

# EXPANDED MAGES



**HOME BREW**

Soniverse Labs





## WIZARDS

Of all the various kinds of spellcasters on the Material Plane, wizards often times are the most common. Whereas many casters acquire their powers from their blood or otherworldly entities, wizards have acquired their arcane talents from tireless study of the arcane. As a result, they are able to become extremely versatile magic users and are able to find utility in nearly any situation given ample preparation.

### MAGE APPRENTICE

Mage apprentices have just begun their journey to mastering the arcane. They are typically found in universities or colleges dedicated to the study of magic wherein they are able to receive instruction and training by master wizards. However, it is not uncommon to find apprentices traveling abroad putting their arcane knowledge and talent to use.

### MAGE ADEPT

Mage adepts have acquire ample mastery of their arcane abilities. Thanks to their versatility and power, they are able to find an occupation in nearly any setting as bounty hunters, guards, advisors, scholars, and much more.

### ARCHMAGE

Archmages have reached the pinnacle of arcane talent that a mortal can possess. Because of this they are well renowned and are often sought out for counsel or guidance regarding the arcane. However, many archmages are drawn to unravel the hidden secrets and push the boundaries of magic, for better or for worse.



## WIZARD SCHOOLS

Wizards tend to specialize their talents in a particular school of magic, whether it be abjuration, conjuration, divination, enchantment, evocation, illusion, or necromancy. However, these schools are not the only types in existence as many new schools are formed combining the skills and knowledge of these foundational schools.

### ABJURER

Abjurers primarily focus on using magic to hide or protect themselves and others. As a result, many of these wizards tend to be employed as city guards, prison keepers, or even sentinels against extraplanar threats.

### BATTLE MAGE

Battle mages combine the schools of abjuration and evocation to allow them to become unstoppable on the battlefield, raining spellfire upon enemy ranks while shielding themselves from the worst of attacks.

### BIOMANCER

Biomancers are a strange school of magic that combines the disciplines of conjuration and transmutation to create unique lifeforms and alter the physiology of themselves as well as their enemies.

### CONJURER

Conjuration is a broad school of magic that focuses on summoning items and creatures from the magical aether. As a result, conjurers can be a formidable force to face as they are able to summon small legions of thralls to overwhelm their enemies or open portals to summon the wrath of the elements.

### DIVINER

Diviners use their magical abilities to glimpse into the magical ether to view the future or to discern something's true nature. Thanks to their magical intuition, they are often employed as advisors or even guardians to watch for arcane threats.

### ENCHANTER

Enchanters have mastered the ability to use magic to control the minds of others. These practitioners are extremely dangerous and elusive as they are able to bind a creature to their will with just a glimpse. Some pursue a much more noble occupation, using their abilities to calm angry mobs and to pacify the masses in times of danger.

## EVOKERS

Evokers have mastered the destructive potential of their spell effects by overcoming common magical defenses. Despite their explosive potential, they have the ability to channel their destructive spells in a manner wherein it does not harm their allies.

### BLOOD MAGE

Blood mages practice a form of necromancy that uses the life force of living creatures as a fuel for magical effects. These spellcasters tread a careful balance of life and death using their own life force to empower their spells while draining the blood of their enemies to refuel their own magical reserves and to mend their wounds.

### GRAVITURGIST

Graviturgy is a unique form of spellcasting that combines the disciplines of evocation and transmutation. Wizards of this school have learned to command the power of gravity itself allowing them to maneuver and hamper the mobility of their opponents.

### CHRONOMANCER

Chronomancers have mastered the schools of conjuration and divination to alter time and reality itself. They are able to create rifts in reality allowing them to travel vast distances with ease and are able to accelerate or decelerate time around them to fit their needs.

### TRANSMUTOR

Transmutors use their spellcasting abilities to shape reality itself. They are able to change the form of any object or creature to a form of their liking. Thanks to their abilities, they find a lot of utility in all aspects of life in most civilizations.

### SPELLBLADE

Spellblades are the perfect blend between the martial and arcane. Although spellblade disciplines can take many forms depending on the setting (such as bladesingers), they possess the unique ability to channel their arcane abilities through their weapons.

### NECROMANCER

Necromancers have devoted their arcane abilities to control the flow of life and death using their abilities to use the souls of their victims to fuel their spells and create undead thralls.





## MAGE APPRENTICE

Medium humanoid, any alignment

**Armor Class** 12, (15 with Mage Armor)

**Hit Points** 33 (6d8+6)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	17 (+3)	12 (+1)	16 (+3)

**Saving Throws** Int +5, Wis +4

**Skills** Arcana +7, History +5, Perception +4

**Senses** passive Perception 14

**Languages** Common and one language of their choice

**Proficiency Bonus** +2

**Challenge** 3 (700xp)

**Arcane Sense** The mage apprentice can detect the presence of magical effect within 30ft. The mage apprentice can determine the school of magic.

**Battle Preparation** When the mage apprentice first rolls initiative, they can cast a spell on themselves as part of this action. This spell effect must have a range of self and only affect the caster.

