

# Wizard

Wizards are supreme magic-users, defined and united as a class by the spells they cast. Drawing on the subtle weave of magic that permeates the cosmos, wizards cast spells of explosive fire, arcing lightning, subtle deception, brute-force mind control, and much more.

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# Bladesinger

***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.***

Sources: Tasha's Cauldron of Everything

## Training in War and Song

When you adopt this tradition at 2nd 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

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

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

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

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.

# Clockwork adept

Masters of invention, clockwork adepts are specialists that blend precision craftsmanship, arcane knowledge, and clockwork understanding into a seamless art. Whether modifying developing technologies or creating entirely new ones from the ruins around them, these individuals combine their arcane talents and their specialized knowledge to repair technology and build new ingenious devices. Trained extensively in the arcane arts and engineering, these men and women use their intimate understanding of both magic and mechanics to unravel the heresy surrounding technology in Soburin (and sometimes, the realms beyond)—for good or ill.

## Clockwork Components

Beginning when you select this school at 2nd level, you start to unlock the secrets of artifice. You learn the mending cantrip and gain proficiency with augmetics (as a tool kit proficiency). Every day when you prepare your spells, choose a number of spells equal to your proficiency bonus. You may spend an extra hour while preparing spells to fashion devices using clockwork components that enable you to cast these chosen spells without the need for verbal or material components (though any components costing 1 gp or more are required to craft a device). Additionally, these spells and their effects are immune to counterspell, detect magic, dispel magic, and other spells that affect magic. You must choose what level spell slot a spell occupies when you prepare a spell this way, and the clockwork components required cost 5 gp per spell level prepared.

## Greater Clockwork Components

Starting at 6th level, you increase the number of spells you are able to prepare with clockwork components by your Intelligence modifier. You also learn how to craft augmetics and technological devices of Uncommon rarity (including pistols and muskets), but unlike normal you are able to craft these items at a rate in gold piece value equal to your wizard level + your proficiency bonus + your Intelligence modifier each day.

## Bonded Tool

Beginning at 10th level, choose a number of cantrips equal to half your Intelligence modifier. You craft an artisan's tool that allows you to cast these cantrips as if you had prepared them with clockwork components. Your bonded tool has 20 hit points and an AC of 5 + your wizard level. You also learn how to craft augmetics and technological devices of Rare rarity.

## Clockwork Companion

Starting at 14th level, you are able to craft a clockwork companion. Choose any creature of a CR up to your proficiency bonus that is of the humanoid or beast type. You create a copy of that creature, whose type changes to construct. It gains immunity to the charmed, exhaustion, frightened and poisoned conditions, and to poison damage, but otherwise it retains all of its normal statistics. It always follows your commands to the best of its ability, even self-destructive ones. Crafting this clockwork companion requires one week and 400 gp per CR of the created creature. You also learn how to craft augmetics and technological devices of Very Rare rarity.

# Leyline magic

The primal forces which comprise nature have their own magical energy, one which can be harnessed by wizards with proper training. By drawing their power from nature, leyline wizards can tap into primordial reservoirs of magic to gain access to new spells, empower their own spellcasting, or disrupt opposing forces which attempt to take root in their domain. The most powerful of such wizards can sew new leylines, transforming unnatural or inhospitable places into natural paradises with time. These wizards work closely with druids, and they can gradually heal environments that have been blighted or corrupted.

## Natural Attunement

When you choose this arcane tradition at 2nd level, you learn how to attune yourself to the magic of leylines which course through nature. Each day when you prepare your spells in a natural setting, you may also attune yourself to the energy of a leyline. When you do, choose a list of circle spells from the druid's Circle of the Land which match the environment in which you prepared your spells. These become your leyline spells, and the druid level shown on each list represents the minimum wizard level you must have to access the listed spells. In some cases, you can choose from multiple options based on the terrain (for example, a frozen shoreline might provide you with either the Arctic or the Coast spell lists). You can only be attuned to one leyline at a time. While attuned to a leyline, you gain access to any spells on your current list of leyline spells for which you meet the level requirement. For as long as you are attuned to a leyline, you always have these spells prepared, and they don't count against the number of spells you can prepare each day. Leyline spells are not copied into your spellbook.

## Leyline Spells

Add the following spells to each leyline spell list. These are available to wizards at 2nd level. Spells marked with an asterisk can be found in the Humblewood Campaign Setting book.

