

DUNGEON MASTERS GUILD

Alan Venic's Redbook

TOME OF THE WIZARD



A pack of new class options for the wizard
of the world's greatest role playing game

Alan Venic's Redbook

TOME OF THE
WIZARD



INTRODUCTION

The RPG is a game that promotes imagination and logical reasoning, developing creativity, interpersonal relationship, and mutual cooperation. As pioneer of this game style, D&D brings an atmosphere of mysticism and fantasy to DM and players, allowing them to create and live epic histories and adventures worthy to be told on books or even in movies.

Several memorable and epic sagas known can be revived and even take a different course in the hands of an experienced DM and dedicated players. However, the game is not about only will and storytelling. There are factors that must not be decided only by the desire of the DM or the players.

The game rules are fundamental to keep a level of coherency and logic on game tables. A player may want his character knock a huge iron door to the ground with a kick, but the success or the failure of this action is impacted by the physical strength of the character and a die roll.

The D&D 5th edition core books present the basic rules to act in an universe created by a DM or in the official campaign setting, like *Forgotten Realms*. Whereas the core rulebooks are limited in the diversification of races, classes, items, spells, feats, monsters and so on, I decide to create a pack of supplemental rulebooks to expand the options presented on the basic books.

To have better use of the supplemental rulebooks of the *AlanVenic's Redbook* line, you need the three D&D 5th edition core rulebooks: *The Player's Handbook*,

Monster Manual and *Dungeon Master's Guide*. In certain moments, some features presented here, will refer a given chapter of this books, or just the book itself. When you are consult this supplemental rulebook, you should have access to the determined book to delve into the topic discussed by the given feature.

At this specific supplemental rulebook will be approached the wizard class. Here we have a brief discuss of his abilities and powers, focusing on class gameplay. Additionally, are presented here new class options to players that consider the class options presented in the *Player's Handbook* doesn't fit on the concept they pictured to their characters.

You could want to play a wizard that travel through planes seeking knowledge and spells found only in other worlds. Or an arcane that saw on the belief on the gods a way to expand its spellcasting ability. Maybe an elven wizard lover of the archery art that mate both its passion in a singular path. Or even an alchemist that use its arcane abilities to create experiments and powerful potions capable to produce unique effects.

At this supplemental rulebook are presented ten new arcane traditions. Certainly, one of them will fit the concept you imagine for your wizard. Explore all the possibilities and have fun.

Long live to the RPG!

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THE WIZARD

The oldman with long gray beard wearing a worn tunic and a pointed hat walk slowly aid by its staff. While everyone runway, astonished with the demon invasion coming from the Abyss through a portal in the middle of the town, the oldman follow the opposite way, going against the abyssal army. When the wizard finally see the planar portal, he starts to make complex gestures and rise his staff issuing words of power incomprehensible to everyone present there with a voice so powerful that seems echo throughout the town. When the wizard finally ends his spell, the portal starts to collapse, leaving behind paltry demons, dazed without its masters to tell them what to do. Easy prey for this powerful archmage that destroy them without mercy.

Thus acts a powerful wizard. Patiently, and in a meticulous way, solving problems he founds expending the minimum of mystical resource as possible.

CLASS FEATURES

As a wizard, you are a scholar bookman, versed on the lore of arcane spell. You progress your studies endlessly, gaining more and more mystical lore as you delves in the world of arcana.

SPELLCASTING

No other arcane class is capable of know so many spells as a wizard do. You can virtually know all existing spells of the multiverse that has been written by a wizard any time. This single ability makes you the most flexible existent spellcaster, when it's about arcane spell.

The effects created by you ranging from mere cantrips of light and spark to powerful spells that change time and space with your mind.

ARCANE RECOVERY

As a scholar that gain its arcane power through study, a wizard is capable of recover its arcane energy studying its spellbook. You remember your spell known, and the gesture and magical words used to cast those spells. When you do so, you expand your mind, become capable to cast some of your spells again.

ARCANE TRADITION

The arcane tradition of a wizard define as this wizard see the magic and the form it use its arcane knowledge is its life, and fully differentiate a wizard from another. In the *Player's Handbook* are presented eight arcane traditions. Here are presented ten new slopes of this class feature, bringing a huge variety for the kind of wizard you want to be. The new arcane traditions are

presented in the final of this brief description of the wizard class features.

ABILITY SCORE IMPROVEMENT

Intelligence is undoubtedly the most important ability to any king of wizard you can be. Regardless of your choices, the spellcasting is the most powerful and fundamental thing of a wizard, and its based on Intelligence. Additionally, you can find some feats that can expand even more the diversity or focus of your wizard (see chapter 6 on *Player's Handbook*).

SPELL MASTERY

You become master of spell and can cast simple effects, but more complexes than cantrips, without effort. The preparation and casting of those spells becomes ephemeral to you, and therefore you can make the gestures and issue the words needed to cast such spells without expend your mystical energy or even study your spellbook. Those spells are mastered by you, and are always available in your mind.

SIGNATURE SPELLS

When you reach the top of your power, the spell become so simples to you that you can cast powerful spells in a spontaneous way. The power of some spells you know, and used exhaustively during your career becomes latent on you. Put your signature in your spells means that such spells are not only part of your collection, but such spells bears your essence and your wizard's style.

ARCANE TRADITIONS

At this supplemental rulebook are presented ten new arcane traditions you can choose instead of the arcane traditions presented in the *Player's Handbook*. The Alchemical Mastery, the Arcane Archery, the Arcane Ritualism, the Automaton Mastery, the Demonology, the Gnomish Artifice, the Mystical Theurgy, the Planeswalking, the Shadow Weave Wizardry, the Thayan Wizardry

ALCHEMICAL MASTERY

Many curious can unravel the secrets of alchemy, but only the owners of arcane power can discover the greatest and most powerful of those secrets. The Masters Alchemists are wizards indoctrinated in constant study of alchemy and matter transmutation. By their studies, the alchemists developed single techniques of creating potions, bombs, and many other items that only they can make.

