rolls, and damage rolls, increases by 1 for every 2 slot levels above 5th.

TENSER'S RECALL

5th-level conjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You create a link between yourself and another willing creature. At any point during the spell, you can use your bonus action to end the spell and summon the creature to a location adjacent to you, so long as you are both on the same plane of existence. If the spell ends without you using your bonus action to trigger it, the bond is broken and the creature cannot be conjured to your location.

At Higher Levels. If you cast this spell using a spell slot of 5th level or higher, the duration is concentration, up to 10 minutes. If you cast this spell using a spell slot of 7th level or higher, the duration is concentration, up to 1 hour. If you use a 9th level spell slot, the duration is concentration, up to 8 hours.

WHAT IS A GUARDINAL?

From the mountains of Celestia, the lawful good angels reign supreme. Down in the depths of Carceri, the Nine Hells, and the Abyss, fiends fester in the dark corners of their forgotten planes. There are other beings of similar power elsewhere in the cosmos, but few as overlooked as the guardinal.

These beings resemble humanoids with animal heads, which gives them a very distinct and disparate appearance. This impression quickly falls away when you sit down to enjoy a discussion with one. Guardinals are the near definition of honor and goodness. A guardinal will never lie, never cheat, never take a duplicitous path. All guardinals are about living in the moment, and just enjoying what is; not worrying about what might be, or being attached to what was.

While there are many forms of guardinal, the most common ones were rodent-headed, goat-headed, wolf-headed, horse-headed, bird-headed, bear-headed, and feline-headed. It is rare to find a permanent city of guardinals. They have a tendency to wander a nomadic lifestyle alone, in pairs, or in small groups of friends.

Roleplay tips for guardinals: A guardinal should always be finding the silver lining in a situation. They're always smiling, enjoying themselves, whatever situation they find themselves in. They're fun and kind when treated as equals and with respect. However, any sign of an evil deed will have them as quick to act as a bulwark, placing themselves directly between that evil and its goals.

MUSTEVAL

Resembling mice, rats, or ferrets, the rodent-headed musteval is the lowest order of guardinal and one the most recent additions. Unlike other guardinals, they tend to find packs to travel with, rarely adventuring alone.

Bryan Holmes

MUSTEVAL

Tiny monstrosity, neutral good

Armor Class 18 (natural armor)
Hit Points 45 (13d4+13)
Speed 30 ft., Burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	20 (+5)	12 (+1)	12 (+1)	14 (+2)	10 (+0)

Skills Athletics +0, Acrobatics +7, Stealth +7
Damage Resistances lightning, poison; bludgeoning, piercing and slashing from nonmagical weapons
Condition Immunities exhaustion, frightened, petrified
Senses darkvision 30 ft., passive Perception 12
Languages Common, Celestial, Infernal
Challenge 4 (1,100 XP)

Nature Speech. The musteval can converse with animals and monstrosities, even if they don't share a language.

Magic Resistance. The musteval has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. The musteval's spellcasting ability is Charisma (spell save DC 10). The musteval can innately cast the following spells, requiring only verbal components:
At will: *detect evil and good*, *disguise self*, *magic missile*
1/day each: *cure wounds*, *invisibility*

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 5 piercing damage.

Rapid Attack. The musteval can attack each creature once during its movement using this action. Each creature that it attacks during this movement reduces the musteval's speed by 5 feet until the start of its next turn. A single creature can only be attacked once this way, regardless of if the attack hits or misses.

SCHOOL OF DIMENSIONALISM

Dimensionalists are wizards specializing in dimensional magic, manipulating the very fabric between the planes of existence. A dangerous field of study, many dimensionalists are lost to the various planes during their experimentation, but those that master manipulating the fabric of reality, are forces to be reckoned with.

DIMENSIONALIST FEATURES

Wizard Level	Feature
2nd	Bonus Proficiencies, Dimensional Pocket
6th	Dimensional Tear
10th	Dimensional Slip
14th	Demiplane Refuge

BONUS PROFICIENCIES

Starting at 2nd level, you gain proficiency in the Arcana skill if you don't already have it, and proficiency bonus is doubled for any Intelligence check that you make in relation to the planes, or planar knowledge.

DIMENSIONAL POCKET

Beginning at 2nd level, you are able to alter the fabric of reality to create a small dimensional pocket that you can manipulate for storing items. The size of the area that you can create is equal to your Intelligence modifier in cubic feet. As an action, you can access your pocket dimension, regardless of your location, to store or retrieve items inside it. Only you can see into, or access, your dimensional pocket. Living creatures cannot be stored in the pocket.

DIMENSIONAL TEAR

Starting at 6th level, you can briefly tear the fabric of reality, releasing a 15-foot cone of energy from your hands. The dimension you choose to access, determines the type of energy released; fire, cold, lightning, thunder, poison, radiant, or necrotic. All creatures in the cone must make a Dexterity saving throw, taking 1d6 + your wizard level damage (of the chosen type) on a failed save, or half as much damage on a successful one. You regain the use of this ability after finishing a short or long rest.

DIMENSIONAL SLIP

Starting at 10th level, you are briefly able to slip between dimensions with minimal effort. When you move, you can elect to move through the Astral Plane instead. Movement through the Astral Plane using this ability is considered difficult terrain, and

you automatically end your movement back on the Material Plane. Whilst in the Astral Plane, you don't move through solid objects, but rather you bypass their spaces – ignoring non-solid obstacles, creatures, or terrain features – and your movement does not provoke opportunity attacks.

DEMIPLANE REFUGE

Starting at 14th level, using your action, you are able to generate and maintain a small demiplane, that you can access at will. The demiplane is limited to a 20-foot cube, and you control lighting, atmosphere, and gravity. You can store objects in the demiplane, and you alone can enter. You can exist on the demiplane as long as you have sufficient food and water. When you exit, you re-enter the Material Plane at the same point where you left.

NEW DIMENSIONALIST SPELLS

DIMENSIONAL DOORWAY

3rd-level conjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a miniature doorknocker)

Duration: 10 minutes

You create a dimensional doorway 7 feet high and 4 feet wide, on any surface. Upon opening the door, it creates a space up to 5 feet deep through the surface material. If there is an open space beyond the surface, the doorway acts as a means of egress. Only you can pass through the doorway. To all other creatures this appears to be a translucent illusion over the otherwise solid surface.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, one additional creature you touch can use the door for each slot level above 3rd.

DIMENSIONAL REACH

2nd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a miniature pair of tongs)

Duration: Concentration, up to 1 minute

You create a small dimensional opening next to you, with a second one at any point you can see within 60 feet. Each portal is a single flat disk, up to 6 inches in diameter. You cannot move or change the facing (or size) of the disks once established. Any creature (or part of a creature), or object that enters either portal, passes through and exits through the other portal as if the two were adjacent to each other; and can then interact

normally with anything within range of the other disk. Any creature (or part of a creature), or object that is still within either portal when the spell ends, takes 6d6 force damage and is immediately shunted to the nearest unoccupied space to the entry disk.

DIMENSIONAL WINDOW

1st-level conjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a miniature magnifying glass)

Duration: 10 minutes

You create a dimensional window 4 feet high and 4 feet wide, on any surface, allowing you to see through the surface material to a depth of 2 feet. If there is an open area beyond the solid material, you can view it as if looking through a window. Creatures on the other side of this surface are unaffected by this spell as the surface remains unchanged to them. Only you can see through the window. To all other creatures this appears to be a translucent illusion over the otherwise solid surface.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, one additional creature you touch when you can see through the window for each slot level above 1st.

FLEETING JOURNEY

5th-level conjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a miniature metal spring)

Duration: Concentration, up to 1 minute

You touch a creature and teleport it to a safe and unoccupied space that you can see within 100 feet. The target creature maintains an astral tether to its original location. When the spell ends, the target creature returns to its original location, or the nearest safe, unoccupied space if the original space is occupied.

You must succeed on a melee spell attack to affect an unwilling target. The target creature must succeed on a Wisdom saving throw or else be teleported. The target creature can repeat the saving throw at the end of each of its turns, ending the effect of the spell on a success. The target creature is then immediately returned to its original location, or the nearest safe, unoccupied space if the original space is occupied.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, one additional creature you touch can be teleported in this way for each slot level above 5th.

Micah Watt



ELEMENTAL TRADITIONS

The elements are the essential building blocks of life and substance on the Material Plane and fundamentals that most take for granted.

Water fills the streams, rivers, lakes, and oceans, and when the occasion calls for it, it falls from the sky. We bathe in it to be cleansed, drink it for sustenance and refreshment. We gaze deeply into it, seeing ourselves reflected in its serene surface.

Stone and earth are ubiquitous. We stand upon it constantly, build structures and edifices that last. We grow our crops in it to survive. It is enduring, timeless, and ever-present.

Air is never seen but reminds us constantly of its presence by its movements, currents, and eddies. We feel it, hear it, smell it, and breathe it. It is filled with clouds and graceful bird flight. We perceive it in the snap of a pennant, or the graceful glide of an avian, or the frightening dive of a dragon.

Fire is the volatile giver and taker. It offers light, warmth, and purity. We use it to purify our food and our wounds. We make war with it. We fear it, we flee from it. We call it with the striking of flint, and it comes. It is the element most and least under our control.

All these elements are in balance, in flux, and in constant battle. They combine and clash at a fundamental level, and betwixt their uncaring conflict is generated life itself. All four elements, in the right combination, provide the conditions for plants to flourish, animals to thrive, and advances made; both natural and manufactured.

The wizards that study the elements understand this primal balance, and where and how it can be tipped to harness the raw powers inherent there. Where a farmer sees a rainstorm or wildfire as an act of the gods, wizards know better. These are not completely unknowable or uncontrollable phenomena. A little knowledge and the right application can nudge the elements into the desired outcome and bend the titanic forces to a wizard's will.

Of course, one should not play with the fundamentals of existence lightly, and woe betides the wizard who's hubris outmatches their ability.



SCHOOL OF AEROMANCY

Aeromancers are masters of the wind. They learn to manipulate and harness the wind, sky, clouds, the weather and more. Aeromancers know that wind powers so much of the natural world, from weather to erosion, and the power that can be harnessed from the pure element of air is a formidable ally to add to any wizard's arsenal. With the control of air, a wizard can push and devastate their foes, or breathe life back into their allies when they need it the most. The sheer strength of will that aeromancers possess is not to be taken lightly.

AEROMANCY FEATURES

Wizard Level	Feature
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2nd	Adept of the Wind
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6th	Wind Lift
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10th	Breeze Walk
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14th	Wings of Air
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ADEPT OF THE WIND

Starting at 2nd level, you learn to manipulate the air around your body with every movement you make. You gain proficiency in the Acrobatics skill if you don't already have it. You seem to always have an airy breeze about you, and your movement speed increases by 5 feet.

In addition, the *wind walk* and *wind wall* spells are added to the wizard spell list for you.

WIND LIFT

At 6th level, you add *levitate* to your spellbook, if you don't already have it. Whenever you cast *levitate*, you can choose one additional target. Both targets must be within 10 feet of each other. A gentle draft of wind aids you in levitating both targets. Additionally, if you are not a target of your *levitate* spell, you have advantage on Constitution saving throws made to maintain concentration on the spell.

BREEZE WALK

Beginning at 10th level, you can call upon the wind to help aid you in your travels. Whenever you use wind-based magic (such as the *wind wall* spell) the winds come to your aid. For 1 minute after casting a wind-based spell of 1st-level or higher, your movement speed increases by 10 feet. Your movement is unaffected by difficult terrain. Additionally, you do not take falling damage, and you can not be knocked prone.

WINGS OF AIR

At 14th level, you gain the ability to sprout a pair of wings that look as if they are made of swirling clouds and feathers. As a bonus action, you can cause the wings to sprout from your back, giving you a flying speed of 40 feet. The wings last for 1 hour or until you use your bonus action to dismiss them.

You can use this feature twice, regaining expended uses of this ability after completing a long rest.

NEW AEROMANCY SPELLS

AIR LIFT

4th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a feather)

Duration: Concentration, up to 1 minute

You gather up the winds around you to lift and bolster you and your allies; each creature becoming as light and as nimble as the air itself. Choose up to four creatures you can see within range. The targeted creatures gain the following benefits:

- Each creature has advantage on Dexterity saving throws
- Each creature gains a flying speed of 20 feet (though they cannot rise more than 10 feet from the ground or the spell ends for them).

BREATH OF LIFE

3rd-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

A creature that you touch regains 3d8 hit points as you evoke a magical wind to fill their lungs with the breath of life. If the creature was prone or unconscious, they are lifted back to their feet by breath of life.

At Higher Levels. If you cast this spell using a spell slot of 4th level or higher, the healing increases by 1d8 for each slot level above 3rd.

ENSNARING DRAFT

6th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M

Duration: Concentration, up to 1 minute

At your command, a violent draft of wind swirls around a target that you can see within range. The target must make a successful Strength saving throw or be lifted 10

feet into the air and become restrained. While a creature remains restrained and lifted by the draft, you can use a bonus action on each of your subsequent turns, to move the target up to 15 feet in any direction except vertically. The target always remains 10 feet off the ground. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

REMOVE OXYGEN

5th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a miniature bellows)

Duration: Concentration, up to 1 minute

Choose a creature that you can see within range. You magically thin the air around the creature while it remains within range, causing the target creature to experience dizziness and reduced coordination. While under this effect, the target has disadvantage on all attack rolls and ability checks. The spell ends if the affected creature moves outside of the spell's range. This spell does not affect undead, constructs, or creatures that don't need to breathe.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the spell's duration increases by 1 minute for each slot level above 5th.

Robyn Nix

Ask any apprentice about their most memorable training experience and a goodly proportion will indicate some form of flight or levitation, or even experiencing the simple feather fall spell as one of the most poignant. As ground-dwelling creatures, we were never meant to fly. The ability to defy the natural laws and harness this ability, and others like it, is what draws many to the School of Aeromancy. This tradition – above all else – embodies the freedom magic can grant a wizard.



SCHOOL OF FLORAMANCY

Floramancy wizards are sometimes confused with or mistaken for druids. They tend their gardens, protect their woods, or study in cabins buried deep in the lush jungles of the world, living in harmony with the plants, animals, and nature that they revere. Their abodes are often decorated with the preserved green-things of the world, delicately displayed for visitors to truly see the beauty of nature. Floramancy wizards dedicate themselves to magic that evokes the strength, beauty, and fortitude of the natural world.

FLORAMANCY FEATURES

Wizard Level	Feature
2nd	Nature Savant, Nature Magic
6th	Plant Camouflage
10th	Thorns
14th	Photosynthesis

NATURE SAVANT

At 2nd level, you gain proficiency in the Nature skill. Additionally, you have advantage on Intelligence (Nature) checks to identify plants such as trees, flowers, and herbs.

NATURE MAGIC

Starting at 2nd level, you have a knowledge of nature and magic that is unparalleled. The following nature-based magic spells are added to the Wizard spell list for you;

barkskin, commune with nature, detect poison and disease, druidcraft, grasping vine, locate animals or plants, plant growth, protection from poison, speak with plants, spike growth, thornwhip, transport via plants, tree stride, and wall of thorns



PLANT CAMOUFLAGE

Beginning at 6th level, you can magically adapt your body to appear more plant-like. As an action, your body becomes covered in leaves, vines, petals, or twigs. This transformation lasts for 10 minutes. While transformed in this way, you have advantage on Dexterity (Stealth) checks made to hide in any natural terrain brimming with plantlife. You can use this ability a number of times per day equal to your Intelligence modifier (minimum of once). You regain all expended uses of this ability when you finish a long rest.

THORNS

At 10th level, whenever you use your Plant Camouflage ability, you can choose to add thorns to your transformation. If you do, whenever you are targeted by a melee attack, the attacker takes 2d6 piercing damage from the thorns covering your body. The damage counts as magical for the purposes of overcoming resistance and immunity to non-magical attacks and damage. At 14th level, the thorn damage increases to 4d6.

PHOTOSYNTHESIS

At 14th level, whenever you use your Plant Camouflage ability, you are renewed while you are in sunlight. If you spend a total of 10 minutes or more in direct sunlight while transformed, you do not require food or drink for that day. If you are reduced to zero hit points whilst you are transformed in this way, you automatically stabilize if you are in direct sunlight.

Additionally, for a single transformation, you regain 1d4 hit points for each minute spent in direct sunlight. If this ability hasn't been used, and you are reduced to zero hit points while transformed in sunlight, it automatically activates. After you have used the regeneration part of this ability, you cannot use it again until after you have completed a long rest.

NEW FLORAMANCY SPELLS

CONJURE PLANTS

3rd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 hour

You summon plant creatures that appear in unoccupied spaces that you can see within range. Choose one of the following options for what appears; four awakened shrubs or one awakened tree.

Each plant creature disappears when it drops to zero hit points, or when the spell ends.

The summoned creatures are friendly to you and your

companions. Roll initiative for the summoned creatures as a group, which have their own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

The DM has the creatures' statistics.

At Higher Levels. When you cast this spell using certain higher-level spell slots, you choose one of the summoning options above, and more creatures appear: twice as many with a 6th-level slot and three times as many with a 8th level slot.

PRESERVE PLANT

evocation cantrip

Casting Time: 1 action

Range: Touch

Components: V, S, M (a decaying plant)

Duration: Instantaneous

You touch a decaying, rotting, diseased, or otherwise injured plant. The plant, including all of its extremities, roots, and other parts, can be no bigger in total, than a 20-foot cube. The plant is restored to life as if all of its nutrient, moisture, and sunlight requirements are being met. It is purged of any diseases or insects that may have caused its decay. This spell does not affect plant creatures.

SUNGLOW

5th-level conjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

You shed bright light from your body in a 120-foot radius. This light counts as sunlight for the purposes of your photosynthesis feature. Any creature within 30 feet

of you has disadvantage on attacks made against you. Any creature starting its turn within 10 feet of you must succeed on a Wisdom saving throw or become blinded. The blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The blinded condition automatically ends if the blinded creature leaves the spell's area of effect.

WHIMSYBLOOM

Illusion cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a flower petal)

Duration: Concentration, up to 1 minute

Choose a point of bare earth within range that you can see. An illusory flower grows from the earth and blossoms at the point that you choose. The Whimsybloom can resemble a real flower species, but it does not have to. It can be any color that you want it to be, including colors that don't commonly or naturally occur in flowers. As part of the illusion, you can choose one of the following effects to add to the illusory flower:

- The Whimsybloom hums a melodious tune at a pleasant volume
- The Whimsybloom has a faint glow around it, in any color that you choose
- The Whimsybloom emits a pleasant odor in all directions in a 5-foot radius around it
- The Whimsybloom seems to dance, sway, or move in a slow manner for the duration of the spell

If a creature uses its action to examine the Whimsybloom, the creature can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.

Robyn Nix

SCHOOL OF GEOMANCY

Geomancy wizards are the kind of wizard who appreciate the sturdiness and stability of earth magic. The world of stone, dirt, and rock is firm, hardy and strong. A wizard who learns to harness the magic of the earth can become a hardy practitioner of magic; one who can withstand even the toughest of foes.

GEOMANCY FEATURES

Wizard Level	Feature
2nd	Geomancer's Knowledge
6th	Stoneform
10th	Protection of the Earth
14th	Master Geomancer

GEOMANCER'S KNOWLEDGE

Starting at 2nd level, your affinity for utilizing stone and the earth has become second nature for you. You have advantage on Dexterity (Stealth) checks made to hide in rocky terrain, and advantage on Constitution saving throws to maintain your concentration while in rocky terrain.

Additionally, the following spells are added to the wizard spell list for you: *bones of the earth*, *earthquake*, *magic stone*, and *meld into stone*.

STONE FORM

At 6th level, as an action, you can transform yourself temporarily into stone form, your skin hardening and taking on a number of characteristics of an earth elemental. You can use this feature twice and you regain expended uses after finishing a long rest.

Whilst in stone form, you gain a +2 bonus to AC, you are immune to the poisoned condition and have immunity to poison damage, and you have resistance to bludgeoning, piercing, and slashing from nonmagical weapons. Additionally, your movement speed is reduced by 10 feet and you have disadvantage on Dexterity saving throws.

You maintain your stone form for 1 hour unless you end it early using a bonus action. If you fall unconscious, drop to zero hit points, or die, you automatically revert to your normal form.

PROTECTION OF THE EARTH

Beginning at 10th level, if you revert back to your normal form from your stone form as a result of the duration time of 1 hour has expired, or by using your bonus action to do so, you gain temporary hit points equal to your wizard level + your Constitution modifier.

MASTER GEOMANCER

At 14th level, you can use your stone form ability an additional number of times equal to your Intelligence modifier (minimum of 1). You can expend 2 uses of your stone form ability to instead transform into the form of an **earth elemental** (MM p.124). Whilst in earth elemental form, you can speak any languages you know.

While you are transformed, the following rules apply:

- Your game statistics are replaced by the statistics of the earth elemental, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the earth elemental. If the earth elemental has the same proficiency as you and the bonus in its stat block is higher than yours, use the earth elemental's bonus instead of yours.
- You can't cast spells while transformed. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as rain of stones (see below), that you've already cast.
- You retain the benefit of any features from your class, race, or other source and can use them if the earth elemental form is physically capable of doing



so. However, you can't use any special senses that you might have (such as darkvision) unless the earth elemental also has that sense.

- You choose whether your equipment falls to the ground in your space, merges into your earth elemental form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the earth elemental to wear a piece of equipment based on the earth elemental's shape and size. Your equipment doesn't change size or shape to match the earth elemental form, and any equipment that the earth elemental form can't wear must either fall to the ground or merge with it. Equipment that merges with the earth elemental form has no effect until you revert back to your normal form.

NEW GEOMANCY SPELLS

EARTHEN GRACE

1st-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a chunk of quartz)

Duration: 10 minutes

You touch one willing creature and surround them with an earthen ward. For the duration, the target has advantage on Dexterity (Stealth) checks made to hide in rocky or earthen terrain. Additionally, the target's footsteps on rock or bare earth are silent and leave no tracks.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher you can target one additional creature for each slot level above 1st.

FIST OF STONE

2nd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (a small pebble)

Duration: Concentration, up to 1 minute

You transform one of your hands into a mighty fist made of stone. For the duration, you have advantage on Strength checks and melee attacks made using your fist, and your unarmed strikes deal 1d18 bludgeoning damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, your unarmed strike damage increases by 1d8 for each slot level above 2nd.

RAIN OF STONES

3rd-level evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (10 pebbles)

Duration: Concentration, up to 10 minutes

You create ten small stones, no larger than your fist, in your space. They float in the air and orbit you for the spell's duration. When you cast the spell, and as a bonus action on each of your subsequent turns, you can send from 1 to 4 of the stones streaking towards a target or targets of your choice, within 120 feet of you. Make a ranged spell attack against each target for each stone you send forth. On a hit, the target takes 2d4 bludgeoning damage for each stone that hits it.

When the spell ends, any remaining stones disappear.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can create two additional stones for each slot level above 3rd.

SANDBLAST

1st-level conjuration

Casting Time: 1 action

Range: Self (15-foot cone)

Components: V, S, M (a pinch of sand)

Duration: Instantaneous

Sand sprays from your outstretched hand with enough force to pierce flesh and scour surfaces. Each creature within a 15-foot cone must make a Dexterity saving throw. A creature takes 2d8 piercing damage on a failed save, or half as much damage on a successful one. The sandblast deals the same damage to objects and structures in its area.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

Robyn Nix

SCHOOL OF HYDROMANCY

Water, the source of all life, can be a formidable foe or a wondrous ally. Wizards of the school of hydromancy study the elemental magic of water. These wizards know that water magic is a delicate practice. After all, water, being the fluid that it is, is all about maintaining a fine balance. In its purest liquid form, it is flowing. Too cold and it becomes solid ice, too hot and it becomes piping steam. A hydromancer wizard seeks to maintain a balanced life, much like water but also sees the practicality of being fluid and adaptable, as water can be.

HYDROMANCY FEATURES

Wizard Level	Feature
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2nd	Affinity for Water
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6th	Liquefy
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10th	Geyser
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14th	Fountain of Youth
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AFFINITY FOR WATER

Starting at 2nd level, your affinity for water, and all its uses, has aided you in learning how to adapt to its nature. You have a swim speed of 30 feet. Additionally, you can breathe both air and water.

LIQUEFY

Beginning at 6th level, as an action, one inanimate object that you touch is turned into pure water, destroying the object in the process. The object must weigh less than 30 pounds and must be able to fit inside a 1-foot cube. Magic items are unaffected by this ability. Once you have used this feature, you cannot use it again until after you have completed a short or long rest.

GEYSER

At 10th level, you can summon a powerful surge of water from deep within the ground. As an action, you touch the ground, calling forth the water beneath. Choose a point within 60 feet of you that you can see. A 5-foot radius geyser erupts from the ground at that point. Any creatures in the geyser's area are pushed 10 feet away from the center of the geyser, taking 4d8 bludgeoning damage as they are blasted with boiling water.

The geyser remains in the area for 2d4 hours. Creatures forced out of the area of the geyser are unable to re-enter the area. Water from the geyser cannot be contained or collected in any shape or form. After the water gushes forth, it returns back into the ground in a cyclic motion, leaving the area as it was before the geyser appeared. Once you use this feature, you cannot use it again until after you have completed a long rest.



