

Archive of Forgotten Lore:

Wizard

This is Supplemental Material

Arcane Tradition

At 2nd level, a wizard can choose an arcane tradition, that will shape their magic practice. This is an option written by Odvaskar for that feature: The School of the Battlemage.

School of the Battlemage

The School of the Battlemage is school that few wizards follow and even fewer have been able to reached the title of Arch-Battlemage. This tradition teaches martial techniques and the arcane formulae that are incredibly taxing on both mind and body.

Most of a battlemage's magical studies revolve around the creation of Arcane Weapons; weapons made of and animated by pure magical energy. With this blend of weapon, armor, and spells a battlemage is one of the most fearsome opponents any warrior or spellcaster would dare to meet on a battlefield.

Battlemage Training

2nd-level School of the Battlemage feature

When you adopt this martial tradition at 2nd level, you gain proficiency with light armor, medium armor, and melee martial weapons.

Arcane Weapon

2nd-level School of the Battlemage feature

Starting at 2nd level, you can summon weapons made of pure magic, provided you aren't wearing heavy armor or using a shield, as they are too restrictive for the intricate sigils needed to create the weapon.

You can perform a 1 hour ritual and expend a spell slot of 1st level or higher to create a one-

handed (or versatile) simple or martial weapon of your choice. This magic weapon lasts until you finish a long rest, and you can use a bonus action to instantly teleport it to your hand as long as you are on the same plane of existence. This weapon deals force damage instead of physical damage on a hit and has the finesse and light properties.

If you expend a 2nd level spell slot or higher, the arcane weapon gains a flying property. As a bonus action, you can control your arcane weapon to hover, and fly up to 30 feet, attacking one creature of your choice within its reach. When you control your arcane weapon in this way you use your Intelligence modifier, instead of Strength or Dexterity, for attack and damage rolls.

If you expend a 3rd level spell slot, the weapon gains that flying property and +1 to attack and damage rolls. When you expend a 5th level spell slot the bonus increases to +2 and if you expend a 7th level spell slot the bonus increases to +3.

You can only create two arcane weapons at a time.

Extra Attack

6th-level School of the Battlemage feature

Starting at 6th level, you can attack twice, instead of once, whenever you take the attack action on your turn. Additionally, you can cast one of your cantrips in place of one of those attacks.

Scholar of Spell and Blade

10th-level School of the Battlemage feature

Beginning at 10th level, you are now able to create two-handed arcane weapons. These weapons have the same properties as the one-handed arcane weapons but are so light, due to being made of magic, they have the versatile property instead of two-handed property and lack the heavy property.

Arch-Battlemage

14th-level School of the Battlemage feature

Starting at 14th level, your ability to weave magic to create weapons and your strategic battle prowess are unmatched. You can add your Intelligence modifier to the damage of your arcane weapons. Additionally, if a creature hits you with a melee attack, you can use your reaction to add proficiency bonus to your AC for that attack while your arcane weapon is summoned. If the arcane weapon has the flying property and it's within 30 feet of you when you use this reaction, it instantly flies back to protect you from that attack.