### **Circle Spells** Added Spells

Arctic: grease, spiny shield\*

Coast: create or destroy water, thunderwave

Desert: color spray, create or destroy water

Forest: entangle, veil of dusk\*

Grassland: burning hands, elevated sight\*

Mountain: fog cloud, thunderwave

Swamp: faerie fire, veil of dusk\*

## Thrum of the Land

Also at 2nd level, you learn how to channel energy from leylines to supplement your spells, infusing them with power. Whenever you are in an environment that matches a leyline to which you are attuned, you can apply one of the following benefits to any leyline spell you cast (chosen when you cast the spell):

- You gain a +2 bonus to attack rolls made with this spell.
- You gain a +1 bonus to your spell save DC for this spell.
- You have advantage on Constitution saving throws you make to maintain concentration on this spell, and you can concentrate on this spell for up to twice as long as it would normally allow.

At 14th level, you can apply one of these benefits to a single spell of 6th level or higher when you cast it, so long as you are in an environment that matches a leyline to which you are attuned. You can't use this feature again until you have completed a long rest.

## Biorhythm

At 6th level, you learn how to channel the leyline's energies to augment your body's natural healing. As long as you are attuned to a leyline, whenever you use your Arcane Recovery feature to regain expended spell slots, you regain 1d8 hit points for each spell slot you recover.

Additionally, when you complete a short rest in a natural setting, you can attune yourself to a different leyline, following the rules of your Natural Attunement feature.

## Natural Disruption

By 10th level, you can channel energy from your leyline to disrupt opposing magic. You can cast counterspell or dispel magic, without expending a spell slot, at the level of the highest spell slot available to you. Once you use this feature, you can't use it again until you finish a long rest.

## Leyline Weaving

At 14th level, you have learned how to alter the properties of magic around you, temporarily infusing even unnatural or hostile environments with the power of your leyline. By spending 1 hour in meditation, you can create a new leyline. This new leyline affects a 1-mile-radius area from the spot you meditated upon, which counts as the environment of the list of leyline spells you are attuned to for the purposes of using your leyline abilities. It is hard for a leyline to take root in unfamiliar spaces, and in 24 hours this effect dissipates. However, by using this ability to create the same type of leyline on the same spot each day for a full year, you can cause the effect to be permanent. This will forever alter the natural landscape within the zone you created, and you can choose whether the environment within this zone matches your leyline or combines the features of your leyline's environment with those naturally present.

# Mage

Your understanding of magic is one entirely borne from dissecting its intricacies when it is wrought in script, given form by symbols and words. Through the power of scrolls you wield the arcane with terrible deftness, leaving your own distinct mark on every spell you cast.

## Scroll Caster

Beginning when you select this tradition at 2nd level, all of your spells require a special material component that is consumed upon casting the spell: a scroll containing your personalized magical signature, a special rune or symbol of your own creation. Creating these signature scrolls costs 1 gp times the spell's level. Any spells that you cast display your symbol near the point of origin—even illusion spells, which show your signature as the figments you create (or lack thereof) dissipate. Identifying a signature requires the use of the detect magic spell and an Intelligence (Arcane) check (DC 8 + spell level).

## Magical Author

Beginning at 2nd level, you do not have to pay any gold to scribe new spells into your spellbook and the process only takes you ten minutes per spell level.

## Well Read

Beginning at 6th level, your proficiency bonus is doubled on any ability check you make that uses Arcana, History, Nature, or Religion.

## Lustrous Calligraphy

Beginning at 10th level, you can scribe scrolls that are much more potent than normal but cost twice as much gold to produce. At any time you may only possess up to your level times 10 gp in lustrous calligraphy scrolls. Your proficiency bonus on spell attacks or to determine spell saves is doubled when casting a spell using a lustrous calligraphy scroll.

## Overwhelming Interpretation

Beginning at 14th level, you are able to call forth the magic from two spells using one action. Each spell cast this way must have a casting time of an action or bonus action. After casting the spell, you take an amount of damage equal to triple the combined spell levels. You may not use a lustrous calligraphy scroll with this feature. You can't use this feature again until you complete a short or long rest.

# Plague doctor

Blending spellcasting with science, you distill your magic into concoctions that harm or heal. Plague Doctors often wear grotesque masks protecting them from toxic ingredients. Many regard the mask with fear as a sign of pestilence, making Plague Doctors a source of both hope and trepidation.

## Potion Craft

Beginning when you select this arcane tradition at 2nd level, you gain proficiency in Medicine and with alchemist's supplies and herbalism kits. Additionally, you have learned to create magical concoctions. You can create any number of concoctions using your alchemist supplies or herbalism kit for 10 minutes, expending a spell slot for each concoction created. When you do, for each concoction created, choose a spell from your wizard's spell book that targets only one creature. The chosen spell must be of an equal or lower level than the expended spell slot. When a creature consumes the concoction, it becomes the target of the spell as if you had just cast it. If the spell requires concentration, the creature that consumes the potion needs to concentrate on it. Concoctions created this way lose their magical effect at the end of your next long rest.

