

Wizard

“Yeah, some jackass –prob’ly a wizard—once said that if you took all the wizards out of school, the average IQ of the student body would drop by a full +2 modifier. Ha. Whatever. I don’t even use the letter Q. Idiots.”

--Randall Tufftackle

The Maventooth 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.

Possibly the most versatile form of spellcasting –and at the very least, the most studious—Wizardry requires a keen mind and a strong desire to educate oneself.

As opposed to the other constituent schools of Sigil Prep, the Maventooth School is still heavily influenced by its founder, with Millicent Maventooth’s descendants making up a notable percentage of the faculty. It isn’t enough to simply say “Professor Maventooth”; you have to state *which* Professor Maventooth.

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

Wizard Department Basics

Hit Dice: 1d6 per Wizard level

Hit Points at 1st level: 6 + your constitution modifier

Hit Points at Higher Levels: 1d6 + your constitution modifier per wizard level after 1st

Saving Throws: Intelligence, Wisdom

Wizard Spellcasting

Wizards cast their spells from potentially wider repertoires than other spellcasters, collecting volumes of spellbooks containing a multitude of spells they have collected and studied. While other magic-users learn a selection of spells over their lives, wizards

often forget more spells than the average bard or cleric will ever know every week.



Merrylyn Summerbreeze, a courtless elf wizard (art by David Cummings)

Wizards must study their spellbooks to commit spells to memory, choosing a repertoire of spells that they can cast at a moment’s notice, then choose to prepare a different selection of spells the next time they take a long rest. As a wizard, you can have a number of spells prepared at any given time equal to your wizard level + your intelligence modifier. During a long rest, you can change your selections. However, you must have a spellbook with the spells you wish to prepare on hand. When at home, a wizard might have dozens of spellbooks available, but on the road, that same wizard will generally only have a portable spellbook or two with their most frequently studied spells.

SPELL SLOTS PER LEVEL

Level	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th
1	2	-	-	-	-	-	-	-
2	3	-	-	-	-	-	-	-
3	4	2	-	-	-	-	-	-
4	4	3	-	-	-	-	-	-
5	4	3	2	-	-	-	-	-
6	4	3	3	-	-	-	-	-
7	4	3	3	1	-	-	-	-
8	4	3	3	2	-	-	-	-
9	4	3	3	3	1	-	-	-
10	4	3	3	3	2	-	-	-
11	4	3	3	3	2	1	-	-
12	4	3	3	3	2	1	-	-
13	4	3	3	3	2	1	1	-
14	4	3	3	3	2	1	1	-
15	4	3	3	3	2	1	1	1
16	4	3	3	3	2	1	1	1

Casting a spell costs a spell slot of the appropriate spell level or higher. You can, for instance, cast a spell of 2nd level with a 2nd or 3rd level spell slot, but not with a 1st level slot. Note that spell slots of different classes combine, so for instance, if you have studied both Wizard and Cleric courses for three levels each, you have spell slots as a 6th level caster.

You learn a certain number of spells each time you take a Spellcraft course. In addition, you may use downtime to visit the library and copy spells into your spellbook. Such research is intensive and take 1/2 day per level of the spell to decipher and copy the spell (and even a low level spell is so exhausting that you can only copy one spell per week). You can also copy spells from spellbooks you find in a similar manner.

You can also copy spells from scrolls. As these are recorded in a manner to enable quick casting, it is possible to copy them in a short period of time (one hour per spell level), but learning the underlying magic is more difficult, so copying them requires an Intelligence (arcana) check (DC = 10 + spell's level). Failure results in not successfully copying the spell, while also ruining the scroll, making it unusable.

The DC for saving throws against your spells is 8 + your proficiency bonus + your intelligence modifier. Intelligence is your spellcasting ability.

Departmental Requirements

As a Wizard student, you are required to take the following courses:

Level Courses

Freshman Tier

1 **Wizard Combat Intensive**
Cantrip Studies- 3 units
Spellcraft I
Arcane Recovery

2 **Major requirements**
Choice of elective

3 **Spellcraft II**
Choice of elective

4 **Cantrip Studies**
Training Level
Choice of elective

Sophomore Tier

5 **Spellcraft III**
Choice of elective

6 **Major Requirements**
Choice of elective

7 **Spellcraft IV**
Choice of elective

8 **Training Level**
Choice of elective

Junior Tier

9 **Spellcraft V**
Choice of elective

10 **Cantrip Studies**
Major Requirements
Choice of elective

11 **Spellcraft VI**
Choice of elective

12 **Training Level**
Choice of elective
Senior Tier

13 **Spellcraft VII**
Choice of elective

14 **Major Requirements**
Choice of elective

15 **Spellcraft VIII**
Choice of elective

16 **Training Level**
Choice of elective

WIZARD COMBAT INTENSIVE

Yes, you have to get up and do something physical. If the Fighter students have to open a book, the least you can do is pick up a dagger.

You are proficient with daggers, darts, slings, quarterstaves, and light crossbows.

CANTRIP STUDIES

Little magicks for big casters.

For each unit of Cantrip Studies you take, you learn one cantrip. A cantrip is a minor magic spell which you have mastered. You can cast a cantrip as your action at will without expending a spell slot.

Note: All students may take this course once as an elective.

SPELLCRAFT I

The basics of wizard magic.

You automatically add a number of 1st level wizard spells to your spellbook equal to your Intelligence modifier.

ARCANE RECOVERY

A quick refresher in quick refreshers.

You learn to regain some of your magical energy by studying your spellbook. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your wizard level (rounded up) and none of the spell slots can be 6th level or higher.

For example, if you're a 4th level wizard, you can recover up to two levels worth of spell slots. You can recover either a 2nd level spell slot, or two 1st level spell slots.

