

# ARCANE TRADITION: SCHOOL OF 5 ERAS

*When you've been walking the realms for centuries like I have, sometimes you wake up in the morning and go to memorize a greater divination in one of your spell slots, before remembering divination is one of your restricted schools, before remembering its not restricted anymore, before remembering you don't have to memorize particular spell slots anymore.*

—Melf, *Cursed Boomer Mage*

At 2<sup>nd</sup> level, a wizard gains the Arcane Tradition feature, which offers you the choice of a subclass. The following option is available to you when making that choice: the School of 5 Eras.

## SCHOOL OF 5 ERAS

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The Realms have seen their share of calamities including the Godswar, the Spellplague, and the Second Sundering, just to name a few. These events reshaped the face of Faerûn, and they also transformed the Weave, changing the rules of magic itself. Though much of the old magic is now lost, scholars of the changing Weave have found ways to subtly replicate some of these old rules, tapping into five eras of magic that have been documented since the fall of Netheril. Though the points of change are generally agreed upon, the terminology varies: some scholars refer to them as epochs of magic, eons, even editions. Regardless, each era had certain characteristics that can be emulated with careful study.

### MEMORY OF THE 1<sup>ST</sup> ERA

*Level 2+ School of 5 Eras Feature*

Though the Weave likely underwent countless changes before, scholars believe it was relatively stable for over a 1500 years following the fall of Netheril. This is the earliest period with ready documentation, and is thus commonly numbered as the 1<sup>st</sup> Era.

You've learned to increase your casting range using spell memorization techniques of the 1st Epoch. When you prepare your wizard spells, in addition to the number of spells allowed by the spellcasting feature, you may prepare one additional spell of 1st level which you designate as your Memorized Spell. You can cast this spell from any level of spell slot you have available, but once you cast it, this spell is removed from your prepared spells until you complete a long rest.

At 6th level you may prepare a spell of 2nd level as your Memorized Spell. At 10th level, you may prepare a spell of 3rd level as your Memorized spell. At 14th level, you may prepare a spell of 4th level as your Memorized spell.

### ADVANCED SPECIALIZATION OF THE 2<sup>ND</sup> ERA

*Level 2+ School of 5 Eras Feature*

The Time of Troubles saw the death and rebirth of Mystra, goddess of Magic, in 1358 DR, ushering in the 2nd Era.

Your research into the increasing specialization of the 2nd Era allows you to master one school of magic while neglecting others. Choose one school of magic to specialize in, the gold and time you must spend to copy a spell from this school into your spellbook is halved. You must also choose one restricted school of magic, the gold and time you must spend to copy a spell from this school into your spellbook is doubled.

### METAMAGIC OF THE 3<sup>RD</sup> ERA

*Level 6+ School of 5 Eras Feature*

The origins of the 3rd Era are not as clear as those following and preceding; it corresponds roughly with the rebirth of the god Bane and the reemergence of Thultanthar from the Plane of Shadow, but it is hypothesized that it was caused by events in Sigil and the planes.

You've given particular study to the sorcerous Metamagic that emerged in the 3rd Era. You learn two Metamagic options of your choice from the sorcerer class. Whenever you reach a level that grants the Ability Score Improvement feature, you can replace one of these Metamagic options with another one from the sorcerer class. You gain 4 sorcery points to spend on Metamagic (these points are added to any sorcery points you have from another source but can be used only on Metamagic). You regain all spent sorcery points when you finish a long rest.

When you prepare your wizard spells, you may choose up to 4 spells to prepare with Metamagic. You may only use a Metamagic option when casting one of these spells. You can use only one Metamagic option on a spell when you cast it, unless the option says otherwise.

### POWER OF THE 4<sup>TH</sup> ERA

*Level 10+ School of 5 Eras Feature*

If the Time of Troubles was distressing, the Spellplague in 1385 DR was apocalyptic. Mystra's death and the resulting destruction of the Weave caused all magic to cease for a decade. When it did return, it marked the beginning of the 4th Era.

You've studied the powerful new magic that emerged in the 4th Epoch. You learn the cantrip *Eldritch Blast*. Once you cast it, you cannot cast it again for 10 minutes or until the end of the current encounter, whichever comes first.

### FINDING THE PATH OF THE 3<sup>RD</sup> AND A HALF ERA

*Level 10+ School of 5 Eras Feature*

This optional feature replaces the Power of the 4th Era feature.

You've chosen to neglect studying the 4th Era, and instead seek the path that the magic of the 3rd Era might have followed. You no longer prepare spells with Metamagic in advance. You can use Metamagic options whenever you cast a spell, as long as you have enough remaining sorcery points to do so. You can use only one Metamagic option on a spell when you cast it, unless the option says otherwise.

## RENAISSANCE OF THE OLDER SCHOOLS

### *Level 10+ School of 5 Eras Feature*

This optional feature replaces the Power of the 4th Era feature.

You've chosen to neglect studying the 4th Era, instead looking for ways to make the magic from the older eras flourish anew. You can cast a Memorized Spell without using a spell slot. When casting this way, the spell is treated as if it were cast from a spell slot equal to the level of the spell, and it is not removed from your prepared spells. You cannot use this ability again until you complete a long rest.

## ADVANTAGE OF THE 5<sup>TH</sup> ERA

### *Level 14+ School of 5 Eras Feature*

Beginning in 1482 DR, the Second Sundering finally healed the last wounds wrought by the Spellplague. To those with a knowledge of history, the 5th Era of magic seemed to incorporate aspects from each of the previous workings of the Weave.

Having studied the previous epochs, you begin to synthesize your research with the workings of magic in the current epoch. Your long hours debating the advantages and disadvantages of the differing structures of the Weave give you additional abilities.

- You have advantage on Arcana checks.
- When you cast a spell that forces a creature to make a saving throw to resist its effects, you may choose to force one target to have disadvantage on their first saving throw for the spell. You cannot use this ability again until you complete a long rest.

## CREDITS

**Designer:** Nick Stefanski

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## ABOUT THE AUTHOR

Nick Stefanski is a bestselling author on [DM's Guild](#) and has fond memory of the BECMI days. You can find him on Mastodon [dice.camp/@tzarfenix](#) or at [khyberia.com](#)

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