

# The 5<sup>th</sup> Edition

RULES OF  
THE ORIGINAL 1974 ROLEPLAYING GAME



## The Majestic Realms Wizard

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# Wizard

In the Majestic Realms the Wizard represents the lone practitioner of magic outside of any of the established orders. With maybe only an apprentice or two for company, they rely on secrecy to remain hidden from the great magical orders. Wizards have no formal organization or ranks other than Master and Apprentice. Some associate in loose fellowships known as Circles which are patterned after the Order of Trehaen.

## 1<sup>st</sup> Level

### Hit Dice

A Wizard gains 1d6 HP/Level. Max hit points at first level.

### Proficiencies

Proficiency in Daggers, darts, slings, quarterstaves, and light crossbows.

Proficiency in Intelligence, and Wisdom saving throws

Proficiency in two skills from Arcana, History, Insight, Investigation, Medicine, and Religion.

### Arcane Spell Casting

You can cast Arcane Spells.

Your Spell Save DC is  $8 + \text{prof bonus} + \text{Intelligence mod.}$

Your Spell Attack Mod is  $\text{prof bonus} + \text{Intelligence mod.}$

You can prepare a number of wizard spells from your spellbook equal to your Intelligence Mod + Wizard Level.

You can learn cantrips, the number of which depends on your level.

You can cast spells marked ritual as a 10 minute ritual.

You can use an arcane focus as a spellcasting focus.

### Arcane Recovery

You can use Arcane Recovery, once per day when you finish a short rest you can recover a number of expended spell slots equal to half of your wizard level (rounded up). Only spell slots 5<sup>th</sup> level or lower can be recovered in this way.

### Spell Books

You can copy Wizard spells into your spell book. You have to have a spell slot level of the spell level, it takes 2 hours per spell level, and 100d per spell level to copy the spell into your spellbook. If you already have a spell in your spellbook you can copy it to another book at a cost of 20d and 1 hour per spell level.

## 2<sup>nd</sup> Level

### Magical Art

You pick a magical art to focus on. There are ten arts: Claw, Eagle, Flame, Forge, Hearth, Lantern, Skull, Storm, Tree, Web. See the Arts of Magic chapter for details and spell lists.

You gain the 1<sup>st</sup> Tier ability of your chosen art.

You can copy all spells associated with your chosen art of magic at half cost.

## 4<sup>th</sup> Level

### Magical Order

You become a full member of your magical order. You gain your order's magical feat.

## 6<sup>th</sup> Level

### Magical Art

You gain the 2<sup>nd</sup> tier ability of your chosen art.

## 8<sup>th</sup> Level

### Ability Score Improvement

Continued training allows you to increase one score by 2, or two scores by 1. No ability scores can be raised above 20. As an option allowed by your referee. You may take a feat instead. This will occur again at higher levels.

## 10<sup>th</sup> Level

### Magical Art

You gain the 3<sup>rd</sup> tier ability of your chosen art.

## 12<sup>th</sup> Level

### Ability Score Improvement

Continued training allows you to increase one score by 2, or two scores by 1. No ability scores can be raised above 20. As an option allowed by your referee. You may take a feat instead. This will occur again at higher levels.

## 14<sup>th</sup> Level

### Magical Art

You gain the 4<sup>th</sup> and last tier ability of your chosen art.

## 16<sup>th</sup> Level

### Ability Score Improvement

Continued training allows you to increase one score by 2, or two scores by 1. No ability scores can be raised above 20. As an option allowed by your referee. You may take a feat instead. This will occur again at higher levels.

## **18<sup>th</sup> Level**

### **Spell Mastery**

You achieve Spell Mastery, pick a 1<sup>st</sup> level spell and a 2<sup>nd</sup> level spell from your spellbook. If you have these spells prepared you can cast them at their spell level without expending a spell slot. With 8 hours of study you can exchange one or both of these spells for others in your spellbook of the same level.

## **19<sup>th</sup> Level**

### **Ability Score Improvement**

Continued training allows you to increase one score by 2, or two scores by 1. No ability scores can be raised above 20. As an option allowed by your referee. You may take a feat instead. This will occur again at higher levels.

