

SUBTLETY MAGIC

Most wizards of the world like to be known for their achievements and marvelous powers. You, however, like to be known for your nice smiles and good people skills. In the meantime you grow your arcane abilities and knowledge hidden from the rest of the world.

Throw a fireball at your enemies and they'll try to jump and dodge it, surprise your victim with a vampiric touch from your hiding position and they'll have no time to scream.

Always hidden, but instead of relying on the shadows, you prefer to use your magic as a veil to obscure your actions.

SPELL PUNCTURE

2nd-level Subtlety Magic feature

You have learnt to utilize your allies as a distraction, or as the element of surprise to empower your spells for a deadlier strike. Once per turn, if you cast a spell of 1st-level or higher that requires an attack roll and can target only one creature, you can choose to deal an extra 1d6 damage to the creature you hit if you have advantage on the attack roll. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of the target, that enemy isn't incapacitated, and you don't have disadvantage on the spell attack roll.

The amount of extra damage increases when you reach certain levels in this class: 2d6 at 6th level, 3d6 at 10th level, and 4d6 at 14th level.

MASTER OF SILENCE

2nd-level Subtlety Magic feature

Your mastery over subtlety is unparalleled. You can choose to cast a spell that requires no costly material components without any verbal components. You can use this feature a number of times equal to your intelligence modifier, and you regain all spent uses after completing a short or a long rest.

UNSEEN

6th-level Subtlety Magic feature

Invisibility is one of the greatest tools of a good assassin, and you have mastered it. You learn the spell *Invisibility* if you don't know it already, and you always have it prepared without counting against your number of prepared spells.

Additionally, you can cast *Invisibility* as a bonus action, but when casted that way the spell duration becomes 1 minute and you can only cast it on yourself. You can cast *Invisibility* this way once per short rest.

MOTIONLESS

6th-level Subtlety Magic feature

Additionally, whenever you cast a spell without verbal components with *Master of Silence*, the spell also loses its somatic components.

UNTOUCHABLE

10th-level Subtlety Magic feature

You are always alert, and adept at avoiding threats. Whenever a creature attempts to attack you, you can spend your reaction to teleport a number of feet equal to your movement speed. If this teleport puts you out of the attempted attack range, the attack automatically misses. You can do this twice, and you regain all spent uses at the end of a long rest.

Additionally, you can't be tracked by nonmagical means, and you gain proficiency in stealth if you don't have it already.

SILENT MENACE

14th-level Subtlety Magic feature

You have studied a way to render your enemies unable to call for help or defend themselves. You learn the spell *Silence* if you don't know it already, and you always have it prepared without counting against your number of prepared spells.

Additionally, whenever you can cast *Silence*, you can choose to modify it, and target one creature. The area of the spell will be centered around that creature, and it will move with them. When you cast the spell this way, it doesn't require concentration. You can use this feature a number of times equal to your intelligence modifier, and you regain all spent uses after completing a long rest.

ART CREDITS

The artwork is done by Daarken, and owned by Wizards of the Coast.



Subtlety Magic | Wizard Subclasses

ADDITIONAL SPELLS

In this section we're adding some extra spells that are designed to support this subclass.

ARCANE AMBUSH

1st-level evocation

Casting Time: 1 action

Range: 60 feet

Components: S, V

Duration: Special

You mark one target within range with arcane energy allowing you to magically know their position while the mark persists. At the end of the marked creature's next turn the mark activates as arcane needles attack the target. Make a ranged spell attack against the target. On a hit, the target takes 3d6 force damage. This attack is not affected by disadvantage and is made at advantage if you are within 5 feet of the target.

At Higher Levels. When you cast this spell using a spell slot of level 2 or higher, the damage increases by 1d6 for each spell slot above 1st.

ETHEREAL SHARPSWORDS

3rd-level conjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (rust from an old weapon)

Duration: Concentration, up to 1 minute

In a flash of light, you create four tiny swords floating around you in your space. When you cast the spell — and as a bonus action on each of your turns thereafter — you can expend one of the swords, sending it streaking toward a creature you choose within 120 feet of you. Make a ranged spell attack against the target. On a hit, the target takes 2d8 + your spellcasting modifier force damage.