FOUNTAIN OF YOUTH

Starting at 14th level, the magic of water lives in every cell of your body. You do not suffer the frailty of old age, and you can't be aged magically. You no longer need to drink water to sustain your life. The waters of life cleanse you of impurities, giving you immunity to disease, immunity to poison damage, and immunity to the poisoned condition.

NEW HYDROMANCY SPELLS

COMMAND WATER

4th-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a water source)

Duration: Concentration, up to 1 hour

You command a small body of water (at least one barrel-full of water or approximately 200 litres or 52 gallons) to spring to life to do your bidding. The water forms into a **water weird** (MM p. 299), which comes forth from the water and moves into an unoccupied space within 10 feet of the source. The water weird

disappears when it drops to zero hit points, or when the spell ends. The water weird is friendly to you and your companions for the duration. Roll initiative for the water weird, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the water weird, it defends itself from hostile creatures but otherwise takes no actions.

If your concentration is broken, the water weird doesn't disappear. Instead, you lose control of the water weird, it becomes hostile toward you and your companions, and it might attack. An uncontrolled elemental can't be dismissed by you, and it disappears 1 hour after you summoned it.

The DM has the water weird's statistics.

RAIN

2nd-level conjuration (ritual)

Casting Time: 10 minutes

Range: Self (100-foot radius)

Components: V, S, M (a small vial of rainwater)

Duration: Concentration, up to 1 hour

You must be outdoors to cast this spell. The spell ends if you move to an area without line of sight to the sky. When you cast the spell, you conjure rain clouds in the sky directly above you within a 100-foot radius, centered on you for the duration. You can cause the area to experience rainfall. You can not change any other aspect of the weather. The rainfall is mild, and it can warm or cool the ambient temperature by up to 5 degrees Fahrenheit. It causes all objects to become wet and reduces their combustibility accordingly. The rainfall is sufficient to extinguish small fires (such as a campfire) within 1 round, significant fires (such as a house fire) within 1 minute, and raging infernos (such as a wildfire) within 10 minutes. When the spell ends, the weather gradually returns to its original conditions over the course of a 10 minute period.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the area of effect doubles for each slot level above 2nd (3rd level; 200-foot radius, 4th level; 400-foot radius, 5th level; 800-foot radius, and so on).

SCALDING SPHERE

1st-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You conjure a small sphere of scalding hot water. The sphere hovers just above your hand, and is no larger than your head in size. Make a ranged spell attack

against a target that you can see within 30 feet of you. On a hit, the target takes 3d8 fire damage from the scalding water.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

WATER LASSO

3rd-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a rope at least 20 feet long)

Duration: Concentration, up to 1 minute

You conjure a lasso made of water. Make a ranged spell attack against a target that you can see within range. On a hit, the water lasso wraps its watery coils around the target, and the target is restrained. The creature can make a Strength or Dexterity saving throw against your spell save DC at the end of each of its turns to break free from the lasso. On each of your turns, if the target is still restrained by the water lasso, you can pull the target up to 10 feet in a straight line toward you.

Robyn Nix



SCHOOL OF PYROMANCY

The pyromancer is the elemental master of fire. While many mages can conjure fire for blasts of devastating energy, the pyromancer understands the primal nature of fire, heat, and the deeper secrets of the multiverse – that elemental flame is one of the fundamental building blocks of all creation. And while it's most basic nature can be turned to destruction, the subtle nuances of its uses go far beyond that. Pyromancers embrace all aspects of heat, fire, and flame knowing that all creatures are connected to the elements, and flames can cleanse as well as consume.

PYROMANCY FEATURES

Wizard Level	Feature
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2nd	Fire Savant, Fireshaper
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6th	Heart of Fire
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10th	Heat Channeling
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14th	Piercing Flames
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FIRE SAVANT

Beginning when you select this school at 2nd level, the gold and time you must spend to copy a fire-based spell into your spellbook is halved. A fire-based spell is defined by having fire, flame, or heat in its name.

FIRESHAPER

Starting at 2nd level, as a bonus action, you are able to exert influence on any non-magical flame that you can see within 60 feet and that is no larger than a 5-foot cube. You affect it in one of the following ways:

- You instantaneously expand the flame 5 feet in one direction, provided that wood or other fuel is present in the new location.
- You instantaneously extinguish the flames.
- You can double or halve the area of bright light and dim light cast by the flame, change its color, or both. These changes last for 1 hour.
- You cause simple shapes – such as the vague form of a creature, an inanimate object, or a location – to appear and animate within the flames, as you like. These shapes last for 1 hour.

This ability replicates the effects of the control flames cantrip, but is not considered a spell.

HEART OF FIRE

Starting at 6th level, you take no damage from natural or mundane sources of flame or heat and you gain immunity to environmental, heat-based exhaustion. You also have advantage on saving throws against fire-based spells and effects.

HEAT CHANNELING

Starting at 10th level, as a bonus action, you can siphon fire and heat from natural or magical sources to fuel your abilities. By drawing the residual heat from your environment, dropping the temperature noticeably for a moment, and extinguishing any natural flames within 10 feet of you, the power of your fire-based spells is magnified, allowing you to add your wizard level to the damage of all your fire or heat-based spells. If the spell affects multiple targets, select one target to take the additional damage. You regain the use of this ability after a short or long rest.

PIERCING FLAMES

Starting at 14th level, fire and flames you generate are so hot they pierce most protections. Your spells and abilities ignore resistance to fire damage, and creatures immune to fire damage take fire damage equal to your Intelligence modifier (minimum of 1) instead.

NEW PYROMANCY SPELLS

PURE FLAME

1st-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous



You conjure a flame, tinged with holy energy, and apply it to a wound. The target creature regains 1d4 hit points and if suffering from the effects of disease or poison due to failing a saving throw, the target creature can immediately make a new saving throw, ending the effect on itself on a success.

This is a painful treatment option, however, and the affected creature makes attack rolls and skill checks at disadvantage on its turn.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d4 for each slot level above 1st.

CURSE OF COMBUSTION

5th-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a fire-blackened chunk of quartz)

Duration: 1 hour

You place a magical command on a creature within range, forcing it to carry out some service or refrain from some action or course of activity as you decide. If the creature understands you, it must succeed on a Wisdom saving throw or become charmed by you for the duration. While the creature is charmed by you, it takes 1d10 fire damage each time it acts in a manner directly counter to your instructions, but no more than once per minute. A creature that can't understand you is unaffected by the spell.

You can issue any command you choose, short of an activity that would result in certain death. Should you issue a suicidal command, the spell ends.

You can end the spell early by using an action to dismiss it. A *remove curse*, *greater restoration*, or *wish* spell also ends it.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the duration increases by one hour for each slot level above 5th.

FIRE TRAP

4th-level abjuration

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a blown glass sphere)

Duration: Concentration, up to 1 minute

You conjure an immobile, invisible, 1-foot-radius sphere of force that attracts and absorbs all heat and fire in its vicinity. Any natural or magical fire effect that is produced or passes within 10 feet of the sphere, is immediately drawn into the sphere without manifesting. All fire damage drawn into the sphere is still rolled and/or recorded. Once active, the sphere visibly roils with trapped fire energy. Any fire within

the sphere when the spell ends, either by ceasing concentration or reaching duration, is harmlessly shunted to the elemental plane of fire.

The sphere can absorb an amount of fire damage equal to five times your wizard level. If the capacity of the sphere is exceeded before ended by you, it explodes in a 20-foot-radius centered on the sphere, with all creatures, objects, and structures in the area taking fire damage equal to the total of the sphere's holding capacity.

GREATER FIRE TRAP

6th-level abjuration

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a blown glass sphere)

Duration: Concentration, up to 1 minute

This spell functions as the heat trap spell, except the sphere can absorb fire damage up to 10 times your wizard level. In addition when the spell ends you can choose if the fire is harmlessly dispersed to the elemental plane of fire, or is discharged in a destructive explosion as per the heat trap spell.

PYROCLASTIC CATAclysm

9th-level evocation

Casting Time: 1 action

Range: 300 feet

Components: V, S, M (a chunk of volcanic rock)

Duration: Concentration, up to 1 minute

You evoke a massive fiery conflagration of titanic proportions; a roiling pyroclastic firestorm 60 feet in diameter. The forces involved buffet and crash into any creatures within the area, and the area within the firestorm is considered difficult terrain. When a creature enters the affected area for the first time on a turn or starts its turn there, the creature must make a Dexterity saving throw, taking 15d8 fire damage on a failed save, or half as much on a successful one.

As a bonus action, you can move the conflagration 20 feet in any direction, including upwards or downwards.

Micah Watt

SCHOOL OF EMOMANCY

Practitioners of emomancy often term themselves as emomantics rather than emomancers and specialize in the subtle magic of emotions. Emomantics generally eschew the clumsy “brute force” charms and dominations in favor of delicately manipulating the existing emotions of creatures. While most emomantics prefer to focus on enhancing positive emotions, all see value in pacifying destructive urges inherent in passionate beings.

ASTROMANCER FEATURES

Wizard Level	Feature
2nd	Bonus Proficiencies, Sense Emotions
6th	Emotional Stability
10th	Irresistible Emotions
14th	Emotion Overwhelming

BONUS PROFICIENCIES

Starting at 2nd level, you gain proficiency with the Insight skill if you don't already have it, and your proficiency bonus is doubled for any ability check you make when using this skill.

SENSE EMOTIONS

Beginning at 2nd level, as an action, you can sense strong or extreme emotions in a radius of 20 feet of you. Until the end of your next turn, you know the emotional state of all creatures within the radius. Anger, anguish, contentment, envy, fear, hate, joy, longing, and love are common, but at the DM's discretion, more subtle variations may be perceived if strong enough. This ability senses only strong emotions, so only the most overwhelming emotional states can be sensed.

You can use this feature a number of times equal to 1+ your Intelligence modifier (minimum of once), regaining all expended uses when you finish a long rest.

EMOTIONAL STABILITY

Starting at 6th level, you become immune to the frightened condition and have advantage on saving throws against being charmed.

IRRESISTIBLE EMOTIONS

At 10th level, your spells that affect emotions are difficult to resist. You can select a single creature and impose disadvantage on saving throws it makes to resist the effects of an emotion affecting spell that you cast. This includes all the spells listed in this archetype, all spells that cause the frightened condition and *calm emotions*. The DM may, at their discretion, add other

Emomancy and Roleplaying

Emomancy is intended to offer a more interactive and collaborative alternative to enchantment and charm magics, which to some can feel controlling at best and invasive and non-consensual at worst. Emomancy has game mechanical effects but offers more roleplay options than traditional charm magics.

The use by, or on, player characters should be discussed with the players, and personal preferences taken into account. Players can identify as less emotive, or perceive emotions – romantic or otherwise – in various ways, and an effort should be made to tailor the experience accordingly.

spells to this list. You regain the use of this ability after finishing a short rest.

EMOTION OVERWHELMING

Starting at 14th level, you are able to project an aura of overwhelming emotion, sharing your current emotional state with all creatures within a 30-foot radius, centered on you, and magnified many times over. The aura moves with you. In addition to sharing an emotional mood which all creatures understand to be yours, it generates one of the following effects of your choice:

- Positive Emotions – all creatures within the aura have advantage on all skill checks and saving throws.
- Negative Emotions – all creatures within the aura have disadvantage on all skill checks and saving throws.

Unwilling creatures can make a successful Charisma saving throw to resist the effects. The aura lasts for 1 minute, and after using this ability you cannot use it again until after you have completed a long rest.

NEW EMOMANCER SPELLS

EXEMPLAR OF SELF

9th-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a mirror)

Duration: 1 minute

You select one creature within range and positively

fortify their physical and mental well being to virtually unassailable levels. They become immune to all conditions, and all current, ongoing conditions are ended. All ability checks are automatically successful as their confidence and competence soars to near unattainable heights.

At the end of the spell the affected creature must make a Charisma saving throw or become despondent at the loss of the positive emotion, gaining a level of exhaustion.

DISHEARTEN

1st-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, M (an object that causes you sorrow)

Duration: Concentration, up to 1 minute

You choose a spot within range and momentarily create a 20-foot cube of negative, sorrowful, and disheartening emotion. Each creature within the area of effect when the spell is cast must succeed on a Wisdom saving throw or have disadvantage on attack rolls until the effect ends. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

PASSIONATE PURSUIT

2nd-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S, M (an object you are passionate about)

Duration: 1 hour

You touch a creature and increase their emotional excitement and passion for one skill, tool, or instrument. For the duration, the creature has advantage on all ability checks associated with that passion.

POSITIVE FOUNDATIONS

1st-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: S, M (a personal, treasured childhood possession)

Duration: 10 minutes

You select a single creature within range and, with a smile and some gentle, neutral gestures, influence their emotions just enough to put them at ease in your presence. This is not a charm, it merely reduces suspicion, and enhances their willingness to be receptive to your positive interactions. The target creature

must succeed on a Wisdom saving throw or become indifferent toward you (if they were hostile) and open to dialogue. For the duration, you have advantage on Charisma (Persuasion) checks, but disadvantage on Charisma (Deception) checks. This spell grants you no influence on the creature but removes social and emotional impediments to interaction. If you act in ways counter to the target's interests or natural inclinations, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

SUSPICION AND DOUBT

3rd-level enchantment

Casting Time: 1 action

Range: 100 feet

Components: S, M (a broken friendship bracelet)

Duration: Concentration, up to 10 minutes

You conjure a 20-foot-radius sphere of negative emotion that increases suspicion and doubt. All creatures in the area when the spell is cast must succeed on a Wisdom saving throw or it immediately becomes suspicious of the motivations of all others. A creature can voluntarily fail its saving throw. Affected creatures have advantage on Wisdom (Insight) checks, and if under the effects of the charmed condition, they can immediately make a new saving throw with advantage to end that effect. Additionally, affected creatures have disadvantage on Charisma (Persuasion) checks as their social manner shifts to closed off and guarded.

SYMBIOTIC CONFIDENCE

2nd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a friendship bracelet)

Duration: Concentration, up to 1 minute

You select two creatures within range that gain confidence from each other's presence. While within 5 feet of each other, each creature has advantage on attack rolls and cannot be frightened.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

UNSHAKABLE SELF AWARENESS

5th-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a mirror)

Duration: 1 hour

You select one creature within range, and positively fortify their self-image and self-awareness. For the duration, all effects of the charmed condition that the target creature is under, are suspended. The target creature is immune to the charmed, frightened and stunned conditions, and makes all ability checks with advantage. Additionally, they gain inspiration if they do not already have it, which can be used at any time during this effect.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can target one additional creature for each slot level above 5th.

Micah Watt

Ah yes, the so-called 'enchantment and charm' magic disciplines that conjure an agreeable image in thought, but not so in deed. For a moment let us peel back the euphemistic veneer associated with being pleasantly enchanted by sight or sound, enraptured by input which you choose to enjoy, or being charmed by the wholesome qualities and behaviors of others. These magics should be called domination, coercion, and subversion of will.

It can be argued the most heinous act one sentient can inflict on another is to override their will, their agency. I myself have felt its seductive iron claw, as many indeed have. My wife Laeral was possessed by an artifact known as the Crown of Thorns, a circlet imbued with a sliver of the god Myrkul's essence and personality. Under his control, she caused incredible damage against her intent, and the harm inflicted continued long after she was freed and the object destroyed. "Physical wounds heal, but emotional wounds linger" as the old saying goes.

I will always maintain that magic is a tool, with no intent beyond those that wield it. However, charms and possessions are dangerous, even to those with the best of intent. Dominating a monster to save a village might be a noble act, but the consequences may be far-reaching. Not only will it not change the fundamental nature of such a creature, but it may also inflame it further. Moreover, the temptation to solve one's conflicts by such magic is a subtle and slippery slope. Best to handle these things directly, without these coercive short cuts.

And for those unmoved by my moralizing, let me leave you with a warning; charms and dominations do not last, and

the righteous fury your victim will feel, and any retribution it spawns, is no less than you deserve for your ill-conceived actions.



SCHOOL OF FERROMANCY

Ferromancers are specialists in metal and magnetism; learning to create or manipulate metal objects, enhance or destroy them, or use magnetic forces to attract, repel or statically charge nearby metal. Ferromancers favor metal weapons and armor, their unique specialty enhanced, not hindered, by bulky raiment and arms.

FERROMANCER FEATURES

Wizard Level	Feature
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2nd	Bonus Proficiencies, Magnetic Ward
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6th	Static
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10th	Breach Armor
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14th	Magnetic Field
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BONUS PROFICIENCIES

Starting at 2nd level you are proficient with all metal weapons and metal armor. You also learn the *heat metal* spell, adding it to your spellbook, but you cannot cast it until you have access to 2nd level spell slots.

MAGNETIC WARD

Beginning at 2nd level, as a reaction you can generate a magnetic ward around yourself that interferes with incoming weapon attacks, deflecting and reducing their velocity. For 1 minute, you reduce all damage that you take from weapon attacks by an amount equal to your Intelligence modifier (minimum of 1). You do not regain hit points if the damage is reduced to below zero. You regain the use of this ability after completing a long rest. At 10th level, you regain the use of this ability after finishing a short or long rest.

STATIC

Starting at 6th level, whenever a creature fails a saving throw against one of your spells, they are surrounded by a residual static charge for a number of turns equal to your Intelligence modifier (minimum of 1). If the creature ends its turn within 5 feet of one or more creatures affected by this static charge, each creature takes 1d6 lightning damage.

BREACH ARMOR

Starting at 10th level, your weapon and spell attacks against creatures constructed of metal, or creatures wearing armor that is primarily made of metal, are made with advantage as you are able to subtly manipulate their defenses to open weaknesses.

MAGNETIC FIELD

Starting at 14th level, as an action, you can evoke an electrically charged magnetic field in a 20-foot-radius

around yourself that moves with you. The field lasts for 1 minute. When a creature enters the magnetic field for the first time on a turn or starts its turn there, if it is wearing metal armor, wielding metal weapons, or carrying more than 30lbs of metal, the creature takes 1d6 lightning damage and treats the area as difficult terrain. If the creature is also affected by your *Static* ability, the damage increases to 2d6 lightning damage. You can use this ability once per long rest.

NEW FERROMANCER SPELLS

CHAOTIC POLARITY AURA

2nd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a lodestone)

Duration: Concentration, up to 1 minute

You select a creature within range and create a warped magnetic field around them that randomly attracts and repels metal objects. This creates a series of rapidly changing forces, which interferes with their movements and actions. The creature must succeed on a Strength saving throw, or suffer a -2 penalty to its AC, and have disadvantage on all of its attacks, ability checks, and saving throws. The affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

FLECHETTE

Evocation cantrip

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a metal shard)

Duration: Instantaneous

You create a single, sharp metal blade that streaks towards a target within range. Make a ranged spell attack against the target. On a hit, the target takes 1d8 piercing damage. This weapon counts as magical weapon for the purposes of overcoming resistance and immunity to nonmagical attacks and damage.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

FLECHETTE SPRAY

1st-level evocation

Casting Time: 1 action

Range: Self (15-foot cone)

Components: V, S, M (a metal shard)

Duration: Instantaneous

You create a spray of sharp metal blades that erupt from your outstretched hands. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 piercing damage on a failed save, or half as much damage on a successful one. The blades are considered magical weapons for the purposes of overcoming resistance and immunity to nonmagical attacks and damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

FLECHETTE STORM

5th-level evocation

Casting Time: 1 action

Range: Self (60-foot cone)

Components: V, S, M (a metal shard)

Duration: Instantaneous

A deadly shower of razor-sharp metal blades bursts forth from your outstretched hands. Each creature in a 60-foot cone must make a Dexterity saving throw. A creature takes 8d8 piercing damage on a failed saving throw, or half as much damage on a successful one. These blades are considered magical weapons for the purposes of overcoming resistance and immunity to nonmagical attacks and damage.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

RUST FIELD

6th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a piece of rust monster chitin)

Duration: Concentration, up to 1 minute

You set up a 20-foot radius immobile sphere of crackling russet energy centered on a point within range. All nonmagical ferrous metal (iron, steel, or alloy) objects within the area of effect, crumble to dust.

Any creatures wearing or carrying such objects must make a Dexterity saving throw or have their metal objects destroyed. If the saving throw fails by 4 or less, the objects are weakened, losing integrity and becoming brittle. Weakened weapons are reduced to the next lower dice for damage rolls (a longsword deals 1d6 instead of 1d8, a dagger deals 1d3 instead of 1d4), and armor suffers a -2 penalty to its AC. Other objects suffer reduced function or may fail on use (i.e. iron pitons cannot hold weight, pots leak, etc) with the exact effect left up to the DM. If the saving throw fails by 5 or more, the object is destroyed.

RUSTING BURST

4th-level transmutation

Casting Time: 1 action

Range: Self (20-foot radius)

Components: V, S, M (a piece of rust monster chitin)

Duration: Instantaneous

You generate a burst of corrosive energy in an area around you that rusts ferrous metal objects. All nonmagical ferrous metal (iron, steel, and alloys) that is not being worn or carried, crumbles to useless dust.

Any creatures wearing or carrying such objects must make a Dexterity saving throw or have their metal objects crumble to dust before their very eyes. If the saving throw fails by 4 or less, the objects are weakened, losing integrity and becoming brittle. Weakened weapons are reduced to the next lower dice for damage rolls (a longsword deals 1d6 instead of 1d8, a dagger deals 1d3 instead of 1d4), and armor suffers a -2 penalty to its AC. Other objects suffer reduced function or may fail on use (i.e. iron pitons cannot hold weight, pots leak, etc) with the exact effect left up to the DM. If the saving throw fails by 5 or more, the object is destroyed.

RUSTING GRASP

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a piece of rust monster chitin)

Duration: Instantaneous

You reach out and touch a single nonmagical ferrous metal (iron, steel, or alloy) object, causing it to instantly corrode into flakes of rust. This spell only affects a 5-foot-cube area, leaving any portion of the object outside that area unaffected. A creature wearing or carrying the object can make a Dexterity saving throw to avoid this effect.

Micah Watt

SCHOOL OF FLEUREMANCY

The fleuremancer delves deep into the mysteries of something that most creatures take for granted – light. With the dawn of each day, the fleuremancer begins their research anew. While for others this is a call to mundane activity, to the fleuremancer it is an opportunity to delve into the dichotomy that splits the existence of surface dwelling creatures of Faerun. Beyond mere light and dark, the fleuremancer understands the subtleties of radiance, the spectrum of light, and the destructive nature of illumination.

FLEUREMANCER FEATURES

Wizard Level Feature

2nd	Bonus Proficiencies, Bonus Cantrips, Dazzling Display
6th	Displacement
10th	Prismatic Shield
14th	Intensity

BONUS PROFICIENCIES

Starting at 2nd level, you gain proficiency in the Investigation and Perception skills if you don't already have it.

BONUS CANTRIPS

Starting at 2nd level, you learn the *light* and *dancing lights* cantrips and they don't count against your number of cantrips known.

DAZZLING DISPLAY

Starting at 2nd level, when you cast a spell with a visible effect, you can add a dazzling display of lights to it. A creature of your choice that is either the target of the spell, or in the area of effect of the spell, must make a successful Constitution saving throw against your spell DC or be blinded until the end of their next turn. Creatures with sunlight sensitivity make this saving throw at disadvantage. You regain the use of this ability after finishing a short or long rest.

DISPLACEMENT

Beginning at 6th level, as a reaction to being attacked, you are able to bend light around yourself, appearing to be two feet from your actual position. Any attacks against you, including the triggering attack, that rely on visual targeting, are made with disadvantage. Once activated, this ability lasts until the end of your next turn. You can use this ability a number of times equal to your Intelligence modifier (minimum of 1), and regain all expended uses after completing a long rest. An attacker is immune to this effect if it doesn't rely on

sight, as with blindsight, or can see through illusions, as with truesight.

PRISMATIC SHIELD

At 10th level, as a reaction to being targeted by a spell that requires a saving throw, you can conjure an invisible shield that intercepts and breaks down the arcane magic into light and energy. You have advantage on your saving throw, and if your saving throw is successful against the spell, it has no effect at all on you, and you regain one expended use of your displacement ability.

If the target spell affects multiple creatures, the shield only protects you. After using this ability, you cannot use it again until after completing a long rest.

INTENSITY

Starting at 14th level, you can impose disadvantage on saving throws made by creatures attempting to resist a spell that you cast that uses light or color. This includes any spell on the Fleuremancer Spell List, or any other spells the DM deems as falling into this category. After using this ability, you cannot use it again until after completing a long rest.

NEW FLEUREMANCER SPELLS

In addition to the new spells provided below, a Fleuremancer can add *faerie fire* to their wizard spell list.

NIGHT VISION

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

You enchant a creature's eyes to require less ambient light to function, requiring only the barest traces of light to see clearly. The creature gains darkvision out to a range of 120 feet that also enables it to see in color rather than in shades of gray.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional creature for each slot level above 1st.

LIGHT LANCE

3rd-level evocation

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a magnesium strip)

Duration: Instantaneous

A scintillating line of searing light, 100 feet long and 5 feet wide, bursts forth from your hands in a direction you choose. Each creature in the line must make a successful Dexterity saving throw or take 6d6 radiant damage on a failed save, or half as much damage on a successful one. Creatures that fail their saving throw also become sheathed in scintillating sparks until the end of their next turn, granting advantage to all attacks made against them.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the radiant damage increases by 1d6 for each slot level above 3rd.

