

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 FORCE MISSILE

Magic missile is a staple wizard spell, well-loved for its versatility and stopping power. Your fondness for it, however, borders on obsession. You focus your studies on this spell, exploring every rune of the spell's secrets and pressing its power to the limits, resulting in new augmentations and variations on the spell.

BONUS MISSILE

Beginning when you select this tradition at 2nd level, you learn the spell *magic missile*, if you do not know it already. Additionally, when you cast this spell, you fire 1 additional dart, as if the spell was cast using a higher level spell slot. The additional number of missiles increases by 1 at 6th level (2 additional missiles), 10th level (3 additional missiles), and 14th level (4 additional missiles).

MISSILE MAGICIAN

At 2nd level, you can cast *magic missile* a number of times equal to your Intelligence modifier, or half your wizard level, whichever is lower, without using a spell slot. You regain all expended uses when you complete a long rest.

If you choose *magic missile* for the Spell Mastery feature at 18th level, it is cast as if using a higher level spell slot (5 additional missiles.)

SHIELD OF MISSILES

By 6th level, as an action expending one casting of *magic missile*, you can cast your missiles around you in a tight orbit, providing a deadly aegis from your foes. For 1 minute, your armor class equals 10 + the number of missiles orbiting you, which begins as the number of missiles fired, to a maximum of 8. Whenever an enemy



ends its turn adjacent to you, a single missile strikes it, dealing damage as normal and decreasing the number of missiles orbiting you, and also decreasing your bonus to armor class. After using this ability, you may not use it again until you complete a short or long rest.

ENERGY MISSILE

By 10th level you have become intimately attuned to the energies that compose the spell *magic missile* and may alter them in significant ways. During casting, you may change the damage dealt by your *magic missile* to acid, cold, fire, or lightning.

OVERPOWERING MISSILE

By 14th level, your missiles become especially potent. Your *magic missile* ignores resistance. If a creature is immune to your *magic missile*, or is under the effect of the *shield* spell, it is treated as only having resistance against it.

Additionally, your *magic missile* spell can deal maximum damage. After doing this, you cannot do so again until completing a long rest.