

ARCANE TRADITION: PINBALL

Yeah evocation is cool and all but have you guys heard about pinball? The arcane tradition of pinball dates back to the founding of Silverymoon. Long have folks suspected that the true Mythall of Silverymoon was actually the first pinball machine, and those in the practice are locally referred to as the Sages of the Silver Ball.

The Pinball Wizard is one for whom the physical world has become rote. Their instincts are honed and their trigger reactions are perfect, relying on their magic to compensate for any small hiccups in "The Machine". Sometimes, though, The Machine doesn't like it when you slam it, and makes you put another spell in the slot.

PINBALL FEATURES

Wizard Level	Feature
2	Supple Wrist, Tilt
6	Play by Intuition
10	Bumper
14	Multiball

SUPPLE WRIST

Beginning when you select this school at 2nd level, you have learned how to feel your way around problems. You gain proficiency in the Sleight of Hand skill. If you are already proficient in it, you gain proficiency in one of the following skills of your choice: Insight, Investigation, Perception, or Performance.

Additionally, you add the spell *chromatic orb* to your spellbook, if it is not there already.

TILT

Starting at 2nd level, You have begun to think of the world in terms of a pinball machine. When you cast a spell of 1st level or higher that requires you to make a ranged spell attack roll, you may call a tilt before you roll. When you do, you must tip one attack die to an adjacent number after the roll but before you know whether it succeeded. For example, if you rolled a 5, you must move it to 13, 15, or 18.

If you tilt on a 1, the tilt fails, and you lose an additional spell slot of first level or higher. If you do not have a spell slot to lose, you instead take 1d12 force damage per level of the spell being cast.

BUMPER

At 6th level, You have learned how to nudge the weave into or out of place. If you are concentrating on a spell that targets a point within the spell's range with a spherical area of effect, you can chose to move it through spaces you can see up to 20 feet as a bonus action.



PLAY BY INTUITION

At 10th level, You gain blindsight out to 10 feet, and have advantage on Wisdom (Perception) checks which rely on smell. You do not need line of sight to cast spells with spherical areas of effect if you know where the target is. When an enemy that you can see makes a ranged attack against you or an ally within 10 feet of you, as a reaction you can tilt the attack roll. If you tilt on a 20, the tilt fails, and you lose a spell slot of first level or higher if you have one.

MULTIBALL

At 14th level, when you cast *chromatic orb*, you can immediately cast *chromatic orb* a number of times up to your Constitution modifier, expending a spell slot of 1st level or higher and choosing a different target for each. For each of these spells that miss you regain one expended spell slot. The slot you regain must be of a level lower than the spell that missed and can't be higher than 5th level. After using this feature, all concentration checks you make until the start of your next turn are made at disadvantage.

CREDITS

- Pinball Wizard by [ROONOCERUS](#)
- Included graphic is the Wizard's World Arcade official logo