

Wizard

A Scholarly Magic-User of Arcane Power

Wizards are defined by their exhaustive study of magic's inner workings. They cast spells of explosive fire, arcing lightning, subtle deception, and spectacular transformations. Their magic conjures monsters from other planes of existence, glimpses the future, or forms protective barriers. Their mightiest spells change one substance into another, call meteors from the sky, or open portals to other worlds.

Most Wizards share a scholarly approach to magic. They examine the theoretical underpinnings of magic, particularly the categorization of spells into schools of magic. Renowned Wizards such as Bigby, Tasha,

Mordenkainen, and Yolande have built on their studies to invent iconic spells now used across the multiverse.

The closest a Wizard is likely to come to an ordinary life is working as a sage or lecturer. Other Wizards sell their services as advisers, serve in military forces, or pursue lives of crime or domination.

But the lure of knowledge calls even the most unadventurous Wizards from the safety of their libraries and laboratories and into crumbling ruins and lost cities. Most Wizards believe that their counterparts in ancient civilizations knew secrets of magic that have been lost to the ages, and discovering those secrets could unlock the path to a power greater than any magic available in the present age.

Primary Ability: Intelligence

Hit Point Die: D6 per Wizard level

Saving Throw Proficiencies: Intelligence and Wisdom

Skill Proficiencies: Choose 2: Arcana, History, Insight, Investigation, Medicine, Nature, or Religion

Weapon Proficiencies: Simple weapons

Armor Training: None

Starting Equipment (Choose A or B):

- **A:** 2 Daggers, Arcane Focus (Quarterstaff), Robe, Spellbook, Scholar's Pack, and 5 GP
- **B:** 55 GP

As a Level 1 Character:

- Gain all the traits in the Core Wizard Traits table.
- Gain the Wizard's level 1 features, which are listed in the Wizard Features table.

As a Multiclass Character:

- Gain the Hit Point Die from the Core Wizard Traits table.
- Gain the Wizard's level 1 features, which are listed in the Wizard Features table. See the multiclassing rules in chapter 2 to determine your available spell slots.

Arcane Recovery (Level 1)

You can regain some of your magical energy by studying your spellbook. When you finish a Short Rest, you can choose expended spell slots to recover. The spell slots can have a combined level equal to no more than half your Wizard level (round up), and none of the slots can be level 6 or higher. For example, if you're a level 4 Wizard, you can recover up to two levels' worth of spell slots, regaining either one level 2 spell slot or two level 1 spell slots.

Once you use this feature, you can't do so again until you finish a Long Rest.



Wizard Features		
Level	Proficiency Bonus	Class Features
1 st	2	Spellcasting, Ritual Adept, Arcane Recovery
2 nd	2	Scholar
3 rd	2	Wizard Subclass
4 th	2	Ability Score Improvement
5 th	3	Memorize Spell
6 th	3	Subclass Feature
7 th	3	-
8 th	3	Ability Score Improvement
9 th	4	-
10 th	4	Subclass Feature
11 th	4	-
12 th	4	Ability Score Improvement
13 th	5	-
14 th	5	Subclass Feature
15 th	5	-
16 th	5	Ability Score Improvement
17 th	6	-
18 th	6	Spell Mastery
19 th	6	Epic Boon
20 th	6	Signature Spells

Spellcasting (Level 1)

As a student of arcane magic, you have learned to cast spells. See chapter 7 for the rules on spellcasting. The information below details how you use those rules with Wizard spells, which appear in the Wizard spell list later in the class's description.

Cantrips: You know three Wizard cantrips of your choice. Light, Mage Hand, and Ray of Frost are recommended. Whenever you finish a Long Rest, you can replace one of your cantrips from this feature with another Wizard cantrip of your choice.

When you reach Wizard levels 4 and 10, you learn another Wizard cantrip of your choice, as shown in the Cantrips column of the Wizard Features table.

Spellbook: Your wizardly apprenticeship culminated in the creation of a unique book: your spellbook. It is a Tiny object that weighs 3 pounds, contains 100 pages, and can be read only by you or someone casting Identify. You determine the book's appearance and materials, such as a gilt-edged tome or a collection of vellum bound with twine.

The book contains the level 1+ spells you know. It starts with six level 1 Wizard spells of your choice. Detect Magic, Feather Fall, Mage Armor, Magic Missile, Sleep, and Thunderwave are recommended.

Whenever you gain a Wizard level after 1, add two Wizard spells of your choice to your spellbook. Each of these spells must be of a level for which you have spell slots, as shown in the Wizard Features table. The spells are the culmination of arcane research you do regularly.

			Spell Slots per Spell Level								
Level	Cantrips	Prepared Spells	1	2	3	4	5	6	7	8	9
1	3	4	2	-	-	-	-	-	-	-	-
2	3	5	3	-	-	-	-	-	-	-	-
3	3	6	4	2	-	-	-	-	-	-	-
4	4	7	4	3	-	-	-	-	-	-	-
5	4	9	4	3	2	-	-	-	-	-	-
6	4	10	4	3	3	-	-	-	-	-	-
7	4	11	4	3	3	1	-	-	-	-	-
8	4	12	4	3	3	2	-	-	-	-	-
9	4	14	4	3	3	3	1	-	-	-	-
10	5	15	4	3	3	3	2	-	-	-	-
11	5	16	4	3	3	3	2	1	-	-	-
12	5	16	4	3	3	3	2	1	-	-	-
13	5	17	4	3	3	3	2	1	1	-	-
14	5	18	4	3	3	3	2	1	1	-	-
15	5	19	4	3	3	3	2	1	1	1	-
16	5	21	4	3	3	3	2	1	1	1	-
17	5	22	4	3	3	3	2	1	1	1	1
18	5	23	4	3	3	3	3	1	1	1	1
19	5	24	4	3	3	3	3	2	1	1	1
20	5	25	4	3	3	3	3	2	2	1	1

Spell Slots: The Wizard Features table shows how many spell slots you have to cast your level 1+ spells. You regain all expended slots when you finish a Long Rest.

Prepared Spells of Level 1+: You prepare the list of level 1+ spells that are available for you to cast with this feature. To do so, choose four spells from your spellbook. The chosen spells must be of a level for which you have spell slots.

The number of spells on your list increases as you gain Wizard levels, as shown in the Prepared Spells column of the Wizard Features table. Whenever that number increases, choose additional Wizard spells until the number of spells on your list matches the number in the table. The chosen spells must be of a level for which you have spell slots. For example, if you're a level 3 Wizard, your list of prepared spells can include six spells of levels 1 and 2 in any combination, chosen from your spellbook. If another Wizard feature gives you spells that you always have prepared, those spells don't count against the number of spells you can prepare with this feature, but those spells otherwise count as Wizard spells for you.

Changing Your Prepared Spells: Whenever you finish a Long Rest, you can change your list of prepared spells, replacing any of the spells there with spells from your spellbook.

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

Spellcasting Focus: You can use an Arcane Focus or your spellbook as a Spellcasting Focus for your Wizard spells.

