

School of the Deepening



BY MICAH MULDOWNEY

*AN UNDARK INSPIRED WIZARD SCHOOL DRAWING POWER
FROM THE MYSTERIOUS EMINATIONS OF FAERZRESS*



CREDITS

Writing & Game Design: Micah Muldowney
Layout & Graphic Design: Micah Muldowney
Art / Illustrations: Used under public domain and Creative Commons



CONTENTS

DENIZEN OF THE UNDERDARK.....	1
DARK CONDUIT.....	1
DEEP AEGIS.....	1
ARCANE INTERFERENCE.....	2
BLINDSPOT.....	2

ON THE COVER

Not far from the outskirts of Menzoberranzan, the Drow Wizard Malaggar Nalfein experiments with the effects of the powerful Faerzress radiation on his various spells.

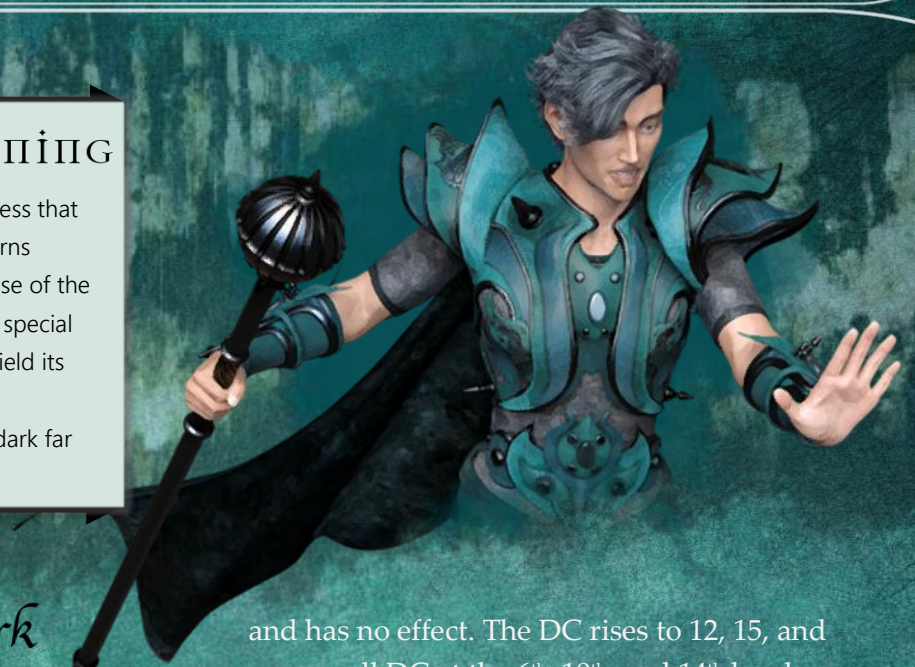
DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, Player's Handbook, Monster Manual, Dungeon Master's Guide, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

©2016 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK. This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild.

All other original material in this work is copyright 2020 by Micah Muldowney and published under the Community Content Agreement for Dungeon Master's Guild.

SCHOOL OF THE DEEPENING

The fabled and mysterious emanations of Faerzress that power whole sections of the underdark has in turns fascinated and baffled wizards for centuries. Those of the Deepening school, however, have chosen it as a special topic of study, seeking to become conduits to wield its potent, unusual, and even disruptive properties themselves, even when they have left the underdark far behind them.



Denizen of the Underdark

Your connection to the underdark has shaped you. Starting at level 2, You have darkvision up to 120 feet regardless of your race. You gain proficiency in the stealth skill and have the **Shadow Stealth** trait.

Dark Conduit

Starting at the 2nd level, you gain the ability to draw faerzress from the underdark to shape the flow of magic around you. This power radiates from you out to ten feet and lasts for 10 minutes or until dismissed. That distance increases to 15 feet at the 6th level, 20 feet at the 10th level, and 30 feet at the 14th level.

Faerzress radiation has several peculiar properties that effect the suffused area:

- The area is filled with dim light.
- Within the area, creatures have advantage on saving throws against conjuration and divination spells. If a conjuration or divination spell doesn't allow a saving throw but either targets a location or creature within the area or is cast from inside the area, the caster must succeed on a DC 10 Constitution saving throw to cast the spell. Failing this save means the spell is wasted

and has no effect. The DC rises to 12, 15, and your spell DC at the 6th, 10th, and 14th levels respectively.

- Any creature attempting to teleport or plane shift into, within, or out of the area in any way must make the conjuration Constitution saving throw. On a failed save, the creature takes 1d4 force damage per spell level and the teleportation attempt fails. If the save succeeds by two or less, the creature teleports to a random location within 1d6x 10 feet of their intended destination

The faerzress does not affect spells that you cast. You can activate this ability a number of times equal to your proficiency bonus per long rest.

Deep Aegis

The power of your faerzress emanations both protects and empowers you. At the 6th level, you impose disadvantage on all spell attacks and advantage on dexterity saving throws against spell or physical effects that would effect you within the range while dark conduit is active, and can add your proficiency bonus to spell damage provided the target is within the area of your faerzress. At the 14th level, you may extend the protective bonuses to a number

of creatures equal to your spellcasting ability modifier within the area of your faerzress.

Arcane Interference

Your faerzress emanations have become so powerful that magic becomes harder to tame for your enemies within their confines. At the 10th level, as a reaction, when another creature casts a spell from or effecting creatures within the area of your faerzress of the 5th level or lower, you may make a wisdom saving throw against their spell DC. On a successful save, you force them to roll from the wild magic table and have that replace the effect of their spell. You must use this ability before any rolls that determine whether the spell is successful or not. You may use this ability once per short or long rest, or expend a 2nd level or higher spell spot for additional uses.

Blindspot

At the 14th level, while your Faerzress is active, you enjoy the effects of the nondetection and detect magic spells. Starting at the 18th level, this trait becomes permanent.

