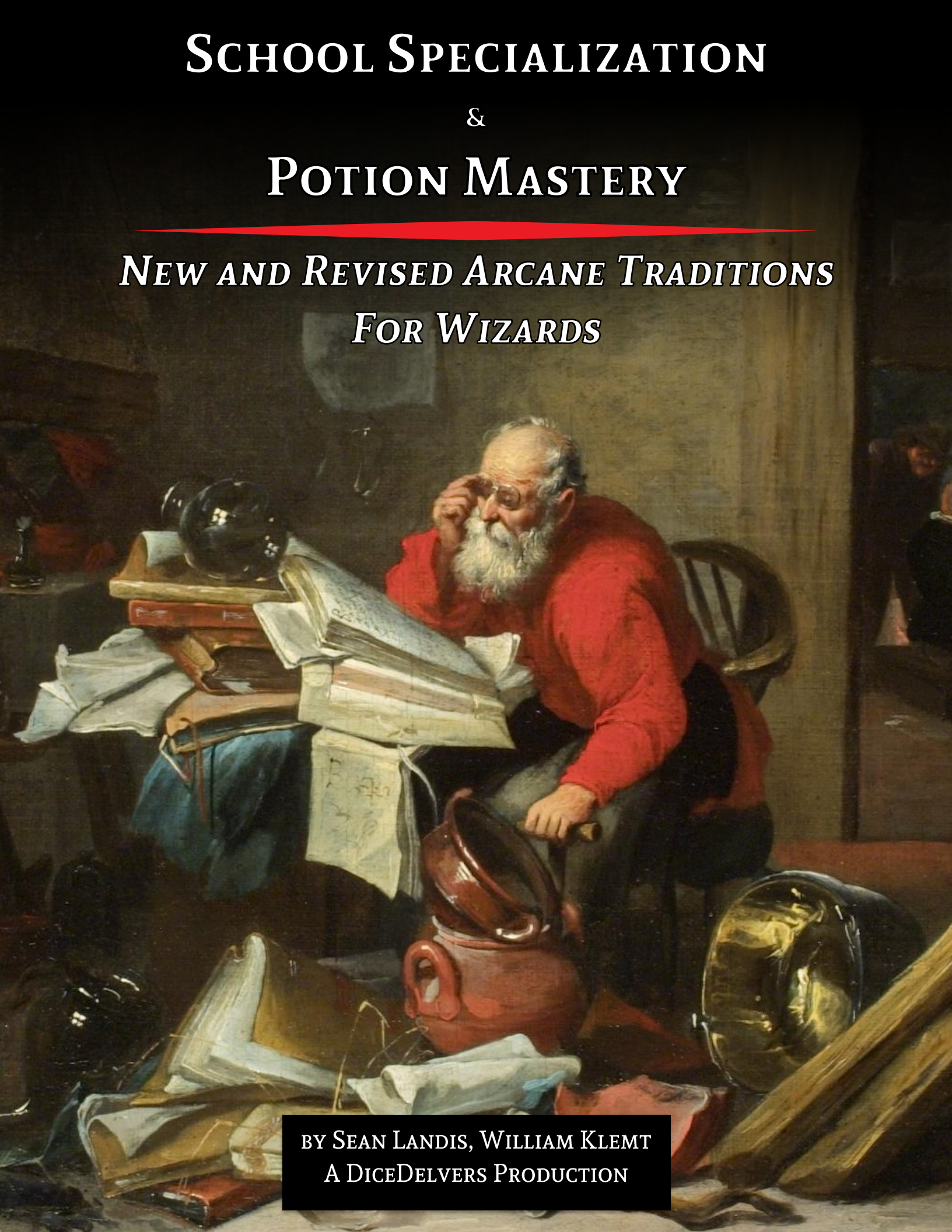
School Specialization

&

Potion Mastery

New and Revised Arcane Traditions For Wizards



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School Specialization

During their arcane studies, wizards typically learn numerous spells from all eight schools of magic. A wizard may find, however, that they have an aptitude in one arcane school over the others. Focusing their studies, these wizards become school specialists. Though narrower in their studies than a generalist, school specialists exhibit a depth of understanding and mastery over their chosen school of magic unrivaled by wizards of other arcane traditions.

Giants in their respective fields, these wizards are often the heads of departments at magical universities, or may conduct experimental research in their towers on the outskirts of cities.

Savant

Beginning when you select this archetype at 2nd level, the gold and time you must spend to copy a spell of your chosen school into your spellbook is halved.

Specialization

When you reach 2nd level, you choose a school of magic to specialize in one of the eight schools, listed below. Your choice confers certain benefits, which improve at 14th level.

Abjuration. When you cast an abjuration spell, your AC increases by 1 until the start of your next turn.

Conjuration. Creatures summoned by your conjuration spells have 5 temporary hit points.

Divination. After casting a divination spell, you can choose to reroll one saving throw, attack roll, or ability check you make within the next 10 minutes. You must use the new roll. You can't use this ability again until you finish a short rest.

Enchantment. The spell save DC of your enchantment spells is increased by 1.

Evocation. After you roll damage from an evocation spell, you can reroll any 1's. You must use the new rolls.

Illusion. The spell save DC of your illusion spells is increased by 1.

Necromancy. When you hit a target with a necromancy spell, or a target fails a saving throw against your necromancy spell, that target cannot regain hit points until the start of your next turn.

Transmutation. After casting a transmutation spell you gain resistance to your choice of bludgeoning, piercing, or slashing damage until the start of your next turn.