## **20<sup>th</sup> Level**

### **Signature Spells**

You gain Signature Spells, pick two 3<sup>rd</sup> level spells from your spellbook. You always have these spells prepared and you can cast them as a 3<sup>rd</sup> level spell without expending a spell slot. You need to take a short or long rest before casting these spells again.

## **Wizards Class Reference**

### ***Starting Equipment***

- (a) a quarterstaff or (b) a dagger
- (a) a component pouch, or (b) an arcane focus
- (a) a scholar's pack or (b) an explorer's pack
- A spellbook

### ***Explorer's Pack***

A backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, and a waterskin. Fifty feet of hempen rope strapped to the side of the backpack.

### ***Scholar's Pack***

A backpack, a book of lore, a bottle of ink, an ink pen, 10 sheets of parchment, a little bag of sand, and a small knife.

## Class Features

Level	Class Features
1	Spellcasting, Arcane Recovery
2	Magical Art (1 <sup>st</sup> )
3	
4	Order Feat
5	
6	Magical Art (2 <sup>nd</sup> )
7	
8	Ability Score Improvement
9	
10	Magical Art (3 <sup>rd</sup> )
11	
12	Ability Score Improvement
13	
14	Magical Art (4 <sup>th</sup> )
15	
16	Ability Score Improvement
17	
18	Spell Mastery
19	Ability Score Improvement
20	Signature Spell

## Spells

Lvl	Cantrips	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>	6 <sup>th</sup>	7 <sup>th</sup>	8 <sup>th</sup>	9 <sup>th</sup>
1	3	2	---	---	---	---	---	---	---	---
2	3	3	---	---	---	---	---	---	---	---
3	3	4	2	---	---	---	---	---	---	---
4	4	4	3	---	---	---	---	---	---	---
5	4	4	3	2	---	---	---	---	---	---
6	4	4	3	3	---	---	---	---	---	---
7	4	4	3	3	1	---	---	---	---	---
8	4	4	3	3	2	---	---	---	---	---
9	4	4	3	3	3	1	---	---	---	---
10	5	4	3	3	3	2	---	---	---	---
11	5	4	3	3	3	2	1	---	---	---
12	5	4	3	3	3	2	1	---	---	---
13	5	4	3	3	3	2	1	1	---	---
14	5	4	3	3	3	2	1	1	---	---
15	5	4	3	3	3	2	1	1	1	---
16	5	4	3	3	3	2	1	1	1	---
17	5	4	3	3	3	2	1	1	1	1
18	5	4	3	3	3	3	1	1	1	1
19	5	4	3	3	3	3	2	1	1	1
20	5	4	3	3	3	3	2	2	1	1

# Magical Orders

## Magician

The Magician represents the lone practitioner of arcane magic outside of the established orders. Magicians have no formal organization or rank other than Master and Apprentice. Some associate with loose fellowships known as Circles.

### Order Feat

#### Companion for Life

The Magician learns *Find Familiar* and always has the spell prepared. This does not count as one of their prepared spells. When a Magician cast *Find Familiar* they can choose to summon an imp, pseudodragon, quasit, or spite as their familiar.

## The Order of Sarrath

This Order was created in the wake of the civil wars and barbarian invasion that destroyed the Bright Empire after the Shattering. Local hedge wizards aided the remnants of the Imperial Army that followed Sarrath, and the scattered priesthood of Sarrath to create the Ochre Empire that rose from the ashes of the Bright Empire. These wizards banded together as Theurgists of the Order of Sarrath to serve the Empire.

### Order Feat

#### Work as One

Theurgists within touch range of each other can combine the spell levels of their slots in order to cast a spell. Each Theurgist involves expends their respective slots when the spell is cast. This will allow spell effects to exceed 9<sup>th</sup> level.

## **The Order of Mantriv (Runecasters)**

This Order is both the youngest and oldest of the Magical Order. It originated among the Dwarves shortly after the chaos of the Dawn War. The pride of the Dwarves led them to develop an independent method of creating spells, runecasting.