**Magic Focus** The mage apprentice has advantage on saving throws to maintain concentration on a spell effect

**Magic Resistance** The mage apprentice has advantage on saving throws against spells and magical effects.

### SPELLCASTING

The mage apprentice is a 6th level spell caster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The mage has the following spells prepared:

**Cantrips(At Will)** Dancing Lights, Firebolt, Mage Hand, Prestidigitation

**1st Level Spells(4 slots)** Identify, Mage Armor, Magic Missile, Shield

**2nd Level Spells(3 slots)** Invisibility, Misty Step

**3rd Level Spells(2 slots)** Counterspell, Dispel Magic, Fly, Fireball, Haste, Slow

### Actions

**Multiattack** The mage apprentice can cast a spell and make a wand attack on their turn.

**Wand Ranged Weapon Attack**, +5 to hit, 60ft., one target. **Hit:** 6 (1d4+3) force damage. Upon a hit, creatures suffer disadvantage on its next saving throw against a spell effect before the end of its next turn.





## MAGE ADEPT

*Medium humanoid, any alignment*

**Armor Class** 12, (15 with Mage Armor)

**Hit Points** 78 (12d8+24)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	19 (+4)	14 (+2)	18 (+4)

**Saving Throws** Int +7, Wis +6

**Skills** Arcana +10, History +7, Perception +5

**Senses** passive Perception 15

**Languages** Common and one language of their choice

**Proficiency Bonus** +3

**Challenge** 8 (3900xp)

**Arcane Sense** The mage adept can detect the presence of magical effect within 60ft. The mage adept can determine the school of magic.

**Battle Preparation** When the mage adept first rolls initiative, they can cast a spell on themselves as part of this action. This spell effect must have a range of self and only affect the caster.

**Emergency Spell** The mage adept has a spell of its choice prepared for whenever it starts its turn below half their hitpoint maximum. The spell must be of 5th level or lower and can only target the mage (even if it can target multiple creatures).

**Magic Focus** The mage adept has advantage on saving throws to maintain concentration on a spell effect

**Magic Resistance** The mage adept has advantage on saving throws against spells and magical effects.

### SPELLCASTING

The mage adept is a 12th level spell caster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The mage adept has the following spells prepared:

**Cantrips(At Will)** Dancing Lights, Firebolt, Mage Hand, Prestidigitation

**1st Level Spells(4 slots)** Identify, Mage Armor, Magic Missile, Shield

**2nd Level Spells(3 slots)** Invisibility, Misty Step

**3rd Level Spells(3 slots)** Counterspell, Dispel Magic, Fly, Fireball, Glyph of Warding, Haste, Slow

**4th Level Spells(3 slots)** Dimension Door, Greater Invisibility, Leomund's Secret Chest

**5th Level Spells(3 slots)** Cone of Cold, Scrying, Teleportation Circle, Wall of Force

**6th Level Spells(2 slots)** Chain Lighting, Contingency, Disintegrate

### Actions

**Multiattack** The mage adept can cast a spell and two scepter attacks on their turn.

**Scepter Ranged Weapon Attack**, +7 to hit, 90ft., one target. **Hit:** 8 (1d6+4) force damage. Upon a hit, creatures suffer disadvantage on its next saving throw against a spell effect before the end of its next turn.





## ARCHMAGE

Medium humanoid, any alignment

**Armor Class** 12, (15 with Mage Armor)  
**Hit Points** 150 (20d8+60)  
**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	20 (+5)	16 (+3)	20 (+5)

**Saving Throws** Int +10, Wis +8  
**Skills** Arcana +15, History +10, Perception +8  
**Senses** passive Perception 18  
**Languages** Common and one language of their choice  
**Proficiency Bonus** +5  
**Challenge** 15 (13000xp)

**Arcane Sense** The archmage can detect the presence of magical effect within 120ft. The archmage can determine the school of magic.

**Battle Preparation** When the archmage first rolls initiative, they can cast a spell on its self as part of this action. This spell effect must have a range of self and only affect the caster.

**Emergency Spell** The archmage has a spell of its choice prepared for whenever it starts its turn below half their hitpoint maximum. The spell must be of 8th level or lower and can only target the archmage (even if it can target multiple creatures).

**Magic Focus** The archmage has advantage on saving throws to maintain concentration on a spell effect

**Magic Resistance** The archmage has advantage on saving throws against spells and magical effects.

**Legendary Resistance(3/day)** Upon failing a saving throw, the archmage can choose to succeed. Upon using this feature, the archmage can cast a spell of 5th level or lower.

### SPELLCASTING

The archmage is a 20th level spell caster. Its spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). The archmage has the following spells prepared:

**Cantrips(At Will)** Dancing Lights, Firebolt, Mage Hand, Prestidigitation

**1st Level Spells(4 slots)** Identify, Mage Armor, Magic Missile, Shield

**2nd Level Spells(3 slots)** Invisibility, Misty Step

**3rd Level Spells(3 slots)** Counterspell, Dispel Magic, Fly, Fireball, Haste, Slow

**4th Level Spells(3 slots)** Dimension Door, Greater Invisibility, Leomund's Secret Chest

**5th Level Spells(3 slots)** Cone of Cold, Scrying, Teleportation Circle, Wall of Force

**6th Level Spells(2 slots)** Chain Lighting, Contingency, Disintegrate

**7th Level Spells(2 slots)** Teleport, Plane Shift, Prismatic Spray

**8th Level Spells(1 slots)** Antimagic Field, Clone, Demiplane

**9th Level Spells(1 slots)** Meteor Swarm, Wish

### Actions

**Multiattack** The archmage can cast a spell and two scepter attacks on their turn.

**Scepter Ranged Spell Attack**, +10 to hit, 90ft., one target. **Hit:** 9 (1d6+5) force damage. Upon a hit, creatures suffer disadvantage on its next saving throw against a spell effect before the end of its next turn.

