

## 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.

### THE GREY GUILD

Wizards of the Grey Guild eschew the study of specific schools of magic in favor of an arcane specialty in duplicity and espionage. In some D&D worlds all wizards of the Grey Guild belong to one organization with its own overarching goals and schemes while in other D&D worlds the Grey Guild is a style of wizardry exhibited by a number of isolated wizards or organizations. Regardless, wizards of the Grey Guild typically have a bad reputation amongst other wizards given their proclivity for memorizing and destroying spellbooks and hoarding secrets from rival spellcasters.

#### DESTROY THIS DOCUMENT

Starting at 2nd level, you memorize the content of your spellbook and do not need to reference a physical copy to prepare a spell. When you learn a new spell you spend the normal amount of time and gold to copy the spell but you commit it directly to memory rather than copying it to a book.

#### ARCANE OCCULTATION

Starting at 2nd level, when you interact with a creature for less than one hour and it attempts to recollect particulars of its interaction with you it must succeed at an Intelligence saving throw against your spell save DC or forget details of its interaction with you. When a creature forgets the details of its interactions with you it cannot correctly identify your physical characteristics or the particulars of any conversation with or observation of you.

#### REMOTE SURVEILLANCE

Starting at 6th level, you can spend 8 hours creating a saboteur's stone. After spending 1 minute in unbroken concentration, you can see and hear everything that happens within 30 feet of your saboteur's stone so long as you are on the same plane of existence and continue to concentrate (as if on a spell) on the stone. During this time, you are blind and deaf in regards to your own senses. While observing through the saboteur's stone you can cast a single ranged spell as if you were in the stone's location, after which the stone is destroyed. The stone is also destroyed when you use this feature to create a new saboteur's stone.

#### PRACTICED CONSPIRATOR

At 10th level, you gain proficiency in two skills of your choice of the following: Deception, Insight, Investigation,

Perception, Sleight of Hand, and Stealth.

#### EXPENDABLE AGENTS

At 14th level, you have learned to trust no one but yourself. That poses a problem for the spies of the Grey Guild so they learn to form a conspiracy of one. As an action, you can expend a spell slot to become a conspirator and create a number of additional conspirators equal to the level of the spell slot expended. While under the effect of this feature you cannot cast a spell that requires concentration. Each conspirator appears in its own unoccupied space within 30 feet of you.

Conspirators are indistinguishable from one another and from you. Each conspirator has your Armor Class, saving throws, and other attributes but evaporates into shadows and spiderwebs when they take any damage or are affected by any ability that inflicts a mental effect such as charmed or frightened. Each conspirator moves on the same turn but collectively can take only one action, one bonus action, and one reaction each round. When there is only one conspirator remaining, this effect ends and you become the remaining conspirator. When you complete a long rest, you become a conspirator of your choice and all other conspirators evaporate.

You can use this feature again after you complete a long rest.

