

## WIZARD SUBCLASS: THE INITIATE

While all wizards study a specific school of magic, an initiate of a magic school exclusively practices spells from their school, embracing it and trusting it for all of their needs. These wizards tend to be more dogmatic and powerful in using their school of magic, though they have less variety in the spells they perform.

### TRADITION INITIATE

When you choose to play a wizard at 1st level, select an arcane tradition (instead of selecting it at Level 2): you may only take spells from that tradition. Whenever you select or copy spells, you may only select or copy spells from that tradition, but all spells from that tradition are considered to be wizard spells for the purposes of spell selection.

In addition, if an arcane tradition has less than 5 cantrips, it gains the following spells as options for you to take (with the adjustments noted below):

Arcane Tradition	Spells Added
Abjuration	<p><b>Word of Radiance:</b> Damage is reduced to 1d4, but you gain 2 temporary hit points for each target you damage with the spell.</p> <p><b>Green-Flame Blade:</b> Instead of the damage jumping to a second target, you gain advantage on the next attack against the target by the end of your next turn.</p> <p><b>Dancing Lights:</b> The lights only have a 5-foot radius of light, but opponents who can see the lights gain disadvantage on attacks against targets within the radius of the lights.</p>
Conjuration	
Divination	<p><b>Booming Blade:</b> The spell's thunder damage is reduced to d6s instead of d8s, but the caster never suffers disadvantage on attacks against the target.</p> <p><b>Druidcraft:</b> You add the following effect to the druidcraft effect options: "You may create animal footprints within a 5-foot cube up to 10 feet away from you."</p> <p><b>Spare the Dying:</b> When the target stabilizes, roll 1d20 and show it to the game master only. If the roll is a 20, the target will regain 1 hit point at the start of its next turn.</p>
Enchantment	<p><b>Prestidigitation:</b> You lose the ability to create non-magical trinkets. You gain the ability to change the color of an item for 1 hour.</p> <p><b>Primal Savagery:</b> The damage is reduced to d8s instead of d10s, but you may cast the spell on any willing target within 30 feet.</p> <p><b>Shape Water:</b> You lose the ability to change the opacity or color of water, and you lose the ability to freeze water. You gain the ability to control up to four instances of water at once.</p>
Evocation	
Illusion	<p><b>Mold Earth:</b> All effects created by the spell are illusions: a target must pass a Wisdom saving throw against your spell save DC to notice that it is an illusion. You may control up to five of these illusions at a time.</p> <p><b>Poison Spray:</b> If the target is damaged by the spell, it makes a Wisdom saving throw. If it fails, it is blinded until the start of your next turn (as it sees hallucinations).</p> <p><b>Shape Water:</b> All effects created by the spell are illusions: a target must pass a Wisdom saving throw against your spell save DC to notice that it is an illusion. You may control up to five of these illusions at a time.</p> <p><b>Sword Burst:</b> The attack is an illusion: the damage type is changed from force damage to psychic damage.</p>

Necromancy	<b>Acid Splash:</b> The damage type is changed to necrotic damage instead of acid damage. <b>Mending:</b> The first sentence of the spell is updated to read: “This spell repairs a single break or tear in an object or dead body you touch...”
Transmutation	

### MAGICAL SAVANT

Starting at 2nd level, the gold and time you must spend to copy a spell into your spellbook is halved.

### FOCUSED STUDY

Starting at 2nd level, you gain 1 skill proficiency (or expertise, if you are already proficient with that skill) and gain the ability to cast a 1st level spell without spending a spell slot a number of times equal to your Intelligence modifier (even if you have not prepared it for the day), replenished after a long rest, determined by your arcane tradition:

Arcane Tradition	Skill Proficiency	1st Level Spell
Abjuration	Survival	Shield
Conjuration	Nature	Fog Cloud
Divination	Perception	Identify
Enchantment	Arcana	Sleep
Evocation	Intimidation	Healing Word
Illusion	Stealth	Disguise Self
Necromancy	Medicine	Inflict Wounds
Transmutation	Deception	Longstrider