### Legendary Actions (3/turn)

**Scepter Strike(1 action)** The archmage can make a scepter attack against a creature within range

**Resilience(1 action)** The archmage can end one spell effect or status condition on it

**Cast a Spell(2 actions)** The archmage can cast a spell of its choice that is 5th level or lower.



## Abjurer

- **Challenge Rating** Increase by 2

**Abjuration Ward** While concentrating on a spell effect, the abjurer can add its Intelligence bonus to its Armor Class and saving throws.

**Counter Caster** The abjurer has advantage on ability checks to use *Counterspell* or *Dispel Magic*.

**Linked Abjuration** When the abjurer casts an abjuration spell that only targets itself, it can choose to affect one other creature within 30ft. of it.

**Regenerative Ward** While concentrating on a spell effect, the abjurer gains 10 additional temporary hitpoints at the start of each of its turns.

**Spell Ward** Whenever the abjurer fails a saving throw against a spell, effect that deals damage, the abjurer only takes half damage. Upon a successful saving throw, the abjurer takes no damage.

### SPELLCASTING

The abjurer knows the following additional spells

**Cantrips** Blade Ward

**1st Level Spells** Absorb Elements, Alarm

**3rd Level Spells** Arcane Lock, Magic Circle, Nondetection, Protection from Energy

**4th Level Spells** Banishment

**5th Level Spells** Planar Binding

**6th Level Spells** Globe of Invulnerability, Guards and Wards

**8th Level Spells** Mind Blank

**9th Level Spells** Imprisonment, Invulnerability, Prismatic Wall

### Actions

**Multiattack** The abjurer gains the following effect at the start of its turn (if available)

**Spell Eating Ward(Recharge 5-6)** The abjurer is able to absorb incoming magical effects to recharge their own magical reserves.

Until the start of the abjurer's next turn, the abjurer gains resistance to all damage and whenever a creature casts a spell that targets the abjurer (including area of effects), it takes no damage and is unaffected by the spell.

Upon absorbing a spell in this manner, the abjurer regains a number of expended spells slots equal to the level of the spell cast. The abjurer can only absorb spells of a level that it can cast. Otherwise it suffers the effects and damage as normal.

For example an abjurer apprentice can only absorb spells of 3rd level or lower.

## Battle Mage

- **Challenge Rating** Increase by 2

**First Strike** The battle mage has advantage on initiative checks

**Battle Focus** The battle mage cannot lose concentration as a result of taking damage.

**Battle Ward** While concentrating on a spell effect, the battle mage can add its Intelligence bonus to its Armor Class and saving throws.

**Combat Mage** When a creature makes a saving throw against the battle mage's spell effect while one of the battle mage's allies are within 5ft. of it, that creature has disadvantage on its saving throw. This effect only applies to spell effects that target only one creature.

**Spell Carver** Whenever the battle mage casts a spell that target multiple creatures, it can choose any number of creatures (equal to the spell's level) it can see within range to succeed. Creatures that succeed their saving throw in this manner take no damage and are completely unaffected by that spell

**War Caster** The battle mage can cast a spell against a creature that provokes attacks of opportunity.

### SPELLCASTING

The battle mage knows the following additional spells

**Cantrips** Booming Blade, Sword Burst

**1st Level Spells** Catapult

**2nd Level Spells** Heat Metal

**3rd Level Spells** Conjure Barrage, Galder's Tower, Leomund's Tiny Hunt

**4th Level Spells** Fire Shield

**5th Level Spells** Conjure Volley

**6th Level Spells** Blade Barrier

**7th Level Spells** Delayed Blast Fireball, Mordenkainen's Sword

**8th Level Spells** Mighty Fortress

**9th Level Spells** Blade of Disaster

### Actions

**Multiattack** The battle mage gains the following effect at the start of its turn (if available)

**Spell Volley(Recharge 5-6)** When the battle mage uses this ability, it can choose to use its multiattack in the following manner. Until the start of its next turn, the battle mage can cast two spells of its turn.

Spells cast in this manner are not subject to the cantrip restriction but the battle mage must still expend spell slots as normal





## BIOMANCER

**Bionic Casting** Whenever a biomancer casts a transmutation spell that targets one creature, or uses a conjuration spell to summon a creature, those creatures can benefit from one Biomantic Evolution.

### BIOMANTIC EVOLUTION

While concentrating on a spell effect of 1st level or higher, the biomancer gains the one of the following abilities. It can roll a d8 to determine the effects

**Arcane Regeneration** While concentrating on a spell effect, the biomancer regains 10 hitpoints at the start of each of its turns.

**Additional Limb** While concentrating on a spell effect, the biomancer sprouts an additional pair of limbs. This additional limb functions exactly as its other limbs. Whenever the biomancer takes the Attack Action or casts a spell, it can make one additional melee or ranged weapon attack.

**Biological Flight** The biomancer gains a flying speed of 30ft.

**Chameleon Skin** The biomancer can use its bonus action to Hide, even without cover.

**Evolutionary Growth** The biomancer increases by one size and has advantage on Strength and Constitution checks and saving throws. Whenever they make a saving throw against a Strength or Constitution saving throw that deals damage, they take half damage on a failed save and none on a success.

