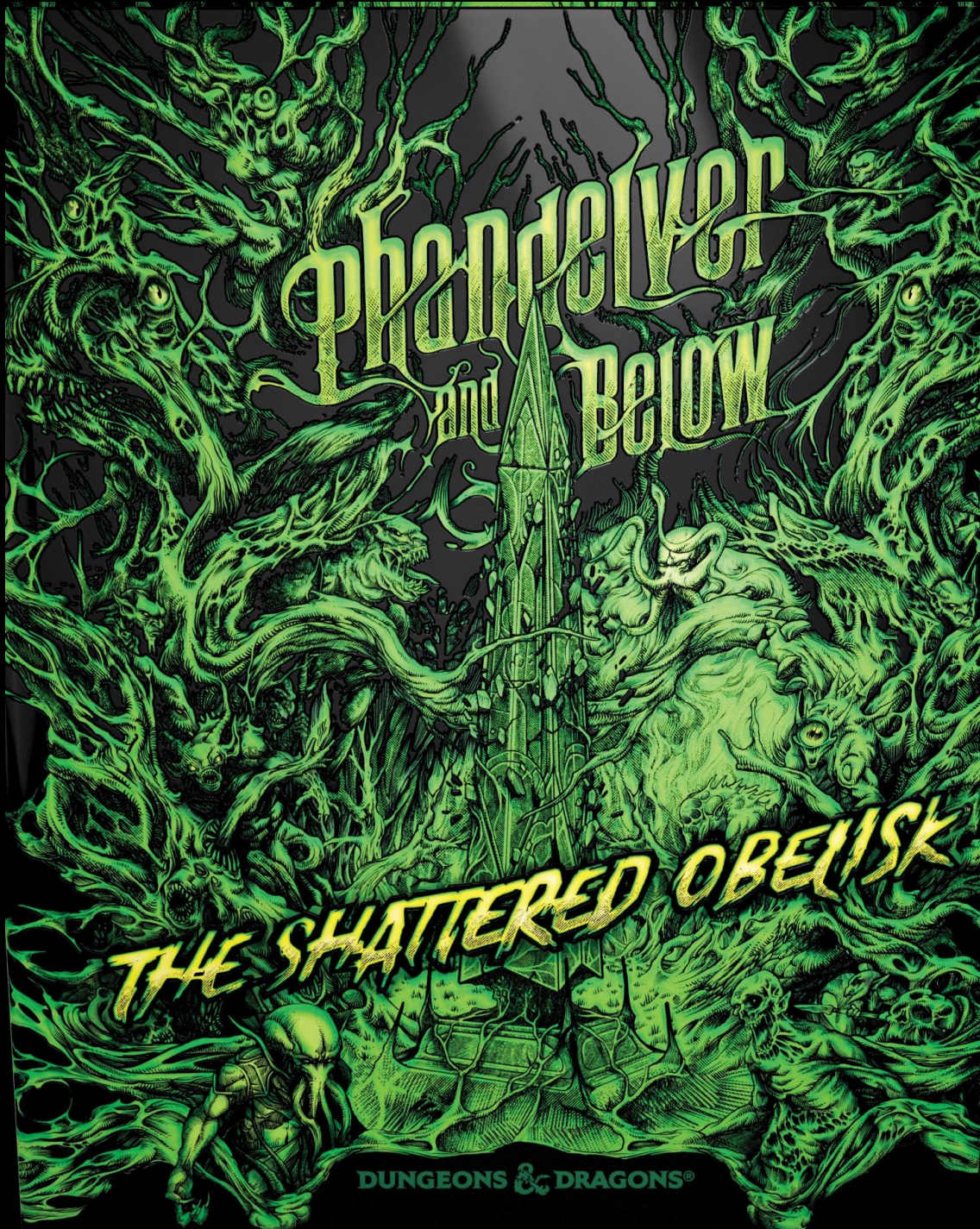


Jump by Korin V1



Nestled on the northern Sword Coast, between Neverwinter Wood and the Sword Mountains, is the town of Phandalin. Centuries ago, Phandalin was a thriving settlement with deep ties to its neighboring communities. But then bandits overran the town, and Phandalin lay abandoned for centuries. Only in the past few years have settlers built a new village on the ruins of the old. These townsfolk hope to grow Phandalin through hard work, camaraderie, and the shared purpose of building a lasting home. Threatening their efforts and their survival are bandits, brigands, and monsters.

