

# THE SWORDMAGE

v5.0



A TRUE ARCANE HALF-CASTER  
FOR 5E DUNGEONS AND DRAGONS



# SWORDMAGE

**A**n 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.

A human mutters words of arcane power under his breath, causing his warhammer to crackle alight with electricity. Turning the corner, he rushes toward a surprised hobgoblin with a cry, 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.

Swordmages are practitioners 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 that is 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 with weapons, but the one between a swordmage and their 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 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 armor, medium armor, shields

**Weapons:** Simple weapons, martial weapons

**Tools:** None

**Saving Throws:** Constitution, Intelligence

**Skills:** Choose two from Acrobatics, Athletics, Arcana,

History, Insight, Intimidation, Perception, and Persuasion

### EQUIPMENT

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

- (a) a martial weapon or (b) a longbow and a quiver of 20 arrows
- (a) a martial weapon or (b) two simple weapons
- (a) scale mail or (b) leather armor
- (a) a dungeoneer's pack or (b) an explorer's pack

## SWORDMAGE 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 end 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.

## THE SWORDMAGE

Level	Proficiency Bonus	Features	Spells Known	1st	2nd	3rd	4th	5th
1st	+2	Swordmage 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	—	—
10th	+4	Guiding Strike	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	—
14th	+5	Magic Ward	8	4	3	3	1	—
15th	+5	Swordmage Discipline feature	9	4	3	3	2	—
16th	+5	Ability Score Improvement	9	4	3	3	2	—
17th	+6	—	10	4	3	3	3	1
18th	+6	Empowered Spell Strike	10	4	3	3	3	1
19th	+6	Ability Score Improvement	11	4	3	3	3	2
20th	+6	Archblade	11	4	3	3	3	2

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

As an action, you can open yourself to the Weave, allowing you to feel the magical power of objects around you. Until the end of your next turn, you can sense any magic items within 60 feet of you that are not behind total cover. You can sense the presence of a magic item hidden on a person, such as in a pocket or tucked into a boot, so long as the person is not behind total cover. You cannot sense an item contained in an extradimensional space, such as in a *bag of holding*. You also cannot sense an object protected from divination magic, such as through the spell *nondetection*, or one affected by a spell such as *Nystul's magic aura* which hides its magical nature. A thin sheet of lead also blocks your magic sense.

When you use this feature, you can select one of the magic items you sense and learn its rarity (common, uncommon, rare, very rare, legendary, or artifact) and its magic item category (whether it is armor, a potion, a ring, a rod, a scroll,

a staff, a wand, a weapon, or a wondrous item). Your magic sense has no effect on objects which bear magic but are not magic items.

You can use this feature a number of times equal to  $1 +$  your Intelligence modifier (minimum of once). You regain all expended uses when you finish a long rest.

## 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 two-handed or versatile property for you to gain this benefit.

## PROTECTION

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

## 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

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

## 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 ten minutes. While infused, your weapon deals additional force damage equal to 1 + the level of the spell slot you expended, to a maximum of 4 damage. If your weapon is not already magical, it becomes magical for the duration.

Instead of force damage, when you apply your arcane infusion you can choose to have it deal another type of damage. The damage must be one which you can deal using a spell that you know (for example, if you know the spell *burning hands*, your infusion can deal fire damage) but cannot be bludgeoning, piercing, or slashing damage.

This effect ends early if your bonded weapon is more than 5 feet away from you for 1 minute or more, if you fall unconscious or die, or if you choose to end the infusion (no action required).

### SPELL STRIKE

Starting at 3rd level, you can use an action on your turn to attempt a Spell Strike, concentrating a spell into your bonded weapon and delivering the spell through your attack. 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 the spell as normal. You must be wielding your bonded weapon, and the spell you cast 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 against a single target, though you can move between casting the spell into your weapon and making the weapon attack if you have movement to do so. On a hit, the target suffers the weapon attack's normal effects. The target is then also subjected to the effects of the spell as if you had cast the spell normally at the level of the spell slot you expended to use this feature.