### NEW SPELL

#### FOOL'S TONGUE

*1st-level divination*

**Casting Time:** 1 action

**Range:** Touch

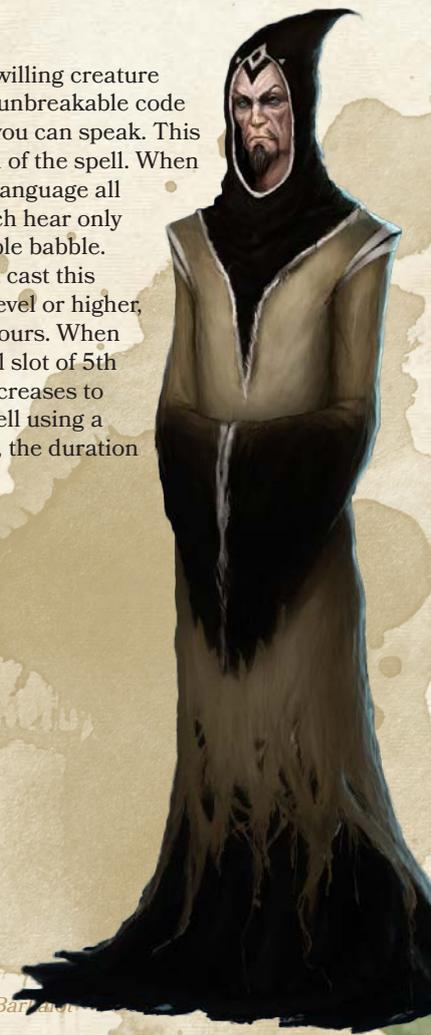
**Components:** V

**Duration:** 1 hour

**Class:** Bard, Wizard

When you cast this spell on a willing creature you and the creature learn an unbreakable code language that only the two of you can speak. This effect endures for the duration of the spell. When you are speaking in this code language all others who can hear the speech hear only meaningless and indecipherable babble.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the duration increases to 24 hours. When you cast this spell using a spell slot of 5th level or higher, the duration increases to 1 week. When you cast this spell using a spell slot of 7th level or higher, the duration increases to 1 year.



## THREE SPIRITS ADEPT

Wizards who forgo specializing in schools of magic to become a Three Spirits Adept are uncommon. Three spirits adepts are typically from regions where wizards are a more rural and isolated tradition rather than gathering in universities or major cities. A three spirit adept forms a powerful bond with his familiars and learns how to evoke their otherworldly nature in a way other magical traditions cannot.

### TRUE FAMILIAR

Starting at 2nd level, you learn the *find familiar* spell. You do not expend a spell slot to cast *find familiar*, you do not have to prepare the spell to cast it, and you do not need to use spell components.

### CREATURE MYSTIQUE

Starting at 2nd level, your familiar has a single spell slot that it can expend to cast a spell it knows. On your familiar's turn, you can choose to expend its spell slot to cast a spell of that level or lower from your familiar's spell list. Your familiar uses your spell attack modifier and spells it casts use your spell save DC. If the spell requires concentration you must concentrate on it.

Which spells your familiar can cast depends on its type;

#### CELESTIAL

Spell Level	Spells
1st	<i>boon, cure wounds</i>
2nd	<i>enhance ability, magic weapon</i>
3rd	<i>aura of vitality, counterspell</i>

#### FEY

Spell Level	Spells
1st	<i>dissonant whispers, faerie fire</i>
2nd	<i>invisibility, moonbeam</i>
3rd	<i>conjure animals, fly</i>

#### FIEND

Spell Level	Spells
1st	<i>bane, inflict wounds</i>
2nd	<i>darkness, enthral</i>
3rd	<i>fear, hunger of hadar</i>

Your familiar's spell slot level is equal to the highest level spell slot you have but no higher than 5th level. Your familiar regains its spell slot when you take a long rest.

### SHAPE OF THE SPIRITS

Starting at 6th level, you can cast the spell *polymorph* without expending a spell slot or any components to take on any of the forms listed in the *find familiar* spell. Once you have used this feature, you must finish a long rest before you can use it again.

### OTHERWORLDLY EXPRESSION

Starting at 10th level, on your familiar's turn you can command it to invoke the ultimate expression of its mystical nature as its action. The exact power varies based on the type of familiar you use this ability on. You can use this feature again after a long rest.

**Celestial.** Until the end of your next turn all allies within 10 feet of your familiar gain advantage on saving throws and resistance to all damage.

**Fey.** You can teleport each creature within 30 feet of your familiar to any unoccupied space within 30 feet of your familiar. This familiar regains its spell slot if it was

expended.

**Fiend.** All enemy creatures within 10 feet of your familiar must make an Intelligence saving throw. If they fail, they gain vulnerability to all damage types they are not immune to and have disadvantage on attack rolls and saving throws until the end of your familiar's next turn.

### THREE SPIRITS

Starting at 14th level, you can have two familiars at a time, changing the normal rules of the *find familiar* spell. Both familiars have their own spell slot granted by the Creature Mystique feature.



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