PRISMATIC RAY

5th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a prism)

Duration: Instantaneous

A ray of rainbow color flashes from your hand out toward a target within range. Make a ranged spell attack against that creature. On a hit, the creature takes 8d10 damage (1d10 for each damage type; fire, cold, lightning, acid, poison, radiant, necrotic, and force) and is stunned until the end of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d10 for each slot level above 5th. No one damage type can be increased by more than 1d10.

RADIANT BURST

2nd-level evocation

Casting Time: 1 action

Range: Self (15-foot radius)

Components: V, S, M (a pinch of phosphorous)

Duration: Instantaneous

A burst of brilliant light erupts from you forcing all creatures within 15 feet of you to make a Constitution saving throw. On a failed save, the creature takes 2d10 radiant damage and is blinded until the end of their next turn. A successful saving throw halves the damage and the creature is not blinded.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the radiant damage increases by 1d10 for each slot level above 2nd.

RADIANT SHIELD

4th-level abjuration

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (a glass sphere)

Duration: 1 minute

You conjure a shimmering shield of light around a creature you touch. The shield has a number of hit points equal to twice your wizard level. Any time the creature takes damage, half of this damage is taken by the shield instead. If the shield does not have enough hit points to absorb half of the damage, or if the damage reduces the shield to zero hit points, the creature takes all of the remaining damage after the shield has been reduced to zero hit points.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the shield's hit points increase by double your wizard level for every two slot levels above 4th.

RADIANT WEAPON

2nd-level evocation

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S, M (a glass shard)

Duration: 1 minute

You create a floating weapon of light that lasts for the duration or until you cast this spell again.

When you cast the spell, you can make a melee spell attack against a creature within 5 feet of the weapon. On a hit, the target takes radiant damage equal to 1d8 + your spellcasting ability modifier. As a bonus action on your turn, you can move the weapon up to 20 feet and repeat the attack against a creature within 5 feet of it.

The weapon can take whatever form you choose.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for every two slot levels above 2nd.

Dante Cifaldi



SCHOOL OF GOLEMANCY

You focus your studies on the construction of artificial life, the fabled golem. These constructs have a long history associated with wizards, serving as laboratory assistants, objects of experimentation, and implacable guardians capable of enduring withering eons – and sometimes, literally, hellish conditions.

Golems represent arcane knowledge given form; imbuing material matter with magic, giving it immense strength and inexorable locomotion, while remaining fully under the wizard's control.

GOLEMANCER FEATURES

Wizard Level Feature

2nd	The Basics of Crafting, Prototype Golem
6th	Advanced Programming
10th	Adaptable Build
14th	Spell-Powered Golem

THE BASICS OF CRAFTING

When you choose this school at 2nd level, you gain proficiency with mason's tools, smith's tools, and woodcarver's tools, representing the three primary materials golems are crafted from, and the *mending* cantrip, which does not count against your maximum cantrips known.

PROTOTYPE GOLEM

Beginning at 2nd Level, you can craft a basic, though unadvanced, construct.

The golem is magically bound to you. As long as both you and your golem are on the same plane of existence, you can telepathically summon the golem, which will then travel to you, knowing both the distance and direction to you.

The golem is friendly to you and your companions. Roll initiative for the construct, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you are incapacitated, your golem will protect you and try to carry out the last command you gave it to the best of its abilities.

Your golem gains one level (and one Hit Die) for each level you gain after 2nd. Its proficiency bonus equals your proficiency bonus. Whenever your class grants you the Ability Score Increase feature, your golem can increase one of its ability scores (your choice) by 2, or it can increase two of its ability scores (your choice) by 1.

The *mending* cantrip restores 5 hit points to the golem. If your construct is reduced to zero hit points, it collapses, unable to be restored by the cantrip. The golem can only be repaired after spending a

GOLEM

Medium construct, unaligned

Armor Class 15 (natural armor)

Hit Points 11 (2d8+2)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	3 (-4)	8 (-1)	1 (-5)

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60ft., passive Perception 9

Languages understands the languages of its creator, but can't speak

Challenge 1 (200 XP)

Antimagic Susceptibility. The golem is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the golem must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

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

Actions

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 +2) bludgeoning damage.

long rest using either mason's tools, smith's tools, or woodcarver's tools, and expending a 1st level spell slot to reactivate it.

ADVANCED PROGRAMMING

Beginning at 6th level, your golem adds its proficiency bonus to its AC and to its damage rolls. Your golem gains proficiency in two skills of your choice. It also becomes proficient in Strength and Constitution saving throws.

ADAPTABLE BUILD

Beginning at 10th level, your golem gains one of the following abilities, which can be changed at the end of a long rest:

- **Hostility Confrontation Matrix.** The golem gains an additional slam attack, and its slam attacks deal 2d6 bludgeoning damage. If it hits a Large or smaller creature, the creature must make a successful Strength saving throw against your spell save DC, or be knocked prone. In addition, your golem deals double damage to objects and structures.
- **Arcane Hardened Chassis.** Your golem gains immunity to bludgeoning, piercing, and slashing

from nonmagical attacks not made with adamantite weapons. In addition, it gains resistance to acid, cold, fire, and lightning damage.

- **Prescient Defense Measures.** If your golem is within 30 feet of you, you can transfer half of any damage you take (rounded up) to your golem. In addition, when a creature makes an attack against you, the golem can use its reaction to grant you a bonus to your AC against that attack equal to your Intelligence modifier (minimum of 1).

SPELL-POWERED GOLEM

Starting at 14th level, you can store one spell of 4th level or lower in your golem. To do so, you cast that spell, storing it within the golem and expending the spell slot, but the spell doesn't come into effect. Instead, it takes effect when you command the golem to use its action to cast the stored spell, or when a certain circumstance occurs. You describe that circumstance when you store the spell in the golem. When the spell is cast, or a new spell is stored, any previously stored spell is lost.

Whenever the golem has a spell stored within it, at the start of each of its turns, and as long as it has at least 1 hit point, the golem regains 5 hit points. Additionally, it gains the *magic resistance* trait, and its slam attacks count as magical for the purposes of overcoming damage immunities and resistances.

NEW GOLEMANCER SPELLS

CORROSIVE COVERING

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a vial of acid)

Duration: Concentration, up to 10 minutes

You coat a willing creature in a sheen of potent acid. A creature that touches or hits the target creature with a melee attack while within 5 feet of it, takes 1d8 acid damage. Any nonmagical weapon made of metal or wood that hits the target creature corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed.

Nonmagical ammunition made of metal or wood that hits the target creature is destroyed after dealing damage.

The target creature can dissolve through 2-inch-thick, nonmagical wood or metal in 1 round.

The target creature's unarmed attacks inflict 1d8 acid damage. In addition, nonmagical armor worn by the target is partly dissolved and takes a permanent and cumulative -1 penalty to the AC it offers from each successful strike. The armor is destroyed if the penalty

reduces its AC to 10.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for every two slot levels above 3rd.

DETECT MAGICAL OBJECT

4th-level divination

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 hour

You can magically sense the presence of magical objects and constructs up to 1 mile away. You know their general direction but not their exact locations.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the range increases by one mile for each slot level above 4th.

SIEGE IMBUEMENT

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 10 minutes

You touch a creature and gift it the power to easily exploit weaknesses in structures and materials. The creature deals double damage to objects and structures. In addition, the creature has advantage on attacks made against constructs.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

SELF DESTRUCT

2nd-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S, M (ash from a lightning strike)

Duration: 10 minutes

You touch a willing creature, instilling within it a dangerous and volatile energy. When the target creature is reduced to zero hit points, a blast of energy is released from it. Each creature within 20 feet of the target creature must make a Dexterity saving throw, taking 6d6 lightning damage on a failed save, or half as much damage on a successful one.

The target creature can choose to use its reaction to willingly release the energy blast, taking 6d6 lightning damage itself in the process.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

Iam Pace

THE GREEN STAR ADEPTS

Arcanists often use magic to create, destroy, transform, or alter the things around them. Some wizards even work to use magic to change themselves on a fundamental level - to become infused with magic itself. There exists a small cabal of wizards who are dedicated to exploring these transformative secrets. The Green Star of Alhazarde, as it's referred to by those who have studied it, fell to the ground in the first age of the world, shattering and sending splinters all across the world. The Green Star Adepts infuse their bodies with the essence of this enchanted meteorite, changing themselves to living foci to channel their magical power.

GREEN STAR ADEPT FEATURES

Wizard Level	Feature
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2nd	Green Star Admixture, Star Expert
6th	Jade Skin
10th	Arcane Focus
14th	Emerald Perfection

GREEN STAR ADMIXTURE

Starting at 2nd level, your character imbibes regular alchemical mixtures; including trace amounts of green star metal. Your skin thickens and hardens, with tiny shards of emerald crystals growing where calluses and scars would mark your skin. This grants you the following benefits:

- While you are not wearing any armor, your Armor Class equals 13 + your Dexterity modifier.
- Your unarmed attacks deal 1d4 damage. This damage increases to 1d6 at 6th level, 1d8 at 10th level, and finally 1d10 at 18th level.

STAR EXPERT

Starting at 2nd level, add your Intelligence modifier to any ability check which involves the sky or heavens; such as navigating by the stars, determining the time of day, or predicting the weather. Additionally, as a bonus action, you can make your emerald crystals glow, which sheds dim light in a 5-foot radius. You can dismiss this effect at will.

JADE SKIN

Beginning at 6th level, your body shape changes, with hard edged planes forming across your skin. A green hue coats your body from head to toe. This change grants your body exceptional toughness. You can add your Intelligence modifier to Strength and Constitution saving throws. Whenever a critical hit is scored against you, make a Constitution saving throw. Use the modified attack roll total as the DC. If you succeed, the critical hit becomes a normal hit.

ARCANE FOCUS

Starting at 10th level, you no longer need a spellcasting focus for any spells you cast. Your spell attacks against creatures within melee reach deal additional damage equal to your unarmed attacks.

Additionally, any spell you cast with a target of self that you cast without using a higher level spell slot, counts as though you had cast the spell using a spell slot one level higher than the slot used. You regain the use of this ability after finishing a short or long rest.

EMERALD PERFECTION

Starting at 14th level, your appearance looks like a sculpture of carved emeralds. You no longer need to eat, drink, breathe, or sleep, and you are immune to poison damage and disease. You do not suffer from exhaustion and you are immune to the deafened, incapacitated, petrified, poisoned, stunned, and unconscious conditions.

NEW GREEN STAR ADEPT SPELLS

EMERALD BANDS

1st-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You throw a set of glowing green bands at a Medium or smaller target within range. The target must make an opposed Strength (Athletics) or Dexterity (Acrobatics) check against your spell attack roll. On a failure, the target is grappled by you while you maintain concentration on this spell. On each of its turns, the target can attempt to escape the grapple by succeeding on a Strength (Athletics) or Dexterity (Acrobatics) check against your original spell attack roll.

GEMSTONE FISSION

1st-level transmutation

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S, M (a gemstone of at least 1gp value, which the spell consumes)

Duration: Instantaneous

You convert a gemstone into a ball of energy. Before the end of your turn, you can use your action to make a spell attack (range of 20/60 feet). On a hit, it deals 3d6 force damage, plus an additional amount of damage equal to the gp value of the gemstone divided by 50 (minimum of 1), to a maximum of your wizard level.

JADE CLONE

4th-level illusion

Casting Time: 1 action

Range: Self

Components: V, S, M (jade worth at least 10 gp, which the spell consumes)

Duration: Concentration, up to 1 minute.

You create a clone of you made from jade, that's identical to you in all respects. It has your ability scores, resistance to all damage, and Hit Points equal to your wizard level. It possesses none of your racial or class features - including spellcasting. Although it appears to possess the same equipment as you, these are part of its form. It can make unarmed attacks, dealing 1d6 bludgeoning damage.

You can use your action to issue the clone instructions which it will follow to the best of its abilities. If you do not give it any commands, it takes the Dodge action.

If you lose concentration of the spell, or if the clone is reduced to zero hit points, it immediately turns to dust, which quickly dissipates.



VIRIDIAN SHELL

1st-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a cracked eggshell)

Duration: Concentration, up to 1 minute

You transform a creature you can see within range, giving them a green, gemstone-like skin. The target gains temporary Hit Points equal to your wizard level.

At Higher Levels. If you cast this spell using a spell slot of 4th level or higher, the target gains temporary hit points equal to twice your wizard level. If you cast this spell with a spell slot of 8th level or higher, the target gains temporary hit points equal to four times your wizard level.

Bryan Holmes



One of the more esoteric disciplines, the Green Star Adepts have taken the notion of transformation magic to heart – literally. There is no doubt the Star of Alhazarde has great power locked within it, and I suspect this tradition is merely scratching the surface of its arcane depths. Whether these alterations are ultimately for good or ill is yet to be determined. It is a field of study that bears careful monitoring.

GUILD WIZARDRY

Natural talent and a quick mind are only the bare beginning of being able to wield the arcane arts. Achieving true mastery requires personal dedication, self-discipline, rigorous training, and access to libraries full of ancient grimoires and crumbling scrolls. In lands where magic is regarded as too important—or too dangerous—to be left in the hands of self-educated dabblers, it is taught and practiced by members of special guilds, societies, fraternal orders, and cabals, who jealously guard access to their powers and seek to control their use.

Such guilds arise for many reasons. Some exist to preserve arcane traditions and instruct new magic-users. Others organize the efforts of their members in the service of a worthy (or sometimes not so worthy) cause. A wizard's guild might operate openly or exist as a hidden society. Some guilds are large, formal hierarchies in which members are expected to obey the orders of their superiors, while others are small fellowships in which no one member is considered superior to his or her fellows. In all cases, part of their purpose is to pool their resources to more quickly advance in eldritch knowledge and might. Spell-dueling is an important tradition in such guilds, and members become experts in fighting other magic-users.

When guilds have hierarchies, adepts of greater seniority and status often have the authority to assign missions to lesser members and review their activities. When you reach higher levels in your wizard class, you may become such a high-ranking master. Depending on your guild and your campaign (and subject to your DM's discretion), you can usually speak for your order, which backs you to the greatest extent possible. You are expected to be careful about taking stands or making promises that are difficult for your guild to support, but your fellow members generally trust you to know when difficult tasks are necessary. Holding an office gives you significant power to influence your order's actions, but requires your time and commitment. Many masters choose to avoid these responsibilities and prefer to busy themselves with their own affairs. Whether you agree to take a position in your order's leadership or remain free of such responsibilities is up to you.

GUILD WIZARD FEATURES

Wizard Level	Feature
2nd	Arcanist's Privileges, Battle Wizard's Grimoire, Guild Proficiencies
6th	Signature Training
10th	Spellpool
14th	Master of Wizardry

ARCANIST'S PRIVILEGES

Beginning when you select this arcane tradition at 2nd level, your membership allows you to access to your guild's vast library of spellbooks, and grants you prestige and insight when interacting with other spellcasters, granting you the following benefits:

- Whenever you gain a wizard level, in addition to the normal spells you learn, you can choose one extra wizard spell of a level you can cast and copy it into your spellbook for half the usual price in gold.
- You gain a bonus on all your Charisma checks to interact with other spellcasters, equal to half your Intelligence modifier (minimum 1).

In exchange for these benefits, you must pay dues of 10 gp per month to the guild, and if you have spent at least 1 day of downtime in the past month, you must spend 1 additional downtime day to maintain your guild duties. If you miss payments, you must make up back dues (in both gold and in downtime, if applicable) to remain in your guild's good graces. If you are behind on payments, you do not enjoy any of the benefits of this feature. When you reach 14th level in your wizard class, you no longer need to pay these dues in gold or downtime, and can always use this feature's benefits, whether or not you have paid for them.

BATTLE WIZARD'S GRIMOIRE

At 2nd level, your spellbook not only contains your spells, but special notes, mental exercises, and anecdotes from military history to help you use magic more effectively in battle. During your turn, immediately after you use your action to cast a spell of 1st level or higher, if that spell deals damage, you can use a bonus action to reroll a number of the damage dice up to your Intelligence modifier (minimum of 1). You must use the new rolls.

You can use this feature a number of times equal to your Intelligence modifier (minimum of once), regaining all expended uses when you finish a long rest.

GUILD PROFICIENCIES

At 2nd level, you gain proficiency in the Arcana skill if you don't already have it. You also gain expertise with the Arcana skill, which means your proficiency bonus is doubled for any ability check you make with it.

SIGNATURE TRAINING

Starting at 6th level, you can employ an impressive spellcasting technique that is either distinctive to your guild, or your own method for distinguishing yourself within it. When you use your action to cast a spell of 3rd-level or higher that you prepared from your spellbook, you can use your bonus action to cause each creature in a 10-foot cube originating from you to make a Wisdom saving throw against your spell save DC. On

a failed save, the creature is charmed or frightened by you (your choice) until the end of your next turn. You can use this feature once, regaining the ability to do so the next time you make an ability check for initiative.

SPELLPOOL

At 10th level, when you prepare your spells each day, you can make use of a spellpool, a magical reservoir of spells that can be drawn upon by members of your wizardly guild or magical academy. To do so, you must first perform a 1-minute ritual with a spellcasting focus, adding a spiraling pattern of sigils to that spellcasting focus using 25 gp worth of copper wire. This specially prepared arcane focus allows you to access the spellpool. You can perform this ritual on as many spellcasting foci as you wish, but once a focus is prepared by a particular wizard, but once a focus is prepared by a particular wizard, only that wizard can use it to access the spellpool.

When accessing the spellpool, you attempt to prepare a spell that is not in your spellbook. Each time you try to prepare a spell in this way, you must check first to see if the desired spell is available, using your action to roll an Intelligence (Arcana) check against a DC equal to 20 + the spell's level. You must be holding your specially prepared spellcasting focus when you do so. To check for a spell, you must already have a spell of the same level or higher in your spellbook. You can check to see if any spell is available, as long as you know it exists, but if a spell you check for is not on the wizard spell list, the DC of the Intelligence (Arcana) check increases by 5. If you are not currently on the same plane of existence as any of the locations where your institution is based, you make the check with disadvantage.

Once you have successfully checked that a spell is available, until the next time you finish a long rest you can prepare it just as if it were in your spellbook. If the spell is not available, you must finish a long rest before you can attempt to prepare that particular spell using this feature again. There is no limit to the number of spells you can search for in this manner, but each spell you search for requires you to use an action to make a separate Intelligence (Arcana) check. The maximum number of spells you can prepare with this feature at one time is equal to half your Intelligence modifier (rounded up, minimum of 1).

For each spell you prepare with this feature, you must choose one spell of the same level or higher from your spellbook and loan it to the spellpool. A spell you loan in this way is lost from your spellbook until the next time you finish a long rest, at which time it reappears in your spellbook, exactly as it was before. You cannot loan a spell you currently have prepared.

When you cast a spell you prepared via the spellpool, it is cast normally, with all the necessary components

and other requirements.

All spells prepared using the spellpool return to the spellpool the next time you finish a long rest. Having successfully prepared a spell with this feature before does not allow you to prepare it with this feature again, nor does it alter your chances of finding that same spell available the next time you search for it.

MASTER OF WIZARDRY

At 14th level, you are elevated to your guild's trusted inner circle of wise, experienced masters, and you've spent so much time interacting with other mages that you can quickly analyze their casting and seek to counter it. When a spell cast by another creature you can see allows you to make a saving throw to take only half damage, if you succeed on the saving throw, you can expend a wizard spell slot of 1st-level or higher as a reaction to instead take no damage at all.

In addition, when you this feature, you can instead choose to reflect the spell back on the caster. When you do so, as part of the same reaction, you cause the spell to target its caster instead of you, and the caster makes its own saving throw against the same DC. If the spell you are trying to reflect is 6th-level or higher this ability fails. After you use this feature to reflect a spell you cannot use it again until you finish a long rest.

NEW GUILD WIZARD SPELLS

AEGIS OF SHIELDING

3rd-level abjuration

Casting Time: 1 reaction, which you take when a creature within range succeeds on a melee attack roll that would hit one of your allies

Range: 30 feet

Components: V, M (a weapon)

Duration: Instantaneous

You protect your ally with a barrier of invisible force. Until the end of the turn, the target of the triggering attack gains a +5 bonus to AC and resistance to bludgeoning, piercing, and slashing damage, both of which apply against the triggering attack.

After the triggering attack is resolved, the creature that made the attack takes 1d4 force damage and you mark it until the end of your next turn. While it is within 5 feet of you, a creature marked by you has disadvantage on any attack roll that doesn't target you. This spell ends early if you are incapacitated, if you die, or if someone else marks the creature.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the range increases to 60 feet, and the force damage increases by 1d4 for each slot level above 3rd.

DECELERATING SLASH

4th-level transmutation

Casting Time: 1 action

Range: 5 feet

Components: V, M (a weapon)

Duration: 1 minute

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, its speed is reduced by 5 feet for the duration, and it cannot take reactions until the start of its next turn. On a miss, the target takes psychic damage equal to your spellcasting ability modifier (minimum of 1), and the spell ends.

For the duration, the target makes an Intelligence saving throw at the start of each of its turns, ending the spell on a success. If it fails the save, the creature cannot take reactions, bonus actions, or the Dash action. This spell ends early if you are incapacitated or if you die.

In addition, each time a creature fails its saving throw against this spell, its speed is reduced by 5 feet, and one ally of your choice that you can see within 10 feet of you or the target can move up to 5 feet without provoking opportunity attacks.

DIRE RADIANCE

Evocation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 round

Make a spell attack against a creature within range. On a hit, the target takes 2d4 radiant damage, and a shaft of brilliant, cold starlight lances down from above, bathing your foe in an excruciating radiance that grows brighter and deadlier when the target approaches you. Until the start of your next turn, if the target willingly moves closer to you, it immediately takes additional radiant damage equal to your spellcasting ability modifier (minimum 1), and the spell ends.

This spell's damage increases when you reach higher levels. At 5th level, the additional radiant damage for moving closer to you increases to 1d4 + your spellcasting ability modifier. Both damage rolls increase by 1d4 when you reach 11th level (becoming 3d4 and 2d4 + your spellcasting ability modifier, respectively). At 17th level, the additional radiant damage for moving closer to you increases to 3d4 + your spellcasting ability modifier.

DUEL WARD

5th-level abjuration

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

For the duration of this spell, whenever you cast a spell with a casting time of 1 reaction during another creature's turn, you can cast one more spell of 5th-level or lower that has a casting time of 1 reaction before the end of that creature's turn. Casting this extra spell is an exception to the normal rule for the number of spells you can cast in a turn.

In addition, for the duration of this spell, you gain a +2 bonus to Intelligence (Arcana) checks, and whenever you make an ability check for your spellcasting ability, you gain a +2 bonus on that check if it doesn't already include your proficiency bonus.

Jeremy Forbing



SCHOOL OF HEDGE MAGI

Wizards who wander the realms devoting their time to discovering better ways to use magic to aid their allies and defeat their foes, hedge mages are a complementary addition to any adventuring party. These wizards often join forces with others to defeat common enemies, choosing a favored enemy during their adventures to hedge their magic power against, both offensive and defensive. They do not join a formal school of magic but refine their skills with magic during their adventures.

HEDGE MAGE FEATURES

Wizard Level	Feature
2nd	Favored Enemy, Hedge Spellcasting
6th	Improved Arcane Recovery
10th	Intuitive Synergy
14th	Hedge Reliability

FAVORED ENEMY

Beginning at 2nd level, when you choose this arcane tradition, you have gained enough knowledge about certain creatures to gain a heightened chance to affect them with your spells. Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can choose two races of humanoid (such as gnolls and orcs) as favored enemies.

You have advantage on your Constitution saving throws to maintain your concentration while a favored enemy that you can see is conscious and within 60 feet of you. In addition, your spell save DC for your wizard spells increases by 1 against your favored enemies. When you gain this feature, you learn one language spoken by one of your favored enemies.

You can choose one additional favored enemy at 6th and 14th level.

HEDGE SPELLCASTING

Starting at 2nd level, you can expend your spellcasting energy to protect against harmful spells that target you or a nearby ally. Alternatively, you can expend extra spellcasting energy to improve your chances of affecting an enemy with a harmful spell you cast.

Hedge Defense – when you or an ally that you can see within 30 feet of you must make a saving throw against a harmful spell, you can use your reaction to expend a spell slot equal to half the harmful spell's level to grant you or the ally advantage on the saving throw.

Hedge Offense – When you cast a harmful spell that requires a saving throw against one or more of your enemies, you can expend an additional spell slot equal

to the original spell's level to boost the spell's power and impose disadvantage on the saving throw for a number of creatures equal to your Intelligence modifier (minimum 1).

IMPROVED ARCANE RECOVERY

At 6th level, you have learned to recover extra spell energy when you use Arcane Recovery to recover expended spell slots. You recover additional spell slots equal to your Intelligence modifier (minimum of 1) at the end of a short rest using Arcane Recovery.

INTUITIVE SYNERGY

At 10th level, your sense of caution and experience, combined with your quick wit and ability to communicate effectively with adventuring companions, grants you and your team a heightened ability to function well together. When initiative is rolled, you and allies within 60 feet of you that can see or hear you, and have traveled with you for at least one week, can add your Intelligence modifier to the roll (minimum of 1).