Ritual Adept (Level 1)

You can cast any spell as a Ritual if that spell has the Ritual tag and the spell is in your spellbook. You needn't have the spell prepared, but you must read from the book to cast a spell in this way.

Scholar (Level 2)

While studying magic, you also specialized in another field of study. Choose one of the following skills in which you have proficiency: Arcana, History, Investigation, Medicine, Nature, or Religion. You have Expertise in the chosen skill.

Wizard Subclass (Level 3)

You gain a Wizard subclass of your choice. The Abjurer, Diviner, Evoker, and Illusionist subclasses are detailed after this class's description. A subclass is a specialization that grants you features at certain Wizard levels. For the rest of your career, you gain each of your subclass's features that are of your Wizard level or lower.

Ability Score Improvement (Level 4)

You gain the Ability Score Improvement feat (see chapter 5) or another feat of your choice for which you qualify. You gain this feature again at Wizard levels 8, 12, and 16.

Memorize Spell (Level 5)

Whenever you finish a Short Rest, you can study your spellbook and replace one of the level 1+ Wizard spells you have prepared for your Spellcasting feature with another level 1+ spell from the book.

Spell Mastery (Level 18)

You have achieved such mastery over certain spells that you can cast them at will. Choose a level 1 and a level 2 spell in your spellbook that have a casting time of an action. You always have those spells prepared, and you can cast them at their lowest level without expending a spell slot. To cast either spell at a higher level, you must expend a spell slot.

Whenever you finish a Long Rest, you can study your spellbook and replace one of those spells with an eligible spell of the same level from the book.

Epic Boon (Level 19)

You gain an Epic Boon feat (see chapter 5) or another feat of your choice for which you qualify. Boon of Spell Recall is recommended.

Signature Spells (Level 20)

Choose two level 3 spells in your spellbook as your signature spells. You always have these spells prepared, and you can cast each of them once at level 3 without expending a spell slot. When you do so, you can't cast them in this way again until you finish a Short or Long Rest. To cast either spell at a higher level, you must expend a spell slot.

Arcane Traditions (Subclasses)

Abjurer *(2024 Player's Handbook)*



Shield Companions and Banish Foes.

Your study of magic is focused on spells that block, banish, or protect—ending harmful effects, banishing evil influences, and protecting the weak. Abjurers are sought when baleful spirits require exorcism, when locations must be guarded against magical spying, and when portals to other planes of existence must be closed. Adventuring parties value Abjurers for the protection they provide against a variety of hostile magic and other attacks.

Abjuration Savant (Level 3)

Choose two Wizard spells from the Abjuration school, each of which must be no higher than level 2, and add them to your spellbook for free.

In addition, whenever you gain access to a new level of spell slots in this class, you can add one Wizard spell from the Abjuration school to your spellbook for free. The chosen spell must be of a level for which you have spell slots.

Arcane Ward (Level 3)

You can weave magic around yourself for protection. When you cast an Abjuration spell with a spell slot, you can simultaneously use a strand of the spell's magic to create a magical ward on yourself that lasts until you finish a Long Rest. The ward has a Hit Point maximum equal to twice your Wizard level plus your Intelligence modifier. Whenever you take damage, the ward takes the damage instead, and if you have any Resistances or Vulnerabilities, apply them before reducing the ward's Hit Points. If the damage reduces the ward to 0 Hit Points, you take any remaining damage. While the ward has 0 Hit Points, it can't absorb damage, but its magic remains.

Whenever you cast an Abjuration spell with a spell slot, the ward regains a number of Hit Points equal to twice the level of the spell slot. Alternatively, as a Bonus Action, you can expend a spell slot, and the ward regains a number of Hit Points equal to twice the level of the spell slot expended.

Once you create the ward, you can't create it again until you finish a Long Rest.

Spell Breaker (Level 10)

You always have the Counterspell and Dispel Magic spells prepared. In addition, you can cast Dispel Magic as a Bonus Action, and you can add your Proficiency Bonus to its ability check.

When you cast either spell with a spell slot, that slot isn't expended if the spell fails to stop a spell.

Spell Resistance (Level 14)

You have Advantage on saving throws against spells, and you have Resistance to the damage of spells.

Bladesinging *(Sword Coast Adventurer's Guide, Tasha's Cauldron of Everything)*

Bladesingers master a tradition of wizardry that incorporates swordplay and dance. Originally created by elves, this tradition has been adopted by non-elf practitioners, who honor and expand on the elven ways.

In combat, a bladesinger uses a series of intricate, elegant maneuvers that fend off harm and allow the bladesinger to channel magic into devastating attacks and a cunning defense. Many who have observed a bladesinger at work remember the display as one of the more beautiful experiences in their life, a glorious dance accompanied by a singing blade.



Training in War and Song (Level 3)

When you adopt this tradition at 3rd level, you gain proficiency with light armor, and you gain proficiency with one type of one-handed melee weapon of your choice. You also gain proficiency in the Performance skill if you don't already have it.

Bladesong (Level 3)

Starting at 2nd level, you can invoke an elven magic called the Bladesong, provided that you aren't wearing medium or heavy armor or using a shield. It graces you with supernatural speed, agility, and focus.

You can use a bonus action to start the Bladesong, which lasts for 1 minute. It ends early if you are incapacitated, if you don medium or heavy armor or a shield, or if you use two hands to make an attack with a weapon. You can also dismiss the Bladesong at any time (no action required).

While your Bladesong is active, you gain the following benefits:

- You gain a bonus to your AC equal to your Intelligence modifier (minimum of +1)
- Your walking speed increases by 10 feet.
- You have advantage on Dexterity (Acrobatics) checks.
- You gain a bonus to any Constitution saving throw you make to maintain your concentration on a spell. The bonus equals your Intelligence modifier (minimum of +1).

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses of it when you finish a long rest.

Extra Attack (Level 6)

Starting at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. Moreover, you can cast one of your cantrips in place of one of those attacks.

Song of Defense (Level 10)

Beginning at 10th level, you can direct your magic to absorb damage while your Bladesong is active. When you take damage, you can use your reaction to expend one spell slot and reduce that damage to you by an amount equal to five times the spell slot's level.

Song of Victory (Level 14)

Starting at 14th level, you can add your Intelligence modifier (minimum of +1) to the damage of your melee weapon attacks while your Bladesong is active.

Cantrip Adept **(Tome of Heroes)**



It's easy to dismiss the humble cantrip as nothing more than an unsophisticated spell practiced by hedge wizards that proper mages need not focus on. But clever and cautious wizards sometimes specialize in such spells because while other mages fret when they're depleted of arcane resources, Cantrip Adepts hardly even notice ... and at their command, the cantrips are not so humble.

Cantrip Polymath (Level 3)

At 3rd level, you gain two cantrips of your choice from any spell list.

For you, these cantrips count as wizard cantrips and don't count against the number of cantrips you know. In addition, any cantrip you learn or can cast from any other source, such as from a racial trait or feat, counts as a wizard cantrip for you.

