

SWORDMAGE

Her sword brandished before her, a genasi grits her teeth as she braces herself against the dust mephits harrying her. One takes a swipe at her with its claws while another breathes a cloud of blinding dust over her. The geansi evades the first attack while the second collides with a force field around her. She whispers a secret word and runs her fingers along her blade, lighting it up with magical fire and slicing clean through the mephits before they can strike again.

Cloaked in shadow, a human watches from above as a necromancer walks unknowingly into his trap. Mouthing a silent command, he disappears from the rooftops and appears before the necromancer, scimitar in hand. The necromancer reacts swiftly,

extending his bony hand toward his assailant in an effort to siphon his life force from him. To the necromancer's horror the human only smiles as he absorbs the attack largely unharmed before raising his own blade to strike.

Her hair billowing in the wind, an elf finds herself surrounded by a band of orc warriors. They grin with bloodlust as they close in, circling around her as they prepare to strike. One lunges forward, bringing his axe down on the elf's head. The orc's aim is true, but his blow is deflected by an invisible barrier. Before the orcs can react, the elf's eyes alight with arcane power as she swings her sword outward, sending a field of unseen force pummeling through them, knocking the orcs backward.

Swordmages are arcane warriors, capable swordsmen who've learned to combine their fighting skills with the power of arcane magic. Well-rounded physically and intellectually, swordmages may lack the specialized training of a fighter or the sheer magical power of a wizard but they make up for it in their combat flexibility and power to utilize both magical wards and enchanted weaponry on the fly.

THE ART OF THE BLADE

Legends say the swordmage tradition originated with high elves, whose command of both the arcane arts and swordsmanship are well-known throughout the world. Others say the elemental denizens of the Inner Plane have produced swordmages for at least as long, while the githyanki claim to have invented the tradition themselves. Precisely who invented the practice of blending spell and blade is probably unimportant: what's far more critical is how individual swordmages come about it.

Like wizards (and unlike sorcerers or warlocks), swordmages study the nature of magic extensively in an effort to control its power. Swordmages may spend years studying in a formal academic setting or at the foot of a master in the pursuit of the knowledge necessary to cast spells as they do. Complicating this is the fact that swordmages must also hone their bodies, becoming masters of both strength and intellect.

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THE SWORDMAGE

Prof			Spells	—Spell	Slots	per	Spell	Level—
Level	Bonus	Features	Known	1st	2nd	3rd	4th	5th
1st	+2	Weapon Bond, Swordmage Warding	—	—	—	—	—	—
2nd	+2	Fighting Style, Spellcasting	2	2	—	—	—	—
3rd	+2	Mythal Recovery, Swordmage School	3	3	—	—	—	—
4th	+2	Ability Score Improvement	3	3	—	—	—	—
5th	+3	Extra Attack	4	4	2	—	—	—
6th	+3	Swordmage School feature	4	4	2	—	—	—
7th	+3	Swordmage Aegis	5	4	3	—	—	—
8th	+3	Ability Score Improvement	5	4	3	—	—	—
9th	+4	—	6	4	3	2	—	—
10th	+4	Arcane Awareness	6	4	3	2	—	—
11th	+4	Swordmage School feature	7	4	3	3	—	—
12th	+4	Ability Score Improvement	7	4	3	3	—	—
13th	+5	—	8	4	3	3	1	—
14th	+5	Impenetrable Warding	8	4	3	3	1	—
15th	+5	Swordmage School 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	Sudden Escape	10	4	3	3	3	1
19th	+6	Ability Score Improvement	11	4	3	3	3	2
20th	+6	Maelstrom Blade	11	4	3	3	3	2

student swordmage trains at least as hard as any apprentice wizard: they just have different talents to show for it.

ARCANE DEFENDERS

While some dabble with magic or swordsmanship as hobbies or flights of fancy, the path of the swordmage requires a level of passion or dedication beyond such trivialities.

Some swordmages pursue their studies as a route to power and prestige; within certain societies, a swordmage is as highly valued as a paladin or full-fledged wizard and treated with a degree of respect unusual for the common warrior. Others do so out of a genuine love for both the arcane arts and swordsmanship. More commonly though, swordmages are drawn to their path out of a desire to protect

themselves, their homes, or those they love from harm. Against certain kinds of magical creatures, a swordmage's abilities to raise magical wards or wield enchanted blades are especially helpful.

It is not uncommon for swordmages to become adventurers. Their fighting ability as well as their command of magic already puts them ahead of most common mercenaries in terms of skill and raw power, making their services highly valued. For their part, most swordmages relish a chance to test their hard-earned skills and are perfectly read to put themselves in harm's way if the reward or opportunity to advance their own skills is good enough.