HEDGE RELIABILITY

At 14th level, your ability to hedge against spell effects targeting you and your allies, or to boost the effectiveness of your spells against your enemies, is more dependable. When initiative is rolled, you can recover spell slots equal to your Intelligence modifier (minimum of 1), however, you can only use the spell slots for your Hedge Spellcasting feature. At the end of the encounter, you lose any remaining spell slots gained from this feature.

"Nothing beats experience" is an adage bandied around the campfires of the itinerant hedge magi of the Realms. Speaking as one with many, many years of experience, I tend to agree. While the hedge magi might seem to be an unorganized, ill-disciplined school to the more formal traditions, I can assure you some of the most impressive spells and feats of magic have been pioneered on the roads and rivers of Toril, by these highly underrated wizards.



NEW HEDGE MAGI SPELLS

IMPROVED MAGE ARMOR

3rd-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a piece of cured leather)

Duration: 8 hours

You touch a creature who is not wearing armor and protect it with a field of force. The target's base AC becomes 15 + its Dexterity modifier. The spell ends if the affected creature dons armor or if you dismiss the spell as an action.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the base AC increases by 1 for every three slot levels above 3rd.

KNOW DIRECTION

Divination cantrip

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

You know the direction of true north if it exists in your current location. The effect is instantaneous and centered from the location you cast this spell. If you move from the location where you cast this spell, you will have to cast it again to find true north from the new location.

LOCATE FAVORED ENEMY

5th-level divination

Casting Time: 1 action

Range: Self

Components: V, S, M (a bit of fur from a bloodhound)

Duration: Concentration, up to 1 hour

You become aware of the presence, number, general direction, and distance of favored enemies within 1 mile of you. You can tell how many of your favored enemies are present at each location, their distance from your present location, and the direction and speed of their current movement. This spell does not allow you to discern whether a specific creature is present within range, but only if favored enemies in general are present.

MISTY ESCAPE

3rd-level conjuration

Casting Time: 1 reaction, which you take when you are targeted by an attack

Range: Self

Components: V

Duration: Instantaneous

As a reaction to being targeted by an attack, you conjure silvery mists that appear where you are and you teleport up to 30 feet to an unoccupied space that you can see, causing the triggering attack to miss. You can choose whether to cast this spell after the attack is rolled but before the result is determined.

Scott Bean



SCHOOL OF INCANTATION

Incanters (or Incantifer or Incantrix) – also called metamages – manipulate the raw magical potential in themselves and others, augmenting or suppressing the magical energy they are able to draw upon. Incanters can be a boon for allies, and a nightmare for enemy spellcasters.

INCANTER FEATURES

Wizard Level	Feature
2nd	Spell Savant, Augment Magic
6th	Weavemaster
10th	Body to Mind
14th	Magic Resistance

SPELL SAVANT

Starting at 2nd level, you gain proficiency in the Arcana skill if you don't already have it, and you can identify spells that you can see being cast, as a free action. To identify a spell you must make a successful Intelligence (Arcana) check. The DC equals 10 + the spell's level.

AUGMENT MAGIC

At 2nd level, you can augment a spell that you cast, as a bonus action. The augmented spell is treated as if being cast at one level higher than the spell slot level used to cast the spell ie if you cast a spell using a 3rd level spell slot, the spell is cast at 4th level. You can use this ability a number of times equal to your Intelligence modifier (minimum of once) regaining all expended uses after finishing a long rest.

WEAVEMASTER

Beginning at 6th level, you have become adept at dismantling other spells. When you cast *counterspell* or *dispel magic*, it is treated as if being cast at one level higher than the spell slot level used to cast the spell.

You regain the use of this ability after finishing a short or long rest.

BODY TO MIND

Starting at 10th level, when you take a short rest, you can use your Hit Dice to regain expended spell slots. Each Hit Die expended in this manner allows you to regain one expended spell slot. Expending 3 Hit Dice allows the recovery of three spell slot levels; be it one 3rd level spell slot, one 2nd level spell slot and a 1st level spell slot, or three 1st level spell slots. You regain the use of this ability after completing a long rest.

MAGIC RESISTANCE

Starting at 14th level, you have advantage on saving throws against spells and other magical effects.

NEW INCANTER SPELLS

EMPARADWEOMER

1st-level enchantment

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Special

This spell can be cast in conjunction with a 1st level spell that has a casting time of 1 action and a duration of instantaneous, allowing you to break the restrictions on casting two spells on the same turn. It augments the second spell, allowing it to have maximum impact with regards to any variable component or effect of the spell, such as the number of damage dice rolled. A 1st level emparadweomer can only affect a 1st level spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can increase the level of the augmented spell by 1 for each slot level above 1st.

MALADWEOMER

3rd-level enchantment

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a broken mirror)

Duration: 1 minute

You cause a creature to lose much of their magical potency. The target must succeed on an Intelligence saving throw, or all spells they cast for the duration have minimum impact with regards to any variable component or effect of the spell, such as the number of damage dice rolled. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can affect one additional creature for every two slot levels above 3rd.

PIERCE MAGIC RESISTANCE

4th-level enchantment

Casting Time: 1 action

Range: Self

Components: V, S, M (a needle)

Duration: Concentration, up to 1 minute

For the duration, spells you cast ignore any Magic

Resistance feature the target creature of that spell may have. This does not affect Damage Resistances or Damage Immunities.

PIERCE ANY SHIELD

9th-level enchantment

Casting Time: 1 action

Range: Self

Components: V, S, M (a platinum needle)

Duration: 1 minute, or until dispelled

The next spell you cast is able to breach any protections of the target creature. The spell ignores all resistances immunities, spells or abilities, and imposes disadvantage on the target creature's saving throw if the spell requires one. The spell's effects are suppressed by dead magic zones and antimagic fields.

SPELLSTEAL

7th-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a white glove)

Duration: 1 minute, or until dispelled

The target creature must make a successful Intelligence saving throw, or lose one spell slot from its highest available slots – up to 6th level – which you temporarily gain as a spell slot for the duration, or until you use the stolen spell slot to cast a spell. This temporary spell slot does not count against your maximum number of spell slots available.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the maximum level of the spell slot that you can steal from the target increases by 1 for each slot level above 7th.

Micah Watt



SCHOOL OF JAUNTING

Wizards are infamous for showing up precisely whenever and wherever they want (generally while claiming they were needed). This procedure, when enacted by most conjurers of cheap spells, is less accurate on both the 'where' and 'when' than most wizards would like to admit. However, there are those with exceptional talent, with incredible spatial awareness, to which conjuration magic turns distance into a thing of the past, and the past into a grip to hoist themselves onto tomorrow. In short: they are wizards with a gift for twisting time and space.

JAUNTER FEATURES

Wizard Level	Feature
2nd	Yesterday's Preparations, Empowered Conjunction
6th	Tesseract
10th	Strange Eons
14th	Master of Time and Space

YESTERDAY'S PREPARATIONS

Starting at 2nd level, you can reach into your own past to grab items that you have set aside for emergencies. As an action, you can summon a nonmagical item that you have access to. The item must be unattended, and something you've intentionally touched.

This item persists for 1 minute or until it leaves your hand, and then immediately returns to the time and place it was pulled from. You can use this ability a number of times equal to your Intelligence modifier (minimum of once), regaining all expended uses after completing a long rest.

EMPOWERED CONJURATION

Starting at 2nd level, when you cast a conjuration spell and do not use a higher level spell slot to cast the spell, the spell is cast as though you used a spell slot one level higher than the one you used. You can use this feature a number of times equal to your Intelligence modifier (minimum of once), regaining all expended uses after completing a long rest.

TESSERACT

Beginning at 6th level, as an action, you can bridge two points in space. Choose two points within 30 feet of you. A 5-foot square now surrounds each of these points, which now become adjacent to each other (you choose which sides of each square touch). Any creature, spell, or object entering the square exits from the other square as if the two were adjacent to each other. Creatures can attack or cross between the points as though they were

connected. Spells and ranged attacks can be made across these two squares. For a creature to benefit from cover, it must also have cover against these two points. These points remain connected until the start of your next turn. You can use your action each round to maintain this effect. You can use this feature a number of times equal to your Intelligence modifier (minimum of once), regaining all expended uses after completing a long rest.

STRANE EONS

Starting at 10th level, you twist time and space, rendering spells wildly unstable. As a reaction to seeing another creature casting a spell that has a duration other than instantaneous or concentration, you alter the spell's duration to require concentration. If the creature loses concentration or casts another spell that requires concentration, the target spell ends. You can use this feature a number of times equal to your Intelligence modifier (minimum of once), regaining all expended uses after finishing a long rest.

MASTER OF TIME AND SPACE

Starting at 14th level, whenever you cast a conjuration spell with a duration that requires concentration, if the spell reaches its maximum duration before ending, you regain the spell slot used to cast it. You can use this ability a number of times equal to your Intelligence modifier (minimum of once), regaining all expended uses after completing a long rest.

NEW JAUNTER SPELLS

BECKON CLOSER

6th-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You beckon a creature that you can see within range. The target creature must succeed on a Charisma saving throw or be teleported to another point of your choosing within range, that is closer to you. The act of teleporting the creature in this way causes both you and the target to become disoriented and drop your guard, immediately provoking opportunity attacks by hostile creatures against you, as well as against the target creature at its new location.

PEEP-HOLE

Divination cantrip

Casting Time: 1 bonus action

Range: 5 feet

Components: S

Duration: Instantaneous

You create a tiny tunnel that allows you to see through a wall, door, or any other surface. The maximum distance of the tunnel equals your wizard level in feet, and the tunnel has a diameter of 1 inch. The tunnel closes up at the start of your next turn.

REDIRECT

5th-level transmutation

Casting Time: 1 reaction

Range: 30 feet

Components: V, S

Duration: Instantaneous

You cause a teleportation spell to go awry, rerouting all targets being teleported to a new location. If a conjuration spell is cast within range, you can choose a new destination for the spell's target. The new destination must be a valid destination for the spell, as though you had cast the original spell. The affected spell needs to have a destination for creatures conjured, or creatures that are otherwise relocated, by the spell otherwise the target spell remains unaffected.

TEMPORAL VISIONS

6th-level divination

Casting Time: 1 action

Range: Self

Components: V, S, M (a ruby gem worth at least 50 gp)

Duration: Concentration, up to 10 minutes

Looking through the ruby gem, you gain a glimpse of the future. You can see (but not hear, smell, taste, or use any of your other senses) your current location through the ruby, for a number of hours into the future equal to the value of the ruby divided by 50.

The information you gain is in the form of simple visions, so while you can understand that bugbears might be congregating at your location, you aren't given specific information as to why they will be there.

Due to the nature of the flow of time, creatures viewing their own future naturally change the outcome, and so the caster and any other creatures near the caster aren't included in the visions. Casters of the spell understand that the information is symbolic and not literal.

TIDY

2nd-level conjuration (ritual)

Casting Time: 1 action

Range: 40 feet

Components: V, S

Duration: Instantaneous

An invisible sphere with a 5-foot-radius springs into existence at a point you choose within range. You declare an order with which all objects in that area are sorted. You could order things by size, cost, weight, or any other numerical value you can think of. Any object not currently being worn or carried flies around the sphere until it settles in an orderly manner. Containers are treated as a single object; their contents are not part of the organization process and remain within their container.

At Higher Levels. If you cast this spell using a spell slot of 3rd level or higher, the sphere's radius increases by 5 feet for each slot level above 2nd.

Bryan Holmes

The School of Jaunting is an interesting discipline. It skirts the surface of several traditions, combining chronomancy, dimensionalism, and translocation. Wisely it does not delve too deeply into any of each, thus avoiding the potential pitfalls therein. It provides conveniences and heuristics that are no small advantage to any wizard, and the ability to turn an adversary's magic against them in unexpected ways. Jaunters might seem to be flighty and ephemeral by nature – as many of them are – but they are not to be trifled with.



SCHOOL OF KINETICS

Among the most intune with how the Weave can enhance movement, the kineticist focuses on the Weave to manipulate space, and movement within it. Telekinesis, teleportation, and enhanced movement are all among this wizard's storehouse, and they are valuable assets in any army or adventuring party, helping to ensure movement over great distances in a short period of time.

KINETICIST FEATURES

Wizard Level Feature

2nd	Spell-Powered Avoidance, Stronghand Magic
6th	Evasive Maneuver
10th	Transportive Assault
14th	Innate Transportation

SPELL-POWERED AVOIDANCE

At 2nd level, your movement speed increases by 5 feet. When you cast a spell, you can use your reaction to move 5 feet without provoking an opportunity attack.

STRONGHAND MAGIC

Beginning at 2nd level, you know the *mage hand* cantrip and it doesn't count against the number of cantrips you know. The range of your *mage hand* increases to 60 feet, and it can carry up to 20 pounds.

EVASIVE MANEUVER

At 6th level, you are more connected with the Weave, sensing which pathways are most easily traversed. As a reaction, when you are targeted by a spell attack or area of effect spell, you can use your reaction to cast *misty step*. If you were targeted by a melee attack or touch spell, the attack misses. If you were targeted by a ranged attack, the attacker has disadvantage, or they can choose a different target. You regain the use of this ability after finishing a short rest.

TRANSPORTIVE ASSAULT

Starting at 10th level, when you cast *misty step*, you can bring one willing creature of your size or smaller who is carrying gear up to its carrying capacity. The creature must be within 5 feet of you when you cast this spell. When you cast *misty step*, *dimension door*, or any other spell that transports you across a distance, and you end in a space that is within five feet of any enemy, you or the creature you transported can use a reaction to make a single attack with a weapon you are holding, against the adjacent creature.

INNATE TRANSPORTATION

At 14th level, your *mage hand* can wield a single light melee weapon. As a bonus action, you can move the hand up to 30 feet to a location within range, or order it to attack. It is proficient with the same weapons that you have proficiency with and it has the same attack and damage bonuses that you have. When you use *misty step*, *dimension door*, or similar spells, your *mage hand* is transported with you and appears in your space. Finally, you can cast *misty step* twice without using a spell slot, and *dimension door* once without expending a spell slot. You regain the ability to cast these two spells in this way when you finish a long rest.

NEW KINETICIST SPELLS

ELASTIC TETHER

2nd-level conjuration

Casting Time: 1 bonus action

Range: Touch

Components: V, S

Duration: 1 minute (see description)

You touch an object, person, or space, and whisper the words of tethering. For 1 minute, the target acts as an anchor to which you can return. For the duration, as a bonus action, you can instantly teleport yourself to an unoccupied space within 5 feet of the target. The spell ends immediately after teleporting in this way, or if you are ever more than 120 feet from the target.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the range you can be from the target increases by 120 feet, and the duration of the spell increases by 1 minute, for each slot level above the 2nd.

FLEET FOOT

Transmutation cantrip

Casting Time: 1 bonus action

Range: Touch

Components: S

Duration: 1 round

You touch a willing creature. Until the end of that creature's next turn, their movement speed increases by 5 feet. This movement speed increases by an additional 5 feet at 5th level (10 feet), at 11th level (15 feet), and again at 17th level (20 feet).

PORTAL SENSE

3rd-level divination

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 hour

When you cast this spell, you gain an innate sense of an interconnected network that connects all of creation. You know the exact location of the nearest planar portal or teleportation circle within 1 mile of you. If no planar portal or teleportation circle is within 1 mile, you know in which direction you will find one.

REVERSE TELEPORTATION

8th-level conjuration

Casting Time: 10 minutes

Range: Same plane of existence

Components: V, S, M (one ruby worth at least 1,000 gp, which the spell consumes)

Duration: Instantaneous

You attempt to summon a creature or object to your location. You hold a creature or object with which you are familiar in your mind, and attempt to summon it to a location within 5 feet of you. The creature or object

must be Medium or smaller, it must be on the same plane as you, and you must know its general location; to within a mile of its actual location.

A willing creature is automatically teleported to you. An unwilling creature must succeed on a Wisdom saving throw or be teleported to your location. If the target is an object, you must succeed on a DC 20 Intelligence (Arcana) check to successfully summon the item. Certain situations, like an object being protected by powerful magic, or an object being worn or in the possession of another creature, imposes disadvantage on this check and may even cause the spell to fail (DM's discretion).

If for any reason, the spell fails, you take 6d10 psychic damage.

Ryan Langr



SCHOOL OF LUNA MAGI

A wizard of phases and a master of radiant damage, you use the moon as a conduit for your grasp on the weave of magic. When the moon is at high sanction, and thus closer to the world, your hold on the weave is at its strongest and your power magnified. Likewise, when the moon is at the lowest sanction of its cycle, your hold on the weave is at its weakest and your power dulled. Moon Mages have the opportunity to become greater than their counterparts in other traditions, however, they also have further to fall given the wrong time of the lunar cycle.

MOON MAGE FEATURES

Wizard Level Feature

2nd	Radiance of the Night, Lunar Link
6th	Moon Shadows
10th	Lunar Retribution
14th	Radiant Mastery

RADIANCE OF THE NIGHT

When you take this school at 2nd level, if a spell does radiant damage, it counts as a wizard spell for you. You also know the *sacred flame* cantrip which burns silver with moonlight.

LUNAR LINK

Starting at 2nd level, you gain a connection with the moon as a conduit to the magical weave. As such, when this moon is in its either high sanction or low sanction phases, you gain the following benefits or constraints. See the Moon Phase table for examples of lunar cycles.

- **Full Moon** - You gain a +1 bonus to your Spellcasting DC.
- **New Moon** - You take a -1 penalty to your Spellcasting DC.

Day of Cycle Moon Phase Effect

1-4	Full Moon	+1 to Spellcasting DC
5-11	Waning Quarter Moon	No Effect
12-18	New Moon	-1 to Spellcasting DC
19-25	Waxing Quarter Moon	No Effect
26-30	Full Moon	+1 to Spellcasting DC

MOON SHADOWS

Beginning at the 6th level, when you are within 60 feet

of a beam of moonlight, your connection with the moon allows you to bend this reflective shine of the moon within a 5-foot radius for up to 1 minute, even during the daylight hours. When using this in combination with making a Dexterity (Stealth) check, you do so with advantage. You can also use this ability to hide objects smaller than 5 feet wide, or other willing creatures that are Medium or smaller, for up to 1 minute. Any creature searching for such a hidden object or creature while the Moon Shadows ability is in effect must succeed on a Wisdom (Perception) check versus your Spell save DC to see it.

Once you use this feature, you can't do so again until you have finished a short or long rest.

LUNAR RETRIBUTION

Starting at 10th level, as a reaction to a melee attack that hits you, you release a wave of lunar energies to rebuke your attacker. When successfully hit by a melee attack, you can use your reaction to force the attacker to make Wisdom saving throw against your Spell save DC, taking 1d8 + your Intelligence modifier (minimum of 1) in psychic damage on failed save, as they suffer a bout of moon madness from the exposure. If the attack was a critical hit, this damage is doubled.

This feature can be used a number of times equal to your Intelligence modifier (minimum of once) and you regain all expended uses after completing a long rest.

RADIANT MASTERY

At 14th level, when you roll a 1 or 2 on a radiant damage die, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

NEW MOON MAGE SPELLS

LUNAR FIRE FIST

2nd-level evocation

Casting Time: 1 action

Range: Touch.

Components: V, S

Duration: Instantaneous

You pull the energies of the moon, channeling it into your fist, igniting it with blue cosmic fire, as you deal a damaging blow to your enemies. Make a melee spell attack against the target. You have advantage on the attack roll if the target is undead, or if the spell is cast under a night sky. On a successful hit, the target takes 2d8 radiant damage, and it must make a Strength saving throw or be pushed back 10 feet and knocked prone on a failed save.

At Higher Levels. When you cast this spell using a

spell slot of 3rd level or higher, the damage increases by 1d8 for every slot level above 3rd.

MOON SOUL REVIVAL

3rd-level evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (a small diamond worth at least 50 gp)

Duration: Instantaneous

As you hold the diamond to the sky, the magical energies of the weave are amplified through the moon and splash over you through the faceted lens, bathing you in healing lunar energy, even when the moon is hidden by the daylight. When you cast this spell you regain 3d8 + your Spellcasting modifier hit points.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you regain an additional 1d8 hit points for every slot level above 3rd. When casting this spell using a spell slot of 5th level or higher, the diamond material component must be worth at least 150 gp.

MOON WALK

5th-level illusion

Casting Time: 1 reaction, which you take when you are hit by an attack

Range: Self

Components: V, S, M (a pinch of salt)

Duration: Instantaneous

When an enemy attack hits you, you are able to cast a distracting illusion on yourself that confuses the attacker, seemingly gliding away, evading the attack. Using your reaction, you can use this illusionary spell to evade any melee or ranged attack that otherwise would hit you.

TWINNED LUNAR FIRE FIST

5th-level evocation

Casting Time: 1 action

Range: Touch.

Components: V, S

Duration: Instantaneous

You pull the energies of the moon, channeling it into your fist, igniting it with blue cosmic fire, as you deal a damaging blow to your enemies. You make this attack at super speeds and are able to make a two punch combination. Make two melee spell attacks against one or two targets. You have advantage on each attack roll if the target is undead, or if the spell is cast under a night sky. On a successful hit, the target takes 3d8 radiant damage, and it must make a Strength saving throw or

be pushed back 10 feet and knocked prone on a failed save.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for every slot level above 5th.

Phil Beckwith

The moon, named Selûne after the deity, has power – just ask any lycanthrope or faithful devotee of the goddess. Wizards that harness this power are rare, but none the less potent for it. Beware the ire of a moon mage under the light of Selûne’s full grace.



SCHOOL OF MENTALISM

Wizards who practiced in the way of the mentalist tradition, have spent their life studying the workings of the mind, and the magic that affects it. The mentalist's puissance allows them to shake the confidence of their foes as well as attack their psyche directly, in a potent combination that only the most resilient minds can withstand.

MENTALIST FEATURES

Wizard Level	Feature
2nd	Whisper Magic, Tendril's of Doubt
6th	Bond of the Mentalist
10th	Demoralising Onslaught
14th	Guileful Retort

WHISPER MAGIC

At 2nd level, any spell that deals psychic damage is added to your spell list, and the gold and time you must spend to copy a spell that deals psychic damage into your spellbook is halved. Additionally, you know the *vicious mockery* cantrip.

TENDRILS OF DOUBT

Starting at 2nd level, you've learned how to plant seeds of doubt into the minds of your enemies. When you deal psychic damage to a creature, they have disadvantage on attack rolls against you and one other creature of your choice that you can see, until the start of your next turn.

BOND OF THE MENTALIST

Beginning at 6th level, you can communicate telepathically with any creature within 30 feet. The creature must be able to understand a language you can speak. The range of this ability increases by 30 feet at 11th level (total of 60 feet), and again at 17th level (total of 90 feet).

DEMORALISING ONSLAUGHT

At 10th level, when you cast a spell that deals damage, you can choose to change the damage type to psychic. You cannot use this ability again until you finish a long rest.

GUILEFUL RETORT

Starting at 14th level, when you take damage from an enemy's attack, you can use your reaction to cast *vicious mockery* against that creature. You can use this feature a number of times equal to your Intelligence modifier (minimum of once) and you regain all expended uses after completing a long rest.

NEW MENTALIST SPELLS

MIND BOMB

8th-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a magnifying glass)

Duration: Instantaneous

You target a number of creatures you can see within range, equal to your Spellcasting modifier (minimum of 1). Each target creature must succeed on an Intelligence saving throw or take 10d6 psychic damage. If you reduce a creature to 0 hit points with this spell, the creature dies and you consume all its memories. The exact use and benefits of the memories are up to the DM. The memories fade after an hour.

MIND HOLD

5th-level abjuration

Casting Time: 1 reaction, which you take when you are target with a melee attack

Range: 10 feet

Components: V

Duration: Instantaneous

When you are the target of a melee attack, you can use your reaction to cast this spell against the attacker. The target must make an Intelligence saving throw. On a failure, they take 6d6 psychic damage and become stunned until the start of their next turn. On a success, they take half damage and are not stunned.

PSYCHIC ARMOR

6th-level conjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a pearl worth at least 100 gp, which the spell consumes)

Duration: 2 hours

You summon glimmering armor formed from the force of your thoughts. Wearing the armor grants you a +2 bonus to AC and resistance to one type of damage of your choice.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the duration increases by 2 hours for each slot level above 6th.

PSYCHIC WIND

3rd-level evocation

Casting Time: 1 action

Range: Self (60-foot line)

Components: V, S, M (a flake of skin)

Duration: Concentration, up to 1 minute

A 5-foot wide line of whispers shoots from your mouth, carrying with it the force of words. Each creature that starts its turn in the line must succeed on an Intelligence saving throw, or take 1d6 psychic damage and become psychically shaken until the start of its next turn. While shaken, all attacks against the target are made with advantage.

For the duration, as bonus action, you can change the direction in which the line blasts from you.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for every two slot levels above 3rd.