This is where you will find yourself. This town will see all manner of danger, from hooligans to Cults. It is entirely up to you if you wish to help the people of this sleepy town.

Have these 1000 Gold Pieces

Origins

You may freely choose your age and gender

Races

Goblin (+100): You're a goblin, a menace to society at large, and generally seen as a monster. Slightly dim-witted and feral, these short humanoid creatures often fall in line with whoever is the strongest of their tribes. Weaker than the average adventurer, and generally untrusted by society.

Standard Races: These are the standard races you'll find amongst the player handbook. Your standard Humans, Elves, Dwarves, and tieflings if you feel particularly daring.

Bugbear (100): Large hairy goblinoids standing on average at 7 feet tall, and as strong as one and a half standard humans. You will find distrust from society for your race's barbaric and usually bandit-related activities, but if you ever wanted to rule a bunch of goblins, then this is the race that they usually follow.

Illithids (400): Mindflayers. The scourge and boogeymen of countless sentient races. You'll be feared by society at large, hunted by most adventurers, and be forced to eat brains. Other than those downsides, the Illithid comes with a great many boons.

First of all you have psionic abilities, able to detect thoughts and levitate at will.

Secondly you're far more resistant to magic and spells, in game mechanic terms, having advantage on saving throws.

Third is a highly boosted intellect, with a 19 in INT, almost on par with a full archmage.

Yes, you may pursue being an elder brain, but you'll need to figure that out on your own.

Backgrounds

Adventurer: This is your standard drop in option. You know it, you might maybe love it. You appear somewhere in the world with your items, and will surely find a connection to the main adventure of this jump.

Local: You're now a local of the world. Perhaps a blacksmith, perhaps a noble, this is the standard civilian option. You'll get memories of your basic mundane life. Knowing how people make their D&D characters, loving family is optional.

Thug: You might be amongst Klargs goblins, Glasstaff's Redbrands, or even The Spider's forces. Basically one of the basic enemies a party would face against if that's your calling.

Fanatic: You're amongst one of the fanatics involved in the plots of this world. Dragon cultists, psionic goblins, Ilvaash worshippers and so forth.

Locations

You may roll a 1d8 or spend 50 gp to decide

Neverwinter: You find yourself in a tavern in Neverwinter, where a dwarf is looking for some people to transport some supplies to the town of Phandalin.
Drop-ins, Natives, and Adventurers may start here for free.

Phandalin: The sleepy town of Phandalin has recently been seeing the rise of a gang known as The Red Brands.
Drop-ins, Natives, and Thugs may start here for free.

Thundertree: The ruins of a village that has become overrun with hostile plant life. It is home to a young green dragon and a druid, and is being visited by a group of Dragon Cultists.
Fanatics and Adventurers may start here for free.

Cragmaw Castle: A castle that has been taken over by Goblinoids led by 'King Grol'.
Goblins and Bugbears may start here for free.

Wave Echo Cave: A once thriving mine that has become overrun with monsters. It is the home of the magical Forge Of Spells, a once mighty flame that could turn any item magical, but has since weakened, leaving its power only temporary. Maybe there's a way to reignite it?

Zorzulas Rest: An ancient Duergar mining settlement that was once attacked by mindflayers. It has since come to be the home of the Sawplees psionic goblins.
Goblins and Fanatics may start here for free.

The Underdark: The underground realm located underneath Faerun.
Illithids and Adventurers may start here for free.

The Briny Maze: You do not want to be here if you're not an Illithid or some sort of worshipper of Ilvaash. This is a plane deep in the Far Realms, home to all manner of monsters. It smells of rancid meat, the walls will try to drag you in, and there's all manner of insane people here.
Illithids and Fanatics may start here for free.

General Perks

General perks are perks that will remain the same amongst all the 5e adventure jumps, allowing you to purchase them over several jumps without the fear of missing out on something. They often fall outside of unique options available throughout the adventure. Character levels, proficiencies, feats, and the like rather than dragon slaying, demon banishing, and Netherese magic.

You may have a discount on 1 perk of each price range.

Perfectly Average (Free): You begin with a 10 in every stat, putting you at a perfectly average in every main skill.

