

The Mage

Hit Points

Hit Dice: 1d6

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

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

Proficiencies

Armor: none

Weapons: daggers, darts, slings, quarterstaves, light crossbows

Tools: none

Saving Throws: Intelligence, Wisdom

Skills: Choose 2 from Arcana, History, Insight, Investigation, Medicine, and Religion.

Starting Equipment

You start with the following items, plus anything provided by your background.

(a) a quarterstaff or (b) a dagger

(a) a component pouch or (b) an arcane focus

(a) a scholar's pack or (b) an explorer's pack

A spellbook

Alternatively, you may start with 4d4 × 10 gp to buy your own equipment.

The Mage

Level	PB	Features	Cantrips Known	Spell Slots	Spell Slots Level	Arcane Mysteries
1	+2	Spellcasting, Tradition	3	1	1st	–
2	+2	Arcane Mysteries	3	2	1st	2
3	+2	Focus Mastery	3	2	2nd	2
4	+2	Ability Score Improvement	4	2	2nd	2
5	+3	–	4	2	3rd	3
6	+3	Tradition Feature	4	2	3rd	3
7	+3	–	4	2	4th	4
8	+3	Ability Score Improvement	4	2	4th	4
9	+4	–	4	2	5th	5
10	+4	Tradition Feature	5	3	5th	5
11	+4	High Arcanum (6th level spell)	5	3	5th	5
12	+4	Ability Score Improvement	5	3	5th	6
13	+5	High Arcanum (7th level spell)	5	3	5th	6
14	+5	Tradition Feature	5	3	5th	6
15	+5	High Arcanum (8th level spell)	5	3	5th	7

16	+5	Ability Score Improvement	5	3	5th	7
17	+6	High Arcanum (9th level spell)	5	4	5th	7
18	+6	Spell Mastery	5	4	5th	8
19	+6	Ability Score Improvement	5	4	5th	8
20	+6	Final Spell	5	4	5th	8

Spellcasting

As a student of arcane magic, you have a spellbook containing spells that show the first glimmerings of your true power.

Cantrips

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

Spellbook

At 1st level, you have a spellbook containing six 1st-level mage spells of your choice. Your spellbook is the repository of the mage spells you know, except your cantrips, which are fixed in your mind.

Preparing and Casting Spells

The Mage table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these 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 mage spells that are available for you to cast. To do so, choose a number of mage spells from your spellbook equal to your Intelligence modifier + your mage level (minimum of one spell). The spells must be of a level for which you have spell slots.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of mage spells requires time spent studying your spellbook and memorizing the incantations and gestures you must make to cast the spell: at least 1 minute per spell level for each spell on your list.

Spellcasting Ability

Intelligence is your spellcasting ability for your mage spells, since you learn your mage spells through dedicated study and memorization. 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 mage spell you cast and when making an attack roll with one.

$$\begin{aligned}\text{Spell save DC} &= 8 + \text{your proficiency bonus} + \text{your Intelligence modifier} \\ \text{Spell attack modifier} &= \text{your proficiency bonus} + \text{your Intelligence modifier}\end{aligned}$$

Ritual Casting

You can cast a mage spell as a ritual if that spell has the ritual tag and you have it prepared for the day.

Spellcasting Focus

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

Learning Spells of 1st Level and Higher

Each time you gain a mage level, you can add two mage spells of your choice to your spellbook. Each of these spells must be of a level for which you have spell slots, as shown on the Mage table. On your adventures, you might find other spells that you can add to your spellbook.

Tradition

When you reach 2nd level, you choose an arcane tradition from the list of available traditions, shaping your practice of magic. Your choice grants you features at 1st level and again at 6th, 10th, and 14th level.

Arcane Mysteries

In your study of forgotten lore, you have unearthed Arcane Mysteries, fragments of forgotten knowledge that imbue you with magical abilities.

At 2nd level, you gain two mysteries of your choice. When you gain certain mage levels, you gain additional mysteries of your choice, as shown in the Mysteries Known column of the Mage table.

Additionally, when you gain a level in this class, you can choose one of the mysteries you know and replace it with another mystery that you could learn at that level.

If a mystery has prerequisites, you must meet them to learn it. A level prerequisite refers to your level in this class.

