Mage-Errant

A renaissance mage class option for the world's greatest roleplaying game.

Mage-Errant

OUR COLLEGE KEEPS AN EYE ON MEMBERS THAT LEAVE OUR
*ranks for unscrupulous reasons. Most people assume we
do this to maintain vigilance on insidious behavior, but in
reality, we are just mesmerized by what they can accomplish
through mundane pursuits without the guidance of an
archmage.*

-- Tayel Lui, PROFESSOR OF ARCANE STUDIES

A hammer bangs on hot steel as the bellows ignite the forge
nearby. Each ringing blow laced with subtle enchantments
and infusing the metal with arcane energy. She was once a
promising candidate for the rank of master, but this humble
woman was drawn away from her teachings by the alluring
heat of the smithy. Denizens of the realm travel far and
wide to receive her enchanted blades and finely crafted
armor, yet she takes fewer commissions year after year.
Upon mastering her art, she has taken up sword and shield
to prove her strength as well. Once that stage is mastered,
who knows where her wanderlust will draw her to next.

In a small and dimly lit chamber, the insipid scratching
of tool on stone could drive someone to madness. The lone
resident of this cavern looks a sight with his dirty robes
draped over his stocky dwarven frame, and his worn fingers
working over intricate and delicate rocks. As the final
touches are placed on his etchings, the sigil appears to glow
faintly. An ancient and primordial power emanates from the
glyph and the otherwise bland room comes to life with vines,
flowers, and light for a brief moment. As the faint glow of
the rune fades, so does the life in the room. The dwarf grabs
another stone, sighs, and begins etching again.

Those who would call themselves mage-errant are
individuals who possess an affinity for magic but who do
not dedicate their life to it or the pursuit of greater arcane
power. At some point in their life, they make the choice to
seek another path; and, while separate from any sort of
rigorous study or tall towers, this power does not cease to
exist and will invariably weave its way into whatever life
they choose.

What unifies all mage-errant is an intrinsic sense of
wanderlust, which makes them particularly well suited as
adventurers. Even one who takes up a mundane life such as
farming or crafting will all hear the call to adventure and
seek it out. What a mage-errant brings to the fray, however,
is a breadth of talents that can suit almost any situation.

CREATING A MAGE-ERRANT

You can flesh out your mage-errant character by using the
suggestions below, but keep in mind that a mage-errant will
always be developing his abilities in the arcane arts. Even
is a mage-errant is forced out of a wizardly school for their
wild ideas, they never forsake magic as a whole and it will
always be a tool in their kit.

QUICK BUILD

You can make a mage-errant quickly by following these
suggestions. First, put your highest ability score in
Intelligence, followed by Constitution. Second, choose the
sage background.

DEPARTURE FROM TEACHINGS

Not all mage-errant receive formal training in a wizard's
school, but most have some form of guidance that helped
shape their arts whether that is a mentor, dust covered
library of tomes, or an otherworldly creature seeking a
mortal vessel to do their bidding. What is important is that
the mage-errant has wrestled with that past and come
out on a side where they no longer focus on the deepest
mysteries of magic.

DEPARTURE

D6	Departure Reason
1	A fiendish creature visited you in the night, and seduced you into a ritual that was so profane you were banished.
2	During your tenure, you uncovered a dark secret about your mage order that you could not bear being party to.
3	You were passed from orphanage to orphanage, your magic always a problem. When you came of age, you were fosted by a knight and squired for him.
4	Stuffy towers with dusty books... You love the open road and the boons of society and culture. You could not suffer another day living that life.
5	Churning in your mind are physical machinations, not theoretical practices. Being told how something works has never satiated you as much as doing it.
6	A call to arms! Every able bodied person was conscripted to fight. The horrors of war change you, and you never quite return to your old life.

GREAT AMBITIONS

A mage-errant often seeks to prove themselves in whatever
pursuits they follow. To become a master craftsman, or
unlock a long forgotten secret, or some other way to make
themselves known. It's not uncommon for the wanderlust
of a mage-errant to sidetrack them from these ambitions,
but it will never the less act as a compass for them.

AMBITION

D6	Ambition
1	I recognize my power but seek to become the best at what I do, without relying entirely on it.
2	My previous mentors will know my name, and regret that I am no longer their student.
3	I will master as many different skills as possible, to be best suited for any occassion that might arise.
4	I will take on any challenge, to carve my name in the region and become a local legend.
5	Throughout my journey, I will create a new order of mages that learns through experience and not books.
6	I will find a hidden power so great that I will exceed all my peers.

