



WARRIOR-MAGE

An elf in dragon scale armor cuts down one of the swarming fiends with her sword, the tuning fork in her other hand resonating with her words as she touches her companions and shifts the party to another plane.

A half-elf, his armaments covered by scholars' robes, searches through tomes in a vast library. With a satisfied smile he takes down a particular book, opens his spellbook, and begins to copy the magic of the spell he sought.

On the field of battle, a bloodied elf calls on reserves of strength to push forward. Cut. Thrust. Slash. His foes fall before his continual onslaught of strikes, but more remain to assault he and his companions. His strength depleted, he rests on his sword for a moment, and then intones the words that launch a *fireball* into the midst of his foes.

Warrior-mages are initiates of a revered elven tradition that combines the combat prowess of the fighter with the spellcraft of the wizard. Rather than focusing on either path, they train in both equally, sacrificing the fighter's depth of mastery and the wizard's depth of knowledge in exchange for the core capabilities of both.

ELVES TO THE SOUL

The elves have always had an affinity for both swordplay and spellcraft. Corellon Larethian, creator of the elves, is said to be both a skilled warrior and a master of magic. Throughout the ages, elves have expressed this inherent aspect of their nature in many ways. Most elves take naturally to sword and bow, and are taught in their use from a young age. Many elves know at least the rudiments of arcane magic, regardless of what path they take in life. Although not all elves seek to combine the two branches of their heritage, those who do are respected champions of the race.

Many elven fighters follow the Eldritch Knight archetype, enhancing their battle skills with magic. Wizards of the Bladesong tradition practice magically enhanced swordplay as an expression of magic itself.

Other elves treat neither martial skills nor magical arts as a supplement to the other, but train in them as two distinct and valuable fields. This is the path of the warrior-mage.

STUDENTS OF TWO WORLDS

As a student of both the warrior's path and the mage's art, the warrior-mage seeks to learn each skillset on its own terms.

The warrior-mage must both know what it feels like to fight by their strength and sweat alone, and feel the fear of standing unarmored against a foe with nothing but their spells to protect them.

THE WARRIOR-MAGE

Level	Proficiency		Cantrips Known	—Spell Slots per Spell Level—									
	Bonus	Features		1st	2nd	3rd	4th	5th	6th	7th	8th	9th	
1st	+2	Initiate of Blade and Tome, Spellcasting	2	2	—	—	—	—	—	—	—	—	—
2nd	+2	Elven Warcraft, Second Wind	2	3	—	—	—	—	—	—	—	—	—
3rd	+2	—	2	4	2	—	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement	3	4	3	—	—	—	—	—	—	—	—
5th	+3	—	3	4	3	2	—	—	—	—	—	—	—
6th	+3	Extra Attack, Elven Warcraft feature	3	4	3	3	—	—	—	—	—	—	—
7th	+3	—	3	4	3	3	1	—	—	—	—	—	—
8th	+3	Ability Score Improvement, War Magic Initiate	3	4	3	3	2	—	—	—	—	—	—
9th	+4	—	3	4	3	3	3	1	—	—	—	—	—
10th	+4	Indomitable Spirit	4	4	3	3	3	2	—	—	—	—	—
11th	+4	—	4	4	3	3	3	2	1	—	—	—	—
12th	+4	Ability Score Improvement	4	4	3	3	3	2	1	—	—	—	—
13th	+5	—	4	4	3	3	3	2	1	1	—	—	—
14th	+5	Improved War Magic	4	4	3	3	3	2	1	1	—	—	—
15th	+5	—	4	4	3	3	3	2	1	1	1	—	—
16th	+5	Ability Score Improvement	4	4	3	3	3	2	1	1	1	—	—
17th	+6	—	4	4	3	3	3	2	1	1	1	1	—
18th	+6	Elven Warcraft feature	4	4	3	3	3	3	1	1	1	1	—
19th	+6	Ability Score Improvement	4	4	3	3	3	3	2	1	1	1	—
20th	+6	Attack Surge, Spell Mastery	4	4	3	3	3	3	2	2	1	1	—

Traditionally, a warrior-mage trains under three masters: a fighter, a wizard, and an experienced warrior-mage. The fighter's fighting style will become the apprentice warrior-mage's own, and the wizard's school of specialty will influence their later specialization. The warrior-mage's teachings help them balance the two fields and draw strength from the union.

While a warrior-mage will learn how to blend their spellcasting and swordsmanship in some ways, they will at their core always understand each as its own endeavor.

CREATING A WARRIOR-MAGE

Your warrior-mage chose to pursue two contrasting skillsets, knowing they would never be quite as adept at either as someone who focused on one. Why? What is it about a balance between the two paths that appealed to them?

Think about your three mentors. Who were they, how did you meet, and what sort of relationship do you have (or did you have) with them?

Think about your place in elven society. Warrior-mages are revered in a manner similar to Bladesingers and Eldritch Knights. Is this an honor you sought, an honor you seek to avoid, or something in-between?

RESTRICTION: ELVEN TRADITION

On most worlds, only elves and half-elves can become warrior-mages. DMs may decide to allow characters of other races to become warrior-mages on worlds where such traditions exist amongst other races.

In addition, warrior-mages must have an Intelligence of 13 or higher, either a Strength or Dexterity of 13 or higher, and cannot multiclass. Their training involves blending the features of both fighters and wizards as an alternative to multiclassing.

