

Uncovered Wonders

About Wizards



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Credits



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Who Is The Uncovered?

It's no wonder you wonder about The Wonderer. Who knows who The Uncovered could be: a beholderspawn? A binn? An octopus? A djinn? There are so many options that you could see.

Along with their clonn doll Beebee, The Uncovered wonders, too. They think up the things they could grow up to be, and they wonder if they'll interest you!

New Arcane Traditions

At 2nd level, a wizard gains the Arcane Tradition feature. The following options are available to a wizard, in addition to the options offered in the *Player's Handbook*: Galaxy Brain, Speedrunner, and Fist.



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Galaxy Brain Tradition



IT IS SAID THAT PSIONIC TALENTS ARE A WORLD apart from magic. An adept trains their brain like a monk trains their body, accomplishing feats without the need for the Weave. However, the wizard also has plenty of practice training their brain. The only thing keeping a wizard's brain from expanding past the Weave and into the galaxy might very well be a page turn.

GALAXY BRAIN WIZARD FEATURES

Wizard Level	Feature
2nd	Throw the Book Away, Mind Tricks
6th	Reinterpret
10th	Material Insight, Mind over Matter
14th	Galaxy Grasp

To get you into the brainspace of this subclass, it's recommended to use this subclass with the Spell Points variant rule from chapter 9 of the *Dungeon Master's Guide*.

SPELL POINT COST

Spell Level	Point Cost	Spell Level	Point Cost
1st	2	6th	9
2nd	3	7th	10
3rd	5	8th	11
4th	6	9th	13
5th	7		

SPELL POINTS BY LEVEL

Wizard Level	Spell Points	Max Spell Level
1st	4	1st
2nd	6	1st
3rd	14	2nd
4th	17	2nd
5th	27	3rd
6th	32	3rd
7th	38	4th
8th	44	4th
9th	57	5th
10th	64	5th
11th	73	6th
12th	73	6th
13th	83	7th
14th	83	7th
15th	94	8th
16th	94	8th
17th	107	9th
18th	114	9th
19th	123	9th
20th	133	9th



Throw the Book Away

2nd level Galaxy Brain feature

You forego your spellbook, committing your spells to memory. Spells cast from your brain no longer feature a material component. You otherwise prepare your spells as you normally would by meditating each day.

Without a spellbook, you lose the following abilities:

- You cannot cast spells with a material component cost.
- You cannot copy new spells into your brain that you don't otherwise learn by leveling up.

Mind Tricks

2nd level Galaxy Brain feature

You learn the *mage hand* and *message* cantrips if you don't already know them, and they don't count against the number of wizard cantrips you know. Both of these cantrips can be cast as a bonus action and come with the following modifications:

Mage Hand. You can make the hand invisible when you cast the spell, and controlling the spell is a bonus action for you.

Message. You don't need to point toward the target or whisper your message out loud.

Reinterpret

6th level Galaxy Brain feature

When you cast a spell that deals damage, you can twist the damage type of that spell into either psychic or force damage (you can change only one damage type per casting of a spell).

When you cast a spell that requires a saving throw, you can change the ability score required for the saving throw into Intelligence. Once you change a saving throw in this way, you can't do so again until you finish a long rest.

Material Insight

10th level Galaxy Brain feature

You learn up to three additional spells. They must appear on the wizard spell list and have a material component cost to cast.

Mind over Matter

10th level Galaxy Brain feature

During a short or long rest, you can muse on a spell you know with a material component cost to gain the ability to cast it without its material components. You must have five times the amount of material components than the spell normally requires during your musing, which are subsequently consumed.

You can cast one spell in this way using this feature. You can change the spell you wish to cast by musing again. A spell's material components are not required again if you have previously mused over the spell.

Galaxy Grasp

14th level Galaxy Brain feature

While your *mage hand* is active, you can use your bonus action to transform it into the spell *Bigby's hand*. This feature has the same cost as casting the spell normally, even if you don't have *Bigby's Hand* on your spell list.

You can use this spell even while concentrating on a different spell. If you do, the DC for the concentration saving throw to keep up *Bigby's Hand* is doubled.



Speedrunning Tradition

YOU'VE SEEN BEYOND THE STRANDS OF THE WEAVE and stared at the very fabric of all existence. Wizards such as yourself are dedicated to finding holes in that fabric and exploiting your environment as quickly as possible.