ALCHEMICAL EXPERIMENT

Starting at 2nd level, you gain proficiency with alchemist's supplies, and can create alchemical items with mastery. You need to make a successful DC 15 Intelligence check using alchemist's supplies, and spend 4 hours of work for each 25 gp the item costs. You have advantage on any checks you make using this tools. The items created by you, are more powerful and expensive than the version available in market.

See below the items you can create and its effects:

Acid (vial). The acid damage of an acid created by you is 3d6. *Creation cost:* 50 gp.

Alchemist's Fire (flask). The fire damage of an alchemist's fire created by you is 2d4. Additionally, the DC of the Dexterity saving throw to end the fire damage is 12 instead of 10. *Creation cost:* 100 gp.

Antitoxin (vial). The antitoxin created by you gives advantage against poison effects in addition to resistance to poison damage. *Creation cost:* 100 gp.

NEW ALCHEMICAL ITEMS

As a master alchemist, you can create exclusive items that are not available in *Player's Handbook* for purchase. The creation of such items follow the same rules to create standard alchemical items.

Smokestick. As an action, you can ignite this stick and throw it up to 20 feet of you. The stick creates heavily obscured area in a 10-foot radius sphere, centered in the spot it lands for 3 rounds. After that, the smoke dissipate naturally and the stick is useless. *Creation cost:* 50 gp.

Sunrod. This rod glows brightly when struck creating a flashlight that can blind creatures on the area. As an action, you can throw the rod up to 20 feet of you and its break when hit a solid surface creating a light blast in a 10-foot radius sphere. A creature in the area must make a DC 12 Constitution saving throw or be blind until the end of its next turn. *Creation cost:* 100 gp.

Tanglefoot Bag. This leather bag contains a sticky substance that becomes tough and resilient upon exposure to air. As an action, you can make a ranged weapon attack against a creature within 20 feet of you treating the tanglefoot bag as an improvised weapon. If you hit, the creature must be successful on a DC 12 Strength saving throw or become restrained for 1 minute. The target can repeat the save at the end of each of its turns, end the restrain effect with a successful save. *Creation cost:* 50 gp.

Thunderstone. This stone is made of a material that emits a powerful sound wave when broken. As an action, you can make a ranged weapon attack against a creature within 20 feet of you. If you hit, the target must make a successful DC 12 Constitution saving throw or takes 2d4 thunder damage and become deaf until the end of its next turn. *Creation cost:* 50 gp.

Basic Poison (vial). The poison damage of a basic poison created by you is 2d4. Additionally, the DC of the Constitution saving throw to resist the damage is 12 instead of 10. *Creation cost:* 150 gp.

You can create other alchemical items such powder or oil, if you wish. Ask your DM to know the items you can create as a master alchemist.

FAMILIAR HOMUNCULUS

At 2nd level, you apply your alchemical and mystical knowledge to fabricate a small humanoid body using simple matter like clay, ashes, and mandrake root. By using this materials and your blood as material components of the spell *find familiar*, you gives life to a loyal companion. The homunculus you create (see *Monster Manual* for the statistics) acts as your familiar. The homunculus is smart and, unlike normal, share your proficiencies in alchemist's supplies, and can help you at your experiments. While you are working with your homunculus, the time needed to create any item you can fabricate using any of your master alchemist features is halved.

If your homunculus dies, you must finish a long rest until you can make the ritual to create a new homunculus again.

CREATE FORMULA

Starting at 6th level, you learn to develop formulas that you can use to create powerful magic potions. You can create any magic potion you already develops its formula. All requirements to create this formula like spells, and components are under DM's discretion.

Creates a formula requires 1 day for each 100 gp of its cost, spend in research, collecting components and repeated attempts. The creation time considers you spend at least 8 hours daily dedicated only to research and development of the formula. The Creating a Formula table shows the costs needed to develops a formula for a potion of certain rarity, and the minimum wizard level to create it.

CREATING A FORMULA

Potion Rarity	Formula Cost	Wizard Level
Common	50–100 gp	6th
Uncommon	100–500 gp	6th
Rare	500–5.000 gp	9th
Very Rare	5.000–50.000 gp	13th
Legendary	50.000–500.000 gp	17th

You start learning two formulas at 6th level (one of common potion and one of uncommon potion), at your choice, and learn extra formula as you level up. You learn an extra formula at 9th level (rare potion), at 13th level (very rare potion) and at 17th level (legendary potion). You need to pay only half the creation cost for such formulas. You can learn other formulas through research paying the full creation cost, like you do to learn new spells.

Create a potion requires half the time and gp cost needed to develop the formula. The final cost to develop a formula is for DM's discretion.

ALCHEMICAL BOMB

At 10th level, you can develop alchemical items that only a master alchemist with arcane powers can make. You can create powerful bombs using your alchemical knowledge and your arcane ability.

Each bomb have a cost (in parenthesis) and the creation process takes 2 hours using alchemist's supplies. The DC to resist the effects of the bombs are equal to your spell save DC.

You can make the following bombs, listed in alphabetic order.

Acid Bomb (750 gp). As an action, you can throw this bomb up to 30 feet of you. When the bomb hit a solid surface, it detonates creating a burst of corrosive liquid in a 10-foot radius sphere. The creature in the area must make a Dexterity saving throw. A target that fail the save takes 4d6 acid damage and must make a new saving throw in the start of its next turn or suffer an extra 2d6 acid damage. A target successful in the save takes half the damage and don't need to make a new saving throw in the start of its next turn.

Burning Bomb (2,000 gp). As an action, you can throw this bomb up to 30 feet of you. When the bomb hit a solid surface, it detonates creating a burst of fire in a 10-foot radius sphere. The creatures in the area must make a Dexterity saving throw. A creature takes 8d6 fire damage, or half this damage if succeeded on the save.

