



YORVIING'S ARCAN GRIMOIRE: STUDENTS OF THE ENIGMAS

D&D HOMEBREW

A supplementary compendium for wizards whose approach to magical study are more unorthodox and strange for the world's greatest roleplaying game

INTRODUCTION

The powers that wizards can wield comes from their knack for spellcasting mixed with their insatiable studies into the various fields and schools of magic. From conjuring elementals and the dead to flinging fire and lightning, wizards have long been one of the most powerful groups of spellcasters known.

This compendium is meant to provide several additional options for wizards that focus on rare fields of magical discipline. The wizards made with the options in this compendium study and attempt to master the element of wood, the forces of gravity, the element of metal, otherworldly planes, the purpose of magic itself, the souls of the departed, arcane tattoos, and the magic of the sea.

This standalone compendium presents these new choices to let people create wizards that will fill a certain niche, build, or character type that they may have had trouble with creating prior.

So please, without further ado, I hope that you find much fun, excitement, and ideas within this collection of Arcane Traditions: **Yorviing's Wizard Grimoires**, *Students of the Enigma*.

TABLE OF CONTENTS

- [TABLE OF CONTENTS](#)
- [ARCANE TRADITIONS](#)
 - [1. Arbormancy](#)
 - [2. Gravity Wielder](#)
 - [3. Metallurgy](#)
 - [4. Philosophy](#)
 - [5. Planar Scholar](#)
 - [6. Soul Sage](#)
 - [7. Tattoo Magic](#)
 - [8. Tidecaller](#)
- [ADDITIONAL PLAYER OPTIONS: ROLL TABLES](#)
 - [1. Spellbooks](#)
 - [2. Ambitions](#)
 - [3. Eccentricities](#)
- [ADDITIONAL SPELLS](#)
- [CONCLUSION](#)
- [Art Credits](#)
- [Legal Information](#)
- [Special Thanks](#)



ARCANE TRADITION: ARBORMANCY

Your studies into magic focus on the idea that there exists a fifth element, wood, to the traditional elements of fire, air, earth, and water. The element of wood embodies, warmth, cooperation, and strength. Wizards who adhere to the study of the element of wood often resemble some druids in their approach and practice, though they focus on powers that draw from wood. Arbormancers are most often encountered amongst nature, in ancient forests, or at prestigious arcane universities.

ARBORMANCY FEATURES

Wizard Level Feature

2nd	Wooden Familiarity, Elemental Wood
6th	Forested Friends
10th	Wooden Elemental
14th	Woodcraft Mastery

WOODEN FAMILIARITY

Starting at 2nd level, you have spent a considerable time studying the power of the element of wood and the plants in nature. Whenever you make a Charisma check when interacting with plants, your Proficiency bonus is doubled if it applies to the check. Also, when you cast the spell *find familiar*, you can choose to have your familiar appear to be made of wood or have a wood grained appearance.

Additionally, you gain proficiency in woodcarver's tools.

ELEMENTAL WOOD

Beginning at 2nd level, your studies into the element of wood has granted you knowledge of how to manipulate it. You gain proficiency in the Nature skill, and you learn the *shillelagh* cantrip, and it does not count towards the total number of cantrips that you know.

Additionally, you add the spells *entangle*, *barkskin*, *plant growth*, *grasping vine*, and *tree stride* into your spellbook at 2nd, 3rd, 5th, 7th, and 9th levels, respectively. These spells count as wizard spells for you.

FORESTED FRIENDS

By 6th level, much like the trees in the forests, you work best when in cooperation with your allies. Whenever one or more of your allies within 30 feet of you is subject to an Intelligence, Wisdom, or Charisma saving throw, you can use your reaction to allow your allies to add your Intelligence modifier to their saving throws. You can use this ability a number of times per long rest equal to your Intelligence modifier.



WOODEN ELEMENTAL

At 10th level, you have learned how to summon creatures made of wood and bark to aid you in battle. As an action, you use several pieces of bark and leaves as the material components to summon either a shambling mound or a wood woad. This summoned creature cooperates with you and your allies with the same rules for *conjure elemental*. At 20th level, you can use this feature to summon a treant.

Once you have used this feature, you cannot do so again until you finish a long rest.

WOODCRAFT MASTERY

At 14th level, you have a mastery over the element of wood. All of the spells granted by your Elemental Wood feature are always prepared for you, and the range on your Forested Friends feature increases to 60 feet.

ARCANE TRADITION: GRAVITY WIELDER

The rare tradition of Gravity Wielding explores the universal forces of gravity. Followers of this tradition focus on manipulating the cosmic forces that hold and move objects, using the power of magic and physics intertwined. You learn to push or pull both living and inanimate objects, and even how to stop the effects of gravity itself.

Wizards who study this tradition are rare, and when they are encountered, they are usually found either in astronomies or in remote areas, seeking to master the manipulation of force and gravity to whatever desire they hold.

GRAVITY WIELDER FEATURES

Wizard Level Feature

2nd	Gravity's Hand, Mighty Retaliation
6th	Force Attunement
10th	Strengthened Force
14th	Gravitational Mastery



GRAVITY'S HAND

Beginning at 2nd level, the power of energy and gravity have become yours to control. You learn the *mage hand* cantrip if you do not already know it, and it does not count towards the total number of cantrips that you know. When you cast *mage hand*, you can choose to have the hand become invisible, and the maximum it can lift, push, or pull is an amount of weight equal to 10 times your Intelligence modifier in pounds.