If the spell requires the target to make a Dexterity saving throw, the target is considered to automatically fail it. If the spell requires the target to make any other kind of saving throw, then the target must make that saving throw with disadvantage. If the spell requires you to make an attack roll, use the results of the weapon attack made as part of this action in place of the spell attack roll, including whether or not the attack was a critical hit. Only the target is affected by the spell; if the spell normally affects an area it does not do so when used with this feature.

Whether the weapon attack hits or misses, the spell slot is expended and the magic fades from your weapon. A creature can attempt to interrupt the spell at the moment you cast it into your weapon (such as by casting *counterspell*). If the spell fails or the magic is suppressed before you make the weapon attack, such as by entering the area of an *antimagic field*, the magic of the spell is lost but you can still make the weapon attack as part of the action. Whether you make the attack or not, your action is also expended.

You can use this feature a number of times equal to your Intelligence modifier (minimum of 1), expending a use only when you successfully hit your target with a weapon attack. You regain expended uses 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, Shieldbearer, 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 ability check you make.

## GUIDING STRIKE

Starting at 10th level, your Spell Strikes leave behind traces of glimmering magic. When you successfully hit a creature with the weapon attack made with your Spell Strike feature, the next attack roll made against the target before the end of your next turn has advantage.

## MAGIC WARD

Beginning at 14th level, the magic of your bond projects a constant ward against magic. Whenever you suffer damage from a spell or other magical effect and you are wielding your bonded weapon, you can reduce the damage by an amount equal to your Intelligence modifier.

## EMPOWERED SPELL STRIKE

Beginning at 18th level, when you roll dice for the spell you used for your Spell Strike, you can reroll a number of the dice up to your Intelligence modifier (minimum of one). You must use the new rolls.

## ARCHBLADE

At 20th level, the bond with your weapon becomes even 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.

## OPTIONAL CLASS FEATURES

If your DM allows players to use Optional Class Features from *Tasha's Cauldron of Everything*, the Swordmage also gains the following optional features:

### FIGHTING STYLE OPTIONS

#### 2nd-level swordmage feature

When you choose a fighting style, the following styles are added to your list of options

#### ARCANE WARRIOR

You learn two cantrips of your choice from the wizard spell list. They count as swordmage spells for you, and Intelligence is your spellcasting ability for them. Whenever you gain a level in this class, you can replace one of these cantrips with another cantrip from the wizard spell list.

#### BLIND FIGHTING

You have blindsight with a range of 10 feet. Within that range, you can effectively see anything that isn't behind total cover, even if you're blinded or in darkness. Moreover, you can see an invisible creature within that range, unless the creature successfully hides from you.

#### INTERCEPTION

When a creature you can see hits a target, other than you, within 5 feet of you with an attack, you can use your reaction to reduce the damage the target takes by  $1d10 +$  your proficiency bonus (to a minimum of 0 damage). You must be wielding a shield or a simple or martial weapon to use this reaction.

#### SUPERIOR TECHNIQUE

You learn one maneuver of your choice from among those available to the Battle Master archetype for fighters. If a maneuver you use requires your target to make a saving throw to resist the maneuver's effects, the saving throw DC equals  $8 +$  your proficiency bonus + your Strength or Dexterity modifier (your choice).

You gain one superiority die, which is a d6 (this die is added to any superiority dice you have from another source). This die is used to fuel your maneuvers. A superiority die is expended when you use it. You regain your expended superiority dice when you finish a short or long rest.

#### THROWN WEAPON FIGHTING

You can draw a weapon that has the thrown property as part of the attack you make with the weapon.

In addition, when you hit with a ranged attack using a thrown weapon, you gain a +2 bonus to the damage roll.

#### MARTIAL VERSATILITY

#### 4th-level swordmage feature

Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can replace a fighting style you know with another fighting style available to swordmages. This replacement represents a shift of focus in your martial practice.

# 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, more than other swordmages, delve deep enough into the workings of magics to learn the same sorts of spells that wizards do. With this knowledge they wield their spells in flashy and destructive ways, while protecting their allies from harm.

