Swordmage

A human mutters words of arcane power under his breath, and his warhammer crackles alight with electricity. With a cry he rushes toward a surprised hobgoblin, and brings the hammer down on its head with a burst of lightning.

A guard shoves a captured half-elf ahead of him, leading her deeper into the king's dungeon. She quickly concentrates as the guard turns to regard another inmate, and with a flash buries her newly materialized blade into the man's back.

An elf nocks an arrow made of spectral blue energy into her bow. She takes careful aim, mutters a short incantation, and lets the arrow fly toward the group of orcs rushing towards her. The arrow slams into the lead orc, then shatters as it explodes into flames and engulfs their ranks.

Swordmages are practicioners of both martial combat and arcane magic. To a swordmage, fighters are uncivilized brutes whose only answer to conflict is to hit things harder, while wizards are overly delicate and more at home in a library than the battlefield. Swordmages seek to combine the best of both worlds, seamlessly merging their knowledge of the arcane into battle disciplines which no pure knight or mage could hope to achieve.

A MYSTICAL BOND

The term "swordmage" is in many respects a misnomer; the weapon employed can range from a blade to a hammer to a crossbow. What most defines a swordmage is the unshakable bond that is formed with that particular weapon. Other individuals are able to form similar arcane bonds, but the one between a swordmage and her chosen weapon goes even further.

A bonded weapon is like an extension of a swordmage's own body. It is nearly impossible to rob a swordmage of it, and they are able to sense its location no matter how distant, and call it to their hand from any similar range. Some believe that each weapon contains its own minute soul, one equally capable of communicating with the Weave that surrounds everything. By forging this bond, a swordmage's capability to affect the Weave is increased.

MAGIC AND MIGHT

Without their martial training, a swordmage would still be a formidable (though much less enigmatic) wizard. The meditations and trainings they undertake allow them to comprehend the workings of the Weave, plucking at it to

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.evel	Proficiency Bonus	Features	Spells Known	1st	2nd	3rd	4th	5t
1st	+2	Weapon Bond, Magic Sense	—	—		—		
2nd	+2	Fighting Style, Spellcasting, Arcane Infusion	2	2		_	_	
3rd	+2	Spell Strike, Swordmage Discipline	3	3	—	—	—	
4th	+2	Ability Score Improvement	3	3	—		—	
5th	+3	Extra Attack	4	4	2	—	—	
6th	+3	Eldritch Might	4	4	2	—	—	
7th	+3	Swordmage Discipline feature	5	4	3	—	—	
8th	+3	Ability Score Improvement	5	4	3	—	—	
9th	+4	—	6	4	3	2	—	
1 0th	+4	Elemental Infusion	6	4	3	2		
11th	+4	Swordmage Discipline feature	7	4	3	3		
12th	+4	Ability Score Improvement	7	4	3	3	—	_
13th	+5	_	8	4	3	3	1	
l 4th	+5	Magic Ward	8	4	3	3	1	_
15th	+5	Swordmage Discipline feature	9	4	3	3	2	
1 6th	+5	Ability Score Improvement	9	4	3	3	2	_
17th	+6	_	10	4	3	3	3	٦
18th	+6	Empowered Infusion	10	4	3	3	3	1
1 9th	+6	Ability Score Improvement	11	4	3	3	3	2
20th	+6	Archblade	11	4	3	3	3	2

create varied magical effects. Many utilize their spells to augment their own martial ability, while others instead rely on them as their primary methods of combat. Regardless of the specifics, all swordmages channel magic through their weapons, needing no other focus to cast spells.

Without their magic, a swordmage would still be a practiced fighter. Some spend years practicing combat styles and martial arts, learning to intimately understand the swing of a sword or the drawing of a bow. While many wizards sharpen only their minds, swordmages ensure that their bodies become as powerful a weapon as any spell.

CREATING A SWORDMAGE

When you create a swordmage character you should consider why you've chosen the complex path of mixing martial combat and magic arts. Were you a squire under the service of a knight who discovered a gift for magic? Were you once a wizard's apprentice, but found yourself drawn to practice with cold steel instead of properly studying?

Why have you gone out into the greater world? Do you wish to prove your unorthodox lifestyle as effective as any other? Are you on a personal mission to collect some arcane secret or ancient artifact? Or perhaps you simply want to put your skills to the test.

QUICK BUILD

You can make a Swordmage quickly by following these suggestions. First, make Strength or Dexterity your highest ability score, followed by Intelligence. Second, choose the soldier background.