Mage-Errant Class Table

Level	Proficiency Bonus	Features	Cantrips Known	Spell Slots per Spell Level				
				1st	2nd	3rd	4th	5th
1st	+2	Arcane Reflex, Magic Sense, Spellcasting	2	—	—	—	—	—
2nd	+2	Errant Journey, Spell Wards	2	2	—	—	—	—
3rd	+2	Invoke Magic (1/rest), Ingenuity	2	3	—	—	—	—
4th	+2	Ability Score Improvement	2	3	—	—	—	—
5th	+3	Journey feature	2	4	2	—	—	—
6th	+3	Invoke Magic (2/rest)	2	4	2	—	—	—
7th	+3	Empowered Cantrips	2	4	3	—	—	—
8th	+3	Ability Score Improvement	2	4	3	—	—	—
9th	+4	—	2	4	3	2	—	—
10th	+4	Eureka	3	4	3	2	—	—
11th	+4	Journey feature	3	4	3	3	—	—
12th	+4	Ability Score Improvement	3	4	3	3	—	—
13th	+5	—	3	4	3	3	1	—
14th	+5	Negate Enchantment	3	4	3	3	1	—
15th	+5	Journey feature	3	4	3	3	2	—
16th	+5	Ability Score Improvement	3	4	3	3	2	—
17th	+6	—	3	4	3	3	3	1
18th	+6	Invoke Magic (3/rest)	3	4	3	3	3	1
19th	+6	Ability Score Improvement	3	4	3	3	3	2
20th	+6	Journey feature	3	4	3	3	3	2

Class Features

As a mage-errant, you gain the following class features.

Hit Points

Hit Dice: 1d8 per mage-errant level
Hit Points at 1st Level: 8 + your Constitution modifier
Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per mage-errant level after 1st

Proficiencies

Armor: light and medium armor
Weapons: simple weapons
Tools: none

Saving Throws: Constitution, Intelligence
Skills: Choose two from Arcana, Athletics, Insight, Investigation, Persusasion, or Survival

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a quarterstaff and a dagger or (b) a mace
- (a) leather armor and 10 darts or (b) hide armor and two light hammers
- a scholar's pack

Alternatively, you can ignore the equipment here and in your background, and buy 5d4 × 10gp worth of equipment.

ARCANE REFLEX

Your previous experience within a wizardly school has provided you with a particular hybrid fighting style. Choose one of the following options.

Abjuration. You can grant yourself +2 AC as a reaction to being hit by an attack, potentially causing it to miss.

Conjuration. As a reaction when you fail a saving throw against a spell or effect from a creature you can see, you conjure a hail of daggers which instantly pierce into it, dealing 1d8 piercing damage.

Divination. When making an attack roll with disadvantage, you can choose to instead make the attack with advantage. Your next attack roll is made with disadvantage, ignoring all other sources of advantage or disadvantage.

Enchantment. You can influence a creature's mind as a reaction when you see them make an attack against you. Before the attack roll is made, roll a d6. On a 5 or higher, the creature chooses a different target for the attack. If no target is available, it makes the attack against you with disadvantage instead. A creature that is immune to charm is immune to this effect.

Evocation. Once per turn, you can lob a small blast of magical energy at a creature you can see within 30 feet. Make a ranged spell attack, on hit the target takes 1d4 force damage.

Illusion. When you take the Dodge action, you split out an illusory copy of yourself, which occupies the same space and mimics your movements. When a creature would hit you with an attack, roll a d20 to determine if the attack hits you (a result greater than 10) or the copy. If the attack hits the copy, no damage is dealt. In either case, the copy disappears after the attack or at the start of your next turn.

Necromancy. As a reaction when a hostile creature within 30 feet of you that you can see is reduced to 0 hit points, you can siphon off their last vestiges of life and gain 1d6 temporary hit points.

Transmutation. As a reaction when you fail a saving throw or check to resist being grappled, shoved, or knocked prone, or to break free of a grapple, you can suddenly alter the consistency, shape, or weight of your body to reroll the d20. You must use the new result.

MAGIC SENSE

Your experience with magic and mages has given you a heightened awareness to their presence. You learn *detect magic* and can cast it a number of times equal to your Intelligence modifier (a minimum of once) without expending a spell slot. You regain uses of this feature when you finish a long rest.

