

# ARCANE TRADITION: SCHOOL OF SLACKING

Those who are of the arcane influence often find themselves attending a place of higher learning such as the Alicaster University of the Arcane to gain more knowledge in the deep magics and hone their arcane craft. However, not all are suited for long nights of magic filled studying or book keeping. For some gifted enough with above average intelligence or a somewhat perfect memory, they like to instead fly by the seat of their pants to get through casting magic. Whether they are prodigies or just couldn't be bothered with note taking because it is, quote "for dorky nerds".

## BOOKS ARE FOR NERDS

At 1st level, you can rely on your somewhat good memory and luck to get you through spellcasting rather than your notes. You do not need a physical spell book, with your memory acting as a spellbook and you prepare your spells from your memory. The necessary gold and time requirements are still the same to copy spells from a spellbook or scroll, however ink and parchment is substituted for fine foods and drinks.

## ON YOUR FEET MAGIC

Also at 1st level, you test your luck with the knowledge swimming in your head and can attempt to cast a spell from the wizard spell list up to 7th level that you don't have prepared. When you do so you roll a d12. On a 12 the spell fails to cast and you must roll on the Random Spell Table at the end of this subclass page that corresponds with the spell slot level that was expended, with another d12 determining which spell is cast instead. When a spell is cast this way, it takes an action to cast regardless of the original spell's casting time and doesn't require material components if the spell has any. If you roll lower than 12 the spell succeeds, however you gain +1 to your roll for each time you succeed with this ability until you fail your roll. You can use this ability an amount of times equal to your proficiency bonus per long rest.

## ARCANE SECRETS

At 6th level, everything starts to blend together as you branch your casting out to cover non-wizard fields. At this level, you can choose 2 spells from a different spell list to add to your spellbook of spell level you can cast. This new spell doesn't count against the number of spells you learn during this level. Additionally, when you level up in this class, you can change one of these spells out for a different one of any spell list as long as it is a spell level you can cast.

## MASTER NAPPER

At 10th level, your time relaxing has improved your napping game. You can remove a level of exhaustion on a short rest. Additionally, when you use your Arcane Recovery ability, you regain a use of your On Your Feet Magic ability and reset the bonuses to your rolls on the ability back to 0.



## KING OF PROCRASTINATION

At 14th level, your laziness allows you to be on your feet ready for anything. You can cast a spell that has the casting time of a minute or more in 1 action instead. When you do this, roll a d20. On a 10 or lower, you instead cast a spell from a Random Spell Table of the corresponding spell level and take 3 levels of exhaustion. On a 11 or higher you cast the spell successfully and only take 1 level of exhaustion. Once you use this feature, you can't use it again until you finish a long rest.

### CREATED BY HICKS HOMEBREW

Edited and helped by the wonderful people of the Discord of Many Things server.

Art by [DingoDoodles](#)

# RANDOM SPELL TABLES

## AUTHOR'S NOTE

The asterisk mark (\*) next to some spells are spells from the book *Xanathar's Guide to Everything*

### 1ST LEVEL

d12	Spell	d12	Spell
1	burning hands	7	ice knife*
2	charm person	8	jump
3	comprehend languages	9	magic missile
4	disguise self	10	silent image
5	fog cloud	11	sleep
6	grease	12	Tasha's hideous laughter

### 2ND LEVEL

d12	Spell	d12	Spell
1	alter self	7	enlarge/reduce
2	blindness/deafness	8	invisibility
3	blur	9	levitate
4	cloud of daggers	10	mirror image
5	darkness	11	pyrotechnics
6	detect thoughts	12	web

### 3RD LEVEL

d12	Spell	d12	Spell
1	blink	7	lightning bolt
2	dispel magic	8	major image
3	fireball	9	sending
4	fly	10	slow
5	gaseous form	11	stinking cloud
6	haste	12	tongues

### 4TH LEVEL

d12	Spell	d12	Spell
1	banishment	7	Mordenkainen's faithful hound
2	confusion	8	polymorph
3	control water	9	stoneskin
4	dimension door	10	storm sphere
5	Evard's black tentacles	11	summon greater demon
6	greater invisibility	12	wall of fire

### 5TH LEVEL

d12	Spell	d12	Spell
1	animate objects	7	modify memory
2	Bigby's hand	8	passwall
3	cloudkill	9	seeming
4	dance macabre*	10	synaptic static*
5	dawn*	11	telekinesis
6	enervation*	12	wall of light

### 6TH LEVEL

d12	Spell	d12	Spell
1	arcane gate	7	mass suggestion
2	circle of death	8	move earth
3	eyebite	9	Otto's irresistible dance
4	globe of invulnerability	10	programmed illusion
5	investiture of flame*	11	Tenser's transformation*
6	investiture of ice*	12	true seeing

### 7TH LEVEL

d12	Spell	d12	Spell
1	crown of stars*	7	plane shift
2	delayed blast fireball	8	prismatic spray
3	etherealness	9	project image
4	finger of death	10	reverse gravity
5	forecage	11	teleport
6	Mordenkainen's sword	12	whirlwind*



THIS DOCUMENT WAS LOVINGLY CREATED  
USING **GM BINDER**.

If you would like to support the GM Binder developers,  
consider joining our [Patreon](#) community.