

School of Wand Mastery



a wizard arcane tradition



A more practical approach to magic

Who said that wizards have to be bookish scholars, spending more time reading dusty volume than being out in the field practising their magic?

The School of Wand Mastery takes a non conventional approach to casting spells, focusing on using wands flourishes and incantations to produce magical effects. Its disciples are often seen dashing around the battlefield, fighting alongside their comrades in the thick of battle.

Do you want all the power of a wizard but don't feel like locking yourself in a library? This School may be the right one for you.

Wandslingers in Eberron

This subclass can be played in any setting, however it may just be a perfect fit for Eberron where wandslingers are common and magic is not only the domain of the more scholarly types.

Wandslingers are often played as characters, from any class, that know a few cantrips, however it is possible in Eberron to play a proper magic user that learned their magic not from books and arcane schools but in a military academy and honed their craft on the battlefield.

Such wizards could have served in the Last War, or maybe they were hired to scour the Mournland in search of lost magical artefacts. There are many opportunities in Eberron for a more action oriented magic user than anywhere else, so why not choose this path for your wizard?



A few notes:

This Wizard subclass is meant to feel different and be played in the middle of the the action, as opposed to in the rear hiding behind cover. It also eliminates a lot of bookkeeping, which I am personally not a fan of.

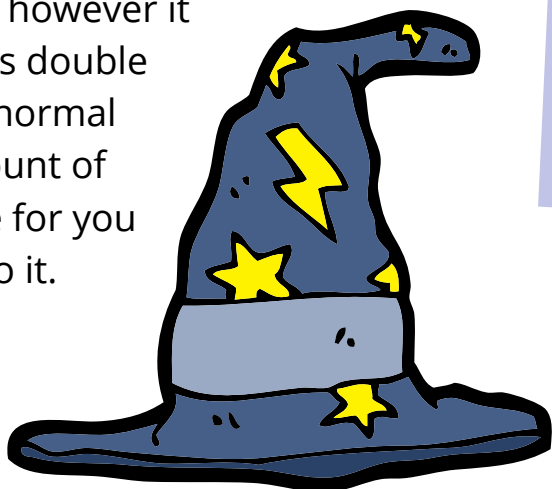
A good way to play this class is to focus on combat-oriented spells, keeping an eye out for ones that have a short range or a range of touch, since this class offers some good tools for a wizard to better survive closer to its enemies.

level 2

Empowered arcane focus

When you choose the path of Wand Mastery at level 2, your new technique allows you to ignore material components for spells even when they have a GP cost.

In addition to that, you don't need a magic spell book anymore to write and prepare your spells. You can make notes and draw diagrams on how to perform the complex incantations and wand movements on any notebook. As a result, transcribing a spell does not have a cost in GP for you, however it takes double the normal amount of time for you to do it.



Note for the DM

I can imagine some of you may be thinking "no material components ever? but...what about that spell..."

If you think certain spells should have a material cost due to balance or flavour reason don't be afraid to make exceptions, as long as you are upfront with your players in advance. Don't make too many though! It's not that big of a deal I promise :)

Wand Flourishes

level 2

When you start on your path to become a wand master at level 2 you learn to use your wand in new and creative ways. At the beginning of a long rest you can prepare three flourishes of your choice at level 2 and two additional flourishes of your choice at 6th, 10th, and 14th level. Each time you prepare your flourishes you can choose a different set.

You can use your wand flourishes a number of times equal to your Intelligence modifier, with a minimum of 1. You regain all expended uses on a short or a long rest.

When using a flourish you may sometimes be asked to make a spell attack. This attack is a wand blast, deals 1d10 force damage and has a maximum range described in the specific flourish you are using, but no minimum range (and does not therefore suffer the penalties for ranged attacks at melee range).