### BATTLEMAGE MAGIC

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Battlemage Spells table. The spell counts as a swordmage spell for you, but it doesn't count against the number of swordmage spells you know.

#### BATTLEMAGE SPELLS

Swordmage Level	Spell
3rd	<i>sanctuary</i>
5th	<i>warding bond</i>
9th	<i>life transference</i>
13th	<i>death ward</i>
17th	<i>circle of power</i>

### STUDIED SOLDIER

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

When your Spellcasting feature lets you learn or replace a swordmage spell of 1st level or higher, you can choose the new spell from the swordmage spell list or the wizard spell list. You must otherwise obey all the restrictions for selecting the spell, and it becomes a swordmage spell for you.

### 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 you mark the creature until your concentration is broken (as if you are concentrating on a spell). A creature marked by you has disadvantage on any attack roll that doesn't target 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.

### HARDENED MIND

Starting at 7th level, you gain a bonus to any Constitution saving throw you make to maintain your concentration on a spell or your Arcane Aegis feature. The bonus is equal to half your Intelligence modifier (rounded up, minimum of +1).

## ELEMENTAL PROTECTION

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

## WAR MAGE

At 15th level, channeling magic invigorates you in combat. After you use an action to cast a spell, or while you maintain concentration on a spell or your Arcane Aegis feature, you can make a single weapon attack as a bonus action. You cannot use this feature if you use your action to Spell Strike.

## ELDRITCH ARCHER

Eldritch Archers specialize in ranged weaponry, weaving magic into their shots and using their weapons to extend the lethal range of their spells.

### ELDRITCH ARCHER MAGIC

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Eldritch Archer Spells table. The spell counts as a swordmage spell for you, but it doesn't count against the number of swordmage spells you know.

#### ELDRITCH ARCHER SPELLS

Swordmage Level	Spell
3rd	<i>entangle</i>
5th	<i>branding smite</i>
9th	<i>lightning arrow</i>
13th	<i>dimension door</i>
17th	<i>swift quiver</i>

### ARCANE AMMUNITION

When you choose this discipline at 3rd level, you gain the ability to spontaneously create ammunition from nothing. When you make an attack with your bonded weapon you can choose to create a piece of ammunition (such as an arrow or bolt) in your hand as part of the attack. The ammunition lasts until the end of the turn or until it hits or misses a target. Though the ammunition is made magically, it is not 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, your bonded weapon must be a ranged weapon, and you must be wielding your bonded weapon to use this feature.

At 15th level you can use the long range of your bonded weapon to determine the spell's range.

## PHASING SHOT

Starting at 7th level, you learn how to briefly phase your ammunition into the ethereal plane. When you make a ranged attack using your bonded weapon you can choose to make the attack a Phasing Shot. Phasing shots ignore all cover, including total cover, when fired, and ignore obstacles during their flight as long as the obstacle does not extend into the ethereal plane. You still suffer disadvantage on the attack roll when attacking creatures that are heavily obscured from you, as you are still unable to see them.

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, you can use a bonus action to concentrate on a piece of ammunition in your hand (as if you are concentrating on a spell). If you choose to concentrate on a piece of ammunition made through your Arcane Ammunition feature, the ammunition persists until your concentration ends, at which time it disappears.

While concentrating, you know the distance and direction of your ammunition as long as it remains on the same plane of existence as you. You can use a bonus action to change your perception to that of the ammunition until the start of your next turn, allowing you to see and hear through the ammunition as if you were there. During this time, you are deaf and blind with regard to your own senses.

Your concentration ends early if the ammunition is ever destroyed. A creature can use its action to snap the ammunition and destroy it.

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

## ELDRITCH ACCURACY

Beginning at 15th level, when you use your Arcane Infusion feature you can choose to have the extra damage of the infusion instead apply a bonus to the attack rolls made with your bonded weapon, rather than dealing the extra damage. On subsequent turns you can use a bonus action to swap the infusion between dealing extra damage or granting the bonus to attack rolls. Only one of these effects can be active at one time.

