WIZARD'S MASTERY

A COMPLETE WIZARD'S GUIDE

By: Wizard of the Tavern

Table of Contents

Table of Contents 1
Letter of thanks 4
How I am evaluating subclasses 4
Color Code Meaning 4
Why you need to know your playstyle 4
Understanding your playstyle 4
Roleplay 5
Combat 5
Utility 5
Exploration 5
Playstyle Conclusion 5
Finding your Playstyle 5
Method 1: Place them in order. 5
Method 2: Outline a story 6
Method 3: Experiment 8
Using Playstyle to enhance the game 8
Roleplay 8
Combat 9
Utility 9
Exploration 10
Playstyle Conclusion 10
Wizard Synopsis 11
Abilities 11
Races 11
GOLD RACES 11
Sky Blue Races 11
Blue Races 11
Black Races 12
Purple Races 12
Red Races 12
Feats 13
Which Wizard Subclasses Is For Me? 14
Combat Wizard Subclasses 14
War Magic Wizard (Early Game). 14
Abjuration Wizard 5e (Early Game) 14
Evocation Wizard 5e (Late game) 15
Bladesinger (Early Game)
- high synergy for exploration 15
Utility Wizard Subclasses 15
Transmutation Wizard 5e (Early- Mid Game) 16
Conjuration Wizard 5e (Mid-Late Game)
- high synergy for exploration 16
Divination Wizard (Early Game) 16
Roleplay Wizard Subclasses 17
Necromancer 5e (Early-Mid Game) 17
Enchantment Wizard 5e (mid-late) 17
Illusion Wizard 5e (late game)
- high synergy for exploration 18
Wizard Subclasses: Conclusion 18
War Magic Wizard (Early Game) 20
Arcane Deflection 20
+2 AC RESULTS 20
+4 To Saves Results 21
Arcane Deflection: Costs And Solutions 21
War Magic: Tactical Wit 21
War Magic: Power Surge 21
Durable Magic 22
Deflecting Shroud 22
War Magic Suggestions 22
War Magic And Multiclass 22
War Magic Tactics 22
Abjuration Wizard 5e (Early Game) 23
Abjuration Savant & Arcane Ward 23
Arcane Ward: The Math 23
Projected Ward 23
Improved Abjuration 24
Spell Resistance 24
Abjuration Wizard Suggestions 24
Abjuration Wizards Multiclass 24
Abjuration Wizard Tactics 25
Evocation Wizard 5e (Late game) 26
Evocation Savant & Sculpt Spells 26
Potent Cantrip 26
Empowered Evocation 26
Overchannel 26
Evocation Wizard Suggestions 27
Evocation Wizard Multiclass 27
Evocation Wizard Tactics 27
Bladesinger (Early Game) 28
Training in War and Song 28
Bladesong 28
AC and Saves Boost 28

