

The Swordmage (D&D 5E)

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Across the multiverse, there are unique individuals who strive to combine the arts of blade and spell. Some are diligent soldiers who train as part of an ancient and hallowed tradition; others are self-taught wanderers who use their abilities to survive the perils of the wilderness. Regardless of their origin, swordmages are intelligent warriors who blend spells focused on battle and exploration with a precise and tactical form of melee combat. The term swordmage is a bit of a misnomer; while the minstrels may sing tales of the elven bladesinger with sword in hand, one may encounter a dwarven runic warrior wielding a battleaxe, or a human duskblade swinging a warhammer. Along with being skilled warriors, swordmages are often eternal students who seek out arcane lore and relics from long-forgotten civilizations.



(Note: This class is an intelligence-based melee arcane warrior inspired by several classes from previous D&D editions, including the Swordmage, Bladesinger, Duskblade, and Spellsword)

Level	Proficiency Bonus	Features	C	1st	2nd	3rd	4th	5th
1st	+2	Swordmage Bond, Spellcasting	1	--	--	--	--	--
2nd	+2	Fighting Style	2	2	--	--	--	--
3rd	+2	Arcane Path, Lore Seeker	2	3	--	--	--	--
4th	+2	Ability Score Improvement	2	3	--	--	--	--
5th	+3	Extra Attack	2	4	2	--	--	--
6th	+3	Spellsword Strike	2	4	2	--	--	--
7th	+3	Arcane Path Features	2	4	3	--	--	--
8th	+3	Ability Score Improvement	2	4	3	--	--	--
9th	+4	--	2	4	3	2	--	--
10th	+4	Spellsword Tactics, Roads Scholar	3	4	3	2	--	--
11th	+4	Intelligent Blademaster	3	4	3	3	--	--
12th	+4	Ability Score Improvement	3	4	3	3	--	--
13th	+5	--	3	4	3	3	1	--
14th	+5	Arcane Path Features	3	4	3	3	1	--
15th	+5	Strength of Mind	3	4	3	3	2	--
16th	+5	Ability Score Improvement	3	4	3	3	2	--
17th	+6	--	3	4	3	3	3	1
18th	+6	Arcane Path Features	3	4	3	3	3	1
19th	+6	Ability Score Improvement	3	4	3	3	3	2
20th	+6	Spellsword Mastery	3	4	3	3	3	2

Hit Points

Hit Dice: 1d10 per swordmage level

Hit Points at 1st level: 10 + Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + Constitution modifier per swordmage level after 1st

Proficiencies

Armor: All armor, shields

Weapons: Simple and martial weapons

Tools: None

Saving Throws: Constitution, Intelligence

Skills: Choose two from Acrobatics, Athletics, Arcana, History, Investigation, Perception, and Stealth

Multiclassing: Gain light and medium armor, shields, simple and martial weapons

Equipment

Your choice of:

- (a) A longsword, (b) a rapier, or (c) any martial melee weapon
- (a) A dagger or (b) any simple weapon
- (a) A scholar's pack or (b) an explorer's pack
- (a) Leather armor, a light crossbow and 20 bolts or (b) chain mail

Class Abilities

Swordmage Bond

A swordmage's weapon is no mere piece of steel; it is a partner-in-arms and an extension of the warrior's own body. Starting at 1st level, you may select up to two melee weapons. You perform a bonding ritual with this weapon over the course of 1 hour, which can be done during a short rest. You may bond with another melee weapon using the ritual, but this will cause you to lose the bond with your previous weapon. You cannot be disarmed of your bonded weapon unless incapacitated. If the weapon is on the same plane of existence, you can summon it as a bonus action on your turn, causing it to teleport instantly to your hand.

Spellcasting

As wandering warriors, swordmages learn a subset of wizard spells focused on battle and exploration. In keeping with the wizardly tradition, swordmages also carry a spellbook and must prepare their spells every day. Thus, swordmages prize careful preparation and intelligent tactics in order to win their battles.

