

THE WIZARD 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.

Unlike the current iteration of the wizard subclasses, these wizard are *actually* students of a specific school of magic, using their school of magic exclusively (like zealots or "purists" among the rest of the wizards) instead of a small cadre of spells from their school combined with a wide range of spells they use every day from other schools of magic. This does put a lot of natural restrictions on your wizard (no *Counterspell* if you don't play an Abjuration Initiate, no *Fireball* if you don't play an Evocation Initiate, etc.), but it also opens up a wide range of new options for playing a wizard as you get access to every spell from that school of magic across all spell lists. So if you want a unique suite of options, this is the subclass for you.

We have also created a wide range of new spells and cantrips to help out the smaller schools of magic; for more information on our spells, you can view them all on our website at: <https://www.zurncentral.com/d-n-d-edits> under "New Spells" at the bottom of the page. Let us know what you think!

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, even if they do not appear on the wizard spell list.

MAGICAL SAVANT

Starting at 2nd level, the gold and time you must spend to copy a spell from your tradition 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:

Tradition	Skill	Spell
Abjuration	Survival	<i>Shield</i>
Conjuration	Nature	<i>Fog Cloud</i>
Divination	Perception	<i>Identify</i>
Enchantment	Arcana	<i>Sleep</i>
Evocation	Intimidation	<i>Healing Word</i>
Illusion	Stealth	<i>Disguise Self</i>
Necromancy	Medicine	<i>Inflict Wounds</i>
Transmutation	Deception	<i>Longstrider</i>

When cast in this way, the spell is always cast at 1st level.

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, a cantrip gains added abilities, determined by your arcane tradition:

Tradition	New Ability
Abjuration	Resistance: No concentration required, and adds a d6 instead of a d4.
Conjuration	Poison Spray: The cantrip inflicts disadvantage on the saving throw attempt.
Divination	True Strike: The spellcaster may reroll any of the damage die from its attacks.
Enchantment	Vicious Mockery: The cantrip deals d6s of psychic damage instead of d4s.
Evocation	Fire Bolt: The target suffers 1d6 fire damage at the start of its next turn if it suffers damage from the cantrip.
Illusion	Minor Illusion: The target suffers disadvantage on the Intelligence (Investigation) saving throw to determine that it is an illusion.
Necromancy	Chill Touch: The cantrip deals d10s of necrotic damage instead of d8s.
Transmutation	Flaming Hands: The cantrip deals d6s of fire damage instead of d4s.

ACOLYTE OF THE TRADITION

Starting at 10th level, you gain a bonus to a cantrip, and may 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:

Tradition	New Ability	Spell
Abjuration	Booming Voice: Targets who fail the saving throw are also knocked prone	<i>Lesser Restoration</i>
Conjuration	Mage Hand: The range and movement increases to 60 ft, and may carry 20 lbs.	<i>Misty Step</i>
Divination	Guidance: The spell no longer requires concentration.	<i>See Invisibility</i>
Enchantment	Friends: You may perform a <i>Enthrall</i> Charisma ability check each turn for free.	
Evocation	Eldritch Blast: Damage is increased to d12s instead of d10s.	<i>Scorching Ray</i>
Illusion	Chilling Cackle: The target suffers disadvantage on the Charisma saving throw.	<i>Mirror Image</i>
Necromancy	Chill Touch: The target suffers disadvantage on attacks until the end of its next turn.	<i>Fabricate Life</i>
Transmutation	Obsidian Skin: Your AC increases by 3 and your unarmed strikes increase by 4.	<i>Enlarge/Reduce</i>

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:

Tradition	Skill	Spell
Abjuration	True Strike: The spell now targets two creatures instead of one.	<i>Remove Curse</i>
Conjuration	Produce Flame: The range of the light increases to 20 ft, and you add your Intelligence modifier to the damage of the spell.	<i>Sleet Storm</i>
Divination	Prophetic Strike: The damage from your attacks ignores resistances, and treats immunity as resistance.	<i>Inspire Hope</i>
Enchantment	Vicious Mockery: The cantrip deals d8s of psychic damage instead of d6s.	<i>Embolden</i>
Evocation	Shocking Grasp: 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.	<i>Mass Healing Word</i>
Illusion	Haunting Blade: The cantrip deals d6s of psychic damage instead of d4s.	<i>Hypnotic Pattern</i>
Necromancy	Chill Touch: The target suffers the <i>Poisoned</i> condition for 1 minute if it suffers damage from the spell.	<i>Vampiric Touch</i>
Transmutation	Flaming Hands: The cantrip deals d8s of fire damage instead of d6s.	<i>Slow</i>