

OSTEOMANCY

A WIZARD TRADITION FOR 5E



WRITTEN BY MATTHEW GRAVELYN

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Osteomancy: A Wizard Subclass by Matthew Gravelyn

OSTEOMANCY

At the intersection of medical science and arcane study is the school of osteomancy. Astute mages have learned to draw on the innate energy contained in the bones to empower their spells. Using the latent spiritual energy in bodily remains, wizards can bypass many of the conventional rules of spellcasting while also gaining unique benefits.

As this school relies heavily on a rather practical usage of bodily remains it is often looked down upon by more respectable societies. It is often perceived as black magic and, if found out, could result in the expulsion or even persecution of the wizard who practices it.

OSTEOMANCY FEATURES

Wizard Level	Features
2 nd	Science of Magic, Aura of Bone
6 th	Bone Talisman
10 th	Manifest Bones
14 th	Explosion of Bone

SCIENCE OF MAGIC

When you gain this Tradition at 2nd level, your medical training and arcane study has given you unique insight. You gain proficiency in the Medicine skill.

Additionally, whenever a spell requires physical components, you can replace those components with bits of bones in a similar form, such as shards, powder, or carvings. Spells cast as a ritual using bone components take half as long to complete.

AURA OF BONE

When you gain this Tradition at 2nd level, you surround yourself with arcane energy and a field of bone shards and fragments that slowly encircle you. As an action you can create the aura around you. When you are dealt damage from a weapon or spell attack, you can use your reaction to send shards of bone at the attacker, dealing 1d6 piercing damage.

The aura lasts for 5 minutes or until you dismiss it as a bonus action. You can use this feature a number of times equal to your Intelligence modifier (minimum 1). You regain all uses of this feature after you finish a long rest.

BONE TALISMAN

Starting at 6th level, you can create a small talisman or idol, carved or constructed from bone, and imbue it with powerful magic. The talisman must be in your possession for the effect to take effect, or it can be attuned to another creature for their use.

The talisman takes 8 hours to create. When you create it, choose one of the following options:

Resilience. When you create the talisman, choose an elemental damage type. You gain resistance to spells and effects that deal damage of this type. As an action, you can change the damage type.

Recuperation. As an action you can draw on the talisman to regain Hit Points equal to 1d6 per wizard level. Once you use this feature, you must finish a long rest before using it again.

Remedy. You can use the talisman to cleanse your body. As an action, you can choose 1 disease, poison, or physical ailment to cure. Once you use this feature you must finish a short or long rest before using it again.

Retaliation. The talisman grants you additional potency for your spells. When you make a spell attack against a target you can add 1d4 piercing damage as shards of bone meld with the spell's effects. This damage increases to 2d4 at 10th level, 3d4 at 14th level, and 4d4 at 18th level.

The talisman's effect lasts until it is separated from its holder for more than 1 minute. You can also dispel the effect from the talisman as a bonus action. If you create a new talisman, the previous one loses its effect.

MANIFEST BONES

Starting at 10th level, you can influence your spells with the bones, creating new effects. When you cast a spell that does damage, you can choose to change the damage type to piercing as the spell's effect is converted to shards and spears of bone.

Spells modified by this feature also deal an additional 2d6 piercing damage. This damage increases to 4d6 at 14th level, and 6d6 at 18th level.

EXPLOSION OF BONE

Starting at 14th level, you can release the energy of your Aura of Bone in a single, devastating blast. As an action, you cause the energy and bone fragments in your aura to burst outward. All creatures within 30 feet of you must make a Dexterity saving throw against your spell save DC. On a failure, a creature takes 6d6 piercing damage, and half as much on a success. This feature consumes your Aura of Bone immediately.

ABOUT

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This sourcebook is release as pay-what-you-want (PWYW) on DMs Guild. Please consider supporting my work by paying for this sourcebook, leaving a review on DMs Guild, and sharing it with your friends and social networks. Please feel free to tag me online @mrmatthew if you do share it on Twitter. Thank you!

FEEDBACK

Thank you for downloading this sourcebook! It was a lot of fun to create.

If you have any feedback or suggestions for this sourcebook, please send it to me via email at matthew@gravelyn.com with the subject line "Osteomancy Subclass Feedback". Your input will help to make this sourcebook even better for future players!

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