At Higher Levels. When you cast this spell using a spell slot of level 4 or higher, the amount of daggers increases by one for each spell slot above 3rd.

ESOTERIC GREATBOW

4th-level conjuration

Casting Time: 1 bonus action

Range: 300 feet

Components: V, S

Duration: 1d4 rounds

You conjure an arcane greatbow and ready your attack. While the magic of this spell persists you can, as an action, make a special ranged spell attack against a target within range. If you didn't move since the beginning of your last turn, the attack is made with advantage. The bow has magical arrows which allow you to change damage types and apply effects whenever you attack with this weapon. On a hit the target takes 3d8 of the chosen damage type, and its accompanying effect:

- **Piercing:** The attack deals an extra 1d6 force damage and the target is considered grappled by the arrow. The target can make an escape attempt against your spell dc to remove the arrow and become no longer grabbed.

- **Bludgeoning:** The target takes a 1d6 penalty to their AC until the start of your next turn, in addition the target must make a strength saving throw against your spell dc or become knocked prone
- **Slashing:** The target takes a penalty of 1d6 to its attack rolls until the start of your next turn, in addition the target must make a wisdom saving throw against your spell dc or become frightened. The target can make the saving throw again at the end of its turn, but makes it at disadvantage if it cannot see you.

At Higher Levels. When you cast this spell using a spell slot of level 5 or higher, the damage increases by 1d8 for each spell slot above 4th. When you cast this spell using a spell slot of level 6 or higher, you can choose two effects simultaneously. When you cast this spell using a spell slot of level 8 or higher, the three effects will take place.

MAGICAL RICOCHET

5th-level evocation

Casting Time: 1 bonus action

Range: 120 feet

Components: V, S, M (a boomerang)

Duration: Concentration, up to 1 minute

You create and throw a ricocheting weapon at a target. While the spell lasts, you can make a ranged spell attack roll as a bonus action. On a hit, the target takes 4d10 force damage. If you attack the same creature on consecutive turns, the spell will deal 1d10 additional force damage to that target.

At Higher Levels. When you cast this spell using a spell slot of level 6 or higher, the damage increases by 1d10 for each spell slot above 5th.

CURSE OF THE HUNTED

6th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 hour

You curse your target, tethering them to you. For the duration of the spell, you are always aware of the location of the target and as a bonus action you either **Trap** or **Hunt** them. You can do each action once per day. If the spell ends after 1 hour has passed, the curse will stay on the target for 1 year. A *remove curse* spell ends this effect.

- **Trap:** The target makes a Constitution Saving throw. On a failure, the target becomes paralyzed for 1 minute.
- **Hunt:** Make two melee spell attacks against the target. On a hit, the target takes 3d10 force damage.

CHANGELOG

1.0-----1.1

- Lesser Invisibility and Master of Silence have been interchanged
- Lesser Invisibility for clarity gives you the spell Invisibility, and some casts as a bonus action
- Lesser Invisibility is now called Honed Invisibility
- Master of Silence gives proficiency in stealth
- Untouchable makes you untrackable, rather than Obscuring Existence
- Clarification on the behaviour of Untouchable and the attempted attack, and limited the uses
- Arcane Ambush damage is now 3d6 (from 4d6)

1.1-----1.2

- Master of silence feature has been split in two.
- Unseen menace feature has been reworked to a different feature.
- The amount of uses and recharge time of Honed Invisibility and Master of silence have changed.
- Arcane Ambush has been reworded to clarify its effect.

1.2 ----- 1.3

- Honed invisibility is now called unseen
- Level 14 feature has been changed to Silent menace
- Untouchable movement now is a teleport instead of a movement
- Several spells have been modified

1.3 ----- 1.4

- Master of Silence now has a clarification about the material components.
- Spell puncture conditions for the "sneak attack" have been clarified.



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