Class Level (100): You attain a level in any of the standard classes available in the PHB. This doesn't limit you to only level 20, but there won't be any bonuses to classes beyond level 20. You may buy this multiple times for multiple classes, but may only have a single subclass for each class (unless the more subs perk is taken).

Above Average (100): Rather than have 10 in each stat, you instead get the standard point array which you may distribute as you please. 15, 14, 13, 12, 10, 8 amongst Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma.

Proficiency (100): You are proficient in a skill of your choice. You may buy this again for expertise.

Getting the job done (100): You're skilled at one job that one could find the average person doing in a medieval fantasy setting. You could be a skilled blacksmith, cobbler, street sweeper, cook, maid, and so forth. So long as the job is mundane, you may choose to be skilled in it.

Fantastic Looks (100): Here's your standard beauty perk, just take it and move on already. You may as well have a 20 in Charisma with a 10/10 face, and body that would put any bard to shame. You really could seduce the dragon if you tried.

No rush (200): A giant dragon god threatening the world? The invasion of demons? What about a never ending winter threatening to spill out? Whatever the case, things will somewhat wait patiently for you so long as you're pursuing these quests. You can squeeze in a much needed long rest, have a week of downtime to practice, or even gather forces for a month, but this perk does have limits, don't expect the big bad to wait a year if you're not moving against them, or the lich to keep pushing off a week long ritual for yet another month.

Feat (200): You gain access to one of the standard Feats that you meet the criteria for. Alert, Linguist, Actor, Skulker, and so on.

More Subs (200): Want to be both a Battlemaster and Eldritch knight? Now you can. Taking this perk allows you to add another subclass to one of your classes, which becomes treated as its own class, meaning you could be a level 7 battlemaster and level 4 eldritch knight, or a level 20 evocation wizard with 5 levels into conjuration.

This sacrifices the levels of one group into another, i.e. a level 6 battlemaster becomes a level 3 battlemaster and level 3 eldritch knight.

Finding Community (200): Whenever you enter a new location, you can quickly pick up cultural norms and the language. You could go from Chult to Waterdeep and find that there's no issue at all settling into the new location.

The Peak (400): You may choose to have one of your stats be 20, putting you at the very peak of human capability in that stat. Yes this may be purchased multiple times. Yes, this can be bought for stats for other games, but that's for you to figure out how that would work.

Higher Rank (400): You'll find that you will get offered positions of minor power within the locations you're in. You could be named a Count if you're a noble, a village might decide to elect you mayor, you could become the assistant to the regional manager in a paper company, and so on. Just enough power to be somewhat notable in your location, but not enough to rule the entire chain, so this won't make you president, but you could get to be a governor.

Just in time (600): It's a dangerous world out there, and you might find yourself in danger more than you would like, whether that's your store being robbed or a dragon descending onto your village to burn it to the ground. Whenever something that would put your life in danger, there will always be a helpful hand nearby to help assist you. A guard might see someone harass you and tell them off, a druid might offer to parley with a wolf stalking you, and a band of heroes will arrive in time to face the dragon.

This doesn't mean they're guaranteed to win, they very well might lose or make things worse, but at the very least it offers you time to get away or prepare to fight.

You may toggle this on and off, in case you don't want someone taking the spotlight from you

Destined Hero (600): If it can be harmed, then it can be killed. No enemy is truly invincible to you, and while you may not always win, this ensures it's never an impossibility. Your attacks bypass any sort of resistance or immunity a creature might have, allowing you to burn even a fire elemental to cinders.

Adventure Perks

These are perks that you will find only within this specific jump, and not amongst the other 5e adventure jumps. These perks are related to things relevant within the adventure or setting itself rather than in D&D 5e as a whole, things such as binding demons, having extra damage against relevant enemies, or casting rituals mentioned during the adventure. You may have a discount on 1 perk of each price range up to the price of 600.

Caught Red Branded (100): You have been given the Red Brand crash course. You know the basics of banditry, how to swing a sword, shoot a crossbow, and speak thieves cant. This gives you the bandit statblock as a starting base before classes are added on top.