## Good Medicine

Also at 2nd level, when you craft a concoction, you can choose to expend a spell slot without choosing a spell, instead creating good medicine. When a creature consumes your good medicine, you roll 1d8 per level of the spell slot expended casting the spell, and the creature regains an equal number of hit points. If you expended a spell slot of 3rd level or higher, you also end all diseases afflicting the creature.

## Bad Medicine

Starting at 6th level, when you craft a concoction you can choose to expend a spell slot without choosing a spell, instead crafting bad medicine. When you create a dose of bad medicine, choose one effect per level of spell slot expended.

- The creature is poisoned.
- The creature's movement speeds are halved.
- The creature takes an additional 1d4 necrotic damage the first time it takes damage each turn.

- The creature takes 1d6 poison damage each time it takes an action, bonus action, or reaction on a turn.
- The creature takes acid damage equal to the level of the spell slot expended at the start of each of its turns.

As an action, you can hurl a dose of bad medicine at a point you can see within 30 feet. Creatures within 10 feet of that point must make a Constitution saving throw against your wizard spell save DC. On a failure, the creature suffers all of the chosen effects for the next minute. As an action, the affected creature can attempt another Constitution saving throw to end any effects early.

## Breathe It In

Beginning at 10th level, being persistently exposed to the most deadly ailments known has given you some small measure of resistance to them. After you take necrotic or poison damage, you gain temporary hit points equal to the damage. In addition, you are immune to disease and have advantage on saving throws against being poisoned.

## Medicinal Master

Starting at 14th level, when you heal with your Good Medicine or deal damage with your Bad Medicine, roll an additional 2d8 to determine the amount of hit points regained or necrotic damage dealt.

# School of philosophy

As a member of the School of Philosophy you are as much a theorist as you are a practitioner of arcane arts. A student of magic, you do not focus on a single school but seek to use logic and methodology to explore all mystical secrets. Other schools denounce the rhetoric of these so-called philosophers, often faulting them for sharing the esoteric teachings that most seek to keep to themselves.

## Master's Teachings

When you choose this school at 2nd level, you replace your spellbook with a magical scroll. The scroll acts as an arcane focus.

When you prepare your spells each day, you can prepare an additional number of spells equal to your Intelligence modifier (minimum 1).

## Philosopher's Rebuke

Starting at 6th level, your mastery of magical discourse allows you to efficiently counter hostile magic. Whenever you use dispel magic or counterspell to successfully end a spell, you regain one expended spell slot. The slot you regain must be of a lower level than the spell you cast and can't be higher than 5th level.

## Arcane Symposium

Beginning at 10th level you gain the ability to share your arcane teachings with others. When you prepare a 1st level wizard spell during a long rest you may choose a number of willing creatures who can hear and understand you, up to your Intelligence modifier (minimum 1). These creatures gain the ability to cast this spell once at its lowest level without expending a spell slot and requiring no material components. Intelligence is the spellcasting ability for spells cast in this way. Creatures lose the ability to cast the spell in this way 8 hours after the spell is prepared.

## Magnum Opus

By 14th level your scroll has become a masterwork of arcane philosophy. You gain the ability to cast a spell of 3rd level or lower with a casting time of one action as if it were your highest level

spell slot. Casting a spell in this way does not expend a spell slot. You must complete a long rest before you can use this feature again.

# School of sangromancy

You study an uncommon subschool of magic known as sangromancy or blood magic. Despite its dark reputation, there's nothing inherently evil about the practice of sangromancy, though its demands on its practitioners are gruesome. As a sangromancer, your chosen magic demands more than knowledge—it demands sacrifice as well. Other wizards may view you with skepticism or even outright hostility, but none can deny the potency of your art.

## Sangromancy Savant

Beginning when you select this arcane tradition at 2nd level, all sangromancy spells are added to the wizard spell list for you. In addition, the gold and time you must spend to copy a sangromancy spell into your spellbook is halved.

## Full-Blooded

Starting at 2nd level, you gain a pool of d12s that you can expend instead of a hit die when you cast sangromancy spells. The number of dice in the pool equals 1 + your wizard level. Your pool regains all expended dice when you finish a long rest.

## Sanguine Vigor

Starting at 6th level, your hit point maximum increases by 6 and increases by 1 again whenever you gain a level in this class. In addition, when you cast a sangromancy spell, you regain a number of hit points equal to the level of the spell.

## Blood for Blood

At 10th level, when you deal damage to a creature with a spell you cast, you can expend and roll a hit die, or a d12 from your Full-Blooded feature, to add its result to the damage dealt to that creature.