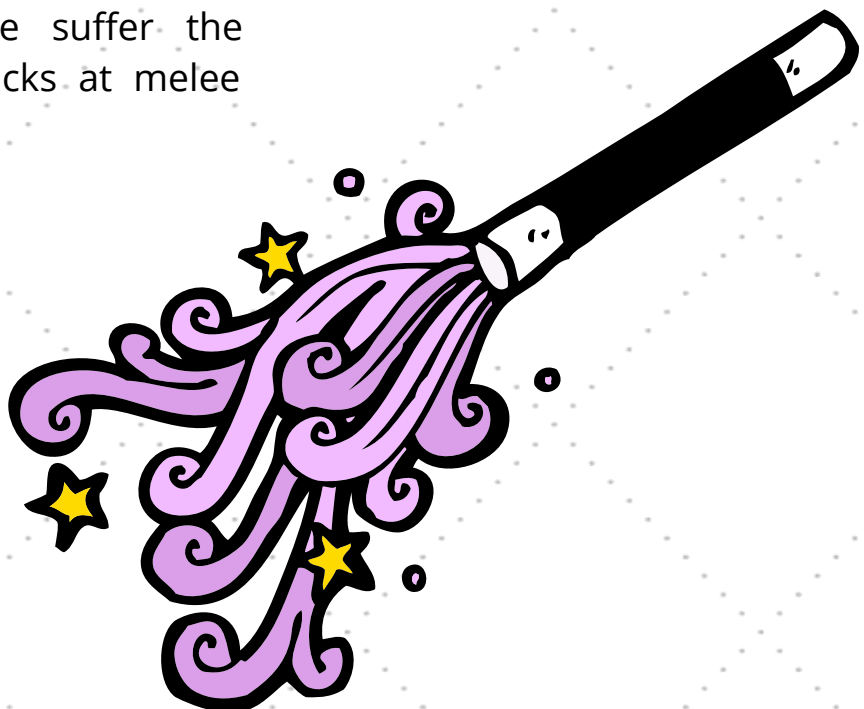
If the flourish mentions “any spell attack” it can be applied to any spell you can cast that requires an attack roll.

Castigo!

When a creature within 15 feet of you misses with one of their attacks you can use your reaction to make a spell attack against them and exploit that moment of distraction. You have advantage on the attack roll.

Confundo!

When an enemy attacks you, you can use your reaction to attempt to confuse them so that they attack someone else instead. The target must make an Intelligence saving throw. On a failed save, it attacks another target hostile to them within range if available, or nobody if there are none.



Exarmo!

As an action, you make a spell attack against a creature within 10 feet of you and attempt to disarm them, forcing them to drop one item of your choice that they are holding. On a successful hit, the target must make a Strength saving throw. On a failed save, it drops the object you choose. The object lands at your feet.

Impedo!

As an action, you make a spell attack against a creature within 30 feet of you and attempt to knock them down. On a successful hit, the target must make a Strength saving throw. On a failed save, you knock the target prone and their speed is halved until the end of their next turn.

Permuto!

When you make any spell attack you can change its damage type to any of the following: fire, cold, lightning, poison, acid, radiant, necrotic, force or thunder.

Protego!

When an enemy attacks you or a creature within 5 feet of you, you can use your reaction to call upon a shield of force to deflect the attack. Roll 1d8 and add the result to the target's AC until the end of this turn.

Repello!

As an action, you make a spell attack against a creature within 10 feet of you and attempt to push the target away. On a successful hit, the target must make a Strength saving throw. On a failed save, you push them up to 20 feet away from you in a straight line.

Specto!

When you make any spell attack you can increase its accuracy. Roll a d8 and add the result to the attack roll.

Vulno!

When you make any spell attack you can empower it with extra damage. Roll a d8 and add the result to the damage roll.



Battle Ready

level 6

You can cast mage armor at will. In addition to that, your hit point maximum increases by 1 and it increases by one every time you gain a level. You gain these hit points retroactively for all your previous wizard levels.

Improved Wand Blast

level 10

Your wand blast now deals 2d10 damage instead of 1d10. The damage increases again to 3d10 at level 14 and 4d10 at level 18.

You can also cast the wand blast as a standalone cantrip, without an associated flourish, on a maximum range of 60 feet.



Practice makes it perfect

level 14

you can choose one first level spell that is either from the Evocation or Abjuration school. This spell counts as a cantrip for you and you always have it prepared, without it counting against your total spells prepared for the day. You can choose to expend a higher level spell slot to upcast this spell.



In addition to that, if you roll initiative and don't have any use of your wand flourishes left you regain one.

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I write modules for Table Top RPGs mostly out of passion and the desire of seeing more people getting into this fantastic hobby. Please consider leaving a review somewhere or following me on twitter.