

CIRCLE MAGE

THE CIRCLE MAGE						
Level	Proficiency		Cantrips Known	Schools Known	Maximum spell level	Spell points
	Bonus	Features				
1	+2	Spellcasting, Arcane Recovery	4	2	1st	4
2	+2	Circle Learning	4	2	1st	6
3	+2	Circle Mage Path Feature	4	2	2nd	14
4	+2	Ability Score Improvement	5	2	2nd	17
5	+3		5	3	3rd	27
6	+3	Circle Mage Path Feature	5	3	3rd	32
7	+3		5	3	4th	38
8	+3	Ability Score Improvement	5	3	4th	44
9	+4		5	4	5th	57
10	+4	Circle Learning	6	4	5th	64
11	+4		6	4	6th	73
12	+4	Ability Score Improvement	6	4	6th	78
13	+5		6	5	7th	83
14	+5	Circle Mage Path Feature	6	5	7th	87
15	+5		6	5	8th	94
16	+5	Ability Score Improvement	6	5	8th	100
17	+6	Circle Learning	6	6	9th	107
18	+6	Circle Mage Path Feature	6	6	9th	114
19	+6	Ability Score Improvement	6	6	9th	123
20	+6	Signature Spell	6	6	9th	123

SCHOLARS OF THE ARCANE

Wild and enigmatic, varied in form and function, the power of magic draws students who seek to master its mysteries. Some aspire to become like the gods, shaping reality itself. Though the casting of a typical spell requires merely the utterance of a few strange words, fleeting gestures, and sometimes a pinch or clump of exotic materials, these surface components barely hint at the expertise attained after years of apprenticeship and countless hours of study.

Circle Mages live and die by their spells, and their societies. Everything else is secondary. They learn new spells as they experiment and grow in experience. They can also learn them from other mages, from ancient tomes or inscriptions, and from ancient creatures (such as the fey) that are steeped in magic.

THE LURE OF KNOWLEDGE

Circle mages' lives are seldom mundane. The closest a circle mage is likely to come to an ordinary life is working as a sage or lecturer in a library or university, teaching others the secrets of

the multiverse. Other circle mages sell their services as diviners, serve in military forces, or pursue lives of crime or domination.

But the lure of knowledge and power calls even the most unadventurous circle mages out of the safety of their libraries and laboratories and into crumbling ruins and lost cities. Most circle mages believe that their counterparts in ancient civilizations knew secrets of magic that have been lost to the ages, and discovering those secrets could unlock the path to a power greater than any magic available in the present age.

CREATING A CIRCLE MAGE

Creating a circle mage character demands a backstory dominated by membership in a Circle. How did your character first come into contact with other mages, and the accompanying Templars? How did you discover you had an aptitude for it? Do you have a natural talent, or did you simply study hard and practice incessantly? Did you encounter a magical creature or an ancient tome that taught you the basics of magic? What drew you forth from your life of study? Did your first taste of magical knowledge leave you hungry for more? Have you received word of a secret repository of knowledge not yet plundered by any other mage? How do you feel about the Tranquil-mages who have had their emotion, and magical ability, stripped from them completely? Perhaps you're simply eager to put your newfound magical skills to the test in the face of danger.

QUICK BUILD

You can make a circle mage quickly by following these suggestions. First, Intelligence should be your highest ability score, followed by Constitution or Dexterity. Second, choose the sage background.

Third, choose the Arcane and Spirit schools, with the *blade ward*, *mage hand*, *light*, and *ray of frost* cantrips, along with the following 1st-level spells for your spellbook: *mage armour*, *magic missile*, and *unseen servant*.

CLASS FEATURES

As a circle mage, you gain the following class features.

HIT POINTS

Hit Dice: 1d6 per circle mage level

Hit points at 1st level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per circle mage level after 1st.

PROFICIENCIES

Armour: None

Weapons: Daggers, darts, slings, quarterstaves, light crossbows

Tools: None

Saving Throws: Intelligence, Wisdom

Skills: Choose two from Arcana, History, Insight, Investigation, Medicine, and Religion.

EQUIPMENT

You begin with the following equipment, in addition to the equipment granted by your background:

- (a) a quarterstaff or (b) a dagger
- (a) a component pouch or (b) an arcane focus
- (a) a scholar's pack or (b) an explorer's pack
- A school spellbook

YOUR SPELLBOOK

Your spellbook is used as a focus when casting your spells.

You can refer to your spellbook as a bonus action to gain advantage on Constitution saving throws to maintain concentration.

SPELLCASTING

You are able to connect to the Fade to access your magic, and this font of magic fuels your spells.