SPELLCASTING

Your ability to reliably produce magical effects comes to fruition. How you manifest magic varies depending on your errant journey, but all mage-errant are more than familiar with magic and can produce spells in some way or another.

CANTRIPS

You know two cantrips of your choice from the mage-errant spell list. You learn additional mage-errant cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Mage-Errant table.

SPELLS KNOWN AND CASTING SPELLS

As a mage-errant, your journey in life determines how you approach magic. Each journey provides the details of what spells you know, and how and if you can learn additional spells. The Mage-Errant table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your mage-errant spells, since you learn your spells through study. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a mage-errant spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your Intelligence modifier

ERRANT JOURNEY

When you reach 2nd level, you choose an path from the list of journeys, shaping your divergent practice of magic. Your choice grants you features at 2nd level and again at 5th, 11th, 15th, and 20th level.

SPELL WARDS

At 2nd level, your understanding of the complexity of magic allows you to rapidly create wards to dampen its effect. You have a pool of warding power that replenishes when you take a long rest. That pool has a hit point maximum equal to your mage-errant level x 5.

As an action, you can touch a creature and draw power from the pool to establish a ward on that creature, up to the maximum amount remaining in your pool. Each time that creature takes damage from a spell or magical effect, the ward takes the damage instead. If this damage reduces the ward to 0 hit points, the creature takes any remaining damage. This ward dissipates after 1 hour or when its hit points are reduced to 0.

Alternatively, when a creature you can see who is under the effect of your ward fails a saving throw against a spell, you can spend 5 points from your pool as a reaction to allow them to reroll that save, but they must use the second result.

Invoke Magic

At 3rd level, a mage-errant has experienced that being able to act quick can often times be as useful as being prepared. You learn to invoke the power of magic at a whim. You know two such effects: Clarity and Disrupt, plus one determined by your Errant Journey.

When you use your Invoke Magic, you choose which effect to create. You must then finish a long rest to use your Invoke Magic again.

Beginning at 6th level, you can use your Invoke Magic twice between rests, and beginning at 18th level, you can use it three times between rests. When you finish a long rest, you regain your expended uses.

Clarity. When forced to make a Constitution saving throw to maintain concentration on a spell, you can use your reaction to automatically succeed on that save. You must choose to do this before you roll. When you do, you add your Intelligence modifier to your AC and any saving throws you make until the start of your next turn.

Disrupt. As an action, you touch a creature and distort the balance of their magic. If that creature is concentrating on a spell, they must make a Constitution saving throw against your mage-errant spell save DC to maintain their concentration. On a failed save, their concentration is lost and the spell ends. In addition, you can immediately take an additional action. This action can be used only to take the Attack (one weapon attack only), Disengage, or Use an Object action.

Ingenuity

Also at 3rd level, your broad knowledge base allows you to succeed where others would fail. When making an ability check that uses an ability modifier other than Intelligence, you can choose to use your Intelligence modifier instead. You can use this feature twice. You regain expended uses when you finish a short or long rest.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Empowered Cantrips

Starting at 7th level, your reliance on legerdemains has doubled over your effectiveness with them. When you cast a cantrip that can deal damage to a target, choose one of the following options.

Forceful. If you make a spell attack and miss, or the target succeeds on a saving throw, the creature takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

Potency. You add your Intelligence modifier to the damage you deal with this spell.

Eureka

At 10th level, you occasionally have a stroke of genius wash over you as you attempt to accomplish a difficult task. When you make an ability check with disadvantage and fail, if the higher of the two die would have succeeded, you can add 10 to the result of the lower die.

Negate Enchantment

Starting at 14th level, you can lace your magic with a negating energy. When you cast a mage-errant spell that targets at least one creature or object, you can use your bonus action to activate that energy and cast *dispel magic* on one target of that spell, without expending a spell slot. You can use this feature a number of times equal to your Intelligence modifier (a minimum of once). When you finish a long rest, you regain all expended uses of this feature.

Journey of the Knight

Mage-Errant who follow the journey of the knight were often discarded from their wizardly pursuits due to a penchant for fighting. While your aptitude with magic was not in question, your fervor to use it and lack of control lead to you seeking to carve your own path.

Journey Spellcasting

A mage-errant knight who follows this path continues to develop an understanding for magic and learn a suite of spells well suited to combat.

Spells Known of 1st Level and Higher

At 2nd level, you know two 1st-level spells of your choice from the mage-errant spell list.