**Spider Climb** The biomancer gains a climbing speed of 30ft. and can climb difficult surfaces without needing to make an ability check.

**Aquatic Evolution** The biomancer gains a swim of 30ft. and can breathe in air and in water.

**Double Mutation** Upon rolling a 8, it can choose two effects of its choice.

### SPELLCASTING

The biomancer mage knows the following additional spells

**1st Level Spells** Cure Wounds, Featherfall,

**2nd Level Spells** Alter Self, Darkvision, Dragon's Breath, Enhance Ability, Lesser Restoration, Spider Climb, Web

**3rd Level Spells** Waterbreathing, Water Walk

**4th Level Spells** Stone Skin, Polymorph

**5th Level Spells** Greater Restoration, Mass Cure Wounds, Reincarnate

**6th Level Spells** Tenser's Transformation, Otherworldly Form

**8th Level Spells** Animal Shapes

**9th Level Spells** Mass Polymorph, True Polymorph

### Actions

**Multiattack** The biomancer gains the following effect on its next spell effect at the start of its turn (if available)

**Biomantic Devolution** Whenever a creature fails a saving throw or is hit with a spell effect from the biomancer, it must roll an additional d8 to determine the following additional effects until the end of its next turn.

- 1. Mute** The target loses its ability to formulate intelligent thoughts or communication. For the duration of this effect, creatures activate items, understand language, cast spells, or communicate in any intelligible way. The creature can, however, identify its friends, follow them, and even protect them.
- 2. Shrink** The target instantly begins to shrink. For the duration of this effect, that creature shrinks to two sizes smaller (minimum of Tiny), and its movement speed is halved. Additionally, any Strength or Dexterity based attacks it makes for the duration deal half damage.
- 3. Feral Evolution** The target is transformed into a harmless beast. For the duration, the target is transformed into a CR 0 beast of the biomancer's choice. The effects of this ability are identical to that of *Polymorph*.
- 4. Sensory Impairment** The target can no longer use its natural senses. It is considered blinded and deafened for the duration of this effect.
- 5. Bioluminescent Skin** Upon a failed saving throw, the target's skin begin to supernaturally glow. For the duration of this effect, the target gives off a bright light in a 10ft. radius and dim light and additional 10ft. While emitting this light, that creature cannot benefit from half cover, three-fourth's cover, or being hidden. Additionally, attacks against it have advantage for the duration.
- 6. Double Devolution** Upon rolling a 6, that creature suffers two effects of the biomancer's choice.





## Conjurer

- **Challenge Rating** Increases by 2

**Bound Summons** Upon successfully using *Counterspell* or *Dispel Magic* on a magically summoned creature, the conjurer can choose to cause that creature to become friendly towards it and obeys its commands until the conjurer uses this feature again or that particular summoning spell's duration ends.

A summoned creature bound to the conjurer; will remain under their control for the duration of its respective spell effect. Commanding a creature controlled in this way requires no additional action and does not require concentration from the conjurer.

**Conjurer's Focus** The conjurer cannot lose concentration as a result of taking damage.

**Conjurer's Casting** The conjurer can cast a spell through the space of its summon as long as that creature is within 60ft. of the conjurer and the conjurer can see it.

**Conjurer's Sight** The conjurer can use its action to see through the senses of its summon as long as they are on the same plane of existence. While in this state, the conjurer is blinded and deafened to their own senses.

**Greater Summons** Creatures summoned by the conjurer gain 10 temporary hitpoint at the start of each of its turns and its attacks count as magical for the purpose of overcoming resistance.

**Master Summoner** The conjurer can concentrate on two spells at a time. This effect is limited to casting conjuration spells that summon a creature. Upon losing concentration, both spell effects end.

### SPELLCASTING

The conjurer knows the following additional spells

**Cantrips** Sword Burst

**1st Level Spells** Fog Cloud, Ice Knife

**2nd Level Spells** Dust Devil, Flock of Familiars, Summon Beast

**3rd Level Spells** Call Lightning, Summon Fey, Summon Shadowspawn, Tidal Wave

**4th Level Spells** Fabricate, Summon Aberration, Summon Construct, Summon Elemental

**5th Level Spells** Creation, Cloudkill, Summon Draconic Spirit, Summon Celestial

**6th Level Spells** Summon Fiend

**7th Level** Fire Storm, Mordenkainen's Magnificent Mansion

**8th Level Spells** Maze

**9th Level Spells** Blade of Disaster

### Reactions

**Conjurer's Link** Whenever the conjurer takes damage, they can use their reaction to teleport and swap locations with their summon as long as it is within 60ft. of them. Upon using this feature, the conjuration takes no damage as the summon takes it instead.



## Diviner

- **Challenge Rating** Increases by 2
- **Languages** Any

**Arcane Accuracy** The diviner can ignore bonuses granted by half or three fourth's cover

**Divining Sight** the diviner's vision is not hinder by being heavily obscured or magical darkness.

**Third Eye** The diviner can see creatures hidden by invisibility, hidden by illusions or shapechangers that are not in their true form.

**Foresight** Whenever the diviner has advantage, it can roll three times taking the highest result. If a creature suffers disadvantage on attacks against the diviner or if they have disadvantage against the diviner's spell effects, it must roll three times and take the lowest

**Preternatural Awareness** The divination has advantage on Perception checks and initiative. Additionally, the diviner cannot be surprised while it is not incapacitated.