MIGHTY RETALIATION

Beginning at 2nd level, the power of energy and gravity have become yours to control. When a creature misses you or an ally within 5 feet of your *mage hand* with an attack, you can use your reaction to force that creature to make a Constitution saving throw against your wizard spell save DC. On a failed save, the creature is either pushed or pulled from your location or your *mage hand's* location (your choice) by 5 feet. This increases by an additional 5 feet at 6th level (10 feet), 10th level (15 feet), and 14th level (20 feet).

FORCE ATTUNEMENT

By 6th level, you have learned to attune your body to gravity. Whenever you fall, you can use your reaction to cast either *feather fall* or *levitate* on yourself without expending a wizard spell slot. You can do this a number of times equal to your Intelligence modifier per long rest.

In addition, you have advantage on saving throws against being pushed or pulled against your will.

STRENGTHENED FORCE

At 10th level, you have become even more attuned to the power of gravity and force. You gain resistance to force damage, and whenever you cast a spell that deals force damage or bludgeoning damage, you can deal additional force damage equal to your Intelligence modifier to one damage die roll.

GRAVITATIONAL MASTERY

At 14th level, you have learned how to fully control the effects of gravity. You add the spell *reverse gravity* to your spellbook. If you already know the spell *reverse gravity*, then you may choose another spell of 7th level on the wizard spell list. When you cast the spell *reverse gravity*, you may choose to exclude a number of creatures within the affected area equal to your Intelligence modifier to be excluded from the spell's effects. In addition, you can use a bonus action to exclude one affected creature from the spell's effects. You are also considered anchored to the ground whenever *reverse gravity* is cast against you.



ARCANE TRADITION: METALLURGY

There are those students of magic who study the ways of modifying and controls certain materials and elements. Students of the tradition of Metallurgy are no exception, however it is the subject of their studies that separates them from other wizards. While there are those who follow the school of transmutation, Metallurgists focus on the element of metal specifically, studying the ways in which it can be used with blacksmithing, technology, electrical conductivity, and constructs.

Followers of Metallurgy often are found as arcane blacksmiths, working alongside artificers, or working in the fields of technology or geology, though the underlying quality that all Metallurgists share is the insistence that metal should be clasified in the same category of important elements as those of fire, air, earth, and water.

METALLURGY FEATURES

Wizard Level	Feature
2nd	Smithing Savant, Iron Mind
6th	Silver Mage
10th	Copper Conductor
14th	Magnetic Wizard

SMITHING SAVANT

Starting at 2nd level, your study of metals has granted you greater insight and knowledge regarding how work metal. You gain proficiency in either smith's tools or tinker's tools. In addition, whenever you make an Intelligence (History) check related to the origin of metalwork or technology, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

IRON MIND

By 2nd level, your mind has become as strong as iron when casting spells. You may add your Intelligence modifier to your Constitution saving throws to maintain concentration on spells.

METALLIC MAGE

By 6th level, you know to use metal to protect you from harm. As an action, whenever you are subject to an attack made with a nonmagical metal melee or ranged weapon, you can use your reaction to warp the metal of the weapon, imposing disadvantage on the attack roll against you. You can use this feature a number of times equal to your Intelligence modifier per long rest. At 14th level, you can use this feature on magical metal weapons.

In addition, you add the spell *heat metal* to your spellbook.

COPPER CONDUCTOR

At 10th level, your body has attuned more to the electricity that can be conducted by metal. You gain resistance to lightning damage, and once on each of your turns, when you hit a creature with a spell that deals lightning damage, you deal additional lightning damage on one die roll equal to your Intelligence modifier.

MAGNETIC WIZARD

At 14th level, you have become a master of metal, and even your own body has attuned to the iron in your blood. You gain immunity to disease and the poisoned condition.

Additionally, you add the spell *telekinesis* to your spellbook. If you already know it, you may choose another spell to add instead. Whenever you cast this spell, creatures wearing nonmagical metal or made of metal have disadvantage on their Strength saving throw made against the spell's effects.

ARCANE TRADITION: PHILOSOPHY

Your studies focus on trying to understand magic at the most fundamental level; what is the true, philosophical purpose of magic in the world? In what ways are magic best suited to serve society, the world, and the universe itself? Your pursuit of magical inquiry delves into both the practical use of magic and the esoteric value of it.

Followers of the Arcane Tradition of Philosophy are often found in counsel to magical universities, royal courts, or teaching magic to both rich and common folk alike. However, the worldviews and ethical theories and conclusions can lead philosophers down any moral path in life.

PHILOSOPHY FEATURES

Wizard Level	Feature
2nd	Spell Savant, Magical Logician
6th	Prodigal Mage
10th	Arcane Scholar
14th	Master Philosopher

SPELL SAVANT

Starting at 2nd level, you have studied the many schools of magic, attempting to learn as much as possible from them. The time you must spend to copy a spell into your spellbook is reduced by a half, however the gold you must spend remains the same.

MAGICAL LOGICIAN

Beginning at 2nd level, you have become well versed in many fields, as well as how to properly debate and back up your position with facts. You gain proficiency in two of the following skills: Arcana, History, Insight, Nature, or Religion. Your proficiency bonus is doubled for any ability check you make that uses either of those skills. You also can use your Intelligence modifier for Charisma (Persuasion) checks instead of Charisma.

Additionally, your philosophical pursuits has made your mind sharper. You have advantage on Intelligence checks related to solving puzzles, riddles, and strategies for games that require logic, such as chess.

PRODIGAL MAGE

At 6th level, your study of different kinds of magic has made you a more well rounded practitioner of magical abilities. You may add one spell of 3rd level or lower from two of the following class spell lists into your spellbook: bard, cleric, druid, sorcerer, and warlock. These spells do not count towards the total number of spells that you know, and they are considered wizard spells for you, though they are not automatically prepared.

