



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 ECTOMANCY

Wizards who study in the school of ectomancy research the fabric of the Ethereal Plane, and its strange, spectral denizens. They quickly become experts in identifying ectoplasm, the residue that spirits leave behind on the material world, and by incorporating this substance in their spell components, can stretch their spells to other planes of existence.

SPECTRAL SAVANT

Starting when you choose this tradition at 2nd level, you can see into the Ethereal Plane within 30 feet of you and your spells affect creatures on the Ethereal Plane as if you were on the same plane of existence.

DEATHSPEAKER

At 2nd level, you can coax a single corpse into repeating its last words. Using your action, you can touch a corpse that has been dead for less than a century. If the corpse could speak at least one language in life, it repeats its final words in a hoarse rasp. Once you have used this ability, you can't use it again on the same corpse.

ECTOSPELL

Starting at 6th level, you can propel your spells through the Ethereal Plane to avoid obstacles. Your spells ignore cover.

SPECTRAL ALLY

By 10th level, you can call a restless spirit to your aid. You can use your action to summon a ghost, which is friendly to you and your allies. The ghost acts on your turn, and it obeys any commands you give to it (no action required). After 1 hour, or when the ghost is reduced to 0 hit points, it vanishes and returns to the Ethereal Plane.

Once you use this ability, you can't use it again until you finish a long rest.

INCORPOREAL UNDEAD

Beginning at 14th level, you can phase your body halfway into the Ethereal Plane, becoming weightless and ghostlike for 1 minute. You can use your action to gain resistance to nonmagical bludgeoning, piercing, and slashing damage, you can cast the spell *blink* without expending a spell slot or spell components, and you gain a flight speed equal to half your movement speed.

Once you use this ability, you can't use it again until you finish a short or long rest.