SPELLCRAFT II

More impressive freshman level magic.

You automatically add a number of 2nd level wizard spells to your spellbook equal to your Intelligence modifier.

TRAINING LEVEL

Required training for all students.

On training levels, you must take two units selected from the following courses, as described in the Electives chapter: *Charisma Training, Constitution Training, Dexterity Training, Intelligence Training, Strength Training, and Wisdom Training*. You may take both units in the same course.

SPELLCRAFT III

For all we talk about Wizard class being book intensive, you really mostly spend all your time in increasingly challenging iterations of this class, huh?

You automatically add a number of 3rd level wizard spells to your spellbook equal to your Intelligence modifier.

SPELLCRAFT IV

The hardest spellcraft class you'll take until next semester.

You automatically add a number of 4th level wizard spells to your spellbook equal to your Intelligence modifier.

SPELLCRAFT V

You're getting up into big boy spellcasting now.

You automatically add a number of 5th level wizard spells to your spellbook equal to your Intelligence modifier.

SPELLCRAFT VI

And more.

You automatically add a number of 6th level wizard spells to your spellbook equal to half your Intelligence modifier (rounded up).

SPELLCRAFT VII

And still more.

You automatically add a number of 7th level wizard spells to your spellbook equal to half your Intelligence modifier (rounded up).

SPELLCRAFT VIII

So much magic.

You automatically add a number of 8th level wizard spells to your spellbook equal to half your Intelligence modifier (rounded up).

Choosing Your Major

Wizard students must carefully consider their majors, for that will define their expertise and their reputation for their entire careers. With that in mind, we're presenting Evocation as a starter.

EVOCATION MAJOR

One of the most visible and dramatic forms of magic, the heavy focus of Evocation magic on damaging spells makes it popular for wizards with their eye on adventure.

Evocation Major requirements

Level	Courses
2	Evocation Craft I Evocative Savant Spell Sculpting
4	Evocation Craft II
6	Evocation Craft III Cantrip Potency
8	Evocation Craft IV
10	Evocation Craft V Evocative Empowerment
12	Evocation Craft VI
14	Evocation Craft VII Overchanneling
16	Evocation Craft VIII

EVOCATION CRAFT I

Specialized spellcraft for the specialist.

You add a number of 1st level spells to your spellbook equal to half your Intelligence modifier, rounded up. These spells must be Evocation spells.

EVOCATIVE SAVANT

Making sense of evocation

Upon taking this course, the time required to copy an evocation spell into your spellbook is halved.

SPELL SCULPTING

Lightning bolts are an art.

You can create pockets of relative safety within the effects of your evocation spells. When you cast an evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell and they take no damage if they would normally take half damage on a successful save.

EVOCATION CRAFT II

Specialized spellcraft for the specialist.

You add a number of 2nd level spells to your spellbook equal to half your Intelligence modifier, rounded up. These spells must be Evocation spells.

EVOCATION CRAFT III

Specialized spellcraft for the specialist.

You add a number of 3rd level spells to your spellbook equal to half your Intelligence modifier, rounded up. These spells must be Evocation spells.

CANTRIP POTENCY

Mastery of the simplest magics.

Your damaging cantrips affect even creatures that avoid the brunt of the effect. When a creature succeeds on a saving throw against your cantrip, the creature takes half the cantrip's damage (if any but suffers no additional effect from the cantrip).

EVOCATION CRAFT IV

Specialized spellcraft for the specialist.

You add a number of 4th level spells to your spellbook equal to half your Intelligence modifier, rounded up. These spells must be Evocation spells.

EVOCATION CRAFT V

Specialized spellcraft for the specialist.

You add a number of 5th level spells to your spellbook equal to half your Intelligence modifier, rounded up. These spells must be Evocation spells.

EVOCATIVE EMPOWERMENT

Don't cast harder, cast smarter.

You can add your Intelligence modifier to the damage roll of any wizard evocation spell you cast.

EVOCATION CRAFT VI

Specialized spellcraft for the specialist.

You add one 6th level spells to your spellbook equal to half your Intelligence modifier, rounded up. These spells must be Evocation spells.

EVOCATION CRAFT VII

Specialized spellcraft for the specialist.

You add one 7th level spells to your spellbook equal to half your Intelligence modifier, rounded up. These spells must be Evocation spells.

OVERCHANNELING (ability)

Overkill, more like.

You gain the Overchannel ability. You can increase the power of your simpler spells. When you cast a wizard spell of 5th level or lower that deals

damage, you can deal maximum damage with that spell.

The first time you do so, you suffer no adverse effect. If you use this feature again before you finish a long rest, you take 2d12 necrotic damage for each level of the spell, immediately after you cast it. Each time you use this feature again before finishing a long rest, the necrotic damage per spell level increases by 1d12. This damage ignores resistance and immunity.

EVOCATION CRAFT VIII

Specialized spellcraft for the specialist.

You add one 8th level spells to your spellbook equal to half your Intelligence modifier, rounded up. These spells must be Evocation spells.

Wizard Department Electives

The following courses are offered as electives by the Wizard department.

ARCANE RITUAL CASTING (ability)

Magical studies for people with some time on their hands.

You gain the Arcane Ritual Casting ability. You can cast wizard spells as rituals. Eligible spells are tagged as [ritual] in their description. If you are a Wizard and have the spell prepared, you can cast the spell as a ritual, in which case it takes longer than the listed time (usually 10 minutes) but does not consume a spell slot.

If you do not have the spell prepared (or are not a Wizard), you can cast a ritual out of a spellbook or ritual book at the longer time, but must make an Intelligence (arcana) check, where the DC to successfully cast is 10 + spell's level.

Note: OPEN TO ALL STUDENTS