Noxious Bomb (1,500 gp). As an action, you can throw this bomb up to 30 feet of you. When the bomb hit a solid surface, it detonates creating a cloud of noxious gas in a 10-foot radius sphere. The creatures in the area must make a Constitution saving throw. A creature that fail the save takes 6d6 poison damage and are poisoned for 1 hour. A target successful in the save takes half damage and are not poisoned.

Smoke Bomb (500 gp). As an action, you can throw this bomb up to 30 feet of you. When the bomb hit a solid surface, it detonates creating a smoke cloud heavily obscured in a 20-foot radius sphere. The creatures in the area suffer the effects of suffocation while stay in the area. A moderate or faster wind (10 miles per hour) dissipate the cloud, otherwise the cloud dissipate normally after 1 minute.

Sticky Bomb (300 gp). As an action, you can throw this bomb up to 30 feet of you. When the bomb hit a solid surface, it detonates spreading a sticky substance in a 10-foot radius sphere. The creatures in the area must be successful in a Dexterity saving throw or become restrained for 1 minute. A creature that fail the save can use its action to make a DC 15 Strength check. If the creature succeed in the Strength check it breaks free.

You can create a number of bombs equal to your Intelligence modifier (minimum of one). You regain all expended uses when you finish a long rest.

PEERLESS ALCHEMIST

At 14th level, you can develop alchemical and magic items more powerful than any ordinary alchemist. You can add your Intelligence modifier (minimum of +1) to the damage cause by the items created by your Alchemical Experiment and the bombs created by your Alchemical Bomb. Additionally, the gold cost to create any item using your Alchemical Experiment or your Alchemical Bomb is halved.

ARCANE ARCHERY

Those how seek master the art of archery realize that arcane magic is the easiest way to reach it. Elves spend ions improving the art of the arcane archery, finding a form to mix its innate arcane power with its agility and grace inherited from its ancestors. The Arcane Archery tradition is the obvious path to elves that want to preserve their precious arcane art for decisive moments, but not limited to use only cantrips.

RESTRICTION: ELVES ONLY

Only elves and half-elves can choose the arcane archery arcane tradition. Elves are traditionally know for combine the art of archery with magical powers.

Your DM can ignore this race restriction to better suit to the campaign. The restriction reflects the history of the elves known for being marksmen and capable mages, but it cannot apply to your DM's setting.

ARCHERY STYLE

Starting at 2nd level, you gain proficiency with shortbows and longbows. Additionally, you gain proficiency in Perception, if you don't have yet.

ARCANE SHOT

Also at 2nd level, you can imbue your bow attacks with arcane power. If you have at least one spell slot of 1st level or higher available, you can use a bonus action to imbue your next ranged attack with a bow with magical power. This attack count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. Additionally, if you hit, you cause extra damage equal to the level of the highest spell slot you have available.

Starting at 7th level, while you have a spell slot of 4th level or higher, you can create arrows of raw force as part of each attack with a bow. You don't need mundane ammunition to supply your bow and all your bow attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage

EXTRA ATTACK

At 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

ENCHANTED ARROW

Starting at 10th level, you can enchant an arrow with arcane magic. When you use the Attack action to make bow attacks, you can use a bonus action to imbue your next attack with a wizard spell that target a creature and have a melee range. If you hit, the spell imbued in the arrow is discharged on the target as you had cast the spell directly on it. If you miss, the spell is wasted.

HAIL OF ARROWS

At 14th level, you can expend your magical power to make a hail of arrows.

As an action, you can expend a spell slot of 5th level or higher to make a ranged attack with bow against each creature in the normal range of your bow.

Alternatively, you can make five ranged attacks with bow, instead of a single attack against each creature in the range. All attacks must target a single creature.

When you use this feature, you don't suffer disadvantage for attack a target beyond the normal range of your bow.

No 14º nível, você pode gastar seu poder mágico para disparar uma revoada de flechas.

ARCANE RITUALISM

Some mages prefer to cast its spells in places safe and quiet. An arcane ritualist is a wizard specialized in cast spells in form of ritual. This spellcasters prefer to undertake long rituals to cast their spells whenever possible, instead of expend their precious arcane energy.

Embarking in any possible means, the ritualist unravels uncommon forms of learning, being capable of understand and use even divine energy when undertake its complex magical rituals.

RITUALCASTER

At 2nd level, when you choose this arcane tradition, you learn to cast spells in form of ritual. You can cast a spell with the ritual tag using its ritual version, as describe in chapter 10 of *Player's Handbook*. Additionally, you gain proficiency in Religion, if you don't have yet.

RITUAL LORE

Also at 2nd level, you can learn any spell with the ritual tag. You can add such spells to your spellbook as it was in your list of wizard spells, but if the spell is not normally on your list of wizard spells, you can cast it only in form of ritual.

RITUALISTIC CIRCLE

Starting at 6th level, you can manage a circle ritual with other spellcasters. For each spellcaster in the circle, the time to cast the ritual is reduced by 2 minutes, to a minimum of 1 minute.

To qualify for the ritualist circle, a spellcaster other than you must have access to spell slots of the level of the spell of the ritual, but he don't need to know the spell.

RITUAL CONVERSION

At 10th level, you can cast any 1st to 5th level spell you know, and that have a duration different of instantaneous as a ritual. A spell that don't have the ritual tag requires 20 minutes, instead of 10 minutes, to be cast as a ritual.

Once you use this feature, you must finish a short or long rest before you can use it again.

RITUALISTIC ENERGY

At 14th level, when you cast a spell as a ritual, you and all participants of the ritual are renewed when its done. When you finish a ritual, you and all participants of the ritual recover a number of hit points equal 1d6 x the spell level casted.

Once you use this feature, you must finish a short or long rest before you can use it again.