ARCANE SCHOLAR

By 10th level, your mind has strengthened. You gain resistance to psychic damage.

Additionally, you have become a brilliant academic of both skill and magic. You gain proficiency in one skill you did not pick from the list presented in the Magical Logician feature. You also may add one spell of 5th level or lower from two of the following class spell lists into your spellbook: bard, cleric, druid, sorcerer, and warlock. These spells do not count towards the total number of spells that you know, and they are considered wizard spells for you, though they are not automatically prepared.

MASTER PHILOSOPHER

By 14th level, you have become an enlightened sage of truth, wisdom, and magic. You gain the following benefits:

- Your Intelligence or Wisdom increases by 2, to a maximum of 22.
- You also may add one spell of 7th level or lower from two of the following class spell lists into your spellbook: bard, cleric, druid, sorcerer, and warlock. These spells do not count towards the total number of spells that you know, and they are considered wizard spells for you, though they are not automatically prepared.
- You have advantage on Intelligence and Wisdom saving throws.



ARCANE TRADITION: PLANAR SCHOLAR

Your studies focus on trying to understand magic and creatures that originate from other planes, as well as the universe's cosmological structure. Given the number of planes that exist, followers of this tradition specialize in studying the magic and creatures of a specific plane, learning to both banish and summon otherworldly creatures. Yet, they not only study the various planes, but also seek to learn and maintain a balance between them, banishing unwelcome beings back to their home. Planar Scholars are often called upon to exorcise creatures or close portals from other planes.

PLANAR SCHOLAR FEATURES

Wizard Level	Feature
2nd	Planar Focus, Gatekeeper
6th	Otherworldly Ally
10th	Arcane Exorcism
14th	Planewalker

PLANAR FOCUS

By 2nd level, you have gained extensive knowledge of planes and magic. You learn two exotic languages of your choice.

Additionally, you may choose two planes to have as your planar focus (such as the Ethereal Plane, the Plane of Fire, the Nine Hells, etc), though you cannot choose the Material Plane. Whenever you make a Charisma check when interacting with beings originating from the planes of your planar focus, or make an Intelligence check related to the planes of your planar focus, your Proficiency bonus is doubled if it applies to the check.

GATEKEEPER

Beginning at 2nd level, you know how to detect portals to other planes. You gain the ability to magically sense the presence of a planar portal. As an action, you detect the distance and direction to the closest planar portal within 1 mile of you. If the portal leads to the plane associated with your planar focus, the distance increases to 3 miles.

Once you use this feature, you can't use it again until you finish a long rest. At 10th level, you can use this feature twice per long rest.

OTHERWORLDLY ALLY

At 6th level, your studies of your planar focus have gained you special allies from that plane. Once per day, you can perform a 10-minute long ritual to summon forth a creature of challenge 1 or lower from the plane of your planar focus. Creatures summoned in this way are friendly towards you and your companions and follows your commands. After 1 hour passes, or if you or one of your allies harms the creature, the effect ends and the summoned creature returns to their home plane. At 10th level, you can summon a creature of challenge rating 2 or lower, and at 14th level, you can summon a creature of challenge rating 3 or lower.

ARCANE EXORCISM

By 10th level, you have honed your skills of banishing creatures to their home plane. You add the spell *banishment* to your spellbook if it is not there already. When you cast *banishment* against creatures related to your planar focus, the creatures have disadvantage on their Charisma saving throw to resist the spell's effects. At later levels, whenever you learn the spell *plane shift*, this effect applies to it as well.

PLANEWALKER

At 14th level, you have become a master of planar knowledge, otherworldly creatures, and magic. You gain the following benefits:

- Creatures who originate from the plane of your planar focus have disadvantage on saving throws against your spells.
- You have advantage on saving throws against being charmed or frightened by creatures who originate from the plane of your planar focus.
- You can't be sent to another plane against your will.



ARCANE TRADITION: SOUL SAGE

You focus your studies on magic that comes from the soul, bringing forth abilities that revolves around drawing out the strength of souls to aid you and to speak with the souls of the departed. A rare tradition to see practiced, most soul sages are often mistaken as necromancers, but that is far from the truth; soul sages rarely focus on bringing a body back to life, but instead choose to speak with souls and spirits, and are often found as shamans, spiritual counselors, or are simply seekers of understanding the afterlife or immortality.

Wizard Level	Feature
2nd	Spectral Familiarity, Soul Siphon
6th	Spirit Talk
10th	Attuned Soul
14th	Acquirer of Souls

SPECTRAL FAMILIARITY

Starting at 2nd level, the time you have spent with the souls of the departed and other spirits has increased both your familiarity to their presence and communicating with them. Whenever you make a Charisma check when interacting with undead, your Proficiency bonus is doubled if it applies to the check. You also have advantage on saving throws against being charmed or frightened by undead.

Additionally, when you cast the spell *find familiar*, your familiar can appear to have a spectral or ghostly appearance.

SOUL SIPHON

Beginning at 2nd level, your knowledge of souls has resulted in your ability to drain power from them. You have a pool of energy represented by a number of d8s equal to your wizard level. When you roll damage for a spell, you can increase that damage by spending dice from the pool. You can spend a number of dice equal to half your wizard level or less. Roll the spent dice and add them to the damage as necrotic damage. If you kill one or more hostile creatures with a spell augmented in this way, you or an ally of your choice that you can see within 30 feet of you regains 2 hit points per die spent to increase the spell's damage, or 5 hit points per die if at least one of the slain creatures was undead. You regain the expended dice when you finish a long rest.

