

Wizard School

(*Player's Handbook* (2014); *Dungeons & Dragons Basic Rules* (online supplement, 2015), *Xanathar's Guide to Everything* (2017))

"Okay, Waa'koh, what is the School of Magic you wish to enroll in."

--Bigby, Professor of Magic Studies

"Sigil Prep."

--Waa'koh, freshman halfling wizard

"No, that is the magic school you wish to go to. What is the School of Magic you wish to enroll in."

--Bigby, Professor of Magic Studies

"Sigil Prep."

--Waa'koh, freshman halfling wizard

"No, again, that is the magic school. The school... you know, *Evocation, Necromancy, Illusion...*"

--Bigby, Professor of Magic Studies

"Oh, those sound lovely."

--Waa'koh,

freshman halfling wizard

"Yes, but when you think about what kind of magic you want to study, what is on your mind?"

--Bigby

"My hat!"

--Waa'koh

facepalm

--Bigby

The Mordenkainen School for Arcane Wizardry constantly strives to improve the quality education of young wizards everywhere. It's the most book intensive major on campus, but in addition to reading, you're also *writing* the books. Well, filling them out. Copying crap. From one spellbook into your spellbook. Really, half of this program is scribing. You're completely qualified to get a job as a scribe after graduation, if you can't find work as a Wizard. There's really a glut in the Wizarding market right now, but there's always need for scribes.

Wizard students must select an area of focus (usually one of the major schools of magic) to concentrate on at some point during their first semester. The good news is, unlike in past curriculums, you don't lose anything by specializing. The bad news is, no more free familiars.



FRESHMAN YEAR

In addition to some basic weapon training and academic electives, you are required to take several cantrip and Arcane Spellcasting Labs, along with Ritual Casting (WIZ 160) and Arcane Recovery (WIZ 175). Don't be fooled. This doesn't look like a heavy course load, but these labs are loooooong. And you have to carry two books for every other spellcasting class's one.

SOPHOMORE YEAR

Sophomore year continues with still more Arcane Spellcasting labs. Again, yes, other majors have this and more, but they still get out in time to get pizza before bedtime.

JUNIOR YEAR

More of the same. The major isn't just work-heavy, it's also repetitive. At least you get to do fun stuff like change the shape of reality.

SENIOR YEAR

And then in Senior year, you will continue to take spellcasting labs, and you'll also have to take your Spell Master Class (WIZ 910) and Signature Spellcasting (WIZ 980).

After completing hours and hours and hours of lab time and some lectures, you earn the Bachelor of Arcane Sciences degree.

Wizard Career Paths

With perhaps the most options available for any major, selecting your Wizard path is possibly the most stressful part of being a Wizard. You thought you had it bad when you just had to weigh Illusion vs. Necromancy, but now we're tossing Bladesinging and War Magic in there, too. Choose wisely.

Artificer

(*Unearthed Arcana: Eberron* (online download, 2015))

Use your magic to create objects to use your magic with. It's sort of a roundabout way to get there, but it's flavorful. Everybody loves gadget stuff.

This course is largely overturned by the introduction of the Artificer major, but if you're still eager to take it as a Wizard focus, be prepared to take several potion and scroll infusion courses.

Bladesinging

(*Sword Coast Adventurer's Guide* (2015))

Open only to Elf students because it's all a big secret, this program combines spellcasting with sword combat. And possibly singing. You don't actually need to sing, but it can't hurt. Up to you.

When you enroll in this course, you must take Training in War and Song (WIZ 125), a combination of weapon training and show tune performance. Like that bit in *West Side Story*, except with actual

violence. From there, you need to take Bladesong and Song of Defense, completing the program with Song of Victory (WIZ 745). I mean, sure, you *can* choose YMCA as your song of victory, but...

Lore Mastery

(*Unearthed Arcana: Warlock & Wizard* (online download, 2017))

There's knowing stuff, and then there's KNOWING stuff. You don't just learn lore, you put it to use. By shaping it into magical power. Some classes, you can pass by memorizing test answers. This one, you have to memorize encyclopedias.

Obviously, there are a lot of intensive courses you need to take for this program. Most of these are covered in Lore Mastery Basics (WIZ 116) and Spell Secrets Lab (WIZ 121). You'll also need to take Developing Prodigious Memory (WIZ 505), so don't forget to sign up for it.

School of Abjuration

(*Player's Handbook* (2014))

The study of protective magic is a noble and kinda boring profession. Very little blows up, and almost never do vicious beasts appear from nowhere to attack your enemies. But on the plus side, you never forget to bring protection. (You like that, Mialee? That one was for you.)