AUTOMATON MASTERY

You dedicate your arcane art to creation and animation of beings known as automaton. Those constructs created with mundane materials are similar to living beings you dedicated study time to know each peculiarity of its anatomy and physiology. As an automaton master, you spend long time locked in labs studying and creating parts, mechanisms, and gears needed to build a perfect copy of a creature of your choice.

SHREWD ENGINEER

Starting at 2nd level, you become specialist in creation of parts and mechanisms. You add the cantrip mending to your cantrip known and it doesn't count in the number of cantrips you know. Additionally, you gain proficiency in the following artisan's tools: leatherworker's tools, smith's tools, tinker's tools, and woodcarver's tools.

FABRICATE AUTOMATON

Also at 2nd level, you can fabricate a creature similar to a beast that obey your commands. You can build a body of a creature of the beast, humanoid, giant or monstrosity type (see *Monster Manual* for its statistics) you already seen or studied about of a challenge equal or lower half your wizard level, using wood, metal, leather and other materials through you skill as artisan. Build such body demands 1 day of work for each 100 gp of its cost. Additionally, you need to expend a spell slot of certain level to maintain the automaton active, as show in the Fabricating an Automaton table.

FABRICATING AN AUTOMATON

Creature Challenge Rating	Spell Slot Needed	Creation Cost
1	1st	200 gp
2	2nd	500 gp
3	3rd	1.000 gp
4	3rd	2.000 gp
5	4th	4.000 gp
6	4th	6.000 gp
7	5th	9.000 gp
8	5th	12.000 gp
9	6th	16.000 gp
10	6th	20.000 gp

An automaton has the same statistics of the base-creature, with the following changes:

- Its type change to Construct.
- Its Intelligence score is 3 (−4), its Wisdom score is 11 (+0), and its Charisma score is 5 (−3).
- It lose any proficiency with resistance, skill, and the traits Spellcasting and Innate Spellcasting it possess.
- It gain darksivion with a range of 60 feet, if it doesn't already has this trait with a long range.
- It gain immunity to psychic, and poison damage.
- It gain immunity to charmed, frightened, poisoned, and exhausted conditions.

- It understand your language, but can't speak.

Unlike a standard construct, an automaton stay inactive when it has no energy stored in its body. Its creator must expend the spell slot indicated in the Fabricating an Automaton table anytime he finish a long rest to maintain the automaton active. Although is similar to a living being, an automaton has features that reveal its true nature. A creature successful in a DC 15 Wisdom (Perception) check realize the farce.

You can use a bonus action to issue verbal orders to an automaton you create, and it acts in your turn. If you don't issue any commands to the automaton, it defends itself from hostile creatures but otherwise takes on actions.

When an automaton created by you suffer damage, you can use the *mending* cantrip and expend 1 gp in materials to recover 1 hit point of it, if it has not been destroyed. A construct that fall to 0 hit point is destroyed, and can't be repaired through *mending* cantrip. However, you can rebuild the destroyed automaton expending half the time and fabrication cost to build a new one using the wreckage of the previous, if you have access to a lab with the appropriated tools.

You can keep only one automaton active at a time.

MYSTICAL REBUILD

When you reach the 6th level, you can use more magical energy to recover the damage caused to your creation. You can use an action to touch a construct you created and expend a spell slot of 1st level to recover a number of hit points of it equal to 1d8 + your Intelligence modifier. You can expend spell slots of higher level, recovering 1d8 extra hit points for each level higher than 1st.

INCREASE AUTOMATON

Starting at 10th level, you improve your techniques of automaton building. Any automaton created by you gain resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't adamantine. Additionally, your automaton has advantage on saving throws against spells and other magical effects.

SUMMON CONSTRUCT

At 14th level, you create a powerful link between you and your creations, even when it are inactive in your lab. As an action, you can expend a spell slot of one level higher the needed to maintain an automaton build by you activated to activate and teleport this automaton to an unoccupied space within 5 feet of you. The summoned automaton must be at the same plane of existence you are. Any automaton controlled by your previously become inactive and you start to control the summoned automaton.

DEMONOLOGY

Despite its name suggest an exclusive bond with demons, a demonologist is specialized in the Lower Planes and the creatures that dwell in those vile places. As immerses in the studies about occultism, and seek knowledge about demons, devils, yugoloths, and other fiends, you most at risk to face power beyond your control. When this happen, the price you pay is the loss of your soul in the most of times.

Your studies and bond with fiends turn you in an unpopular wizard for most societies, like a necromancer. Not every demonologist is evil but as they deal with the beings of the Lower Planes, they have great risk to become evil.

DARK KNOWLEDGE

Starting at 2nd level, your detailed studies about the Lower Planes turn you an expert in the field. You gain advantage on Intelligence checks about the Abyss, Hell, or about fiends.

DECEIVE FIEND

Also at 2nd level, you can use your knowledge to deceive fiends. You gain proficiency in Deception and Persuasion. You gain advantage on Charisma (Persuasion), and Charisma (Deception) checks when dealing with fiends. Additionally, a fiend suffer disadvantage on saving throw to avoid being charmed by you.

VILE CALL

At 6th level, you discover the existence of the fiends' true names, and can try to summon a certain fiend through a ritual. As an action, you can expend a spell slot of 3rd level to make a ritual that takes 1 hour. When you finish the ritual, you can summon a fiend with a challenge rating of 4 or lower that you know the true name. The fiend appears on the center of a ritual circle drawn by you. This fiend is under your control as if was under effect of the *dominate monster* spell. The fiend remain with you while you maintain your concentration, up to 8 hours, until you die or, dismiss it with a bonus action on your turn.

If you don't know the true name of the fiend, it will be indifferent to you, but you can try to bargain with it to make the fiend help you to accomplish certain task. If the fiend doesn't accept your offer, it will be free to act for 8 hours in the current plane, and you can't use a bonus action to dismiss it.

You can expend a spell slot of higher level, increasing the maximum challenge rating of the fiend by 1 for each level of the spell slot above 3rd.

