

Level Up Playtest #11

Wizard

Welcome to the 11th *Level Up* playtest document. This playtest contains a candidate for the first 10 levels of the game's wizard class.

What this is

This is a playtest document. We'd love you to try out the rules presented here, and then answer the follow-up survey in a few days.

What this is not

This is NOT the final game. It's OK if you don't like elements of these rules; that's the purpose of a playtest document. Be sure to participate in the follow-up survey in a few days. All data, positive or negative is useful.

What we use this for

Your survey responses help form the direction of the game as it goes through the development process.

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Wizard

In her secret lab the gnome necromancer examines her staff, a large ritual circle with the ingredients for a potent identify spell surrounding it. After hours pass with no reaction she suspects a small mistake has been made somewhere, carefully double checking the runes on the floor. A tiny footprint from a rat has smudged the circle. With a quick correction the magic in the room comes to life—the staff levitates, its sigils glowing, and she cackles as the secrets stored within it unfold before her.

Another obelisk has been uncovered in the archeological dig site. The dwarf excavator exclaims in wonder at his discovery as he uses a thick brush to clear away the dust and earth. Putting on his glasses, he pulls out a tattered old history volume and deciphers the old writings bit by bit. The carvings speak of arcane concepts, the celestial bodies, magical formulas and equations pertaining to time and space. The dwarf writes his findings down in his own spellbook. The puzzle pieces of this lost spell are within reach and all he needs now are the last two obelisks.

A puppet show is playing in the center of the plaza yet this is no ordinary performance, it is a spectacle of colors, summoned creatures, and illusory butterflies and fairies. Even the city guard's attention is drawn away—which is just what the tiefling magician needed. Sending up a single flare as part of a fireworks effect, the illusionist successfully distracts the guards from the noise of his companions breaking out of jail.

Wizards work in all manners of occupations, applying their unique understanding of magic to various kinds of work. Each pride themselves in their discoveries and they are always on the lookout for more spells to add to their repertoire. Some are quiet about their



findings while others eagerly debate peers in a library over the perfect material components for spells, the most suitable for certain situations, and clever uses of common arcana. Studious wizards spend years upon years (often under strict teachers and buried in books) learning the basis and workings of the omnipresent force of magic. These mages commonly see magic as a means to power or as a way to enrich their mind. Whether they seek magical power for combat, utility, or both, for them understanding the world is the same as further mastering their control over supernatural forces.

Table: Wizard

Level	Features	Knacks Known	Cantrips Known	1st	2nd	3rd	4th	5th
1st	Spellcasting, Arcane Recovery	-	3	2	-	-	-	-
2nd	Arcane Tradition	-	3	3	-	-	-	-
3rd	Exploration Knacks	1	3	4	2	-	-	-
4th	ASI	1	4	4	3	-	-	-
5th	Signature Spells	1	4	4	3	2	-	-
6th	Arcane Tradition feature	2	4	4	3	3	-	-
7th	Spell Study	2	4	4	3	3	1	-
8th	ASI	2	4	4	3	3	2	-
9th	Wizard's Flair	2	4	4	3	3	3	1
10th	Arcane Tradition Feature	3	5	4	3	3	3	2

Spellcraft Experts

While schools and instructors can bestow knowledge about the nature of magic and its applications, no one can quite teach how to use magic for it is a unique experience for each individual. Wizards might see magic as mathematical formulas, or describe the process as being more related to their muscle-memory where practice makes perfect. Some see it as a tool to help them achieve more mundane goals, though those who pursue it as a field of study and dedicate their lives to understanding its nuances are no less practical in the application of the arcane.

Due to the infinite array of spells in existence most wizards specialize in schools of magic which they think are most pertinent to their work. However the idea that all fortune-tellers focus upon divination magic and magicians towards illusions are stereotypes, as arcane magic has greater flexibility than what their books detail. A spellcaster working in a quarry can easily

adapt spells of flame to be used for controlled detonation, chemists often have a few necromantic tricks to heal burns, and many hedge wizards conjure helpers during the harvest season. For a spontaneous wizard, having a large selection in their spellbook means they may just find the odd but perfect solution to an unexpected problem.

Academic Minds

A wizard's understanding of magic and subjects related to magic is as much an arsenal as the spells they wield. In their pursuit of arcane knowledge wizards hone their researching skill such that few adventurers can match them—a wizard can be akin to a walking library from which others can easily obtain necessary esoteric knowledge. Other times, their observational talents and striking logic can piece together theories that others have never considered before. The same applies to searches in

libraries and ruins, or carousing for the right information. A wizard's intellect can work in the most unexpected of ways to obtain the information or boon their companions need.

