



ARCANE TRADITIONS

The study of wizardry is ancient, stretching back to the earliest mortal discoveries of magic. It is firmly established in the worlds of D&D, with various traditions dedicated to its complex study. The most common arcane traditions in the multiverse revolve around the schools of magic. Wizards through the ages have cataloged thousands of spells, grouping them into categories called schools. In some places, these traditions are literally schools; a wizard might study at the School of Illusion while another studies across town at the School of Enchantment. In other institutions, the schools are more like academic departments, with rival faculties competing for students and funding. Even wizards who train apprentices in the solitude of their own towers use the division of magic into schools as a learning device, since the spells of each school require mastery of different techniques.

HEDGE WIZARD

Unlike ordinary wizards who learn their craft through extensive research and formal training, hedge wizards discover arcana on their own, reading what they can find, and uncovering deeper magic through experimentation. Hedge wizardry is defined by a lack of schooling, and consequently, hedge wizards are not grouped in traditional arcane schools. However, self-education is not without its drawbacks, for a hedge wizard is without school specialization, but is exceptionally practiced in lower level spells.

Many norms for wizards do not apply to you. Your knowledge just as extensive, but is spread wider and over more schools than your formally-educated counterparts. Cantrips are your playthings, and you have become an expert in their use.

CANTRIP SAVANT

You learn an additional wizard cantrip at 2nd level, 6th level, and 10th level. These cantrips don't count against your number of cantrips known.

HEDGE MAGIC

At 2nd level, you gain an additional 1st level spell slot. You gain one more 1st level spell slot at 6th level and 14th level.

MIGRANT SPELLCASTER

Starting at 6th level, immediately after you cast a wizard cantrip, you can move 10 feet without provoking Opportunity Attacks.

POTENT CANTRIPS

At 10th level, you can add your Intelligence modifier to the damage you deal with any wizard cantrip.

MASTER MAGICIAN

Starting at 14th level, when you cast a wizard cantrip, you can gain advantage on a spell attack roll or give the target of the cantrip disadvantage on their first saving throw made against the spell. You can use this feature a number of times equal to your Intelligence modifier and you regain all expended uses when you complete a long rest.