

WIZARD ARCANE TRADITION: MIXOLOGY

As a mixologist you specialize in crafting unique drinks for various effects. Mixologists may be less studious than the other schools of magic, but their focus on the communities their part of make them more approachable than the mages in their towers.

BONUS PROFICIENCIES

When you adopt this school at 2nd level, you gain proficiency with brewing supplies. If you already have this proficiency, you gain proficiency with one other type of artisan's tools of your choice. You also gain proficiency in one of the following skills of your choice: Insight, Performance, or Persuasion. Alternatively, you learn one language of your choice.

SAVANT'S COCKTAILS

Starting at 2nd level, you can create a cocktail that provides a small magical effect as an action which triggers once the cocktail is consumed using an action. A list of different cocktails is provided below.

Creating a magical cocktail requires you to have brewing supplies on your person, and any cocktail you make with this lasts until it is drunk or 8 hours have passed.

If a creature consumes two or more cocktails before taking a long rest, the creature must make a DC 10 Constitution saving throw or gain a level of exhaustion. The DC increases by 2 for every drink past the second.

COCKTAILS

- **Bitter.** Once within the next hour, the drinker can roll a d4 and add the number rolled to an ability check.
- **Bubbly.** Once within the next hour, the drinker can take the dash or disengage action as a bonus action.
- **Fruity.** Once within the next hour, the drinker can take the help action as a bonus action.
- **Herbal.** Once within the next hour, the drinker can roll a d4 and add the number rolled to a saving throw.
- **Smokey.** Once within the next hour, the drinker can use their reaction when they are hit by an attack to halve the attack's damage taken.
- **Sour.** The first time the drinker drops to 0 hit points within the next hour they automatically are stabilized.
- **Spicy.** Once within the next hour, the drinker can roll a d4 and add the number rolled to an attack roll, and if that attack hits to the damage roll as well.
- **Sweet.** Once within the next hour, the crafter of the cocktail can make one Charisma check it makes to influence the drinker with advantage.

SPELL-INFUSED BREW

At 6th level you learn to distill magic into your brew while you sleep. Whenever you finish a long rest, you can infuse a spell into a drink, choosing a 1st level spell from your spellbook that requires 1 action to cast (you needn't have it prepared).

A creature can consume the spell-infused brew as an action to produce the spell's effect from it, using your spellcasting ability modifier. If the spell requires concentration, the creature must concentrate. The spell stays in the brew until it's been consumed or until a number of days have passed equal to your Intelligence modifier.

MASTER'S COCKTAILS

At 10th level the mixologist adds the following cocktails to the list they can create.

COCKTAILS

- **Clear.** Once during the next hour, the drinker can use an action to become invisible until the end of their next turn.
- **Dark.** For the next hour the drinker gains darkvision 30 feet.
- **Fizzy.** For the next hour if the drinker successfully hit a target that is within 5 feet of one of the drinker's allies with a weapon attack, they may add 1d4 weapon damage to the result.
- **Punch.** For the next hour the drinker can breathe both air and water.
- **Spirituos.** The drinker adds 1d4 to initiative rolls and they cannot be frightened for the next hour.
- **Viscous.** For the next hour, the drinker can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

SUPREME MIXOLOGIST

Starting at 14th level, when you administer a potion to a creature that would normally require the rolling of dice, you instead choose the result of all die rolls.

Creatures that drink your cocktails can benefit from the effect it gives up to 3 times within the hour instead of once. Also, creatures that drink the bitter, fizzy, herbal, spicy, and spirituous cocktails roll 2d4 instead of 1d4.

Finally, the mixologist can create spell-infused brews of 2nd level.