Starting at 13th level, a fiend summoned through this feature that are charmed by you, will willingly tell you its true name.

RESIST THE CORRUPTION

Starting at 10th level, you constant interaction with fiends, makes you resistant to their powers. You gain advantage on saving throws and on ability checks against attacks, spells, and magical effects from fiends.

CABAL OVERLORD

At 14th level, you become leader of a group of cultists and fiend worshipers. You gain a number of followers that are cult fanatics (see *Monster Manual* for statistics) loyal to you, equal to your wizard level divided by three (four initially).

You can head a ritualistic circle with your followers to summon a fiend more powerful than you normally can with your vile call. Each follower must expend a 2nd level spell slot, and you must expend a spell slot of 3rd level or higher, as normal. The maximum challenge rating of the fiend you can summon increase by 1 for each follower that participate in the ritual. When the ritual is completed, the fiend will appear in the center of a ritualistic circle drawn by you.

Summon a being so powerful demands a great effort, and weak casters can perish when make such ritual. When the fiend appears, each of your followers must be successful on a DC 15 Constitution saving throw or die instantaneously.

If a follower of yours die, you can try to recruit a new one. You need spend a week seeking and searching for each new follower you want to recruit.

GNOMISH ARTIFICE

Wizards are tireless researchers, and one of topics of greater interest for them are magic items. When a gnome embark on the arcane arts, he unite its curiosity and inventiveness in a single form becoming a mystical artificer capable of imbue arcane magic in mundane items, and can forge lasting bonds with the magic items created by him. A gnome artificer is unmatched in the art of build magic items, and are seek by adventurers of everywhere searching its magical masterworks.

RESTRICTION: GNOMES ONLY

Only gnomes can choose the gnomish artifice arcane tradition. Gnomes are capable artisans and have ability to deal with magic. Gnomes can easily join both their arts to create powerful magic items.

Your DM can ignore this race restriction to better suit to the campaign. The restriction reflects the inherent ability of the gnomes with magic and magical apparatus, but it cannot apply to your DM's setting.

REMARKABLE ARTIFICER

At 2nd level, when you choose this arcane tradition, you gain proficiency in two artisan's tools of your choice. Additionally, you are capable of disarm magical traps being successful in an Intelligence (Arcana) check with DC equal to the DC to remove the enchantment of the trap with *dispel magic* of similar magic.

WONDROUS APPARATUS

Also at 2nd level, you can build mechanical gadgets, and enchant it.

As an action, you can expend a spell slot of 1st to 5th level and charge with magic one item built by you described in this feature. An item enchanted by this feature counts as a magic item while still active.

An item enchanted this way gains a number of charges equal to the level of the spell slot expended to activate it. The item can have a maximum of five charges at once. When all charges are expended, the item is deactivated and turns a mundane item. You can't activate the same item again until you finish a short rest.

You can build and enchant the following items with this feature:

Automatic Crossbow (*requires attunement*). This heavy crossbow has a case that can holds 50 bolts, and require no action to be loaded while the case has bolts. Loading a new case requires an action.

This properties works while the crossbow has at least 1 charge, and the wearer can expend charges of the crossbow to activate the following effects:

1 charge. As a bonus action, the wielder gain +1 bonus on the attack rolls and damage rolls with this crossbow for 1 minute.

2 charges. As a bonus action, the wielder can make two attacks with the crossbow.

3 charges. As an action, the wielder can make a volley of shots. The wielder must expend 15 bolts and each creature in a 20-foot cone must make a DC 15 Dexterity saving throw. A target takes 5d10 piercing

damage on a failed save, or half as much damage on a successful one.

Creation cost: 1,000 gp. *Weight:* 8 lb.

Autowagon. This chariot can be driven using a lever system in front of it. The chariot can contain up to four Medium creatures and has a carrying capacity of 1,000 pounds.

The autowagon has walking speed of 20 feet and moves without draft animals. If the wagon is above its carrying capacity, it cannot move.

The autowagon is a Large object with 40 hp, AC 15, and has immunity to poison, and psychic damage.

This properties works while the wagon has at least 1 charge, and the pilot can expend charges of the wagon to activate the following effects:

1 charge. As an action, the pilot can increase the walking speed of the autowagon to 60 feet for 2 hours.

2 charge. As an action, the pilot can make the autowagon moves up its speed and trample a Large or smaller creature in the way. The target must make a DC 15 Strength saving throw. If the target fail the save, it takes 6d8 bludgeoning damage and is knocked prone. If the target succeeded in the save, it takes half damage, and is not knocked prone.

Creation cost: 2,000 gp. *Weight:* 500 lb.

Flame-Thrower (*requires attunement*). The wielder of this weapon can use its action to shot a fire blast in a target within 5 feet of it. The target must be successful on a DC 15 Dexterity saving throw or takes 4d6 fire damage.

This properties works while the flame-thrower has at least 1 charge, and the wearer can expend charges of the flame-thrower to activate the following effects:

1 charge. As a bonus action, the wielder can make an attack with the flame-thrower.

2 charges. As a bonus action, the wielder makes attacks with the flame-thrower hit a line with 10 feet long and 5 feet wide for 1 minute.

3 charges. As an action, the wielder can unleash a line 40 feet long and 5 feet wide of fire. Each creature in the line must make a DC 15 Dexterity saving throw. A target takes 8d6 fire damage on a failed save, or half as much damage on a successful one.

Creation cost: 1,500 gp. *Weight:* 12 lb.

Force Cannon (*requires attunement*). This weapon counts as a martial ranged weapon with the properties ammunition (range 100/400), heavy, loading, and two-handed. It cause 2d8 force damage on a hit.

This properties works while the cannon has at least 1 charge, and the wearer can expend charges of the cannon to activate the following effects:

1 charge. As an action, the wielder can ignore the disadvantage suffered when attacking a target beyond the normal range of the cannon for 1 hour.