## Red Renewal

Starting at 14th level, when you finish a short rest, you can choose expended hit dice to recover. When you do, choose a number of expended hit dice equal to half your wizard level and regain

them. You regain an equivalent number of dice from your Full Blooded feature. Once you use this feature, you can't use it again until you finish a long rest.

# School of the Stone Scribe

In the heart of the steppes an ancient tradition still lives among some arcane practitioners. Those who know the language and secrets of nature inscribed them on the stone to let them never be forgotten. This archaic secret is entrusted to the next generations.

By using the inscriptions of old they create a unique bond, a circle of wizards, thus sharing a tremendous power and precious knowledge. They learn their spells through inscriptions, borrow arcane energy from one another, and breathe as if they were one of the free spirits living under the eternal sky. They excel at rituals, magic circles, and sealing otherworldly beings away if they ever threaten the eudaimonia of the world.

Level 2: Secrets of the Stone: Starting from 2nd level, your studies about the inscriptions of old have enabled you to use them to cast your spells as if they were a spellbook. There are many inscriptions around the world that contain spells on them, and only you and those belonging to your arcane tradition can read them. If you encounter such an inscription, you can use your action to touch the inscription and memorize the spell. You can memorize spells a number of times equal to your Intelligence modifier (you regain expended uses after you finish a long rest). You can cast these without expending a spell slot. When a spell is expended, it can't be cast this way again, but you can scribe the spell to your spellbook in half the given time and with half the required material. If it is a ritual spell, you can cast it as a ritual in half the given time; after that, the spell is expended.

Level 2: Shared Memory: Starting from 2nd level, you can share spell slots with other spellcasters. As a bonus action, you can choose a bard, druid, cleric, sorcerer or another wizard within 20 ft. of you and

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#### Subclass Options

choose one of your spell slots. That spell slot is counted as expended for you, and the chosen target can use that spell slot to cast appropriate spells with it for the next 10 minutes. Roll a d10 when you share a slot; on a roll of 10, your slot stays as unexpended and your chosen ally can still gain the benefit from it. You can't use this feature for spell slots above 5th level.

You then gain your expended spell slot as normal, such as with arcane recovery or long rest.

In addition, you learn the comprehend languages spell and can cast it without expending a spell slot a number of times equal to your Intelligence modifier. If you have slots, you can cast it normally, and it doesn't count against your daily prepared spells.

Level 6: Ancient Circles of Sealing: By 6th level, you are aware of the dangers otherworldly creatures possess and inscriptions of old have methods to seal them away. You learn the detect evil and good and magic circle spells and can cast them once a day (each) without expending a spell slot. Also, you can cast detect evil and good as a ritual.

You can use your action to summon a sealing circle with 5 ft. radius on otherworldly creatures within 20 ft. of you. The creature must succeed on a Charisma saving throw. On a success it takes 2d6 psychic damage. On a failed save you choose one of the effects below:

D The creature's movement speed becomes 0 for 1 minute. It can repeat the saving throw at the end

of each of its turns.

D If you are in a building of some sort, the creature is bound to the building and can't leave unless it succeeds on a Charisma saving throw, or the building ceases to exist completely. It can repeat the saving throw once a month if it fails.

D If the creature is possessing a humanoid, it makes a Charisma saving throw again, and on a failed save, it is forced out of the body.

D It is blinded or deafened for 1 minute. It can repeat the saving throw at the end of each of its turns.

D It has vulnerability to a type of damage of your choice that is not its resistance or immunity for 1 minute. It can repeat the saving throw at the end of each of its turns.

Level 10: Perfect Memory: When you use Shared Memory, you can roll a d8 instead of d10. On a roll of 8, your spell slot remains unspent. You also can use your action and restore one of your spell slots that is not higher than 3rd level. You can't use this feature again until you finish a long rest.

In addition, you can cast magic circle as an action and extend its duration for another hour.

Level 14: Master Scribe: You are now a master of your arcane arts and can manipulate them in unique and original ways. You can use your action to activate your ancient knowledge and affect your next spell cast within next minute one of the following ways:

D A creature has disadvantage on the saving throw against the spell you cast or you have advantage on the attack roll if the spell includes a spell attack.

D You ignore resistance against one type of damage in your spell.

D If your spell includes an attack roll and hits a

creature, you can force the creature to make a Charisma saving throw against your spell save DC; on a failed save, it is banished for 10 minutes.

# Technomancy

A new world brings new opportunities as the magical and the mundane fuse into novel patterns. The technomage combines the rising power of magic with a deep understanding of technology. The technomage has a roster of spells that she may cast, and in addition gains new powers that meld magic and machinery.

