

## 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 SOMNOMANCY

The somnomancers are an idiosyncratic bunch, given to fancies, daydreams and odd sartorial choices, and it is no surprise that they are rarely accorded any respect by mages of other schools. Although their obsession with sleep is occasionally useful, such as when someone needs to be hypnotized or must have their dreams interpreted, it is more often a source of humor – much to the chagrin of so-called 'pajama-mages'!

#### SOPORIFIC SAVANT

When you select this school at 2nd level, you gain some degree of control over your own sleep patterns. From now on, you only require four hours of sleep in a long rest and cannot be put to sleep by magic.

#### DEEP SLEEP

Also at 2nd level, you add the *sleep* spell to your spellbook if it is not there already. Whenever you cast this spell, the total number of hit points that can be affected is equal to double the number rolled on the dice. In addition, the radius of the spell is increased to 30 feet.

#### CAREFUL SOMNOMANCY

Beginning at 6th level, you can freely choose the order in which creatures are affected by a sleep spell you cast.

#### DREAMSPEAKER

At 10th level, you add the spell *dream* to your spellbook if it is not there already. When you cast this spell, the messenger may jump between up to 12 creatures (each makes their saving throw against the spell separately), conversing with any or all of them. They can only appear

monstrous to one of the targets, however, and the spell ends immediately after that option is utilized.

#### FITFUL SLUMBER

When you reach 14th level, you can give creatures that you put to sleep terrible nightmares. At the start of their turn, you can choose to make any creature that is under the influence of a *sleep* spell that you cast suffer 3d6 psychic damage. This damage cannot wake a creature up, nor can it reduce a creature below 1 hit point.