You learn a new spell of your choice at 3rd level, and every two levels after that. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 5th level in this class, you can learn one new spell of 1st or 2nd level.

Whenever you gain a level in this class, you can replace one of the mage-errant spells you know with another spell of your choice from the mage-errant spell list.

Spellcasting Focus

You can use any weapon you are proficient with as a spellcasting focus for your mage-errant spells.

Chivalric Armaments

Also starting at 2nd level, you gain proficiency with shields and martial weapons.

Invoke Magic: Armory

When you gain the Invoke Magic feature at 3rd level, you gain the following option.

Armory. As a bonus action, you can immediately don any suit of armor in your possession, plus any two weapons, or a weapon and shield. In addition, for the next minute or until you doff your armor or become incapacitated, all non-magical damage dealt to you is reduced by an amount equal to your Intelligence modifier (minimum of 1).

War Magic

Beginning at 5th level, when you use your action to cast a cantrip, you can make one weapon attack as a bonus action.

Arcane Duelist

Upon reaching 11th level, your renown as being chivalric and honorable in a duel grants you grand opportunity. If you engage someone in a duel and win, that creature becomes charmed by you for the next 24 hours, or until you or a creature friendly to you deals any damage to it.

In addition, when you make an attack targeting a creature within 5 feet of you while no other creatures are within 10 feet of either you or the target, you can gain advantage on the attack roll. You can only gain advantage this way once on each of your turns.

Surge of Vigor

Starting at 15th level, when casting spells of sufficient power your body courses with energy. After using your action on your turn to cast a spell of 1st-level or higher, you can exert yourself with this energy. You can take one additional action this turn. Once you use this feature, you must complete a short or long rest before you can do so again.

Spellblade

At 20th level, you've reached the peak of your prowess as both mage and warrior. When you cast a spell, weapons you are holding become enchanted with that spell's magic until the end of your next turn, or you cast another spell. When making an attack roll with that weapon, if the d20 results in a 19 or 20 the spell's power is unleashed and you can cast it at its lowest level without expending a spell slot, immediately after the attack is completed. If this spell requires concentration, when you cast it you choose additional targets for the original spell.
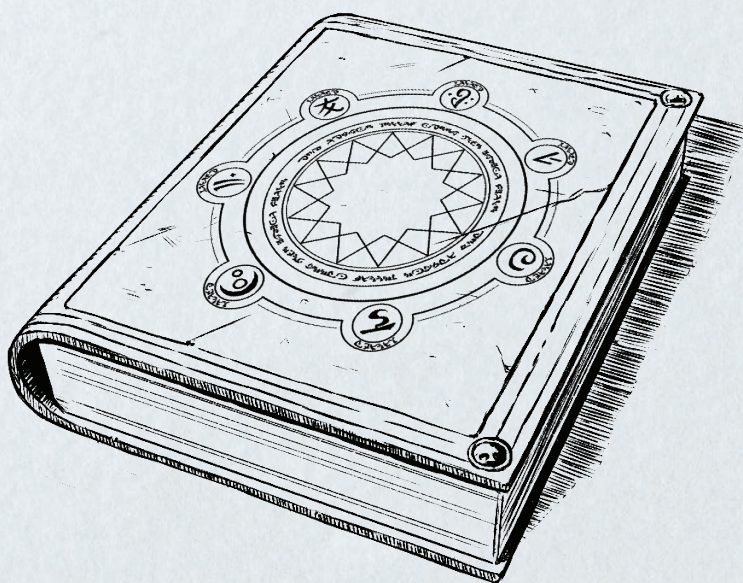
Journey of the Infuser

When a mage-errant chooses to follow another path, they always take their magical talents with them. Very rarely do they abandon this talent, even when they enter the realm of the craftsman. Infusers are mage-errant who marry their creative ingenuity with their spellcasting ability to create wonderous and deadly works of art.

Journey Spellcasting

A mage-errant infuser who follows this path continues to research magic and spellcraft but utilizes them in a unique way. In addition, you know a small selection of Infuser spells, which are mage-errant spells for you, and are always prepared.

Infuser Spell List

Spell Level	Spell
1st	*identify, mage armor, unseen servant*
2nd	*arcane lock, locate object, shatter*
3rd	*glyph of warding, tiny hut*
4th	*fabricate, secret chest*
5th	*animate objects*

Wonderous Creations

Rather than dabble in slinging spells, the Infuser channels magic and pours it into objects of their own design. You have a Rod of Serendipitous Magic and two other creations of your choice from the list at the end of this section. During a short or long rest, you can choose to replace one of these creations with another from the list. If any creations are not in your possession during a rest, they are destroyed and you can immediately replace them.