Arcane Alacrity (Level 3)

Also at 3rd level, whenever you cast a wizard cantrip that has a casting time of an action, you can change the casting time to a bonus action for that casting. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses of it when you finish a long rest.

When you reach 10th level in this class, you regain all expended uses of this feature when you finish a short or long rest.

Potent Spellcasting (Level 6)

Starting at 6th level, you can add your Intelligence modifier to one damage roll of any wizard cantrip you can cast.

Adroit Caster (Level 10)

Starting at 10th level, if you cast a cantrip that doesn't deal damage or a cantrip that has an effect in addition to damage, such as the speed reduction of the ray of frost spell, that cantrip or effect has twice the normal duration.

Empowered Cantrips (Level 14)

Starting at 14th level, once per turn, when you cast a wizard cantrip that deals damage, you can deal maximum damage with that spell. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses of it when you finish a long rest.

Courser Mage **(Tome of Heroes)**

A tradition more focused on stalking prey than reading dozens of books, courser mages generally choose more subtle spells that aid in finding or hiding from their enemies. They learn to imbue their arrows with spell energy to deliver more deadly shots.

Stalking Savant (Level 3)

At 3rd level, you gain proficiency with longbows and shortbows, and you gain proficiency in the Stealth skill. In addition, you can still perform the somatic components of wizard spells even when you have a longbow or shortbow in one or both hands.

Unseen Assailant (Level 3)

Starting at 3rd level, as a bonus action, you can choose a target you can see within 60 feet of you

and become invisible to that target until the start of your next turn. Once the effect ends, you can't use this feature on that target again until you finish a long rest.

Spell Arrow (Level 6)

Beginning at 6th level, you can imbue an arrow you fire from a longbow or shortbow with magical energy. As a bonus action, you can expend a 1st-level spell slot to cause the next arrow you fire to magically deal an extra 2d4 force damage to the target on a hit. If you expend a spell slot of 2nd level or higher, the extra damage increases by 1d4 for each slot level above 1st.

Pinpoint Weakness (Level 10)

At 10th level, when you hit a creature with an arrow imbued by your Spell Arrow feature, your next ranged weapon attack against that creature has advantage.

Multitudinous Arrows (Level 14)

Starting at 14th level, you can attack twice, instead of once, whenever you take the Attack action with a longbow or shortbow on your turn. If you use your Spell Arrow feature, you can imbue both arrows with arcane power by expending one spell slot. If you imbue two arrows with this feature, you can't cast spells other than cantrips until the end of your next turn.

Diviner *(2024 Player's Handbook)*



Learn the Secrets of the Multiverse.

The counsel of a Diviner is sought by those who want a clearer understanding of the past, present, and future. As a Diviner, you strive to part the veils of space, time, and consciousness. You work to master spells of discernment, remote viewing, supernatural knowledge, and foresight.

Divination Savant (Level 3)

Choose two Wizard spells from the Divination school, each of which must be no higher than level 2, and add them to your spellbook for free.

In addition, whenever you gain access to a new level of spell slots in this class, you can add one Wizard spell from the Divination school to your spellbook for free. The chosen spell must be of a level for which you have spell slots.

Portent (Level 3)

Glimpses of the future begin to press on your awareness. Whenever you finish a Long Rest, roll two d20s and record the numbers rolled. You can replace any D20 Test made by you or a creature that you can see with one of these foretelling rolls. You must choose to do so before the roll, and you can replace a roll in this way only once per turn.

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

Expert Divination (Level 6)

you finish a Long Rest, roll two d20s and record the numbers rolled. You can replace any D20 Test made by you or a creature that you can see with one of these foretelling rolls. You must choose to

do so before the roll, and you can replace a roll in this way only once per turn.

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

The Third Eye (Level 10)

You can increase your powers of perception. As a Bonus Action, choose one of the following benefits, which lasts until you start a Short or Long Rest. You can't use this feature again until you finish a Short or Long Rest:

- **Darkvision:** You gain Darkvision with a range of 120 feet.
- **Greater Comprehension:** You can read any language.
- **See Invisibility:** You can cast See Invisibility without expending a spell slot.

Greater Portent (Level 14)

The visions in your dreams intensify and paint a more accurate picture in your mind of what is to come. Roll three d20s for your Portent feature rather than two.

Evoker (2024 Player's Handbook)

Create Explosive Elemental Effects.

Your studies focus on magic that creates powerful elemental effects such as bitter cold, searing flame, rolling thunder, crackling lightning, and burning acid. Some Evokers find employment in military forces, serving as artillery to blast armies from afar. Others use their power to protect others, while some seek their own gain.

Evocation Savant (Level 3)

Choose two Wizard spells from the Evocation school, each of which must be no higher than level 2, and add them to your spellbook for free.

In addition, whenever you gain access to a new level of spell slots in this class, you can add one Wizard spell from the Evocation school to your spellbook for free. The chosen spell must be of a level for which you have spell slots.

Potent Cantrip (Level 3)

Your damaging cantrips affect even creatures that avoid the brunt of the effect. When you cast a cantrip at a creature and you miss with the attack roll or the target succeeds on a saving throw against the cantrip, the target takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

Sculpt Spells (Level 6)

You can create pockets of relative safety within the effects of your evocations. When you cast an Evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1 plus the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

Empowered Evocation (Level 10)

Whenever you cast a Wizard spell from the Evocation school, you can add your Intelligence



modifier to one damage roll of that spell.

Overchannel (Level 14)

You can increase the power of your spells. When you cast a Wizard spell with a spell slot of levels 1-5 that deals damage, you can deal maximum damage with that spell on the turn you cast it.

The first time you do so, you suffer no adverse effect. If you use this feature again before you finish a Long Rest, you take 2d12 Necrotic damage for each level of the spell slot immediately after you cast it. This damage ignores Resistance and Immunity.

Each time you use this feature again before finishing a Long Rest, the Necrotic damage per spell level increases by 1d12.

Familiar Master **(Tome of Heroes)**

Each wizard has a strong connection with their familiar, but some mages eschew specializing in a school of magic in favor of forming a powerful bond with a familiar. This bond allows the two to work in tandem in ways that few arcane practitioners could even dream of. Those who encounter such a familiar never look at a rodent or bird the same way again.

Familiar Savant (Level 3)

Beginning when you select this arcane tradition at 3rd level, you learn the Find Familiar spell if you don't know it already. You innately know this spell and don't need to have it scribed in your spellbook or prepared in order to cast it. When you cast find familiar, the casting time is 1 action, and it requires no material components.

You can cast find familiar without expending a spell slot. You can do so a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

In addition, when you cast the Find Familiar spell, you can choose for your familiar to take the form of any Small or smaller beast that is CR 1/4 or lower, such as a flying snake, giant moth (see Creature Codex), or giant armadillo (see Tome of Beasts 2). The familiar has the statistics of the chosen beast form, but it is a celestial, fey, or fiend (your choice) instead of a beast.

