

Wizard

School of Displacement

Where most wizards focus on a single school of magic and become expert at it, the school of displacement chooses to refine its focus even further. They are masters of teleportation and planar travel, any magic that allows one to untether their body to reality, even for a brief moment, is a magic that they know of.

Often reclusive researchers, these wizards are called upon by the various kingdoms of the Realms when it comes to missions in impossible dimensions.

There's a rumor that they all secretly enjoy the gleeful feeling one gets when teleporting, and that the only reason they specialize in this field is to chase this intense emotion.

Teleportation Savant

Beginning when you select this school at 2nd level, the gold and time you must spend to copy a spell that has a teleportation, or plane travel, effect into your spellbook is halved.

In addition you have advantage on saving throws against spells or effects that teleport you against your will.

Untethered Body

Also beginning at level 2, your body is barely tethered to the world, causing you to teleport at any given moment. When a creature other than yourself damages you, you can use your reaction to teleport up to 15 feet to an unoccupied space that you can see.

Bodily Transposition

Starting at 6th level, your knowledge about transposition expands. As an action you can select a number of allies that you can see within 60 feet of you, equal to your Intelligence modifier, a small brand appears on their body until their next long rest or until they use it. A branded creature can use its bonus action to magically teleport, and change position with another willing creature that it can see within 30 feet of it, expanding the brand. If the other creature isn't willing the brand is expanded regardless and nothing happens.

Once you've used this ability, you can't use it again until you complete a long rest or until you expend a spell slot of 3rd level or higher to recharge it.

Ethereal Walk

Reality starts to lose its grip on you. Starting at 10th level, you can enter the Ethereal Plane, as per the Etherealness spell, but this effect only lasts 10 minutes and you need to concentrate on it. Once you've used this ability you cannot use it again until you complete a long rest.

Absent Body

At level 14, your research bore their fruits, your body is no longer anchored by reality, causing any creature to have disadvantage on attack rolls against you. If you take damage, this ability ceases to function until the start of your next turn. In addition as a bonus action on each of your turns you can teleport up to 30 feet to an unoccupied space that you can see.