

## WIZARD SPELLCASTING MASTERY

### Class Function

**Combat Training:** Light Armor

**Spell List:** When you learn a new Spell, you can choose any Spell on the Arcane Spell List.

**Cantrips and Spells Known:** The number of Cantrips and Spells you know increases as shown in the Cantrips Known column and the Spells Known column of the Wizard Class Table.

**Mana Points:** Your maximum number of Mana Points increases as shown in the Mana Points column of the Wizard Class Table.

## SPELL SCHOOL INITIATE

### Level 1 Feature

You've completed training in a specialized School of Magic. Choose a Spell School. You gain the following benefits:

- **School Magic:** You learn 1 Arcane Cantrip and 1 Arcane Spell from this Spell School.
- **Signature School:** When you cast a Spell from the chosen School, you can reduce its MP cost by 1. Its total MP cost before the reduction still can't exceed your Mana Spend Limit. You can use this Feature once per Long Rest, but regain the ability to use it again when you roll for Initiative.

## ARCANE SIGIL

### Level 1 Feature

You can spend **1 AP** and **1 MP** to create a 1 Space diameter Arcane Sigil on the ground beneath you that lasts for 1 minute. When you create an Arcane Sigil choose 1 Spell School (Enchantment, Necromancy, Protection, etc.) or 1 Spell Tag (Fire, Cold, Teleportation, etc.). The Arcane Sigil radiates magic of the chosen type.

**Using a Sigil:** While a creature is within the area of your Arcane Sigil, it has ADV on Spell Checks to cast or produce the effects of Spells with the chosen Spell School or Spell Tag.

**Moving a Sigil:** You can spend 1 AP to teleport one of your Sigils within 10 spaces to your current space, but multiple Sigils can't coexist in the same Space.

## RITUAL CASTER

### Level 1 Feature (flavor)

When you gain this Feature, you learn **1** Arcane Spell with the Ritual Spell Tag. You learn another one of these Spells when you gain a Wizard Feature. You can only gain this benefit once per Level.

Additionally, when you encounter an Arcane Spell with the Ritual Spell Tag in a form you can study (such as a spellbook, a spell scroll, or from an instructor), you can spend a number of hours equal to the Spell's base MP cost to learn it.

You can only cast these Spells as Rituals, unless you learned it from another source.

## PREPARED SPELL

### Level 2 Feature

When you complete a Long Rest, choose 1 Spell you know. The chosen Spell becomes your Prepared Spell until your next Long Rest. Your Prepared Spell gains the following benefits:

- **Mana Limit Break:** When you cast this Spell, you can increase your Mana Spend Limit by 1. You can use this Feature once per Long Rest, but you regain the ability to use it when you roll for Initiative.
- During a Spell Duel, Challengers have DisADV on Spell Checks to stop your Spell.

## PORTAL MAGIC

### Level 3 Subclass Feature

When you use your Arcane Sigil Feature, you can spend 1 additional MP to create 1 intangible Arcane Portal within 10 Spaces who is linked to the Sigil. The Portal disappears when its linked Arcane Sigil ends. It grants the following benefits:

- **Arcane Portal:** Creatures of your choice within 1 Space of the Sigil or Portal can spend 1 Space of Movement to teleport to an unoccupied Space within 1 Space of the linked Sigil or Portal.

## PORTAL MAGIC (CONT'D)

### Level 3 Subclass Feature

• **Linked Magic:** While within 1 Space of the Sigil or Portal, you can cast a Spell or make an Attack as if you were standing in the Space of the linked Sigil or Portal. When you do, you gain the benefits of the Arcane Sigil, regardless of where you are standing.

**Teleportation Expert:** When you learn a new Spell, you can choose any Spell with the Teleportation Spell Tag.

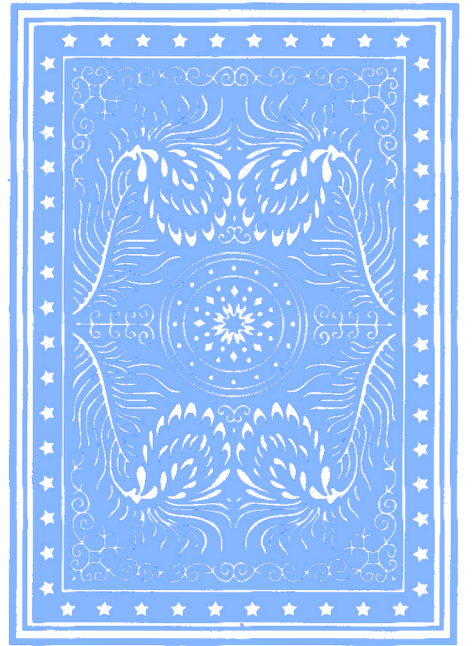
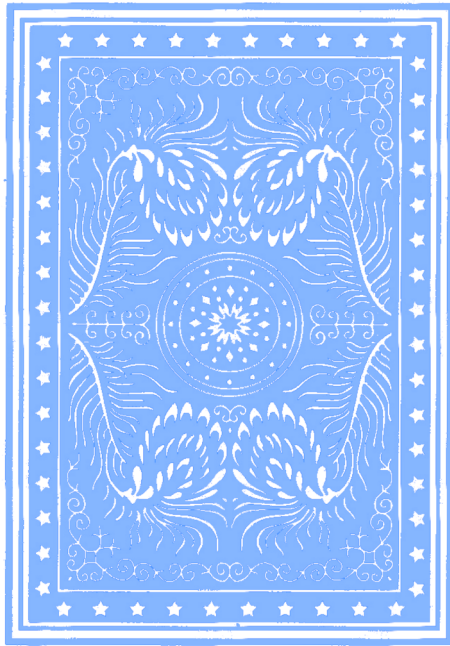
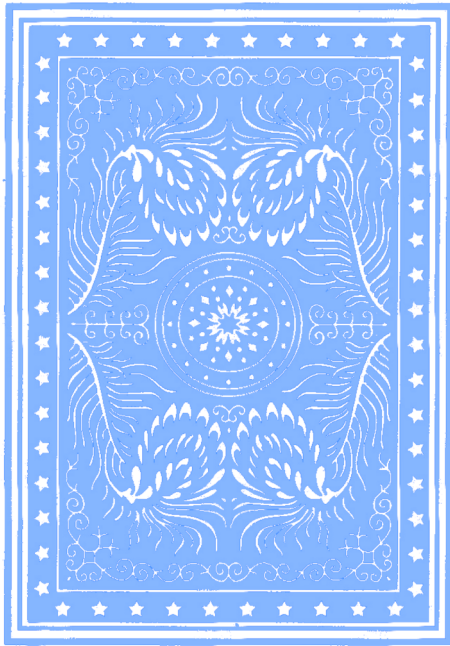
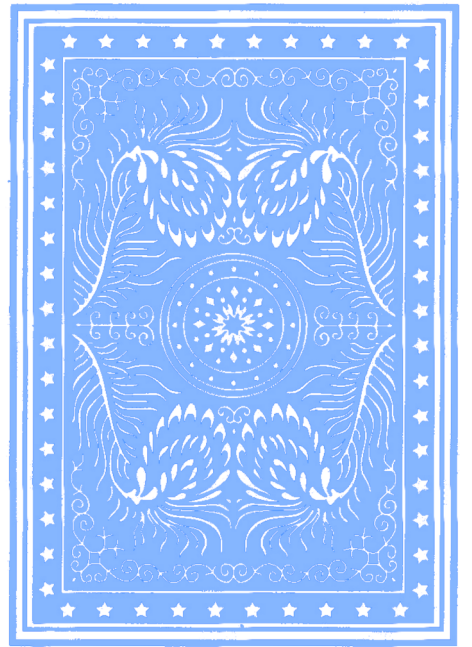
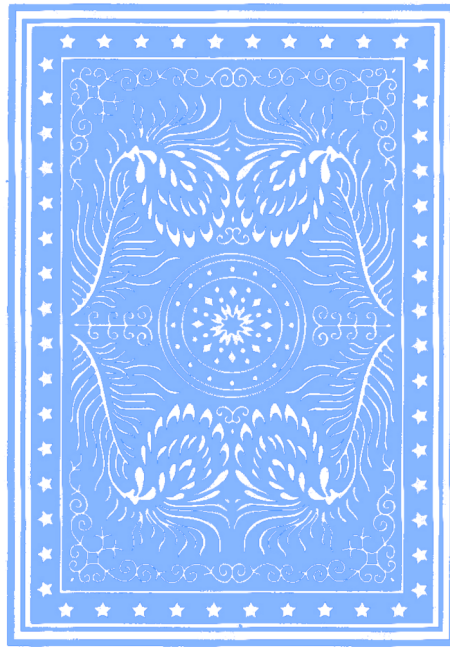
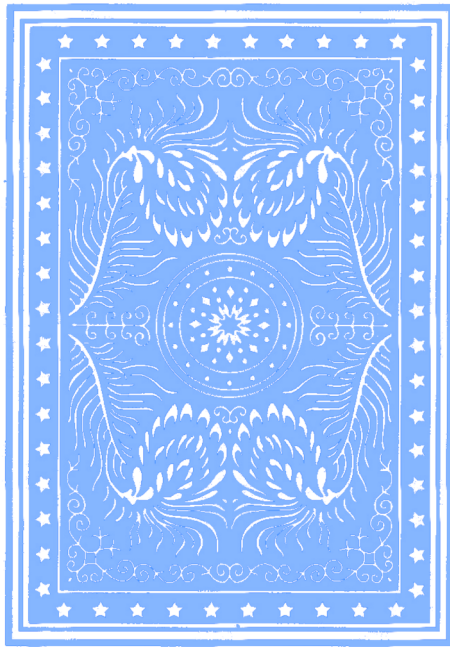
## PORTAL SAGE

### Level 3 Subclass Feature (flavor)

You have ADV on Checks to learn about Astromancy Spell School (such as Teleportation magic or Portals). Additionally, if you spend 1 minute observing a portal or teleportation runes, you can make a **DC 10** Spell Check to try to understand the inner mechanism of a Portal within 5 Spaces.

**Success:** You learn where it leads to and for how long it has been open.

**Success (5):** You learn how to activate and deactivate it (such as its passphrase, procedures, or any required special item).



## COVEN'S GIFT

### Level 3 Subclass Feature

You learn 1 Spell of your choice with the Curse Spell Tag. When you learn a new Spell, you can choose any Spell with the Curse Spell Tag. Spells with the Curse Spell Tag count as being part of your chosen Spell School for the purposes of your **Spell School Initiate** Feature.

*Beta Note: DC20 will receive an overhaul of its Spellcasting (and Maneuvers/Techniques) systems in Beta 0.10. Until then, the following Spells are considered to have the Curse Spell Tag: Bane, Befriend, Death Bolt, and Poison Bolt.*

## COVEN'S GIFT (CONT'D)

### Level 3 Subclass Feature

#### Hex Enhancements

You gain the Spell Enhancements listed below, which you can add to any Spell you cast. You can only use 1 of these Spell Enhancements per Spell you cast. MP spent on these Spell Enhancements doesn't count against your Mana Spend Limit. When you use one of these Spell Enhancements, 1 creature of your choice that's targeted by the Spell must make a Repeated Charisma Save against your Spell Check. If the Spell doesn't normally require a Spell Check, you must make one when using one of these Spell Enhancements. **Save Failure:** The target is subjected to the chosen Hex effects for 1 minute:

## COVEN'S GIFT (CONT'D)

### Level 3 Subclass Feature

**Bewitching Hex:** (1 MP) The target becomes **Charmed** by you for the duration.

**Reaping/Life Hex:** (1 MP) The target takes **1 True damage** and you regain **1 HP**. This effect repeats at the end of each of its turns for the duration.

**Vermin Hex:** (1 MP) The target can't speak and if its Size is Large or smaller its Size decreases by 1. Its Size decreases by 1 again at the end of each of its turns for the duration until it's tiny.

## CURSE EXPERT

### Level 3 Subclass Feature (flavor)

You can spend 1 minute focusing your mind to detect the presence of Curses within 20 Spaces. You learn the location of any Cursed creature or Cursed object within range. If you spend 10 minutes in contact with a Cursed creature or object, you learn the nature of the Curse but not the knowledge of how to remove it.

## CROWNED SIGIL

### Level 3 Subclass Feature

*Requirements: Arcane Sigil Feature, Level 3*

When you create an **Arcane Sigil**, you can bind it to yourself. While bound, the **Arcane Sigil** moves with you and grants you a **+2** bonus to your MD. A creature can only be bound to one **Arcane Sigil** at a time. You can spend **1 AP** to anchor an **Arcane Sigil** on the ground that's bound to you.

## OVERLY PREPARED SPELL

### Level 3 Subclass Feature

*Requirements: Prepared Spell, Spell School Initiate, Level 3*

Your Prepared Spell gains the following benefits:

- You can change your **Prepared Spell** when you complete a Short Rest.
- You have ADV on Saves made to maintain Concentration on your **Prepared Spell**.
- When you declare a Spell Duel using your **Prepared Spell**, you gain ADV on your Spell Check.
- You can use **Signature School** on your **Prepared Spell**, even if it's not from the chosen Spell School.