Chants and pacts (100): You gain a level in the warlock class outside of standard leveling, with your patron being one of the supernatural beings found within the Phendelver and below: The Shattered Obelisk adventure book. Perhaps it's Agatha the banshee, maybe it's one of the many yugoloth scattered around or the Yolchol Zuluthl which is enjoying its vacation, it could even be Ilvaash itself. This means you could be a level 20 Fiend Warlock and become a level 20 Fiend Warlock / level 1 Fiend Warlock multiclass. After this jump, you may choose to keep the connection to your Patron, or have it simply be Jump-fiat powered.

The Grick Whisperer (200): Ever wanna raise a beaked worm creature? Now you can with this perk. Just like a goblin in Cragmaw castle, you know how to raise these aberrations into loyal creatures. This isn't an instant or easy thing, but they'll be as easy to befriend and tame as any regular animal would be. As an added bonus, they can understand your words as if you used Speak With Animals, though they can't respond in the same way.

Goblin Actions (400): You're as goblin as the best of them. This comes with a few actions and bonuses available to goblinoids.

The first is Nimble Escape: as a bonus action, you may use the disengage or hide actions. The second is Martial Advantage: Once per turn, you may deal an extra 2d6 damage to a creature you hit that's within 5 feet of an ally of yours.

The Third is Brute: You may deal one extra die of damage to things you hit.

And Lastly is Heart of Hruggek: You have advantage on saving throws against being charmed, frightened, paralyzed, poisoned, stunned, or put to sleep.

Aberrant Form (400): You have had your physical form corrupted by the influences of The Far Realms. You have grown bat-like wings, claws that deal psychic damage, and gain the ability to cast Detect Thoughts and Minor Illusion at will. The body changes may be toggled at will, in case you don't want them always present. They may be present during wildshape.

Flayed Mind (400): Worried that Illithids and Elderbrains might learn of your Jumping nature? What about any random wizard casting Detect Thoughts?

With this, that won't matter. Any attempt to read your mind or delve into your memories is rebuffed, even giving you the chance to offer fake memories or thoughts in their place.

Flame Tender (600): You now know the ancient magics that are required to tend and ignite flames similar to the one found within The Forge Of Spells. You may make a forge or flame that would allow items to be of slight magical nature, of the level of a +1 piece of equipment. This would be along the lines of a blade that's slightly sharper than usual, a shield that braces itself, a helmet that stays in place when hit, and other minor magic bonuses.

Unfair fights (600): What's better than beating someone up yourself? Beating them up with a couple of buddies. The more allies you have assisting you in combat, the more effective you become. Mechanically this would add another damage dice to you and your ally's pool for every ratio you have over an enemy force, such as 2:1 granting one and 3:1 granting a second. Your allies have to actually contribute to the fight for this perk to work, they cannot simply sit back or do the bare minimum. Adventure parties can bring low gods by working together after all.

Refractions and remains (600): Just as Ilvaash was cast aside as shed brain matter of Ilsensine, so too may you cast aside shed flesh to create a being. Once per jump, or every 10 years (whichever is sooner), you may cast aside some of your flesh to create a new being.

This new being will be a refraction of you, but independent, seeing you as a parent more than itself. As a refraction of you, it may inherit 5 perks of your choosing, but all at 1/5 of their original power. Over time they might evolve into something new, just as how Ilvaash rose to become its own being.

General Items

General perks are perks that will remain the same amongst all the 5e adventure jumps, allowing you to purchase them over several jumps without the fear of missing out on something. They often fall outside of unique options available throughout the adventure. Starting money, magic items, and simple properties, and the like rather than dragon eggs, demon weapons, and artefacts.

You may have a discount on 1 item of each price range.

Sack of gold (50): A sack of 100 gold pieces. It's hard to equate it in real world terms due to differing thoughts, but it's a pretty decent amount that could allow you to live comfortably for quite some time. No you can't use the gold coins to give yourself more points in this document just because they're called the same thing.

The Book (50): You now have the book that contains this adventure, a regenerating stack of character sheets, and as much dice as you need to run the adventure as either a DM or player. Sure you could read ahead in the book and spoil things in this jump, but where's the fun in that?

Starting equipment (100): You acquire the starting equipment of a starting class of your choice. Doesn't need to be a class you have.

Common Wondrous Item (100): You gain a wondrous item of your choice that is common rarity. Boots of false tracks, armor of gleaning, cloak of billowing, and so forth. Should it be a consumable, you gain another a day after the original is used.
You may import the item or its effects into another item of similar nature.