School of Conjuration

(*Player's Handbook* (2014))

Watch you pull a rabbit out of your hat. Better yet, a demon. Or maybe a genie of some sort. You'll need a bigger hat.

In addition to Conjuration Savantism (WIZ 134) and Benign Transposition (WIZ 316), you will need to take Durable Summoning (WIZ 731), because it sucks when you summon a demon and it immediately breaks.

School of Divination

(*Player's Handbook* (2014))

Foretell the future. Answer questions before they're asked. For some reason, you will never be able to predict lottery numbers. The lottery is extremely well warded against even the best Divination spells.

If that lottery thing doesn't turn you off, keep in mind you'll also need to take Obtaining and Deciphering Portent (WIZ 122), Third Eye Discovery and Development (WIZ 516) and Obtaining Greater Portent (WIZ 700), all of which require way more portent than most people are comfortable with.

School of Enchantment

(*Player's Handbook* (2014))

Free will? Feh. Your will is all that's important. Or your professor's will. Who can say if what you did in class is what you remember doing? That'll keep you up at night, won't it?

This course requires Hypnosis by Gaze (WIZ 130); students must bring their own pocket watch. You will also take Splitting Enchantment (WIZ 562) and Alteration of Memories (WIZ 711). I think. I'm not sure about that last one. Did I take that...?

School of Evocation

(*Player's Handbook* (2014); *Dungeons & Dragons Basic Rules* (online supplement, 2015))

Drawing on the power of the elements! Like Fire and Wind and... Lightning! And Acid! And... which model of the classical elements contains Acid? Is there an Elemental Plane of Acid? I'm kind of curious about that now.

Regardless, this is where the power is, if you really want to do some violent magic. You might even get extra credit if you blow up your homework.

As this course requires you to take Overchanneling Spells (WIZ 738), psychiatric evaluation is required before your enrollment will be accepted.

School of Illusion

(*Player's Handbook* (2014))

Fool the senses. Make your foes question reality. They won't know what's real. Are dogs real? Are cats? Are rocks? Giant floating heads with a huge central eyeball and a giant toothy mouth. Is that real? What of dragons, unicorns, giant space hamsters, all the things we see every day? Illusion! You won't know the difference between reality and fantasy.

If you can accept this reality, you need to take Improved Minor Illusion (Yep. A full 3-credit course on one single spell), Illusory Self (WIZ 550) so you'll always have someone to talk to, and Illusory Reality (WIZ 728). You pass this last one if you're able to prove you're actually in the class.

School of Invention

(*Unearthed Arcana: Three Subclasses* (2018))

This program is all about innovation, which involves a lot of alchemy, explosions, and being gnomes. Being a gnome isn't required, but all the lab coats we have for this course are prefitted for gnomish physiques. You're going to look silly if you're size medium, is what we're saying.

You learn to make magical armor, and actually wear it, but it's only good for deflecting force damage. You can also learn to cast spells you don't even have prepared, in a very haphazard and random fashion, sometimes for greater effect. Strangely, you don't do much actual inventing.

School of Necromancy

(*Player's Handbook* (2014))

People are *dying* to get into this program! Ha! Actually, no. They're dying to be *test subjects* for this program. Often against their will. This not a topic for humor, really. I apologize.

You are a sick f*** and you should be ashamed. I mean, seriously. You're voluntarily going to take Care and Keeping of Undead Thralls (WIZ 333) and admit it? Sick.

School of Transmutation

(*Player's Handbook* (2014))

The art of changing one thing into another thing. Flesh to stone, rock to mud, men to frogs. But let's see you transform my credit score to something that will let me buy a house after graduation.

This program requires Minor Alchemy (WIZ 140) and a Shapechanging Practicum, and also Development and Theory of the Transmuter's Stone... Oh, for fark's sake! It's Sorcerer's Stone, you obtuse... I mean Philosopher's Stone! Oh, forget it.

Technomancy

(*Unearthed Arcana: Modern Magic* (online download, 2015))

Who says Science and Magic don't mix? Certainly not the wizards who developed this blend of technology and arcane artistry. Cast spells through a computer, cast spells through a network of computers... this is really more Cybermancy, isn't it? Isn't Technomancy supposed to be more engineering and gadgets and... Nevermind, this is still cool. And anyway, if you can't get a job wizarding, you can clean up as a member of the Best Buy Geek Squad.

Besides training in so-called "modern" firearms and hacking tools, you'll need to take several advanced courses, including Online Casting (WIZ 523). Take some time to be appreciative, you "modern" era jerks. We had to invent the computer to develop this.