Cantrips: You learn a cantrip of your choice from the wizard spell list. You learn an additional wizard cantrip of your choice at 2nd and 10th level.

Spell Slots: The Spellcasting 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.

Spellbook: At 2nd level, you acquire a spellbook containing three 1st-level swordmage spells of your choice. How you acquired this spellbook is up to you; you may have picked up knowledge

during your journeys, or perhaps it was given to you by a mentor. The writing in your spellbook can take many forms—maybe the elegant verse of bladesong, or inscrutable etched runes only you can decipher. See the “Your Spellbook” sidebar in the Player’s Handbook for more details.

Preparing and Casting Spells: 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. You prepare the list of swordmage spells that are available for you to cast. To do so, choose a number of swordmage spells from your spellbook equal to $\frac{1}{2}$ your swordmage level (rounded down) + your Intelligence modifier. The spells must be of a level for which you have spell slots. Casting the spell doesn’t remove it from your list of prepared spells. You can change your list of prepared spells when you finish a long rest. Preparing a new list of spells requires time spent studying your spellbook and memorizing the incantations and gestures you must make to cast the spell: at least 1 minute per spell level for each spell on your list.

Learning Spells: Each time you gain a swordmage level, you can add one swordmage spell of your choice to your spellbook. The spell must be of a level for which you have spell slots, as shown on the swordmage table. On your adventures, you might find other spells that you can add to your spellbook (as described in the Player’s Handbook).

Spellcasting Ability: 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 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 focus for swordmage spells.

Ritual Casting: You can use Ritual Casting on swordmage spells in your spellbook with the Ritual tag. You do not need to prepare these spells beforehand.

Fighting Style

At 2nd level, choose from the Dueling, Great Weapon, or Two-Weapon fighting styles from the Player’s Handbook, or you may select the Sword and Sorcery fighting style below:

Sword and Sorcery: You are adept at striking foes with one hand and casting spells with the other. When you are wielding a melee weapon in one hand and no other weapons or shields, you gain a +1 bonus to AC and you no longer suffer disadvantage on ranged attack rolls for spells when you are within 5 feet of a hostile creature.

Arcane Path

At 3rd level, select an Arcane Path (see below). You gain additional abilities from your path at 7th, 14th and 18th levels.

Lore Seeker

Swordmages are more than just students of war; they actively seek lore from forgotten civilizations and arcane organizations, and develop their abilities to better continue this search. At 3rd level, pick a skill from this list: Arcana, History, Nature, Religion.

. Your proficiency bonus is now doubled with this skill. In addition, you gain a bonus language of your choice.

Ability Score Improvement

At 4th, 8th, 12th, 16th, and 19th levels, you can improve an ability score by 2, improve two separate ability scores by 1, or take a feat.

Extra Attack

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

Spellsword Strike

Swordmages learn to slip in an extra strike while weaving their spells. Starting at 6th level, when you use an action to cast a swordmage spell, you can make a single melee weapon attack as a bonus action. You can make the attack before or after casting the spell.

Spellsword Tactics

A swordmage studies an opponent's innate magical weaknesses with every strike of the blade. Starting at 10th level, when you successfully hit an opponent with your bonded weapon, you gain a +1 to the saving throw DC and a +1 to spell attack rolls for any swordmage spell you cast on that opponent. This bonus lasts until the end of your next turn, but is renewed if you hit the creature again. Each additional successful hit adds +1 to this bonus, up to a maximum of half your Intelligence modifier, rounded up.

Roads Scholar

Swordmages pick up stray pieces of knowledge as they wander the myriad roads of the world, and use their intellect to file away the information until it is needed at a later time. Using this knowledge they are able to break down almost any problem more efficiently. Starting at 10th level, you gain half your proficiency bonus, rounded down, for any Intelligence ability check that does not already include your proficiency bonus.

Intelligent Blademaster

Over time, swordmages learn to deal more accurate and deadly blows with their blades. Starting at 11th level, when you hit with a melee weapon, the target takes extra damage equivalent to your Intelligence modifier (minimum 1).