Bladesong Restrictions 28
Bladesong V AOE's 29
Bladesong v Wisdom Saves 29
Extra Attack 29
Song of Defense 29
Song of Victory 29
Bladesinger Suggestions 30
Bladesinger Multiclassing 30
Bladesinger Tactics 30
Transmutation Wizard 5e (Early- Mid Game) 31
Transmutation Savant & Minor Alchemy 31
Transmuter Stone 31
Shapechanger 31
Shapechanger Creature List 32
Master Transmuter 33
5e Transmutation Wizard Suggestions 33
Transmutation Wizard Multiclassing 33
5e Transmutation Tactics 33
Conjuration Wizard 5e(Mid-Late Game) 34
Conjuration Savant & Minor Conjuration 34
Minor Conjuration: Defined 34
Benign Transportation 34
Focused Conjuration 35
How Useful is Focused Conjuration? 35
Durable Summons 35
Conjuration Wizard suggestions 35
Conjuration Wizard Multiclass 35
Conjuration Wizard Tactics 36
List of Conjured Creatures 36
Divination Wizard (Early Game) 38
Portent 38
Portent Usefulness 38
Expert Divination 38
Third Eye 39
Greater Portent 39
Divination Wizard: Suggestions 39
Divination Wizard Multiclass 39
Divination Wizard Tactics 40
Necromancer 5e (Early-Mid Game) 41
Necromancy Savant & Grim Harvest 41
Undead Thralls 41
Ghouls, Ghasts, and Zombies Oh My! 41
Skeletons 41
Zombies 42
Ghouls 42
Ghasts 42
Wights 42
Mummies 43
Inured to Undeath 43
Command Undead 43
Necromancer 5e Suggestions 43
Necromancer Multiclass 44
Necromancer 5e: Tactics 44
Enchantment Wizard 5e (mid-late) 45
Enchantment Savant 45
Hypnotic Gaze 45
Charm Immune Monsters 45
Instinctive Charm 46
Instinctive Charm: Conditionals 46
Split Enchantment 46
Alter Memories 47
Enchantment Wizard 5e Suggestions 47
Enchantment Wizard Multiclass 47
Enchantment Wizard Tactics 47
Illusion Wizard 5e (late game) 49
Illusion Savant 49
Improved Minor Illusion 49
Malleable Illusions 49
Illusory Self 50
Illusory Reality 50
Illusion Wizard Suggestions 50
Illusion Wizard Multiclass 50
Illusion Wizard Tactics 51
Rituals Spells 5e 52
What Are Ritual Spells 52
Ritual Spells 5e Restrictions 52
Time And Level Restrictions 52
Ritual Spells 5e for Wizards 52
Choosing Wizards Familiar 53

What Are Familiars In 5e 53

What Can They Do? 53

Familiar List 53

Bat 53
Cat 54
Crab 54
Frog 54
Hawk 55
Lizard 55
Octopus 55
Owl 56
Poisonous Snake 56
Quipper 56
Rat 57
Raven 57
Sea Horse 57
Spider 58
Weasel 58

Which is better? Warcaster or Resilient (con)? 59

What is Warcaster and Resilient (con)? 59

Warcaster Or Resilient For Concentration Saves 59

Warcaster or Resilient For Gish Builds: 59

Gish Build Results 59

Which Wizard is the Best for Defense? 60

Tankiest 5e Wizard Against Attacks 60

Tankiest Save Wizard In 5e 60

Tankiest Save Wizard Results 60

Disclaimer: All abilities mentioned in this book are summarized. Please support wizard of the coast by buying their books to read the classes full actual abilities.

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, Ravenloft, Eberron, the dragon ampersand, Ravnica and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries.

pp

This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild.

All other original material in this work is copyright 2020 by **Wizard of the Tavern** and published under the Community Content Agreement for Dungeon Masters Guild.

Letter of Thanks

First off, thank you for buying WOTT's Wizard Guide to Enhance Gameplay & FUN! It's amazing, a year ago I never expected to have this many people visiting a website I created for fun. As such, I wanted to extend a warm thanks to everyone and hope you enjoy the book!

How I am evaluating subclasses

So, before we begin the review, we should go over what I am rating and how I get my decision. There are three things that I am reviewing in the in-depth guide. I look over how strong the subclass is in combat, how much utility it has, and, if applicable, its' roleplay ability. Then I separate each subclass into those three categories. This way everyone's playstyle can be seen.

Now, when deciding if something is good for a guide, I look at what the subclass is trying to accomplish. Then look at how successful it succeeds in that task. For instance, in a previous article on the Bladesinger, I concluded it attempts to make you a competitive front line. I then figure out how well that ability succeeds in letting you front line, as well as how soon it comes online.

If it is accomplished at level 2 then it is early game. Level 6 it is Early-Mid, Level 10 Late-Mid, and Level 14 is late game. I rate earlier tiers better as most Dungeon and Dragons Campaigns do not go beyond level 8.