## Technomancy Savant

Beginning when you select this school at 2nd level, you change your spellbook into a E-book device infused with magic, allowing you to save spells on it in a special format called "spellfiles". The gold or the time you must spend to copy a spell in your E-book device is halved (your choice).

## Machine Empathy

Also at 2nd level, you gain proficiency with one of the following tools: engineering kit, hacking tools or mechanic tools. In addition, whenever you make an ability check using the chosen tool, you can twice your proficiency bonus to that roll.

## Program Spell

At 6th level, you can cast a 5th-level spell or lower while touching an electronic device. When you do so, you expend the spell slot, but none of the spell's effects occur. Instead, the spell is programmed into the device for later use if the item doesn't already contain a spell from this feature. When you program it, you determine the method of activating the spell, such as typing a specific word, flicking a switch or similar.

After that, a creature that has an Intelligence score of at least 6 can use an action to activate the spell and cast the programmed spell in the device. The creature must know the method of activation to cast the spell (for example, you can

program the haste spell to be casted in a creature when it hits Control-Alt-H in the keyboard). A concentration spell placed in a device cannot be activated while you are concentrating on another spell.

When you program a spell in this way, it must be used within 8 hours. After that time, the magic fades and is wasted. The programmed spell is also lost if the device is destroyed or after you finish a long rest.

Once you use this feature, you can't use it again until you finish a short or long rest.

#### Online Casting

At 10th level, you can cast spells through electronic devices, including cameras, smartphones, tablets and computers. If a spell requires the caster to be seen, the target must see you, and if it requires the caster to be heard, then the target must be able to hear you.

The range is determined from the caster to the device and then from the device to its target. You must be able to see or otherwise be able to determine the location of your target.

You can only use this feature to cast spells that target a specific creature.

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

#### Download Spell

At 14th level, you can download temporary spellfiles into your E-book device to cast them once.

When you prepare your spells, you can choose four spells of 4th level or lower you know. These spells don't count against the total number of spells you can prepare and you can cast each of them once without expending a spell slot until you finish a long rest.

# Wizard features

## Spellcasting

As a student of arcane magic, you have a spellbook containing spells that show the first glimmerings of your true power.

## Cantrips

At 1st level, you know three cantrips of your choice from the [wizard spell list](#). You learn additional wizard cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Wizard table.

## Spellbook

At 1st level, you have a spellbook containing six 1st-level wizard spells of your choice.

The spells that you add to your spellbook as you gain levels reflect the arcane research you conduct on your own, as well as intellectual breakthroughs you have had about the nature of the multiverse. You might find other spells during your adventures. You could discover a spell recorded on a scroll in an evil wizard's chest, for example, or in a dusty tome in an ancient library.

**Copying a Spell into the Book.** When you find a wizard spell of 1st level or higher, you can add it to your spellbook if it is of a level for which you have spell slots and if you can spare the time to decipher and copy it.

Copying a spell into your spellbook involves reproducing the basic form of the spell, then deciphering the unique system of notation used by the wizard who wrote it. You must practice the spell until you understand the sounds or gestures required, then transcribe it into your spellbook using your own notation.

For each level of the spell, the process takes 2 hours and costs 50 gp. The cost represents material components you expend as you experiment with the spell to master it, as well as the fine inks you need to record it. Once you have spent this time and money, you can prepare the spell just like your other spells.

**Replacing the Book.** You can copy a spell from your own spellbook into another book—for example, if you want to make a backup copy of your spellbook. This is just like copying a new spell into your spellbook, but faster and easier, since you understand your own notation and already know how to cast the spell. You need spend only 1 hour and 10 gp for each level of the copied spell.

If you lose your spellbook, you can use the same procedure to transcribe the spells that you have prepared into a new spellbook. Filling out the remainder of your spellbook requires you to find new spells to do so, as normal. For this reason, many wizards keep backup spellbooks in a safe place.

**The Book's Appearance.** Your spellbook is a unique compilation of spells, with its own decorative flourishes and margin notes. It might be a plain, functional leather volume that you received as a gift from your master, a finely bound gilt-edged tome you found in an ancient library or even a loose collection of notes scrounged together after you lost your previous spellbook in a mishap.

## Preparing and Casting Spells

The Wizard 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.

You prepare the list of wizard spells that are available for you to cast. To do so, choose a number of wizard spells from your spellbook equal to your Intelligence modifier + your wizard level (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you're a 3rd-level wizard, you have four 1st-level and two 2nd-level spell slots. With an Intelligence of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination, chosen from your spellbook. If you prepare the 1st-level spell [Magic Missile](#), you can cast it using a 1st-level or a 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of wizard spells requires time spent studying your spellbook and memorizing the incantations and gestures you must make to cast the spell: at least 1 minute per spell level for each spell on your list.