Spell Infusion

To use a creation, you must take a Use an Object action. When you do, you have the option of infusing the creation with spell slots. To do so, expend a spell slot of any level. Each creation will detail what happens when you infuse it.

Invoke Magic: Torrent of Creation

When you gain the Invoke Magic feature at 3rd level, you gain the following option.

Torrent of Creation. When you take the Use an Object action to activate the Rod of Serendipitous Magic, you can expend a spell slot to cast any spell from the Mage-Errant spell list of that level, instead of the rod's normal effect. The rod becomes overcharged, and cannot be activated again this combat.

Handyperson

Also at 2nd level, your natural talents with crafting lead you to excel in almost all areas. When making an ability check with a tool that you are not proficient with, you can add half your proficiency bonus to the check.

WIELD CREATION

Starting at 5th level, you can more quickly unlock the powers of your creations. When you take the Use an Object action to interact with one of your creations, you can interact with two creations as part of the same action. Each creation can only be infused once per turn.

DISMANTLE

At 11th level, your ability to build becomes matched by your ability to destroy. If you spend an appropriate amount of time with a Large or smaller constructed non-magical object such as a trap, cart, or small structure, you can find a way to efficiently destroy it.

Refer to the following table to determine the time required to destroy an object.

Object Size	Time Required
Tiny	1 action
Small	1 minute
Medium	10 minutes
Large	1 hour

At the end of the given time, you've made the appropriate arrangements and can destroy the object immediately.

ABUNDANT INFUSION

Also starting at 11th level, each time you cast a mage-errant spell, the latent magic infuses the wonderous creations in your possession. The next time you activate a creation, it is infused as though you had expended a 1st-level spell slot. If you choose to expend a spell slot to infuse it, treat it as though you expended a spell slot one level higher.

QUARTERMASTER

At 15th level, you can craft a roughshod version of a wonderous creation and use it immediately. Choose any one creation from the list of Wonderous Creations at the end of this section. As an action, you create this item and use it immediately as part of the same action. After being used, it falls apart.

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

MASTER INFUSER

At 20th level, you've learned to infuse items with spells that can be cast later and by others. You do so as part of a ritual, which requires you to spend 8 hours crafting a trinket such as a ring, locket, or gemstone. During this time, you or another spellcaster can expend a spell slot and cast a spell into the trinket, infusing it with the magic of that spell.

At the end of this ritual, you gain a magic item that contains the power of that spell. A creature other than you must attune to this item to activate it. When the command word is spoken, they cast the spell inside. Intelligence is the spellcasting modifier for this spell. After the spell is cast, the item disintegrates.

You can only have three such trinkets created at any given time. If you attempt to create a fourth, one of the other three (determined at random) is destroyed.

WONDEROUS CREATIONS

Detailed below are the wonderous creations that can be created by those who follow the Journey of the Infuser.

Belt of Utility

This fashionable belt has many pockets. The center pocket is unique. When you reach into this pocket, you activate the item and can withdraw any item from the Adventuring Gear table with a gold value equal to or less than 5 plus your mage-errant level. This item disappears at the end of your turn.

Infusion. You increase the value of the item drawn by 5 gp when you expend a 1st-level slot, plus an additional 5 gp for each spell level higher than 1st.

Delumination Wand

A short stick of ebony coloured wood with a dense stone at its tip. As you speak its command word, you activate it and point it towards a small light source within 60 feet, such as a candle, torch, or small campfire. The light from that source is immediately suppressed for 1 minute, or until its reignited.

Infusion. You instead cause the light source to emit a magical darkness when you expend a 1st-level spell slot. The light source creates a darkness with a radius of 10 feet and dim light 10 feet beyond that. For each spell level higher than 1st, both the radius of darkness and dim light increase by 10 feet.

Ejection Blade

A wrist-mounted dagger can be concealed within your sleeve or displayed proudly on your armor. When you interact with this blade, it immediately springs forth and you can make a melee weapon attack against a creature. If this is the first attack you've made against that creature this turn, you have advantage on the attack roll.

Infusion. You gain a bonus to your attack roll equal to the level of the spell slot expended. On a hit, you deal an additional 1d4 damage when you expend a 1st-level slot, plus 2d4 damage for each spell level higher than 1st.