When you reach 6th level in this class, your familiar can take the form of any Small or smaller beast that is CR 1 or lower. Alternatively, at the GM's discretion, your familiar can be any Tiny celestial, dragon, fey, or fiend that is CR 1 or lower.

Greater Familiar (Level 3)

Also at 3rd level, when you cast find familiar, your familiar gains the following additional benefits:

- Your familiar adds your proficiency bonus to its Armor Class, and it uses your proficiency bonus in place of its own when making ability checks and saving throws. It is proficient in any saving throw in which you are proficient.
- Your familiar's hit points equal its normal hit point maximum or 1 + your Intelligence modifier + three times your wizard level, whichever is higher. It has a number of Hit Dice (d4s) equal to your wizard level.
- In combat, your familiar shares your initiative and takes its turn immediately after yours. It can move and use its reaction on its own, but, if you don't issue any commands to it, the only action it takes is the Dodge action. You can use your bonus action to direct it to take any action in its stat block or some other action. If you are incapacitated, the familiar can

take any action of its choice, not just Dodge.

- Your familiar's attacks are enhanced by the magic bond you share with it. When making attack rolls, your familiar uses your spell attack bonus or its normal attack bonus, whichever is higher. In addition, when your familiar hits with an attack, the attack deals force damage equal to 1d4 + its Strength or Dexterity modifier (your choice) + your proficiency bonus instead of its normal damage. If the familiar's attack normally deals additional damage, such as a flying snake's poison, or has an additional effect, such as an octopus's grapple, the familiar's attack still has that additional damage or effect.
- Your familiar's Intelligence increases to 8 unless it is already higher. It can understand and speak Common and either Celestial (if celestial), Sylvan (if fey), or Abyssal or Infernal (if fiend).

Strengthen Bond (Level 6)

Starting at 6th level, your magical bond with your familiar grows stronger. If your familiar has a trait or action that forces a creature to make a saving throw, it uses your spell save DC. In addition, you can access your familiar's senses by using either an action or a bonus action, and whenever your familiar is within 100 feet of you, it can expend its reaction to deliver any wizard spell you cast. If the spell has a range of 5 feet or more, you must be sharing your familiar's senses before casting the spell. If the spell requires an attack roll, ability check, or saving throw, you use your own statistics to adjudicate the result.

Arcane Amplification (Level 10)

Starting at 10th level, you can add your Intelligence modifier to one damage roll of any wizard spell you cast through your familiar. In addition, your familiar has advantage on saving throws against spells and other magical effects.

Companion Concentration (Level 14)

Starting at 14th level, when you are concentrating on a spell of 3rd level or lower, you can use an action to draw on your connection with your familiar to pass the burden of concentration onto it, freeing you up to concentrate on a different spell. You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Gravebinding **(Tome of Heroes)**

While most wizards who desire power over the dead focus their efforts on necromancy, there are other, rarer, paths one can choose. Gravebinders focus their efforts on safeguarding tombs and graveyards to ensure the dead remain at rest and the living remain safe from the dead. When undead rise to prey upon the living, a gravebinder hunts down the abominations and returns them to their eternal slumber.

Restriction: The Dead Must Rest (Level 3)

When you choose this wizard arcane tradition, you can no longer cast spells that animate, conjure, or create undead, and, if any such spells are copied in your spellbook, they fade from the book within 24 hours, leaving blank pages where the spells were.

Gravebinder Lore (Level 3)

At 3rd level, you can use an action to inscribe a small rune on a corpse. While this rune remains, the corpse can't become undead. You



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

In addition, you have proficiency in the Religion skill if you don't already have it, and you have advantage on Intelligence (Religion) checks made to recall lore about deities of death, burial practices, and the afterlife.

Hunter of the Dead (Level 3)

Starting at 3rd level, you gain access to spells passed down by generations of gravebinders. The heart to heart, dead walking, gird the spirit, life from death (5th), and lay to rest (9th) spells are wizard spells for you, and you add them to your spellbook at the indicated wizard levels (see the Magic and Spells chapter for details on these spells). Once you gain access to one of these spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day.

Also at 3rd level, you can use your action and expend one wizard spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether undead are present within 1 mile of you. You know the general direction of the undead creatures, though not their exact locations or numbers, and you know the direction of the most powerful undead within range.

Ward Against the Risen (Level 6)

Starting at 6th level, when an undead creature you can see within 30 feet of you targets an ally with an attack or spell, you can use your reaction to hamper the attack or spell. The undead has disadvantage on its attack roll or your ally has advantage on its saving throw against the undead's spell. You can use this feature a number of times equal to your Intelligence modifier (a minimum of once). You regain all expended uses when you finish a long rest.

Disruptive Touch (Level 10)

Beginning at 10th level, when an undead creature takes damage from a 1st-level or higher spell you cast, it takes an extra 4d6 radiant damage. Undead creatures you kill using this feature are destroyed in a puff of golden motes.

Radiant Nimbus (Level 14)

At 14th level, you can use your action to envelope yourself in a shroud of golden flames for 1 minute. While enveloped, you gain the following benefits:

- When you summon the flames and as an action on each of your turns while the flames are active, you can frighten undead within 30 feet of you. Each undead creature in the area must succeed on a Wisdom saving throw or be frightened of you until the flames fade or until it takes damage. An undead creature with sunlight sensitivity (or hypersensitivity, in the case of vampires) also takes 4d6 radiant damage if it fails the saving throw.
- You shed bright light in a 30-foot radius and dim light for an additional 30 feet. This light is sunlight.
- When an undead creature hits you with a melee weapon attack, it takes 2d10 radiant damage. Once you use this feature, you can't use it again until you finish a long rest.

Illusionist *(2024 Player's Handbook)*

Weave Subtle Spells of Deception.

You specialize in magic that dazzles the senses and tricks the mind, and the illusions you craft



make the impossible seem real.

Illusion Savant (Level 3)

Choose two Wizard spells from the Illusion school, each of which must be no higher than level 2, and add them to your spellbook for free.

In addition, whenever you gain access to a new level of spell slots in this class, you can add one Wizard spell from the Illusion school to your spellbook for free. The chosen spell must be of a level for which you have spell slots.

Improved Illusions (Level 3)

You can cast Illusion spells without providing Verbal components, and if an Illusion spell you cast has a range of 10+ feet, the range increases by 60 feet.

You also know the Minor Illusion cantrip. If you already know it, you learn a different Wizard cantrip of your choice. The cantrip doesn't count against your number of cantrips known. You can create both a sound and an image with a single casting of Minor Illusion, and you can cast it as a Bonus Action.

Phantasmal Creatures (Level 6)

You always have the Summon Beast and Summon Fey spells prepared. Whenever you cast either spell, you can change its school to Illusion, which causes the summoned creature to appear spectral. You can cast the Illusion version of each spell without expending a spell slot, but casting it without a slot halves the creature's Hit Points. Once you cast either spell without a spell slot, you must finish a Long Rest before you can cast the spell in that way again.