CREATING A SWORDMAGE

The most important aspect involved in creating a swordmage character is determining how and why your swordmage was set on the path of spell and sword. Did you meet an arcane warrior in your youth who inspired you to study magic for yourself? Was your home beset by magical foes like a band of elemental marauders or an orc tribe led by a powerful shaman? Or is it a part of your culture's ancient traditions, which you've done your best to follow in your own life?

Beyond that you may wish to consider the nature of your studies? Did you attend a military academy where your skills were honed by specialist instructors? Did you attend a school for wizards and other spellcasters, while pursuing your own study of the martial arts as a personal interest? Perhaps you were trained by a single instructor, an older and more experienced swordmage looking to pass on his knowledge to the next generation. Additionally, it might be worth pondering whether your focus was defensive or offensive in nature: swordmages come in both varieties.

QUICK BUILD

You can make a swordmage quickly by following these suggestions. First, Strength should be 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: 1d8 per swordmage level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per swordmage level after 1st

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons, longswords, rapiers, scimitars, shortswords

Tools: None

Saving Throws: Intelligence, Wisdom

Skills: Choose three from Arcana, Athletics, History, Insight, Intimidation, Persuasion, Survival

EQUIPMENT

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

- (a) a shortsword or (b) a scimitar
- (a) a sling and 20 bullets or (b) any simple melee weapon
- (a) a scholar's pack or (b) a dungeoneer's pack
- Leather armor and a dagger

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.

You can have up to two bonded weapons, but can summon only one at a time with your bonus action. If you attempt to bond with a third weapon, you must break the bond with one of the other two.

SWORDMAGE WARDING

You can project a magical ward around yourself, affording you some extra protection against enemy attacks. You gain a +1 bonus to AC while conscious and wielding a martial weapon. This bonus increases to +2 if you are wielding the weapon in one hand and the other hand is free.

FIGHTING STYLE

At 2nd level, you adopt a style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style more than once, even if you later get to choose again.

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. The weapon must have the two-handed or versatile property for you to gain this benefit.

TWO-WEAPON FIGHTING

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

SPELLCASTING

By 2nd level, you have learned to harness the ambient energy of the multiverse to your purposes, gaining the ability to cast spells through careful study and deliberate practice, like a wizard. See Chapter 10 of the Player's Handbook for general rules of spellcasting and the back end of this document for the swordmage spell list.

SPELL SLOTS

The Swordmage table shows how many spell slots you have to cast your spells. To cast one of these spells you must expend a slot of the same level or higher. You regain all of your expended spell slots when you complete a long rest.

For example, if you know the 1st-level spell *mage armor* and you have a



1st-level and a 2nd-level spell slot available, you can cast *mage armor* using either slot.

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know two 1st-level spells of your choice from the swordmage spell list.

The *Spells Known* column of the *Swordmage* table shows when you learn more swordmage spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach

5th level in this class, you can learn one new spell of 1st or 2nd level.

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

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your swordmage spells, since your control over magic comes from meticulous study and preparation. 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 an arcane focus (found in Chapter 5 of the *Player's Handbook*) or your bonded weapon as a spellcasting focus for your swordmage spells.

MYTHAL RECOVERY

Beginning at 3rd level, you can center your magical wards within yourself in order to throw off ill effects. Whenever you are blinded, charmed, deafened, frightened, paralyzed, poisoned, or stunned, you can make

an Intelligence saving throw to end it. You can use this ability a number of times equal to your Intelligence modifier (with a minimum of one). When you finish a long rest, you regain all expended uses.

SWORDMAGE SCHOOL

At 3rd level, you must choose to specialize in a particular school of magic swordsmanship. The three chief swordmage schools are the School of the Bladesong, the School of the Duskblade, and the School of the Shadow Steel. Your school grants you additional features at 6th, 11th, and 15th levels.

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.

SWORDMAGE AEGIS

Starting at 7th level, you can mark one creature within 10 feet of you. If that creature attacks any target that is not you, it suffers disadvantage on its attack roll. Furthermore, if it hits its target you can choose to activate one of the following effects:

SWORDMAGE AEGIS: AEGIS OF ASSAULT

You teleport yourself up to 10 feet in the creature's direction as a minor action and can make a melee attack against it as a bonus action. You can use this ability once before completing a long rest.

SWORDMAGE AEGIS: AEGIS OF ENSNAREMENT

You teleport the creature up to 10 feet in your direction as a minor action. Any attack rolls against the creature have advantage until the end of your next turn. You can use this ability once before completing a long rest.

SWORDMAGE AEGIS: AEGIS OF SHIELDING

You can reduce the damage dealt by the creature's attack by an amount equal to 3 + your Intelligence modifier (with a minimum of one). You can use this ability once before completing a long rest.

ARCANE AWARENESS

At 10th level, you can no longer be surprised by creatures within 30 feet of you while you are conscious. Unseen creatures still have advantage on attack rolls against you and the benefits of cover and concealment still apply.