TETHERED MIND

5th-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

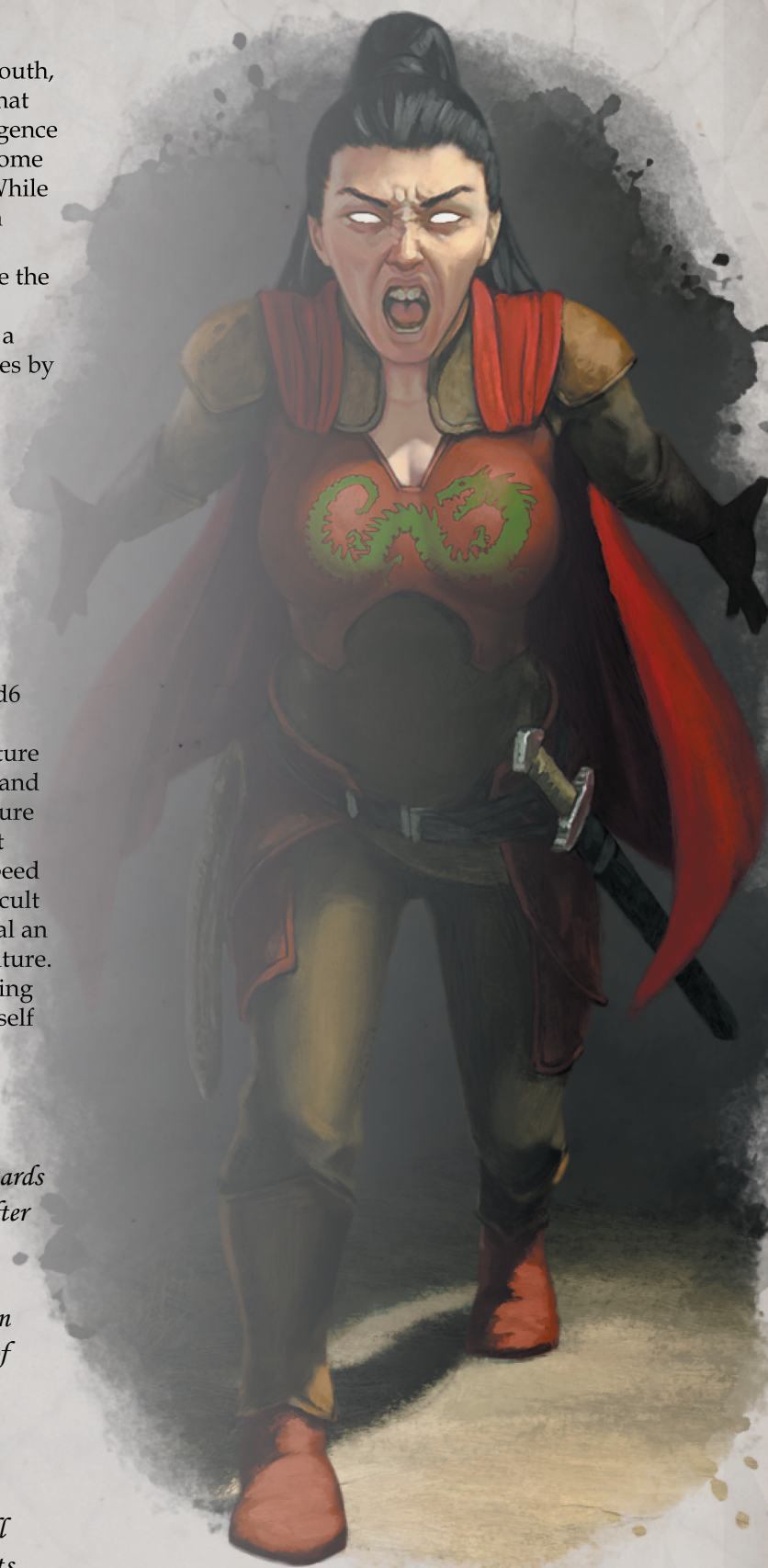
Make a ranged spell attack against a creature you can see within range. On a hit, the creature takes 6d6 psychic damage and is considered tethered. While tethered, you always know the location of the creature (if they are on the same plane of existence as you), and your melee weapon attacks against the target creature are made with advantage. If you move in a straight line toward a tethered creature, your movement speed increases by 10 feet and you are unaffected by difficult terrain. As a bonus action on your turn, you can deal an additional 1d6 psychic damage to the tethered creature.

A tethered creature can make an Intelligence saving throw at the start of its turn, ending the effect on itself on a success.

Ryan Langr



As intellectuals and scholars, wizards possess acute mental faculties. After all, one cannot shape the Weave if one is weak-willed. Mentalists, however, straddle the line between wizardry and psionics – powers of the mind that come not from the Weave, but the cerebral might of a truly talented individual. Both disciplines are significant, and a blending of the two may very well result in something greater than its parts.



SCHOOL OF NETHERMANCY

You focus your studies on shadow magic, also known as nethermancy, a method for extricating the magical substance of primordial shadow from various environments, then blending it with arcane forces to augment magical effects. By such means, the spells of a shadow mage can excite or dull the senses, punch holes through reality to allow swift passage, and spin creatures from the raw substance of night. Common folk are often quick to distrust a nethermancer, but shadow magic's apologists defend their art by pointing out that with spells, just like any other tool, the evil is in their misapplication, not in the magic itself.

In the Realms of Faerûn, it is said that wizards of the lost empire of Netheril were the first to codify these arts, as part of their explorations of the Shadowfell. They delved into the secrets of that gloomy realm and discovered the malign influences there, eventually identifying shadow magic as an impetus behind the plane's very existence. Some believe the very name "nethermancy" derives from Netheril and its wizards. Researchers of shadow magic built sanctums in the Shadowfell at the height of their empire's power, believing the dark energies they harnessed to be the leftover byproduct of primordial creation. Later, the culture and lore of Netheril would be preserved in such places of refuge, after the empire's cataclysmic demise.

NETHERMANCER FEATURES

Wizard Level	Feature
2nd	Umbral Insights, Casting Shadows
6th	Step into Darkness
10th	Unraveling Shadows
14th	Conjured Gloom

UMBRAL INSIGHTS

Beginning at 2nd level when you choose this arcane tradition, you understand the darkness as few mortal beings can. You can see normally in darkness, both magical and nonmagical, to a distance of 120 feet. Additionally, the gold and time you must spend to copy a spell into your spellbook is halved if the copied spell does one or more of the following things:

- Creates magical darkness
- Deals necrotic damage
- Teleports you
- Conjures or summons creatures

CASTING SHADOWS

Starting at 2nd level, nearby shadows assist you in concealing your spellcasting and scaring your enemies. While you are in dim light or darkness, you have

advantage on Charisma (Intimidation) checks, and spells of 5th level or lower that you cast using a wizard spell slot do not require verbal components.

STEP INTO DARKNESS

At 6th level, you add the darkness and misty step spells to your spellbook. While you are in dim light or darkness, if you cast *misty step* to teleport into an area of dim light or darkness, you can take the Hide action as part of the same bonus action, and you immediately regain the spell slot you used to cast the spell. Once you use this feature three times, you must finish a short or long rest before you can use it again.

UNRAVELING SHADOWS

Beginning at 10th level, you can sense, and sometimes direct, a silent and malevolent awareness in the magical currents of shadow magic: a presence that seeks out weakness. When you cast a spell that inflicts necrotic or psychic damage during your turn, you can choose one target of that spell. If the target is vulnerable to any damage types, it also becomes vulnerable to necrotic and psychic damage until the end of the turn. If the target has no vulnerabilities, you add your Intelligence modifier (minimum of 1) to the damage the spell deals to that creature.

CONJURED GLOOM

Starting at 14th level, you can invest shadow magic into creatures you conjure. When you use a conjuration spell to summon or create one or more creatures, you can choose to grant each of those creatures 15 temporary hit points, and advantage on Dexterity (Stealth) checks for the spell's duration. A creature with sight that gains these benefits also gains darkvision out to a range of 60 feet. If such a creature already has darkvision, its range increases by 60 feet. Creatures you augment in this way also have sunlight sensitivity, giving them disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight whilst in direct sunlight.

Additionally, when you cast a conjuration spell that summons or creates one or more creatures, you can choose for the space in which each creature first appears to become heavily obscured by magical darkness until the end of your next turn.

NEW NETHERMANCY SPELLS

BLADE OF FLICKERING SHADOWS

4th-level necromancy

Casting Time: 1 bonus action

Range: Self

Components: V, M (a melee weapon worth at least 1 sp)

Duration: Concentration, up to 1 minute

You temporarily become a creature of shadow, flickering in and out of a demiplane on the borders of the Shadowfell, as your weapon ripples with dark magic. Until the spell ends, you have resistance to necrotic damage, and your melee weapon attacks inflict an additional 3d4 necrotic damage on a hit.

Roll a d20 at the end of each of your turns for the duration of the spell. On a roll of 11 or higher, you vanish from your current plane of existence and appear in a shadowy reflection of it, which lies somewhere on the planar boundary between your current location and the Shadowfell (the spell fails and the casting is wasted if you were already on that plane). At the start of your next turn, and when the spell ends if you are in the shadowy reflection of your current plane, you return to an unoccupied space of your choice that you can see within 10 feet of the space you vanished from. If no unoccupied space is available within that range, you appear in the nearest unoccupied space (chosen at random if more than one space is equally near). You can dismiss this spell as an action.

While in the shadowy reflection, you can see and hear the plane you originated from, but everything is lightly obscured, and you can't see anything more than 30 feet away. You are not truly in the Shadowfell, nor in your previous location during that time, but somewhere in between the planes. Whenever you are in the shadowy reflection, you can only affect, or be affected by, creatures with resistance or immunity to necrotic damage.

INEVITABLE WINTER

6th-level necromancy

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (the mummified finger of a humanoid who froze to death)

Duration: Instantaneous

You call spirits of death and winter, commanding them to surround a foe to sap its vitality. Choose one creature you can see within range. The creature takes 2d12+20 cold damage, and it must make a Wisdom saving throw. On a failed save, the creature takes necrotic damage equal to the amount of cold damage it took from this spell, and the next time it makes a saving throw before the end of its next turn, the target must roll a d6 and subtract the number rolled from the saving throw.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the cold damage increases by 1d12 for each slot level above 6th.

SHADOW MAGIC

5th-level illusion

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Instantaneous

You cast an illusory version of one of the following spells: fireball, cone of cold, or lightning bolt. Treat this as if the spell had been cast but with the following exceptions:

- Targets make a Charisma saving throw instead of the normal saving throw for the imitated spell.
- Instead of the normal damage for the imitated spell, a creature that fails its Charisma saving throw take 4d6 necrotic damage and 4d6 psychic damage on a failed save, or half as much damage on a successful one.
- A creature reduced to zero hit points by this spell is not killed, but is stable and unconscious at zero hit points. A creature that falls unconscious due to damage from this spell can make a Wisdom saving throw at the end of each of its turns. On a success, it regains hit points equal to the psychic damage this spell inflicted.

One minute after a creature takes psychic damage from this spell, it regains a number of hit points equal to the psychic damage taken, unless it already recovered those hit points by making a successful Wisdom saving throw against this spell, as described above.

At Higher Levels. When you cast this spell using a spell slot of 6th-level or higher, the psychic damage and necrotic damage both increase by 1d6 for every two slot levels above 5th.

SHIFTING SHADOW

Conjuration cantrip

Casting Time: 1 action

Range: Self

Components: S

Duration: Instantaneous

Too quick for mortal eyes to perceive, you move no further than the reach of your shadow. You can move up to 5 feet, and this movement does not provoke opportunity attacks.

Jeremy Forbing

Nethermancers draw upon Shar's Shadow Weave for their magic. It is the dark twin to Mystra's Weave, and as a source of magic, is poorly understood by the wizarding community at large. Unfortunately, there are few practitioners that aren't directly serving the goddess of night and darkness, so scholarly research is limited. One wonders what discoveries are yet to be made delving through the inherent obfuscation of this umbral arcane source.



SCHOOL OF PUPPETRY

Puppeteers craft amazing, magical marionettes, which they take into battle with them. The bond between puppet and master can be quite remarkable, and the magic that weaves in, around, and between them, is something to behold. Wizards of this tradition hone their craft to such a high degree, that their link with their marionettes and the weave, strengthens to unimaginable levels.

PUPPETEER FEATURES

Wizard Level Feature

2nd	Magic Marionettes, Spell Delivery
6th	Improved Strings
10th	Cohesive Puppetry
14th	Traverse the Strings

MAGIC MARIONETTES

At 2nd level, you gain proficiency with Tinker's tools, fine tuning your craft of creating magic marionettes, allowing you to use them in and out of battle. See Table below for marionette creation requirements. The types of marionettes are detailed at the end of the archetype.

Wizard Level	Marionette Type	Time to Craft	Material Cost
2nd	Basic	2 hours	50gp
6th	Swift	2 hours	100gp
10th	Sturdy	4 hours	250gp
14th	Imbued	4 hours	500gp

Repairing Damaged Marionettes

If the marionette has less than its maximum hit points but greater than zero hit points, it can be repaired. You can repair a marionette during a short or long rest using your Tinker's tools and the required materials.

It costs 1 cp per hit point recovered for a Basic Marionette; 5 sp per hit point recovered for a Swift Marionette; 1 gp per hit point recovered for a Sturdy Marionette; and 5 gp per hit point recovered for an Imbued Marionette.

A destroyed marionette cannot be repaired, but can be salvaged for parts for the building of a new marionette; providing materials equal to half its original construction value.

MAGIC STRINGS

You can control a marionette using a set of magical strings. The strings are invisible to all other creatures except you, or creatures with blindsight. The strings

have a range of 30 feet. If the marionette is moved farther than 30 feet of you, you can no longer control it with your magical strings. The strings do not impede a creature's movement as they are made out of arcane energy, and have no physical form.

While you are controlling the marionette, you can sense what it senses.

If you are controlling a marionette, you can use your;

- Action, to have the marionette take the Attack, Disengage, or Dodge action.
- Bonus action to move the marionette up to its speed.
- Reaction to allow the marionette to take any action that requires a reaction.

SPELL DELIVERY

At 2nd level, you can cast spells with a range of touch, from the location of your marionette. Initially, you can only cast cantrips in this way. As you gain levels in this class, you are increasingly able to cast stronger spells using your marionette to deliver them. If the spell requires an attack roll, you use your attack modifier for the roll.

Wizard Level Spell Level Delivered

2nd	Cantrips
6th	Up to 1st level spells
10th	Up to 3rd level spells
14th	Up to 5th level spells

IMPROVED STRINGS

Starting at 6th level, the range of your magic strings increases to 40 feet. Additionally, you can now use your bonus action to have the marionette use the Attack, Disengage, or Dodge action. Your marionette can move on your turn without needing to use your bonus action.

COHESIVE PUPPETRY

Beginning at 10th level, the range of your magic strings increases to 50 feet. Additionally, when you use your action to cast a spell, your marionette can also take an action to cast a spell, ignoring any rules regarding casting two spells on the same turn. You are still able to cast bonus action spells, but they must still conform to the rules regarding casting two spells on the same turn. After using this ability, you cannot use it again until after finishing a long rest.

TRAVERSE THE STRINGS

At 14th level, the range of your magic strings increases to 60 feet. Additionally, you can magically traverse your magic strings, switching physical locations with your marionette. As an action, you can teleport up to 60 feet to the location of your marionette. Simultaneously, your

marionette is teleported to your location. You can use this feature a number of times equal to your Intelligence modifier (minimum of once). You regain all expended uses of this ability after completing a long rest.

NEW PUPPETEER SPELLS

ALTERED MARIONETTE

2nd-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a caterpillar cocoon)

Duration: Concentration, up to 1 hour

This spell transforms a magic marionette that you have created and that you can see within range, into a new form. The transformation lasts for the duration, or until the marionette drops to zero hit points or dies.

The new form can be chosen from the list of options detailed below. The marionette's game statistics remain unchanged, including its size. Only its physical appearance is changed. Each form grants the marionette a special magical ability that it can perform. The marionette still operates according to the rules of its marionette subtype.

Merfolk Form. The marionette transforms into a miniaturized form of a merfolk. While in this form, both you and the marionette gain a swim speed of 40 feet.

Goblin Lamp Form. The marionette transforms into a goblin-shaped lamp that sheds dim light in a 30-foot radius. Any creature within 5 feet of the marionette that attempts to attack it, does so with disadvantage. Whilst in this form, the marionette glows blue if any goblinoid comes within 60 feet of it.

Ooze Form. The marionette transforms into an amorphous ooze. While in this form, the marionette can move through a space as narrow as 1 inch wide without squeezing.

EXPLOSIVE MARIONETTE

6th-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a tiny ball of bat guano and sulfur)

Duration: Concentration, up to 1 minute

You imbue explosive magical energy into a magic marionette that you have created. The energy collects and coalesces into the marionette for the duration of the spell. When the spell ends, either because your concentration is broken or because you decide to end it, the energy blossoms with a low roar into an explosion

of flame that spreads around corners. Each creature in a 20-foot-radius sphere centered on the marionette must make a Dexterity saving throw. A creature takes 10d6 fire damage on a failed save, or half as much damage on a successful one.

If the marionette is touched before the interval has expired, the creature touching it must make a Dexterity saving throw. On a failed save, the spell ends immediately, causing the marionette to erupt in flame. On a successful save, the creature can push the marionette up to 20 feet. When the marionette strikes a creature or a solid object, the spell ends, and the marionette explodes.

The fire damages objects in the area, including the marionette, and ignites flammable objects that aren't being worn or carried.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the base damage increases by 1d6 for each slot level above 6th.

MONSTROUS MARIONETTE

4th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a caterpillar cocoon)

Duration: Concentration, up to 1 minute

This spell transforms a magic marionette that you have created and that you can see within range, into a new form. When the spell ends, the marionette reverts to its original form. The marionette still operates according to the rules of its marionette subtype.

The new form can be chosen from the list of options detailed below. The marionette's game statistics remain unchanged, including its size. Only its physical appearance is changed. Each form grants the marionette a special magical ability that it performs immediately, as part of the casting of this spell.

Dragon Form. The marionette becomes a miniaturized depiction of a dragon, and gains a fly speed of 40 feet, but is still limited by the length of its strings. Whilst in this form, the marionette can perform one breath weapon attack. Choose one of the following damage types; acid, cold, fire, lightning, or poison. As an action the marionette exhales energy of the chosen type in a 15-foot-cone. Each creature in that area must make a Dexterity saving throw, taking 10d6 damage of the chosen type on a failed save, or half as much damage on a successful one. Once its breath weapon feature has been expended, the marionette returns to its original form.

Beholder Form. The marionette transforms into a miniaturized form of a beholder. Whilst in this form, the marionette can use its eyestalk to attempt to scare its enemies using its Fear Ray. Choose a target within 30 feet of the marionette. The target must succeed on a Wisdom saving throw, or be frightened of the

marionette for 1 minute, while ever it remains in its beholder form. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The marionette can use its ray on another creature, but only one creature can be affected at a time. If a second creature is targeted by the marionette's Fear Ray, the effect ends for the currently affected creature. If the spell ends, the effect ends automatically.

Bear Form. The marionette becomes a miniaturized version of a ferocious bear. Whilst in this form, the marionette gains additional effects to its standard attack. On a hit, the marionette deals an additional 2d6 slashing damage to the target, and the target must succeed on a Strength saving throw against your spell save DC, or be knocked prone.

VENTRILOQUY

1st-level illusion

Casting Time: 1 action

Range: Touch

Components: S, M (a marionette)

Duration: Concentration, up to 10 minutes

You touch a magic marionette that you have created, and you are able to speak through it by communicating your thoughts to it telepathically. Anything you telepathically communicate to the marionette becomes audible, originating from the marionette. If the marionette has a mouth or something that looks like a mouth, the mouth moves as if the marionette was talking.

If a creature uses its action to examine the marionette, the creature can determine that it is speaking via an illusion with a successful Intelligence (Investigation) or Wisdom (Perception) check against your spell save DC. If a creature discerns the illusion for what it is, any noise the marionette makes sounds hollow to the creature.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the duration increases by 10 minutes for each slot level above 1st.

Robyn Nyx

BASIC MARIONETTE

Small construct, unaligned

Armor Class 14 (natural armor)

Hit Points 10 (3d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	12 (+1)	10 (+0)	3 (-4)	3 (-4)	1 (-5)

Saving Throws see below

Skills see below

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralysed, pertified, poisoned

Senses see below

Languages -

Challenge 1/8 (25 XP)

Shared Abilities and Senses. The marionette uses the puppeteer's saving throws, ability checks and senses.

Actions

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 4 (1d6+1) bludgeoning damage.



SWIFT MARIONETTE

Small construct, unaligned

Armor Class 16 (natural armor)
Hit Points 18 (4d6+4)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	18 (+4)	12 (+1)	3 (-4)	3(-4)	1 (-5)

Saving Throws see below

Skills see below

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralysed, pertified, poisoned

Senses see below

Languages -

Challenge 1/4 (50 XP)

Shared Abilities and Senses. The marionette uses the puppeteer's saving throws, ability checks and senses.

Actions

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 8 (1d8+4) bludgeoning damage.

STURDY MARIONETTE

Small construct, unaligned

Armor Class 18 (natural armor)
Hit Points 32 (4d6 +16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	18 (+4)	3 (-4)	3(-4)	1 (-5)

Saving Throws see below

Skills see below

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralysed, pertified, poisoned

Senses see below

Languages -

Challenge 1 (200 XP)

Shared Abilities and Senses. The marionette uses the puppeteer's saving throws, ability checks and senses.

Protector. When a creature you can see within 5 feet of the Sturdy Marionette attacks a target other than the Sturdy Marionette, you can use your reaction to impose disadvantage on the attack roll.

Actions

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 11 (2d8+2) bludgeoning damage.

IMBUED MARIONETTE

Small construct, unaligned

Armor Class 14 (natural armor)
Hit Points 36 (8d6 +8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	12 (+1)	12 (+1)	3 (-4)	3(-4)	1 (-5)

Saving Throws see below

Skills see below

Damage Immunities poison, psychic

Damage Resistance see below

Condition Immunities charmed, exhaustion, frightened, paralysed, pertified, poisoned

Senses see below

Languages -

Challenge 1/4 (50 XP)

Shared Abilities and Senses. The marionette uses the puppeteer's saving throws, ability checks and senses.

Imbued. When you craft this marionette, you imbue it with magical energy. Choose one damage type from the following; acid, cold, fire, lightning, poison, radiant, or thunder. The Imbued Marionette has resistance to the damage type chosen. The Imbued Marionette's slam attack is also imbued with the damage type chosen. Once chosen, the damage type cannot be changed.

Actions

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 5 (1d8+1) bludgeoning damage, plus 9 (2d8) damage of the selected damage type.

While most wizards that pursue constructs think in terms of large, powerful, and intimidating guardians, the puppeteer pursues grace and subtlety, and a closer control of her craft. I suspect many a foe has dismissed the dangerous potential of the dainty looking marionettes as their last act in life.



SCHOOL OF REANIMATION

You research how to reawaken dead flesh, not by animating it with necrotic energies, but by reinfusing the fallen with energies like those of the living. Necromancers tend to become death's allies or servants, but you seek to conquer death forever with rigorous experimentation. Students of this arcane tradition are experts in anatomy, alchemy, and chirurgery, approaching their work with a more scholarly and scientific approach than most wizards employ. Most reanimators are soon ousted by any academic institution or arcane order once they begin their macabre projects in this area. However, such a lack of vision on the part of their alleged peers is seldom enough to dissuade a reanimator. You know that one day your discoveries could grant the option of eternal life to all mortal beings, and those who called you mad will be exposed for the fools they are.

NETHERMANCER FEATURES

Wizard Level	Feature
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2nd	Student of the Body, Alchemical Vitalism
6th	Reanimated Servant
10th	Energies of Life
14th	Improved Servant

STUDENT OF THE BODY

At 2nd level when you choose this arcane tradition, you have made an academic study of the energies that sustain living creatures around you. You learn the spare the dying cantrip, and you add the false life and find familiar spells to your spellbook. When you cast find familiar, your familiar's creature type changes to construct, instead of one of the normal types for that spell.

You also gain proficiency with alchemist's supplies and the Medicine skill if you don't already have it. Your proficiency bonus is doubled for any ability check you make related to beasts, constructs, humanoids, or undead that uses this proficiency.

ALCHEMICAL VITALISM

At 2nd level, you can create a quick elixir that accelerates a body's healing powers. In order to use this benefit, you must have alchemist's supplies with you, and you must have at least one vial's worth of water. By spending 10 minutes performing an alchemical ritual, you can expend a spell slot to change one or two vials of water into the same number of curative admixtures.

Unlike a potion, the admixture does not need to be imbibed, merely inhaled or applied to the body, using

either an action or a bonus action. When a curative admixture is used, the creature who uses it can heal either itself or another creature within 5 feet of it, for a number of hit points equal to twice the level of the spell slot used to create the admixture. When a creature is healed in this way, as a reaction, it can also spend one of its own Hit Dice to regain additional hit points.

Only two curative admixtures created using this feature can retain their effectiveness at any one time. If a third admixture is created, the oldest of the existing, active admixtures is immediately transformed back into water.

Any curative admixture you create loses its curative powers 8 hours after being created.

REANIMATED SERVANT

At 6th level, your research and mastery of medical lore allows you to craft a servant from dead tissue. The servant is a construct, much like a flesh golem, that obeys your commands without hesitation and functions in combat to protect you. Though magic fuels its creation, the servant itself is not magical. You are assumed to have been working on the servant for quite some time, finally finishing it during a long rest after you reach 6th level.