Expandable Pavise

A large sheet of metal, with a mechanism on the back. This shield-like object is too large and unwieldy to use as a shield but the mechanism design allows it to be deployed to create cover. As you speak its command word, you activate it and it deploys on the ground within 5 feet of you. While deployed it provides three quarters cover to anyone hiding behind it. You must speak the command word again to deactivate the pavise.

Infusion. You increase the width of the pavise by 5 feet when you expend a 1st-level spell slot, plus an additional 5 feet for each spell level higher than 1st. Each 5 foot section can be turned 90 degrees, creating bends, but must be continuous and cannot create an enclosed area.

Infra-Goggles

These leather bound frames fit over your eyes. You can interact with them to activate a limited infravision. You can see in all types of darkness, including magical, as if it were daylight up to a range of 30 feet until the end of your turn.

Infusion. The range of vision increases by 10 feet when you expend a 1st-level slot, plus an additional 10 feet for each spell level higher than 1st, and it lasts up to 1 minute.

Propellant Boots

This pair of boots slips over any armor and is fitted perfectly to your feet. When you interact with these boots, you cast the jump spell on yourself. The benefits of this spell last until the end of your turn.

Infusion. Your speed increases by 30 feet when you expend a 1st-level slot, plus 15 feet for each spell level higher than 1st.

Rod of Serendipitous Magic

A long shaft of unassuming oaken wood. This staff contains a vortex of wild magic. As you speak its command word, you activate it and a bolt of chaotic magic springs forth at a creature you can see within 60 feet. Make a ranged spell attack against that creature. On a hit, the target takes 2d6 damage. Choose one of the d6s. The number rolled on that die determines the attack's damage type, as shown below.

d6	Damage Type
1	Acid
2	Cold
3	Fire
4	Lightning
5	Thunder
6	Poison

Infusion. This attack deals an additional d8 damage when you expend a 1st-level spell slot. In addition, if both d6 show the same number, the bolt of magic leaps to another creature of your choice within 30 feet and deals 1d8 damage of the same type. For each spell level higher than 1st, add an additional d8 damage to the initial attack and the damage dealt to the additional target.

JOURNEY OF THE GLYPH

There is power among words. Not just as commands spoken aloud to conjure magic or instruct soldiers, but written words and glyphs. A symbol means different things to different people, but to a mage-errant who studies these characters, it is a gateway to a hidden runic power.

JOURNEY SPELLCASTING

A mage-errant who studies glyphs and runes can unlock a suite of power by invoking them. There are three major runes that can be invoked: Terra, Ventus, and Fluctus. As a bonus action on your turn, you invoke this rune into an empty hand. You cannot cast spells granted by an invoked rune on the same turn you invoke a rune. It manifests as

elemental energy and lasts until you dismiss it (no action required), invoke another rune, wield a weapon with this hand, or become incapacitated. While invoked, you know the spells on the runic spell list below associated to the rune, and the rune acts as a spellcasting focus for these spells.

TERRA RUNIC SPELL LIST

Spell Level	Spell
1st	animal friendship, entangle, longstrider
2nd	barkskin, grasping earth$^\Omega$, spike growth
3rd	meld into stone, slow
4th	hallucinatory terrain, stone shape
5th	wall of stone

VENTUS RUNIC SPELL LIST

Spell Level	Spell
1st	feather fall, jump, thunderwave
2nd	gust of wind, levitate, moonbeam
3rd	call lightning, wind wall
4th	freedom of movement, resilient sphere
5th	lightning recoil$^\Omega$

FLUCTUS RUNIC SPELL LIST

Spell Level	Spell
1st	create or destroy water, entomb$^\Omega$, fog cloud
2nd	armor of ice$^\Omega$, misty step, sleeting slice$^\Omega$
3rd	gaseous form, sleet storm
4th	control water, ice storm
5th	cone of cold

$^\Omega$ denotes spells shown at the end of this document.

Warding Defense

Also at 2nd level, while a rune is invoked, you gain the following benefit depending on the rune.

Terra. You have a +2 bonus to your AC, and unarmed strikes using this hand deal 1d4 bludgeoning damage and are magical.

Ventus. The first ranged attack made against you each turn from a creature you can see is made with disadvantage, and when you choose to shove, you can choose a creature up to 10 feet away.

Fluctus. The area within 5 feet of you is considered difficult terrain for hostile creatures, and when a creature enters or moves within your reach you can make an unarmed strike as an opportunity attack. This attack deals additional damage equal to your Intelligence modifier.