SPIRIT TALK

By 6th level, you have learned how to better consult with the souls of the departed. You add the spell *speak with dead* to your spellbook, and it does not count towards the total number of spells that you know, and it is considered a ritual spell for you. You may cast this spell as a ritual spell. You can use this feature twice before finishing a long rest.

ATTUNED SOUL

At 10th level, the time you have spent with spirits and souls has changed your body. You have resistance to necrotic damage, and you can also use your action to see out into the world of the spirits, granting you the ability to see into the Ethereal Plane within 30 feet of you, which lasts until you are incapacitated or you take a short or long rest. You can't use the feature again until you finish a rest.

In addition, you are immune to being frightened by undead.

ACQUIRER OF SOULS

At 14th level, you have mastered the study of souls. Whenever you cast the spell *soul cage*, you can capture the soul of a celestial, dragon, fey, or fiend in addition to humanoid, and you can use the trapped soul an additional number of times equal to your Intelligence modifier. The spell remains the same otherwise.

ARCANE TRADITION: TATTOO MAGE

While most wizards are familiar with using ink to inscribe their spells into books, scrolls, or strips of leather, a handful of wizards choose to instead apply the ink to their own bodies. Imbued with magical properties, these wizards inscribe protective runes, spell iconography, and elaborate designs onto their body to provide them with a unique understanding of magic.

Followers of this unique tradition are known as Tattoo Mages. Their focus on art, the body, and magic have provided them with the skills necessary to bolster their bodies with magical benefits. Using specially crafted tools, Tattoo Mages have learned to imprint upon their bodies spells, magical effects, and spell altering abilities. These wizards will often carry sketchbooks of designs that signify their spells or even inscribe their spells onto their own skin or the skin of others. While sometimes feared or ostracised for their appearance, the rare Tattoo Mages are fearsome and highly respected for their abilities.

TATTOO MAGE FEATURES

Wizard Level	Feature
2nd	Anatomical Endurance, Magical Ink
6th	Protective Runes
10th	Temporary Ink
14th	Inked Soul

ANATOMICAL ENDURANCE

Beginning at 2nd level, the study of tattooing has granted you further knowledge of the body and its limits, and the body has adjusted to the frequent, painful inscribing.

Your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class.

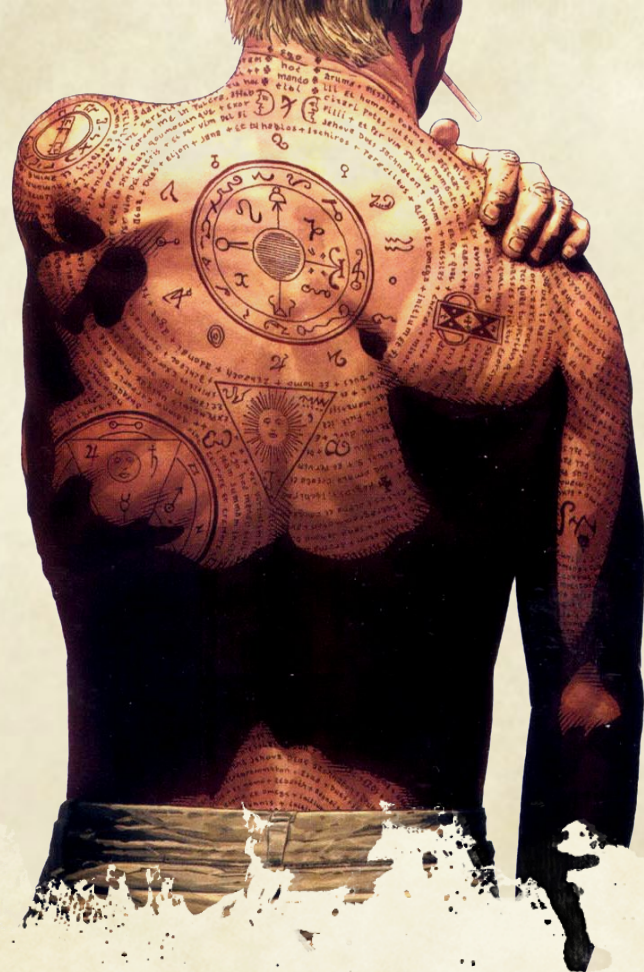
You also gain proficiency in the both the Medicine skill and in the Tattoo Artist Kit.

MAGICAL INK

At 2nd level, you have learned the art of etching magical designs into your skin, granting your body great enhancements. You gain two Arcane Tattoos of your choice. These tattoos take the shape and style of whatever the wearer desires, so long as there is room left on your body for the other Arcane Tattoos. You gain one additional Arcane Tattoo at 6th, 10th, and 14th level.

Once you pick an Arcane Tattoo, it cannot be changed. Unless otherwise stated, you can only take each Arcane Tattoo once.

Some Arcane Tattoos have level requirements that must be met before you are allowed to take them.



PROTECTIVE RUNES

Starting at 6th level, your body has grown accustomed to pain due to your magical tattooing, allowing you to shrug off more through the use of Protective Runes.

You gain a number of Protective Runes equal to your Intelligence modifier. When you take damage from an attack, you can activate one Protective Rune as a reaction to reduce the damage of the attack by a number equal to half your wizard level + your Constitution modifier. You regain any expended Protective Runes after a long rest.

