

G E O M E T E R



Geometer Arcane Tradition

Wizards who practice the Geometer arcane tradition learn to trace sigils in the air during spellcasting that substitute for a spell's verbal and material components. Geometers also use geometric shorthand when scribing spells, which decreases the time and cost of copying spells into their spell books.

The Geometer arcane tradition has the following features:

Geometric Scribe

Beginning when you choose this arcane tradition at 2nd level, you can scribe spells into your spellbook using geometric shorthand. The time and cost of copying a spell into your spellbook using geometric shorthand are halved. In addition, the spells in your spellbook are more difficult to decipher and copy. It takes double the time and gold for a wizard to copy spells from your spellbook unless scribed by a geometer.

Geometric Magic

Starting at 2nd level, you can trace sigils in the air when casting a spell. Casting a spell in this way incorporates somatic components and allows the sigils to substitute for the spell's verbal and material components. Sigils can't substitute for material components that have a cost.

This feature may only be used to cast spells that require an action and at their lowest possible level.

Protective Glyph

At 6th level, you can create a temporary glyph that protects a creature from damage caused by spells. It takes 1 minute to trace the glyph on a creature—the glyph glows for a moment and then disappears. For 1 hour, the creature has resistance to damage caused by spells; you can only have one such glyph active at a time. If you trace a protective glyph while another is active, the protection provided by the previous one ends.

Once you use this feature, you must finish a long rest before you can use it again.

Improved Geometric Magic

At 10th level, you can use your Geometric Magic feature to cast a spell that requires a bonus action at any level for which you have spell slots if the spell's description allows casting at a higher level.

Improved Protective Glyph

At 14th level, you can scribe a second glyph provided by your Protective Glyph feature—one upon yourself and another upon a willing creature within 5 feet of you. The glyph grants protected creatures both resistance to damage caused by spells and advantage on saving throws against spells. It takes 1 minute to scribe both glyphs. If you scribe another protective glyph before the duration expires, both previous glyphs end.

Additionally, you can use your Protective Glyph feature again after a short or long rest.

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