Theurgy

(*Unearth Arcana: The Faithful* (online download, 2016); *Unearthed Arcana: Wizard Revisited* (online download, 2017))

Wizards gain power through study. If you study holy books, then, it stands to reason you can gain power through your super-concentrated knowledge of divinity. Prayer is fundamental to faith, but learning is fundamental to knowledge. Jozan might have faith in Pelor, but you, my friend, can gain power by clear understanding of Pelor. And you don't even have to pray to him, like he's even listening anyway. Dude is bound to have better things to do.

War Magic

(*Unearthed Arcana: Wizard Revisited* (online download, 2017), *Xanathar's Guide to Everything* (2017))

Wizards are often good at slaughter, what with the fireballs and the meteor swarms and such, but the wizards who make the good money are good, not at battle, but at war. The distinction is in tactical wit, strategy, and cunning. And, well, fireballs and meteor swarms and such. But tactically.

Among the requirements for this program is Tactical Wit (WIZ 114). Turns out, "wit" can mean intelligence, not just clever jokes. Clever jokes are clever, but seldom tactical. You'll also need to take Durable Magic (WIZ 516). If you've ever dropped magic taking it out of the washer and broken it, you know the struggle.

NEW ARCANE TRADITION:

Mathementalism

Mathementalism is the use of magic as an elemental force. It was developed accidentally by a study group of wizards who got drunk doing their calculus homework, inadvertently creating the Demiplane of Mathematical Concept in the sixteenth story men's room in Mordenkainen Hall.

MATHEMENTAL SAVANT

When you enter this tradition at 2nd level, the gold and time you must spend to enter a spell with the Mathementalism subtype into your spell book is halved. (see "Spells of Sigil Prep" for mathementalism spells)

BONUS CANTRIP

Also at 2nd level, you gain the cantrip *Ray of Arithmetic* as a bonus cantrip. It does not count against the number of cantrips you gain as a Wizard.

INSTINCTIVE UNDERSTANDING

When you take this tradition at 2nd level, you have a strong understanding of conceptual mathematics, and have proficiency in any Intelligence check related to solving math problems. Also, you have resistance to Math damage and can speak Mathemental.

ARCANE NUMBER CRUNCHING

Beginning at 6th level, you can start to see the math behind your spellcasting to an extent that you can factor in additional variables. When you cast a spell, you may choose to make an Intelligence roll against a DC equal to 10 + the level of the spell slot you're using. If it succeeds, you cast the spell as if you'd used a slot one higher. For instance, if you used a 3rd level spell slot, you cast it as if you'd used a 4th level slot. If it succeeds by more than 10, you cast the spell as if you'd used two slots higher. In either case, you cannot cast it at a higher level slot than you actually possess.

You may use this ability a number of times equal to your Intelligence bonus, after which you must complete a long rest to use it again.

UNSOLVABLE EQUATIONS

Beginning at 10th level, whenever you do Math damage with a spell or ability, your equations are so complex that targets have disadvantage on their intelligence saving throws.

SET OF ALL NUMBERS

At 14th level and beyond, you can cast a damaging spell in its mathematically purist form. When you cast a spell that causes damage, you may choose to cast it in raw mathematical form. Targets of the spell make an Intelligence saving throw in addition to any saving throw the spell normally requires. If they fail, the spell does maximum damage and all damage from the spell is converted to math damage. (If another

MATH DAMAGE

Some of the Mathemantalist's abilities do math damage. Math effects look like swirling, glowing numerals and equations, which bombard the target physically and psychically.

Most spells and effects that do math damage allow an Intelligence saving throw to "understand" the math involved, thereby reducing it in part or in whole.

saving throw reduces the damage, it does so normally). If the spell has more than one target, it may affect each differently; for instance, a fireball may do fire damage with a normal damage range to two targets, while doing maximum math damage to two others.

Once you have used this ability, you must complete a short or long rest before doing it again.

NEW ARCANES TRADITION:

Necrohacking

There is the standard view of Necromancy as a school of magic. But there is a more precise and intricate form of manipulating necromantic energy. Necrohackers know that necromantic energy comes from the Negative Energy Plane, and that this plane is a network composed of deathly impulses that can be manipulated by coding using patterns of 0s and 1s. Several necro-coding languages have been developed, and the proponents of each are quick to tout the superiority of theirs over others. But in the end, it all amounts to one thing. Copious zombie production.