Select a humanoid or beast of Small, Medium, or Large size, with a challenge rating of 2 or less (referred to below as the base creature). The reanimated servant uses the base creature's game statistics, but it can assume an appearance of your choosing, as long as its form is appropriate for its statistics. It has the following modifications:

- The creature's type changes to construct.
- Its hit point maximum equals either the base creature's original hit points or its Constitution modifier + your Intelligence modifier + five times your wizard level, whichever is higher.
- It is immune to lightning and poison damage, and to the charmed condition.
- It understands the languages you can speak when you create it, but it cannot speak.
- It cannot cast spells.
- If you are the target of a melee attack and the servant is within 5 feet of the attacker, you can use your reaction to command the servant to respond, using its own reaction to make a melee attack against the attacker.
- It adds your proficiency bonus to all its attack rolls, Charisma (Intimidation) checks, Strength and Constitution checks, and Strength and Constitution saving throws.
- Its carrying capacity (including maximum load and maximum lift) is doubled.
- It has disadvantage on Charisma (Persuasion) and Charisma (Deception) checks against humanoids

and beasts.

- If it takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.
- Its weapon attacks are magical for the purposes of overcoming damage immunities and resistances.

In combat, the reanimated servant shares your initiative count, but it takes its turn immediately after yours. It can move and use its reaction on its own, but unless commanded otherwise by you, the only action it can take on its turn is the Dodge action. If you use your bonus action to command it, your reanimated servant can take one of the following actions: Dash, Disengage, Help, Hide, Search, or Use an Object.

If the servant is killed, you can return it to life by magical means, such as with the *revivify* spell. In addition, over the course of a long rest, you can repair a slain servant if you have access to its body and your alchemist's supplies, and you expend a spell slot of 1st level or higher. If you do so, at the end of the long rest, the reanimated servant returns to life with all its hit points restored.

At the end of a long rest, you can create a new reanimated servant if you have your alchemist's supplies with you. You can only have one reanimated servant at any given time using this feature. If you already have a reanimated servant and create a new one, the original reanimated servant is immediately destroyed.

Additionally, when you gain this feature, you add the *animate dead* and *revivify* spells to your spellbook.

ENERGIES OF LIFE

Beginning at 10th level, performing the ritual for your Alchemical Vitalism feature can change up to three vials of water into curative admixtures, and you can have up to three curative admixtures active at once instead of two. Additionally, a creature that regains hit points by using one of your curative admixtures also gains temporary hit points equal to your Intelligence modifier (minimum of 1).

While a creature still has temporary hit points gained from this feature, it gains a bonus to melee weapon damage rolls equal to the number of temporary hit points it has remaining.

Additionally, when you gain this feature, you add the *modify memory* and *reincarnate* spells to your spellbook.

IMPROVED SERVANT

At 14th level, as a ritual, you can spend 8 hours and expend one spell slot of 6th level or higher to transform your reanimated servant into a powerful construct akin to a flesh golem. The reanimated servant is transformed in the following ways:

- Its Strength score becomes 19 if it was lower.

- Its Constitution score becomes 18 if it was lower.
- It becomes immune to any spell or effect that would alter its form.
- It gains advantage on all saving throws against spells and other magical effects.
- It becomes immune to the following conditions; charmed, exhaustion, frightened, paralyzed, petrified, and poisoned.
- It becomes immune to lightning and poison damage, and to bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't adamantite.
- Whenever it is subjected to lightning damage, but takes no damage due to its immunity, it can use its reaction to regain a number of temporary hit points equal to half of the lightning damage dealt.



NEW REANIMATION SPELLS

CREATE REVENANT

7th-level necromancy

Casting Time: 10 minutes

Range: 10 feet

Components: S, M (the corpse of a blackbird and one black onyx stone worth 250 gp)

Duration: Concentration, up to 24 hours

You raise one corpse of a Medium or Small humanoid as a **revenant** (MM p.259) under your temporary influence. (The DM has game statistics for revenants).

Once raised, the revenant is friendly to you and your companions for the duration. It obeys any verbal commands that you issue to it (no action required by you). The revenant is under your control for 24 hours, after which time it stops obeying any command you have given it.

When you cast this spell, you must choose one hostile creature within 1 mile of you on which you wish to seek revenge, and against whom the revenant (for the duration), also swears vengeance. If you do not choose a target for vengeance, the revenant ceases to be under your control.

If you don't issue any commands to the revenant, it attacks the subject of its sworn vengeance, moving toward that creature if it can, and defends itself from hostile creatures. If you cast this spell while you already have a revenant under your control from a prior casting of this spell, the previous spell ends and the existing revenant leaves your service as described above.

The revenant will not seek revenge against you for animating it with this spell. Once this spell ends, however, if you wronged it during its life, or if you have stirred it to vengeance against you by any of the deeds you committed or forced it to commit during its service to you, it may (at the DM's discretion) make you a target for its vengeance.

If the revenant has vengeance in its heart towards another creature, it will seek revenge against it once your control ends. If the revenant does not burn with the need for vengeance, it becomes a dead corpse once more.

Once a corpse has been the subject of this spell, it cannot be transformed into a revenant again by this spell for 100 years.

DEAD MAN'S TELL

1st-level divination (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, M (one part of a criminal's corpse, which must be flexible in some way)

Duration: Until dispelled

You imbue a body part taken from a criminal's corpse—such as a hand, finger, or head—with divination powers that cause it to react. Choose one of the categories of things it can detect and react to below. When something that falls within the chosen category or selected subcategories comes within 30 feet of the body part that has become the *dead man's tell* item, it activates. You can choose one of the following categories to activate the *dead man's tell* item:

- **Alignment.** Choose one of the following alignments: good, evil, lawful, or chaotic. The dead man's tell item activates when it is within 30 feet of a creature that has such an alignment.
- **Consecration/Desecration.** The dead man's tell item activates when it is within 30 feet of a place or object that has been magically consecrated or desecrated (as with the hallow spell).
- **Creature.** Select one or more types of creatures from the following list: aberrations, beasts, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. You can also choose one or more races of humanoids (such as humans or goblins). You can choose as many or as few of these types as you like. The dead man's tell item activates when it is within 30 feet of one of the chosen creature types.
- **Disease.** The dead man's tell item activates when it is within 30 feet of an object or creature that carries a disease with which it can infect other creatures.
- **Magic.** Choose magic items, spell casting, scrying attempts, or general magical effects. The dead man's tell item activates when it is within 30 feet of one of the chosen effects.
- **Poison.** The dead man's tell item activates when it is within 30 feet of poison or poisonous creatures.
- **Secret Door.** The dead man's tell item activates when it is within 30 feet of a secret door.
- **Trap.** The dead man's tell item activates when it is within 30 feet of a hidden trap or disguised pit or snare.

The first time the dead man's tell item detects one or more of the chosen category or subcategories of subjects within 30 feet, it activates. When activated, the item violently spasms for one round; a hand clenches, a finger jerks, jaws chatter, and the like. The dead man's tell item does not indicate the power or location of the subject it has detected, merely its presence within 30 feet at the time of its activation. After being activated, the spell ends, and the body part rapidly decays and desiccates, unable to be used for this spell again.

A creature is not detected by the dead man's tell item if it is separated from it by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt, or if it is protected by an effect that prevents divination (such as a nondetection spell).

The same spellcaster cannot have multiple dead man's tell items affected with this spell at once. When you cast the dead man's tell spell again, any previous casting of this spell ends immediately.

LIFETAP

2nd-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: S, M (two identical needles)

Duration: Instantaneous

You launch magical darts at two creatures within range, one an ally and one an adversary, with the darts transferring life force from your foe to your ally in a golden flash. Make a ranged spell attack against a target within range. On a hit, the target takes necrotic damage equal to 2d10 plus your Spellcasting modifier, and a conscious ally of your choice within range gains temporary hit points equal to the damage inflicted. If the attack misses, a conscious ally of your choice within range gains temporary hit points equal to your spellcasting modifier (minimum 1).

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the necrotic damage increases by 1d10 for each slot level above 2nd.

REAVER'S TOUCH

Necromancy cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

The touch of your hand drains a target's life energy, allowing you to sacrifice animals, or sometimes other creatures, to make their vitality your own. Make a melee spell attack against a conscious living creature within range. You have advantage if the target is a beast. On a hit, the target takes 1d6 necrotic damage, and you gain temporary hit points equal to half the damage dealt (rounded up).

The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Jeremy Forbing



SCHOOL OF RUNECRAFT

You have unlocked the secrets of the runic magic: ancient symbols of immense power the giants once used to forge and control a vast empire. Each symbol represents a fundamental concept, and when carved with the right tools and ingredients, it courses with arcane energy. Runecrafters practice and hone their craft, while working closely with dwarven or giant smiths and masons.

RUNECRAFTER FEATURES

Wizard Level Feature

2nd	The Basics of Runecraft, Runic Tattoos
6th	Runic Inscription
10th	Runic Mastery
14th	Runic Absorption

THE BASICS OF RUNECRAFT

Beginning when you select this school at 2nd level, your practice at inscribing runes and tattoos has made you proficient with mason's tools and calligrapher's supplies.

RUNIC TATTOOS

Beginning at 2nd Level, you can inscribe yourself with magical tattoos made of the runic language of giants. You can choose three runes to inscribe on your body from the list on the next page. Once chosen, they cannot be changed until you reach the following levels 6th, 10th, and 14th respectively.

Each rune has a permanent bonus and a temporary ability. A runic tattoo can be 'activated' as a reaction, and its power lasts for 1 minute. You can use this ability a number of times equal to your Intelligence modifier (minimum of once). You regain all expended uses of this ability when you finish a long rest

RUNIC INSCRIPTION

Beginning at 6th level, you gain an additional rune and can exchange a single known rune for another.

You can spend 10 minutes inscribing a physical location with one of the runes you know. Once completed, you can use an action to activate the rune, granting its benefit or resistance to every creature within a 20-foot-radius sphere centered on the rune. The benefit persists as long as the creatures remain within the sphere. The rune's power lasts for 1 hour.

You regain use of this ability when you finish a long rest.

RUNIC MASTERY

Beginning at 10th level, you learn an additional rune and can exchange a single known rune for another. You also gain an additional activation of your runes. In addition, when you activate a rune, you can share its effects with a creature within 30 feet of you.

While the rune is active and if the rune has a damage type listed, when you damage a creature with a spell or attack, you can use another activation of the rune (if you have any) to add additional damage of that type equal to your wizard level. If the spell deals damage to more than one creature, you choose which creature receives the additional damage. The rune's effect only empowers a single spell or attack.

RUNIC ABSORPTION

Starting at 14th level, you learn an additional rune and can exchange a single known rune for another.

You also gain the Absorption Rune, a special rune that has no passive or active abilities, tattooed on your chest or back (your choice). Instead, you can use your reaction and expend an activation of your runes to absorb a spell that is targeting only you (excluding area of effect spells). The spell's level must be equal to or less than one third of your wizard level rounded down. The absorbed spell's effect is canceled, and the spell's energy, not the spell itself, is stored in your rune. The energy has the same level as the spell when it was cast. If you are targeted by a spell that you can't store, this ability has no effect on that spell.

You always know how many levels of spell energy your rune currently has stored. You can, as an action, convert energy stored in your Absorption Rune into spell slots to cast spells. You can create spell slots only of a level equal to or lower than the spell level you can normally cast, up to a maximum of 6th level. It costs 1 level of stored spell energy for every level of the spell slot created. The energy is stored until used, or until you finish a long rest.



Rune	Activated Effect	Damage Type	Permanent Bonus
Blod (Blood)	When you damage a creature with a spell or attack, at the beginning of each of its turns, you can cause it to bleed, inflicting necrotic damage equal to your Intelligence modifier (minimum of one) to it. At the end of each of its turns, the creature can attempt a Constitution saving throw against your spell save DC, ending the effect on itself on a success. Once resisted, a creature is immune to any further uses of this ability for 24 hours. While a creature is bleeding, you gain a bonus on all attacks and ability checks you make against it equal to your Intelligence modifier (minimum of one)		You are immune to effects that cause you to bleed, such as those from a <i>sword of wounding</i> . In addition, you have advantage on all checks to staunch the bleeding of others.
Skye (Cloud)	You can become semi-gaseous, gaining resistance to one of the following: bludgeoning, piercing, or slashing damage.		You can see through cover caused by fog, rain, snow, and other meteorological events, both magical and mundane.
Dod (Death)	You gain resistance to necrotic damage.	necrotic	You add your Intelligence modifier (minimum of one) to your death saving throws.
Wyrn (Dragon)	If you would gain resistance to a damage type from a spell or another rune, you instead gain immunity.		You speak, read, and write Draconic.
Uven (Enemy)	You gain resistance to psychic damage.	psychic	You add your Intelligence modifier (minimum of one) to ability checks to determine the intent of others. This includes Wisdom (Insight) checks to discern aggression and Wisdom (Perception) checks to detect ambushes.
Ild (Fire)	You gain resistance to fire damage.	fire	You cannot gain exhaustion from extreme heat, as described in chapter 5 of the <i>Dungeon Master's Guide</i> . In addition, your fingers count as flint and steel, and fire sources you carry shed bright light for an additional 10 feet.
Venn (Friend)	You add your Intelligence modifier (minimum of one) to the DC of spells you cast that impose the charmed condition.		You add your Intelligence modifier (minimum of one) to checks when interacting with those you have built a strong friendship with (determine such relationships in consultation with your DM).
Ise (Frost)	You gain resistance to cold damage.	cold	You cannot gain cold-based exhaustion, as described in chapter 5 of the <i>Dungeon Master's Guide</i> . In addition, you can freeze up to 5 gallons of a liquid by touching it for 1 minute.
Haug (Hill)	You add your Intelligence modifier (minimum of one) to your Strength checks and Strength saving throws. This bonus is doubled when you make a saving throw or ability check to resist being moved or grappled, including swallowed.		You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.
Ferd (Journey)	Your speed doubles, you cannot be targeted by opportunity attacks, and you are unaffected by difficult terrain.		You are immune to travel-based exhaustion, as described in chapter 8 of the <i>Player's Handbook</i> .
Kong (King)	You add your Intelligence modifier (minimum of one) to your Charisma ability checks and Charisma saving throws, and you are immune to the charmed condition.		You add your Intelligence modifier (minimum of one) to Charisma checks when interacting with giants and nobility.

Rune	Activated Effect	Damage Type	Permanent Bonus
Stig (Light)	You can see twice as far with your darkvision, and you can see in magical darkness.		You have darkvision out to a range of 60 feet. If you already have darkvision, its range increases by 60 feet.
Liv (Life)	You can heal yourself for a number of hit points equal to your Intelligence modifier (minimum of one) each turn.		You add your Intelligence modifier (minimum of one) to saving throws to resist sickness and disease. In addition, your lifespan is increased by 20 percent.
Fjell (Mountain)	You add your Intelligence modifier (minimum of 1) to saving throws you make against spells and other magical effects.		You're acclimatized to high altitude, including elevations above 20,000 feet. You're also naturally adapted to cold climates, as described in chapter 5 of the <i>Dungeon Master's Guide</i> .
Hellig (Sacred)	You gain resistance to radiant damage.	radiant	Spells or items that restore hit points, heal you for an additional amount equal to your Intelligence modifier (minimum of one).
Skold (Shield)	You add your Intelligence modifier (minimum of one) to your AC.		You gain proficiency with shields.
Stein (Stone)	You add your Intelligence modifier (minimum of 1) to your Constitution saving throws. This bonus is doubled for Constitution saving throws to maintain your concentration.		You add your Intelligence modifier (minimum of one) to checks involving stone; such as Strength (Athletics) checks to scale natural rock and Wisdom (Perception) checks to detect cave ins.
Uvar (Storm)	You gain lightning or thunder resistance (your choice).	lightning or thunder	You know 24 hours in advance when a natural storm will form within 5 miles of your current location.
Krig (War)	You add your Intelligence modifier (minimum of one) to Dexterity (Initiative) checks for a single combat.		You gain proficiency in a single weapon of your choice.
Vind (Wind)	You gain a fly speed equal to your movement speed.		Your speed increases by 5 feet.

NEW RUNCRAFTER SPELLS

SPELL RUNE

5th-level abjuration

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (calligrapher's supplies and 50 gp worth of gem dust per level of the bound spell, which the rune consumes)

Duration: Until triggered or dispelled

When you cast this spell, you inscribe a glyph that harms or helps other creatures, either upon a surface (such as a table or a section of floor or wall) or on an object that can be closed (such as a book, a scroll, or a treasure chest). The glyph can cover an area of the surface no larger than 10 feet in diameter. Unlike a glyph of warding, the object can be moved.

The glyph is nearly invisible and requires a successful Intelligence (Investigation) check against your spell save DC to be found.

You decide what triggers the glyph when you cast the spell. For glyphs inscribed on a surface, the most

typical triggers include touching or standing on the glyph, removing another object covering the glyph, approaching within a certain distance of the glyph, or manipulating the object on which the glyph is inscribed. For glyphs inscribed within an object, the most common triggers include opening that object, approaching within a certain distance of the object, seeing or reading the glyph, or saying the command word. Once a glyph is triggered, this spell ends.

You can further refine the trigger so the spell activates only under certain circumstances or according to physical characteristics (such as height or weight), creature kind (for example, the ward could be set to affect aberrations or drow), or alignment. You can also set conditions for creatures that don't trigger the glyph, such as those who say a certain password.

You can store a prepared spell of 3rd level or lower in the glyph by casting it as part of creating the glyph. The spell must target a single creature or an area. The spell being stored has no immediate effect when cast in this way. When the glyph is triggered, the stored spell is cast. If the spell has a target, it targets the creature that triggered the glyph. If the spell affects an area, the

area is centered on that creature. If the spell summons hostile creatures or creates harmful objects or traps, they appear as close as possible to the intruder and attack it. If the spell requires concentration, it lasts until the end of its full duration.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the spell you are able to store increases by one spell level for each two slots above 5th.

RUNE OF SUPPRESSION

6th-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (A corked vial engraved with runes)

Duration: Concentration, up to 10 minutes

You reroute the weave to stifle magical enchantments. You speak words of power, causing a burning rune to appear on an item or creature that you can see within range, suppressing its innate magical abilities. An unwilling creature, a sentient object, or a creature wearing or carrying an item, must make a Charisma saving throw. On a failed save, the creature or object has its magical abilities suppressed as if under the effects of an *antimagic field* spell.

Spellcasters under this effect have disadvantage on Constitution saving throws to maintain concentration, as well as on all ability checks. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

RUNE OF RECHARGE

4th-level transmutation

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (A glass funnel engraved with runes)

Duration: Instantaneous

You can use the power of your magic to recharge items or magical abilities. You can touch a magic item or creature and expend a spell slot of up to 4th level. If you touched a magic item and it holds charges, the item regains charges equal to the level of the spell slot expended. If you touched a creature, the creature regains the use of an innate spellcasting ability of level equal to or less than the spell slot expended (i.e. regaining a use of a drow's *darkness* ability requires a spell slot of 2nd level or higher).

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can expend a slot of equal level to recharge charges or innate spellcasting abilities. For example, casting with a 6th level slot

allows you to expend up to another 6th level slot, for 6 charges or regaining an innate spell ability of up to 6th level.

RUNIC BARRIER

5th-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a quill and inkwell)

Duration: Concentration, up to 1 minute

You weave the words of a spell into a barrier of glowing runes, creating a barrier of swirling runes on a solid surface within range. You can make the wall up to 60 feet long, 10 feet high, and 1 foot thick, or a ringed wall up to 20 feet in diameter, 10 feet high, and 1 foot thick. The wall is opaque, sheds dim light in a 20-foot radius, and lasts for the duration.

When you cast this spell, you must also expend a spell slot for a spell between levels 1 and 3 with a duration of instantaneous. This spell becomes locked in the barrier. Any creature crossing the barrier is affected by the spell as if they were the target of that spell. The wall can affect a number of creatures equal to 1 + your spellcasting ability modifier (minimum 1).

When the wall appears, each creature within its area must make a Dexterity saving throw. A creature can choose to fail this save. On a failed save, the creature is immediately affected by the spell that is locked in the wall.

At Higher Levels. When you cast this spell using a spell slot of 7th level, the highest level of the spell slot that you can expend using this spell increases to 4th level; when you cast this spell slot of 9th level, the highest level of the spell slot that you can expend using this spell increases to 5th level.

Iam Pace

SCHOOL OF SCRYMANCY

The scrymancers are the spies amongst the wizarding schools. While not as adroit with a blade as their roguish counterparts, they have just as many tools to stay out of sight. Focused on gathering information they can use to expand their spell list and help their allies gain a tactical advantage, these divination-leaning wizards are readily employed by any entity that values security, knowledge, or tracking.

SCRYMANCER FEATURES

Wizard Level Feature

2nd	Eyes That See, Stealthy Casting
6th	The Power of Sight
10th	Your Sight is Mine
14th	Eyes of the Magi

EYES THAT SEE

At 2nd level, you learn little tricks to see the hidden. You add the *faerie fire* spell to your spellbook.

STEALTHY CASTING

As of 2nd level, you've learned how to cast spells without being detected. As part of casting a spell, you can make a Dexterity (Stealth) check. All creatures with a passive Perception lower than the total of your roll do not notice you casting the spell. You gain proficiency in the Stealth skill if you don't already have it, and casting a spell only reveals your position if you inflict damage on a creature or object.

THE POWER OF SIGHT

At 6th level, when you use a divination spell to detect a creature you wouldn't otherwise be able to see or hear, you also gain a glimpse into the creature's mind. You gain a vague notion of their current motivation or goal. For the next 8 hours, you have advantage on Charisma (Persuasion), Charisma (Intimidation), and Charisma (Deception) checks against that creature. You can only affect one creature at a time with this feature, and targeting a new creature with this feature ends the effect on the current creature.

YOUR SIGHT IS MINE

At 10th level, when a creature fails a saving throw against a spell you cast, you can use a bonus action to force the creature to make a Constitution saving throw or be blinded for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. You can use this ability a number of times equal to your Intelligence modifier

(minimum of once), and you regain all expended uses of this ability when you finish a long rest.

EYES OF THE MAGI

At 14th level, your spells fuel your perception. When you cast a divination spell, for 1 minute, you gain truesight out to a range of 60 feet. You also gain advantage on Wisdom (Perception) checks for that duration. Alternatively, you can transfer this power to another creature that you can touch, but only one creature can benefit from this effect at a time. You cannot use this ability again until you finish a short or long rest.

NEW SCRYMANCER SPELLS

GREATER DARKNESS

6th-level evocation

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a jet worth at least 100 gp)

Duration: 30 minutes

Magical darkness spreads from a point you choose within range to fill a 30-foot-radius sphere for the duration. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it.

If the point you choose is on an object you are holding or one that isn't being worn or carried, the darkness emanates from the object and moves with it. Completely covering the source of the darkness with an opaque object, such as a bowl or a helm, blocks the darkness. If any of this spell's area overlaps with an area of light created by a spell of 6th level or lower, the spell that created the light is dispelled.

GREATER TELEPATHIC BOND

8th-level divination

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

You forge a telepathic link with one willing creature of your choice within range. Creatures with Intelligence scores of 2 or less aren't affected by this spell. The spell ends if you and the creature are ever on a different plane, or are more than one mile apart.

Until the spell ends, you and the creature can communicate telepathically through the bond, whether or not you share a common language. Additionally, you share each other's senses, and any beneficial racial trait,

spell, or effect that enhances the senses or perception of one creature, affects the other.

Finally, whenever you use your action to cast a spell, you can determine the spell's range as though you were standing in the linked creature's space. If you cast a spell with a range of self, you can have it affect you or the linked creature.

PIERCING VISION

Divination cantrip

Casting Time: 1 bonus action

Range: Touch

Components: S

Duration: 1 round

Until the end of its next turn, the target has advantage on Wisdom (Perception) checks to detect hidden creatures, and their attacks ignore all but full cover.

PREDICT ACTION

7th-level divination

Casting Time: 1 action

Range: 6 miles

Components: V, S

Duration: Instantaneous

You target a creature you can see (but is not necessarily in your line of sight) within range and make one of the following predictions about what they will do on their next turn:

- **Attack:** You predict with what weapon or whom they will attack.
- **Use Tactics:** You predict if they will use the Hide, Dash, Dodge, or Disengage action.
- **Cast a Spell:** You predict if they will cast a spell.

If the target does what you predicted on their next turn, they must make a Constitution saving throw, taking 12d6 force damage on a failed save, or half as much on a successful one. The DM determines how well the creature's actions match the criteria the caster set forth.

X-RAY VISION

3rd-level divination

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 10 minutes

You grant yourself the ability to see through solid surfaces. For the duration, as a bonus action, you can touch a 5-foot by 5-foot surface through which your sight can now penetrate. You see a vague outline of any

Adjudicating Predict Action

Though every table plays a bit differently, this spell is predicated on the belief that D&D is essentially a cooperative game. If you don't alter the target's actions based on what the character predicts, it can make for an extremely satisfying and memorable moment at the table. Plus, this spell can be used against the characters as well! For extra excitement, have the player write down their prediction on a slip of paper and reveal it at the end of the target's turn. That way, the DM won't ever be tempted to alter their NPCs actions.

creature, item, or terrain that is on the other side of the surface, to a depth of 20 feet. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher, the duration of the spell is increased by 10 minutes for each slot level above the 3rd.