Invoke Magic: Inscribe Spell

When you gain the Invoke Magic feature at 3rd level, you gain the following option.

Inscribe Spell. You spend 1 minute combining sigils and glyphs onto an object. As part of this ritual, you must expend a spell slot and cast a spell of your choice from the Mage-Errant spell list of that level on that object. This object can be used to cast that spell, as if it were a spell scroll. The magic on this object ends after 24 hours, or if you use this feature again.

Glyph Marker

Starting at 5th level, you can inscribe your invoked rune on a surface within 5 feet of you once on your turn (no action required). This dismisses your rune, and creates a glyph of power on that surface. While standing within 5 feet of this glyph, you can cast runic spells on the same turn you invoke a rune. In addition, if another creature steps within 5 feet this spot, you can use your reaction to cast a spell at the creature. The spell must have a casting time of 1 action and must target only that creature.

Decipher

At 11th level, you gain the ability to read all writing, as your experience with glyphs and sigils becomes second nature.

In addition, when you read and activate a spell scroll, the spell is considered a mage-errant spell for you.

Runic Offense

Also starting at 11th level, you can make attacks using your invoked rune. As a bonus action, you project the rune forward in front of you and make a melee spell attack against a creature within 30 feet. On hit, the effect of each rune is described below.

Terra. The target takes 2d8 bludgeoning damage, and is knocked prone.

Ventus. The target takes 4d4 slashing damage, and becomes deafened until the start of its turn.

Fluctus. The target takes 3d6 piercing damage, and their first weapon attack before the end of their next turn is made with disadvantage.

Inscribe Ally

Starting at 15th level, you can leave an image of your invoked glyph on an ally. As an action, you touch a friendly creature and the image of your invoked glyph becomes visible on their body. This effect lasts for 1 minute, or until you dismiss your glyph, invoke a different glyph, or inscribe another ally. It also ends immediately if you are ever more than 60 feet apart from one another.

The target gains resistance to all damage. Also, each time it takes damage, you take the same amount of damage. In addition, as an action you can swap places with that creature if it is willing.

Glyph Mastery

At 20th level, you've learned to manifest all glyphs in a limited fashion. As a bonus action, you can manifest all three glyphs at once. They appear as glowing symbols that circle your wrist. For the next minute, you know all spells from the Runic spell lists and gain the benefits of having all three glyphs invoked. These glyphs are dismissed early if you become incapacitated, or if you use your Glyph Marker feature.

Once you use this feature, you must finish a long rest before you can do so again.

MAGE ERRANT (v1.2 - 2019-03-31)

This document contains the Mage-Errant class by Vorpal Dice Press. You can reach VDP in the following ways:

- **e-mail**: *vorpaldicepress@gmail.com*
- **twitter**: *@vorpaldicepress*
- **Discord of Many Things**: *discord share link*

Cover Art - Female Mage © Rian Trost

Some artwork © Dean Spencer, used with permission.

MAGE-ERRANT MULTICLASSING

Multiclassing Prerequisites

A Strength or Dexterity score of 13 or higher, and an Intelligence score of 13 or higher.

Multiclassing Proficiencies

Light armor, simple weapons, and one skill from the mage-errant skill list.

MAGE-ERRANT SPELL LIST

Cantrips

- Acid Splash
- Chill Touch
- Fire Bolt
- Light
- Mending
- Message
- Poison Spray
- Prestidigitation
- Ray of Frost
- Shocking Grasp
- True Strike

1st Level

- Burning Hands
- Color Spray
- Comprehend Languages
- Detect Magic
- Disguise Self
- Expeditious Retreat
- False Life
- Feather Fall
- Fog Cloud
- Grease
- Illusory Script
- Jump
- Longstrider
- Magic Missile
- Protection from Evil and Good
- Shield
- Sleep
- Thunderwave

2nd Level

- Acid Arrow
- Alter Self
- Arcane Lock
- Blindness/Deafness
- Blur
- Continual Flame
- Darkness
- Darkvision
- Detect Thoughts
- Enlarge/Reduce
- Flaming Sphere
- Gust of Wind
- Invisibility
- Locate Object
- Magic Weapon
- Mirror Image
- Ray of Enfeeblement
- Scorching Ray
- See Invisibility
- Shatter
- Spider Climb