2 charges. As an action, the wielder makes an attack with the cannon. If the attack hit, it cause 6d8 force damage.

3 charges. As an action, the wielder makes cannon shoot a ball of concentrated energy that explodes when hit a spot choose by the wielder within 100 feet. Each creature in a 15-foot radius sphere, centered on the

chosen spot, must make a DC 15 Dexterity saving throw. A target takes 6d8 force damage on a failed save, or half as much damage on a successful one.

Creation cost: 2,500 gp. *Weight:* 10 lb.

Gyrocopter. This archaic helicopter can be driven using a lever system in front of it. The gyrocopter can contain up to four Medium creatures and has a carrying capacity of 1,000 pounds. The gyrocopter can go up to a maximum height of 300 feet, and expend 10 feet of movement for each 5 feet it move up.

The fly speed of the gyrocopter is 20 feet. If the gyrocopter is above its carrying capacity, it fall 20 feet per round and cannot use its fly speed.

The gyrocopter is a Large object with 50 hp, AC 15, and has immunity to poison, and psychic damage.

This properties works while the gyrocopter has at least 1 charge, and the pilot can expend charges of the gyrocopter to activate the following effects:

1 charge. As an action, the pilot can increase the fly speed of the gyrocopter to 60 feet for 2 hours.

2 charge. As an action, the pilot can remove the height limit of the gyrocopter, and the creatures inside it suffer no effects from high altitude (see chapter 5 on *Dungeon Master's Guide*) for 1 hour.

Creation cost: 15,000 gp. *Weight:* 600 lb.

Power Suit (requires attunement). The wearer of this heavy armor become proficient with the armor when attuned to it. The AC of the wearer become 18, and its walking speed is 30 feet while it still wearing the suit. Additionally, the carrying capacity of the wearer is doubled, but it suffer disadvantage on Dexterity checks. A Small creature counts as a Medium creature while it is wearing and attuned to the suit.

This properties works while the suit has at least 1 charge, and the wearer can expend charges of the suit to activate the following effects:

1 charge. As a bonus action, the wearer gain advantage on Strength checks for 1 minute.

2 charges. As a bonus action, the wearer create an energy shield that grant it +3 bonus to its AC for 1 minute.

3 charges. As a bonus action, the wearer add 1d6 to its melee weapon attack rolls using Strength for 1 minute.

Creation cost: 2,500 gp. *Weight:* 60 lb.

Submersible. This archaic submarine can be driven using a lever system in front of it. The submersible can contain up to four Medium creatures and has a carrying capacity of 1,000 pounds. The submersible contain enough air for 2 hours, divided by the number of breathing creatures inside it. The submersible can go underwater to a depth of 400 feet, taking 2d6 bludgeoning damage per minute from pressure if go deeper.

The swim speed of the submersible is 20 feet. If the submersible is above its carrying capacity, it sinks 20 feet per round and cannot use its swim speed.

The submersible is a Large object with 60 hp, AC 15, and has immunity to poison, and psychic damage.

This properties works while the submersible has at least 1 charge, and the pilot can expend charges of the submersible to activate the following effects:

1 charge. As an action, the pilot can increase the swim speed of the submersible to 60 feet for 2 hours.

2 charge. As an action, the pilot can grant 8 hours of extra air. Additionally, the submersible can go underwater to a depth of 900 feet without suffer damage from pressure.

Creation cost: 10,000 gp. *Weight:* 800 lb.

The time required to build one of the items described on this feature is 1 day, working at least 8 hours, for each 50 gp of the creation cost of the item.

DEDICATED RESEARCHER

At 6th level, you become a voracious expert about magical apparatus, and know how such items works. When you use a magic item, you can make an Intelligence (Arcana) check to understand it. If you are successful on the check, you learn the formula to create the item. The DC of the check depends on the item rarity, as showed in the Unlocking Formula table.

UNLOCKING FORMULA

Item Rarity	Intelligence (Arcana) DC
Common	10
Uncommon	15
Rare	20
Very Rare	25
Legendary	30

After use this feature in an item, you cannot use it again in the same item after you finish a long rest.

If you roll a 1 on the Intelligence (Arcana) check to understand the operation of a magic item, you can no longer use this feature on this item.

IMPRESSIVE ATTUNEMENT

Starting at 10th level, you can easily attune to magic items. You need only 1 minute of meditation with a magic item in hand to become attuned to it. Additionally, you need no attunement with an item enchanted by you using your Wondrous Apparatus to use it.

EFFICACIOUS MAKER

At 14th level, you can build items faster than normal, and can make such items true magical. Build an item requires only 1 day of work for each 200 gp of the item cost. You can enchant an item using your Wondrous Apparatus permanently. An item enchanted this way gain 5 charges and recover 1d4 + 1 expended charges daily at dawn. To enchant an item permanently, the creation cost of the item is multiplied by 10.

MYSTICAL THEURGY

Some wizards become pious scholars of religion as a whole, as well as a certain god. Some of these wizards trail a path of knowledge and worship that draws attention of the god worshiped by him. Those wizards are known as mystic theurges, they hold arcane and divine powers that grow as its faith, and study improves. A mystic theurge believes in a deity as a cleric does, and gain the ability to cast divine spells, and produce powerful effects available only to the most zealous priests of a deity.

BONUS PROFICIENCIES

At 2nd level, you gain proficiency with light armor and in the skill Religion.

DIVINE ADEPT

Also at 2nd level, you become a pious worshiper of a deity. Although you are not a priest, your devotion to such god is notorious and the god gives you some divine power doing to your faith. You gain a holy symbol and can use it as spellcasting focus for any spell that counts as a wizard spell for you. You can choose two cantrips of the cleric spell list as a wizard cantrip known.