### SPELLCASTING

The diviner knows the following additional spells

**Cantrips** Guidance, True Strike

**1st Level Spells** Comprehend Languages, Gift of Alacrity, Hunter's Mark

**2nd Level Spells** Augury, Borrowed Knowledge, Detect Thoughts, Fortune's Favor, Locate Animals and Plants, Locate Object, Mind Spike

**3rd Level Spells** Clairvoyance, Tongues

**4th Level Spells** Arcane Eye, Divination, Locate Creature

**5th Level Spells** Legend Lore

**6th Level Spells** True Seeing

**9th Level Spells** Foresight

### Actions

**Multiattack** The diviner gains the following effect on its next spell effect at the start of its turn (if available)

**Portent** At the start of its turn, the diviner can roll two d20s. The diviner can replace any attack roll, ability check, or saving throw for itself or a creature it can see within range with any one of these rolls (no action required).

These portents last until the diviner finishes a long rest, expends them, if it uses this feature again, or if it is incapacitated or dies.

## Illusionist

- **Challenge Rating** Increases by 2
- **Languages** Any

**Master Illusionist** The illusionist can concentrate on two spells at a time. This effect is limited to casting illusion spells that do not deal any damage. Upon losing concentration, both spell effects end.

**Rapid Illusion** When the illusionist casts an illusion spell that has a casting time of an action, it can choose to cast the spell as a bonus action instead.

### SPELLCASTING

The illusionist knows the following additional spells

**Cantrips** Minor Illusion

**1st Level Spells** Color Spray, Disguise Self, Silent Image

**2nd Level Spells** Blur, Mirror Image, Nalthair's Mischief, Phantasmal Force

**3rd Level Spells** Fear, Hypnotic pattern, Major Image

**4th Level Spells** Hallucinatory Terrain, Phantasmal Killer

**5th Level Spells** Creation, Dream, Seeming

**6th Level Spells** Mental Prison, Programmed Illusion

**7th Level Spells** Project Image, Mirage Arcane

**8th Level Spells** Illusory Dragon

**9th Level Spells** Weird

### Actions

**Multiattack** The illusionist gains the following effect on its next spell effect at the start of its turn (if available)

**Illusory Projection** The illusionist chooses a space that it can fit into within 60ft. of it. This illusion exists in its own space and the chose space simultaneously until the end of its next turn. Whenever it moves or takes an action, it chooses to make through its own space or the illusion's. The illusion can move up to 30ft. on the mage's turn(no action required).

The illusion is immune to all damage and conditions.

### Bonus Actions

**Malleable Illusion** The illusionist can change the nature of an illusion(within the parameters of its spell effect)

### Reactions

**Illusory Self** Whenever the illusionist is targeted by an attack, it can cause the attack to automatically miss as an illusory double interposes between the mage and the attack.



## Enchanter

- **Challenge Rating** Increases by 2

**Frightful Paranoia** Creatures frightened by the enchantment mage consider all creatures it can see within range as the source of its fear

**Split Enchantment** Whenever the enchanter cast an Enchantment spell that targets a single creature, it can choose to target one additional creature within range.

**Unbreakable Charm** Creatures charmed by the enchanter cannot repeat their saving throws upon taking damage.

**Forgetful Charm** Whenever a creature is charmed by the enchanter, it is unaware of the enchanter's magic influencing its mind. Additionally, it cannot remember the time it was charmed for a number of hours equal to level of the spell cast. Upon ending a spell effect that charms a creature, the creature is unaware the enchanter charmed it.

**Master Enchanter** The enchanter can concentrate on two spells at a time. This effect is limited to casting enchantment spells that target only one creature at a time and do not deal damage. Upon losing concentration, both spell effects end.

### SPELLCASTING

The enchanter knows the following additional spells

**Cantrips** Friends

**1st Level Spells** Charm Person, Dissonant Whispers, Sleep

**2nd Level Spells** Calm Emotion, Enthrall, Hold Person Suggestion

**3rd Level Spells** Enemies Abound, Fast Friends, Hypnotic Pattern

**4th Level Spells** Charm Monster, Compulsion, Confusion

**5th Level Spells** Dream, Dominate Person, Geas, Modify Memory, Hold Monster, Synaptic Static

**6th Level Spells** Mass Suggestion

**7th Level** Power Word Pain

**8th Level Spells** Antipathy/Sympathy, Dominate Monster, Feeblemind, Power Word: Stun

**9th Level Spells** Power Word Kill

## Reactions

**Counter Enchantment** Whenever the enchanter succeeds a saving throw when a creature targets it with an enchantment spell that targets only the enchanter, it can use its reaction to reflect the effect back on the caster. Upon a failed saving throw, it suffers from the spell instead. The spell uses the enchanter's spell DC instead of the casters.

## Evoker

- **Challenge Rating** Increases by 2

**Potent Spell** The evoker can ignore resistance or immunity to its spell's damage effects. Additionally, creatures cannot benefit from advantage on saving throws against spell effects.