The Dwarves are secretive and taught little of their art to the other races. But five centuries ago, a group of people known as the Vasans were migrating eastward along the icy reaches of the northern Majestic Fantasy Realms. One of the clans of Vasans helped the Dwarves after a disaster destroyed their home. In gratitude, the Dwarves taught the clan many of the arts of civilization including rune casting.

### **Order Feat**

#### **Runecasting**

Instead of scribing spell scrolls and making spell charms, Runecasters may inscribe runes. There are two types of runes, temporary runes which disappear after the spell is cast. And permanent runes which are expended after the spell is cast. But can be recharged for half the cost and time it took to create them. In multiple runes can be inscribed onto a single object. Each rune takes 2 inches of space on the object.

**Rob's Note:** Each Rune (or Spell Scroll) takes 100d and 1 day per spell level to create. Like a spell scroll, a spell charm is used once but it can be recharged for half cost and time. Unlike spell scrolls, a spell charm can be used by any class. In addition, only one charm can be placed on an object. Which is not the case for Permanent Runes. A charm costs 200d and 2 days per spell level to create. A charm can be recharged for 50d per spell level and takes 1 day for every 2 spell levels to recharge.

## **The Order of Thoth**

Unlike the solitary Magic-user, members of the Order of Thoth organize themselves into conclaves for mutual support and protection. The heart of the order is in the Wizard's City of Ramos along the shores of the Winedark Sea in the Majestic Fantasy Realms. Ramos was once the Imperial City of the Bright Empire. Now Ramos is the seat of the Grand Conclave of the Order of Thoth. In the central regions of the Majestic Fantasy Realms, the Guild of Arcane Lore within the City-State of Eastgate is the region's largest and wealthiest conclave.

### **Order Feat**

#### **Shield of Magic**

Thothian Mages are taught the Shield of Magic which protects them from being dominated or charmed by other members of the order. The Shield of Magic will grant an advantage on all intelligence, wisdom, and charisma save resulting from arcane sources. In addition, will grant resistance to all damage arising from arcane sources. The shield of magic does not protect mages from magic and damage from divine and demonic sources.

## **The Order of the Trehaen**

The Order of the Trehaen is the oldest order of magic in existence. It traces its heritage to just after the Dawn War. Its tradition of magic was learned from the Elves and has continued nearly unchanged for 8,000 years.

The Order of Trehaen organizes itself into Circles. A Circle is a loose fellowship of Wizards in a small region. Circles don't generally maintain a central hall or building. Instead, they will gather in secluded groves for a weekend-long meeting to exchange stories and knowledge. Often various members of a Circle will specialize in one aspect of magic. The specialist will be consulted by the other Wizards of the Circle when an issue arises involving that area of magic.

### **Order Feat**

#### **Spontaneous Magic**

Instructed by the Elves, the Trehaen develop a deep understanding of magic. They learn to manipulate the spell forms they prepared. With action, a Trehaen can change one of their prepared spells to another spell that they have inscribed into their spell book.

## **The Order of the Viridian Eye**

This is one of the oldest Orders in the Majestic Fantasy Realms. It was found over four thousand years ago when the Viridians first came to the Majestic Fantasy Realms. It is believed that the majority of the Grandmaster Artificers in the Order are of pure Viridian blood. For much of its long history, the Order was an extension of the will of the Emperors of Viridastu. The recent fall of the Empire has caused the Order to fracture with the provincial chapters serving the various pretenders.

### **Order Feat**

#### **Artifice**

The Order has taught you the deep secrets behind the creation of magic items. Magic items take  $\frac{2}{3}$ <sup>rd</sup> of the normal amount of time to create. And you can attune to a total number of magic items equal to 3 + your intelligence bonus.



## **The Arts of Magic**

In the Dawn Age, magic could only be cast through elaborate rituals. The level of ambient mana was too low to permit casters to memorize spells to cast at a moment's notice. Through rituals, the mana was slowly gathered and infused into an item such as a scroll, charm, or wand. Only then it could be quickly released to create the spell the caster desired.