TEMPORARY INK

At 10th level, your skills in using magical ink can be used to imbue a friend with an amount of your arcane talent. Choose one spell from your spellbook. Over the course of 1 hour, you expend the appropriate spell slot of the spell and imbue 1 willing creature with a spell. The creature can then use the spell in the same manner as one would cast a spell scroll.

If the spell has a spell save DC or spell attack roll, the recipient of the tattoo uses your spell attack modifier and spell save DC. If the spell requires the caster to hold concentration, the creature holds concentration on as if it had cast it. This effect lasts until the beginning of the next long rest.

INKED SOUL

By 14th level, the magic flowing through your tattoos has heightened your body's durability.

You gain the following benefits:

- Your Constitution score increases by 2, up to a maximum of 22
- You gain immunity to disease
- You cannot be magically aged

ARCANE TATTOOS

- **Aetherius. (14th Level Required)** When you cast the spell *etherealness*, your movement in the Ethereal Plane is doubled, as is your vision.
- **Cerritulus. (6th Level Required)** When you gain this tattoo at 6th level, you learn one spell from the warlock spell list. You can take this tattoo again at 10th and 14th, gaining one extra spell each time. These spells count as wizard spells for you, and these spells must be at a level with which you can cast them at the level you take this tattoo at.
- **Clipeum. (10th Level Required)** When you cast the spell *fire shield*, you may choose to change the warm shield or chill shield to that of a storm shield, bolt shield, toxin shield, or venom shield, granting resistance to thunder, lightning, poison, or acid damage respectively. The shield also deals their respective damage, just as fire shield would. When you choose storm shield or bolt shield, thin and quick moving strips of electricity wreath your body. When you choose toxin shield or venom shield, a thin coat of darker colored mist clings to your body.
- **Coniunctis. (14th Level Required)** Once per long rest, choose one spell that you have prepared of 3rd level or lower that requires concentration. You may ignore the concentration required the first time you cast this spell until the end of the spell's duration or until you are unable to cast the spell.
- **Convaluisset.** With this tattoo, your Arcane Recovery feature improves so you may regain an additional slot level. You regain half your wizard level (rounded up) + 1.
- **Crepitus.** When you cast a wizard cantrip that deals damage to a single target, on a hit, any creature within 5 feet of the target must make a Dexterity saving throw. On a failed save, any creature within 5 feet of the primary target takes 1d4 of the type of damage dealt, and half as much on a successful save. You can use this feature a number of times equal to your Intelligence modifier per long rest.
- **Daemonium. (6th Level Required)** When you cast the spell *summon lesser demon*, this tattoo acts as the circle of blood necessary in this spell. You gain the benefits of the circle of blood, and it is centered on you and moves with you.
- **Diabolus. (10th Level Required)** When you cast the spell *summon greater demon*, this tattoo acts as the circle of blood necessary to protect you. You gain the benefits of the circle of blood, and it is centered on you and moves with you.
- **Divinus. (6th Level Required)** When you gain this tattoo at 6th level, you learn one spell from the cleric spell list. You can take this tattoo again at 10th and 14th, gaining one extra spell each time. These spells count as wizard spells for you, and these spells must be at a level with which you can cast them at the level you take this tattoo at.
- **Exsupero. (10th Level Required)** Once per long rest, when you cast a spell that you have prepared, you may instead use a spell slot of one value lower than that of the spell slot needed for the spell. This does not apply to the *wish* spell.
- **Fucus.** When you cast the spell *disguise self*, you can select 1 willing creature to gain the same effects.
- **Impetus.** Once per long rest, you can use your reaction, you can give yourself advantage on a spell attack roll that you make or give an enemy disadvantage on a saving throw against a spell you cast.
- **Invisibilia. (6th Level Required)** As an action, you gain the benefits of *invisibility* and *see invisibility* for 1 minute. You can use this feature once per long rest.
- **Lyrici. (6th Level Required)** When you gain this tattoo at 6th level, you learn one spell from the bard spell list. You can take this tattoo again at 10th and 14th, gaining one extra spell each time. These spells count as wizard spells for you, and these spells must be at a level with which you can cast them at the level you take this tattoo at.
- **Magus.** You select one Sorcerer Metamagic option. When you cast a spell, you may use this Metamagic option. You can use this feature once per long rest.
- **Mutatio. (6th Level Required)** When you cast the spell *alter self*, you can benefit from 2 of the features of the spell instead of 1. You can use this feature once per long rest.
- **Naturae. (6th Level Required)** When you gain this tattoo at 6th level, you learn one spell from the druid spell list. You can take this tattoo again at 10th and 14th, gaining one extra spell each time. These spells count as wizard spells for you, and these spells must be at a level with which you can cast them at the level you take this tattoo at.
- **Neglegentia. (14th level Required)** Once per long rest, you can reduce the gold cost of a ritual spell or a spell you have prepared. You half the amount of gold needed for the spell. You ignore all other material components of that spell.
- **Peritia.** You gain proficiency in one skill of your choice. In addition, as an action, you can double your proficiency bonus of this skill for 1 minute. You can use this feature once per long rest.
- **Praeter.** You gain one additional wizard cantrip.
- **Resistentiam.** As a bonus action, you gain resistance to one of the following: acid, cold, lightning, fire, thunder, or poison for up to 1 minute. You can use this feature once per long rest.

