

# Arcane Tradition

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## Dwarven Mage-at-Arms

Deep in their mountain citadels and Underdark strongholds, the Dwarves have their own traditions of Arcane Magic and their own special Wizard Traditions. Dwarven Wizards don't shy away from combat as much as those of most other races, due to their race's strong martial traditions, and also because their hardier physiques and stronger Constitutions make them more durable than the average Wizard. This sturdiness of body, combined with the weapon instruction all Dwarves receive as part of their basic education, means that a Dwarven Wizard is apt to heft his axe and strike down anyone foolish enough to try to get in close and "take care of the frail Wizard" hurling Fireballs at them.

This combination of martial prowess with Dwarven Wizardry also has a second, less apparent advantage, considering the kinds of opponents that Dwarves must face in the Underdark; the Drow, Duergar, Illithid, Aboleth, and all other manner of twisted Aberrations and tentacled Evil things that slither and squirm in the dark recesses of the underworld, developing Magic Resistance from the strange radiations of the Deep Earth. Having a stout axe or hammer ready, and knowing how to use it, is a necessity even for a Wizard when magic fails in the dark depths of the earth.

Thus, the Dwarven Arcane Tradition of the Mage-at-Arms combines elements of the School of Abjuration and the tactical Wizardry of War Magic with plain old combat prowess. Woe be it to any Fighter who thinks he can get the better of a Dwarven Mage-at-Arms simply by closing to do melee with them; he will be rudely disabused of that foolish notion in short order.

## Mage-at-Arms Features

Wizard Level	Feature
2 <sup>nd</sup>	Fighting Style, Arcane Ward
6 <sup>th</sup>	Extra Attack
10 <sup>th</sup>	Durable Magic
14 <sup>th</sup>	Battle Magic

The Mage-at-Arms is a particularly Dwarven Tradition of magic mixed with fighting skill and is mostly practiced by members of that race, but over the centuries a few master Mages-at-Arms have taught the discipline to deserving apprentices of other races they trained in the Dwarven Wizardly Tradition, who appreciate having some practical skill at arms to rely upon in case they find themselves in situations their magic fails them. It is therefore still predominantly practiced by the Dwarves, but it can be found scattered among members of almost every race, excepting the Elves (who vastly prefer the Tradition of Bladesong.)

## **FIGHTING STYLE**

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Beginning when you select this Tradition at 2<sup>nd</sup> level, you adopt a particular style of fighting as your specialty to complement your spellcasting abilities. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

### **DUELING**

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

### **GREAT WEAPON FIGHTING**

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

### **TWO-WEAPON FIGHTING**

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

You also gain proficiency with a single martial melee weapon and with light armor.

## **ARCANE WARD**

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Starting at 2<sup>nd</sup> level, you can weave magic around yourself for protection. When you cast an abjuration spell of 1<sup>st</sup> level or higher, you can simultaneously use a strand of the spell's magic to create a magical ward on yourself that lasts until you finish a long rest. The ward has hit points equal to twice your wizard level + your Intelligence modifier. Whenever you take damage, the ward takes the damage instead. If this damage reduces the ward to 0 hit points, you take any remaining damage. While the ward has 0 hit points, it can't absorb damage, but its magic remains. Whenever you cast an abjuration spell of 1<sup>st</sup> level or higher, the ward regains a number of hit points equal to twice the level of the spell. Once you create the ward, you can't create it again until you finish a long rest.

## **EXTRA ATTACK**

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Starting at 6<sup>th</sup> level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

## **DURABLE MAGIC**

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Beginning at 10<sup>th</sup> level, the magic you channel helps ward off harm. While you maintain concentration on a spell, you have a +2 bonus to AC and all saving throws.

## **BATTLE MAGIC**

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At 14<sup>th</sup> level, you have mastered the art of weaving spellcasting and weapon use into a single harmonious act. When you use your action to cast a wizard spell, you can take one weapon attack as a bonus action.