CLASS FEATURES

As a Swordmage, you gain the following class features

HIT POINTS

Hit Dice: 1d10 per Swordmage level
Hit Points at 1st Level: 10 + your Constitution modifier
Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per Swordmage level after 1st

PROFICIENCIES

Armor: Light and medium armor **Weapons:** Simple weapons, Martial weapons **Tools:** None

Saving Throws: Dexterity, Intelligence

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

EQUIPMENT

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

- (a) scale mail or (b) studded leather armor
- (a) a dungeoner's pack or (b) an explorer's pack
- A martial weapon

WEAPON BOND

You know a ritual that creates a magical bond between yourself and one weapon. You perform the ritual over the course of 1 hour, which can be done during a short rest. The weapon must be within your reach throughout the ritual, at the conclusion of which you touch the weapon and forge the bond.

Once you have bonded a weapon to yourself, you can't be disarmed of that weapon unless you are incapacitated. If it is on the same plane of existence, you can summon that weapon as a bonus action on your turn, causing it to teleport instantly to your hand. As long as it is on the same plane as you, you also know its precise location at all times.

If your bonded weapon is broken or damaged, you can spend 1 hour of meditation to recreate the weapon from a fragment. This can be done during a short rest. This process automatically destroys any other fragments of the weapon in existence, so you can't use it to create multiple copies of a broken weapon.

If you attempt to bond with a second weapon, you must break the bond with your existing weapon.

MAGIC SENSE

You can sense the presence of magic around you. As an action, you can open your awareness to the Weave. Until the end of your next turn, you can feel the hum of magic and see a faint aura around any visible creature or object within 60 feet of you that bears magic, and you learn its school of magic, if any. Your magic sense can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

You can use this feature a number of times equal to 1 + your Intelligence modifier. When you finish a long rest you regain all expended uses.

FIGHTING STYLE

At 2nd level, you adopt a particular style of fighting as your specialty. 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.

ARCHERY

You gain a +2 bonus to attack rolls you make with ranged weapons.

DEFENSE

While you are wearing armor, you gain a +1 bonus to AC.

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 twohanded or versatile property for you to gain this benefit.

Spellcasting

Your time spent learning the intricacies of magic allows you to create greater effects beyond the form of your weapon, giving you the ability to cast spells at 2nd level.

SPELL SLOTS

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

Spells Known of 1st Level and Higher

You know two 1st-level spells of your choice from the swordmage spell list (which appears at the end of this document).

The Spells Known column of the Swordmage table shows when you learn more swordmage spells of your choice from this feature. Each of these spells must be of a level for which you have spell slots on the Swordmage table.

Additionally, when you gain a level in this class, you can choose one of the swordmage spells you know from this feature and replace it with another spell from the swordmage spell list. The new spell must also be of a level for which you have spell slots on the Swordmage table.

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your swordmage spells; your understanding of the theory behind magic allows you to wield these spells with superior skill. You use your Intelligence whenever a swordmage spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a swordmage 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

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You can use your bonded weapon as a spellcasting focus for your swordmage spells.

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ARCANE INFUSION

Beginning at 2nd level, you gain the ability to infuse your bonded weapon with arcane energy. As a bonus action, while holding your bonded weapon you can expend one spell slot, infusing your weapon for one hour. While infused, your weapon deals additional force damage. The extra damage is equal to the level of the spell slot you expended. If your weapon is not already magical, it becomes magical for the duration.

You can end this effect on your turn as part of any other action. If you are no longer holding or carrying your bonded weapon, or if you fall unconscious, this effect ends.

SPELL STRIKE

Starting at 3rd level, you can use an action on your turn to attempt a spell strike, concentrating a spell into your weapon and using the strike to cast it onto a target. Choose a spell you know of 1st level or higher with a casting time of one action, and spend a spell slot as if you were casting it as normal. The spell must be capable of targeting a hostile creature or have an area of effect in the shape of a cone, cube, cylinder, line, or sphere.

As part of the action, you then make a single weapon attack with your bonded weapon. If the attack hits, the target suffers the attack's normal effects and the effects of the spell. The target has disadvantage on all saving throws made against the spell, and automatically fails Dexterity saving throws. Whether the weapon attack hits or misses, the spell slot is expended and the magic fades from your weapon.

You can use this feature a number of times equal to your Intelligence modifier, expending a use when you successfully hit your target. You regain expended uses of this feature when you finish a long rest.

