

WIZARD SCHOOL

SCHOOL OF INNOVATION [v1.1]

Wizards are, by and large, creatures of tradition and progress. Naturally, there are exceptions to that rule. Wizards of the School of Innovation treat tradition as a useful stepping stone - something to be trod on.

These Wizards may make their peers grumble and harumph, but more often than not, it's their names in the Spell Books of the future. While many a Wizard of Innovation was last seen saying 'I have a great idea' those that survive their great idea and return often return with precious new magical understanding.

While by and large Wizards tend to lean to lawful, a School of Invention Wizard tends to regard rules, traditions, and laws with some degree of ambivalence at best, and actual disdain at worst. They tend to be neutral or chaotic, but can be found in any stripe.

INVENTED LORE

Beginning at 2nd level, your understanding of the underlying mechanics of magic grants you proficiency in the Arcana skill.

INVENT SPELL

Starting at 2nd level, you make your entry to this School by inventing a spell. The spell becomes known as your character's name + descriptive detail. You create a 1st level spell. Spend three Creation Points on the Spell Creation Table to forge your spell. The Spell starts as the Template Spell before any modifiers.

You learn your spell, and you always have your spell prepared.

[YOUR NAMES]'S TEMPLATE SPELL

Spell Type

Casting Time: 1 Action

Range: Touch

Components: V, S

Duration: Instantaneous

If the spell restores health or grants beneficial effects, they are granted. If the spell does damage or inflicts conditions, affected creatures make a Saving Throw. Creatures that fail the saving throw take damage as applicable, and are affected by any status effects until the end of their next turn. They take half damage on a passed save.

If the spell is Concentration, any effect marked with an ^C continues for the duration of the spell (if it is not, they end at the end of the affected creature's turn). Creatures that wish to end the effects of the spell on them repeat the saving throw against any effects at the end of their turn, ending all effects against them on a success. If a target is under a condition from the spell that would cause them to automatically fail their saving throw, they make a Constitution saving throw to overcome it instead. If the spell creates an Illusion, it can be revealed with an Investigation check against your Spell Save DC.

If the spell has any range added, its range becomes that instead of Touch. If the spell has an Area of Effect added but not a Range, it becomes a Range of Self.

Add any additional visual flare!

SPELL CREATION TABLE

Creation Points	Effect
0	Dexterity, Constitution or Wisdom Saving Throw
2	Strength, Intelligence or Charisma Saving Throw
1	The Spell does +1d8 acid, fire, lightning, poison, cold, thunder or necrotic damage
1	The spell does +1d6 force, psychic, radiant, bludgeoning, slashing, or piercing damage
1	The Spell grants +1d4 temporary hit points for 1 minute
1	The Spell restores +1d4 health
1	The Spell has a +10 foot radius
1	The Spell has +60 foot range
2	The Spell creates difficult terrain until the end of your next turn. ^C
2	The Spell creates an illusion inside the range radius of your spell. ^C
1	The Spell manipulates up to 5 cubic feet of an element (Fire, Water, or Earth)
2	The Spell summons a CR 1/4 creature that cannot cast spells under the casters control. ^C
1	Targets are moved 10 feet directly away from the caster
1	Targets are moved 5 feet in a direction of the caster's choice.
2	Attacks against targets failing the Saving Throw have Advantage. ^C
1	Targets failing the Saving Throw become Deafened. ^C
2	Targets failing the Saving Throw become Frightened. ^C
2	Targets failing the Saving Throw become Charmed. ^C
2	Targets failing the Saving Throw become Blinded. ^C
3	Targets failing the Saving Throw become Restrained. ^C
4	Targets failing the Saving Throw become Paralyzed. ^C
1	Targets targets take +1d6 damage of any type at the start of their turn. ^C
2	The spell effects targets of your choosing within the area of effect
0	Spell becomes Concentration, max 1 minute.
1	Spell no longer has a Somatic Component.
4	The spell becomes a Bonus Action.
2	You can select which targets within the radius the spell effects.
4	The spell targets two creatures or points.

MELDING SPELLS & CREATIVE LICENSE

Not everything can be represented by the table; fortunately there is another tool box to expand the selection further: existing spells. If you want your spell to have an additional effect, add that spell's effect for a Creation Point cost of 1 + the Spell Level of the Spell, and double the cost if your spell has an area of effect.

For example, you could add a *spiritual weapon* effect that attacked everything within the area of effect using your Bonus action dealing 1d8 + your Spell Casting Modifier for as long as the spell lasted for an additional Creation Points 6 points. Alternatively you could add 8d6 fire damage from *fireball* for 4 creation points against a single target; but if you wanted to add the 8d6 to a spell with an area of an effect, it would cost 8 creation points, and be cheaper to simply buy damage with Creation Points.

A spells effect cannot be added to your spell more than once.

INNOVATOR'S IMPROVISATION.

Starting at 6th level, you can attempt to modify a spell you cast on the fly, adding any effects from the Spell Creation Table. You must make an Arcana check equal to the number of Creation Points added times six to cast the spell. You cannot change the Spells Concentration (or lack thereof), or change its Saving Throw.

If you fail the Arcana check, the spell is cast without modifiers. If you fail the Arcana check by 5 or more, the Spell fails to cast entirely, and the spell slot is lost.

Once you use this ability you cannot use it again until you complete a short or long rest.

SECOND TIME'S THE CHARM

Starting at 10th level, you invent your second spell. The spell becomes known as your character's name + descriptive detail. You can create a 2nd, 3rd, 4th, or 5th level spell. Spend two + two times the spell level Creation Points on the Spell Creation Table. The spell starts as the Template Spell, adding any modifiers.

You learn your spell, and you always have your spell prepared.

MAGICAL LAUREATE

Starting at 14th level, you invent your third spell! The spell becomes known as your character's name + descriptive detail. You can create a 6th or 7th level spell. Spend three + two times the spell level Creation Points on the Spell Creation Table. The spell starts as the Template Spell, adding any modifiers.

You learn your spell, and you always have your spell prepared.

FEAT

This is an optional feat that leverages the spell creation tools to allow someone to create their own spell. Or, in the case of a School of Innovation Wizard, to simply invent *more* spells.

SPELL INVENTOR

Prerequisite: Ability to cast a spell.

Through brilliance, luck, or sheer circumstances you've made magical history and invented your own spell. The spell is known as [Your Name's Descriptive Spell Name], or whatever you choose to call it. You learn your spell.

To create your spell of a spell level you have a spell slot level for, spend one + two times the level of spell you want to create on the School of Innovation Spell Creation Table.

EXAMPLE SPELLS:

FINGERS' POKE OF DOOM

1st-level Enchantment [Invent Spell: 3 Points]

Casting Time: Casting Time

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

The caster leans over and pokes the target. The target must make a Wisdom saving throw, or become Frightened of the caster and take 1d6 psychic damage at the start of their turns while Frightened, gibbering about a finger. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target.

GIL'S GRAVITY GRAB

7th-level Transmutation [Magical Laureate: 17 points]

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, Up to 1 Minute

The caster seizes control of gravity in an area, creating a zone of warped space. Each creature in a 30-foot-radius sphere centered on that point must make a Constitution saving throw. A target that fails the saving throw rises 10 feet into the air and begins to *levitate*, rising up to another 20 feet; as per *levitate*, you can use your actions on subsequent turns to raise or lower any creature under the effect of the spell 20 feet. At the end of each of its turns, the target can make another Constitution saving throw. On a success, the spell ends on the target.

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