

COURT WIZARDRY

It is a known fact that your average wizard is not a social animal. Far more comfortable around books than people, the vast bulk of wizards tend to be utterly terrible when it comes to dealing with others. However, when dealing with politics being socially inept is as dangerous as walking onto a battlefield without armor or weapons. As a result, some wizards supplement their scholarly pursuits with courtly training blending mastery of a specific school of magic with proficiency at negotiation and wordplay.

Most common in nations where magic users are the ruling political class, Court Wizards, sometimes called Magisters, often act as the political leaders in these mageocracies. However, even in more traditionally governed kingdoms court mages can arise. Often, they will serve as the political voice of the wizarding community, representing the arcane collage or mage's guild of their nation in the courts. Others however may be more self-serving, blending arcane power with wordplay to gain control over others. Many are also nobles themselves, and for these court wizards the tradition offers them the chance to both serve their house in the courts while also gaining power over an aspect of magic.

SOCIAL SAVANT

As a Court Wizard you diligently train and hone your social skills. When you gain this Arcane Tradition at 2nd level you gain proficiency with a single charisma-based skill of your choice. Additionally, select up to two charisma-based skills in which you are proficient; when you make checks with those skills you use double your proficiency bonus in place of your proficiency bonus.



CHARISMATIC DEFENSE

As a Court Wizard your way with words and natural charm provide a better defense than any armor. As long as you are wearing no armor and carrying no shield, you add your charisma modifier to your armor class. Spells that act as armor or a shield (such as *Mage Armor*) do not count as armor or shields for this feature.

SCHOOL SPECIALIZATION

While Court Wizards focus on honing their social aptitude, they are still at their heart scholars of the arcane. Thus, while they lack the deeper understanding of devoted specialists they still tend to focus their arcane studies on a specific school of magic. At 6th level, choose one of the Arcane Traditions presented in the *Player's Handbook*; you gain the 6th level feature of that tradition unless you chose the School of Abjuration or School of Divination.

If you chose the School of Abjuration you gain the Arcane Ward feature of that tradition instead. If you chose the School of Divination you gain the Portent feature of that tradition instead.

CONCEAL CASTING

At 10th level you learn how to conceal your use of magic by weaving the verbal and/or somatic components of your spells into normal speech and gestures. When you cast a spell outside of combat all onlookers may make an arcana check against a DC of 10 + your charisma modifier. If they fail this check, they do not realize you are casting a spell. If any of the onlookers are capable of casting any kind of spells, they gain advantage on the check.

SCHOOL MASTERY

At 14th level you gain mastery over your specialty school. You gain the 14th level feature of the Arcane Tradition you chose when you gained your School Specialization feature at 6th level.