

ARCANE TRADITIONS

The study of wizardry is ancient, stretching back to the earliest mortal discoveries of magic. It is firmly established in the worlds of D&D, with various traditions dedicated to its complex study. The most common arcane traditions in the multiverse revolve around the schools of magic. Wizards through the ages have cataloged thousands of spells, grouping them into categories called schools. In some places, these traditions are literally schools; a wizard might study at the School of Illusion while another studies across town at the School of Enchantment. In other institutions, the schools are more like academic departments, with rival faculties competing for students and funding. Even wizards who train apprentices in the solitude of their own towers use the division of magic into schools as a learning device, since the spells of each school require mastery of different techniques.

SCHOOL OF GREEN STAR

Once a generation, the legendary Green Star crosses the sky, a portent of great and terrible events. Each time it passes, shooting stars of burning emerald fall from the sky. These fallen stars are the only known source of starmetal, a rare and precious ore infused with mighty magical powers.

A wizard of the School of the Green Star utilizes the wondrous properties of the starmetal, turning himself slowly from a creature of flesh and blood into a statue forged of starmetal, gaining great powers in the process.

STARMETAL RIGOR

At 2nd level, the starmetal has started to strengthen your body and harden your skin. Your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class.

Additionally, when you aren't wearing armor, your AC equals 13 + your Dexterity modifier.

FISTS OF STARMETAL

At 2nd level, your fists become harder, and can be used to focus your magical energies. Your unarmed strikes use a d4 for damage. These strikes are considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. At 6th level, your strikes use a d6 for damage, and at 14th level they use a d8 for damage.

When you make a melee spell attack, you can add your unarmed strike damage to the effects of the spell. Also, once per turn, when you make a ranged spell attack roll, you can make it as a melee spell attack instead.



STARMETAL RESISTANCE

Starting at 6th level, the magic of the starmetal helps you overcome physical difficulties. You can gain advantage on a Strength, Dexterity, or Constitution saving throw. You must choose to use this ability before you roll the saving throw, and you cannot use this ability again until you finish a short or long rest.

UNBROKEN WILL

At 10th level, the starmetal hardens your mind. Damage cannot break your concentration on spells of 3rd level or lower.

MASTER SIMULATOR

At 14th level, you complete your transformation, and resemble a perfectly sculpted statue of yourself forged from green starmetal. You are changed by the following ways:

- You do not need to eat, sleep or breath.
- You do not age, and you do not die of old age.
- You are immune to poison damage and to all diseases.
- You are immune to the exhausted, paralyzed, petrified, and poisoned conditions.
- You can use your own magical body as an arcane focus. If you do so, your spell save DC and spell attack bonus each increase by 1.