

WAR MAGE

COAT YOUR BLADE WITH ARCANE MAGIC



BY LEONARDO RAELE

The War Mage is a Wizard's Arcane Tradition
for the world's greatest roleplaying game

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A Wizard's Arcane Tradition for D&D 5E compatible with any high fantasy settings, like Forgotten Realms, featuring a wizard that received martial training to fight at war with both weapon and magic.

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WHEN THE ARMIES OF CALIMSHAN MARCHED ON THE VAST Calim Desert and faced the massive army of Amn, the generals realized that steel alone would not win that war, so they decided to call the wizards.

WAR MAGE

A wizard trained in the arcane tradition of the War Mage learns to combine both their destructive magic and protective wards with martial techniques, achieving best value at the battlefield.

BONUS PROFICIENCIES

Beginning when you select this tradition at 2nd level, you gain proficiency with simple weapons, one martial weapon of your choice and light armor.

ARCANE COATING

Starting at 2nd level, you learn to imbue blades and ammunition with arcane magic to increase their damage. Whenever you make a weapon attack, you can expand a spell slot to increase the damage dealt by that attack. When you do so, choose a damage type of fire, cold or lightning. The attack deals additional 1d6 damage of the chosen type per level of the expanded spell slot on a hit, or half as much on a miss. The damage increases by 1d6 if the attack is melee.

EXTRA ATTACK

Starting at 6th level, you can make up to two weapon attacks when you take the Attack action.

ARCANE WARD

Starting at 10th level, you can create protective wards to absorb some of the damage you take. Whenever you take damage, you can use your reaction to expand a spell slot and reduce the damage by an amount equal to four times the spell slot's level.

EASY COATING

Starting at 14th level, imbuing arcane magic to your weapon attacks becomes so usual that it takes little to no effort. Whenever you score a hit with a weapon attack, you can choose to deal an extra 1d6 fire, cold or lightning damage (your choice) to the target.



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If you have any comments or questions, please contact me at leonardoraele@gmail.com. You can also review and discuss this module [here](#).

TO SMASH AND BURN THEM

Meet the [Barbarian Spellcasters](#), a module that introduces 3 new Barbarian's Primal Path options for D&D 5E compatible with any high fantasy campaign setting, like Forgotten Realms, featuring barbarians capable of casting both divine and arcane spells.



You can access the Barbarian Spellcasters module at [Dungeon Master's Guild](#).

PRIMAL PATHS

In this module you will find the following additional Primal Path options for the barbarian class.

Path of the Shamanism. Barbarians learn to cast divine spells through their attunement to nature and crude rituals.

Path of the Draconic Runes. Barbarians learn the ancient ways to cast arcane spells using draconic words of power.

Path of the Rage Magic. Barbarians learn how to dive into a trance of primal fury, awakening their inner magic and entering an arcane frenzy.

ARTWORK CREDIT

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VERSION HISTORY

VERSION 1.0.1 (no mechanical change)

- Fixed the broken links.
- Removed D&D logo in accordance with Dungeon Master Guild's Community Content Agreement.

VERSION 1.0.2 (no mechanical change)

- Text corrections.
- Added the cover page.
- Updated advertisement.