

## Disciple: Weapon Mage

*A Weapon Mage focuses more on their martial mastery than other disciples, and will often choose to use spells that bolster their weapons before studying any other magic. These disciples are unmatched in their weapon use but fall behind in magical power when compared to others.*

Weapon Mage	Spell Slots per Spell Level			
Disciple Level	1st	2nd	3rd	4th
2nd	2	-	-	-
3rd	2	-	-	-
4th	3	-	-	-
5th	3	-	-	-
6th	3	-	-	-
7th	4	2	-	-
8th	4	2	-	-
9th	4	2	-	-
10th	4	3	-	-
11th	4	3	-	-
12th	4	3	2	-
13th	4	3	2	-
14th	4	3	2	-
15th	4	3	3	-
16th	4	3	3	-
17th	4	3	3	-
18th	4	3	3	-
19th	4	3	3	1
20th	4	3	3	1

## Spellcasting

Your magical research and studying have cultivated the ability to cast spells within you.

### Preparing and Casting Spells

The Weapon Mage table shows how many spell slots you have to cast your disciple spells. To cast one of your disciple spells of 1st level or higher, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of disciple spells that are available for you to cast, choosing from the disciple spell list, which includes Paladin and Ranger spells. When you do so, choose a number of disciple spells equal to your Intelligence modifier + half your disciple level, rounded down (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are an 8th-level disciple, you have four 1st-level and two 2nd-level spell slots. With an Intelligence of 14, your list of prepared spells can include six spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell Cure Wounds, you can cast it using a 1st-level or a 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can also change your list of prepared spells when you finish a long rest. Preparing a new list of disciple spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.

## Spellcasting Ability

Intelligence is your spellcasting ability for your disciple spells, so you use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a disciple spell you cast and when making an attack roll with one.

**Spell save DC** = 8 + your proficiency bonus + your Intelligence modifier

**Spell attack modifier** = your proficiency bonus + your Intelligence modifier

## Spellcasting Focus

You can use a druidic focus or a holy symbol as a spellcasting focus for your disciple spells.

## Additional Fighting Style

At 2nd level, you can choose a second option from the Fighting Style class feature.

## Extra Attack

Starting 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.

The number of attacks increases to three when you reach 14th level in this class.

## Improved Critical

Starting at 10th level, your weapon attacks score a critical hit on a roll of 19 or 20.

## Magical Defenses

Starting at 14th level, you are adept at avoiding magical danger. You have advantage on saving throws against spells and other magical effects, and spell attacks have disadvantage against you.