QUICK BUILD

You can make a warrior-mage quickly by following these suggestions. First, make either Strength or Intelligence your highest ability score, followed by the other. (Some warrior-mages who focus on finesse weapons make Dexterity higher than Strength.) Second, choose the folk hero background. Third, choose the *green-flame blade* and *prestidigitation* cantrips, along with the following 1st-level spells for your spellbook: *detect magic*, *disguise self*, *false life*, *grease*, *shield*, and *sleep*.

CLASS FEATURES

As a warrior-mage, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per warrior-mage level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your

Constitution modifier per warrior-mage level after 1st

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Constitution, Intelligence

Skills: Choose two from Acrobatics, Animal Handling, Arcana, Athletics, History, Insight, Intimidation, Investigation, Medicine, Perception, Religion, and Survival

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a chain shirt or (b) leather armor
- (a) one simple weapon or (b) a shield
- (a) a component pouch or (b) an arcane focus
- One martial weapon and an explorer's pack
- A spellbook, a longbow, and a quiver of 20 arrows

INITIATE OF BLADE AND TOME

You are considered to be both a fighter and a wizard for the purpose of using or attuning to magic items.

SPELLCASTING

As a student of wizardry, you study and cast spells like a wizard, and you use the same spell list.

CANTRIPS

At 1st level, you know two cantrips of your choice from the wizard spell list. You learn additional wizard cantrips of your choice at higher levels, as show in the Cantrips Known column of the warrior-mage table.

SPELLBOOK

At 1st level, you have a wizard spellbook containing six 1st-level wizard spells.

PREPARING AND CASTING SPELLS

You prepare and cast spells as if you were a wizard.

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your wizard spells, and functions as it does for wizards.

RITUAL CASTING

You can cast a wizard spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared.

SPELLCASTING FOCUS

You can use an arcane focus as a spellcasting focus for your wizard spells.

LEARNING SPELLS OF 1ST LEVEL AND HIGHER

Each time you gain a warrior-mage level, you can add two wizard spells of your choice to your spellbook. Each of these spells must be of a level for which you have spell slots, as shown on the Warrior-Mage table. On your adventures, you might find other spells that you can add to your spellbook (see the "Your Spellbook" sidebar in the wizard class entry sidebar).

SECOND WIND

Starting at 2nd level, you have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your warrior-mage level.

Once you use this feature, you must finish a long rest before you can use it again.

ELVEN WARCRAFT

At 2nd level, you begin your personal warrior-mage path, focusing on the elven warcraft elements best suited to your individual nature. This grants you a feature at 2nd level, and another at 6th and 18th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by one. As normal, you can't increase an ability score above 20 using this feature.

EXTRA ATTACK

Beginning at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

WAR MAGIC INITIATE

Beginning at 8th level, when you use your action to cast a cantrip, you can make one weapon attack as a bonus action. Once you use this feature, you must finish a short or long rest before you can use it again.

INDOMITABLE SPIRIT

Beginning at 10th level, you can reroll a Strength or Wisdom saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest.

IMPROVED WAR MAGIC

Starting at 14th level, when you use your action to cast a spell, you can make one weapon attack as a bonus action.

ATTACK SURGE

When you reach 20th level, you can push your attack speed beyond your normal limits for a moment. On your turn, you can take one additional Attack action (one weapon attack only) on top of your regular action and a possible bonus action.

Once you use this feature, you must finish a short or long rest before you can use it again.

SPELL MASTERY

At 20th level, you have achieved such mastery over certain spells that you can cast them at will. Choose a 1st-level wizard spell and a 2nd-level wizard spell that are in your spellbook. You can cast those spells at their lowest level without expending a spell slot when you have them prepared. If you want to cast either spell at a higher level, you must expend a spell slot as normal.

By spending 8 hours in study, you can exchange one or both spells you chose for different spells of the same levels.

ELVEN WARCRAFT

Both aspects of your warrior-mage's training present inherent options to focus your study. In addition, your combined experiences hone specific defenses.

FIGHTING STYLE

At 2nd level, you adopt a particular style of fighting as your specialty. Choose the Defense, Dueling, or Protection fighting style.

ARCANE SPECIALIZATION

Starting at 6th level, your study of wizardry allows you deeper insight into one of the eight schools of magic.

Choose a feature associated with an Arcane Tradition specializing in a school of magic. The possible features are: Arcane Ward, Grim Harvest, Hypnotic Gaze, Improved Minor Illusion, Minor Alchemy, Minor Conjunction, Portent, or Sculpt Spells.

Some of these features function differently for a warrior-mage, as described below.

Arcane Ward. The ward has hit points equal to your warrior-mage level + your Intelligence modifier, and when you cast an abjuration spell of 1st-level or higher the ward regains a number of hit points equal to the level of the spell.

Grim Harvest. The hit points you regain are equal to the spell's level, regardless of its school.

Hypnotic Gaze. You can maintain this effect for no more than 5 rounds.

Portent. When you finish a long rest, roll one d20.

Sculpt Spells. You choose a number of creatures equal to one third the spell's level (rounded up).

REMARKABLE RESILIENCE

When you reach 18th level, you become more adept at one type of saving throw normally trained in by fighters or wizards. Choose Strength or Wisdom. When you make a saving throw in your chosen ability without adding your proficiency bonus, you can add half your proficiency bonus.

(Art from *The Elder Scrolls Online: The Poster Collection*, courtesy of gamingtrend.com
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