- **Sciolo. (14th Level Required)** Once per long rest, you may choose one spell that you have prepared that has a casting time of 1 action, changing the casting time to a bonus action. You can use this feature once per long rest. If the spell is of 6th level or higher, you take 1 point of exhaustion after the spell ends.
- **Signum. (14th Level Required)** Once per long rest, you can cast the spell *symbol* centered on yourself through this tattoo. You suffer no negative effects of the spell, the spell moves with you, and the gold cost is halved.
- **Speculo. (6th Level Required)** When you cast the spell *mirror image*, you double the number of illusionary duplicates of yourself. You must roll 4 or higher for five and six duplicates, 5 or higher for four duplicates. The normal rolls for the original spell remain the same beyond this.
- **Sphaeram. (6th Level Required)** As an action, you may spend a wizard spell slot of 3rd level or higher to cast *aura of vitality*. However, the radius is changed to a 10-foot radius. You can use this feature once per long rest.
- **Stellae. (14th Level Required)** When you cast the spell *crown of stars*, you can choose to send up to 2 of the star-like motes of light towards a target instead of 1. You roll to hit for each mote of light sent.
- **Vanesco. (10th Level Required)** When you cast the spell *far step*, you may choose an additional willing creature to benefit from the spell during its duration. You can use this feature once per long rest.
- **Vindicta (6th Level Required)** When you successfully cast the spell *counterspell*, you can use the same reaction to cast a spell of equal or lower level that targets a single creature at the caster of the spell you counterspelled. You can use this feature once per long rest.

NEW TOOL: TATTOO ARTIST KIT

This set of tools include everything needed for a tattoo artist to perform their craft. This kit includes the following:

- a small mallet
- a small handle for tattoo needles
- 10 extra tattoo needles
- 10 bottles of colored ink
- 3 handkerchiefs
- a bottle of sterilizing fluid
- 10 disposable wiping cloths

You also gain a small book filled with tattoo designs, sketches, runes, notes, medical information, and arcane sigils. The designs for your selected Arcane Tattoos are also stored in this book.

Your DM may also allow for anyone to become proficient in this kit. However, only a Tattoo Mage has the knowledge to create Arcane Tattoos.





ARCANE TRADITION: TIDECALLER

Tidecallers are a rare kind of wizard, bravely exploring the vast seas of the world to learn about the magical wonders that lie beneath the waves. They are wizards who master techniques of sailing and maneuvering in water, wielding weapons of the sea, and draw strength from the cold depths of the oceans. Followers of this tradition are usually found out near or on the seas, aiding ships in smooth sailing and helping to explore uncharted territories, often singing. It is not uncommon to see these wizards befriend some druids or storm sorcerers, or even see Tidecallers commanding ships or fleets themselves.

TIDECALLER FEATURES

Wizard Level	Feature
2nd	Oceanic Explorer, Siren's Song
6th	Star Charts
10th	Seaworthy
14th	Nautical Mastery

OCEANIC EXPLORER

Beginning at 2nd level, you have spent enough time at the sea to know how to navigate through both water and on ships. You gain proficiency in water vehicles and navigator's tools, as well as proficiency in tridents and nets. Additionally, you gain proficiency in either Investigation or Perception.

SIREN'S SONG

By 2nd level, experiences at sea have taught you how to soothe others to be akin to fair winds and calm waters. As an action, you can sing a soothing tune called a Siren's Song that fills the air in a 15-foot radius around you. Both you and your allies within this area can add your Intelligence modifier to saving throws against being charmed or frightened, and both you and your allies have advantage on Dexterity saving throws to maintain balance while on a water vehicle.

On subsequent turns, you can use your bonus action to maintain this effect, extending its duration until the end of your next turn. Your allies lose this benefit if they leave the affected area. The range of this effect increases to a 30-foot radius at 14th level.

You can use this feature twice. You regain all expended uses of it when you finish a short or long rest.

STAR CHARTS

By 6th level, you have learned how to use the stars in the night sky to aid you in your journeys. By spending 10 minutes in meditation staring at a particular star and or constellation, you can obtain one of the following benefits:

- *The Northern Star*: You cannot become lost by traversing bodies of water, both magically and non magically, and you have advantage on Wisdom (Survival) checks.
- *The Great Turtle*: You are always under the effects of the spell *mage armor* while not wearing armor or wielding a shield.
- *The Lighthouse*: You gain darkvision out to 60, if you already have darkvision it increases by 30 feet, and fog or mist do not impose disadvantage on Wisdom (Perception) checks.
- *The Sea Dragon*: You gain resistance to either cold or lightning damage, and you can cast the spell *dragon's breath* once per long rest as a 3rd level spell without using a spell slot, but can deal only cold or lightning damage.
- *The Lovely Siren*: You have immunity to being charmed and can add your Intelligence modifier to Charisma (Persuasion) checks.
- *The Noble Seahorse*: Your swim speed increases by 30 feet, and you can cast either *water breathing* or *water walk* once per long rest without expending a spell slot.

You can only be attuned to one of these constellations at a time, and can attune to another one after you finish a long rest.

SEAWORTHY

By 10th level, you have learned how best to use the ocean's power to aid you. Whenever you hit a creature with a weapon or spell attack that deals cold or lightning damage, you may add additional cold damage or lightning damage equal to your Intelligence modifier to one damage die roll once per turn.

Additionally, years of studying magic out at sea has taught you how to anchor yourself against being moved. When you are subject to either a spell or other effect that would move you or knock you prone, you have advantage on the saving throw to resist the effects.

NAUTICAL MASTERY

At 14th level, you have become a true navigator and oceanic sage. You can choose one option from your Star Charts feature to always be attuned to, and you can attune to one additional option as normal. Additionally, whenever you cast a spell of 1st level or higher that deals cold or lightning damage, you can choose a number of allies equal to your Intelligence modifier to not be effected by the spell.