Illusory Self (Level 10)

When a creature hits you with an attack roll, you can take a Reaction to interpose an illusory duplicate of yourself between the attacker and yourself. The attack automatically misses you, then the illusion dissipates.

Once you use this feature, you can't use it again until you finish a Short or Long Rest. You can also restore your use of it by expending a level 2+ spell slot (no action required).

Illusory Reality (Level 14)

You have learned to weave shadow magic into your illusions to give them a semi-reality. When you cast an Illusion spell with a spell slot, you can choose one inanimate, nonmagical object that is part of the illusion and make that object real. You can do this on your turn as a Bonus Action while the spell is ongoing. The object remains real for 1 minute, during which it can't deal damage or give any conditions. For example, you can create an illusion of a bridge over a chasm and then make it real and cross it.

Order of Scribes *(Tasha's Cauldron of Everything)*

Magic of the book—that's what many folk call wizardry. The name is apt, given how much time wizards spend poring over tomes and penning theories about the nature of magic. It's rare to see wizards traveling without books and scrolls sprouting from their bags, and a wizard would go to great lengths to plumb an archive of ancient knowledge.

Among wizards, the Order of Scribes is the most bookish. It takes many forms in different worlds, but its primary mission is the same everywhere: recording magical discoveries so that wizardry can flourish. And while all wizards value spellbooks, a wizard in the Order of Scribes magically awakens their book, turning it into a trusted companion. All wizards study books, but a wizardly scribe talks to theirs!



Wizardly Quill (Level 3)

As a bonus action, you can magically create a Tiny quill in your free hand. The magic quill has the following properties:

- The quill doesn't require ink. When you write with it, it produces ink in a color of your choice on the writing surface.
- The time you must spend to copy a spell into your spell book equals 2 minutes per spell level if you use the quill for the transcription.
- You can erase anything you write with the quill if you wave the feather over the text as a bonus action, provided the text is within 5 feet of you.

This quill disappears if you create another one or if you die.

Awakened Spellbook (Level 3)

The Hunter in Darkness lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

The Hunter in Darkness Pact Boons (Level 3)

Using specially prepared inks and ancient incantations passed down by your wizardly order, you have awakened an arcane sentience within your spellbook. While you are holding the book, it grants you the following benefits:

- You can use the book as a spellcasting focus for your wizard spells.
- When you cast a wizard spell with a spell slot, you can temporarily replace its damage type with a type that appears in another spell in your spellbook, which magically alters the spell's formula for this casting only. The latter spell must be of the same level as the spell slot you expend.
- When you cast a wizard spell as a ritual, you can use the spell's normal casting time, rather than adding 10 minutes to it. Once you use this benefit, you can't do so again until you finish a long rest.

If necessary, you can replace the book over the course of a short rest by using your Wizardly Quill to write arcane sigils in a blank book or a magic spellbook to which you're attuned. At the end of the rest, your spellbook's consciousness is summoned into the new book, which the consciousness transforms into your spellbook, along with all its spells. If the previous book still existed somewhere, all the spells vanish from its pages.

Manifest Mind (Level 6)

You can conjure forth the mind of your Awakened Spellbook. As a bonus action while the book is on your person, you can cause the mind to manifest as a Tiny spectral object, hovering in an unoccupied space of your choice within 60 feet of you. The spectral mind is intangible and doesn't occupy its space, and it sheds dim light in a 10-foot radius. It looks like a ghostly tome, a cascade of text, or a scholar from the past (your choice).

While manifested, the spectral mind can hear and see, and it has darkvision with a range of 60 feet. The mind can telepathically share with you what it sees and hears (no action required).

Whenever you cast a wizard spell on your turn, you can cast it as if you were in the spectral mind's space, instead of your own, using its senses. You can do so a number of times per day equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

As a bonus action, you can cause the spectral mind to hover up to 30 feet to an unoccupied space that you or it can see. It can pass through creatures but not objects.

The spectral mind stops manifesting if it is ever more than 300 feet away from you, if someone casts Dispel Magic on it, if the Awakened Spellbook is destroyed, if you die, or if you dismiss the spectral mind as a bonus action.

Once you conjure the mind, you can't do so again until you finish a long rest, unless you expend a spell slot of any level to conjure it again.

Master Scriviner (Level 10)

Whenever you finish a long rest, you can create one magic scroll by touching your Wizardly Quill to a blank piece of paper or parchment and causing one spell from your Awakened Spellbook to be copied onto the scroll. The spellbook must be within 5 feet of you when you make the scroll.

The chosen spell must be of 1st or 2nd level and must have a casting time of 1 action. Once in the scroll, the spell's power is enhanced, counting as one level higher than normal. You can cast the spell from the scroll by reading it as an action. The scroll is unintelligible to anyone else, and the spell vanishes from the scroll when you cast it or when you finish your next long rest.

You are also adept at crafting spell scrolls, which are described in the treasure chapter of the Dungeon Master's Guide. The gold and time you must spend to make such a scroll are halved if you use your Wizardly Quill.

One with the Word (Level 14)

Your connection to your Awakened Spellbook has become so profound that your soul has become entwined with it. While the book is on your person, you have advantage on all Intelligence (Arcana) checks, as the spellbook helps you remember magical lore.

Moreover, if you take damage while your spellbook's mind is manifested, you can prevent all of that damage to you by using your reaction to dismiss the spectral mind, using its magic to save yourself. Then roll 3d6. The spellbook temporarily loses spells of your choice that have a combined spell level equal to that roll or higher. For example, if the roll's total is 9, spells vanish from the book that have a combined level of at least 9, which could mean one 9th-level spell, three 3rd-level spells, or some other combination. If there aren't enough spells in the book to cover this cost, you drop to 0 hit points.

Until you finish 1d6 long rests, you are incapable of casting the lost spells, even if you find them on a scroll or in another spellbook. After you finish the required number of rests, the spells reappear in the spell book.

Once you use this reaction, you can't do so again until you finish a long rest.

School of Black Powder **(Tome of Heroes)**



The school of black powder bridges magic and technology. Wizards of this school form a magical bond with a firearm, allowing them to channel their magic through the weapon to enhance its effects. Students go beyond simple offensive magics, using their black powder magic to great utility in aiding allies and hindering foes. Practitioners of this school refer to themselves as powdermancers, though many folk refer to all spellcasters with an affinity for firearms as “gun mages,” not fully understanding firearms or the differences between the various magical disciplines and styles that utilize them.

Gun Savant (Level 3)

When you select this school at 3rd level, you gain proficiency with simple firearms and with the musket (see the Adventuring Gear chapter for details on these weapons). When attacking with firearms, you can use your Intelligence modifier, instead of Dexterity, for the attack and damage rolls. You can use a firearm as a spellcasting focus. In addition, you gain proficiency with alchemist’s supplies or gunsmith’s tools (your choice).