## SHIELDBEARER

The key to a strong offense is a strong defense. Some swordmages take this expression to heart, and learn how to form bonds not just with weapons, but also protective items such as shields. With this unique skill, shieldbearers can attack opponents from afar, and turn their enemies' own defenses against them.

## SHIELDBEARER MAGIC

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Shieldbearer Spells table. The spell counts as a swordmage spell for you, but it doesn't count against the number of swordmage spells you know.

## SHIELDBEARER SPELLS

### Swordmage Level Spell

3rd	<i>shield</i>
5th	<i>heat metal</i>
9th	<i>enemies abound</i>
13th	<i>otiluke's resilient sphere</i>
17th	<i>antilife shell</i>

## SHIELD BOND

Beginning when you choose this discipline at 3rd level, you learn how to bond to shields the same way you can bond to weapons. You can use your Swordmage Bond on any shield, and can use any feature which refers to your Swordmage Bond or bonded weapon with your bonded shield. If you use a bonus action to teleport your bonded shield to you, you can also don it as it appears.

## SHIELD FIGHTING

At 3rd level, you can wield shields as weapons. For you, shields are also martial melee weapons that deal 1d6 damage on a hit. This damage increases as you gain levels in this class, to 1d8 at 11th level, and 1d10 at 17th level. If you are wielding a magic shield with a bonus to its AC, such as a +1 shield, that bonus also applies to the attack and damage rolls you make with the shield.

You can wield a shield as a weapon whether you have it donned or not, but you do not gain the AC bonus from wearing a shield if you do not have it donned. You can choose to don or doff a shield as either an action or a bonus action.

## THROWING SHIELD

At 7th level, shields you wield gain the Thrown property. When thrown a shield has a normal range of 20 feet and a long range of 60 feet. You do not gain the benefits of wielding a shield until you don a shield again.

When you make a ranged attack by throwing a shield, if you can make multiple attacks in a turn, you can choose to make these additional attacks by bouncing the shield between targets. Each attack must be made against a different target than the attack before it, and the new target must be within range of the shield from the previous target. You can bounce the shield in this way even if a previous attack missed, unless you rolled a natural 1 on the attack roll. If you do, the shield bounces in a random direction, landing in a space 2d10 feet away from the missed target.

If you throw your bonded shield and did not roll a natural 1 with any throwing attack you made with it, the shield automatically returns to your hand at the end of the turn you threw it as long as you are not behind total cover. You can use a reaction, bonus action, or action to don the shield when it returns to you.

## DEFENSIVE INFUSION

Beginning at 11th level, you learn how to use the magic infused in your shield to help strengthen your defenses. While you are wielding a shield with an active Arcane Infusion, you gain a bonus to your AC and saving throws equal to half the infusion bonus (rounded down).

## ARCANE FORTIFICATION

At 15th level, the magic of your bonded shield can be used to cast powerful warding spells. Your bonded shield gains a number of charges equal to half your level in this class (rounded down). While you are wielding your bonded shield, you can expend a certain number of charges to cast any spell from any class' spell list which contains the word "wall" in its name (such as *wind wall* or *wall of force*). You can also use this feature to cast the spells *antimagic field*, *forcecage*, *globe of invulnerability*, *invulnerability*, and *primordial ward*. The number of charges you must spend equals the spell's level.

Your bonded shield regains all expended charges when you finish a long rest.

## SPELLSWORD

Spellswords are fast-moving skirmishers. Masters at navigating a battlefield, they use their magic to approach their enemies, deal empowered strikes with their weapons, then quickly reposition to a more favorable location.

## SPELLSWORD MAGIC

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Spellsword Spells table. The spell counts as a swordmage spell for you, but it doesn't count against the number of swordmage spells you know.

## SPELLSWORD SPELLS

Swordmage Level	Spell
3rd	<i>longstrider</i>
5th	<i>blur</i>
9th	<i>haste</i>
13th	<i>freedom of movement</i>
17th	<i>far step</i>

## INFUSION SURGE

Starting when you choose this discipline at 3rd level, once per turn when you hit with an attack using your bonded weapon and you have an active Arcane Infusion, you can double the damage dealt by the infusion.