## Spellcasting Ability

Intelligence is your spellcasting ability for your wizard spells, since you learn your spells through dedicated study and memorization. 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 wizard 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

## Ritual Casting

You can cast a wizard spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared.

## Spellcasting Focus

You can use an arcane focus as a spellcasting focus for your wizard spells.

## Learning Spells of 1st Level and Higher

Each time you gain a wizard level, you can 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 on the Wizard table. On your adventures, you might find other spells that you can add to your spellbook.

## Arcane Recovery

You have learned to regain some of your magical energy by studying your spellbook. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your wizard level (rounded up), and none of the slots can be 6th level or higher.

For example, if you're a 4th-level wizard, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots.

## Arcane Tradition

When you reach 2nd level, you choose an arcane tradition, shaping your practice of magic through one of the following schools. Your choice grants you features at 2nd level and again at 6th, 10th, and 14th level.

<b>School</b>	<b>Source</b>
Abjuration	Player's Handbook
Bladesinging	Sword Coast Adventurer's Guide Tasha's Cauldron of Everything
Chronurgy	Explorer's Guide to Wildemount
Conjuration	Player's Handbook

Divination	Player's Handbook
Encantment	Player's Handbook
Evocation	Player's Handbook
Gravurgy	Explorer's Guide to Wildemount
Illusion	Player's Handbook
Necromancy	Player's Handbook

Order of Scribes	Tasha's Cauldron of Everything
Transmutation	Player's Handbook
War Magic	Xanathar's Guide to Everything
<b>Unearthed Arcana</b>	
<b>Archived Unearthed Arcana</b>	
Artificer	Unearthed Arcana 1 - Eberon

Invention	Unearthed Arcana 46 - Three Subclasses
Lore Mastery	Unearthed Arcana 29 - Warlock and Wizard

Mag e of Lore hold	Une arth ed Arca na 79 - Mag es of Strix hav en
Mag e of Pris mari	Une arth ed Arca na 79 - Mag es of Strix hav en

Mag e of Qua ndri x	Une arth ed Arca na 79 - Mag es of Strix hav en
Mag e of Silv erqu ill	Une arth ed Arca na 79 - Mag es of Strix hav en

Onomancy	Unearthed Arcana 63 - Cleric, Druid, Wizard
Order of Scribes	Unearthed Arcana 72 - Subclasses Revisited

Psionics	Unearthed Arcana 66 - Fighter, Rogue, Wizard
Technomancy	Unearthed Arcana 7 - Modern Magic
Theurgy	Unearthed Arcana 33 - Wizard Revisited

## Cantrip Formulas (Optional)

At 3rd level, you have scribed a set of arcane formulas in your spellbook that you can use to formulate a cantrip in your mind. Whenever you finish a long rest and consult those formulas in your spellbook, you can replace one wizard cantrip you know with another cantrip from the wizard spell list.

## 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.

## Spell Mastery

At 18th level, you have achieved such mastery over certain spells that you can cast them at will. Choose a 1st-level wizard spell and a 2nd-level wizard spell that are in your spellbook. You can cast those spells at their lowest level without expending a spell slot when you have them prepared. If you want to cast either spell at a higher level, you must expend a spell slot as normal.

By spending 8 hours in study, you can exchange one or both of the spells you chose for different spells of the same levels.

## Signature Spells

When you reach 20th level, you gain mastery over two powerful spells and can cast them with little effort. Choose two 3rd-level wizard spells in your spellbook as your signature spells. You always have these spells prepared, they don't count against the number of spells you have prepared, and you can cast each of them once at 3rd level without expending a spell slot. When you do so, you can't do so again until you finish a short or long rest.

If you want to cast either spell at a higher level, you must expend a spell slot as normal.

# Wizard overview

1d6 per wizard level

Proficiencies

Daggers, darts, slings, quarterstaves, light crossbows

Intelligence, Wisdom

Choose two from Arcana, History, Insight, Investigation, Medicine, and Religion

## Equipment

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

- (a) a quarterstaff or (b) a dagger
- (a) a component pouch or (b) an arcane focus
- (a) a scholar's pack or (b) an explorer's pack
- A spellbook

# Wizard spell list

## Cantrips

Acid Splash

Blade Ward

Chill Touch

Dancing Lights

Fire Bolt

Friends

[Gust Barrier](#)

Light

Mage Hand

Mending

Message

Minor Illusion

Poison Spray

Prestidigitation

Ray of Frost

Shocking Grasp

True Strike

## 1st level

Alarm

Burning Hands

Charm Person

Chromatic Orb

Color Spray

Comprehend Languages

Detect Magic

Disguise Self

[Elevated Sight](#)