Focus Mastery

At 3rd level, you gain mastery over one type of spellcasting focus. You gain one of the following features of your choice. No matter your choice, the item you choose may be used as a spellcasting focus for your spells.

Mastery of the Blade

You can use your bonus action to create an arcane weapon in your empty hand. You can choose the form that this melee weapon takes each time you create it. You are proficient with it while you wield it and you may use your Intelligence modifier for the purpose of attack and damage roll with it. This weapon counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Your pact weapon disappears if it is more than 5 feet away from you for 1 minute or more. It also disappears if you use this feature again, if you dismiss the weapon (no action required), or if you die.

You can transform one magic weapon into your pact weapon by performing a special ritual while you hold the weapon. You perform the ritual over the course of 1 hour, which can be done during a short rest. You can then dismiss the weapon, shunting it into an extradimensional space, and it appears whenever you create your pact weapon thereafter. You can't affect an artifact or a sentient weapon in this way. The weapon ceases being your pact weapon if you die, if you perform the 1-hour ritual on a different weapon, or if you use a 1-hour ritual to break your bond to it. The weapon appears at your feet if it is in the extradimensional space when the bond breaks.

Mastery of the Orb

You learn the *find familiar* spell and can cast it as a ritual.

When you cast the spell, you can choose one of the normal forms for your familiar or one of the following special forms: blink dog, gazer, homunculus, imp, mephitis (choose one), pseudodragon, quasit, or sprite

Additionally, when you take the Attack action, you can forgo one of your own attacks to allow your familiar to use its reaction to make one attack of its own.

Mastery of the Tome

You transform your spellbook into a special grimoire. When you gain this feature, choose three cantrips from any class's spell list. The cantrips do not need to be from the same spell list. While the book is on your person, you can cast those cantrips at will. They don't count against your number of cantrips known. Any cantrip you cast with this feature is considered a mage cantrip for you.

Ability Score Improvement

When you reach 4th, 8th, 12th, 16th and 18th 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.

If your DM allows the use of feats, you may instead take a feat.

High Arcanum

At 11th level, you uncovered a magical secret called an arcanum. Choose one 6th-level spell from the mage spell list as this arcanum.

You can cast your arcanum spell once without expending a spell slot. You must finish a long rest before you can do so again.

At higher levels, you gain more mage spells of your choice that can be cast in this way: one 7th-level spell at 13th level, one 8th-level spell at 15th level, and one 9th-level spell at 17th level. You regain all uses of your High Arcanum when you finish a long rest.

Spell Mastery

At 18th level, you have achieved such mastery over certain spells that you can cast them at will. Choose a 1st-level mage spell and a 2nd-level mage spell that are in your spellbook. You can cast those spells at their lowest level without expending a spell slot when you have them prepared. If you want to cast either spell at a higher level, you must expend a spell slot as normal.

By spending 8 hours in study, you can exchange one or both of the spells you chose for different spells of the same levels.

Final Spell

At 20th level, you can draw on your inner reserve of mystical power to regain expended spell slots. As an Action, you can draw mystic energies to regain all your expended spell slots from your Spellcasting feature. Once you regain spell slots with this feature, you must finish a long rest before you can do so again.

Furthermore, if you take damage that reduces you to 0 hit points and doesn't kill you outright, you can use your reaction to delay falling unconscious, and you can immediately cast one spell from your spellbook without expending a spell slot.

Once you use this feature, you can't use it again until you finish a long rest.

Arcane Mysteries

Aegis of Assault

Evocation

Prerequisites: 5th level, Pact of the Blade

You can attack twice, instead of once, whenever you take the Attack action on your turn. Moreover, you can cast one of your cantrips in place of one of those attacks.

Alter Time

Conjuration

Prerequisite: 5th level

You can cast *slow* once without using a mage spell slot. You can't do so again until you finish a long rest.

Arcane Escalation

Evocation

Prerequisite: one attack cantrip

When you cast a cantrip, add your Intelligence modifier to the damage it deals on a hit or a failed save.

Arcane Catapult

Transmutation

Prerequisite: one attack cantrip

When you cast a cantrip that deals damage, its range is 300 feet.

Artificer Sight

Divination

You can cast *detect magic* at will, without expending a spell slot.

Ascendant Step

Transmutation

Prerequisite: 9th level

You can cast *levitate* on yourself at will, without expending a spell slot or material components.