### SPECIALIZED MAGIC

Starting at 6th level, you gain proficiency (or expertise, if you already have proficiency) on Arcana (Intelligence) checks that deal with your arcane tradition. In addition, one of your cantrips gains added abilities, determined by your arcane tradition:

Arcane Tradition	Spell Effects
Abjuration	<b>Resistance:</b> The cantrip does not require concentration, and adds a d6 to the roll instead of a d4.
Conjuration	<b>Poison Spray:</b> The cantrip inflicts disadvantage on the saving throw attempt.
Divination	<b>True Strike:</b> The cantrip deals 1d6 piercing damage to the target in addition to its effects.
Enchantment	<b>Vicious Mockery:</b> The cantrip deals d6s of psychic damage instead of d4s.
Evocation	<b>Fire Bolt:</b> The target suffers 1d6 fire damage at the start of its next turn if it suffers damage from the cantrip.

Illusion	<b>Minor Illusion:</b> The target suffers disadvantage on the Investigation (Intelligence) saving throw.
Necromancy	<b>Chill Touch:</b> The target suffers 1d4 necrotic damage at the start of its next turn if it suffers damage from the cantrip.
Transmutation	<b>Thorn Whip:</b> The cantrip deals d8s of damage instead of d6s.

### ACOLYTE OF THE TRADITION

Starting at 10th level, you gain an added effect to one of your cantrips, and gain the ability to cast a 2nd level spell without spending a spell slot a number of times equal to your Intelligence modifier (even if you have not prepared it for the day), replenished after a long rest, determined by your arcane tradition:

Arcane Tradition	Spell Effect	2nd Level Spell
Abjuration	<b>Blade Ward:</b> The duration is increased to 1 minute.	Lesser Restoration
Conjuration	<b>Mage Hand:</b> The range of the hand's distance from you and move for the turn is increased to 60 ft, and it may carry up to 20 pounds.	Misty Step
Divination	<b>Guidance:</b> The spell no longer requires concentration.	See Invisibility
Enchantment	<b>Friends:</b> The target does not realize that it was under the effect of your spell when the spell ends.	Enthrall
Evocation	<b>Eldritch Blast:</b> Damage is increased to d12s instead of d10s.	Scorching Ray
Illusion	<b>Sword Burst:</b> Damage is increased to d8s instead of d6s.	Mirror Image
Necromancy	<b>Acid Splash:</b> Damage is increased to d8s instead of d6s.	Ray of Enfeeblement
Transmutation	<b>Primal Savagery:</b> The spell may be cast as a bonus action instead of as an action.	Dragon's Breath

### LOREMASTER OF THE TRADITION

Starting at 14th level, you gain you gain an added effect to one of your cantrips, and gain the ability to cast a 3rd level spell without spending a spell slot a number of times equal to your Intelligence modifier (even if you have not prepared it for the day), replenished after a long rest, determined by your arcane tradition:

Arcane Tradition	Spell Effect	3rd Level Spell
Abjuration	<b>Word of Radiance:</b> Damage increases to d6s, and you gain 3 temporary hit points for each target you hit with the spell.	Remove Curse
Conjuration	<b>Produce Flame:</b> The range of the light increases to 20 ft, and you add your Intelligence modifier to the damage of the spell.	Sleet Storm

Divination	<b>Booming Blade:</b> Damage increases to d8s, and the spell may be cast as a bonus action for the turn.	Tongues
Enchantment	<b>Primal Savagery:</b> The damage is increased to d10s.	Enemies Abound
Evocation	<b>Shocking Grasp:</b> You add your Intelligence modifier to the damage of the spell, and the target may not take reactions until the start of your next turn (instead of the start of its next turn).	Blinding Smite
Illusion	<b>Poison Spray:</b> The target suffers disadvantage on the saving throw to avoid being blinded.	Hypnotic Pattern
Necromancy	<b>Toll the Dead:</b> You add your Intelligence modifier to the damage of the spell.	Vampiric Touch
Transmutation	<b>Shillelagh:</b> The damage is increased to d10s instead of d8s.	Slow