

# Arcane Tradition: Biomancer (5e)

September 9, 2020



Like a little mad science in your fantasy? What if Dr. Frankenstein or Dr. Moreau could manipulate the Weave? Where do the hybrid creatures and characters come from in your game? Introducing: the Biomancer.

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Biomancers have learned to use the Weave to manipulate life itself, accessing a form of magic unavailable to most wizards. While other wizards can use Biomancy spells, they lose their proficiency bonus due to the strangeness of the magic.

This supplement includes **4 subclasses**, **11 new spells**, and **3 new backgrounds**.

Some consider biomancy unnatural, but it's the biomancers of Tanmaa who are responsible for many of the hybrid and augmented creatures who fill the Western Division of Caphora, and while biomancers have been blamed for some of the plagues that have struck the continent, they're the first to be called when plague strikes to control it.

Most biomancers are found in the labs of Tanmaa, but some nobles hire them as extremely expensive personal physicians. Some

biomancers are the products of their own labs who have learned, through observation and sometimes deliberate training, to use the very magic that created them.

Biomancers specialize in one of four forms of the craft: **Somaturgy**, **Neuroturgy**, **Amalgamism**, and **Miasmism**. They can use other biomancy spells but prefer their own tradition.

## Other Campaign Worlds

While the Biomancer was developed specifically for the Caphora campaign setting, which you can download **free** from our website, it will work with most existing campaign worlds, especially those with a slight “mad science” or steampunk element, gnomes who like to tinker, or campaign worlds with hybrid creatures or characters.

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# Arcane Tradition: Nullimancy (5e)

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Nullimancers have learned the secret art of tapping into and

manipulating the all-consuming energy of Oblivion. They can generate it and transform it to a variety of effects, all of which destroy matter or energy in some way. This results in new spells and features, and several existing spells have Nullimancy versions that use Oblivion instead of the Weave.

The Nullimancer is a Wizard Arcane Tradition using an entirely new form of magic from the Caphora campaign world, but it can also be used in other settings.

This product contains the **full subclass, 14 new spells, and a new magic item**, all based on nullimancy magic.

All play content is also available in the D&D Beyond Homebrew section so you can easily add it to your campaign in [Subclasses](#), [Spells](#), and [Magic Items](#).