IMPENETRABLE WARDING

From 14th level onwards, you may add the +2 or +3 bonus from Swordmage Warding to any Constitution, Dexterity, or Wisdom saving throw you or another creature within 5 feet of you makes. You can use this ability a number of times equal to your Intelligence modifier (a minimum of once). You regain expended uses when you finish a long rest.

SUDDEN ESCAPE

At 18th level, you gain the ability to magically evade incoming attacks. When an attack roll is made against you, you can use your reaction to teleport 10 feet away, evading the attack. You can choose to do

this after seeing the result of the roll but before knowing whether the attack hits or misses. You can use this feature a number of times equal to your Intelligence modifier (a minimum of once) before finishing a long rest.

MAELSTROM BLADE

By 20th level, your command of arcane magic is so sublime that you can infuse every attack you make with elemental power. Whenever you make a melee attack with your bound weapon, the creature takes an extra 1d10 fire, lightning, or thunder damage (your choice). If your weapon is also enhanced by a spell or other magical effect that increases its damage, you can stack the effects.

SWORDMAGE SCHOOLS

Learning to combine arcane magic with swordsmanship is a rigorous and difficult one, which requires both academic rigor and martial discipline to master. Because of their practice's complexity, many swordmages have made a practice of recording their techniques and traditions for future generations, often in the form of manuals or textbooks. Over the course of several centuries, a number of swordmage schools have sprung up, incorporating with them a number of these writings as well as practical knowledge accumulated over a lifetime of practice. Not every swordmage graduates from such an academy, but all are familiar with some of what they teach.

THE SCHOOL OF THE BLADESONG

Graceful and deadly in equal measure, students of the School of the Bladesong are powerful spellcasters who've trained themselves in a primarily defensive style of combat, that emphasizes alacrity and finesse over raw power. The School of the Bladesong has a rich tradition stretching back countless millennia and is said to have originated with the ancient elves of the Feywild. Even today, most practitioners of the Bladesong—known alternately as bladesingers, coronal guards, or ward guardians—are elven or half-elven, though other races have since learned the tradition's secrets.

EXPANDED SPELL LIST

Training in the School of the Bladesong lets you choose from an expanded list of spells when you learn a swordmage spell. The following spells are added to the swordmage spell list for you.

SCHOOL OF THE BLADESONG EXPANDED SPELLS

Spell Level	Spells
1st	<i>color spray, shield</i>
2nd	<i>gust of wind, warding bond</i>
3rd	<i>fly, magic circle</i>
4th	<i>Mordenkainen's private sanctum, stoneskin</i>
5th	<i>planar binding, wall of force</i>

SHELTERING WARD

Beginning when you become a Bladesinger at 3rd level, you can extend your magic to protect others. As an action, you can grant any ally within 25 feet of you +1 to their AC until the end of your next turn.

BLADESONG

Starting at 6th level, when you are wielding a melee weapon in one hand (and nothing else in the other) you can add your Intelligence modifier to any melee attacks you make as well as to your AC.

SONG OF CELERITY

From 11th level onward, you are able to cast magic at a greater rate than other swordmages. You can cast one spell per turn as a bonus action, so long as its normal casting time is one action or less. You can use your regular action to either make an attack or cast another spell.

You can use this feature a number of times equal to your Intelligence modifier (with a minimum of 1) before you finish a short or long rest.

WARD FORCE ASSAULT

Beginning with 15th level, you can transform your Swordmage Ward into a powerful weapon to direct at others. As an action you can dispel your Swordmage Ward and propel 10 force damage toward any target within 5 feet of you. In addition, the target must make a Constitution saving throw or be knocked prone.

Once you use this feature you must finish a short or long rest before using it again. Additionally, you cannot reactivate your Swordmage Ward until the start of your next turn, as a bonus action.



THE SCHOOL OF THE DUSKBLADE

Deadly warriors with an unequaled command of arcane combat, swordmages inducted into the School of the Duskblade—also known as duskblades or arcane hunters—are those swordmages who've chosen to focus their training on the martial arts, rather than on spellcasting. Able to wear heavier armor and wield more weapons than a typical swordmage, duskblades are also uncannily skilled at exploiting an enemy's weakness or even imparting one that was never there before.

EXPANDED SPELL LIST

Expanded Spell List: Training in the School of the Duskblade lets you choose from an expanded list of spells when you learn a swordmage spell. The following spells are added to the swordmage spell list for you.

SCHOOL OF THE DUSKBLADE EXPANDED SPELLS

Spell Level	Spells
1st	<i>compelled duel, hunter's mark</i>
2nd	<i>melf's acid arrow, see invisibility</i>
3rd	<i>dispel magic, slow</i>

4th *locate creature, phantasmal killer*

5th *hold monster, planar binding*

BONUS PROFICIENCIES

When you become an Arcane Hunter at 3rd level, you gain proficiency with medium armor, shields, and martial weapons.

