

# Wizard (Oral Lore)

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The following Oral Lore Arcane Tradition option is available to a wizard in addition to those offered in the *PLAYER'S HANDBOOK*. A wizard must choose to take Oral Lore at 1st level rather than 2nd level when most wizards select their Arcane Tradition.

## Oral Lore

To most, wizardry is synonymous with spellbooks, but the study of arcane magic predates the art of writing. Wizards of this, the oldest arcane tradition, hail from ancient and nonliterate cultures, passing down the accumulated knowledge of magic from generation to generation by word of mouth. Rather than availing themselves of paper and ink, they rely solely on their memories, trained to prodigious capacity by sophisticated mnemonic techniques and years of practice. Foolish arcanists of other traditions deride these illiterate wizards as helpless primitives, but the wise know them as loremasters.

## Chant

Rather than recording your spells in a spellbook, you memorize them in the form of a song or poem you compose known as your *chant*. All wizard class features that refer to a spellbook apply to your chant instead. Existing only in your mind, your chant naturally cannot be destroyed, lost, or stolen.

At 1st level, your chant contains the *comprehend languages* spell and six other 1st-level wizard spells of your choice. Unlike a spellbook, a chant preserves the spells it contains in a specific order, which you choose when you compose it. Each time you prepare your wizard spells, the list of prepared spells must form one continuous section of your chant.

For example, if you're a 1st-level loremaster, your chant might look like this: (1) *comprehend languages*, (2) *identify*, (3) *detect magic*, (4) *disguise self*, (5) *shield*, (6) *magic missile*, (7) *sleep*. With 16 Intelligence, you can prepare four spells. Your list of prepared spells could be (2) *identify*, (3) *detect magic*, (4) *disguise self*, (5) *shield*. Or it could be (4) *disguise self*, (5) *shield*, (6) *magic missile*, (7) *sleep*. Or it could be any other four spells in order from your chant. But it could not be (1) *comprehend languages*, (3) *detect magic*, (5) *shield*, (7) *sleep*.

**Adding a Spell to the Chant.** You can learn spells orally from other wizards who are willing to teach you,

or you can find them written down during your travels. If you cast *comprehend languages* on written text, including a spell, the text is magically recited to you in an echo of the writer's voice, allowing you to understand it even if you cannot read. You can add a spell to your chant if it is a spell level you can prepare and if you spend the time to compose a new verse of the chant that contains it. The process takes 4 hours for each level of the spell, but unlike transcribing to a spellbook, does not cost gp. You can insert the new spell into the order of your chant at the point of your choice, at the beginning, the end, or between any two other spells.

**Recomposing the Chant.** You can modify the order of the chant through techniques similar to those for adding to it. If you spend 2 hours composing per spell level, you can duplicate a spell that is already in your chant at a new position. This does not immediately remove the spell from its previous position; you must spend another 2 hours per spell level to do that. Some loremasters leave copies of particularly useful spells at multiple points in their chant as "refrains," while others prefer to keep their chants pithy. There is reason to be cautious about duplication: if you prepare a section of your chant that contains the same spell more than once, the extra copies provide no additional benefit but still count against your number of prepared spells.

## Eidetic Memory

By 2nd level, you have completed your training in traditional memory techniques. This training allows you to recall any information you have heard as accurately as if you had written it down, and renders you immune to effects that would modify your memory. You apply this mnemonic prowess to preserving the lore of your people. Choose one of the following skills in which you are proficient: Arcana, History, Nature, or Religion. Your proficiency bonus is doubled when making checks with that skill.

## Ritualistic Practices

Your oral traditions place great significance on ritual magic. Starting at 2nd level, the time you must spend to add, duplicate, or remove a spell with the ritual tag in your chant is halved. When you cast a spell as a ritual, its casting time increases by 1 minute rather than 10.

## Echoes of the Chant

Starting at 6th level, you can call to mind an isolated section of your chant, casting any one spell in your chant even if it is not on your list of prepared spells. Once you have used this feature, you can't use it again until you have finished a short or long rest.

## Loregiver

Starting at 10th level, as you prepare your wizard spells, you can teach your companions simplified versions of spells which they can cast by rote. One character who can understand you learns a wizard spell of your choice that you have prepared. More characters can also learn a spell if you spend one spell slot per additional character you teach. You can teach different spells to different characters, but each spell slot you spend must be the same level as the spell you teach the character. A character must be at least 5th level to learn a 2nd-level spell, 9th level to learn a 3rd-level spell, 13th level to learn a 4th-level spell, and 17th level to learn a 5th-level spell. The character can cast the spell they learned once without expending a spell slot, or they can cast the spell using any spell slots they

might have. The character maintains knowledge of the spell for 24 hours or until you teach them another spell. Their spellcasting ability for the spell is Intelligence.

## Solemn Recitation

Reciting long sections of your chant, the endurance of a thousand generations of tradition flows from you. Starting at 14th level, when you cast a spell from your chant, you can begin a recitation. To continue the recitation, the next spell you cast must be the next spell in the order of your chant. You can cast this spell even if it is not prepared. If you cast a different spell or don't cast a spell before the end of your next turn, the recitation ends. You can continue the recitation from turn to turn by continuing to cast spells in order from your chant.

Whenever you cast a spell to continue (but not begin) a recitation, you and all friendly creatures within 30 feet who can hear you each gain 5 temporary hit points for each spell you have cast so far during the recitation. These temporary hit points overlap, rather than stacking with, any hit points gained from previous spells in the recitation. They last for 1 minute.