

# 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 Planeswalker.

## Planeswalker

The School of the Planeswalker explores the magic and knowledge of all realms of existence. A wizard that takes this tradition spends most of their time traveling, searching for knowledge, finding planar portals, and learning from the peoples of different realms. Through their study of realms and planar travel a planeswalker learns to bend and shift planar rifts to their will.

### Planeswalker Magic

*2nd-level Planeswalker feature*

You also learn an additional spell when you reach certain levels in this class, as shown in the Planeswalker Spells table. Each spell counts as a wizard spell for you, but it doesn't count against the number of spells you know.

#### Planeswalker Spells

Wizard Level	Spell
2nd	<i>Protection from Evil and Good</i>
3rd	<i>Misty Step</i>
5th	<i>Blink</i>
7th	<i>Dimension Door</i>
9th	<i>Teleportation Circle</i>

### Rift Summoner

*2nd-level Planeswalker feature*

Your research into planar portals allows you to summon special planar rifts. These rifts are fueled your rift dice, which are each a d6. You have a number of these dice is equal to your proficiency bonus. You regain all your expended rift dice when you finish a short rest. A wizard expends the rift die when used, and you can't use a planar rift if it requires you to use a die when your dice are all expended.

The planar rifts below use your rift dice.

**Spatial Shift.** As a bonus action, you can expend a rift die and choose a willing creature within 30 feet of you to bend space and switch places with that creature. Roll the rift die and the creature you switched places with gains temporary hit points equal to the number rolled.

**Pocket Plane.** As an action, you can expend a rift die and target a tiny to medium sized object within 15 feet of you that weighs no more than 20 pounds to store in a small pocket plane. If a creature is carrying or wielding the object, the creature must make a Strength or Dexterity check to hold on to the item. Roll the rift die, the object appears in an unoccupied space within 5 feet of you after number of minutes equal to the number rolled.

**Detect Planar Portal.** As an action, you can expend a rift die to detect the distance and direction to that closest planar portal within 1 mile of you. Roll the rift die and you gain a bonus to Wisdom (Survival) checks equal to the number rolled when trying to find the portal for the next hour.

## Student of the Realms

*6th-level Planeswalker feature*

At 6th level, your knowledge of different realms grows exponentially. You learn two languages of your choice. Additionally, whenever you make an Intelligence (History) check related to plane of existence which native language you know, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal bonus.

## Ethereal Body

*10th-level Planeswalker feature*

Beginning at 10th level, you learn a new planar rift. When a creature hits you with an attack roll, you can use your reaction to expend a rift die. Roll the rift die, on a 5 or higher, your body briefly becomes ethereal as the attack goes right through your body.

## Planeswalker

*14th-level Planeswalker feature*

Starting at 14th level, you are studies of planar travel have granted you the ability plane shift with ease. You learn the *Planeshift* spell which counts as a wizard spell for you, and it doesn't count against the number of spells you know. Additionally, you can cast it once per long rest without expending a spell slot and the spell requires no material components as long as you have thoroughly researched the plane you want to travel to.