Tools of the trade (100): A set of tools that would be beneficial to a job you might have. These could be wood carving tools, a smiths set of tools, stone masons tools, and so forth. Even if you have no idea how to actually do the job, you'll be an expert at using these tools.

The Quest Log (200): Forget something? Don't know where to go? This handy book keeps track of every quest you receive, every rumour you hear, every bounty you see on a town board. It's well indexed, and you'll always be able to flip it open to the page you're searching for.

Uncommon Gear (200): You gain a more uncommon item of gear of your choice. This could be a +1 or Adamantine piece of armor or weapon, a cloak of protection, gauntlets of ogre power, and so forth.
You may import the item or its effects into another item of similar nature.

Rare Item (400): These are the rare items of your choice. Dragon slayer weapons, figurines of wondrous power, swords of wounding, maces of terror, armours of resistance, and so forth.
You may import the item or its effects into another item of similar nature.

Tavern (400): You own your very own tavern in a location of your choice. It comes with cheap alcohol, cheap rooms, and cheap entertainment, but you may put money into making improvements to all those options. It will always find groups of adventurers visiting it, good for a source of quests or just a good story.

This item retains upgrades, and becomes part of your Personal Reality or attached to your Warehouse after this jump, with the option to deploy it somewhere you'd like.

Very Rare Equipment (600): The good stuff. Your +2 and +3 weapons and armour, carpets of flying, demon armour, loun stones, and so forth.

You may import the item or its effects into another item of similar nature.

Adventure Items

These are items that you will find only within this specific jump, and not amongst the other 5e adventure jumps. These perks are related to things relevant within the adventure or setting itself rather than in D&D 5e as a whole, things such as dragon eggs, unique magic items, or legendary artefacts found during the adventure.

You may have a discount on 1 item of each price range up to the price of 600.

Bessie (100): You have come to own a giant badger companion that is skilled at digging tunnels for you. It sees you as its master and is willing to help make shortcuts through the underdark if needed. Should she somehow die, you'll find her again in your Warehouse, Personal Reality, or other form of base.

Tools of the "Trade" (100): This kit is everything a bandit or scoundrel might need. A basic weapon, thieves tools, some weather armor, and a light crossbow.

Mind Crystal collection (100): This small box holds a collection of seven crystals that allow you to modify a spell you cast through them as if you had used meta-magic. They are as follows: careful, distant, empowered, extended, heightened, quickened, subtle. Once a crystal is used, it turns to dust. The box replenishes lost crystals after a week.

Murmuring Jar (200): A ceramic urn that faintly murmurs. It holds the soul of a duergar named [Hjoldak Hollowhelm](#), a psionic ashenwright. He is able to manifest a body outside the jar and assist in combat, and will return to the jar should his form die, able to return in 24 hours.

Magic Appliances (200): A set of magic appliances found within abandoned ruins. A sink is capable of casting create and destroy water, an oven that maintains a perfect temperature for cooking, a dishwasher/washing machine that cleans through the use of prestidigitation, a chest enchanted with ice magic to keep things fresh, and an unseen servant that will do all the housework with them.

Tap House (200): This seedy taphouse serves cheap alcohol and attracts all the bad seedy types of people, quickly becoming a place where one can find sleazy services and illicit dealings. The people that come here will know you own the place, and should you choose it, it acts as neutral grounds. The neutral grounds don't reduce any tension, but fights are much less likely to break out.

Jarred Brain (200): This magic jar holds a pickled brain inside of it as a tasty snack to wrap your tentacles on. The brain is purely nutritional, and holds no memories, thoughts, or any higher function. Refills daily.

Mudslick Tower (400): This small granite sphere, only the size of a marble, is capable of growing into a tower when its command word is spoken. You choose the command word, and its dimensions are 20 by 20 feet and 30 feet in height. The tower has arrow slits and a ladder leading to the battlement on the top. The door only opens on your command, and should the tower be on natural stone it becomes immune to all damage.

Tresander Manor (400): The manor that acts as the Redbrand hideout within the town of Phandalin, restored to its prime. This three story manor has an underground cellar that is perfect for any thugs working for you to call home and plan their racketeering operations.