After the Uttermost War, the gods imprisoned the surviving demons in the Abyss. To seal the Abyss from the world the gods created ten crystals of powers. Nine of which were set around the entrance and the tenth, the Chromatic Crystal, was used to activate them and seal the Abyss. A consequence of this was that the ambient level of mana was greatly increased. The crystals gathered the ambient mana, cycled it through their lattice to power the seal, and then released back in a concentrated form into the world.

Suddenly magic-users found they no longer had to rely on lengthy rituals to gather the necessary mana to power a spell. Instead a complex series of mediations allowed the caster to prepare to cast a spell at a moment's notice. When needed the magic-user uses his will to open a channel to let the mana flow through the spell's form which created its effect.

Each of the crystals was created by one of the gods. They imbued their inner essence into each crystal's lattice to add to the strength of the seal. This also subtly altered the mana after it flowed through the crystal. When the Order of Thoth, the Elves, and others studied magic, they found that certain mana worked better to create a particular effect. There are nine types of mana, each based on one of the crystals used to make the seal to the Abyss. In addition, there is a tenth type of mana, the original ambient mana left over from the creation of the Majestic Realms.

The study of the ten types of mana is universally known as the Arts of Magic, a near universal nomenclature has developed to describe each type; The Claw, The Eagle, The Flame, The Hearth, The Lantern, The Skull, The Storm, The Tree, and The Web. The original ambient mana is known as The Forge.

## The Art of the Claw

This mana is best used in spells involving creatures and monsters of the wild. It originates from the Ebon Crystal created by the Blood goddess, Kalis.  
Note Find Familiar

**2nd Level** You gain *Speak with Animals* as an at-will cantrip as a 1<sup>st</sup> level spell. Or use a spell slot to cast it as a higher level spell.

**6th Level** You always have *Conjure Animals* prepared.

**10th Level** You add the *Polymorph* spell to your spellbook if you don't have it already. In addition, you can cast it once per long or short rest without having it prepared on yourself or using a spell slot. However, you are limited to beasts with a CR equal to half your level (rounded down).

**14th Level** When you use *Conjure Animals* the summoned animals gain 32 total temporary hit points distributed equally among all the beasts summoned. One beast will get 32 temp hit points, eight beasts will get 4 temp hit points each.

## Spells

### Cantrip

Poison Spray

### 1st Level

Grease

Jump

Longstrider

Unseen Servant

### 2nd Level

Enlarge/Reduce

Spider Climb

### 3rd level

Phantom Steed

### 4th level

Faithful Hound

Polymorph

### 5th Level

Hold Monster

### 6th Level

Eyebite

### 7th Level

Arcane Sword

### 8th Level

Dominate Monster

### 9th Level

True Polymorph

## The Art of the Eagle

This mana is best used with spells involving air, light, and movement. It originates from the Crimson Crystal created by the goddess of justice and honor, Delaquain.

**2nd Level** You gain Feather Fall as an at-will cantrip as 1st level spell. Or use a spell slot to cast it as a higher level spell.

**6th Level** You always have Fly prepared.

**10th Level** You add Greater Invisibility to your spell book if you don't have it already. In addition you can cast Invisibility on yourself once per long or short rest without having it prepared or using a spell slot.

**14th Level** As an action you teleport yourself to any teleportation circle you know as per the Teleportation Circle spell. You can this once per long rest. You do not need to draw anything in order to use this ability.

## Spells

### Cantrip

Dancing Lights  
Light

### 1st Level

Feather Fall

### 2nd Level

Darkness  
Darkvision  
Invisibility  
Levitate  
Misty Step  
Web

### 3rd Level

Blink  
Fly  
Gaseous Form  
Stinking Cloud

### 4th Level

Conjure Minor Elementals, Air  
Dimension Door

### 5th Level

Cloudkill  
Conjure Elemental, Air  
Passwall  
Teleportation Circle

### 6th Level

Instant Summons  
Sunbeam

### 7th Level

Plane Shift  
Teleport

### 8th Level

Sunburst

### 9th Level

Gate

## The Art of the Flame

This mana is best used in spells involving fire, telekinesis, and physical movement. It originates from the Ochre Crystal, created by the god of war and order, Sarrath.