## ARCANE COUNTER

When you choose this discipline at 3rd level, you gain the ability to teleport short distances and take advantage of openings your opponents make. While you are wielding your bonded weapon, when a creature within 30 feet of you attacks an ally with a melee attack you can use your reaction to interrupt the attack and you teleport to an unoccupied space within 5 feet of the attacking creature. The attacking creature must be beyond the reach of your weapon when it attacks your ally.

After you teleport, you can make a single weapon attack against the attacking creature as part of the reaction. The attacking creature then has disadvantage on the triggering attack roll against your ally.

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

## RECURSIVE STRIKE

Beginning at 7th level, when you use your Spell Strike feature on your turn you can make the same number of attacks you can normally make with your Attack action. You can choose to have the Spell Strike apply to any successful hit you make against a target, but once you do, any additional attacks you make with that action must be normal weapon attacks.

## ARCANE ADVANCE

Starting at 11th level, when you hit a creature with a melee weapon attack you can use a bonus action to teleport up to 10 feet to an unoccupied space you can see. You must teleport immediately after the hit, but can do so before making additional attacks.

## ENHANCED COUNTER

At 15th level, when you use your Arcane Counter feature you gain advantage on the attack roll against the attacking creature. In addition, the attacking creature no longer has to be beyond the range of your bonded weapon to use this feature, and you can attempt a Spell Strike with the reaction attack made against the attacking creature.

## 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 10 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

## PROFICIENCIES

When you first multiclass into swordmage, you gain only some of the class' starting proficiencies as shown below.

### Proficiencies Gained

Light armor, 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*.

## SWORDMAGE SPELLS

### 1ST LEVEL

- *Absorb elements*
- *Burning hands*
- *Chromatic orb*
- *Detect magic*
- *Expeditious retreat*
- *Faerie fire*
- *False life*
- *Feather fall*
- *Fog cloud*
- *Ice knife*
- *Identify*
- *Jump*
- *Magic missile*
- *Protection from evil and good*
- *Ray of sickness*
- *Shield*
- *Sleep*
- *Tasha's caustic brew*
- *Thunderwave*
- *Witch bolt*
- *Zephyr strike*

### 2ND LEVEL

- *Aganazzar's scorching ray*
- *Arcane lock*
- *Blindness/deafness*
- *Blur*
- *Darkness*
- *Darkvision*
- *Enlarge/reduce*
- *Hold person*
- *Invisibility*
- *Levitate*
- *Locate object*
- *Magic weapon*
- *Melf's acid arrow*
- *Mirror image*
- *Misty step*
- *Nystul's magic aura*
- *Scorching ray*
- *Shatter*
- *Snilloc's snowball swarm*
- *Spider climb*
- *Tasha's mind whip*

### 3RD LEVEL

- *Counterspell*
- *Dispel magic*
- *Fear*
- *Fireball*
- *Flame arrows*
- *Glyph of warding*
- *Haste*
- *Intellect fortress*
- *Lightning bolt*
- *Magic circle*
- *Melf's minute meteors*
- *Protection from energy*
- *Sleet storm*
- *Slow*
- *Stinking cloud*
- *Tiny servant*
- *Vampiric touch*

### 4TH LEVEL

- *Blight*
- *Confusion*
- *Dimension door*
- *Elemental bane*
- *Fire shield*
- *Freedom of movement*
- *Greater invisibility*
- *Ice storm*
- *Locate creature*
- *Stoneskin*
- *Vitriolic sphere*

### 5TH LEVEL

- *Animate objects*
- *Cloudkill*
- *Cone of cold*
- *Conjure volley*
- *Immolation*
- *Skill empowerment*
- *Steel wind strike*
- *Synaptic static*
- *Telekinesis*
- *Teleportation circle*

Special thanks to Peter Sherwood for helping me to design and improve this class.



This work is part of the collections of the Arcane Athenaeum.

Visit [thearcaneathenaum.org](http://thearcaneathenaum.org) for similar works.

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, Player's Handbook, Monster Manual, Dungeon Master's Guide, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

©2016 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK.