

# ARCANE TRADITION

The study of wizardry is ancient, stretching back to the earliest mortal discoveries of magic. It is firmly established in the worlds of D&D, with various traditions dedicated to its complex study. The most common arcane traditions in the multiverse revolve around the schools of magic. Wizards through the ages have cataloged thousands of spells, grouping them into categories called schools. In some places, these traditions are literally schools; a wizard might study at the School of Illusion while another studies across town at the School of Enchantment. In other institutions, the schools are more like academic departments, with rival faculties competing for students and funding. Even wizards who train apprentices in the solitude of their own towers use the division of magic into schools as a learning device, since the spells of each school require mastery of different techniques.

## SCHOOL OF PREHISTORIC WIZARDRY

Long ago, wizardry was not an old and venerable profession: it was a new discovery not yet fully understood or codified into formal schools. You are one of the first ever wizards, bending the universe to your will before even the invention of writing. Perhaps you witnessed a spellcasting monster or one of the first humanoid sorcerers and wanted to emulate their power, or maybe the idea came to you in a dream. Whatever your inspiration, you are determined to unravel the secrets of magic, despite the limited technology available to you.

### GROUNDBREAKER

As one of the first of your kind, you do not have the luxury of following the example of previous wizards. Instead, you must devise all of your spells for yourself, from first principles. Starting at 2nd level, you can add 3 new spells to your spellbook every time you gain a level in this class, rather than 2. However, you cannot copy spells into your spellbook from outside sources.

### STICKS AND STONES

Also at 2nd level, the harsh conditions of the stone age mean that even a wizard like you needs some competence with conventional weapons. You gain proficiency in simple weapons and light armor.

### SOLAR ALIGNMENT

By 6th level, your studies of the heavens have given you unparalleled insights into the movements of the stars. As long as you can see the sky, you always know the exact time and date, as well as which way is north.

Furthermore, by synchronizing your magic with the rhythms of nature, you can extract more power from certain spells. Whenever you cast a spell that would deal cold, fire, or lightning damage, you can add your Intelligence modifier to the damage dealt.

### TREPANNING

At 10th level, you are able to recognize when your allies are under the influence of evil spirits, and quickly save them. You can use an action to perform a Wisdom (Medicine) check in relation to a creature within 5 feet of you that is charmed, frightened, or possessed (such as by a ghost). On a roll of 10 or more, the creature is no longer affected by any of those conditions but, on a roll of 15 or less, the target takes 1d4 bludgeoning damage.

### ARCANA OF SURVIVAL

When you reach 14th level, you learn to siphon off some of the power of your spells to heal yourself when you are wounded. Whenever you use an action to cast a spell of 1st level or higher, you can use a bonus action to recover lost hit points equal to the spell's level.

#### Spellbooks Before the Invention of Writing

As a prehistoric wizard, you are unable to read and write. However, you still require a way to record your spells so that you can memories the ones you need each day. Therefore, you have devised some unique system for representing your spells, such as a collection of figurines, a carved stone slab, elaborate tattoos, a painted cave wall, or a necklace of cunningly-ordered beads. Whatever form your spell-record takes, it functions exactly as per the standard spellbook of a modern wizard (except for the restrictions noted in the Groundbreaker feature).