**2nd Level** You can cast Burning Hands as a at-will cantrip. It is treated as a 1st level spell. Or use a spell slot to cast it as a higher level spell.

**6th Level** You can shape any area effect Flame spell to exclude a number of allies equal to your prof bonus + intelligence bonus.

**10th Level** You add Haste to your spell book if you don't have it already. In addition you can cast Haste on yourself once per long or short rest without having it prepared or using a spell slot.

**14th Level** You transform along with everything your wearing and carrying, into a fiery cloud for an hour. The spell also ends if you drops to 0 hit points.

While in this form, the caster's only method of movement is a flying speed of 30 feet. Anything in within melee range of the caster will take 2d8 fire damage. The caster has resistance to fire damage, and has advantage on Strength, Dexterity, and constitution saving throws. The target can pass through small holes, narrow openings, and even mere cracks, although anything flammable will start burning. If stunned or otherwise incapacitated, the caster will remaining hovering in the air.

While in the form of a fiery cloud, the caster can't talk or manipulate objects, and any objects it was carrying or holding can't be dropped, used, or otherwise interacted with. The caster can't attack or cast spells.

### Spells

#### Cantrip

Fire Bolt  
Mage Hand

#### 1st Level

Burning Hands  
Expeditious Retreat  
Floating Disk

#### 2nd Level

Continual Flame  
Flaming Sphere  
Scorching Ray

#### 3rd Level

Fireball  
Haste  
Protection from Energy, Fire

#### 4th Level

Conjure Minor Elementals, Fire  
Fire Shield  
Wall of Fire

#### 5th Level

Arcane Hand  
Conjure Elemental, Fire  
Geas  
Telekinesis

#### 7th Level

Delayed Blast Fireball  
Reverse Gravity

#### 8th level

Incendiary Cloud

#### 9th Level

Meteor Swarm

## The Art of the Forge

The original ambient mana is best used in spells involving the control of magic, also the creation, control, and manipulation of objects. While the most difficult to use it is the most powerful and versatile form of mana. It originates from the creation of the Wilderlands and many associate it with the Chromatic Crystal created by the High Lord Veritas, the god of creation, and artifice.

**2nd Level** You can cast Magic Weapon as an at-will cantrip. It is treated as a 1st level spell. Or use a spell slot to cast it as a higher level spell.

**6th Level** You always have Counterspell prepared.

**10th Level** You add Dimension Door to your spell book if you don't have it already. In addition you can cast Blink on yourself once per long or short rest without having it prepared or using a spell slot.

**14th Level** You can create magic items at half cost.

## Spells

### Cantrips

Mending  
Prestidigitation

### 1st Level

Magic Missile

### 2nd Level

Arcane Lock  
Knock  
Magic Weapon

### 3rd Level

Counterspell  
Dispel Magic

### 4th level

Banishment  
Fabricate

### 5th Level

Animate Object  
Creation  
Planar Binding

### 6th Level

Contingency

### 7th Level

Etherealness  
Prismatic Spray

### 8th Level

Antimagic Field

### 9th Level

Astral Projection  
Imprisonment  
Prismatic Wall  
Wish

## **The Art of the Hearth**

This mana is best used in spells involving earth, healing, and the body. It originates from the Emerald Crystal created by the goddess of healing and the earth, Dammu.

**2nd Level** You can cast Alter Self as an at-will cantrip.

**6th Level** You always have Hold Person prepared

**10th Level** You add Conjure Earth Elemental to your spell book if you don't have it already. In addition you can cast Stoneskin on yourself once per long or short rest without having it prepared or using a spell slot.

**14th Level** Once per long rest, you can transform a target into stone per the Flesh to Stone spell then animate it as a Earth Elemental under your command for 1 hour.