Ryan Langr



SCHOOL OF SOULBINDING

The Soulbound are a cadre of wizards specializing in imbuing an object, as a focus for directing and empowering their spells. Soulbound wizards literally bind a portion of their life force into the object, making this discipline dangerous for the wizard – for should the object be lost, destroyed, or even just fall into a foe’s grasp, the consequences could be disastrous. For all the risk, Soulbound gain significant arcane might from their focus object.

SOULBINDER FEATURES

Wizard Level	Feature
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2nd	Soulbond, Damage Dispersion
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6th	Arcane Power Pool
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10th	Vitality Infusion
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14th	Life Surge
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SOULBOND

Starting at 2nd level, you undertake a ritual to bond with a single, nonmagical, inanimate object of your choice. The ritual takes 24 hours, during which you cannot move or undertake any activity other than the ritual, and if interrupted, the ritual must be restarted. Once the object is chosen it cannot be changed unless the object is destroyed. The object becomes your arcane focus (or Soul Object), and all your archetype powers require you to be in contact with your bonded object for them to work. If separated from the object, you always know its exact location; both direction and distance, but not its specific surroundings.

The object has an armor class equal to 10 + your Intelligence modifier, a damage threshold equal to your proficiency bonus, and a number of hit points equal to half your hit point maximum. The object can only be damaged if it is targeted by an attack, damaging abilities, or spells. If damaged, you can spend Hit Dice to restore its hit points in the same way you can restore your own. You must be touching the object, and it cannot be repaired by any other means.

If the object reaches zero hit points it is destroyed. The destruction of your Soul Object is traumatic and causes you to incur two levels of exhaustion. If these exhaustion levels would contribute to your subsequent death, you die.

You can generate a new Soul Object by undertaking the ritual again.

DAMAGE DISPERSION

Starting at 2nd level, as a reaction, when you take damage from any source, you can choose to spread the damage between your hit points and those of your Soul Object. You regain the use of this ability after finishing a short rest.

ARCANE POWER POOL

Starting at 6th level, when you cast a spell, you can draw from your bonded object to empower your castings. By expending a number of hit points equal to the spell’s level, you can impose disadvantage on the saving throw for one affected creature. You can expend multiple allotments of hit points (all equal to the spell’s level), allowing you to affect multiple creatures.

VITALITY INFUSION

Starting at 10th level, as an action, you can draw upon the life force within your focus object to heal yourself of wounds, or even of some conditions. You can heal hit points equal to the number of hit points withdrawn from your Soul Object. Withdrawing 5 hit points from your Soul Object will remove the poisoned condition from you, or any cure you of any disease you may be suffering.

LIFE SURGE

Starting at 14th level, if you would die due to being reduced to zero hit points, and fail three subsequent death saving throws, your Soul Object shatters, releasing any remaining hit points, restoring you with an equal number of hit points; returning you from the brink of death. This will not restore lost limbs or other missing parts, nor does it restore characters that die by other means. The destruction of your Soul Object in this way is the same as depletion, incurring two levels of exhaustion. If these exhaustion levels would contribute to your subsequent death, you die. You can generate a new bonded object by undertaking the ritual again.

NEW SOULBINDER SPELLS

DUPLICATE SOUL OBJECT

Conjuration cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

You create a translucent copy of your soul object, constructed from force. The duplicate has an AC of 10 and 1 hit point. The duplicate serves as a material component for several spells (see below), and you are aware of its approximate direction and distance from you as long as it remains on the same plane. You may only have one duplicate at a time. If you cast this cantrip again before the first expires, the older duplicate is replaced by the newer one.

OBJECT SIGHT

3rd-level divination

Casting Time: 1 action

Range: 1 mile

Components: V, S, M (Soul Object or Soul Object duplicate)

Duration: Concentration, up to 10 minutes

You are able to perceive the surroundings from your choice of either your Soul Object or your Soul Object duplicate as if you occupied the same place as it currently occupies.

SOULBURN

3rd-level evocation

Casting Time: 1 reaction, which you take when you take damage

Range: 100 feet

Components: V, S, M (Soul Object or Soul Object duplicate)

Duration: Instantaneous

This retributive spell allows you to use your Soul Object's reservoir as a method of causing harm to a creature that has harmed you. As a reaction when you take damage, you can choose a number of hit points to expend from your Soul Object, and deal that amount of psychic damage to the creature that harmed you (provided it is within range). The target creature can make an Intelligence saving throw, taking half damage on a successful save.

SOULSHARE

1st-level transmutation

Casting Time: 1 reaction (see description)

Range: 100 feet

Components: V, S, M (Soul Object or Soul Object duplicate)

Duration: Instantaneous

As a reaction when the possessor of your soul object duplicate meets appropriate conditions, you cast this spell and are able to apply your archetype abilities to a creature that has your Soul Object duplicate in their possession. You can only apply archetype abilities that you currently have access to, and you must abide by all the other requirements (except the target changes from you to the target creature of this spell).

Micah Watt



SYMBARCH TEACHINGS

Though she vanished in the Era of Upheaval and her rule ended decades ago, in the Forgotten Realms, no mage in living memory retains so fearsome a reputation as the sorcerer and wizard called the Simbul. Considered by many the greatest spellcaster of her era, the awesomely powerful Witch-Queen of Aglarond took on many apprentices and schooled them in her secrets of power, much as she herself had learned under Elminster and the Witches of Rashemen. The Simbul embellished traditional techniques of wizardry with new inventions, always teaching innovation and unpredictability. Her apprentices took on apprentices of their own, who in turn kept her lessons alive by teaching others.

Students such as yourself, who have inherited the Simbul's teachings, are known as simbarchs. Since the Witch-Queen vanished, many of these elite spellcasters have come together to rule Aglarond as the Simbarch Council, made up of the Simbul's magical "descendants." Other simbarchs are not members of the council and prefer to practice their magic privately. You fall into the latter group. As a simbarch, you have the right to claim a seat on the council, but doing so entails burdensome responsibilities and political considerations. If and when you do decide to join the council, it might take months or even years before you are formally recognized.

Whether or not you join the leaders of Aglarond, you wield your magic with a wild abandon that terrifies your enemies. Your arcane power sustains and strengthens you, granting you seemingly superhuman reserves of vitality and health. Like the Simbul herself, you practice compassion and restraint, but when the time comes for wrath, you are a terrible enemy indeed.

SYMBARCH FEATURES

Wizard Level Feature

2nd	Minor Synostodweomer, Silver Fire
6th	Spell Matrix
10th	Major Synostodweomer
14th	Spellfire Tempest

MINOR SYNOSDWEOMER

Beginning when you select this arcane tradition at 2nd level, you can expend one spell slot to accelerate your body's natural healing powers. As a bonus action, expend a single spell slot as if you were casting a spell, and then spend one Hit Die. You regain hit points as if that Hit Die had been spent during a short rest, plus additional hit points equal to twice the level of the spell slot used.

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

SILVER FIRE

Starting at 2nd level, you can summon a jet of pure magical power that burns through all defenses and empowers your other spells. When you make a spell attack roll during your turn, you can use your bonus action to gain advantage on that spell attack. If the attack hits, for the next minute, whenever you hit the same target with a spell attack, you deal extra damage to it equal to your proficiency bonus. This effect ends if you are incapacitated, if the target is reduced to zero hit points, or if you use this feature again.

You can use this feature a number of times equal to your Intelligence modifier (minimum of once), regaining all expended uses when you finish a long rest.

SPELL MATRIX

At 6th level, you can prepare a magical matrix from your own life energies that allows you to partially cast some of your spells ahead of time, then cast them more quickly later on. As part of a ritual that takes one hour, you create a special matrix focus, using an arcane focus of your choice and a diamond worth 300 gp. The diamond is consumed by the ritual, while the arcane focus is transformed into the matrix focus. The matrix can still be used as an arcane focus, but you also require it to employ the other benefits of this feature.

Whenever you have a matrix focus you created on your person, you can perform a 10-minute ritual to choose a number of spells you know that have a casting time of 1 action. The total number of spells chosen must be less than or equal to your proficiency bonus. You can then expend a number of Hit Dice equal to the number of spells chosen, drawing on your life force to partially cast the spells into your matrix focus.

Until the next time you finish a long rest or perform the 10-minute ritual to choose spells for this feature, whenever you cast one of the chosen spells and have the matrix focus on your person, you can expend one Hit Die to cast that spell as a bonus action, changing its casting time to 1 bonus action for this casting. When you spend Hit Dice for this feature, you do not regain hit points. When casting spells from your matrix, all the normal rules for casting multiple spells in a single turn still apply, but these spells are treated as bonus action spells for this purpose.

MAJOR SYNOSDWEOMER

Beginning at 10th level, you can harvest excess arcane energy from a spell you cast and transform it into healing magic. When you use your action to cast a spell during your turn, you can use your bonus action to touch a creature and heal it. Roll 1d4 for each level of

the spell you cast that turn. The total is the number of hit points regained by the creature you touch.

You can use this feature a number of times equal to your Intelligence modifier (minimum of once), regaining all expended uses when you finish a long rest.

SPELLFIRE TEMPEST

Starting at 14th level, you can unleash your true arcane wrath, taking to the sky in a blaze of blue or silver fire that burns away your mortal frailty while pummeling your enemies. As an action, you surround yourself with a powerful telekinetic storm, giving yourself a flying speed of 40 feet until the end of your next turn and ending one effect on yourself that a greater restoration spell could remove. When you do so, the next time you inflict damage with a spell on one or more creatures before the end of your next turn, you can reroll a number of the damage dice equal to your Intelligence modifier (minimum of 1).

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

NEW SYMBARCH SPELLS

ALAMANTHER'S RETURN

9th-level transmutation

Casting Time: 1 reaction, which you take when you are targeted by a spell of 8th-level or lower or included in such a spell's area of effect

Range: Special

Components: V, S, M (a silver mirror worth at least 1,000 gp)

Duration: Instantaneous

You duplicate the spell of another spellcaster that targets you or includes you in its area of effect. The spell must be 8th level or lower and have a casting time of 1 action. As part of the casting this spell, you immediately cast the triggering spell as well, changing the casting time of the duplicated spell to 1 reaction. The spell is cast using the same level spell slot as the triggering spell, and any metamagic options applied to the triggering spell are applied to your spell as well.

The new spell originates from you, and any required rolls for the second casting (such as spell attack rolls, damage rolls, ability checks, or saving throws) are made separately to the original triggering spell.

LAERAL'S DANCING DWEOMER

3rd-level illusion

Casting Time: 1 reaction, which you take when any creature within range casts a spell, begins its turn, or ends its turn

Range: 30 feet

Components: V, S, M (a pinch of dust cast into the air)

Duration: Concentration, up to 10 minutes

You create a number of false magical auras that blink in and out of the perceptions of any creature that can sense magic, moving from object to object as they do so. Choose a point within range. Within a 30-foot radius centered on that point, any saving throw made against a divination spell is made with advantage, and the true magical (or nonmagical) natures of creatures or objects cannot be detected. The detect magic and identify spells, and other effects that detect or discern magical properties, do not yield any useful information. Spells and magical effects that detect creature types, such as a paladin's Divine Sense feature or the trigger of a symbol spell, are also ineffective within the area.

Each creature or object in the area appears magical one moment, or nonmagical the next, and whenever a target does have a magical aura, it appears to belong to a different school of magic each time it is perceived. The changing magical auras are only visible to those who can detect magic or employ one of the other effects described above.

NO MORE LIES

3rd-level enchantment

Casting Time: 1 reaction, which you take when you make a Charisma (Intimidation) or Wisdom (Insight) check against a creature you can see within range

Range: 30 feet

Components: V

Duration: Instantaneous

You roll 1d10 and add the result to the triggering ability check. In addition, any creature you can see within range must make a Constitution saving throw if it fulfills one or more of the following conditions: if it is a creature with the shapechanger tag (such as a doppelganger or lycanthrope), if it is concentrating on a transmutation or illusion spell, or if it is currently the target of a spell that has altered its form. On a failed save, the creature instantly reverts to its normal form, and if it is maintaining concentration on a spell, the spell is suppressed until the end of your next turn, at which time any suppressed spell resumes its effect, provided that its duration has not expired.

SIMBUL'S SPELL SEQUENCER

7th-level enchantment

Casting Time: 1 action

Range: Self

Components: V, M (pieces of amber worth a total of 5,000 gp, which the spell consumes)

Duration: 1 year

You use several pieces of ancient amber to create a matrix that contains spells you cast, frozen in time until you need them. Once the matrix is created, for the next minute, you can choose a command word and then cast up to three spells into the matrix. All three spells must be of 1st, 2nd, or 3rd level and must have a casting time of 1 action or 1 bonus action. After the end of that minute, when the command word is spoken for the first time, the first spell you cast into the matrix takes effect, and you gain two legendary actions, which can only be used at the end of a creature's turn (including your current turn). When you use the first of these two legendary actions, the second spell cast into the matrix immediately takes effect, and when you use the second legendary action, the last spell in the matrix immediately takes effect, and the spell ends. Otherwise, the spell ends at the end of your next turn.

Whenever a spell is unleashed from the matrix, you immediately make all decisions for that spell (targets, area, etc.) that you would normally make as the caster. You can never have more than one Simbul's spell sequencer active at a time.

When you create the sequencer, you reduce your maximum Hit Dice by a number equal to the total combined levels of the spell slots used to cast the spells you place in it. Your maximum number of Hit Dice does not return to normal until the spell ends. Also, you cannot regain any spell slots used to cast spells into the matrix until the Simbul's spell sequencer spell ends. If the duration expires and you did not speak the command word, or if you choose to dismiss the spell as bonus action during your turn, the spell ends. When the spell ends, any unused spells in the sequencer are lost.

Jeremy Forbing



MAGICAL LORE: THE SIMBUL

Across Faerûn, the Simbul— the fiery-tempered, silver-haired, wily, and ruthless Witch-Queen of Aglarond— remains famous long after her disappearance in the Era of Upheaval.

Also called the Storm Queen, the Simbul almost single-handedly held back the massed might of Thay from sweeping over her kingdom (and all the Inner Sea lands beyond it), for year after year and decade after decade. In countless spell battles she defeated Red Wizards, Zhentarim, Shadowmasters, lich lords, and even, legends insist, beholder mages.

A Chosen of Mystra and one of the legendary Seven Sisters, the Simbul was always the most independent and defiant of the Seven, going her own way in open defiance of her elders Elminster and Khelben, and at times even the goddess Mystra herself. Few in the Realms today know her true name. After coming to the throne of Aglarond, she called herself only the Simbul (in an ancient local tongue, a *simbul* was a watchful warrior-wizard).

After the death of the Seven Sisters' mother, a witch of Rashemen called Oraumae raised the girl who became the Simbul. Oraumae did so at the behest of Mystra herself, and the goddess gave the witches spells that enabled them to rule Rashemen and repel Thayan invasions.

From her earliest days, the Simbul seemed driven to understand magic more comprehensively than anyone else. She was respected as both the greatest of sorcerers and a powerful wizard. She strove to master applied magic— spells cast often and decisively to influence the world around her— as opposed to the painstaking and solitary magical research that defines the lives of so many of Faerûn's mages. She was complex and moody, a loner by nature, and spent much of her life flitting about the Realms in shapechange-wrought disguises.

Little is known of the 400-year period after the young spellcaster left Rashemen, except that she spent much of it wandering the planes. She ended up posing as the apprentice of Ilione, a lesser sorceress and ruler of Aglarond, under the name of "the Simbul." Ilione made the Simbul her successor, and it was after Ilione's death that she assumed the throne.

The Simbul's closeness to the wizard Elminster is part of her legend. It is rumored that they were lovers, and that at one point Mystra sent the Simbul into the Nine Hells to retrieve Elminster when he was banished there. In turn, Elminster's influence is said to have helped reduce the frequency of the Simbul's berserker rage fits, though she was still feared for the sheer damage she could inflict when provoked. This factor alone made her a living deterrent to the expansionist ambitions of neighboring Thay.

Always ready for a fight, the Simbul maintained many caches of magical items all over the Realms. The Simbul's spell matrix, allowing her to cast a number of spells in quick succession, was one of the secrets of her ongoing success against the Red Wizards, which allowed the continued survival of herself and her queendom for many years. She herself used a more powerful form of this ritual,

known only to her, now believed to exist in written form only in certain hidden caches.

One of the Simbul's caches was said to be in Evermeet, another in the Herald's Holdfast, and a third in a demiplane accessed only via a spellweb linked to a staff of power the Simbul owned. This last cache can only be reached by doing exactly the right things to the staff when it is in exactly the right place in the private, spell-guarded apartments in Aglarond that remain sealed since the queen who owned them vanished.

Many— including the legendary King Azoun IV of Cormyr— described the Simbul as a good friend, but a deadly enemy. She was a mythic figure among the common people of many lands across the Realms, who thought of the Simbul as a fey witch best kept well away from. Most folk privately thought the unpredictable, awesomely powerful sorceress who ruled Aglarond must be mad, but they were still glad she existed. As one merchant of Suzail put it, "Better her fury and spellhurling than all of us being spelltwisted slaves of the Red Wizards."

In Aglarond, of course, and in the halls of the Harpers, the Simbul had a different reputation. The folk of her kingdom worshiped her for working so tirelessly to keep them alive. The Harpers, as well as the folk in Telflamm and in Telflamm, which she visited often to see Elminster, viewed her with more respect than fear.

The Simbul was widely believed to have been consumed in the fire that destroyed the deity Velsharoon in 1425 DR, the Year of the Seven Sisters, though the exact nature of her disappearance remains a mystery to all but a few.

Since then, the Simbul's legacy lives on in many ways. Many of her apprentices have become famous in their own right, such as the four female apprentices she favored just before the Spellplague: Evenyl Nathtalond, a wizard and sorcerer; Phaeldara, also a wizard and sorcerer; the Masked One, a sorcerer and rogue; and Thorneira Thalance, a sorcerer and wizard.

To this day, the wizards who rule Aglarond practice the Art as taught by the Simbul. As a governing body, the Simbarch Council is less impetuous than their nation's lost queen, and it has backed away from open hostilities with Thay. With the restoration of the Weave, the ongoing changes to the political landscape, and calls for elven independence within the nation, it is unclear what sort of place Aglarond will be in a generation's time, except that its potential for great change will be realized.

Few know that the Simbul has not completely left the mortal plane. She sacrificed herself to save the life of Elminster, becoming a "voice in the Weave," a sentience able to speak, remember, and perceive, but lacking a body. The handful of her sisters who have passed on persist in the same way. Most of the time, however, the Simbul shares Elminster's mind and body, though she can briefly leave it to ride the Weave.

Jeremy Forbing

SCHOOL OF VOIDMANCY

Voidmancy is the dangerous field of study of the dark and aberrant things that lie on the edge of reality. Things that stretch the mental fortitude of those that wish to see into the beyond. Many describe it as the discovery of knowledge that no mortal is meant to know, and the sheer number of madness-inducing contacts with such places and beings suggests there's some merit to this theory. Voidmancers seek to uncover these hidden truths in a methodical and – theoretically – safe way, through the rigid study of abjurations to protect themselves, and divinations to limit discoveries to manageable slivers. Voidmancers believe that scholars, cultists, and warlocks that touch the other side, do so recklessly, and thus they are consumed. Voidmancers believe that strict adherence to methodology and mental discipline, allows them to ward off a similar fate.

VOIDMANCER FEATURES

Wizard Level	Feature
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2nd	Bonus Proficiencies and Spells, Whispers from the Void
6th	Mental Discipline and Fortitude
10th	Secrets of the Void
14th	Screaming into the Void

BONUS PROFICIENCIES AND SPELLS

Starting at 2nd level, you gain proficiency in the Arcana skill, and you double your proficiency bonus when making Intelligence (Arcana) checks related to aberrations. In addition, *armor of Agathys*, *arms of Hadar*, and *hunger of Hadar* are added to the wizard spell list for you.

WHISPERS FROM THE VOID

Starting at 2nd level, you constantly hear whispers from the otherworld. Though trained to block out most of these maddening sounds, occasionally a few useful scraps of knowledge can be gleaned. Whenever you make a skill check, you can roll an additional 2d4 and add it to the total. This must be done after you roll the die, but before the outcome is determined. You can use this ability a number of times equal to your Intelligence modifier (minimum of once). You regain all expended uses after finishing a long rest.

MENTAL DISCIPLINE AND FORTITUDE

At 6th level, your mental defenses against the constant incursions of the otherworld are significant. Whenever you fail a Wisdom saving throw or a Charisma saving throw, you can reroll the die and must use the new roll.

At 6th level, you can use this ability once per long rest. This increases to twice per long rest at 10th level, and three times per long rest at 14th level.

SECRETS OF THE VOID

At 10th level, you have seen the physics-defying environments of the other side, and understand that nothing is fixed, even when it's rigid. When you cast a spell that has a range greater than self or touch, or an area of effect greater than a single target, you can alter the range or area of effect of that spell by 50%, either greater or smaller. After using this ability, you cannot use it again until after completing a long rest.

SCREAMING INTO THE VOID

Beginning at 14th level, aware of your infinitesimally inconsequential nature against the vast, unfathomable beings of the void, you have become inured to the horrors of the mundane. You gain resistance to psychic damage and are immune to the stunned condition.



NEW VOIDMANCER SPELLS

ECHOES OF THE VOID

5th-level conjuration

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a pickled octopus tentacle)

Duration: Concentration, up to 10 minutes

You conjure the merest shadow of the void in a 60-foot radius centered on a point within range. This frigid, inky blackness torments those within. The area is considered difficult terrain and is utterly black, and creatures within the area of darkness have the blinded condition unless they have senses beyond sight. Any creature in the area of effect must succeed on a Wisdom saving throw or take 2d6 psychic damage. At the start of each of its turns, any creature in the area of darkness takes 2d6 cold damage.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the psychic damage increases by 1d6 for each slot level above 5th.

VISIONS OF THE VOID

3rd-level illusion

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a pickled eyeball)

Duration: Concentration, up to 1 minute

You create a 30-foot radius of swirling, disorienting visions from the void. All creatures within the area of effect when the spell is cast, or who start their turn there, must make a successful Wisdom saving throw or have their speed reduced to zero. Creatures perceive they are moving if they attempt to, but seem to find no end to the confusing visions.

VOIDSIGHT

2nd-level divination

Casting Time: 1 action

Range: Self

Components: V, S, M (an eye from an aberration)

Duration: Concentration, up to 10 minutes

Casting this spell, your eyes change to solid purple orbs, able to perceive in a new, alien perspective. You are able to see in darkness, including magical darkness, to the limit of your normal vision. Additionally, you have advantage on skill checks that rely on sight when interacting with aberrations.

VOIDWHISPER

Evocation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You assault the senses of a creature within range with whispers from the void. The creature must succeed on a Wisdom saving throw or suffer 1d6 psychic damage and can't take reactions until the start of its next turn.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Micah Watt



This isn't magic – it's codified stupidity. The ultimate hubris of any wizard is believing you are in control. There are certain things in the multiverse that mortals should not meddle with, no matter how disciplined or knowledgeable they think they are. The void is one of those things.

BESTIARY

GUARDINAL

The guardinals live in the outer planes, centered on Elysium, although many can be found in the service of various deities. Like their angelic brethren, the guardinals can shrug off most spells cast upon them and are immune to many mundane woes like exhaustion. While the selection of magic available to each type of guardinal differs, they are all capable magic users and healers.

Guardinals are virtuous creatures, holding themselves above capricious acts such as lying, stealing, or cheating. This makes guardinals valuable peacekeepers to other beings of the outer planes.

Tranquility of Nature. Guardinals love their home plane of Elysium for what it is; a picturesque image of nature in balance. To a mortal visiting their plane, it might remind them of a peaceful garden, or a quiet glade. Everything seems peaceful and safe, and that's the way the guardinals want to keep things.

Should an invading force threaten to disturb this tranquility, they should be prepared for the full might of the guardinals to fall upon their heads.

Beings Of Goodness. While angels are shards of divinity, splintered off and given form, the guardinals are long-lived mortal beings more like the eladrin. While they can be angered quickly, their defining trait is more about passion. Their passion for the lovely things in the world knows no bounds. Guardinals treasure things like well-brewed tea or conversation had during a sunset or a quiet walk on a beach. There's nothing better than a quiet happy sigh, to a guardinal.

Adventure on the Horizon. When not indulging in their home plane, guardinals feel the need to find work worthy of their lot. Devoting themselves to the various gods of the realms, whether wandering the outer planes looking for trouble or just going on a walk-about to see what they might find, guardinals are the natural adventurers of the universe.

Planar Creatures. Despite not being celestials, elementals or fiends, guardinals can be summoned using the *planar ally* or *planar binding* spells.

AVORAL

With unmatched eyesight, the avoral are the perfect scouts for the guardinals. Their great skill at flying, mixed with excellent spellcasting, make them revered wherever they go. Rarely found alone, those that are alone are typically on an important mission, otherwise, they're generally found in the company of other guardinals.

