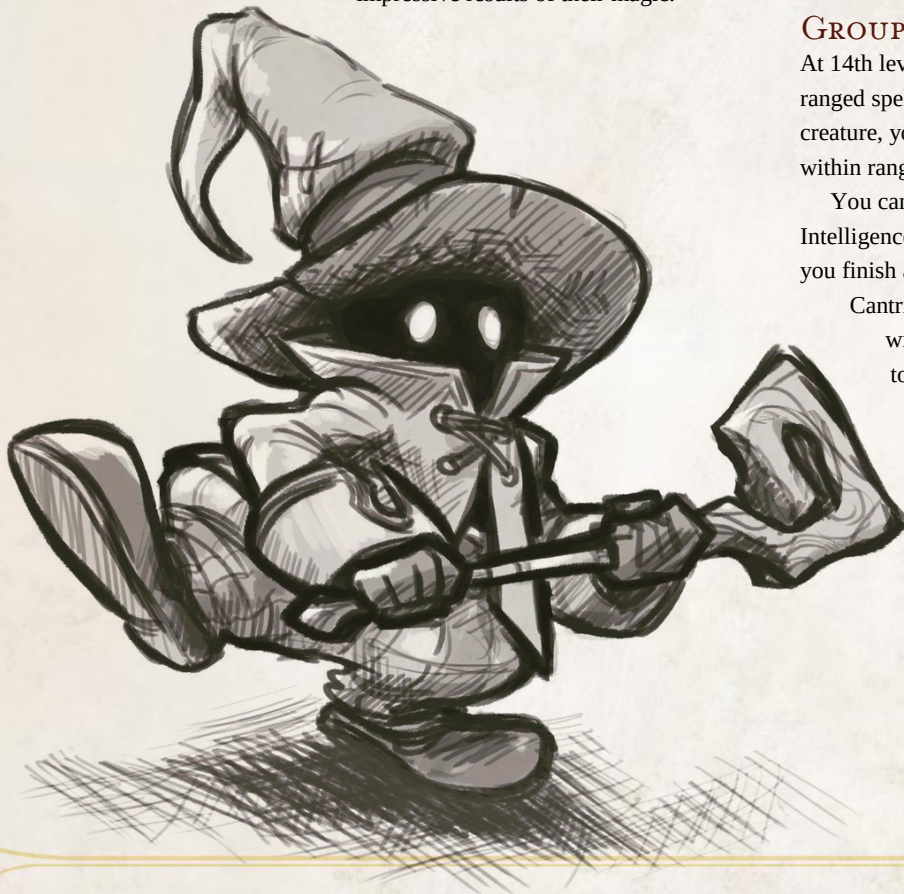


ARCANE TRADITION

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.

SCHOOL OF BLACK ARCANA

Black Mages are known for pointed yellow hats, blue robes, and hidden faces, but they are most prominently known for their vicious spells that can bring a lone target in a matter of seconds. They have a reputation for tapping into their allies like batteries and for quite literally sharing the injuries they receive. Because of this, their reputation is rather poor—but you can't argue with the impressive results of their magic.



ROD LORE

At 2nd level, clubs, maces, and morningstars count as arcane focuses for you. Additionally, you gain proficiency with these weapons.

DAMAGE DISPERSION

At 2nd level, you can disperse damage you take amongst your allies. As a reaction, you may select up to three willing creatures and divide the damage you would take from a source by the total (including yourself), rounded up. You and all allies chosen take the reduced damage. This damage can't be reduced or avoided by damage resistance or immunity.

BLACK RESONANCE

Beginning at 6th level, whenever you cast a spell that deals damage to only one target, you can use your bonus action to deal an additional 1d4 damage to the target for each friendly creature within 5 feet of you, up to a maximum of 3d4.

PIERCE MAGICAL DEFENSE

Starting at 10th level, creatures with the Magic Resistance trait don't have advantage on saving throws against spells that you cast.

Additionally, you can impose disadvantage on one saving throw against a spell that you cast. Once you use this ability, you can't use it again until you finish a long rest.

GROUP-CAST ALL

At 14th level, when you cast a cantrip that requires a ranged spell attack or saving throw and only targets one creature, you can cast the spell on up to two other targets within range of the spell.

You can use this feature a number of times equal to your Intelligence modifier. You regain all expended uses when you finish a long rest.

Cantrips used with this feature still qualify for use with your Black Resonance feature, which applies to each target.