Strength of Mind

Swordmages are quick learners, using their prodigious intellect to momentarily shore up a weak defense or aid in completing an unfamiliar task. Starting at 15th level, you can add your proficiency bonus to a single saving throw or ability check in which you are not proficient. You can add the bonus after you see the number rolled, but before the DM reveals the result. You can use this ability a number of times equal to your intelligence modifier (minimum once) per long rest.

Spellsword Mastery

You have reached the pinnacle of your blade and spell synthesis. At 20th level, when you use the Attack action (including any extra attacks), you can cast a swordmage spell with a normal casting time of 1 action as a bonus action. You can cast the spell before or after using the Attack action.

Arcane Paths

Swordmages are eternal wanderers, and as they progress on their journey they find themselves traveling down one of a few specialized arcane paths. Channeling Swordmages are more offensive-minded and focus on infusing their bonded weapon with elemental energy. Shielding Swordmages are more defensive-oriented and develop a powerful aegis to protect their allies. Shadow Swordmages draw upon the dark energies of the Shadowfell to become masters of stealth and subterfuge.

Path of Channeling



Spellblade

Channeling swordmages learn to infuse their bonded weapons with elemental energy. At 2nd level, pick two Spellblade Masteries from the list below. Each Mastery gives you additional elemental damage to your bonded weapon. You may only use one Mastery at a time; you can change your Mastery during a short or long rest.

In addition, as a bonus action you can activate a Burst ability specific to your current Mastery which empowers your bonded weapon for your next melee attack that turn. The Burst is expended once you make an attack or at the end of your turn if you do not make an attack. You can use your Burst ability once per short or long rest.

You gain an additional Spellblade Mastery at 7th, 14th, and 18th levels.

Booming Blade: Your weapon deals +1d4 thunder damage. **Burst:** If you hit your target, you create a thunderclap, knocking the target back 10 feet.

Caustic Blade: Your weapon deals +1d4 acid damage. **Burst:** If you hit your target, you deliver a venomous poison; poisoning the target until the beginning of your next turn.

Flaming Blade: Your weapon deals +1d4 fire damage. **Burst:** You transform your weapon into a pillar of fire; increasing your reach by 5 feet for that attack.

Icy Blade: Your weapon deals +1d4 cold damage. **Burst:** If you hit your target, you coat it with frost, halving the target's speed until the beginning of your next turn.

Shocking Blade: Your weapon deals +1d4 lightning damage. ***Burst:*** If you hit your target, you deal a paralyzing shock, making it unable to take reactions until the beginning of your next turn.

Adroit Explorer

The channeling swordmage undergoes strenuous physical training in pursuit of blade mastery. At 7th level, choose one of two skills: Acrobatics or Athletics. Once per turn, If you fail an ability check using this selected skill, you may reroll it and take the second result.

Dimensional Charge

When activating their powers, channeling swordmages can instantaneously shift themselves towards a target, dealing additional damage in the process. Starting at 14th level, when you activate your Burst ability, you can teleport up to 30 feet to an unoccupied spot adjacent to a target. If you hit that target with your bonded weapon, you deal an additional +1d4 damage of the same type as your Spellblade Mastery. You can use this ability once per short or long rest.

Elemental Scourge

Starting at 18th level, you draw upon your arcane energies to infuse the blades of your allies with the furious power of the elements. As a bonus action, you plus a number of allies you can see equal to your Intelligence modifier gain advantage on all weapon attack rolls and +1d8 damage of the same type as your current Spellblade Mastery. This ability lasts until the beginning of your next turn. You can use this ability once per long rest.

Your elemental mastery empowers you at all times. Starting at 18th level, you can change your current Spellblade Mastery as a bonus action instead of only during a short or long rest.

