

Eldritch Grimoire: 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 Occult.

School of the Occult

Wizards of this school believe that no magic should be forbidden and have no qualms practicing dark magic and searching for ancient forbidden knowledge. It is no wonder why these wizards are called dark mages, occultists, and curse weavers. The studies of this school primarily revolve around curses, hexes, and any magic from the lower planes. Curse weavers are known for having powerful familiars, the creation of a terrifying deforming curse known as the Polymorphic Hex, and for being about to weave curses into any spell.

Occult Arcana

2nd-level School of the Occult feature

Through an occult ritual dark knowledge has been imprinted on your mind. You learn the *Bane* and *Hex* spells, they are always prepared, and they don't count against the number of spells you know.

Ritual of Enchainment

2nd-level School of the Occult feature

Starting at 2nd level, you learn how to summon powerful extraplanar familiars. You learn the *Find familiar* spell, it's always prepared, and it doesn't count against the number of spells you know. When you cast the spell, you can choose one of the normal forms for your familiar or one

of the following special forms: Crawling Hand, Imp, Gazer, Mephit, Quasit, or Sprite.

In addition, you can give up some of your vitality to empower your familiar. You can expend a hit die or dice when you cast this spell. If you do so, your familiar's hit point maximum increases by a number equal to the hit die (1d6 = 6 hit points) and the familiar can take the attack action during combat. The familiar loses these benefits if it dies.

Polymorphic Hex

6th-level School of the Occult feature

At 6th level, through your study of curses you have created a hex that mutates and deforms. As an action, you can target on creature that you can see within 30 feet of you. The target must succeed on a Charisma saving throw or become magically deformed for 1 minute. A deformed creature has its speed halved, has disadvantage on ability checks, saving throws, and attacks based on Strength and Dexterity. The target can reroll it's saving throw at the end of each of its turns.

Once you use this feature you can't use it again until you finish a short or long rest.

Curse Bringer

10th-level School of the Occult feature

Beginning at 10th level, you can weave a curse into another spell. You learn the *Bestow Curse* spell, it's always prepared, and it doesn't count against the number of spells you know. You can cast this spell a number of times equal to your Proficiency Bonus without expending a spell slot.

When you cast a spell that uses an attack roll and targets one creature, you can expend a use of Bestow Curse to empower the spell with a curse. If the spell hits, the target must succeed on a Charisma saving throw or be cursed with one of the options of the Bestow Curse spell for 1 minute. An empowered spell's damage type is changed to necrotic.

Binder of Souls

14th-level School of the Occult feature

Starting at 14th level, you learn how to manipulate the vitality of the souls you've cursed. When you kill a creature that is under the effect of one of your curses or hexes, you gain a number of temporary hit point equal to your Intelligence Modifier plus your Proficiency Bonus. While you have these temporary hit points, you have resistance to necrotic damage.

In addition, you can cast the *Speak with Dead* spell without expending a spell slot on any creature killed in this manner.