

# 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 Magus.

## School of the Magus

The School of the Magus explores the blending of magical ability and martial prowess. A wizard that takes this tradition spends an equal amount to poring over arcane tomes and practicing fighting techniques. A magus uses the combination of steel and spell to devastating effect that few foes would dare to stand against.

### Bonus Proficiencies

*2nd-level School of the Magus feature*

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

### Martial Arcanist

*2nd-level School of the Magus feature*

Your martial training allows you to perform special combat maneuvers. These maneuvers are fueled your Magus dice, which are each a d6. You have a number of these dice is equal to twice your proficiency bonus. You regain all your expended Magus dice when you finish long rest. Magus expend the Magus die when used, and you can't use a maneuver if it requires you to use a die when your dice are all expended. Additionally, you can use your melee weapon as an arcane focus.

The maneuvers below use your Magus dice.

**Parry Ward.** When you take damage, you can use your reaction to expend one Magus, roll the die, and reduce the damage taken by the number rolled plus your intelligence modifier.

**Arcanist Strike.** Once on each of your turns, immediately after you hit a target with a weapon attack and deal damage, you can expend one Magus die, rolling it and adding it to the damage. Additionally, all the damage dealt by this attack becomes force damage.

**Protective Surge.** When you fail a saving throw, you can use your reaction to expend one Magus die, rolling the die, and add the number rolled to the saving throw potentially making a successful save.

### Extra Attack

*6th-level School of the Magus feature*

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

### Battle Caster

*10th-level School of the Magus feature*

You have mastered new ways to combine your spellcasting and martial techniques, detailed below.

**Exploiting Attack.** When you hit a creature with a weapon attack, you can expend 2 Magus dice and rolling them. The next saving throw that target makes against a spell you cast before the end of your next turn has the number rolled subtracted from the saving throw.

**Vanishing Spell.** When you cast a spell that has a casting time of 1 action, you can expend 2 Magus dice to use your bonus action to teleport up to 30 feet to an unoccupied space you can see.

# War Mage

*14th-level School of the Magus feature*

Starting at 14th level, You are a master of steel and spell. Your Magus die increases to a d8, and you learn another technique.

**Hasted Spell.** When you cast a spell that has a casting time of 1 action, you can expend 3 Magus dice to change the casting time to 1 bonus action for this casting.