### **Spells**

#### **Cantrip**

Virtue

#### **2nd Level**

Alter Self

Blindness/Deafness

Gentle Repose

Hold Person

#### **3rd Level**

Slow

#### **4th Level**

Conjure Minor Elementals, Earth

Stone Shape

Stoneskin

#### **5th Level**

Conjure Elemental, Earth

Wall of Stone

#### **6th Level**

Flesh to Stone

Irresistible Dancez

Move Earth

#### **7th Level**

Forcecage

#### **8th Level**

Clone

#### **9th Level**

Shapechange

## The Art of the Lantern

This mana is best used in spells involving knowledge, and symbols. It originates from the Amethyst Crystal created by the god of knowledge, Thoth.

Note: Research Spells

**2nd Level** You can cast Identify as an at-will Cantrip.

**6th Level** You always have Glyph of Warding prepared

**10th Level** You add Private Sanctum to your spell book if you don't have it already. In addition you can cast Legend Lore once per long or short rest without having it prepared or using a spell slot.

**14th Level** Once per long or short rest, you can enter a ten minute trance and use Contact Other Plane to have up to five (plus intelligence bonus) yes or no questions answered. The spell caster does not need to make the saving throw in Contact Other Plane while using this ability.

## Spells

### Cantrips

Message

True Strike

### 1st Level

Alarm

Comprehend Languages

Detect Magic

Find Familiar

Identify

Illusory Script

### 2nd Level

Arcanist's Magic Aura

See Invisibility

### 3rd Level

Glyph of Warding

Nondetection

Sending

Tongues

### 4th level

Locate Creature

Private Sanctum

### 5th Level

Contact Other Plane

Legend Lore

Scrying

### 6th Level

Guards and Wards

True Seeing

### 7th Level

Sequester

Symbol

### 8th Level

Mind Blank

### 9th Level

Foresight

## The Art of the Skull

This mana is best used in spells involving death, and life. It originates from the Ivory Crystal created by the god of judgment and death, Hamakhis.

**2nd Level** You can cast Ray of Enfeeblement as an at-will cantrip.

**6th Level** You always have Animate Dead prepared

**10th Level** You add Black Tentacles to your spell book if you don't have it already. In addition you can cast Vampiric Touch once per long or short rest without having it prepared or using a spell slot.

**14th Level** Once per long rest you can attempt to possess any humanoid within 100 feet of you that you can see (creatures warded by a protection from evil and good or magic circle spell can't be possessed). The target must make a Charisma saving throw. On a failure, your soul moves into the target's body, and the target's soul becomes trapped within its own body. On a success, the target resists your efforts to possess it, and you can't attempt to possess it again for 24 hours. This is a ten minute ritual.

Your original body is killed as your soul leaves it and enters the humanoid you are possessing. Once you possess a creature's body, you control it. Your game statistics are replaced by the statistics of the creature, though you retain your alignment and your Intelligence, Wisdom, and Charisma scores. You retain the benefit of your own class features. If the target has any class levels, you can't use any of its class features. Nor do you gain access to the target's memories.

Meanwhile, the possessed creature's soul is put into suspended animation, it can't move or take actions at all. If the host body dies while you're in it, both you and its original inhabitant will die.

## Spells

### Cantrips

Chill Touch

### 1st Level

False Life

### 2nd Level

Ray of Enfeeblement

### 3rd Level

Animate Dead

Vampiric Touch

### 4th Level

Black Tentacles

Blight

### 5th Level

Contagion

### 6th Level

Circle of Death

Create Undead

Disintegrate

Magic Jar

### 7th Level

Finger of Death

### 8th Level

Finger of Death

### 9th Level

Power Word Kill



## The Art of Storm

This mana is best used in spells involving weather, and water. It originates from the Indigo Crystal created by the god of thunder and warriors, Mantriv.

**2nd Level** You can cast Thunderwave as an at-will cantrip. It is treated as a 1st level spell. Or use a spell slot to cast it as a higher level spell.

**6th Level** You always have Lightning Bolt prepared

**10th Level** You add Cone of Cold to your spellbook if you don't have it already. In addition you can cast Ice Storm once per long or short rest without having it prepared or using a spell slot.

