

SCHOOL OF THE ARCANES

Despite what many believe, not all wizards specialize. In a world of transmuters and enchanters, evokers and conjurers, some wizards simply live to master wizardry itself in its purest form. They study the forms of arcane notation to better their understanding of spell formulas; they study the basics to the point of insanity, mastering each and every part of the spellcasting process.

WELL-ROUNDED

At 2nd level, you learn one 1st level wizard spell of your choice. Each time you gain access to a new level of spell slot, you learn one additional wizard spell of that level.

Additionally, you gain proficiency in the Arcana skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.

MNEMONIC EXPERTISE

Also at 2nd level, you begin to build up a mastery of your magical talents. You gain two bonus spell preparation slots to prepare spells with. These preparation slots differ in that after you cast the prepared spell once, it vanishes from your mind and cannot be cast again. You can prepare a spell in more than one of these bonus preparation slots to cast it multiple times.

You gain an additional bonus preparation slot at 6th, 10th, and 14th levels.

EYE FOR DETAIL

Starting at 6th level, your mastery of magic allows you to better study it in any scenario. Whenever you see a spell being cast, you can use your bonus action to commit the forms of it to memory as long as it is of a level for which you have slots, and is found on the wizard spell list. You can remember one spell at a time, and can make an Arcana check to inscribe it into your spellbook during a short rest. The DC of the check is 16 + the level of the spell.

SPELLSTEAL

Also at 6th level, you can use your spells to warp the magic of others. By doing so, you can twist the spells of others to your own purposes.

Spellbreaker. As an action, you can target a creature currently affected by a spell and attempt to break the magic of it. You make an Intelligence check with a DC equal to 10 + the level of the spell. On a success, the effect ends on that target, and you can target another creature within 30 feet, including yourself, to receive the effects of the spell. Your choice must obey any of the normal rules for the spell, including the saving throw allowed to the target.

Spellweaver. As a reaction when a creature you can see within 30 feet casts a spell, you can attempt to counter the spell and twist it away from its original target. You make an Intelligence check with a DC of 10 + the spell's level. On a success, you choose a new target for the spell, obeying the spell's normal parameters. If the spell has a range of touch, you can touch a new target within range of yourself, and if the spell has a range of self you can target yourself.

You can use this feature a number of times equal to your Intelligence modifier, with spent uses returning after a long rest. You can also apply these effects to successful casts of *dispel magic* or *counterspell* respectively, without expending a use.

QUICK THINKER

At 10th level, your knowledge of magic allows you to prepare yourself for the day more quickly. You reduce the time needed to prepare spells after a long rest by a number of minutes equal to 10 + ten times your Intelligence modifier.

Additionally, you can prepare the bonus preparation slots from Mnemonic Expertise during a short rest, either preparing a new spell for a slot that had already been used, or switching out which spells you have in each slot.

GREATER MNEMONIC EXPERTISE

Starting at 14th level, your mastery of magic has reached its peak. You now add your proficiency modifier to the number of spells you can prepare. Additionally, you may change some of your prepared spells during a short rest - you can switch a number of prepared spells equal to your Intelligence modifier by spending 10 minutes per spell.

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