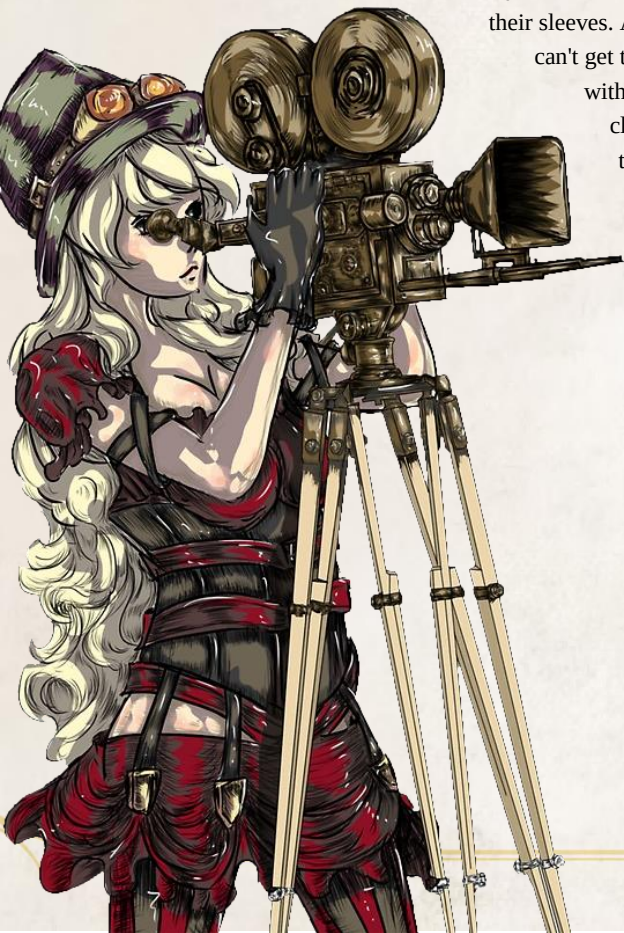


ARCANE TRADITION

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 IMAGES

Wizards belonging to the School of Images are obsessed with capturing photographic records of everything they encounter. They carry their cameras everywhere they go, and their offices are filled with pictures of monsters, copious notes, and overburdened corkboards. Although many give the impression of being half-crazed maniacs, their research is often deep and penetrating -- and they always have a few tricks up their sleeves. After all, you can't get the perfect shot without getting close to where the action is!



MONSTER ALBUM

At 2nd level, you begin to collect the images of monsters you fight. You can use an action to take a picture of one creature you can see within 30 feet. If the creature has a CR no greater than half your wizard level (rounded down), you capture its image for your monster album. Once you have a monster's image, you know all of its game statistics, including its armor class, maximum hit points, ability scores, save proficiencies, damage resistances, and special abilities.

You can store a number of monster images equal to your wizard level. An image can be removed from the album as a bonus action; when you do so, the image is permanently destroyed.

PHOTOCOPY

Also at 2nd level, when you attempt to copy a spell into your spellbook, the process is much faster. You require only 1 round per level of the spell (the gp cost is unchanged.) However, you can only conduct this process in total darkness.

PROJECTOR

At 6th level, you gain the ability to summon a copy of any monster in your monster album. As an action, you summon the creature into an unoccupied space you can see within 30 feet. It remains for up to 1 minute, and requires your concentration (as if you were concentrating on a spell). The DM has the creature's statistics.

The summoned creature is friendly to you and your companions. Roll initiative for the creature, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to it, it defends itself from hostile creatures, but otherwise take no actions.

Once you use this ability, you can't use it again until you finish a long rest.

TELESCOPIC LENS

When you reach 10th level, you can cast spells through your camera, taking advantage of its optical zoom. As long as you can see the target, you can treat all spells with a range of touch as having a range of 30 feet instead.

Additionally, if you have a monster's image in your album, all monsters of the same name have disadvantage on saving throws against spells that you cast.

BLINDING FLASH

Starting at 14th level, you can trigger a blinding flash when you use your Monster Album feature to capture a new image. Each creature in a 30-foot cone (directed towards the monster being photographed) must make a Dexterity saving throw against your spell save DC or be blinded until the start of your next turn.