Creating a Wizard

When creating your wizard, it is paramount to consider what types of arcana they have studied. Are they amazed at the kinds of magic used to keep enemies at bay, or do they wish to unlock secrets that might revolutionize the world that they live in? Is tricking enemies with illusions or clever traps something you are fascinated by, or do you wish to study magical creatures or phenomena to find their purpose in the ecology of the world?

There's no shortage of those who fear or hate the people that seek to control magic, and just as many keen to employ (perhaps by force) a wizard for their own means. Do you bear any ill will for those who might harm you for your pursuit of the arcane? Is there anything you would not do to attain greater magical power, or places you dare not tread, or secrets you feel must remain unknown?

Class Features

As a wizard, you gain the following class features.

Hit Dice: 1d6 per wizard level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per wizard level after 1st

Armor: None

Weapons: Daggers, darts, slings, and quarterstaves

Tools: One artisan's tool of your choice from alchemist's supplies, calligrapher's tools, or cartographer's tools

Saving Throws: Intelligence, Wisdom

Skills: Choose two from Arcana, History,

Insight, Investigation, Medicine, and Religion

Equipment

You begin the game with 100 gold which you can spend on your character's starting weapons, armor, and adventuring gear. You can select your own gear or choose one of the following equipment packages. Also consult the Suggested Equipment section of your chosen Background.

- **Arcane Investigator's Package (cost 80 gp):** Dagger, component pouch, spellbook, backpack, glasses or spectacles, 2 vials, 4 candles, chalk, and common clothes
- **Scholar's Package (cost 100 gp):** Quarterstaff, arcane focus, spellbook, small bag, 10 sheets of parchment, ink pen, ink (1-ounce bottle), abacus, and fine clothes
- **Traveling Mage's Package (cost 86 gp):** Quarterstaff, component pouch, spellbook, backpack, bedroll, hooded lantern, flask of oil, mess kit, and traveler's clothes

Spellcasting

At 1st level you have a spellbook containing the written spells you study. You use your spellbook to cast your spells.

Cantrips

At 1st level, you know three cantrips of your choice from the wizard spell list. You learn additional wizard cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Wizard table. Additionally, you know the *prestidigitation* cantrip.

Spellbook

At 1st level, your spellbook contains six 1st-level wizard spells of your choice. Your

spellbook contains all of the wizard spells you know, except your cantrips, which you maintain in your memory.

Preparing and Casting Spells

The Wizard table shows how many spell slots you have to cast your wizard spells. To cast one of these wizard spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of wizard spells that are available for you to cast, choosing from the wizard spell list. When you do so, choose a number of wizard spells written in your spellbook equal to your Intelligence modifier + your wizard level (minimum of one spell). The spells must be of a level for which you have spell slots.

Casting spells doesn't remove them from your list of prepared spells.

You can change your list of prepared spells whenever you finish a long rest by studying your spellbook for at least 1 minute per spell level for each spell on your list.

Spellcasting Ability

Intelligence is your spellcasting ability for your wizard spells. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a wizard spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your Intelligence modifier

Ritual Casting

You can cast a wizard spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook.

Spellcasting Focus

You can use an arcane focus as a spellcasting focus for your wizard spells.

Learning Spells of 1st-Level and Higher

Each time you gain a wizard level, you can add two wizard spells of your choice to your spellbook for free. Each of these spells must be of a level for which you have spell slots, as shown on the wizard table.

Your Spellbook

As you research magic and spells, you will add new spells to your spellbook. You might find spells during your adventures, such as spells from other spellcasters' spellbooks, or spells recorded on scrolls.

Copying a spell into the book. When you find a wizard spell of 1st-level or higher, you can add it to your spellbook if it is of a spell level that you can prepare, and if you take the time to decipher and copy it.

Copying a spell into your spellbook involves reproducing the instructions of the spell, as well as deciphering any notation or cipher used by the wizard who wrote it. You must also practice the spell until you comprehend any words, sounds, gestures, or materials required to use the spell. Finally, you transcribe the spell into your own spellbook, with any notation or cipher you wish to write it with.

For each level of the spell, the process takes 2 hours and costs 50 gp. The cost represents material components you utilize as you experiment with the spell to master it, as well as the fine inks you use to record it into your spellbook.

Once you have spent this time and money, you can prepare the spell like any other spell in your spellbook.