**14th Level** Once per long or short rest you can assume a gaseous form appearing as a thunder cloud. You need to maintain concentration. This ability has a max duration of 8 hours. While in cloud form, you have a flying speed of 300 feet and are resistance to damage from non-magical weapons. The only actions you can take in this form are the Dash action, Unleash the Storm, or revert to your normal form.

**Unleash the Storm.** You can use Call Lightning as an action using a 6th level spell slot or higher. You can strike a location within 120 feet. All creatures within 5 feet will take 6d10 lightning damage, make dexterity save for half damage. You will revert back to your true form after ten minutes. You can use any spell slot above 6th level to increase the damage by +1d10 to a maximum of 9d10.

### Spells

#### Cantrips

Ray of Frost

Shocking Grasp

#### 1st Level

Fog Cloud

Thunderwave

#### 2nd Level

Gust of Wind

Shatter

#### 3rd Level

Lightning Bolt

Protection from Energy, Cold

Protection from Energy, Lightning

Protection from Energy, Thunder

Sleet Storm

Water Breathing

#### 4th Level

Conjure Minor Elementals, Water

Control Water

Ice Storm

#### 5th Level

Cone of Cold

Conjure Elemental, Water

#### 6th Level

Chain Lightning

Freezing Sphere

Wall of Ice

#### 7th Level

Simulacrum

#### 8th Level

Control Weather

#### 9th Level

Storm of Vengeance

## The Art of the Tree

This mana is best used in spells involving plants, and the spirit. It originates from the Azure Crystal created by the god of forests and dreams, Silvanus.

**2nd Level** You can cast Mage Armor as an at-will cantrip.

**6th Level** You always have Remove Curse prepared

**10th Level** You add Dream to your spellbook if you don't have it already. In addition you can cast Conjure Woodland Beings once per long or short rest without having it prepared or using a spell slot.

**14th Level** Once per long or short rest you can place or inscribe a rune to open a door sized portal into a demiplane. This demiplane is the size of a small two room cottage 30 feet by 30 feet. Once entered you can close the portal however it will only reopen at the spot where you placed the rune.

## Spells

### Cantrips

Acid Splash

### 1st Level

Mage Armor  
Shield

### 2nd Level

Acid Arrow  
Rope Trick

### 3rd Level

Bestow Curse  
Magic Circle  
Protection from Energy, Acid  
Remove Curse  
Tiny Hut

### 4th level

Secret Chest

### 5th Level

Dream  
Wall of Force

### 6th Level

Globe of Invulnerability

### 7th Level

Magnificent Mansion

### 8th Level

Demiplane

### 9th Level

Time Stop

## The Art of the Web

This mana is best used in spells involving the mind, divination, and illusions. It originates from the Amber Crystal created by the goddess of fates and pleasure, Daysha.

**2nd Level** You can cast Charm Person as an at-will cantrip.

**6th Level** You always have Major Image prepared

**10th Level** You add Telepathic Bond to your spell books if you don't have it already. In addition you can cast Phantasmal Killer as a 5th level spell once per long or short rest without having it prepared or using spell slot. You can opt to use a 6th level or high spell slot to boost the spell's power.

**14th Level** Similar to the Mirage Arcane, you can create an illusion of up to the one square mile in size that lasts for a year and a day. This can't be used again until the duration expires or it is dispelled. To create the illusion takes a ten minute ritual.

## Spell

### Cantrip

Minor Illusion

### 1st Level

Charm Person

Color Spray

Disguise Self

Hideous Laughter

Silent Image

Sleep

### 2nd Level

Blur

Detect Thoughts

Magic Mouth

Mirror Image

Suggestion

### 3rd Level

Clairvoyance

Fear

Hypnotic Pattern

Major Image

### 4th Level

Arcane Eye

Confusion

Hallucinatory Terrain

Phantasmal Killer

### 5th Level

Dominate Person

Mislead

Modify Memory

Seeming

Telepathic Bond

### 6th Level

Mass Suggestion

Programmed Illusion

### 7th Level

Mirage Arcane

Project Image

### 8th Level

Antipathy/Sympathy

Feeblemind

Power Word Stun

### 9th Level

Weird

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