

WIZARD ARCANE TRADITION

When a wizard reaches 2nd level, it chooses an arcane tradition. The following Teacher arcane tradition is available for your wizard to choose in addition to those normally offered.

TEACHER FEATURES

Wizard Level **Feature**

2nd	Magical Expertise, Advanced Studies
6th	Master and Student
10th	Aura of Concentration
14th	Aura of Magical Resistance

TEACHER

There's an old saying, "Those who can, do; and those who can't, teach." Of course, that saying is completely erroneous when applied to those who practice the mystic arts. Wizard teachers are often considered to be some of the most powerful practitioners around. Typically, they are feared by those who recognize their relationship with magic. Wizard teachers use their coaching powers to boost other spellcasters and improve the abilities of those around them.

MAGICAL EXPERTISE

Starting when you choose this tradition at 2nd level, you learn two languages of your choice. You also become proficient in the Arcana and History skills.

Your proficiency bonus is doubled for any ability check you make that uses either of those skills.

ADVANCED STUDIES

At 2nd level, your knowledge of magic extends beyond the arcane. Choose two 1st-level spells to learn from any spell list. You can cast each of these spells once at its lowest level, and you must finish a long rest before you can cast it in this way again. Your spellcasting ability for these spells is Intelligence.

MASTER AND STUDENT

Starting at 6th level, your coaching bolsters your allies' spellcasting abilities. When a friendly creature that you see within 30 feet of you casts a spell, and the creature can hear you, you can use your reaction to give the creature advantage on its ranged spell attack roll or to give the target of the caster's spell disadvantage on its saving throw against the spell.

Once you use this feature, you can't use it again until you finish a short or long rest.

AURA OF CONCENTRATION

At 10th level, while you or friendly creatures within 10 feet of you are concentrating on a spell, you and the creatures have advantage on Constitution saving throws to avoid breaking your concentration.

AURA OF MAGICAL RESISTANCE

At 14th level, you and friendly creatures within 10 feet of you have advantage on saving throws against spells.

CANTRIPS FOR SORCERERS, WARLOCKS, AND WIZARDS

The following cantrips are available on the spell lists for sorcerers, warlocks, and wizards in addition to those normally offered.

BLADES

Conjuration cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Two daggers appear in front of you. You can direct the daggers at the same target or at different ones. Make a separate ranged spell attack for each dagger. On a hit, the target takes 1d4 piercing damage. The daggers then disappear.

The spell creates more than two daggers when you reach higher levels: four daggers at 5th level, six daggers at 11th level, and eight daggers at 17th level.

DISTRACTION

Enchantment cantrip

Casting Time: 1 action

Range: 15 feet

Components: V, S

Duration: Instantaneous

You create a distracting sound or image, causing a creature of your choice that you see within range and that can perceive the distraction to make a Wisdom saving throw. A creature that can't be charmed succeeds on this saving throw automatically, and if you or your companions are fighting the creature, it has advantage on the save. On a failed save, the target has disadvantage on its Wisdom (Perception) checks until the start of its next turn.

KEYHOLE

Divination cantrip

Casting Time: 1 action

Range: Touch

Components: V, S, M (a copper key)

Duration: Concentration, up to 1 minute

You touch a non-magical door. An invisible, magical keyhole that only you can perceive appears somewhere on the door. For the duration you can look through the keyhole to see what is on the other side of the door. Because of the relatively small size of the keyhole, you have disadvantage on Wisdom (Perception) and Intelligence (Investigation) checks to perceive anything on the other side of the door.

A spell that magically locks or wards the door (such as the *knock* and *guards and wards* spell, etc.) prevents this spell from working.

MAGESWORD

Transutation cantrip

Casting Time: 1 action

Range: Touch

Components: V, S, M (a drop of steel polish, a piece of cloth cut from a wizard's robe, and a steel tool such as a fork or butter knife)

Duration: 1 minute

The steel tool you are holding transforms into a longsword. You are proficient with this sword, even if you aren't normally proficient with longswords. For the duration, you can use your spellcasting ability instead of Strength for the attack and damage rolls of melee attacks using the sword. The sword is magical. The spell ends if you cast it again or if you let go of the sword.

ODD MUTATION

Transutation cantrip

Casting Time: 1 action

Range: 15 feet

Components: V, S, M (a toad's eye, a mushroom, and a pinch of paprika)

Duration: Concentration, up to 1 minute

One target that you can see within range must make a Charisma saving throw. On a failed saving throw, you create one of the following magical effects:

- The target's skin changes to a color of your choice for the duration.
- You alter the appearance of the target's eyes for the duration.
- A mushroom, patch of grass, or rough tuft of hair appears on the target's skin and remains for the duration.
- The target's voice deepens or softens for the duration.
- The target appears ten years older or ten years younger for the duration.

None of the changes have an averse affect on the creature, although, another creature that witnesses the transformation may see the sudden change as odd.

REPEL PROJECTILE

Abjuration cantrip

Casting Time: 1 action

Range: Self

Components: S

Duration: Concentration, up to 1 round

You raise your palm in the air. The next time you are hit by a ranged weapon attack before the start of your next turn, the damage that you take from the attack is reduced by 1d10 + your spellcasting ability.

SCREAM

Evocation cantrip

Casting Time: 1 action

Range: Self

Components: V, M (a tuning fork)

Duration: Instantaneous

You emit a high-pitched scream, causing damage to creatures and objects in a 15-foot cone. Each creature in that area must make a Constitution saving throw, taking 1d6 thunder damage on a failed save. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw.

A nonmagical object that isn't being worn or carried also takes the damage if it's in the spell's area.

The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

SKULL BOMB

Necromancy cantrip

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (a Small or Medium sized humanoid skull)

Duration: Concentration, up to 1 minute

You touch a non-magical, non-sentient humanoid skull, imbuing it with necromantic energy. You can throw the skull as a ranged spell attack with a range up to 60 feet. On a hit, the target takes 1d6 necrotic damage, and the necrotic energy leaps from the target to a different creature of your choice that you can see within 5 feet of it. The second creature takes necrotic damage equal to your spellcasting ability modifier. If someone else attacks with the skull, that attacker adds your spellcasting ability modifier, not the attacker's to the attack and damage rolls. Whether the attack hits or misses, the spell ends on the skull.

If you cast this spell again, the spell ends on any skulls still affected by your previous casting.

This spell's damage increases when you reach higher levels. At 5th level, the skull deals an extra 1d6 necrotic damage to the target and the necrotic damage to the second creature increases to 1d6 + your spellcasting ability modifier. Both damage rolls increase by 1d6 at 11th level and 17th level.

SLUGGISH

Transutation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a living slug and a pinch of salt)

Duration: Concentration, up to 1 round

You target one creature that you can within range. For the duration, the creature's speed is reduced by 5 feet.