**Spell Carver** Whenever the evoker casts a spell that target multiple creatures, it can choose any number of creatures (equal to the spell's level) it can see within range to succeed. Creatures that succeed their saving throw in this manner take no damage and are completely unaffected by that spell

### SPELLCASTING

The evoker knows the following additional spells

**Cantrips** Shocking Grasp, Ray of Frost

**1st Level Spells** Chaos Bolt, Thunderwave

**2nd Level Spells** Scorching Ray, Rime's Bind Ice

**3rd Level Spells** Lightning Bolt, Melf's Minute Meteors

**4th Level Spells** Ice Storm, Web of Fire

**5th Level Spells** Bigby's Hand

**6th Level Spells** Otiluke's Freezing Sphere

**7th Level Spells** Whirlwind

**8th Level Spells** Earthquake

**9th Level Spells** Prismatic Wall

## Actions

**Multiattack** The evoker gains the following effect at the start of its turn (if available)

**Overcharged Spell(Recharge 5-6)** When the evoker uses this ability, its next spell effect deals maximum damage until the end of its next turn.





## Blood Mage

- **Resistances** Necrotic, Poison
- **Challenge Rating** Increases by 2

**Blood Wither** A creature that fails a saving throw against the blood mage's spell effect or is hit by its spell attacks, it cannot regain hitpoints until the end of its next turn.

**Blood Siphon** Whenever the blood mage reduces a creature to 0 hitpoints with a spell effect of 1st level or higher, it regains 7(2d6) hitpoints for each level of the spell cast. It can only benefit from this feature once on each of its turns.

**Sanguine Endurance** The blood mage is not affected from having their hitpoint maximum reduced.

**Spell Blood** Whenever the blood mage successfully uses *Counterspell* or *Dispel Magic* on a spell effect, they regain 7(2d6) hitpoints for each level of the spell dispelled.

### SPELLCASTING

The blood mage knows the following additional spells

**Cantrips** Toll the Dead

**1st Level Spells** Inflict Wounds

**2nd Level Spells** Hold Person, Enervation Ray

**3rd Level Spells** Vampiric Touch

**4th Level Spells** Blight

**5th Level Spells** Contagion, Enervation

**6th Level Spells** Harm

**7th Level Spells** Tether Essence

**8th Level Spells** Abi-dalzim's Horrid Wilting

**9th Level Spells** Time Ravage

## Bloodcasting

The blood mage is able to cast spells using their blood to amplify the effect. Upon using blood casting, it takes 2d6 necrotic for each level of the spell cast. Upon using this feature, they gain access to one of the following effects

- **Blood Spell** The blood mage can cast a spell without expending spell slots
- **Blood Fuel** The blood mage's spell can deal maximum damage instead of rolling
- **Blood Power** Creatures have disadvantage on their saving throws against that spell

## Actions

**Multiattack** The blood mage gains the following effect at the start of its turn (if available)

**Blood Siphon(Recharge 5-6)** The blood mage is able to use the blood of another creature to fuel their Bloodcasting. On creature within 60ft. of the blood mage must make a Constitution saving throw equal to the blood mage's spellcasting DC. On a failed saving throw, it takes 7(2d6) necrotic damage for each level of the spell cast and the blood mage can use one of its Blood Casting abilities. A creature can choose to fail this saving throw.

On a successful saving throw, creatures are unaffected and the blood mage can only use its Blood Casting as normal.

## Reactions

**Blood Link** While concentrating on a spell effect, whenever the blood mage takes damage, it can choose to take half damage as a reaction. One creature of the blood mage's choice within 30ft. of it, takes necrotic damage equal to half the damage dealt.



## Graviturgist

- **Challenge Rating** Increases by 1

### GRAVITATIONAL EFFECT

Whenever creature fails a saving throw against the graviturgist's spell effect or is hit by its spell attacks, it suffers one of the following effects of the graviturgist's choice.

**Gravitation Pull** That creature is moved an additional 10ft in a direction of the graviturgist's choice.

**Gravitational Pressure** That creature has its movement speed reduced by an additional 10ft until the end of its next turn.

**Gravitational Spike** A creature that is prone must spend its full movement to stand up

### GRAVITATIONAL PULL

While concentrating on a spell effect, the graviturgist can choose one of the following effects.

**Antigravity** The graviturgist can levitate and hover up to 10ft. off the ground. Additionally, the graviturgist can take the Dash action as their bonus action and they have advantage on Dexterity saving throws.

**Gravitational Attraction** The graviturgist counts as one size larger and has advantage on Strength saving throws. For the duration of this effect, creatures of its choice that are its size or smaller within 10ft. of the Graviturgist have their movement speed halved for the duration.

## SPELLCASTING

The graviturgist knows the following additional spells

**Cantrips** Sapping Sting

**1st Level Spells** Magnify Gravity

**2nd Level Spells** Immovable Object

**3rd Level Spells** Pulse Wave

**4th Level Spells** Gravity Sinkhole

**5th Level Spells** Telekinesis

**6th Level Spells** Gravity Fissure

**7th Level Spells** Reverse Gravity

**8th Level Spells** Dark Star

**9th Level Spells** Ravenous Void

## Reactions

**Gravitational Acceleration** Whenever a creature takes fall damage or is hit with a weapon attack, the graviturgist can use its reaction to accelerate the attack or target causing that creature to take double damage.

**Gravitational Redirection** If the graviturgist is targeted with a weapon attack, it can force the target to make a Strength saving throw. On a failed saving throw, the attack misses and the graviturgist can make a spell attack against another creature within that weapon's range. Upon a hit, that creature takes double damage.