Maven

Beginning at 6th level, casting a spell from your school comes so easily to you that you can use some of the spells magical energy to recharge your own abilities. When you cast a spell from your school using a 2nd level or higher spell slot, you regain one expended spell slot. The slot you regain must be of a level lower than the spell you cast and can't be higher than 5th level.

School Spell Mastery

By 10th level, your mastery over spells of your school is prodigious. Once per long rest you can cast a 1st level spell of your school without expending a spell slot.

Improved Specialization

At 14th level, your mastery over your selected school of magic improves.

Abjuration. When you cast an abjuration spell, your AC increases by 2 until the start of your next turn.

Conjuration. Creatures summoned by your conjuration spells have 30 temporary hit points.

Divination. After casting a divination spell, you can choose to reroll one saving throw, attack roll, or ability check. You must use the new roll. After you use this ability twice, you can't use it again until you finish a short rest.

Enchantment. The spell save DC of your enchantment spells increases by 2, instead of 1.

Evocation. After you roll damage from an evocation spell, you can reroll any 1's and 2's. You must use the new rolls.

Illusion. The spell save DC of your illusion spells increases by 2, instead of 1.

Necromancy. When you hit a target with a necromancy spell, or a target fails or succeeds a saving throw against your necromancy spell, that target cannot regain hit points until the start of your next turn.

Transmutation. After casting a transmutation spell, you gain resistance to your choice of either bludgeoning, piercing, slashing, acid, cold, fire, lightning, or thunder damage until the start of your next turn.

Potion Mastery

Throughout their arcane careers, many wizards at least dabble in potion brewing. Some wizards, however, become enthralled by the subtle art of crafting potions and oils. Wizards who embark on this arcane tradition become potion masters. Potion masters require much less time and materials to craft potions, and their potions are often more potent than those of their peers.

Potion masters are relatively rare in the world, but can be found in a variety of vocations. Some may teach, but often they go into business, selling the results of their experiments to kings and adventurers. Many potion masters become adventurers themselves, always on the lookout for new recipes to learn or ingredients to brew with.

Bonus Proficiency

When you choose this tradition at 2nd level, you gain proficiency with alchemist's tools.

Recipe Book

At 2nd level, you can craft magical potions and a section of your spellbook is dedicated to potion recipes. Choose two recipes from the recipe list at the end of this section of common or uncommon rarity.

You learn two new recipes at 6th, 10th, and 14th level. The recipe must be of a rarity you can brew or lower. When you learn a new recipe, you may replace one of your current recipes with a different one of a rarity you can brew.

When you find a potion on your adventures, you can take some time to examine and experiment with the potion to learn the recipe. The time and money required to do this depends on the rarity of the potion as seen on the table below. The experimentation required to discover the recipe renders the potion inert.

You also gain the ability to brew special Recipe Book potions that don't require as much time or material to craft as normal potions. Brewing a Recipe Book potion requires alchemist's tools and an amount of time that varies by rarity, as outlined in the table below.

The number of potions that you can create with this feature depends on the potion's rarity value, also detailed in the table below.

The cumulative value of all your potions brewed with this feature can't exceed your Intelligence modifier (minimum of 1).

For example, if you have an Intelligence modifier of +3, you can brew three common potions, two common potions and one uncommon potion, or one rare potion. If you brew a new potion after you have reached this limit, the oldest potion become inert.

Rarity	Time/Gold to Copy	Brew Time	Value
Common	1 hour / 25 gp	1 hour	1
Uncommon	2 hours / 50 gp	2 hours	2
Rare	4 hours / 100 gp	4 hours	3
Very Rare	6 hours / 150 gp	8 hours	4
Legendary	8 hours / 225 gp	16 hours	5

Mixology

Starting at 6th level, you become more adept at the dangerous art of mixing potions. When you decide to mix two portions together, you can make a DC 15 Intelligence (alchemist's tools) check. On a success, you add +10 to the d100 roll made to determine the outcome of the potion mixture.

Signature Potion

By 10th level, you've brewed certain recipes so often they have become rote. Choose one

common or uncommon recipe. You can craft this potion over the course of a short rest and it does not count against the number of potions you can brew with your Recipe Book feature.

Potent Potables

At 14th level, you have learned how to brew particularly potent potions. When you brew a potion from your Recipe Book, you can choose to make it potent. A potent potion counts as one rarity higher for the purposes of determining the time required to brew and its rarity value. Legendary potions can't be made potent with this feature.

Choose a potion from your recipe book with a duration of less than 8 hours. The potent version of this potion has a duration of 8 hours.

Potion List

*Requires proficiency in Herbalism Kit to brew

Common
Potion of Climbing
Potion of Healing*

Uncommon
Oil of Slipperiness
Philter of Love
Potion of Animal Friendship
Potion of Fire Breath
Potion of Greater Healing*
Potion of Growth
Potion of Hill Giant Strength
Potion of Poison
Potion of Resistance
Potion of Water Breathing

Rare
Elixir of Health*
Oil of Etherealness
Potion of Clairvoyance
Potion of Diminution
Potion of Fire Giant Strength
Potion of Frost Giant Strength
Potion of Gaseous Form
Potion of Heroism
Potion of Invulnerability
Potion of Mind Reading
Potion of Stone Giant Strength
Potion of Superior Healing*

Very Rare
Oil of Sharpness
Potion of Cloud Giant Strength
Potion of Flying
Potion of Invisibility
Potion of Longevity
Potion of Speed
Potion of Supreme Healing*
Potion of Vitality*

Legendary
Potion of Storm Giant Strength