SWORDMAGE DISCIPLINE

At 3rd level, you focus your martial and arcane prowess into a particular discipline, Battlemage, Eldritch Archer, or Spellsword, each of which are detailed at the end of the class description. Your choice grants you features at 3rd level and again at 7th, 11th, and 15th 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 1. As normal, you can't increase an ability score above 20 using this feature.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

ELDRITCH MIGHT

Beginning at 6th level, you can add half your Intelligence modifier (round up) to any Strength, Dexterity, or Constitution check you make.

ELEMENTAL INFUSION

Starting at 10th level, when you expend a spell slot for your arcane infusion feature you can choose acid, cold, fire, force, lightning, necrotic, poison, or thunder. Your arcane infusion damage is the type you chose.

MAGIC WARD

Beginning at 14th level, you project a constant ward against magic. When you suffer damage from a spell or other magical effect you can reduce the damage by an amount equal to your Intelligence modifier.

EMPOWERED INFUSION

Beginning at 18th level, when you expend a spell slot to use your arcane infusion feature you can instead expend two. The damage of your arcane infusion is the sum of the levels of both spell slots.

ARCHBLADE

At 20th level, the bond with your weapon becomes stronger. Your bonded weapon gains a +1 bonus to attack and damage rolls. Additionally, while wielding your bonded weapon you gain a +1 bonus to your spell attack modifier and your spell save DC increases by 1.

SWORDMAGE DISCIPLINES

All swordmages wield weapons and magic in a potent combo, but how a swordmage employs these skills in combat varies wildly. The three most common disciplines, Battlemage, Eldritch Archer, and Spellsword, are presented here.

BATTLEMAGE

Battlemages wear heavy armor and stride onto the battlefield with little worry for potential dangers. They employ their spells in flashy and destructive ways, while protecting their allies from harm.

HEAVY ARMOR PROFICIENCY

When you choose this discipline at 3rd level, you gain proficiency in heavy armor.

ARCANE AEGIS

When you choose this discipline at 3rd level, you gain the ability to disrupt a single target's attacks against your allies. As an action you can target a single creature within 30 feet of you that you can see. That creature makes a Wisdom saving throw versus your spell save DC. On a failure, until your concentration is broken (as if you are concentrating on a spell), that creature has disadvantage on attack rolls made against other creatures, but can attack you normally.

You can use this feature a number of times equal to your Intelligence modifier. You regain expended uses of this feature when you finish a long rest.

HARDENED MIND

At 7th level, you can add your Intelligence modifier to Constitution saving throws you make to maintain concentration on a spell.

ELEMENTAL PROTECTION

Beginning at 11th level, you can manipulate the energy infused into your weapon to protect you from harm. While your weapon is infused, you gain resistance to the damage type of your arcane infusion. You must be wielding your bonded weapon to gain the benefits of this feature.

WAR MAGE

At 15th level, when you use your action to cast a spell, you can make one weapon attack as a bonus action.

ELDRITCH ARCHER

First developed by the elves, Eldritch Archers weave magic into their shots and use their weapons to extend the lethal range of their spells.

ARCANE ARROWS

When you choose this discipline at 3rd level, you gain the ability to spontaneously create arrows from nothing. When you make an attack with your bonded weapon you can choose to create an arrow in your hand as part of the attack. The arrow lasts until the end of the turn or until it hits or misses a target. Such arrows are considered magical.

INCREASED CASTING RANGE

When you choose this discipline at 3rd level, you gain the ability to extend the range of your swordmage spells through your bonded weapon. When you cast a spell that has a range of 10 feet or greater, you can use the normal range of your bonded weapon to determine the spell's range. A spell cannot have a range of Self to be used with this feature.



PHASING SHOT

Starting at 7th level, you learn how to briefly phase your arrows into the ethereal plane. The moment when you create an arcane arrow you can choose to make the arrow a phase arrow. Phase arrows ignore all cover, including total cover, when fired. You must still be able to perceive a target to be able to attack it, and you still suffer disadvantage when attacking creatures that are heavily obscured from you.

You can use this feature a number of times equal to your Intelligence modifier. You regain expended uses of this feature when you finish a long rest.

ARCANE BEACON

Beginning at 11th level, the moment when you create an arcane arrow you can choose to make the arrow persist for as long as you concentrate on it (as if concentrating on a spell). If the arrow hits a creature, it does its normal damage, and the next attack made against the creature has advantage. A creature can remove the arrow and destroy it as an action. You can use this feature and your phasing shot feature on the same arrow.