AVORAL

Medium monstrosity, neutral good

Armor Class 16 (natural armor)

Hit Points 161(17d8+85)

Speed 40 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	23 (+6)	20 (+5)	15 (+2)	16 (+3)	16 (+3)

Saving Throws Con +9

Skills Insight +7, Perception +7, Persuasion +7

Damage Resistances lightning; bludgeoning, piercing and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, frightened, petrified, poisoned

Senses truesight 60 ft., passive Perception 17

Languages all

Challenge 11 (7,200 XP)

Nature Speech. The avoral can converse with animals and monstrosities, even if they don't share a language.

Magic Resistance. The avoral has advantage on saving throws against spells and other magical effects.

Magical Attacks. The avoral's attacks count as magical for the purposes of overcoming damage immunities and resistances.

Innate Spellcasting. The avoral's spellcasting ability is Charisma (spell save DC 14). The avoral can innately cast the following spells, requiring only verbal components:
At will: *blur*, *dimension door*, *dispel magic*, *protection against evil and good*, *magic missile*
1/day: *lightning bolt*

Actions

Multiattack. The avoral makes two claw attacks and two wing attacks.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target.
Hit: 13 (2d6+6) slashing damage.

Wing. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target.
Hit: 13 (2d6+6) bludgeoning damage.



The Guardianals are a planar race of dichotomy. They have physical characteristics we associate with common animals, and occasionally display similar traits or behaviors, but at the same time are peaceful, civilized, and wise in ways we mortals rarely are. They have an effortless grace and calm but can display unrestrained savagery when sufficiently provoked. They also naturally wield magic with a proficiency that wizards can only envy. They are, perhaps, what we should aspire to emulate.

CERDIVAL

Medium monstrosity, neutral good

Armor Class 17 (natural armor)
Hit Points 97 (15d8+30)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	15 (+2)	12 (+1)	17 (+3)	16 (+3)

Saving Throws Wis +6, Cha +6
Skills Athletics +7, Perception +6
Damage Resistances lightning, poison; bludgeoning, piercing and slashing from nonmagical weapons
Condition Immunities exhaustion, frightened, petrified
Senses darkvision 30 ft., passive Perception 16
Languages Common, Celestial, Infernal
Challenge 6 (2,300 XP)

Nature Speech. The cerdeval can converse with animals and monstrosities, even if they don't share a language.

Magic Resistance. The cerdeval has advantage on saving throws against spells and other magical effects.

Charge. If the cerdeval moves at least 20 feet straight towards a creature and then hits it with a horn attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. The target must succeed on a DC 14 Charisma saving throw or be sent back to its plane of origin as if affected by the *banishment* spell. Creatures native to the plane the cerdeval is on are immune to this effect.

Innate Spellcasting. The cerdeval's spellcasting ability is Charisma (spell save DC 14). The cerdeval can innately cast the following spells, requiring only verbal components:
At will: *bles*, *detect evil and good*, *light*
3/day each: *hold person*, *magic missile*
1/day each: *cure wounds*, *suggestion*

Actions

Multiattack. The cerdeval makes three attacks: two slam attacks and one attack with its horns.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 8 (1d8+4) bludgeoning damage.

Horns. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 9 (1d10+4) bludgeoning damage.

CERDIVAL

The ram-headed cerdival are said to resemble satyrs, a statement they'll outright and flatly deny. Perhaps the differences are subtle, but it is more likely that of all the guardinals, the cerdival have the most pride. Contrary to their powerful physical build, most cerdival prefer to avoid conflict whenever possible through the use of their magic.

EQUINAL

Large monstrosity, neutral good

Armor Class 14 (natural armor)
Hit Points 130 (20d8+40)
Speed 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	16 (+3)	13 (+1)	15 (+2)	15 (+2)

Saving Throws Con +7
Skills Arcana +5, Perception +6, Religion +5, Survival +6
Damage Resistances lightning; bludgeoning, piercing and slashing from nonmagical weapons
Damage Immunities poison
Condition Immunities exhaustion, frightened, petrified, poisoned
Senses darkvision 60 ft., passive Perception 16
Languages Common, Celestial, Infernal
Challenge 9 (5,000 XP)

Nature Speech. The equinal can converse with animals and monstrosities, even if they don't share a language.

Magic Resistance. The equinal has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. The equinal's spellcasting ability is Charisma (spell save DC 14). The equinal can innately cast the following spells, requiring only verbal components:
At will: *detect evil and good*, *detect magic*
3/day each: *counterspell*, *cure wounds*, *dispel magic*, *magic missile*
1/day each: *slow*, *wall of stone*

Actions

Multiattack. The equinal makes four slam attacks

Slam. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target.
Hit: 13 (2d6+6) bludgeoning damage.

War Whinny. The equinal unleashes a terrifying shriek. All creatures of the equinal's choice within 40 feet, must succeed on a Wisdom saving throw or become deafened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The equinal gains temporary hit points equal to twice the number of creatures targeted (regardless of the outcome of their saving throw).

EQUINAL

The most reserved of the guardinals, the equinal is a deadly warrior. Able to survive damage that would end lesser creatures, they spend most of their lives perfecting a specific art; honing it in the same way they would their martial prowess. Warrior poets, artists, and songwriters are common ways of life for an equinal.

LEONAL

Medium monstrosity, neutral good

Armor Class 19 (natural armor)
Hit Points 237 (25d8+125)
Speed 40 ft..

STR	DEX	CON	INT	WIS	CHA
27 (+8)	17 (+3)	20 (+5)	14 (+2)	14 (+2)	18 (+4)

Saving Throws Str +13, Con +10, Wis +7
Skills Athletics +13, Acrobatics +8, Intimidation +9, Perception +7, Persuasion +9, Stealth +8, Survival +8
Damage Resistances lightning; bludgeoning, piercing and slashing from nonmagical weapons
Damage Immunities poison
Condition Immunities exhaustion, frightened, petrified, poisoned
Senses truesight 60 ft., passive Perception 17
Languages all
Challenge 16 (15,000 XP)

Nature Speech. The leonal can converse with animals and monstrosities, even if they don't share a language.

Magic Resistance. The leonal has advantage on saving throws against spells and other magical effects.

Protective Aura. All creatures of the leonal's choice within 20 feet, share the leonal's damage immunities and damage resistances, and benefit from the leonal's Magic Resistance trait as well.

Innate Spellcasting. The leonal's spellcasting ability is Charisma (spell save DC 17). The leonal can innately cast the following spells, requiring only verbal components:
At will: *detect thoughts, fireball, protection from evil and good*
3/day each: *greater restoration, heal*

Actions

Multiattack. The leonal makes one bite attack and two claw attacks or four claw attacks if it moved at least 15 feet first.

Bite. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target.
Hit: 22 (4d6+8) piercing damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target.
Hit: 22 (4d6+8) slashing damage.

LEONAL

Leonals are charismatic, natural leaders, and paragons of bravery. The leonals are exceptional combatants, with powerful magic to back their natural weapons. When found with other guardinals, they take on a commanding role. When found alone, they're often in a self-exile, searching for meaning in the universe.

LUPINAL

Medium monstrosity, neutral good

Armor Class 19 (natural armor)
Hit Points 130 (20d8+40)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	20 (+5)	14 (+2)	16 (+3)	15 (+2)	18 (+4)

Skills Athletics +10, Acrobatics +9, Perception +6, Stealth +9
Damage Resistances lightning; bludgeoning, piercing and slashing from nonmagical weapons
Damage Immunities poison
Condition Immunities exhaustion, frightened, petrified, poisoned
Senses darkvision 60 ft., passive Perception 16
Languages Common, Celestial, Infernal
Challenge 9 (5,000 XP)

Nature Speech. The lupinal can converse with animals and monstrosities, even if they don't share a language.

Magic Resistance. The lupinal has advantage on saving throws against spells and other magical effects.

Heightened Senses. The lupinal has advantage on Wisdom (Perception) checks that rely on sight or smell.

Grappler. If the lupinal strikes with two claw attacks against the same target on the same turn, if it isn't already grappling a creature, the target is grappled. All attacks against a creature that it is grappling count as critical hits.

Rapid Dodging. Creatures making ranged weapon attacks against the lupinal suffer disadvantage on their attack.

Innate Spellcasting. The lupinal's spellcasting ability is Charisma (spell save DC 16). The lupinal can innately cast the following spells, requiring only verbal components:
At will: *blink, blur, detect evil and good, light*
3/day each: *cure wounds, magic missile, fly*

Actions

Multiattack. The lupinal makes three attacks: two claw attacks and one bite attack.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target.
Hit: 9 (1d6+6) slashing damage.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target.
Hit: 10 (1d8+6) piercing damage.

LUPINAL

The wolf-headed lupinal is an incomparable hunter; tracking down prey unerringly and quickly finishing them off. Lupinals very rarely congregate, with the sole exception of grand hunts. When a lupinal has found very difficult prey, they'll often seek out other lupinals to assist them.

URSINAL

Large monstrosity, neutral good

Armor Class 18 (natural armor)

Hit Points 199 (19d10+95)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	14 (+2)	21 (+5)	18 (+4)	17 (+3)	18 (+4)

Saving Throws Str +11, Con +9

Skills Arcana +8, Athletics +11, History +8, Insight +7, Medicine +7, Nature +8, Religion +8

Damage Resistances lightning; bludgeoning, piercing and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, frightened, petrified, poisoned

Senses truesight 60 ft., passive Perception 13

Languages all

Challenge 12 (8,400 XP)

Nature Speech. The ursinal can converse with animals and monstrosities, even if they don't share a language.

Magic Resistance. The ursinal has advantage on saving throws against spells and other magical effects.

Expert Grappler. The ursinal is the consummate grappler. When rolling ability checks to start or maintain grapples, the ursinal can treat any result of 20 or lower as 21.

Uncanny Dodge. When an attacker that the ursinal can see hits them with an attack, they can use their reaction to halve the attack's damage.

Innate Spellcasting. The ursinal's spellcasting ability is Charisma (spell save DC 16). The ursinal can innately cast the following spells, requiring only verbal components:

At will: *daylight*, *detect evil and good*, *dimension door*, *sleep*

3/day each: *hold monster*, *polymorph*, *lesser restoration*

1/day: *divine word*

Actions

Multiattack. The ursinal makes one bite attack and two claw attacks.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target.

Hit: 16 (2d8+7) piercing damage, or 48 (6d8+21) piercing damage against a grappled target

Claw. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target.

Hit: 16 (2d8+7) slashing damage. If the ursinal hits with both claw attacks against the same target, the target must succeed on a DC 19 Strength saving throw or become grappled by the ursinal.

URSINAL

Second in strength only to the leonal, the fearsome presence of a ursinal was intimidating, but they were actually quite prone to encouraging others to non-violence. Philosophers and academics, the ursinal kept the lore and history of the guardinals as living testaments to everything they were, are, or ever will be.

SPELL INDEX - BY NAME

Ablative Body Ward	10	Improved Mage Armor	46	Sandblast	26
Aegis of Shielding	43	Inevitable Winter	58	Scalding Sphere	28
Aggressive Surge	14	Jade Clone	41	Self Destruct	39
Air Lift	21	Know Direction	46	Shadow Magic	58
Alamanther's Return	76	Laeral's Dancing Dweomer	76	Shifting Shadow	58
Alchemical Grenade	7	Lesser Charm of second Chance	10	Shrapnel Ray	8
Altered Marionette	60	Lifetap	66	Siege Imbuement	39
Arane Resilience	14	Light Lance	36	Simbul's Spell Sequencer	76
Arcane Ball Bearings	7	Locate Favored Enemy	46	Singularity	12
Beckon Closer	49	Lunar Fire Fist	53	Soul Burn	74
Blade of Flickering Shadows	57	Maladweomer	47	Soulshare	74
Blessing of the elements	14	Melf's Most Minute Meteor	11	Spell Rune	69
Breath of Life	21	Mind Bomb	55	Spellsteal	48
Chaotic Polarity Aura	34	Mind Hold	55	Sunglow	24
Command Water	27	Misty Escape	46	Suspicion and Doubt	32
Conjure Plants	23	Monstrous Marionette	60	Symbiotic Confidence	32
Corrosive Covering	39	Moon Soul Revival	54	Temporal Visions	50
Create Revenant	65	Moon Walk	54	Tenser's Recall	16
Curse of Combustion	30	Night Vision	36	Tethered Mind	56
Dead Man's Tell	65	No More Lies	76	Tidy	50
Decelerating Slash	44	Object Sight	74	Twinned Lunar Fire Fist	54
Detect Magical Object	39	Overpower Bond	16	Unshakable Self Awareness	32
Dimensional Doorway	18	Passionate Pursuit	32	Ventriloquy	61
Dimensional Reach	18	Peep-Hole	50	Viridian Shell	41
Dimensional Window	19	Pierce Any Shield	48	Visions of the Void	80
Dire Radiance	44	Pierce Magic Resistance	47	Voidsight	80
Disconnect Bond	16	Piercing Vision	72	Voidwhisper	80
Dishearten	32	Portal Sense	51	Warding Blade	14
Duel Ward	44	Positive Foundations	32	Water Lasso	28
Duplicate Soul Object	73	Predict Action	72	Whimsybloom	24
Earthen Grace	26	Preserve Plant	24	X-Ray Vision	72
Echoes of the Void	80	Prismatic Cloud	10		
Elastic Tether	51	Prismatic Ray	37		
Emerald Bands	40	Psychic Armor	55		
Emparadweomer	47	Psychic Wind	55		
Ensnaring Draft	21	Pulsar Shield	11		
Ethereal Quiver	16	Pure Flame	29		
Exemplar of Self	31	Pyroclastic Cataclysm	30		
Explosive Marionette	60	Radiant Burst	37		
Fire Trap	30	Radiant Shield	37		
Fires of Avernus	8	Radiant Weapon	37		
Fist of Stone	26	Rain	28		
Flechette	34	Rain of Stones	26		
Flechette Spray	34	Reaver's Touch	66		
Flechette Storm	35	Redirect	50		
Fleet Foot	51	Remove Gravity	12		
Fleeting Journey	19	Remove Oxygen	22		
Gemstone Fission	40	Reverse Teleportation	52		
Gravity Ward	11	Rune of Recharge	70		
Greater Charm of Second Chance	10	Rune of Suppression	70		
Greater Darkness	71	Runic Barrier	70		
Greater Fire Trap	30	Rust Field	35		
Greater Telepathic Bond	71	Rusting Burst	35		
Hungering Blade	14	Rusting Grasp	35		

SPELL INDEX - BY LEVEL

CANTRIP

Alchemical Grenade	7
Dire Radiance	44
Duplicate Soul Object	73
Flechette	34
Fleet Foot	51
Know Direction	46
Melf's Most Minute Meteor	11
Peep-Hole	50
Piercing Vision	72
Preserve Plant	24
Reaver's Touch	66
Shifting Shadow	58
Voidwhisper	80
Whimsybloom	24

1ST LEVEL

Dead Man's Tell	65
Dimensional Window	19
Dishearten	32
Earthen Grace	26
Emerald Bands	40
Emparadweomer	47
Flechette Spray	34
Gemstone Fission	40
Night Vision	36
Positive Foundations	32
Pure Flame	29
Sandblast	26
Scalding Sphere	28
Shrapnel Ray	8
Soulshare	74
Ventriloquy	61
Viridian Shell	41
Warding Blade	14

2ND LEVEL

Aggressive Surge	14
Altered Marionette	60
Chaotic Polarity Aura	34
Dimensional Reach	18
Disconnect Bond	16
Elastic Tether	51
Fist of Stone	26
Gravity Ward	11
Lesser Charm of second Chance	10
Lifetap	66
Lunar Fire Fist	53
Overpower Bond	16
Passionate Pursuit	32
Radiant Burst	37
Radiant Weapon	37
Rain	28

Self Destruct	39
Siege Imbuement	39
Symbiotic Confidence	32
Tidy	50
Voidsight	80

3RD LEVEL

Ablative Body Ward	10
Aegis of Shielding	43
Arcane Ball Bearings	7
Breath of Life	21
Conjure Plants	23
Corrosive Covering	39
Dimensional Doorway	18
Ethereal Quiver	16
Hungering Blade	14
Improved Mage Armor	46
Laeral's Dancing Dweomer	76
Light Lance	36
Maladweomer	47
Misty Escape	46
Moon Soul Revival	54
No More Lies	76
Object Sight	74
Portal Sense	51
Psychic Wind	55
Rain of Stones	26
Remove Gravity	12
Rusting Grasp	35
Soul Burn	74
Suspicion and Doubt	32
Visions of the Void	80
Water Lasso	28
X-Ray Vision	72

4TH LEVEL

Air Lift	21
Arane Resilience	14
Blade of Flickering Shadows	57
Command Water	27
Decelerating Slash	44
Detect Magical Object	39
Fire Trap	30
Greater Charm of Second Chance	10
Jade Clone	41
Monstrous Marionette	60
Pierce Magic Resistance	47
Radiant Shield	37
Rusting Burst	35

5TH LEVEL

Blessing of the Elements	14
Curse of Combustion	30

Duel Ward	44
Echoes of the Void	80
Fires of Avernus	8
Flechette Storm	35
Fleeting Journey	19
Locate Favored Enemy	46
Mind Hold	55
Moon Walk	54
Prismatic Cloud	10
Prismatic Ray	37
Pulsar Shield	11
Redirect	50
Remove Oxygen	22
Rune of Recharge	70
Runic Barrier	70
Shadow Magic	58
Spell Rune	69
Sunglow	24
Tenser's Recall	16
Tethered Mind	56
Twinned Lunar Fire Fist	54
Unshakable Self Awareness	32

6TH LEVEL

Beckon Closer	49
Ensnaring Draft	21
Explosive Marionette	60
Greater Darkness	71
Greater Fire Trap	30
Inevitable Winter	58
Psychic Armor	55
Rune of Suppression	70
Rust Field	35
Temporal Visions	50

7TH LEVEL

Create Revenant	65
Predict Action	72
Simbul's Spell Sequencer	76
Spellsteal	48

8TH LEVEL

Greater Telepathic Bond	71
Mind Bomb	55
Reverse Teleportation	52

9TH LEVEL

Alamanther's Return	76
Exemplar of Self	31
Pierce Any Shield	48
Pyroclastic Cataclysm	30
Singularity	12

SPELL INDEX - BY SPELL SCHOOL

ABJURATION

Ablative Body Ward	10
Aegis of Shielding	43
Arane Resilience	14
Duel Ward	44
Earthen Grace	26
Fire Trap	30
Greater Fire Trap	30
Improved Mage Armor	46
Mind Hold	55
Radiant Shield	37
Spell Rune	69
Warding Blade	14
Tenser's Recall	16

CONJURATION

Air Lift	21
Arcane Ball Bearings	7
Beckon Closer	49
Command Water	27
Conjure Plants	23
Dimensional Doorway	18
Dimensional Reach	18
Dimensional Window	19
Duplicate Soul Object	73
Echoes of the Void	80
Elastic Tether	51
Emerald Bands	40
Ensnaring Draft	21
Ethereal Quiver	16
Fleeting Journey	19
Misty Escape	46
Prismatic Cloud	10
Psychic Armor	55
Rain	28
Reverse Teleportation	52
Sandblast	26
Scalding Sphere	28
Shifting Shadow	58
Sunglow	24
Tidy	50
Water Lasso	28

DIVINATION

Dead Man's Tell	65
Detect Magical Object	39
Greater Charm of Second Chance	10
Greater Telepathic Bond	71
Know Direction	46
Lesser Charm of second Chance	10
Locate Favored Enemy	46
Object Sight	74
Peep-Hole	50

Piercing Vision	72
Portal Sense	51
Predict Action	72
Temporal Visions	50
Voidsight	80
X-Ray Vision	72

ENCHANTMENT

Aggressive Surge	14
Blessing of the elements	14
Chaotic Polarity Aura	34
Curse of Combustion	30
Dishearten	32
Emparadweomer	47
Exemplar of Self	31
Hungering Blade	14
Maladweomer	47
No More Lies	76
Passionate Pursuit	32
Pierce Any Shield	48
Pierce Magic Resistance	47
Positive Foundations	32
Rune of Suppression	70
Simbul's Spell Sequencer	76
Spellsteal	48
Suspicion and Doubt	32
Symbiotic Confidence	32
Unshakable Self Awareness	32

EVOCATION

Alchemical Grenade	7
Breath of Life	21
Dire Radiance	44
Explosive Marionette	60
Fires of Avernus	8
Flechette	34
Flechette Spray	34
Flechette Storm	35
Greater Darkness	71
Light Lance	36
Lunar Fire Fist	53
Melf's Most Minute Meteor	11
Mind Bomb	55
Moon Soul Revival	54
Preserve Plant	24
Prismatic Ray	37
Psychic Wind	55
Pulsar Shield	11
Pure Flame	29
Pyroclastic Cataclysm	30
Radiant Burst	37
Radiant Weapon	37
Rain of Stones	26

Runic Barrier	70
Self Destruct	39
Shrapnel Ray	8
Soul Burn	74
Tethered Mind	56
Twinned Lunar Fire Fist	54
Voidwhisper	80

ILLUSION

Jade Clone	41
Laeral's Dancing Dweomer	76
Moon Walk	54
Shadow Magic	58
Ventriloquy	61
Visions of the Void	80
Whimsybloom	24

NECROMANCY

Blade of Flickering Shadows	57
Create Revenant	65
Inevitable Winter	58
Lifetap	66
Reaver's Touch	66

TRANSMUTATION

Alamanther's Return	76
Altered Marionette	60
Corrosive Covering	39
Decelerating Slash	44
Disconnect Bond	16
Fist of Stone	26
Fleet Foot	51
Gemstone Fission	40
Gravity Ward	11
Monstrous Marionette	60
Night Vision	36
Overpower Bond	16
Redirect	50
Remove Gravity	12
Remove Oxygen	22
Rune of Recharge	70
Rust Field	35
Rusting Burst	35
Rusting Grasp	35
Siege Imbuement	39
Singularity	12
Soulshare	74
Viridian Shell	41

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It's said that if you listen very carefully, at the quietest point in the middle of the night, the echoes from clacking keys can be heard. As it turns out, these legends are true, and the clacking comes from Bryan's keyboard. Between being a programmer during the day, an author at night, a father all the time, and a moderator for the unofficial DMsGuild Discord, it seems like his soul must have been traded in a contract to somehow have more hours in the day than physics would allow. For a preview of what one can do with infernal gifts like these, check out the 'Backgrounds of Faerûn' series, 'Feats of the Forgotten Realms', or 'Hellbound Heists' on the DMsGuild.

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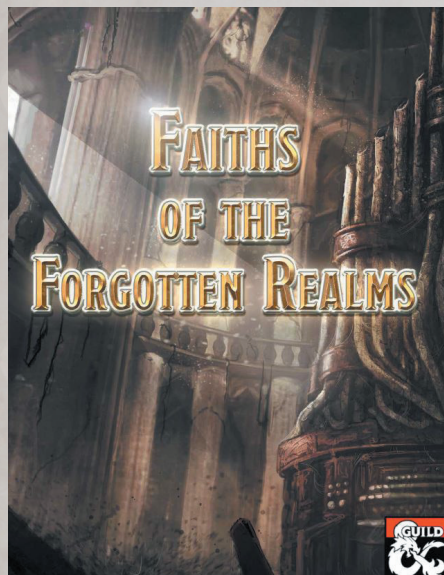
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MICAH WATT

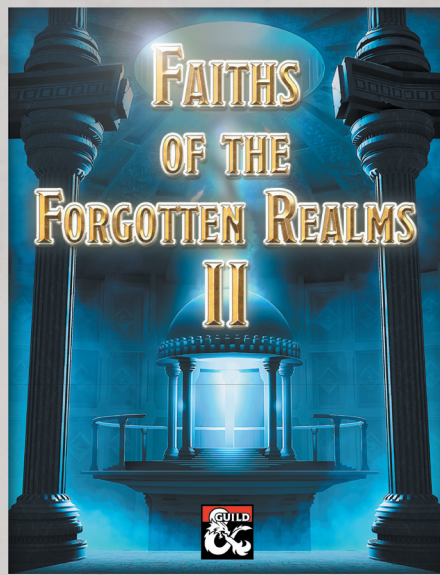
Shrouded in mystery, hidden in darkness, and rumored to be the chosen of Dumathoin (because he started the rumor) Micah is the Owner of Pyromaniac Press, and Platinum Bestselling D&D 5e designer. Known widely for his epic adventure path 'What Lies Beyond Reason', the 'Rex Draconis RPG' conversion, and the hardcover deity supplements 'Faiths of the Forgotten Realms 1 & 2', you can stalk him at www.pyromaniacpress.com, or on Facebook or Twitter @pyromaniacpress.

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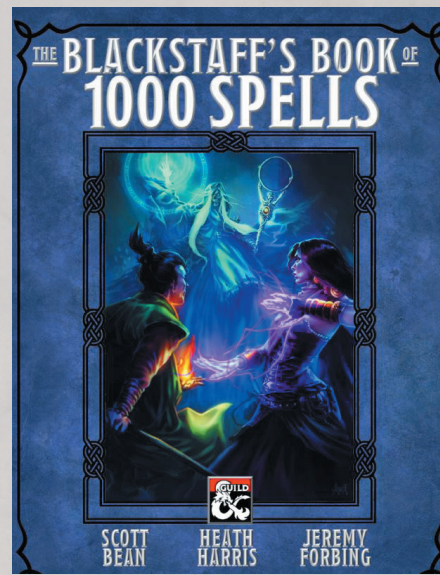
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