Severed Head (400): You have become the owner of a living but severed illithid head that sees you as its master. Capable of doing most of the things the average illithid can, but in a cute handheld package. It is more than happy to read minds and brain blast people for you.

Wave Echo Cave (600): You find yourself the owner of Wave Echo Cave, the mine rich in Mithril and Platinum, and of course home to the magic Forge Of Spells. This one comes without the nasty monsters, ruins, and wandering undead too as a bonus. The mine will slowly spawn more of the materials the deeper it goes, so it never truly runs out, even if there are 'dry spells'.

The Forge Of Spells is in its weakened form, only capable of turning items into +1 magic items for 12 hours at most. Maybe you can rekindle it somehow?

Cragmaw Castle (600): Ever want to own a run down castle? Now you can. This castle comes with 25 goblin followers, and a caged up Grick as a sort of mascot and prisoner dumping pit.

This item retains upgrades, and becomes part of your Personal Reality or attached to your Warehouse after this jump, with the option to deploy it somewhere you'd like.

Tainted Elder Brain (600): Are you sure you want this? Alright... This Elder Brain is weaker than the rest of its kind, having been tainted with far realm influence and then abandoned to fester until it came into your possession. It has lost its ability to control and dominate others due to the infection wracking its form, and has come to rely on you.

What this Elder Brain can do is track thinking creatures up to a mile away, detect their thoughts, create a telepathic network, and put its sizable mental processing towards tasks you ask of it. ([specific statblock here](#))

Githyanki Silver Sword (800): You have become the owner of a left behind Githyanki Silver Sword, either short, long, or great variety of sword. These Legendary items usually require psionic abilities to attune to, but since you're buying this that won't be the case. This is a +3 weapon, advantage on INT, WIS, and CHA saving throws, immunity to being charmed, and a resistance to psychic damage. Believed to include a fragment of a portal to the far realms in its construction, this sword resonates with its wielder during invasions from the far realms, allowing even greater efficiency against beings from and within The Far Realms. Would be useful against Ilvaash.

Companions

What is an adventure without your fellow party members?

Standard Party (Free): This is a group of four people. A fighter, a wizard, a rogue, and a cleric. They all start at level 1, have standard arrays, and are able to be from amongst the common races found in the PHB such as humans, dwarves, elves, and so on. They get 200GP to spend on themselves as a party.

Adventure Party (100): Like the above option, but much more customisable. You may freely pick the classes of these individuals, allowing merely swapping the wizard with a warlock, or having a party of just paladins. They get 200GP each.

Established Companions (200): You may import up to four companions, granting each of them 600GP.

The Jumping Fist (Free): You're free to bring any and all followers and companions you wish into this world, should you wish to face army against army, or just have a butler attend to your manor. They do not get any GP to spend.

Generic Drawbacks

Finishing up (free): You may end this jump once the main story is over.

History (free): Have history in these lands from a previous jump? You can have it remembered and carry it over to this one. Bards will remember you from defeating liches, archmages will remember how you saved them from dread filled planes, redeemed devils will stay redeemed.

Taxes (100): Whenever you would acquire treasure or money, there seems to be 50% less than what there would have been originally. 100 gold pieces becomes 50, a ruby worth 50 is worth 25 instead, and so forth.

Perks that make you not pay tax do not affect this.

Weakened (200): You have disadvantage on Strength checks and saves. Perks and items that grant advantage instead make this a flat check.

Clumsy (200): You have disadvantage on Dexterity checks and saves. Perks and items that grant advantage instead make this a flat check.

Sickly (200): You have disadvantage on Constitution checks and saves. Perks and items that grant advantage instead make this a flat check.

Dulled (200): You have disadvantage on Intelligence checks and saves. Perks and items that grant advantage instead make this a flat check.

Foolish (200): You have disadvantage on Wisdom checks and saves. Perks and items that grant advantage instead make this a flat check.

Uninteresting (200): You have disadvantage on Charisma checks and saves. Perks and items that grant advantage instead make this a flat check.

Bound by oath (400): You may never refuse a quest offered to you, may never turn your back on evil schemes, and may never ignore any sort of evil plot or end of the world. You will always be involved.