Arcane Arms (Level 3)

Starting at 3rd level, you can imbue your firearm with arcane power to create minor magical effects. As an action, you can invoke one of the following effects, provided you have a gun in your hand. The effects created by this feature don’t cause the firearm to release an audible boom, but other attacks or effects from your firearm still create the sound. You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest:

- **Arcane Dusting:** You shoot a 15-foot cone of magical dust from the barrel of your firearm. Each creature or object in the area that is currently being affected by a spell, such as mage armor, or that is magical, such as bracers of archery, glows until the end of your next turn, shedding dim light in a 5-foot radius.
- **Flare:** You fire a bright ball of magical light from the barrel of your firearm. If fired into the air, the ball rises to a maximum height of 100 feet, unless stopped by an intervening obstacle, hovers until the end of your next turn, then falls slowly, reaching the ground by the end of the next round. The light extinguishes when it hits the ground. The flare can be seen up to 1 mile away in daylight or up to 5 miles in darkness. Alternatively, the flare can be fired up to 50 feet away in any other direction. Each creature within 5 feet of the path of the flare must succeed on a Dexterity saving throw against your spell save DC or have disadvantage on Wisdom (Perception) checks that rely on sight for 1 minute.
- **Lockbuster:** You fire a magical shot from your firearm at a lock within the weapon’s normal range. Make an attack roll with the firearm. If the result is equal to or exceeds the DC required to pick the lock, your shot destroys the lock. You have advantage on this attack roll if the lock is protected by magic, such as the arcane lock spell.
- **Smokescreen:** A cloud of smoke billows from your firearm, creating a 10-foot-radius sphere of smoke centered on you. The sphere spreads around corners, and its area is heavily obscured. The cloud lasts until the end of your next turn or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. When you reach 6th level, the sphere’s radius increases to 20 feet.
- **Starter’s Gun:** You discharge your firearm into the air. Each friendly creature of your choice within 30 feet of you has its speed increased by 10 feet until the start of your next turn. When you reach 10th level, each affected creature can also Dash as a bonus action on

its turn.

- **Tracer Shot:** You fire a ball of light at a creature you can see within 60 feet of you. Make a ranged attack with your firearm. On a hit, the attack deals damage as normal, and the target is outlined in light, as if affected by the faerie fire spell, until the start of your next turn. When you reach 10th level, the target is outlined in light for 1 minute.

Spell Shot (Level 6)

Starting at 6th level, when you cast a spell that requires a melee spell attack roll, you can instead project the spell through your firearm, using the firearm's normal range as the range of the spell. You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest. In addition, your attacks with a firearm count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Improved Arcane Arms (Level 10)

At 10th level, you are able to imbue your firearm with more powerful magical effects. When you use your Arcane Arms feature, you can choose one of the following effects instead. In addition, you can expend a spell slot of 2nd level or higher to regain a number of expended uses of your Arcane Arms feature equal to half the level of the spell slot:

- **False Shot:** You fire an illusory shot at a target within 30 feet, your weapon booming and smoking as if you had actually made an attack. The target must make a Wisdom saving throw against your spell save DC. On a failed save, the target is paralyzed with fear until the start of your next turn. On a successful save, the target is frightened of you until the start of your next turn.
- **Invigorating Burst:** You discharge your firearm into the air, dispersing a magical dust that settles around you. Each creature of your choice within 20 feet of you, including yourself, gains 2d4 temporary hit points for 1 hour.
- **Shot in the Arm:** As a bonus action, you can fire a crackling bolt of energy from your firearm at a friendly creature you can see within 60 feet of you. If the target is suffering from exhaustion, its level of exhaustion is reduced by 1. If not, the target gains 5 temporary hit points for 1 hour and has advantage on its next ability check, attack roll, or saving throw.
- **Warning Shot:** You fire a shot into the air, producing a magically enhanced, thunderous boom. Each creature of your choice that you can see within 30 feet of you becomes indifferent about creatures of your choice that it is hostile toward. This indifference lasts for 1 minute. It ends early if an affected target is attacked, is harmed by a spell, witnesses any of its allies being harmed, or if you use your firearm to invoke another Arcane Arms effect before the duration ends.

Hand Cannon (Level 14)

At 14th level, when you make a ranged attack roll with a firearm, you can expend a spell slot of 1st level or higher to imbue the firearm with great arcane power. If you do, you gain a bonus on the attack roll equal to the spell's level. If you hit the target, the force of the shot continues in a 30-foot line that is 5 feet wide directly away from you and originating from the target. Each creature in that line must make a Dexterity saving throw against your spell save DC.

On a failed save, a creature takes 1d6 force damage for each slot level of the spell expended. On a successful save, a creature takes half as much damage. This damage can experience bursts, as described in the gunpowder weapon property, but this effect counts as a single effect for the purposes of determining how many times the damage can burst, regardless of the number of targets affected.

School of Conjunction (2014 Player's Handbook)

As a conjurer, you favor spells that produce objects and creatures out of thin air. You can conjure billowing clouds of killing fog or summon creatures from elsewhere to fight on your behalf. As your mastery grows, you learn spells of transportation and can teleport yourself across vast distances, even to other planes of existence, in an instant.



Conjunction Savant (Level 3)

Beginning when you select this school at 3rd level, the gold and time you must spend to copy a Conjunction spell into your spellbook is halved.

Minor Conjunction (Level 3)

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

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

Benign Transportation (Level 6)

Starting at 6th level, you can use your action to teleport up to 30 feet to an unoccupied space that you can see. Alternatively, you can choose a space within range that is occupied by a Small or Medium creature. If that creature is willing, you both teleport, swapping places.

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

Focused Conjunction (Level 10)

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

Durable Summons (Level 14)

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

School of Enchantment (2014 Player's Handbook)

As a member of the School of Enchantment, you have honed your ability to magically entrance and beguile other people and monsters. Some enchanters are peacemakers who bewitch the violent to lay down their arms and charm the cruel into showing mercy. Others are tyrants who magically bind the unwilling into their service. Most enchanters fall somewhere in between.

Enchantment Savant (Level 3)

Beginning when you select this school at 3rd level, the gold and time you must spend to copy a

Enchantment spell into your spellbook is halved.



Hypnotic Gaze (Level 3)

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

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

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

Instinctive Charm (Level 6)

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

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

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

Split Enchantment (Level 10)

Starting at 10th level, when you cast an enchantment spell of 1st level or higher that targets only one creature, you can have it target a second creature.

Alter Memories (Level 14)

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

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

School of Liminality **(Tome of Heroes)**

Liminal spaces are spaces on the boundary, at the edge between what's real and what's unreal. A liminal space can be neither here nor there, and yet be both here and there at the same time. Stories of liminal spaces are common across cultures, though their true nature often isn't recognized by the uninitiated: the stranger who appears suddenly at a lonely crossroads, the troll that snatches at unwary travelers from a hiding spot beneath a bridge where no such hiding spot exists, the strangely familiar yet unsettlingly different scene that's sometimes glimpsed in a looking glass.