From now on, you considerer the spells of 1st to 5th level of the cleric spell list as wizard spells for you. You can add such spells to your spellbook the same way you do with the spells of your wizard spell list. However, you can add a maximum number of cleric spells to your spellbook equal to your Wisdom modifier + half your wizard level (minimum of one).

CHANNEL DIVINITY: DIVINE MYSTICISM

Starting at 6th level, you become able to channel energy directly from your deity, using this energy as fuel of magical effects. You can mix your arcane and divine abilities in an eldritch flash. During your turn, if you cast a spell of the wizard spell list using a spell slot up to 2nd level, you can use a bonus action to expend your Channel Divinity, and cast another spell using a spell slot of 1st level. The second spell must be add to your spellbook from the cleric spell list through your Divine Adept feature.

When you reach the 12th level, you can cast a spell expending a spell slot up to 4th level, and a second spell slot up to 2nd level with this feature. At 18th level, you can cast a spell expending a spell slot up to 6th level, and a second spell slot up to 3rd level.

Once you use your Channel Divinity, you must finish a short or long rest to use this feature again.

DIVINE RECOVERY

At 10th level, you can sacrifice your mystical power to refuel your divine ability. As a bonus action, you can expend a spell slot of 3rd level or higher to recover an use of your Channel Divinity.

DIVINE INTERVENTION

At 14th level, you become a servant so zealous that your god gives you a power possessed only by the most faithful priest. You can call on your deity to intervene on your behalf when you need is great.

Imploring your deity's aid requires you to use your action. Describe the assistance you seek, and roll percentile dice. If you roll a number equal to or lower than your wizard level, your deity intervenes. The DM chooses the nature of the intervention: the effect of any cleric spell would be appropriate.

Starting at 20th level, if you roll a number equal to or lower double your wizard level on the percentile dice, your deity intervenes.

If your deity intervenes, you can't use this feature again for 7 days. Otherwise, you can use it again after you finish a long rest.

PLANESWALKING

The Multiverse are so vast and diverse that it draws attention from those avid for knowledge. Wizards interested in discover the secrets of other planes of existence seek ways to travel to such places as soon as they can at their career. Most of those wizards go to Sigil, the city of doors, since there is the best alternative to access different planes from the Material Plane, before have access to powerful spells. However, some wizards focus their studies specifically on create forms of travel to closer planes, and after to the whole multiverse. Those wizards are known as planeswalkers.

SCHOLAR OF THE PLANES

Starting at 2nd level, you intensify your studies about other planes of existence. You gain proficiency in the skill Arcana, if you don't have yet. Additionally, you gain advantage on any Intelligence (Arcana) check you make to know about places and creatures from planes of existence different from the Material Plane.

PLANAR AFFINITY

Also at 2nd level, your research about the planes gives you a glimpse of the dangers you faces on far territory of the astral map. You gain advantage on saving throws to resist harmful effects from other planes of existence like psychic wind from Astral Plane, ether cyclones from Ethereal Plane, memory loss from Feywild, extreme heat from the Elemental Plane of Fire, and so on.

PLANAR ACCESS

At 6th level, you can perform a ritual that let you travel to the Material Echoes. This ritual require 10 minutes and you must expend a 3rd level spell slot when finish it. After that, you and up to four willing creatures that are holding hands in a circle are send to Feywild or to Shadowfell, at your choice. You and your companions appear in the same place or in the nearest unoccupied space you are in the Material Plane, but on the chosen parallel plane, and can stay on the plane for up to 1 hour. When time runs out, or when you use an action to do so, you and your companions are immediately send back to the Material Plane in a vortex that let each creature stunned until the end of its turn. You can use a spell slot of higher level. For each level above 3rd, the duration of the travel increase by 1 hour.

Once you use this feature, you must finish a long rest before you can use it again. When you reach the 14th level, you can use this feature twice between long rests.

GREATER PLANAR ACCESS

Starting at 10th level, you can use your Planar Access to travel to any plane of existence you know. You must expend a spell slot of 5th level to travel to a plane different from Feywild or Shadowfell, and you arrive in

a random place of the chosen plane, as you had travel through *teleport* spell to a place seen casually. You remain in the chosen plane for up 1 hour. You can use a spell slot of higher level. For each level above 5rd, the duration of the travel increase by 1 hour.

PLANESWALKER

At 14th level, you become a planeswalker, savvy of the great mysteries of the most distant places of the Multiverse. You gain resistance to damage caused by harmful effects from planes different of the Material Plane, as quoted in your Planar Affinity. Additionally, when you use your Planar Access to travel to other plane of existence, you can arrive in the exact place you wish (if it exists) even if you had never ho there and know the place only by a description or through study. You can stay in the plane as long as you wish.

While you are in a plane different from Material Plane, you gain advantage on saving throws against spells and effects produced by planar creatures native of the plane you are. Additionally, you gain resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks of such creatures.

SHADOW WEAVE WIZARDRY

Some wizards that discover the existence of the Shadow Weave can manipulate the shadowy energy on it, gaining permanent traits of this dark magic. Most of the shadow adepts are worshipers of Shar, the Mistress of the Night and owner of the shadow weave, since hardly someone can access the shadow weave without the consent of Shar. However, a few wizards fool or brave enough, dare to use the shadow weave without Shar's permission, becoming outcasts hunted by Shar's followers.

SHADOW ADEPT

Starting at 2nd level, when you choose this arcane tradition, you can use the shadow weave to cast your arcane spells. When you cast a spell of the Enchantment, Illusion, or Necromancy school that require a saving throw, you can use a bonus action to impose disadvantage on the saving throw of a creature you can see within 60 feet of you.

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.

DARK SIGHT

Also at 2nd level, you can channel the magical energy to see through the Shadowfell. You can see on dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. Additionally, you can use an action to see within 60 feet through magical darkness until the start of your next turn.

When you reach the 11th level, you can use a bonus action to see through magical darkness until the start of your next turn.