Replacing the book. You can copy a spell from your own spellbook into another book,

in the case that you want to create a backup copy of your spellbook. This is similar to copying a new spell into your spellbook, but simpler and quicker since you understand your own notation and already know how to cast the spell. You spend 1 hour and 10 gp per level of copying your own spells.

If you lose your spellbook, you can use the same procedure to transcribe spells that you have prepared into a new spellbook.

The spellbook's appearance. Your spellbook is as unique as you want it to be, and can have its own decoration, including margin notes and addendums made by you. It could be a simple, leather-bound book, or it can be finely-bound, gilded, leaflets stored in a box, or made of unique materials as well.

Arcane Recovery

Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your wizard level (rounded up), and none of the slots can be 6th-level or higher.

Arcane Tradition

At 2nd level, you choose an Arcane Tradition that you have dedicated your studies to. Your choice grants you features at 2nd level and again at 6th, 10th, and 14th level.

Exploration Knacks

Your study of magic has uncovered unique ways to explore the world. At 3rd level you gain one wizard exploration knack of your choice. Wizard exploration knacks are detailed at the end of the class description. The Knacks Known column of the Wizard table shows when you learn more exploration knacks. Unless otherwise noted, you can gain each knack only once.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Signature Spells

At 5th level, you have developed your spellcasting skill and honed it into spells that you consider to be your Signature Spells.

Choose one 1st-level wizard spell that is in your spellbook. You can cast this spell at its lowest level without expending a spell slot when you have this spell prepared. If you want to cast it at a higher level, you must expend a spell slot as normal. Once you have cast a Signature Spell in this way, you must finish a short or long rest before you can do so again.

By spending 8 hours in study, you can exchange the spell you chose as your Signature Spell for a different spell of the same level.

As you gain levels in this class, you can have more Signature Spells*, and they can increase in power. Use the Signature Spells table below to determine the number and spell level of spells you can choose for your Signature Spells.

Wizard Level	Signature Spells	Spell Slot Level
5th	1	1st
9th	1	1st or 2nd

**note that this playtest document only shows up to 10th level*

Spell Study

At 7th level, you learn to hone your magic and spells to new power levels thanks to your dedicated studies. Choose one Spell Study that reflects what you have dedicated your arcane studies to.

Arcane Objects

Add *identify* to your spellbook if it wasn't already there. You can cast *identify* once without expending a spell slot or material components. Once you have done so, you can't cast it this way again until you finish a long rest.

In addition, whenever you cast *identify* using a spell slot and material components, you can choose two objects as the target of the spell instead of one.

Detective Spell Study

You are adept at sensing magic and its effects. If there are active magical effects near you, such as a spell effect on an object or a spell effect in an area, you automatically sense its presence. You don't know what spell effects there are or where they are, but you can automatically sense the effect of magic in a 20-foot radius around you.

In addition, you have honed your detection spells. Add *detect magic* and *detect thoughts* to your spellbook if they weren't already there. Whenever you cast *detect magic*, the range that you can sense magic is increased to 60 feet. Whenever you cast *detect thoughts*, the range of creatures that you can read thoughts from is increased to 60 feet.

Fauna and Flora

Your research into plants, wildlife, and the natural workings of magic grants you superior insights into the magic of living creatures and flora. When a plant or beast makes a saving throw against a spell that you

cast, you can cause the creature to make its saving throw with disadvantage. You can use this feature a number of times equal to your Intelligence modifier, and regain expended uses when you finish a long rest.

Historian

You gain an expertise die on History checks. Work with your GM to choose a period of history for the setting that you are playing in. You have advantage on skill checks to recall history for that time period. A sample time period table is supplied below.

Additionally, you learn the *guidance* cantrip and it counts as a wizard spell for you. If you cast it on yourself, you can roll a d6 instead of the normal d4 for the spell when applying it to an Intelligence check. Once you have cast *guidance* with this benefit, you can't do so again until you finish a long rest.

d6	Time Period
1	Ancient history of a civilization
2	General history of a city, kingdom, or nation, spanning 500 years
3	History of a war, including all of its participants and battles, that lasted longer than 1 year but less than 100
4	General history of a culture, including any common customs, folklore, language, and religion
5	In-depth history or one important figure such as a religious leader, famous creative (poets, playwrights, singers, actors), politician, monarch or ruler, military leader, folk hero, or other legendary person
6	Religious history regarding holy scriptures, artifacts, divine figures and their worship, or the history of a church or cult and its operations

Wizard's Flair

At 9th level, you have created a flair that you use when casting spells. Choose a flair from the options below. When you finish a long rest, you may replace your flair with another.

