

SUBCLASS

ARCANE TRADITION

ELDRITCH LORE

Wizards of the Eldritch Lore tradition dedicate their lives to studying the mysteries of realms beyond this reality. They willfully wade into inky black seas of unspeakable horrors in search of forgotten secrets.

Many find these wizards to be increasingly eccentric, aloof, or even standoffish as they delve deeper and deeper into their esoteric studies, but there is one fact that all agree upon—it is undeniably easier on one's sanity to have such a wizard as an ally than to be on the receiving end of their otherworldly ire.

FORBIDDEN SCHOLAR

Starting at 2nd level, whenever you gain a level in this class, one of the spells of 1st level or higher that you add to your spellbook can be chosen from the warlock spell list. You can also copy a warlock spell you find into your spellbook as normal. A spell added in this way that doesn't appear on the wizard spell list is nonetheless a wizard spell for you.

In addition, you learn to speak and understand Deep Speech. If you already know Deep Speech, you instead learn another language of your choice.

OTHERWORLDLY TORMENT

Starting at 2nd level, immediately after you cast a spell of 1st level or higher on your turn, you can use your bonus action to choose one creature that took damage from the spell or failed its saving throw against it, flooding the target's mind with overwhelming visions of incomprehensible horror. The target must make a Wisdom saving throw against your wizard spell save DC. A target automatically succeeds on this saving throw if it is an aberration or if it can't be frightened.

On a failed save, the target has disadvantage on ability checks and attack rolls for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success. You can use this feature a number of times equal to your Intelligence modifier (a minimum of once), and you regain all expended uses when you finish a long rest.

RITUALS OF THE OCCULT

When you reach 6th level, your eldritch research has unearthed a number of strange truths and forsaken abilities some consider to be unnatural. You can perform a dark ritual over the course of 1 hour; this ritual is a strenuous activity and can't be performed during a short rest.

At the completion of the ritual, you undergo one of the changes of your choice below, gaining the corresponding benefits until you die, you perform the ritual again, or you choose to end the effect when you finish a long rest.

- Your eyes fade to pools of inky black as you sequester part of your mind in the void beyond. You have advantage on Intelligence saving throws, and you can add your Intelligence modifier to any Constitution saving throws you make to maintain concentration.
- Writhing, black tentacles protrude from your body as you choose. Whenever you make a Strength check or Strength saving throw, you can use your Intelligence modifier, instead of Strength, for the check or save. In addition, whenever you cast a spell with a range of touch, your reach for it extends to 10 feet.
- A number of cold, expressionless eyes are strewn across your body. You have advantage on initiative rolls as well as Wisdom (Perception) checks that rely on sight.

UNBOUNDED RESOLVE

When you reach 10th level, your persistent studies of the unfathomable realms beyond have inoculated you against even the most horrific sights, sounds, and magical effects. You are immune to being frightened, and you have advantage on saving throws against spells and effects from aberrations, such as a beholder's eye rays.

SHATTERED MIND

At 14th level, you gain resistance to psychic damage. In addition, while a creature is under the effects of your Otherworldly Torment, its speed is reduced to 0 and it takes 2d6 psychic damage at the start of each of its turns until the effect ends.