Adventure Drawbacks

Red Branded (100): You have a tattoo or marking that is common among the Redbrands of Phandalin. The people will immediately be distrusting and scared of you, and it'll take effort to show that you aren't a common hooligan or thug. You cannot hide this tattoo.

Ilvaash's Whispers (200): The Far Realm brings madness, and sadly it has latched onto you. You'll find yourself growing paranoid the more you interact with the far realm, suffer from nightmares when you sleep, hallucinate, and have intrusive thoughts.

Alluring Mind (400): Your mind is special jumper, having all sorts of outer context knowledge. Illithids will find themselves hungering for you specifically, even across great distances. Expect to have illithids track you down once a month, but that won't make them risk their lives for it, so living in a fortified city would certainly help. ...but not always.

Scenarios

The New Phandalin Pact: The Phendelver Pact was originally signed between clans of Dwarves, Gnomes, and the human spellcasters of Phandalin to share the profits of Wave Echo Cave. Now you must make a new pact, and ensure Phandalin's safety.

First you need to bring peace to the town of Phandalin by dealing with the Redbrands, whether that's through destroying them or taking control. With the Redbrands dealt with, an actual guard force must be sorted out for the sleepy town to ensure this doesn't happen again.

Second is the goblinoid menace. Phendelver used to belong to the goblin tribes before they were pushed out, and it is their belief that they deserve to live in Phandalin, and will take it by force if they have to. You may either slay King Grol and the Cragmaw goblins, strike a deal, or take control. Regardless of how you do it, the goblinoids must not be a threat to Phandalin anymore.

Third is the ruins of Thundertree. While not a direct threat right now, a young green dragon named Venomfang has moved into the ruined town, and its presence is a danger to the surrounding towns. What's more is the Dragon Cult has entered the town to parlay with and appease the dragon. Kill the dragon, strike a deal, offer tribute, or even join the dragon cult. Venomfang can't become a threat to Phandalin.

And finally is Illithinoch and Ilvaash. You must stop the corruption of Ilvaash and the illithids that follow him, saving Phandalin from its mutative powers. Delve into the underdark, destroy the hostile illithids, and stop the godling from achieving its plans.

For doing all this, you gain **The Town Of Phandalin** itself, along with any and all changes it acquires from your journey. The town contains enough farmland to sustain its population, the buildings to properly house them, and the citizens will become loyal to you, seeing you as their hero and leader.

Phandalin retains upgrades, and becomes part of your Personal Reality or attached to your Warehouse after this jump, with the option to deploy it somewhere you'd like.

Its population starts at 100 people.

If you made a deal with the goblinoids to allow them to live with Phandalin, the population becomes 150 as the goblinoids move in.

Others you have befriended during this adventure may also move into Phandalin if you can convince them too. This could include the likes of Hamun Kost, Nezznar, Gwyn Oresong, or even the likes of Venomfang the green dragon, Nellik the Nycaloth, and Oshundo the Alhoon.

The End

You've lived amongst the people of Phandalin and Phendelver as a whole. Maybe you set up a new criminal enterprise, maybe you lived as a humble commoner, or maybe you killed a godlet trying to corrupt the world.
Before you there are four choices now.

Go to your next jump

You may head to another world beyond this.

Stay

Perhaps you want more adventures here, or simply want to settle down.

Return Home

Perhaps you finally want to return to your homeworld after all this adventuring

The Next Adventure

You may immediately go to the Tyranny Of Dragons Jump

Notes

You may find the adventure [here](#)

General Information

You may find the adventure here:

General information for this series of jumps for clarification

Game Version: This series was created with 2014 5e in mind, as the majority of the adventures were created for this version of the game. However you may choose to use the new 2025 5.5e rules instead. Its personal preference after all. Main differences would just be class balancing and difference in the level some classes get their subclasses.

Leveling up: You may have one avenue of your choice in how you level up. XP management, Adventure Milestones, or Organic Feel. XP Management will have you track XP you earn by defeating enemies, Adventure Milestones will grant you levels as per where the adventure book would note a level up which is usually at the end of a chapter, and Organic Feel would allow you to level up as a wizard by study and as a fighter by training at a reasonable degree.

Content Available: You are not limited to classes and subclasses found in only the PHB, but any content published by WOTC. This includes items such as Tashas Couldron, Planeshift, Unearthed Arcana, and the various other supplements.