



ARCANE TRADITIONS

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 SHADOW

Some wizards who discover the existence of the Shadow Weave are cautious about using it, altering their magic slowly to take advantage of its effects. Others are more reckless, hurling themselves into the abyss of the Shadow Weave immediately to acquire all the gifts available to the casual student and discover secrets unavailable to all but the most dedicated. These latter spellcasters are the shadow adepts, who make great sacrifices with respect to some aspects of the Art in order to reap greater benefits elsewhere.

SHADOW MAGIC

Beginning when you select this tradition at 2nd level, the exotic nature of the Shadow Weave makes your spells difficult to resist. The saving throw DC for wizard spells you cast increases by 1.

Additionally, your affinity for the dark can shy away lit flames and fireflies. As a bonus action, you can extinguish any number of non-magical sources of illumination within 60 feet of you which can fit in a 5-foot cube.

DARKVISION

At 2nd level, you can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray. If you already possess darkvision, its range increases by 30 feet.

Starting at 10th level, you can see through magical, as well as nonmagical, darkness.

SHIELD OF SHADOWS

Starting at 6th level, you can surround yourself with a globe of purple-black force as a bonus action, which lasts for 1 minute. This shield of shadows absorbs magic missiles, and causes disadvantage to ranged weapon and ranged spell attacks against you. You can see and reach through the shield, so provides neither cover nor concealment to your opponents. After using this ability, you must complete a short or long rest before using it again.

CONSUMING DARKNESS

At 10th level, as a bonus action when you cast a cantrip, you can shroud a 5-foot cube of space that you can see in 60 feet with enervating shadows. A creature which enters this darkness or begins its turn inside it must make a Constitution saving throw. On a failed save the creature take 2d8 necrotic damage, or half as much on a successful save.

You can have a number of shadowed areas up to your Intelligence modifier at one time. Each shadow vanishes after 1 minute.

INSIDIOUS MAGIC

Starting at 14th level, when you cast a spell which requires a saving throw, you can give one target of the spell disadvantage on their first saving throw made against the spell. You can use this ability 3 times and you regain all expended uses when you take a long rest.