SPEEDRUNNING WIZARD FEATURES

Wizard Level	Feature
2nd	Buffer
6th	Noclip
10th	Sequence Break
14th	Tool Assist, Reality Overflow

Buffer

2nd level Speedrunning feature

You can use your bonus action to ready a spell that takes one action normally. On your next turn, you can cast the spell as if it were a bonus action.

Noclip

6th level Speedrunning feature

Spells that normally require line of sight can be cast without seeing your target. Before casting a spell at a target you know but cannot see, or a target with cover, roll a d100 and consult the Noclip Outcomes table to see what happens to the spell.

Sequence Break

10th level Speedrunning feature

When you take damage, you can use your reaction to move up to your speed and obtain the benefits of the *freedom of movement* spell until the start of your next turn. You can move through enemy spaces, and you do not provoke attacks of opportunity during this movement.

Tool Assist

14th level Speedrunning feature

When using your Noclip feature, you can choose to reroll the d100 and pick your preferred outcome.

Reality Overflow

14th level Speedrunning feature

You can ready two different spells simultaneously. Flip a coin for which one takes effect. If you take damage within 1 minute, or you use this ability again, the second spell immediately goes off. You can use this ability a number of times equal to your Intelligence Modifier (minimum 1)

NOCLIP OUTCOMES

d100 Outcome

1-9	The spell fails and the spell slot is wasted.
10-19	The spell fails, but the spell slot is not wasted.
21-29	The spell is cast targeting yourself.
30-39	You are instead teleported to the next available space near your target.
40-49	Instead, you become displaced. For 1 hour, you appear next to yourself, causing any creature to have disadvantage on attack rolls against you. If you take damage, this property ceases to function until the start of your next turn.
50-89	The spell is cast ignoring cover.
90-99	The spell is cast ignoring cover; targets in range have disadvantage on any saving throws caused by the spell.
100	The spell is cast twice ignoring cover, if possible, without consuming any spell slots.



Fist Tradition

THE FIST TRADITION HAS BEEN PASSED DOWN A long line of wizards for generations. It focuses specifically on the somatic aspect of spellcasting, using the kinetic energy of the caster's movements to empower their magic. The combined study of mind and body has resulted in a hand that commands reality and a punch that uncovers wisdom.

FIST WIZARD FEATURES

Wizard Level Feature

2nd	Forceful Casting, Deflecting Hands
6th	Verbal Duster
10th	Furious Fists
14th	Concentrated Blow

Forceful Casting

2nd level Fist feature

By 2nd level, the fruit of your fist training has started to pay off. You gain the following features:

- You have proficiency with unarmed strikes.
- You can use your closed fists as spellcasting foci.
- You can add your Strength modifier to spell attack rolls.
- If a spell attack has a range of touch, you can add your Strength modifier to the damage roll as force damage.

Deflecting Hands

2nd level Fist feature

When you are hit by an attack or you fail a saving throw, you can use your reaction to gain a +2 bonus to your AC against that attack or a +4 bonus to that saving throw. You can use this ability a number of times equal to your Strength modifier (minimum of once) until you complete a long rest.

Verbal Duster

6th level Fist feature

Once per turn as an action or a bonus action, you can make a forceful shout. Creatures within a 30 foot cone of you must make a Constitution saving throw against a DC of 8 + your Strength modifier + your Proficiency modifier. On a failure, a creature has disadvantage on its next saving throw until 1 minute has passed. Afterwards, targeted creatures have advantage on saving throws against this ability for the next 24 hours. You can perform this shout a number of times equal to your Constitution modifier (minimum of once) until you complete a short or long rest.

Furious Fists

10th level Fist feature

At 10th level, your hands have become pure magic. You gain the following features:

- Your unarmed strikes are considered magical.
- Your extended reach increases by 5 feet.
- Spells you cast with a range greater than touch have their range increased by a number of feet equal to your Strength modifier.
- You can choose to use either your Strength or your Intelligence modifier for your spell save DC.

Concentrated Blow

14th level Fist feature

You can now cast spells that have an area of effect as a spell attack on a single target with a range of touch. Any damage dice rolled is doubled, and any lingering effects other than status conditions dissipate at the end of your turn.