Expeditious Retreat

False Life

Feather Fall

Find Familiar

Fog Cloud

Grease

Identify

Illusory Script

Jump

Longstrider

Mage Armor

Magic Missile

Protection from

Evil and Good

Ray of Sickness

Shield

Silent Image

Sleep

Tasha's Hideous Laughter

Tenser's Floating Disk

Thunderwave

Unseen Servant

Witch Bolt

## **2nd level**

Alter Self

Arcane Lock

Blindness/Deafness

Blur

Cloud of Daggers

Continual Flame

Crown of Madness

Darkness

Darkvision

Detect Thoughts  
Enlarge/Reduce  
Flaming Sphere  
Gentle Repose  
Gust of Wind  
Hold Person  
Invisibility  
Knock  
Levitate  
Locate Object  
Magic Mouth  
Magic Weapon  
Melf's Acid Arrow  
Mirror Image  
Misty Step  
Nystul's Magic Aura  
Phantasmal Force  
Ray of Enfeeblement  
Rope Trick  
Scorching Ray  
See Invisibility  
Shatter  
Spider Climb  
Suggestion  
Web

### **3rd level**

Animate Dead  
Bestow Curse  
Blink  
Clairvoyance  
Counterspell  
Dispel Magic  
Fear

Feign Death  
Fireball  
Fly  
Gaseous Form  
Glyph of Warding  
Haste  
Hypnotic Pattern  
Leomund's Tiny Hut  
Lightning Bolt  
Magic Circle  
Major Image  
Nondetection  
Phantom Steed  
Protection from Energy  
Remove Curse  
Sending  
Sleet Storm  
Slow  
Stinking Cloud  
Tongues  
Vampiric Touch  
Water Breathing

#### **4th level**

Arcane Eye  
Banishment  
Blight  
Confusion  
Conjure Minor Elementals  
Control Water  
Dimension Door  
Evard's Black Tentacles  
Fabricate  
Fire Shield

Greater Invisibility  
Hallucinatory Terrain  
Ice Storm  
Leomund's Secret Chest  
Locate Creature  
Mordenkainen's  
Faithful Hound  
Mordenkainen's  
Private Sanctum  
Otiluke's Resilient Sphere  
Phantasmal Killer  
Polymorph  
Stone Shape  
Stoneskin  
Wall of Fire

### **5th level**

Animate Objects  
Bigby's Hand  
Cloudkill  
Cone of Cold  
Conjure Elemental  
Contact Other Plane  
Creation  
Dominate Person  
Dream  
Geas  
Hold Monster  
Legend Lore  
Mislead  
Modify Memory  
Passwall  
Planar Binding  
Rary's Telepathic Bond

Scrying

Seeming

Telekinesis

Teleportation Circle

Wall of Force

Wall of Stone

## **6th level**

Arcane Gate

Chain Lightning

Circle of Death

Contingency

Create Undead

Disintegrate

Drawmij's Instant

Summons

Eyebite

Flesh to Stone

Globe of Invulnerability

Guards and Wards

Magic Jar

Mass Suggestion

Move Earth

Otiluke's Freezing Sphere

Otto's Irresistible Dance

Programmed Illusion

Sunbeam

True Seeing

Wall of Ice

## **7th level**

Delayed Blast Fireball

Etherealness

Finger of Death  
Forcecage  
Mirage Arcane  
Mordenkainen's  
Magnificent Mansion  
Mordenkainen's Sword  
Plane Shift  
Prismatic Spray  
Project Image  
Reverse Gravity  
Sequester  
Simulacrum  
Symbol  
Teleport

### **8th level**

Antimagic Field  
Antipathy/Sympathy  
Clone  
Control Weather  
Demiplane  
Dominate Monster  
Feeblemind  
Incendiary Cloud  
Maze  
Mind Blank  
Power Word Stun  
Sunburst  
Telepathy  
Trap the Soul

### **9th level**

Astral Projection

Foresight

Gate

Imprisonment

Meteor Swarm

Power Word Kill

Prismatic Wall

Shapechange

Time Stop

True Polymorph

Weird

Wish

# School of Demonology

## (Corpus Malicious)

The School of Demonology explores the cosmic creatures of chaos and evil: the demons. As you focus your studies on demonology, you learn the nature of demons, as well as their powers and methods. As you delve deeper into demonology, you learn how to manipulate these creatures, bringing them to your world temporarily and binding them to the rules of our reality.

Mastering demonology generally leads to an evil path. It is a taboo in most societies since the powers of demons and their methods are evil. However, through careful practice, this mastery can also be used in non-evil ways.