SCHOOLS KNOWN

You know two Schools of your choice from the circle mage spell list, from the available spells of those schools you know, which are of a level which you can cast. The Schools Known column of the Circle Mage table shows when you learn more schools of your choice. For instance, when you reach 5th level in this class, you can learn one new school, and have access to all of the spells of 1st, 2nd, and 3rd level belonging to all the schools you know.

CANTRIPS

At 1st level, you know three cantrips of your choice from the circle mage spell list. You learn additional circle mage cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Circle Mage table.

LEARNING SPELLS OF 1ST LEVEL AND HIGHER

At 1st level, and each time you gain a circle mage level, you can add three circle mage spells of your choice to your spellbook. Each of these spells must be of a level which you can cast and from a school which you know, as shown on the Circle Mage table. On your adventures, you might find other

spells that you can add to your spellbook (see the “Your Spellbook” sidebar).

SPELL POINTS

The Circle Mage table shows how many spell points you have to cast your spells of 1st level or higher. To cast one of these spells, you must expend a number of spell points to create a spell slot of a given level, and then use that slot to cast a spell. You can't reduce your total number of spell points to less than 0. When you spend a hit die on taking a short rest, you regain 1d2 spell points per hit die, and you regain all spent spell points when you finish a long rest.

SPELL POINT COST

Spell Level	Spell Point Cost
1st	2
2nd	3
3rd	5
4th	6
5th	7
6th	9
7th	10
8th	11
9th	13

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your apostate spells, since you learn your spells through dedicated study and memorization. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a circle mage spell you cast and when making an attack roll with one.

$$\text{Spell save DC} = 8 + \text{your proficiency bonus} + \text{your Intelligence modifier}$$

Spell attack modifier = your proficiency bonus + your Intelligence modifier

RITUAL CASTING

You can cast a circle spell as a ritual if that spell has the ritual tag and the spell belongs to a school you know.

SPELLCASTING FOCUS

You can use an arcane focus (found in chapter 5) as a spellcasting focus for your circle mage spells.

ARCANE RECOVERY

You have learned to regain some of your magical energy by studying your spellbook. Once per day when you finish a short rest, you can choose to recover expended spell points by spending a hit die. You regain spell points equal to your class level + your Wisdom modifier, or double that amount if you gain a level of exhaustion.

For example, if you're a 4th-level circle mage with Wisdom 14, you can recover up to 6 spell points by spending 1 hit die, or up to 12 spell points if you spend 1 hit die and also gain 1 level of exhaustion.

CIRCLE LEARNING

When you reach 2nd level, you choose an arcane tradition, relating to your learning and area of expertise. Choose two of your skill proficiencies, or one skill proficiency and one tool proficiency. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

At 10th level, and again at 17th level, you can choose two more of your proficiencies (in skills or with a tool set) to gain this benefit.

CIRCLE MAGE PATH FEATURE

At 3rd level, a Circle Mage chooses a path, which describes the specialization they gain.

Your choice grants you features when you choose it at 3rd level, and again at 6th, 14th, and 18th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

SIGNATURE SPELLS

When you reach 20th level, you gain mastery over two powerful spells and can cast them with little effort.

Choose two circle mage spells up to 3rd level in your spellbook as your signature spells. You can cast each of them once at 3rd level without expending spell points. When you do so, you can't do so again until you finish a short or long rest.

If you want to cast either spell at a higher level, you must expend spell points as normal.

CIRCLE MAGE PATHS

Different circle mages follow different paths for their magic. Although many variations exist, most of these paths fall along these categories.

ARCANE WARRIOR

Among the ancient elves, there were mages who trained their magical arts to augment their martial prowess. They channelled magical power through their weapons and bodies, becoming terrors on the battlefield. Most consider these skills lost forever, but they may still linger in forgotten corners of the world. However, the art is making something of a comeback, with elite Knight-Enchanters serving in some militaries.

Armour Proficiency

At 3rd level, you gain proficiency with simple weapons and light armour, if you did not already possess it.

Combat Magic

At 3rd level, when you hit a creature with a melee weapon attack, you can expend spell points to deal force damage to the target, in addition to the weapon's damage. The extra damage is +1d6 per spell point spent, up to your maximum spell level.

Extra Spells

You automatically learn new spells relating to your path. At 3rd level, you learn *true strike* and *magic weapon*. At 5th level, you learn *elemental weapon*. At 7th level, you learn *freedom of movement*. At 9th level, you learn *destructive smite*. At 11th level, you learn *globe of invulnerability*. At 13th level, you learn *mage's sword*. At 15th level, you learn *power word stun*. At 17th level, you learn *foresight*.

War Magic

Beginning at 6th level, when you use your action to cast a cantrip, you can make one weapon attack as a bonus action.

Eldritch Strike

At 14th level, you learn how to make your weapon strikes undercut a creature's resistance to your spells. When you hit a creature with a weapon attack, that creature has disadvantage on the next saving throw it makes against a spell you cast before the end of your next turn.

