

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 RAZORMANCY

Conjuration is a specific field of magic, but it takes a special, or at least especially deranged, wizard to specialize in conjuring blades. Wizards of the School of Razormancy, often called Razor Mages, are formidable foes in combat, for their singular obsession with sharp things lends them considerable skill for violence. Often, they are experts in blending stealth, swordplay, and spellcasting in ways few other mages can equal.

RAZOR SAVANT

Beginning when you choose this tradition at 2nd level, you gain proficiency with all simple melee weapons, as well as scimitars and shortswords.

Additionally, you can always find a blade at hand. You can use your bonus action to summon a dagger and draw it to your hand out of thin air. This dagger vanishes when you use your bonus action to dismiss it, or 10 minutes after it has left your grasp.

DAGGERSPELL STRIKE

At 2nd level, when you cast a cantrip which requires a single spell attack roll, you can channel this spell through a melee weapon you are holding. Make a melee weapon attack against a target within your reach. On a hit, the cantrip successfully hits the target and also deals weapon damage as normal.

UNCANNY DODGE

Starting at 6th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

SPONTANEOUS CLOUD OF DAGGERS

Starting at 10th level, you can cast a limited version of the spell *cloud of daggers* without preparing the spell or expending a spell slot. The effects of this spell last only until the beginning of your next turn.

WARMONGER

At 14th level, all melee weapon attacks you make deal double damage.