ADDITIONAL PLAYER OPTIONS: ROLL TABLES

What are wizards without their spellbooks, ambitions, and eccentricities? From how they craft and maintain their spellbooks to the quirks they develop during their studies, wizards have unique qualities that make them who they are. Below are three d6 roll tables that are geared more towards the Arcane Traditions presented in this compendium.

However they can be used for anyone building a wizard, particularly if someone has a specific character or backstory in mind. Feel free to use any of these roll tables for your wizard! And DM's, perhaps these tables can help you in creating unique NPC's!

ADDITIONAL SPELLBOOKS

The wizard's spellbook is the most important item in the wizard's inventory. While every wizard has a spellbook, the spellbooks themselves can range in design, shape, and quality of material. The list below is meant to present players with additional options for wizard spellbooks in the theme of this compendium.

d6 Spellbook

- 1 A pristine tome filled with images and information on magic, planets, and other celestial bodies.
- 2 A weathered tome, filled with both your spells as well as different theories on magic, from its use and application, to how individuals throughout history have viewed its use.
- 3 A heavy tome that contains thick pages, upon which are symbols, runes, and notes written in a code only who understand.
- 4 A dusty book with chalk dusted pages that describe magical effects on the body and soul, as well as spells and rituals for contacting the deceased.
- 5 A series of artistic designs for pictures or tattoos, presented in a sketchbook.
- 6 A collection of smooth pieces of wood, etched with arcane designs and symbols that are kept in a leather pouch.

ADDITIONAL AMBITIONS

Most wizards embrace the study of magic in order to accomplish some sort of goal or aspiration. These ambitions can range from being focused on helping out themselves with fame, fortune, or power, or can be centered on helping out their community (or even the world itself) to prosper. This list below is meant to present players with additional options for wizard ambitions in the theme of this compendium.

d6 Ambition

- 1 You will bend the universe to your will and desire.
- 2 Your endeavors will bring about a new paradigm in magical theory, application, and discovery.
- 3 You aim to be a pivotal figure in your community through the use and mastery of magic.
- 4 The soul of someone close to you has moved on, with no means of return. You hope to change that.
- 5 Your aim with magic is artistic in nature, and thus your pursuits are focused on combining magic with art to create a new wave of creativity.
- 6 The use of magic is directly tied to the balance of both nature and the world, and you will see that balance maintained.

ADDITIONAL ECCENTRICITIES

While sorcerers have magic innately, and warlocks from pacts made with otherworldly beings, wizards study tirelessly to master the different forms of magic. As such, they often become so enamored in their research that they develop small little quirks that embed themselves into the habits and personality of the wizard. This list below is meant to present players with additional options for wizard ambitions in the theme of this compendium.

d6 Eccentricity

- 1 You often hum simple melodies or songs when reading or writing.
- 2 You don't talk often, but when someone brings up a subject you study or are greatly interested in, it is hard to pull you away from the conversation.
- 3 You obsess over having the areas in which you work and study neat, organized, and spotless.
- 4 When struggling to comprehend or solve something, you often will argue with yourself, sometimes even giving one side of this self-argument another name.
- 5 You often stay up for hours on end when you are thinking or studying. However, once you finally are asleep, you are a prominently sound sleeper and snorer.
- 6 You keep in your possession some item from the day you first cast a spell or started to study magic, such as a special inkwell or a glove you had burned.

ADDITIONAL SPELLS

Below are a handful of spells that can add some extra flavor and power to your wizard, or even another class that the spell is available to. These spells are presented in alphabetical order by name, and will list the class availability of the spell underneath the name of the spell itself.

Feel free to have fun in building your character with these new spells!

SPELL LIST

1. Detect Life
2. Gravity Well
3. Metallic Spears
4. Soul Spear
5. Summon Construct
6. Summon Plants
7. Wall of Iron
8. Wall of Wood

DETECT LIFE

(Available for bard, cleric, druid, paladin, ranger, sorcerer, warlock, wizard)

1st-level divination

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

For the duration, you know if there is a beast, humanoid, or plant within 30 feet of you, as well as where the creature is located. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

GRAVITY WELL

(Available for sorcerer, wizard)

9th-level conjuration

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a lead or iron ball)

Duration: Concentration, up to 1 minute

You conjure a small bead of powerful gravity in an unoccupied space you can see within range. Each creature within a 30-foot radius of the bead must make a Strength saving throw. Creatures who fail the saving throw are pulled 30 feet towards the bead and are considered restrained, and take 12d8 force damage. Creatures who succeed on the saving throw have their speed reduced by half, and only take half damage.

A creature can attempt the saving throw again at the end of each of their turns, and the effect for them on a successful save. Creatures who fail the saving throw take 6d8 force damage and continue to be restrained.

If a creature dies while under the spell's effects, that creature is sucked into the bead until the spell ends.

METALLIC SPEARS

(Available for cleric, druid, sorcerer, warlock, wizard)

1st-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You create a small rumble beneath a creature's feet or in a wall beside a creature, causing six spears made of metal to quickly protrude from the ground to skewer the target. Choose a creature within range that is size Large or smaller. The creature must make a Strength saving throw against your spell save DC. On a fail, the target takes 1d10 piercing damage and is restrained. On a success, the creature takes half damage and is not restrained. The creature can use its action to repeat the saving throw, ending the spell on a success. If the creature fails the saving throw, the creature takes an additional 1d10 piercing damage and remains restrained.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the initial damage increases by 1d10 for each slot level above 2nd.

