

Consecrated Codex: 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 Radiance

School of Radiance

Wizards of the school of radiance tend to be physicians that wish to heal others through arcane means. While other wizards of this school wish to unlock the secrets to divine ascension via the replication of divine magic. Many of wizards of this school can be found traveling the world helping the afflicted or searching for divine artifacts or magic to further their research. These wizard are cherished for their skills in medicine and healing magics and feared for their destructive mastery over radiance.

Arcane Physician

2nd-level School of Radiance feature

Starting at 2nd level, you can replicate divine magic due to your time spent healing others and studying clerical magic. You gain the following benefits:

Physician. You gain proficiency with the Medicine skill and when you use a Healing Kit on a creature, that creature regains a number of hit points equal to your Intelligence modifier.

Pseudo-Divine. You learn two 1st-level spells of your choice from the Cleric spell list. For you these are wizard spells, and they don't count against the number of wizard spells you know.

Clerical Scholar. You can copy Cleric spells on spell scrolls into your spell book. Once a cleric spell is copied it becomes a wizard spell to you.

Radiant Wizard

2nd-level School of Radiance feature

With your replication of divine magic you are able to conjure heavenly radiance. You learn the *Sacred Flame* cantrip and *Guiding Bolt* spell, they are wizard spells for you, and don't count against the wizard spells you know. You can cast *Sacred Flame* as a bonus action and you can cast *Guiding Bolt* without expending a spell slot a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a long rest.

Blinding Radiance

6th-level School of Radiance feature

At 6th level, you are able to infuse your foes with volatile light. When you deal radiant damage to a creature it gains the Radiant Blindness condition and a 1 Radiant Mark. When a creature gains 4 Radiant Marks, the radiance surrounding it explodes in a 10-foot radius around the creature. The target and each creature that isn't averting its eyes in the radius must make a Constitution saving throw or be blinded until the end of its next turn.

Radiant Blindness. The creature has a -1 to attacks rolls, radiates bright light in a 10 radius, and disadvantage on Perception checks until the end of their next turn.

Heliomancy

10th-level School of Radiance feature

Beginning at 10th level, you cast a wizard spell with a spell slot, you can temporarily change its damage type to radiant damage.

Cleansing Healer

14th-level School of Radiance feature

Starting at 14th level, when you cast a spell that resorts hits on a creature you can cure one disease or one condition afflicting the target from the following: Blinded, Deafened, Paralyzed, Poisoned.