Path of Shielding

Aegis of Shielding

You use your arcane abilities to create a temporary barrier that shields your allies at a distance. Starting at 3rd level, when you or a target within 10 feet of you is attacked, you can use your reaction to impose disadvantage on the attack roll. The distance you can use this ability to protect others extends to 20 feet at 7th level, 30 feet at 14th level, and 40 feet at 18th level.

Eternal Sentry

In order to better protect their allies, Shielding swordmages train themselves to become more aware both in and out of battle. Starting at 7th level, you gain advantage on passive Perception checks (+5 bonus).



Assaulting Aegis

Starting at 14th level, when you use your Aegis of Shielding, you can choose to teleport up to 30 feet to

an unoccupied spot adjacent either to the target you have protected or to whatever made the attack roll. After teleporting, you can make an immediate melee attack. This distance increases to 40 feet at 18th level. You can use Assaulting Aegis once per short or long rest.

Total Aegis

Starting at 18th level, you draw upon your arcane abilities to create powerful barriers that protect you and your allies. As a reaction or a bonus action, you plus a number of allies you can see equal to your Intelligence modifier gain resistance to all types of damage and advantage on saving throws. This ability lasts until the beginning of your next turn. You can use this ability once per long rest.

Your mastery of the Aegis protects you at all times. Starting at 18th level, when using the Aegis of Shielding on yourself as the target, if the attack still hits, it only deals half damage.

Path of Shadows

Blade of the Umbra

Shadow swordmages infuse their blades with the raw energy of the Shadowfell, which drains away the vitality of targets who are harried or caught unawares. Starting at 3rd level, once per turn your bonded weapon can deal an extra +1d6 necrotic damage to one creature you hit with an attack if you have advantage on the attack roll. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll. This bonus increases to +2d6 at 7th level, +3d6 at 14th level and +4d6 at 18th level.

Shadow Veil

Shadow swordmages use the Shadowfell to bend the shadows around them to their whims. Starting at 7th level, as an action you can wrap yourself in a sphere of magical shadows up to 30 feet in radius. The sphere moves with you, spreads around corners, and is lightly obscured. It remains lightly obscured to creatures with darkvision, though the swordmage can see through it without issue. These shadows disappear after 1 minute or can be dismissed with another action.

Shadow Jump

The swordmage leaps from the shadow of one opponent to that of another, catching the new target off-guard. Starting at 14th level, immediately after attacking a target with your bonded weapon, you can teleport up to 30 feet to an unoccupied spot adjacent to another target. You gain advantage on your next attack against the second target. You can use this ability once per short or long rest.



Cloak of Darkness

The most powerful Shadow swordmages can temporarily bend light around themselves and their allies in order to disappear from the eyes of their opponents. Starting at 18th level, you can use a bonus action to make yourself plus a number of allies you can see equal to your Intelligence modifier invisible. This ability lasts until the beginning of your next turn. You may use this ability once per long rest.

Your mastery of the shadows allows you to vanish at a moment's notice. Starting at 18th level, you can use the Hide action as a bonus action on your turn.

Swordmage Spell List

1st Level:

Absorb Elements*
Alarm
Burning Hands
Chromatic Orb
Detect Magic
Expeditious Retreat
Feather Fall
Find Familiar
Identify
Magic Missile
Shield
Thunderwave

2nd Level:

Blur
Darkvision
Hold Person
Invisibility
Levitate
Magic Weapon
Mirror Image
Misty Step
Scorching Ray
Snillloc's Snowball Swarm*
Shatter

3rd Level:

Counterspell
Dispel Magic
Erupting Earth*
Fireball
Fly
Haste
Leomund's Tiny Hut
Lightning Bolt
Protection from Energy
Vampiric Touch

4th Level:

Arcane Eye
Banishment
Dimension Door
Elemental Bane*
Fire Shield
Greater Invisibility
Ice Storm
Stoneskin
Wall of Fire

5th Level:

Bigby's Hand
Cone of Cold
Hold Monster
Immolation*
Legend Lore
Mislead
Telekinesis
Wall of Force

*From *Elemental Evil Player's Companion*