These are only the most obvious encounters with liminal spaces! Most liminalities are more easily overlooked, being as unconscious as the heartbeat between waking and sleeping, as fleeting as drawing in breath as an apprentice and exhaling it as a master, or as unassumingly familiar—and as fraught with potential—as a doorway that's crossed a hundred times without incident.



Those who specialize in liminal magic are known as liminists. They've learned to tap into the mysticism at the heart of spaces between spaces and to bend the possibilities inherent in transitional moments to their own ends. Like filaments of a dream, strands of liminality can be woven into forms new and wondrous—or strange and terrifying.

Liminal Savant (Level 3)

Beginning when you select this school at 3rd level, the gold and time you must spend to copy a liminal spell into your spellbook is halved.

Mulligan (Level 3)

At 2nd level, you can control the moment between an attempt at something and the result of that attempt to shift the flow of battle in your favor. When a creature you can see within 30 feet of you misses with an attack, you can use your reaction to allow that creature to reroll the attack. Similarly, when a creature within 30 feet of you that you can see hits with an attack but hasn't yet rolled damage, you can use your reaction to force that creature to reroll the attack and use the lower result. You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

When you reach 10th level in this class, you can use this feature when a creature you can see within 30 feet of you makes an ability check or saving throw.

Otherworldly Sense (Level 6)

At 6th level, if you spend 1 minute meditating and expanding your senses outward, you can sense those not of this world—those who slip through the cracks of the in-between to wreak havoc on the unsuspecting. For 10 minutes, you can sense whether the following types of creatures are present within 1 mile of you: aberrations, celestials, dragons, elementals, fey, fiends, and undead. As long as you maintain your concentration, you can use an action to change the type of creature you sense. You know the direction to each lone creature or group, but not the distance or the exact number in a group. You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Liminal Adept (Level 10)

At 10th level, you add the Threshold Slip spell to your spellbook, if it isn't there already. You can

cast Threshold Slip without expending a spell slot. When you do so, you can bring up to two willing creatures of your size or smaller that you're touching with you. The target junction must have unoccupied spaces for all of you to enter when you reappear, or the spell fails.

You can use this feature twice. You regain all expended uses when you finish a short or long rest. When you reach 14th level in this class, you can use this feature three times between rests.

Forced Transition (Level 14)

At 14th level, your mastery over moments of change is unequivocal. You can use an action to touch a willing creature or make a melee spell attack against an unwilling creature, choosing one of the following effects. The effect lasts for 1 minute. Once you use this feature, you can't use it again until you finish a long rest.

- **Rapid Advancement:** The target's ability scores are each increased by 2. An ability score can exceed 20 but can't exceed 24.
- **Regression:** The target's ability scores are each reduced by 2. This effect can't reduce an ability score below 1.
- **True Self:** The target can't change its shape through any means, including spells, such as polymorph, and traits, such as the werewolf's Shapechanger trait. The target immediately reverts to its true form if it is currently in a different form. This option has no effect on illusion spells, such as disguise self, or a creature that appears changed from the effects of an illusion, such as a hag's Illusory Appearance.

School of Necromancy *(2014 Player's Handbook)*



The School of Necromancy explores the cosmic forces of life, death, and undeath. As you focus your studies in this tradition, you learn to manipulate the energy that animates all living things. As you progress, you learn to sap the life force from a creature as your magic destroys its body, transforming that vital energy into magical power you can manipulate.

Most people see necromancers as menacing, or even villainous, due to the close association with death. Not all necromancers are evil, but the forces they manipulate are considered taboo by many societies.

Necromancy Savant (Level 3)

Beginning when you select this school at 3rd level, the gold and time you must spend to copy a Necromancy spell into your spellbook is halved.

Grim Harvest (Level 3)

At 3rd level, you gain the ability to reap life energy from creatures you kill with your spells. Once per turn when you kill one or more creatures with a spell of 1st level or higher, you regain hit points equal to twice the spell's level, or three times its level if the spell belongs to the School of Necromancy. You don't gain this benefit for killing constructs or undead.

Undead Thralls (Level 6)

At 6th level, you add the Animate Dead spell to your spellbook if it is not there already. When you cast Animate Dead, you can target one additional corpse or pile of bones, creating another zombie or skeleton, as appropriate. Whenever you create an undead using a necromancy spell, it has

additional benefits:

- The creature's hit point maximum is increased by an amount equal to your wizard level.
- The creature adds your proficiency bonus to its weapon damage rolls.

Inured to Undeath (Level 10)

Beginning at 10th level, you have resistance to necrotic damage, and your hit point maximum can't be reduced. You have spent so much time dealing with undead and the forces that animate them that you have become inured to some of their worst effects.

Command Undead (Level 14)

Starting at 14th level, you can use magic to bring undead under your control, even those created by other wizards. As an action, you can choose one undead that you can see within 60 feet of you. That creature must make a Charisma saving throw against your wizard spell save DC. If it succeeds, you can't use this feature on it again. If it fails, it becomes friendly to you and obeys your commands until you use this feature again.

Intelligent undead are harder to control in this way. If the target has an Intelligence of 8 or higher, it has advantage on the saving throw. If it fails the saving throw and has an Intelligence of 12 or higher, it can repeat the saving throw at the end of every hour until it succeeds and breaks free.

School of Transmutation *(2014 Player's Handbook)*

You are a student of spells that modify energy and matter. To you, the world is not a fixed thing, but eminently mutable, and you delight in being an agent of change. You wield the raw stuff of creation and learn to alter both physical forms and mental qualities. Your magic gives you the tools to become a smith on reality's forge.

Some transmuters are tinkerers and pranksters, turning people into toads and transforming copper into silver for fun and occasional profit. Others pursue their magical studies with deadly seriousness, seeking the power of the gods to make and destroy worlds.

Transmutation Savant (Level 3)

Beginning when you select this school at 3rd level, the gold and time you must spend to copy a Transmutation spell into your spellbook is halved.

Minor Alchemy (Level 3)

Starting at 3rd level when you select this school, you can temporarily alter the physical properties of one nonmagical object, changing it from one substance into another. You perform a special alchemical procedure on one object composed entirely of wood, stone (but not a gemstone), iron, copper, or silver, transforming it into a different one of those materials. For each 10 minutes you spend performing the procedure, you can transform up to 1 cubic foot of material. After 1 hour, or until you lose your concentration (as if you were concentrating on a spell), the material reverts to its original substance.

Transmuter's Stone (Level 6)

Starting at 6th level, you can spend 8 hours creating a transmuter's stone that stores transmutation magic. You can benefit from the stone yourself or give it to another creature. A creature gains a benefit of your choice as long as the stone is in the creature's possession. When you create the stone, choose the benefit from the following options:

- Darkvision out to a range of 60 feet
- An increase to speed of 10 feet while the creature is unencumbered

- Proficiency in Constitution saving throws
- Resistance to acid, cold, fire, lightning, or thunder damage (your choice whenever you choose this benefit)

Each time you cast a transmutation spell of 1st level or higher, you can change the effect of your stone if the stone is on your person. If you create a new transmuter's stone, the previous one ceases to function.

