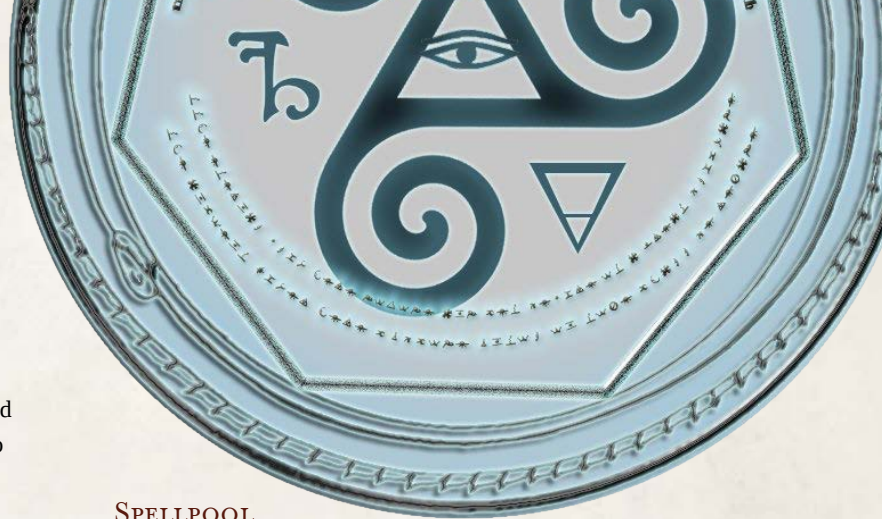




ARCANE TRADITIONS

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 THE ARCANE ORDER

Wizards of the Arcane Order, better known as Guildmages, are spellcasters that belong to an arcane academy or guild which serves the same purpose: to educate fledgling mages and advance the understanding of magic as a whole. To that end, guildmages share arcane magical knowledge through a common nexus known as a Spellpool, and can prepare spells known by others by attuning to this source.

Guildmages are not known particularly to specialize in a school of magic, but are instead free to generalize their understanding through the community of the Arcane Order. This makes them some of the most flexible spellcasters in the world, as they are free to prepare spells from diverse branches of magic with ease.

GUILD MEMBERSHIP

At 2nd level, as an established and respected member of the Arcane Order, you can rely on certain benefits that membership provides. You can board at the Arcane Order campus for free, and browse its library or use its common laboratory at your leisure. Additionally, you form professional ties with other wizards and sorcerers in the guild, which may lead to alliances or job opportunities in the future.

You must pay dues of 5 gp per month to the guild. If you miss too many payments, you must make up back dues to remain in the guild's good graces and continue to access the Spellpool.

SPELLPOOL

When you join the Arcane Order at 2nd level, you are granted a special arcane focus that allows you to call spells from the common source of guild members: the Spellpool. When you prepare spells following a long rest, you can choose to prepare two 1st level wizard spells of your choice from the Spellpool, even if the spells haven't been copied into your spellbook. These spells do not count against the total number of spells you can prepare.

The number and level of wizard spells you can prepare from the Spellpool increases as you grow in level and rank within the Arcane Order, as shown in the Spellpool Table.

If your arcane focus is lost or destroyed, or if you fall out of good standing in the Arcane Order, you cannot access the Spellpool. You can replace your arcane focus for 100 gp.

SPELLPOOL

Wizard Level	Spells Prepared	Spell Level
2nd	2	1st
6th	3	2nd
10th	4	3rd
14th	5	4th

COMMUNITY SPELLCASTING

Starting at 6th level, you can bolster your spellcaster allies. Whenever you cast a spell, each creature you choose adjacent to you has advantage on the next spell attack roll it makes before the beginning of your next turn.

SPELLPOOL RECOVERY

At 10th level, when you recover spell slots using Arcane Recovery on a short rest, you can also re-prepare the spells you have prepared from your Spellpool.

GUILD REGENT

At 14th level, you are awarded the title of regent within the Arcane Order. When you prepare your spells following a long rest, choose one spell you have prepared from your spellpool of 1st or 2nd level. You can cast this spell without expending a spell slot until you take a long rest again.