

SCHOOL OF BROKEN SPELLS

Wizard Subclass

Some spells are just better than others. Why would you ever write unseen servant into your spellbook when you could write shield? Why would you learn tongues when you could learn fireball? To this end, the School of Broken Spells was founded by a pragmatic group of wizards laser-focused on adding only the very best spells to their repertoire, spell school be damned. Every other wizard is doing it wrong.

BROKEN SPELLS

1st Level

| | |
|----------------------|------------------------|
| <i>command</i> | <i>hellish rebuke*</i> |
| <i>entangle*</i> | <i>inflict wounds*</i> |
| <i>find familiar</i> | <i>shield</i> |

2nd Level

| | |
|---------------------|----------------------|
| <i>heat metal*</i> | <i>silence*</i> |
| <i>hold person</i> | <i>scorching ray</i> |
| <i>invisibility</i> | <i>spike growth*</i> |
| <i>mirror image</i> | <i>suggestion</i> |
| <i>misty step</i> | |

3rd Level

| | |
|-------------------------|-------------------------|
| <i>animate dead</i> | <i>fly</i> |
| <i>conjure animals*</i> | <i>haste</i> |
| <i>dispel magic</i> | <i>hypnotic pattern</i> |
| <i>fireball</i> | <i>slow</i> |

4th Level

| | |
|------------------------|-----------------------------|
| <i>banishment</i> | <i>freedom of movement*</i> |
| <i>black tentacles</i> | <i>greater invisibility</i> |
| <i>dimension door</i> | <i>polymorph</i> |

5th Level

| | |
|------------------------|------------------------|
| <i>animate objects</i> | <i>dominate person</i> |
| <i>cone of cold</i> | <i>hold monster</i> |
| <i>contagion*</i> | <i>wall of force</i> |

OPTIMAL SPELLBOOK

Beginning when you select this school at 2nd level, the gold and time you must spend to copy spells from the Broken Spells table into your spellbook is halved. Spells marked with an asterisk are considered wizard spells for you.

When you reach certain levels in this class, you can add certain spells to your spellbook instantly at no cost. At 5th level, *counterspell* is added to your spellbook. At 11th level, *contingency* is added to your spellbook. At 17th level, *wish* is added to your spellbook.

Art by Mike "Daarken" Lim



OVERPOWERED FEATURE

At 2nd level, you can cast your spells like the best sorcerers out there. When you cast a spell of 1st level or higher that has a casting time of 1 action, you can expend another spell slot of the same level to change the casting time to 1 bonus action for this casting.

You can use this feature a number of times equal to your Intelligence modifier (a minimum of once). You regain all expended uses when you finish a long rest.

COUNTER-COUNTERSPELL

By 6th level, you always win wizardly duels via counterspell supremacy. Whenever another creature casts a spell to interrupt your spellcasting or end a spell you have cast, you can cast counterspell targeting that creature without using a reaction.

GALAXY BRAIN

Starting at 10th level, you have achieved an aspect of the wizardly holy grail: double concentration. When you cast a spell that requires concentration while you are already concentrating on a spell, you don't immediately lose concentration on the original spell. Instead, you maintain concentration on both spells until the start of your next turn, at which time you decide which spell ends and which you maintain concentration upon.

If you take damage while concentrating on two spells or must otherwise make a Constitution saving throw to maintain your concentration, you make only one Constitution saving throw, and lose concentration on both spells if you fail.

You can concentrate on two spells at once for a number of rounds equal to your Intelligence modifier (minimum of once). You regain all rounds of this capability when you finish a long rest.

CONTINGENT EVERYTHING

Beginning at 14th level, you can cast the spell contingency without using material components. Additionally, you can have three up to three contingency spells active on you at one time. Each contingent spell must trigger on a different circumstance, and only one spell can trigger per turn.

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