

Archive of Forgotten Lore:

Wizard

This is Supplemental Material

Arcane Tradition

At 2nd level, a wizard can choose an arcane tradition, that will shape their magic practice. This is an option written by Odvaskar for that feature: The School of the Silentblade.

School of the Silentblade

The School of the Silentblade teaches talented wizards to become deadly spies and assassins. Wizards of this school are taught skills of deception, diplomacy, burglary, stealth, and how to summon the weapon which the school gets its name from, the Silentblade. An arcane weapon perfectly created for espionage. This school is shrouded in secrecy and is usually under the direct jurisdiction of a region's ruler or governing body. Missions for assassinations, information gathering, sabotage, insurrections, and regime change are commonly given to these wizards.

Espionage Training

2nd-level School of the Silentblade feature

When you adopt this stealth tradition at 2nd level you learn skills that will make you into a proficient spy. You gain the following benefits:

Defensive Marial Arts. While you aren't wearing armor or wielding a shield, you base Armor Class equal 10 plus your Dexterity modifier and your Proficiency Bonus.

Duplicitous Scholar. You gain proficiency in two of the following skills: Acrobatics, Deception, Persuasion, Sleight of Hand, Stealth.

Improvised Thinking. Twice per short rest, whenever you make a non-intelligence-based skill check, with a skill you're proficient with. You gain a bonus to the check equal to your Intelligence modifier.

Silentblade

2nd-level School of the Silentblade feature

Starting at 2nd level, you can create a weapon made of pure magic that makes no sound when striking, provided you aren't wearing armor or using a shield, as the somatic components for creating the weapon are too intricate to wear restrictive armor.

As an action you can expend a spell slot of 1st level or higher to create a one-handed (or versatile) simple melee weapon of your choice. The weapon gains the finesse and light properties and deals force damage. When you attack with the Silentblade, you can use your Intelligence modifier for attack and damage rolls. The silentblade is summoned until you finish a long rest, and you can use a bonus action to instantly have it vanish or teleport it to your hand as long as you are on the same plane of existence.

If you expend a 2nd level spell slot or higher, the silentblade gains a thrown property with a normal range of 20 feet and a long range of 60 feet. Immediately after you hit with a thrown silentblade, it teleports back to your hand.

If you expend a 3rd level spell slot, the silentblade gains the thrown property and +1 to attack and damage rolls. When you expend a 5th level spell slot the bonus increases to +2 and if you expend a 7th level spell slot the bonus increases to +3.

Melee cantrips can be used with the silentblade and you can only create two silent blades at a time.

Arcane Assassin

6th-level School of the Silentblade feature

Starting at 6th level, you developed an arcane formula for casting smite spells through your silentblade. You learn the *Searing Smite* spell and doesn't count against your known spells. Additionally, all smite spells count as Wizard spells for you and are added to your Wizard spell list.

Stealth Caster

10th-level School of the Silentblade feature

Beginning at 10th level, you can learn how to subtly cast spells. You can cast spell without any Verbal, Somatic, or Material components, except Material components that are consumed by the spell or that have a cost specified on the spell.

You can use this feature a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a long rest.

Unseen Silentblade

14th-level School of the Silentblade feature

Starting at 14th level, your proficiency with spells and stealth are unmatched. As a Bonus action you can take the Hide action. If you are invisible or in stealth when you cast a spell on a creature, it has disadvantage on any saving throw it makes against the on the same turn.