Whenever you cast a spell, you can choose to cast it with your flair. You can apply your flair to your spells a number of times equal to your Intelligence modifier. Applying it to one casting of a spell counts as one expended use, regardless of the amount of targets the spell or flair affects. You regain all expended uses of your flair when you finish a long rest.

Awe and Wonder

Your flair makes your spells flashy and magnificent. They might have harmless sparks, auditory effects, or beautiful displays. Choose a creature within 30 feet of you that can see your spell being cast. The creature must succeed on a Charisma saving throw or be charmed by you for 1 round. If the charmed creature takes damage from you or an ally while it is charmed, the effect ends.

Big Boom

Your flair causes your spell to be cast with a thunderous boom. Choose a creature within 30 feet of you that can hear your spell being cast. The creature must succeed on a Constitution saving throw or be deafened for 1 round.

Distracting

Your flair causes your spell to be distracting, or even enticing. Choose a creature within 30 feet of you that can see your spell being cast. The creature must succeed on a Charisma saving throw or make its next attack roll with disadvantage.

Flash of Light

Your flair causes your spell to be cast with a brilliant flash of light. Choose a creature within 30 feet of you that can see your spell being cast. The creature must succeed on a Constitution saving throw or be blinded for 1 round.

Pungent Smell

Your flair causes you to emit a pungent smell whenever you cast a spell. Choose a creature within 30 feet of you as you cast your spell. The creature must succeed on a Constitution saving throw or be poisoned for 1 round. A creature poisoned in this way will not willingly move closer to you.

Exploration Knacks

When you gain access to a new exploration knack, choose one of the following. Some knacks have requirements, such as minimum wizard level, or another knack. You must meet those requirements before you can choose that knack.

Detect Magic Savant

Prerequisite: Able to cast detect magic
Whenever you cast *detect magic*, you can choose one of the following benefits to amplify the spell.

Lengthened Detect Magic. The duration of *detect magic* is increased by 10 minutes.

Extended Detect Magic. The detection radius of *detect magic* is increased by 30 feet.

Penetrating Detect Magic. The spell can penetrate most barriers, and it is only blocked by 2 feet of stone, 2 inches of common metal, a 1-inch sheet of lead, or 6 feet of wood or dirt.

Eidetic Memory

You easily remember things that you have read. You can accurately recall anything that you have read within the last two weeks.

Illusion Detective

Prerequisite: At least one illusion spell in your spellbook.

You have advantage on Investigation checks and Intelligence saving throws made against illusion. Whenever you successfully detect an illusion, for the next 10 minutes you gain a bonus to Investigation and Perception checks equal to half your wizard level.

Loremaster of Travel

You are well-travelled and well-studied. You have advantage on History checks to recall information relating to myths and legends that are location-based. In addition, when

you arrive at a new destination you automatically know any history, legends, or myths related to it. The GM can withhold pertinent secret information at their discretion.

Loremaster of Creatures

You are well-studied on naturally occurring creatures of the world. When you choose this knack, choose one creature type: beasts, constructs, dragons, elementals, fey, fiends, giants, oozes, plants, or undead. This creature type becomes your Loremaster Creature Specialty. When you encounter a creature of the same type as your Loremaster Creature Specialty, you automatically know any history, legends, or myths related to it. You have advantage on History checks to recall information, myths, and legends that are related to that creature.

Presto, Prestidigitation!

If you are not actively casting *prestidigitation* or concentrating on a spell, the magic of *prestidigitation* is always keeping you, your clothes, and your gear sparkling clean.

The following effects are added to the list of options you can choose from when you cast *prestidigitation*.

- You transmute a small piece of string in your hands into a sturdy 30-foot long rope. For the duration, it functions as a regular hempen rope.
- Using the heads side of a coin like a lens, you can hold the coin over one of your closed eyes and see through it. While looking through the coin in this way, you gain darkvision to a range of 30 feet. The coin's darkvision effect ends when the spell ends.
- A pebble becomes a sensor that you can use to see through. For the duration as long as the pebble is within 10 feet, you can use an action to see

whatever is within 30 feet of the pebble. While seeing through the pebble, you are deaf and blind with regard to your own senses.

- On a piece of parchment or paper, you can create an exact copy of another piece of parchment or paper, including any writing, drawings, or other markings that appear on the original. The paper does not change size to accommodate any differences in size between the two. The copy you create lasts for the duration of this spell, and disappears when the spell ends.

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