## Chronomancer

- **Challenge Rating** Increases by 1

**Temporal Insight** The chronomancer has advantage on initiative checks

**Temporal Preparation (replaces Battle Preparation)** When the chronomancer first rolls initiative, it can cast two spells on its self as part of this action. This spell effect must have a range of self and only affect the caster.

**Temporal Reaction** The chronomancer can take a reaction at the end of every creatures turn.

### SPELLCASTING

The chronomancer knows the following additional spells

**1st Level Spells** Gift of Alacrity

**2nd Level Spells** Fortune's Favor, Wristpocket

**3rd Level Spells** Hunger of Hadar, Blink

**5th Level Spells** Temporal Shunt

**6th Level Spells** Arcane Gate, Drawmij's Instant Summons

**7th Level Spells** Mordenkainen's Magnificent Mansion

**8th Level Spells** Reality Break

**9th Level Spells** Astral Projection, Gate, Time Ravage, Time Stop

## Actions

**Multiattack** The chronomancer gains the following effect at the start of its turn (if available)

**Temporal Acceleration (Recharge 5-6)** The chronomancer is able to accelerate itself through time. Upon using this feature, it can choose to take another turn at its initiative count -10 (minimum of 1). This effect only lasts until the start of the next round.

## Reactions

**Temporal Strike** The chronomancer can rewind time to force a creature to suffer from its wounds a second time. Whenever a creature within 60ft. of the chronomancer that it can see takes damage, it can force the target make a Charisma saving throw against its spell save DC. If it fails its saving throw, it can take that damage again.

**Temporal Correction** Whenever the chronomancer or a creature it can see within 60ft. of it makes an attack roll, ability check, or saving throw, the chronomancer can cause it reroll the result taking the new roll instead.



## Transmutor

- **Challenge Rating** Increases by 1

**Rapid Transmutation** If the transmutor casts a transmutation spell with a casting time of an action, it can choose to use a bonus action instead.

**Linked Transmutation** Upon casting a transmutation spell with a range of self, it can choose to target a number of additional creatures equal to the spell's level.

**Master Transmutor** The transmutor can concentrate on two spells at a time. This effect is limited to casting transmutation spells that do not damage a creature. Upon losing concentration, both spell effects end.

**Split Transmutation** Upon casting a transmutation spell that targets only one creature, the transmutor can one additional creature instead.

### TRANSMUTATOR STONE

While concentrating on a spell effect of 1st level or higher, the transmutor and a number of creatures equal to its Intelligence bonus gains the one of the following abilities. It can roll a d8 to determine the effects

**Transmuted Resilience** The transmutor gains advantage on one saving throw of its choice.

**Transmuted Resistance** The transmutor gains resistance on one damage type of its choice

**Transmuted Immunity** The transmutor grants immunity to one of the following conditions: Blinded, Charmed, Deafened, Frightened, Exhausted, Paralyzed Poisoned, or Stunned

### SPELLCASTING

The transmutor knows the following additional spells

**1st Level Spells** Feather Fall, Jump

**2nd Level Spells** Alterself, Darkvision, Heat Metal, Spider Climb

**3rd Level Spells** Elemental Weapon

**4th Level Spells** Fabricate, Polymorph, Stone Shape

**5th Level Spells** Animate Objects, Creation, Passwall, Skill Empowerment

**6th Level Spells** Create Homunculus, Otherworldly Guise

**7th Level Spells** Draconic Transformation, Etherealness

**9th Level Spells** Mass Polymorph, Shapechange, True Polymorph

## Spellblade

- **Armor Class** 12 + Intelligence modifier (Mage Armor)
- **Challenge Rating** Increase by 1

**Arcane Strike** When the spellblade hits a creature with a spell attack it suffers disadvantage on the next saving throw against the spellblade's spell effects

**Battle Focus** The spellblade cannot lose concentration as a result of taking damage.

**Battle Weave** Upon casting a spell of 1st level or higher, the spellblade can deal an additional 5(1d8) force damage for each level above 1st that the spellblade casts to its next weapon damage roll until the start of its next turn. The spellblade can only benefit from this feature once on each of its turns.

**First Strike** The spellblade has advantage on initiative checks

**Mage Armor** The spellblade can add their Intelligence modifier to their Armor class (already included)

**Combat Mage** When a creature makes a saving throw against the spellblade's spell effects while one of the bladesinger's allies are within 5ft. of it, that creature has disadvantage on its saving throw. This effect only applies to spell effects that target only one creature.

**Magical Attack** The spellblade's weapon attacks count as magical for the purpose of overcoming resistance.

**Spellblade** Whenever the spellblade makes a melee weapon attack, it can use Intelligence instead of Strength or Dexterity.

**War Caster** The spellblade can cast a spell against a creature that provokes attacks of opportunity.

### SPELLCASTING

The spellblade knows the following additional spells

**Cantrips** Booming Blade, Green-flame Blade, Sword Burst

**2nd Level Spells** Shadow Blade

**3rd Level Spells** Conjure Barrage

**5th Level Spells** Conjure Volley

**6th Level Spells** Blade Barrier

**7th Level Spells** Mordenkainen's Sword

**9th Level Spells** Blade of Disaster

### Actions

**Multiattack** The spellblade can make cast a spell and make a weapon attack on their turn.

**Tomeblade** *Melee Weapon Attack*, spell attack modifier to hit, 5ft., one target. *Hit:*(1d10+Int) slashing damage. The tomeblade counts as an arcane focus

### Reaction

**Spell Shield** Whenever the spellblade takes damage, it can expend a spell slot to reduce the damage by 5 for every spell level expended





## Necromancer

- **Challenge Rating** Increases by 1

**Arcane Necromancy** Undead creatures summoned or created by the necromancer are immune to effects that turn the dead.

**Arcane Phylactery** Upon dropping to 0 hitpoints, the necromancer can spend any number of spell slots to regain a 5 hitpoints for each spell slot level expended.