Shapechanger (Level 10)

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

Once you cast Polymorph in this way, you can't do so again until you finish a short or long rest, though you can still cast it normally using an available spell slot.

Master Transmuter (Level 14)

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

- **Major Transformation:** You can transmute one nonmagical object – no larger than a 5-foot cube – into another nonmagical object of similar size and mass and of equal or lesser value. You must spend 10 minutes handling the object to transform it.
- **Panacea:** You remove all curses, diseases, and poisons affecting a creature that you touch with the transmuter's stone. The creature also regains all its hit points.
- **Restore Life:** You cast the Raise Dead spell on a creature you touch with the transmuter's stone, without expending a spell slot or needing to have the spell in your spellbook.
- **Restore Youth:** You touch the transmuter's stone to a willing creature, and that creature's apparent age is reduced by 3d10 years, to a minimum of 13 years. This effect doesn't extend the creature's lifespan.

Spellsmith **(Tome of Heroes)**

Some wizards pride themselves on being spell artisans, carefully sculpting the magical energy of spells like smiths sculpt iron. Focusing on the artistry inherent in spellcasting, these wizards learn to tap the magical energy of spells and manipulate that energy to amplify or modify spells like no other arcane practitioners.

Arcane Emendation (Level 3)

Beginning when you choose this tradition at 3rd level, you can manipulate the magical energy in scrolls to change the spells written on them. While holding a scroll, you can spend 1 hour for each level of the spell focusing on the magic within the scroll to change the spell on the scroll to another spell. The new spell must be of the same school, must be on the wizard spell list, and must be of the same or lower level than the original spell. If the new spell has any material components with a cost, you must provide those when changing the scroll's original spell to the new spell, and the components are consumed as the new spell's magic overwrites the original spell on the scroll.

Spell Transformation (Level 3)

At 3rd level, you learn to mold the latent magical energy of your spells to cast new spells. While concentrating on a wizard spell that you cast using a spell slot, you can use an action to end your

concentration on that spell and use the energy to cast another wizard spell you have prepared without expending a spell slot. The new spell must be half the level (minimum of 1st) of the spell on which you were concentrating, and the new spell's casting time must be 1 action.

You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Spell Honing (Level 6)

At 6th level, you can hold onto the magic of lasting spells or siphon off some of their magic to amplify spells you cast. If your concentration is broken (willingly or unwillingly), the spell's magic lingers, causing the spell's effects to remain until the end of your next turn.

In addition, while concentrating on a spell with a duration of concentration up to 1 minute or concentration up to 10 minutes, you can amplify a wizard spell you cast of 1st level or higher. When you amplify a spell in this way, the duration of the spell on which you are concentrating is reduced by a number of rounds (if the duration is concentration up to 1 minute) or minutes (if the duration is concentration up to 10 minutes) equal to the amplified spell's level. You can choose only one of the following options when amplifying a spell:

- Increase the saving throw DC by 2
- Increase the spell attack bonus by 2
- Add your Intelligence modifier to one damage roll of the spell

You can amplify a spell this way a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Spell Reversion (Level 10)

At 10th level, you learn to manipulate the magical energy of spells cast against you. When you must make a saving throw to end an ongoing effect, such as the frightened condition of the fear spell or the slowing effect of a copper dragon's slowing breath, you have advantage on the saving throw.

In addition, when an ongoing condition you successfully end on yourself was from a spell cast by a creature you can see, you can use your reaction to force that creature to make the same saving throw against your spell save DC. On a failed save, the creature suffers the effect or condition you just ended on yourself until the end of its next turn. For example, if you succeed on the saving throw to end the paralyzed condition on yourself from the hold person spell cast by a spellcaster you can see, you can force that spellcaster to make a Wisdom saving throw against your spell save DC, and that spellcaster becomes paralyzed until the end of its next turn on a failed save.

Spell Duality (Level 14)

At 14th level, you become a master at manipulating and extending the magical energy of your longlasting spells. You can concentrate on two spells simultaneously. If you cast a third spell that requires concentration, you lose concentration on the oldest spell. When you take damage while concentrating on a spell and must make a Constitution saving throw to maintain concentration, you make one saving throw for each source of damage, as normal. You don't have to make one saving throw for each spell you are maintaining. If you are concentrating on two spells and fail a Constitution saving throw to maintain concentration because of taking damage, you lose concentration on the oldest spell.

If you are concentrating on two spells and lose concentration on both spells in 1 round, you suffer one level of exhaustion.

War Magic *(Xanathar's Guide to Everything)*

A variety of arcane colleges specialize in training wizards for war. The tradition of War Magic blends principles of evocation and abjuration, rather than specializing in either of those schools. It teaches techniques that empower a caster's spells, while also providing methods for wizards to bolster their own defenses.

Followers of this tradition are known as war mages. They see their magic as both a weapon and armor, a resource superior to any piece of steel. War mages act fast in battle, using their spells to seize tactical control of a situation. Their spells strike hard, while their defensive skills foil their opponents' attempts to counterattack. War mages are also adept at turning other spellcasters' magical energy against them.

In great battles, a war mage often works with evokers, abjurers, and other types of wizards. Evokers, in particular, sometimes tease war mages for splitting their attention between offense and defense. A war mage's typical response: "What good is being able to throw a mighty fireball if I die before I can cast it?"



Arcane Deflection (Level 3)

At 3rd level, you have learned to weave your magic to fortify yourself against harm. When you are hit by an attack or you fail a saving throw, you can use your reaction to gain a +2 bonus to your AC against that attack or a +4 bonus to that saving throw. When you use this feature, you can't cast spells other than cantrips until the end of your next turn.

Tactical Wit (Level 3)

Starting at 3rd level, your keen ability to assess tactical situations allows you to act quickly in battle. You can give yourself a bonus to your initiative rolls equal to your Intelligence modifier.

Power Surge (Level 6)

Starting at 6th level, you can store magical energy within yourself to later empower your damaging spells. In its stored form, this energy is called a power surge. You can store a maximum number of power surges equal to your Intelligence modifier (minimum of one). Whenever you finish a long rest, your number of power surges resets to one. Whenever you successfully end a spell with dispel magic or counterspell, you gain one power surge, as you steal magic from the spell you foiled. If you end a short rest with no power surges, you gain one power surge. Once per turn when you deal damage to a creature or object with a wizard spell, you can spend one power surge to deal extra force damage to that target. The extra damage equals half your wizard level.

Durable Magic (Level 10)

Beginning at 10th level, the magic you channel helps ward off harm. While you maintain concentration on a spell, you have a +2 bonus to AC and all saving throws.

Deflecting Shroud (Level 14)

At 14th level, your Arcane Deflection becomes infused with deadly magic. When you use your Arcane Deflection feature, you can cause magical energy to arc from you. Up to three creatures of your choice that you can see within 60 feet of you each take force damage equal to half your wizard level.