Beast Speech

Enchantment

You can cast *speak with animals* at will, without expending a spell slot.

Beguiler's Trick

Enchantment

You gain proficiency in the Deception and Persuasion skills.

Book of Ancient Secrets

Divination

Prerequisite: Pact of the Tome

You can now inscribe more magical rituals in your grimoire. Choose two 1st-level spells that have the ritual tag from any class's spell list. The spells needn't be from the same spell list. The spells appear in the book. With your grimoire in hand, you can cast a spell as a ritual if that spell has the ritual tag and you have the spell in your grimoire. You don't need to have the spell prepared.

Cat-Sith Sight

Transmutation

You can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.

Chains of Carceri

Abjuration

Prerequisites: 15th level, Pact of the Chain

You can cast *hold monster at will*—targeting a celestial, fiend, or elemental—without expending a spell slot or material components. You must finish a long rest before you can use this invocation on the same creature again.

Element of Chaos

Conjuration

Prerequisite: 9th level

You can cast *conjure elemental* once without using a mage spell slot. You can't do so again until you finish a long rest.

Enchanter's Garb

Enchantment

You can cast *disguise self at will*, without expending a spell slot.

Eyes of the Rune Keeper

Transmutation

You can read all writing.

Eye of Truth

Divination

Prerequisite: 15th level

You can see the true form of any shapechanger or creature concealed by illusion or transmutation magic while the creature is within 30 feet of you and within line of sight.

Fast Friends

Enchantment

Prerequisite: 7th level

You can cast *compulsion* once without using a warlock spell slot. You can't do so again until you finish a long rest.

Gaze of Two Minds

Divination

You can use your action to touch a willing humanoid and perceive through its senses until the end of your next turn. As long as the creature is on the same plane of existence as you, you can use your action on subsequent turns to maintain this connection, extending the duration until the end of your next turn. While perceiving through the other creature's senses, you benefit from any special senses possessed by that creature, and you are blinded and deafened to your own surroundings.

Lifedrinker

Necromancy

Prerequisites: 12th level, Pact of the Blade

When you hit a creature with your arcane weapon, the creature takes extra necrotic damage equal to your Intelligence modifier (minimum of 1).

Master of Myriad Forms

Transmutation

Prerequisite: 15th level

You can cast *alter self at will*, without expending a spell slot.

Misty Visions

Illusion

You can cast *silent image* at will, without expending a spell slot or material components.

Otherworldly Leap

Abjuration

Prerequisite: 9th level

You can cast *jump* on yourself at will, without expending a spell slot or material components.

Repelling Blast

Evocation

Prerequisite: one attack cantrip

When you hit a creature with a cantrip or a creature fails a save against one of your cantrips, you can push the creature up to 10 feet away from you in a straight line.

Runed Cloak

Abjuration

You can cast *mage armor* on yourself at will, without expending a spell slot or material components.

Sculptor of Flesh

Transmutation

Prerequisite: 7th level

You can cast *polymorph* once without using a mage spell slot. You can't do so again until you finish a long rest.

Shadow Self

Illusion

Prerequisite: 5th level

When you are in an area of dim light or darkness, you can use your action to become invisible until you move or take an action or a reaction

Sign of Ill Omen

Abjuration

Prerequisite: 5th level

You can cast *bestow curse* once without using a mage spell slot. You can't do so again until you finish a long rest.

Undeath Vigor

Necromancy

You can cast *false life* on yourself at will as a 1st-level spell, without expending a spell slot or material components.

Unluck

Enchantment

You can cast *bane* once without using a mage spell slot. You can't do so again until you finish a long rest.

Visions of Distant Realms

Conjuration

Prerequisite: 15th level

You can cast *arcane eye* at will, without expending a spell slot.

Voice of the Summoner

Conjuration

Prerequisite: Pact of the Chain

You can communicate telepathically with your familiar and perceive through your familiar's senses as long as you are on the same plane of existence. Additionally, while perceiving through your familiar's senses, you can also speak through your familiar in your own voice, even if your familiar is normally incapable of speech.

Whispers of the Grave

Necromancy

Prerequisite: 9th level

You can cast *speak with dead* at will, without expending a spell slot.

Xaos Speech

Evocation

Prerequisite: 7th level

You can cast *confusion* once using a warlock spell slot. You can't do so again until you finish a long rest.