### Demonology 101

Your studies regarding demons grant you an extended knowledge about them. Starting at 2nd level, you gain the following benefits:

- You can add your proficiency bonus again on Intelligence (Arcana, History, and Religion) checks you make about demons.
- You gain advantage on the rolls you make in your social interactions with demons.
- You can summon a Quasit as a part of the find familiar spell.

### Demonic Summoning

You have been granted knowledge on demonic and forbidden summoning rites by your fiendish sources. Starting at 2nd level,

you can use your action to summon a demon with a Challenge rating 1 or lower (this Challenge rating increases to 3 at 6th, 5 at 10th, and 7 at 14th level). Summoned creatures stay with you for 1 hour. Once you use this feature, you must finish a short or long rest to use it again. You can use this feature twice at 6th, three times at 10th, and four times at 14th level. Also, you can choose to conjure creatures that are changed by creatures with [corruption \(fiendish\) template](#) with conjuration spells (such as conjure elemental). You can only affect beasts, constructs, dragons, elementals, fey, giants, humanoids, monstrosities, and plants in this way.

## Demon Ward

Starting at 6th level, you can create a ward against demons. You can prepare a circle with a 10-foot radius by performing a 1-minute ritual. Demons standing inside the circle cannot leave and ones standing outside the circle cannot enter. To attack the inside of the circle (or outside if the demon is within the circle), the demon must succeed on a Wisdom saving throw against your spell save DC, or it cannot do so. The demon ward stays active for 1 hour.

### Abolish Demon

You are now an expert at using magical energies to summon demons and converting that energy for other purposes.

Starting at 10th level, you can use your reaction to abolish and destroy a demon you have summoned in order to create and wear an instantaneous shield that can absorb damage.

The amount of damage that this shield can absorb is equal to 5 x the challenge rating of the demon.

### Demonic Binding

Starting at 14th level, you gain the ability to perform one of the most forbidden rites of demonic arts and can summon and bind demons to your service for a limited time. This feature requires serious preparation

because it calls a creature of another plane and binds it in a way that defies the rules of reality.

To perform this rite, you need a vial of blood taken from the body of a living humanoid within the last 24 hours, a bowl of sulfur, and a bowl of saffron. You draw two circles on the ground using a mixture of these components. One is for summoning the demon and the other one is for binding it to your will. Then you perform the rite. You can read the words that must be spoken in 1 hour if you rush through it, or in 8 hours if you read it slowly.

In either case, the demon is summoned. It can be a demon with a challenge rating 9 or lower.

If you cast it in 1 hour, it can make a Charisma saving throw against your spell save DC to not be bound. Otherwise,

no roll is required. This binding stays active for 66 days if you perform the rite in 1 hour or for 13 months if you perform it in 8 hours. You can use your action to dismiss the demon at will.

You need to perform the rites again to summon and bind it again. You can summon a type of demon or a specific demon. Summoning a specific demon requires the name of the demon, a piece from the demon (a piece of hair, a part of skin, etc.), or an item strongly connected (a weapon, armor etc.) to it.

The demon obeys your commands. It can travel with you, guard you, kill or steal for you. However, demons do not like to be bound and used in this way. So, the demon may not want to save your life in times of trouble if you do not command it to do so. If you die, the demon is set free and it will surely try to wreak vengeance on you, your soul, or whatever is left of you.

## Creatures With Corruption Template

All creatures can become corrupted. A creature changes differently depending on the source of corruption. A creature with corruption keeps its statistics except as follows.

**Alignment.** The corrupted creature's alignment changes based on the source of corruption.

Source Alignment

Fiendish Lawful Evil (Devil) or Chaotic Evil (Demon)

Nature Neutral Evil

Necromantic Varies

Aberrant Chaotic Evil

**New Feature:** Aura of Corruption. A corrupted creature reflects the maddening emotions the corruptions invoked within it and emanates an aura of 10-foot radius. Any creature who enters the aura or ends its turn within the aura must make a Wisdom saving throw or it takes 1d10 psychic damage. If a creature fails the saving throw for 3 times within 1 minute, it becomes corrupted.

**Challenge.** The creature's challenge rating increases by 1.

**Senses.** The corrupted creature's eye changes color. It can even become pitch black completely. As a result of this change, the creature gains Darkvision with a radius of 60 feet. If it already has Darkvision with a radius of 60 feet, the creature gains Blindsight with a radius of 10 feet

**Language.** The corrupted creature gains a language according to the source.

Source Language

Fiendish Abyssal or Infernal

Nature -

Necromantic -

Aberrant Deep Speech

**Resistances.** The corrupted creature gains resistance to a type of damage based on the source of corruption.

Source Damage Type

Fiendish Fire or Poison

Nature Acid or Poison

Necromantic Necrotic

Aberrant Radiant