Color Code Meaning

GOLD- "That's gold Jerry! Gold!" If something is highlighted gold, then this means that this not only defines your subclasses but accomplishes it better than almost anything else. I rarely do Gold ratings, so definitely pay attention to them if you see me do it.

Sky Blue –If something is sky blue, it means that this is a defining trait in your subclass but for one reason or another is not game-breaking like gold.

Blue- If it is blue, then it's good but there are plenty of other abilities that perform better. Still better to have than other colors.

Black. Black is ok. These are your more niche things that have bonuses in situations but not useful in others.

Purple – Purple is for a very niche stuff. They have times when they are good, but these are rare and almost never come up. Not the best color to see for an ability.

Red- Red is dead. It is the worse color to see on anything. That said, no matter the color, a class can work so don't ignore a subclass if they have a red. Enough imagination and can-do attitude will make it okay but never optimal.

Why you need to know your playstyle

Ever been in a bad campaign? You know, no matter what you do, you feel lackluster and bored. The answer is simple you were not playing your playstyle. I have been in countless campaigns and met a plethora of players. More times than not, the usual reason I see someone drop out of a game is because they are not playing what interests them.

By understanding your playstyle, you can build characters that have higher synergy with it allowing for you to be better at your favorite part. This is because certain subclasses are designed with your playstyle in mind. For instance, a person who loves social situations will find illusion wizards to be more fun to play for the inherent nature illusions play in the field. All subclasses are this way and as such, learning the pro's and con's of each class and how they interact your playstyle is vital to letting you have more fun and more memorable moments when played. To do this, the first step is to understand your playstyle.

Understanding your playstyle

Now, you know you want to play a wizard. In fact, maybe you read Treantmonk's Guide to Wizards or the Wizard Handbook on RPGBOT. These are great guide's telling you what has the best synergy for each class. But what they fail to do, is help you figure out your playstyle. As such, this section here will help you understand your playstyle. So, when you

decide to play the wizard, you can understand which subclass might fit your playstyle the most, and how to utilize it. They are broken into 4 main parts: Roleplay, Combat, Utility, and Exploration.

Roleplay

To sum up roleplay people, they are the thespians of the group. These people are the ones who are first to do accents and make decisions for their character then themselves. If you value acting your character and creating intricate backstories 12 pages long for your DM to pour over. This is probably your main playstyle and as such should be taken into account for choices.

Combat

Combat focused players are your battle jockeys. They are often building the half elf pact of the chain, hexblade warlock who fires eldritch blast with agonizing blast. They love the thrill of almost dying and either dominating the battlefield or barely surviving. These people may not always be itching for a fight but when it begins, they will not stop. I could describe it a million other ways; to put shortly, they love war.

Utility

Utility playstyle are the supporters of the group. They are not the ones flinging spells to kill but using spells to solve. They like to crack the secrets to a long-forgotten puzzle or help out the party achieve a secret mission. These people are here to assist and shine in difficult situations where smashing won't do. If this is your main playstyle then you are usually the strategic leader figuring out the ways to make your team run better.

Exploration

There are the thespians, the battle jockeys, Supporters, and then the inventors. Exploration playstyle focus is for those wanting to not build the meta or build for their background but build the unique. They want to make the worse spell in the game the best finding ways to transform items that people discard into something to marvel at. This is the hardest one to identify with in the finding your playstyle section, as it can be found in any of the three categories. That said, if usually you find yourself switching between the other three categories, this is usually a sign that exploration is your primary category.

Playstyle Conclusion

Now that you know the four main categories of playstyle. Identify which one is your primary and put them in order. Once you do that, it doesn't matter what class you play, you will be able to find a subclass that fits your playstyle and make a difference to your gameplay.

Finding your Playstyle

Now that you know the four categories to finding your playstyle. You need to know which one belongs to you. There are a few ways to do this…

TO READ THE FULL WIZARD'S MASTERY: A COMPLETE WIZARDS GUIDE

CLICK HERE