3rd Level

- Bestow Curse
- Blink
- Counterspell
- Dispel Magic
- Fear
- Fireball
- Fly
- Gaseous Form
- Hypnotic Pattern
- Lightning Bolt
- Major Image
- Nondetection
- Phantom Steed
- Protection from Energy
- Sleet Storm
- Slow
- Stinking Cloud
- Tongues
- Vampiric Touch
- Water Breathing

4th Level

- Arcane Eye
- Blight
- Confusion
- Control Water
- Dimension Door
- Fire Shield
- Hallucinatory Terrain
- Ice Storm
- Locate Creature
- Phantasmal Killer
- Resilient Sphere
- Stoneskin
- Wall of Fire

5th Level

- Cloudkill
- Cone of Cold
- Conjure Elemental
- Contact Other Plane
- Dream
- Hold Monster
- Legend Lore
- Mislead
- Passwall
- Planar Binding
- Seeming
- Wall of Stone

Armor of Ice

2nd-level abjuration

Casting Time: 1 action
Range: Self
Components: V, S
Duration: 10 minutes
Classes: Druid, Sorcerer, Warden, Mage-Errant (glyph)

Your body becomes encased in a thick layer of ice, with fractal protrusions that extend outwards and end in sharp spikes. Until the spell ends, your AC can't be less than 15, regardless of what kind of armor you are wearing, and your speed is reduced by 10 feet. Whenever a creature within 5 feet of you hits you with a melee attack, it takes 1d4 piercing and 1d4 cold damage.

As a bonus action on your turn, you can choose to end this spell early.

Entomb

1st-level evocation

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (an ounce of water or ice)
Duration: Concentration, up to 1 minute
Classes: Bard, Druid, Sorcerer, Mage-Errant (glyph), Warden (sage)

You place the water to your lips and blow gently towards a creature within range of the spell. The target must make a Strength saving throw. On a failed save, the target gains one level of entomb. The table below describes the effect at each level.

Level	Effect
1	Speed halved
2	Speed reduced to 0
3+	Incapacitated

While you maintain concentration on this spell, you can use your action to attempt to deepen the freeze. Each time you do, the target must make another Strength saving throw. On a failed save, the target gains one level of entomb.

A creature who takes damage while incapacitated by this spell shatters, taking an additional 2d6 cold damage and reducing its entomb level to 0, ending the spell immediately.

As an action on the creature's turn, it can attempt to shake free of the effect by making a Strength saving throw. On a successful save, it loses a level of entomb. If the creature ever has no levels of entomb, the spell immediately ends.

Grasping Earth

2nd-level conjuration

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 minute
Classes: Druid, Ranger, Sorcerer, Mage-Errant (glyph), Warden (guardian)

Choose a point on the ground within range of the spell. The ground becomes enchanted with conjuration magic, and subtly shifts and swirls. If a creature moves within 5 feet of this point, you can use your reaction to have the ground reach up and pull them into it. The target must make a Strength saving throw, and makes this save with disadvantage if it was directly on top of the chosen spot. On a failed save, the creature is restrained and takes 2d8 bludgeoning damage.

At the start of each of its turns, the creature can make another Strength saving throw to break free of grasp, ending it early on a success.

On your turn, you can use your action to pull a restrained creature further in. The target takes another 2d8 bludgeoning damage.

If the target dies, breaks free, or is otherwise released from the grasp (no action required by you to release the creature), the effect persists.

Lightning Recoil

5th-level evocation

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute
Classes: Druid, Sorcerer, Warden, Wizard, Mage-Errant (glyph)

A cloud forms above you, striking you with harmless lightning that creates a charge within your body. Each creature who starts their turn within 5 feet of you, or moves to within 5 feet of you for the first time on their turn, must make a Constitution saving throw. On a failed save, they take 5d10 lightning damage and are stunned until the end of their turn. On a successful save, they become immune to this effect for 1 minute.

Sleeting Slice

2nd-level conjuration

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute
Classes: Druid, Ranger, Sorcerer, Warden, Mage-Errant (glyph)

You extract the water from the air, forming a blade of snow and ice, frozen to your hand. When you cast this spell, and then as an action on each of your turns until the spell ends, you can use this weapon to make a melee spell attack against a creature within 5 feet. On hit, the blade shatters and your concentration ends. The initial target takes 1d6 slashing and 2d6 cold damage. In addition, each creature within 5 feet of the target (excluding you) must make a Dexterity saving throw or take 1d6 piercing and 2d6 cold damage.

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