**Bind the Dead** Upon successfully using *Counterspell* or *Dispel Magic* on a magically summoned undead, the necromancer can choose to cause that creature to become friendly towards it and obeys its commands until the necromancer uses this feature again or that particular summoning spell ends.

A summoned undead bound to the necromancer's will remains under the necromancer's control for the duration of the respective spell effect. Commanding a creature controlled in this way requires no additional action and does not require concentration from the necromancer.

**Inevitable Death** If the necromancer reduces a creature to 0 hitpoints with its spell effects, that creature is immediately killed.

**Master Necromancer** The necromancer can concentrate on two spells at a time. This effect is limited to casting necromancy spells that summon an undead creature. Upon losing concentration, both spell effects end.

**Soul Siphon** Whenever the necromancer reduces a creature to 0 hitpoints with a spell effect of 2nd level or higher, it regains an expended spell slot one level lower than the original spell.

**Twinned Death** Upon casting a necromancy spell that targets only one creature, the necromancer can target one additional creature instead.

**Undead Thrall** Undead summoned by the necromancer gain 10 temporary hitpoint at the start of each of its turns and their attacks count as magical for the purpose of overcoming resistance.

### SPELLCASTING

The necromancer knows the following additional spells

**Cantrips** Chill Touch, Toll the Dead

**1st Level Spells** False Life

**2nd Level Spells** Ray of Enfeeblement

**3rd Level Spells** Animate Dead, Summon Undead

**4th Level Spells** Blight

**5th Level Spells** Danse Macabre, Negative Energy Wave

**6th Level Spells** Circle of Death, Creature Undead, Harm  
Magic Jar, Soul Cage

**7th Level Spells** Finger of Death, Tether Eseence

**8th Level Spells** Abi-Dalzim's Horrid Wilting, Clone

**9th Level Spells** Time Ravage





## D8 Plot Hook Mage Motives

## Example

- |   |                       |  |  |
|---|-----------------------|--|--|
| 1 | <b>Arcane Seeker</b>  | Many wizards are driven by an insatiable desire to understand the hidden mysteries of magic whether it is discovering new spells or a magical item.  | An eccentric but renowned mage is rumored to have discovered the location of an extremely powerful spell capable of opening a rift between the planes. However, a devil cult seem to be in pursuit of this individual to gather this knowledge so they can invade the Material Plane                     |
| 2 | <b>Lost Knowledge</b> | As arcane discovery is one of the benefits of being a mage, it is not uncommon that some wizards can create an entirely new school of magic.   | A rogue group of brilliant mages have unlocked the secrets of biomancy; however a prominent order of mages finds the practice of biomancy as an abomination akin to necromancy and seek to detain these individuals before this knowledge spreads.   |
| 3 | <b>Mage College</b>   | Mage colleges are viewed as a safe haven for mages to acquire training in the arcane as well as pursue magical endeavors in relatively safely.   | Several mage adepts have been scouring nearby towns searching for individuals with arcane potential to become new students at their mage college.  |
| 4 | <b>Mageocracy</b>     | Some mages have banded together to use their arcane talents to build up their society  | In the aftermath of a terrible demonic invasion, the surviving mages have spent the last two decades rebuilding their cities better than before designing a city that runs completely off of magic.  |
| 5 | <b>Mage Order</b>     | Some mages band together in clandestine orders that oversee and safeguard the balance of magic in the world, intervening in times of need.   | A secretive order of mages seeks to track down the individuals who acquired a legendary artifact from an ancient tomb lest it fall into the wrong hands.   |
| 6 | <b>Mage Supremacy</b> | Due to the tremendous power in their grasp, some mages view themselves as superior to those without this ability   | A cult-like movement of mages have swept through the continent recruiting those with spellcasting ability. They seek to establish a mageocracy wherein they are in power and no longer have to hide their abilities in fear of those who do not understand the arcane.                                   |
| 7 | <b>Rogue Mage</b>     | Not all mages are a part of an arcane order. Some have been banished from their order for various regions such as lack of skill or posing a threat to the rest of the order with reckless or dangerous use of magic. Others have been chased from their homes due to fear of their newfound arcane talents | Despite using undead hordes to seal a breach to the Abyss, a necromancer is currently being hunted down by several bounty hunters hired to bring this individual in for practicing necromancy.   |
| 8 | <b>Transcendence</b>  | From their arcane discoveries, some mages have come to believe that magic is the key for civilization's advancement. By unraveling its mysteries, the world will be able to transcend and even challenge supernatural entities such as gods and fiends   | Due to the prolific development of magic within humanoid civilization, divine deities have seen a drastic decline in devotion and personal worship. Their progress now seems to pose a very threat to their existence and many of the divine have chosen to unleash their wrath upon the Material Plane. |

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