

SCHOOL OF ANIMATION

As a student of the school of animation, you specialize in magic that breathes life into inanimate objects, putting them under your command. You strive to gain greater understanding of the natural world and how it may be manipulated to serve your ambitions. Animators will use their spells for all variety of tasks, from the mundane moving of objects to the creation of terrible war machines.

TRANSMUTATION SAVANT

Beginning when you select this school at 2nd level, the gold and time you must spend to copy a transmutation spell into your spellbook is halved.

MINOR ANIMATION

Starting at 2nd level when you select this school, you can temporarily give an object that is no larger than 5 feet on a side and no heavier than 50 pounds limited animation. Using a 10 minute ritual, you can animate 1 object for 1 hour. The object gains a fly speed of 30 feet. As long as you are within 300 feet of the object, you may command it to move as a bonus action.

This animation ends if the object is destroyed, if you use this feature on another object, or if the duration runs out.

COMPANION SWORD

At 6th level, you learn the Find Familiar spell. If you already know this spell, you learn a different wizard spell of your choice. When you cast Find Familiar, you may choose to cast the spell targeting a sword. Your Familiar inhabits the sword, and has the statistics of a Flying Sword. If the sword you cast the spell on has any magical properties, your Sword familiar also has those properties.

Whenever you cast a cantrip with a casting time of one action, you may choose to command your Companion Sword to move up to 20 feet and attack the target of the cantrip. Make a spell attack against the target. This attack deals 1d8 + any of the sword's damaging magical properties in slashing damage.

GREATER ANIMATION

Starting at 10th level, when you use your minor animation feature you may target objects up to 25 feet on a side and weighing up to 500 pounds. The object gains a fly speed of 50 feet, and you may command it within 500 feet.

CREATE CONSTRUCT

Starting at 14th level, you have gained the required proficiency to create a Shield Guardian. Building the Shield guardian requires 10,000 gold in components, including the amulet, and takes 3 weeks of uninterrupted work to build.

You may not have multiple Shield Guardians in your service at once. If you create a second one, the first one becomes deactivated.