SHADOW SHIELD

At 6th level, you can create a sphere of darkness around you to protect you from attacks. As an action, you create a sphere of darkness that surrounds you, and moves with you, keeping you inside it for 1 minute. While you are inside the sphere, you gain resistance to radiant damage, and to necrotic damage. Additionally, a creature suffers disadvantage on attack rolls against you.

Once you use this feature, you must finish a short or long rest before you can use it again.

SHADOW WALK

Starting at 10th level, you can freely travel to the Shadowfell. When you cast a spell of the Enchantment, Illusion, or Necromancy school, you can use a bonus action to enter the Plane of Shadows. You can move in the Shadowfell, but you can't end your movement in a place occupied on the plane you were. While you are on the Plane of Shadows, you can see the objects and creatures on your previous plane in spectral forms, and you can move through such objects and creatures as if they were difficult terrain, but you can't attack or cast spell on them. Such creatures can't see you or attack you while you are in the Shadowfell. At the start of your

next turn, you must cast another spell of the Enchantment, Illusion, or Necromancy school to remain in the Shadowfell, or you must use a bonus action to go back to the previous plane. If you don't do so, you are ejected from the Plane of Shadows and cannot take actions this turn.

ANIMATE SHADOW

At 14th level, your shadow can leave you and act freely as you wish. As an action, you can animate your own shadow for 1 minute. During this time, you do not cast your shadow anymore, becoming an independent creature. You control your shadow that acts on your turn.

Your shadow is an undead that has half your hit point maximum, and has AC 10 + its Dexterity modifier. The ability scores, saving throws, and speed of the shadow are the same as yours. The shadow has darkvision 60 ft, resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks, and to necrotic damage, immunity to turn undead, and vulnerability to radiant damage.

You can see and hear anything your shadow can see and hear, and you can use a bonus action to command it mentally. The shadow can cast the spells *blindness/deafness*, *darkness*, *darkvision*, *fear*, *fog cloud*, and *ray of enfeeblement*, once each. The shadow also can cast the cantrips *minor illusion*, and *chill touch* at will. The shadow has the same caster level that you.

You can use your action to make your shadow cast a wizard spell you know of the Enchantment, Illusion, or Necromancy school. You must expend the spell slot as normal, but the origin point of the spell is your shadow instead of you. Additionally, when you take damage from a source you can see, you can use your reaction to direct the damage to your shadow instead. You must decide to direct the damage after you know you take it, but before you know the result of the damage.

If your shadow drops to 0 hit points, it returns to an ordinary shadow and you take 5d6 psychic damage when the mental link between you both is broken.

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

THAYAN WIZARDRY

The practitioners of the thayan wizardry are known as red wizards. This select arcane circle accept only greedy and unscrupulous humans as member, and they consider themselves as the supposed overlords of whole Faerûn. Acting in all fields of magic known, each red wizard are specialized in one school of magic, allowing the red wizard circle of Thay to be very powerful when master all forms of spellcasting known.

A red wizard is easily identify doing to its typical red robe, and its shaved head bearing tattoos that identifies its chosen school. Those vain and egocentric wizards have no shame or fear to show how are, since they know that few are fool enough to face a member of this order.

RESTRICTION: HUMANS ONLY

Only humans can chose the thayan wizardry arcane tradition. The thayan that compose this select circle are extremely xenophobic and racist, allowing no members of other races or regions to enter the order and unveil their secret knowledge.

Your DM can ignore this restriction to better suit to the campaign. The restriction reflects the history of the red wizards of Thay in the Forgotten Realms setting, but it cannot apply to your DM's setting.

SCHOOL SPECIALIZATION

At 2nd level, when you choose this arcane tradition, you must choose one of the eight schools of magic (Abjuration, Conjunction, Divination, Enchantment, Evocation, Illusion, Necromancy, or Transmutation) in which you want to be specialized. You gain some benefits related to your specialized school.

Initially, the gold and time you must spend to copy a spell from the chosen school into your spellbook is halved.

TATTOO OF POWER

Also at 2nd level, you gain a tattoo of power that can empower the effects of spells of your chosen school. As a bonus action, you can roll 1d4 and add the result of the roll to a spell save DC or to a spell attack roll of the next spell of your chosen school you cast until the end of this turn.

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

SPECIALIST DEFENSE

Starting at 6th level, your constant study related to your chosen school let you know how defend yourself against the effects created by the spells of such school. You gain advantage on saving throws against spells of your chosen school.

When you reach the 11th level, when a creature you can see make a spell attack against you using a spell of your chosen school, the creature suffer disadvantage on this attack roll.

SPELL POWER

At 10th level, you can improve the power of the spells of your chosen school. When you cast a spell of your chosen school, the effects produced by the spell counts as if you had use a spell slot 1 level higher then you really used to cast it.

CIRCLE LEADER

At 14th level, you become a circle leader, and you are allowed to recruit members for the order, inscribe tattoos of power on them, and to perform a ritual of power. You gain a number of novices that are wizards of 2nd level loyal to you, equal to your wizard level divided by three (four initially). Those novices gain XP normally and can level up as NpCs, and may become more powerful over time, at DM's discretion.

Ritual of Power. As a ritual that require 1 hour, and the participation of you and at least three of your novices, you can drain the power of them to you. When the ritual is finished, each of your novices that participate of the ritual must expend a spell slot of the highest level they have available. You gain a number of spell points equal to the sum of the spell slot levels expended by your novices that participate on the ritual. You can have a maximum number of spell points equal to your wizard level. Exceeding spell points are wasted.

You can transform unexpended spell points into one spell slot as a bonus action no your turn. The Casting with Spell Points table shows the cost of creating a spell slot of a given level. You can create spell slots no higher in level than 5th.

CASTING WITH SPELL POINTS

Spell Level Slot	Spell Points Cost
1st	2
2nd	3
3rd	5
4th	6
5th	7

Spell points gaining by the ritual of power that are not expended are wasted when you finish a long rest.

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