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

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.

Revision #1

Created 3 November 2025 17:38:50 by Andrej

Updated 5 November 2025 04:57:44 by Andrej