SOUL SPEAR

(Available for cleric, sorcerer, warlock, wizard)

2nd-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

As an action, you rip part of a creature's soul to harm another. Choose two creatures that you can see within 30 feet of you, selecting one to be the first and the other to be the second. Both creatures must make a Wisdom saving throw. On a failed save, the first creature takes 2d8 necrotic damage as part of their soul leaves their body. On a failed save, the second creature is struck by the first creature's soul, taking 1d8 necrotic damage.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each each attack for each slot level above 2nd.

SUMMON CONSTRUCT

(Available for wizard)

5th-level conjuration

Casting Time: 1 minute

Range: 90 feet

Components: V, S, M (a small metal figurine of a creature, a handful of iron and steel pieces, or a handful of gears)

Duration: Concentration, up to 1 hour

You call forth an construct servant. Choose an area that fills a 10-foot cube within range. A construct of challenge rating 5 or lower appears in an unoccupied space within 10 feet of it. The construct disappears when it drops to 0 hit points or when the spell ends.

The construct is friendly to you and your companions for the duration. Roll initiative for the construct, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the construct, it defends itself from hostile creatures but otherwise takes no actions.

If your concentration is broken, the construct doesn't disappear. Instead, you lose control of the construct, it becomes hostile toward you and your companions, and it might attack. An uncontrolled construct can't be dismissed by you, and it disappears 1 hour after you summoned it. The DM has the construct's statistics.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, the challenge rating increases by 1 for each slot level above 5th.

SUMMON PLANTS

(Available for druid, sorcerer, wizard)

4th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (one leaf or twig per creature summoned)

Duration: Concentration, up to 1 hour

You summon plant creatures that appear in unoccupied spaces that you can see within range. Choose one of the following options for what appears.

- One plant creature of challenge rating 2 or lower
- Two plant creatures of challenge rating 1 or lower
- Four plant creatures of challenge rating 1/2 or lower
- Eight plant creatures of challenge rating 1/4 or lower

A summoned creature wilts to nothing when it drops to 0 hit points or when the spell ends. The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which have their own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions. The DM has the creatures' statistics.

At Higher Levels: When you cast this spell using certain higher-level spell slots, you choose one of the summoning options above, and more creatures appear - twice as many with a 6th-level slot and three times as many with an 8th-level slot.

WALL OF IRON

(Available for sorcerer, warlock, wizard)

6th-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a piece of iron ore or a handful of iron pieces)

Duration: Concentration, up to 10 minutes

A nonmagical wall of wrought iron emerges into existence at a point you choose within range. The wall is 6 inches thick and is composed of ten 10-foot-by-10-foot panels. Each panel must be contiguous with at least one other panel. Alternatively, you can create 10-foot-by-20-foot panels that are only 3 inches thick.

If the wall cuts through a creature's space when it emerges, the creature is pushed to one side of the wall (your choice). If a creature would be surrounded on all sides by the wall (or the wall and another solid surface), that creature can make a Dexterity saving throw. On a success, it can use its reaction to move up to its speed so that it is no longer enclosed by the wall.

The wall can have any shape you desire, though it can't occupy the same space as a creature or object. The wall doesn't need to be vertical or resting on any firm foundation. It must, however, merge with and be solidly supported by existing stone. Thus you can use this spell to bridge a chasm or create a ramp.

If you create a span greater than 20 feet in length, you must halve the size of each panel to create supports. You can crudely shape the wall to create crenellations, battlements, and so on.

The wall is an object made of stone that can be damaged and thus breached. Each panel has AC 17 and 50 hit points per inch of thickness. Reducing a panel to 0 hit points destroys it, and the metal rusts and might cause connected panels to collapse at the DM's discretion.

If you maintain your concentration on this spell for its whole duration, the wall becomes permanent and can't be dispelled. Otherwise, the wall disappears when the spell ends.

WALL OF WOOD

(Available for druid, ranger, sorcerer, wizard)

6th-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a handful of pieces of bark)

Duration: Concentration, up to 10 minutes

You create a wall of strong, durable, moving trunks of wood adorned in thick branches, leaves, and roots. The wall appears within range on a solid surface and lasts for the duration. You choose to make the wall up to 60 feet long, 10 feet high, and 5 feet thick or a circle that has a 20-foot diameter and is up to 20 feet high and is 5 feet thick. The wall blocks line of sight.

When the wall appears, each creature within its area must make a Dexterity saving throw. On a failed save, a creature takes 7d8 bludgeoning damage, or half as much damage on a successful save.

A creature can move through the wall, albeit slowly and painfully. For every 1 foot a creature moves through the wall, it must spend 4 feet of movement. Furthermore, the first time a creature enters the wall on a turn or ends its turn there, the creature must make a Dexterity saving throw. It takes 7d8 bludgeoning damage on a failed save, or half as much on a successful save.

At Higher Levels: When you cast this spell using a spell slot of 7th level or higher, the damage increases by 1d8 for each slot level above 6th.

CONCLUSION

ART CREDITS

- Dream Chronicles - Observatory by Catarina Pulli:
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CHANGELOG (V 1.0 TO V 1.1)

- Spelling errors in Arbormancy's *Elemental Wood* feature
- Changed Arbormancy's *Woodcraft Mastery* feature to say 'Forested Friends' instead of 'Forest Defense'
- Grammar errors in Gravity Wielder's *Gravitational Mastery* feature, as there was a redundant use of the phrase 'bonus action'
- Spelling errors in Metallurgy's *Metallic Mage* feature
- Removed the 'resist drain life' feature of Soul Sage's *Attuned Soul* feature, and instead added immunity to being frightened by undead
- Added *Planar Scholar* Arcane Tradition
- Edited page numbers

LEGAL INFORMATION

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