CODE BOOK

Starting at 2nd level, while your other spells might be in normal spellbooks, your necromancy spells are kept in a code book written in a necrocoding language such as Z#, NecroScript, NQL (Necrotic Query Language), or Gewl 6. Wizards who do not study Necrohacking can't copy spells from you, as the arcane script is unfamiliar. Translating necromancy spells into your Code Book takes the same amount of time copying a spell normally takes, but only half the gold.

NECROLINKS

Beginning when you enter this program at 2nd level, you may create hyperlinks to your necromancy spells. These links are tied to your code book, and must be chosen in advance. Choose any necromancy spell you know with a casting time of one action. You may choose a number of spells based on the following table (cantrips count as 1st level spells for this purpose):

2 nd to 4 th level	one cantrip or 1 st level spell
5 th to 8 th level	two total levels of spells (2 1 st level spells or 1 2 nd level spell)
9 th to 12 th level	three total levels of spells
13 th to 16 th level	four total levels of spells
17 th to 20 th level	five total levels of spells

You may cast your hyperlinked spells as bonus actions by tapping the appropriate tab on your code book. Once cast, the link vanishes. You can only cast a hyperlinked spell at its normal level, and it still expends a spell slot.

During a long rest, you may restore or create new hyperlinks.

NECROTIC SHUTDOWN

Beginning at 6th level, you can attempt to shut down zombies or skeletons. By using an action to reach into the necro-network and create a worm that infects the negative energy OS of the zombies. Roll 5d8; this is the amount of hit points of zombies and skeletons you can affect. The undead with the lowest remaining hit points becomes unconscious. Subtract that undead's hit points from the total and move on to the undead with the next lowest hit point total, exactly as if you cast the *sleep* spell.

At 10th level, you affect 7d8 hit points worth of zombies and skeletons. At 14th level, you affect 9d8 points worth, and can affect any undead with a physical body and an intelligence under 8. At 18th level, you affect 11d8 hit points worth of undead.

Once you've used this ability, you must take a short or long rest to use it again.

FORCED REINSTALL

At 10th level, you gain resistance to necrotic damage. Further, you may voluntarily choose not to resist necrotic damage, instead taking the full amount. For each 10 points of necrotic damage you take in this manner, you may restore one spent spell slot. The spent slot of the lowest level fills first.

FULL REBOOT

Beginning at 14th level, you can attempt a total system reboot of zombies and skeletons. As an action, you can force all zombies and skeletons in a 30 foot radius to make a charisma saving throw. Any that fail are now under your control, exactly if you had created them with an *animate dead* spell. If you give them no commands, they perform no actions.

As with *animate dead*, they are only under your control for 24 hours, after which time you must cast *animate dead* or use this ability again to resume control.

Once you have used this ability, you must complete a long rest to use it again.

NEW ARCANE TRADITION:

School of Library Sciences

Most Wizards have their own personal libraries to begin with, but some of you will undoubtedly want to manage a large public (or someone else's private) library because you just can't get enough of organizing massive tomes. You guys.

At any rate, if you're going to put your love of words and knowledge and heavy stacks of bound paper to practical use, you'll need a few tools to make that handy. The Dewey Decimal System is one of those tools. But there's no magic in that.

INFORMATION AT HAND

You are a font of knowledge. Beginning at 2nd level, you have expertise in Arcana, History and Religion, adding double your proficiency to rolls with these skills. In addition, when you add new spells to your spellbook as a result of gaining levels, you may add one additional spell.

MASTER CATALOGER

Beginning at 2nd level, you can recognize the organization schemes of even the most unorganized and demented person's book collection. You have advantage to any Perception or Investigate checks you make

perusing bookshelves, libraries, or similar collections of books or scrolls. You would be surprised how often adventures have you looking through libraries for something.

EXTREMELY WELL-READ

Starting at 6th level, you can read in any language. This does not allow you to speak the language. You have advantage to decipher something written in code, even if the encoded message is in another language.

ARCANE SPEED-READING

Also beginning at 6th level, gaining the benefit of magic books requires only half the reading time for you. You can recognize magical books on sight as if you had cast *Identify*.

SCRIBING COMES EASY

Beginning at 10th level, you can copy spells from any source into your spellbook as if you were copying from your own spellbook (i.e., it takes half the time and only costs 10 gp per level of the spell).

I'VE GOT A COPY OF THAT RIGHT HERE

Beginning at 14th level, you can cast *Legend Lore* without having it prepared. When you do so, you pull a book on the relevant topic out of thin air and immediately open to the pages where the desired information may be gleaned. The book vanishes when you finish reading the relevant text.

After you have cast it, you must complete a short or long rest before you can do so again.