When a creature fails a save against a spell you have cast, it gains vulnerability to the damage from the next weapon attack you make before the end of your next turn.

Improved War Magic

Starting at 18th level, when you use your action to cast a spell, you can make one weapon attack as a bonus action.

NECROMANCER

These mages specialize in binding the spirits that are drawn to death. They can put the fear of death into enemies, bring spirits to fight on their behalf and even cause devastating explosions when their enemies die.

Inured to Pain

At 3rd level, your control over your own body grants you proficiency with Constitution saving throws.

Death Syphon

At 3rd level, you gain the ability to reap life energy from creatures you kill with your spells. Once per turn when you kill one or more creatures with a spell of 1st level or higher, you regain hit points equal to twice the spell's level, or three times its level if the spell belongs to the School of Entropy. You don't gain this benefit for killing constructs or undead.

Extra Spells

You automatically learn new spells relating to your path. At 3rd level, you learn *ray of sickness* and *crown of madness*. At 5th level, you learn *animate dead*. At 7th level, you learn *blight*. At 9th level, you learn *cloudkill*. At 11th level, you learn *circle of death*. At 13th level, you learn *finger of death*. At 15th level, you learn *trap the soul*. At 17th level, you learn *weird*.

Undead Thralls

At 6th level, when you cast *animate dead*, you can target one additional corpse or pile of bones, creating another zombie or skeleton, as appropriate.

Whenever you create an undead using a necromancy spell, it has additional benefits:

- The creature's hit point maximum is increased by an amount equal to your circle mage level.
- The creature adds your proficiency bonus to its weapon damage rolls.

Command Undead

Starting at 14th level, you can use magic to bring undead under your control, even those created by other mages. As an action, you can choose one undead that you can see within 60 feet of you. That creature must make a Charisma saving throw against your circle mage spell save DC. If it

succeeds, you can't use this feature on it again. If it fails, it becomes friendly to you and obeys your commands until you use this feature again.

Intelligent undead are harder to control in this way. If the target has an Intelligence of 8 or higher, it has advantage on the saving throw. If it fails the saving throw and has an Intelligence of 12 or higher, it can repeat the saving throw at the end of every hour until it succeeds and breaks free.

Terrifying Presence

Beginning at 18th level, you can channel the dread presence of death, causing those around you to become awestruck or frightened. As an action, you can draw on this power and exude an aura of awe or fear (your choice) to a distance of 60 feet. For 1 minute or until you lose your concentration (as if you were casting a concentration spell), each hostile creature that starts its turn in this aura must succeed on a Wisdom saving throw or be charmed (if you chose awe) or frightened (if you chose fear) until the aura ends. A creature that succeeds on this saving throw is immune to your aura for 24 hours.

SPIRIT HEALER

Spirit healers are mages who focus on restoration spells and use the life energy acquired from the benevolent spirits which reside in the Fade. More than one tale exists of a spirit healer being fooled by a demon masquerading as a benevolent spirit, and inadvertently bringing them across the Veil, or being tricked into letting down their guard, and possessed. As such, once a mage becomes a Spirit Healer they must especially heighten their vigilance for the remainder of their lives. It is a calling that not all will gladly suffer.

Disciple of Life

Starting at 3rd level, your healing spells are more effective. Whenever you use a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.

Inhabiting Spirit

The spirit inhabiting your body can protect you from some effects. You are immune to disease, and only need to eat or drink once per week (although you still can eat and drink as much as a normal person).

Extra Spells

You automatically learn new spells relating to your path. At 3rd level, you learn *cure wounds* and *calm emotions*. At 5th level, you learn *mass healing word*. At 7th level, you learn *death ward*. At 9th level, you learn *greater restoration*. At 11th level, you learn *heal*. At 13th level, you learn *regenerate*. At 15th level, you learn *mind blank*. At 17th level, you learn *mass heal*.

Vitality

Beginning at 6th level, the healing spells you cast on others heal you as well. When you cast a spell of 1st level or higher that restores hit points to a creature other than you, you regain hit points equal to 2 + the spell's level.

Spirit Form

When you reach 14th level, creatures of the Fade sense your nature, and become hesitant to attack you. When a fiend or spirit creature attacks you, that creature must make a Wisdom saving throw against your circle mage spell save DC. On a failed save, the creature must choose a different

target, or the attack automatically misses. On a successful save, the creature is immune to this effect for 24 hours. The creature is aware of this effect before it makes its attack against you.

Supreme Healing

Starting at 18th level, when you would normally roll one or more dice to restore hit points with a spell, you instead use the highest number possible for each die. For example, instead of restoring 2d6 hit points to a creature, you restore 12.