Additionally, you know the location of your arrow as long as you keep concentration on it, and as long as it is not destroyed and it remains on the same plane of existence as you.

LONG-RANGE CASTING

Beginning at 15th level, you are able to shoot spells to an even greater distance. When you cast a spell that has a range of 10 feet or greater, you can use the long range of your bonded weapon to determine the spell's range. A spell cannot have a range of Self to be used with this feature.

Spellsword

Spellswords are quick-moving skirmishers, preferring to augment themselves through their magic and deal empowered strikes with their weapons.

PARRY

When you choose this discipline at 3rd level, you can use your reaction to add 2 to your AC against one melee attack that would hit you. To do so, you must see the attacker and be wielding a melee weapon.

COUNTERATTACK

When you choose this discipline at 3rd level, you gain the ability to teleport short distances and take advantage of openings your opponents make. When a creature within 30 feet of you hits an ally with a melee attack, you can use your reaction to teleport and appear in an unoccupied space within five feet of the attacking creature. As part of the reaction, you can make a single melee weapon attack against the creature.

You can use this feature a number of times equal to your Intelligence modifier. You regain expended uses of this feature when you finish a long rest.

RECURSIVE SPELL STRIKE

Beginning at 7th level, when you use your spell strike feature and miss with the weapon attack, you can use your bonus action to immediately make a single weapon attack to attempt the same spell strike again.

ADAPTIVE INFUSION

Beginning at 11th level, as a bonus action on your turn you can change the damage type of your arcane infusion to a different type, choosing from acid, cold, fire, force, lightning, necrotic, poison, or thunder.

Spellsword Flourish

Beginning at 15th level, when you use your action to use your spell strike feature you can make two weapon attacks against the same target instead of just one. The effect of the spell strike occurs on any one hit from these attacks.

SWORDMAGE SPELLS

IST LEVEL

- Absorb Elements
- Burning Hands
- Chromatic Orb
- Comprehend Languages
- Expeditious Retreat
- False Life
- Feather Fall
- Fog Cloud
- Ice Knife
- Identify
- Illusory Script
- Jump
- Longstrider
- Protection from Evil and Good
- Ray of Sickness
- Shield
- Thunderwave

2ND LEVEL

- Aganazzar's Scorcher
- Blindness/Deafness
- Blur
- Darkness
- Darkvision
- Enlarge/Reduce
- Invisibility
- Levitate
- Locate Object
- Magic Weapon
- Melf's Acid Arrow
- Mirror Image
- Misty Step
- Scorching Ray
- Shatter
- Snilloc's Snowball Swarm
- Spider Climb

3RD LEVEL

- Bestow Curse
- Counterspell
- Dispel Magic
- Fear
- FireballFlame Ar
- Flame ArrowsGlyph of Warding
- Gryph of warding
- Haste
- Lightning Bolt
- Magic Circle

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- Melf's Minute Meteors
- Protection from Energy
- Sleet Storm
- Slow
- Stinking Cloud

4TH LEVEL

- Dimension Door
- Elemental Bane
- Fire Shield
- Freedom of Movement
- Greater Invisibility
- Ice Storm
- Vitriolic Sphere

5TH LEVEL

- Animate Objects
- Cloudkill
- Cone of Cold
- Immolation
- Telekinesis
- Teleportation Circle

ALTERNATE STARTING EQUIPMENT

When you create a swordmage, you receive equipment based on a combination of those available to swordmages (as detailed at the beginning of this class description) and your background. Alternatively, you can start with a number of gold pieces, shown below, and spend them on items from the lists in Chapter 5 of the Player's Handbook.

STARTING WEALTH FOR SWORDMAGE

Funds

5d4 x **1**0 gp

MULTICLASSING

When you advance in level, and at your DM's discretion, you may take the option to multiclass into a Swordmage. You must meet the following prerequisites to qualify for an Swordmage.

MULTICLASSING PREREQUISITES Ability Score Minimum

Strength 13 or Dexterity 13, and Intelligence 13

PROFICIENCES

When you first multiclass into Swordmage, you gain only some of the class's starting proficiences as shown below.

Proficiences Gained

Light armor, one skill from the class's skill list, martial weapons

SPELL SLOTS

When determining spell slots, you add one half (rounded down) of your Swordmage levels to the levels of your other classes as described on page 164 of the *Player's Handbook*. Use the resulting total to determine your spell slots by consulting the Multiclass Spellcaster table on page 165 of the *Player's Handbook*.