KNOWING STRIKE

From 6th level onward you are able to pinpoint an enemy's weak points to cut through their natural resilience. When you hit an enemy with a critical hit you ignore their damage resistance.

COMBAT CASTING

Starting at 11th level, you have advantage on all Constitution saving throws made to maintain concentration on spells.

ELEMENTAL STANCE

Beginning at 15th level, you can make your enemies more susceptible to your attacks. When you hit an enemy with a melee attack you can choose to make them vulnerable to acid, cold, fire, lightning, or thunder damage for up to 1 hour.

Once you use this feature you must finish a long rest to use it again.

THE SCHOOL OF THE SHADOW STEEL

Disciples of a forbidden art, adherents of the School of the Shadow Steel blend the arcane swordplay of swordmages with the dark magic of the Shadowfell. Few approve of this tradition, which incorporates necromancy into its teachings, and fewer still master it, for those who do often guard its secrets jealously. But for those who do—often known as *umbrii*—the School of the Shadow Steel is extremely rewarding, granting its practitioners access to abilities that can cover a room in darkness, kill a creature in a single touch, or create a shadowy servant.

EXPANDED SPELL LIST

Training in the School of the Shadow Steel lets you choose from an expanded list of spells when you learn a swordmage spell. The following spells are added to the swordmage spell list for you.

SCHOOL OF THE SHADOW STEEL EXPANDED SPELLS

Spell Level	Spells
1st	<i>false life, hex</i>
2nd	<i>darkvision, darkness</i>
3rd	<i>bestow curse, feign death</i>
4th	<i>blight, death ward</i>
5th	<i>contagion, dominate person</i>

SHADOWY ACTION

Starting when you become an Umbriri at 3rd level, you can use your control of shadow magic to conceal yourself and others. You and any allied creature within 5 feet of yourself gains advantage on all Dexterity (Stealth) checks until the end of your next turn.

Once you use this feature you must finish a short or long rest to use it again.

SHADOW MAGE

Beginning at 6th level the power of the Shadowfell begins to infuse your body, enhancing both your defenses and attacks. You gain resistance to necrotic damage and any extra damage you deal as a result of a critical hit becomes necrotic damage.

SHADOW SHROUD

From 11th level onward the darkness is your ally and you gain advantage on all attack rolls against enemies in low-light or darkness.

ASSASSIN SHADOW

Assassin Shadow (15th level): By 15th level, your command of shadow magic is potent enough that you can conjure a shadowy duplicate of yourself.

This duplicate can appear anywhere within 30 feet of you and can last up to 10 minutes. It is not similar enough to you that it can fool close examination, but it can take action on your behalf. As a bonus action on your turn, you can move the shadow up to 30 feet on a space you can see, but it must remain within 120 feet of you.

For the duration, you can cast spells as though you were in the shadow's space, but you must use your own senses. Additionally, you can use the shadow to make melee attacks with a duplicate of your weapon (minus any magical effects) as a bonus action. If the shadow has hit points equal to half your level (rounded down to a minimum of 1) and if it reaches 0 the shadow is dispelled.

Once you've used this ability you must finish a short or long rest to use it again.

SPELLS

What follows is the list of spells available to a swordmage.

SWORDMAGE SPELLS

1ST LEVEL

Alarm
Burning hands
Booming blade
Chilling blow
Chromatic orb
Detect magic
Expeditious retreat
Feather fall
Foesnare
Greenflame blade
Heroism
Identify
Jump

Lightning clash
Longstrider
Mage armor
Magic missile
Protection from evil and good
Thunderwave
Witch bolt

2ND LEVEL

Arcane lock
Blur
Dimensional warp
Elemental foible
Lesser restoration
Magic weapon
Misty step
Protection from poison
Ray of enfeeblement
Scorching ray
Sloth strike
Silence
Whirling blade

3RD LEVEL

Blink
Counterspell
Dimensional warding
Electrified lash
Elemental weapon
Lightning bolt
Nondetection
Protection from energy
Remove curse
Sending
Silversteel veil

4TH LEVEL

Acid burst blade
Banishment
Dimension door
Elemental protection
Freedom of movement
Ice storm
Otiluke's resilient sphere

5TH LEVEL

Blink assault

Cloudkill
Cone of cold
Contact other plane
Geas
Sword soul rot
Teleportation circle

SPELL DESCRIPTIONS

The following spells are those which do not already appear in the *Player's Handbook*. The spells are presented by level and then in alphabetical order.

1ST LEVEL

BOOMING BLADE

1st-level evocation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The next time you hit a creature with a melee weapon attack during this spell's duration, your weapon vibrates with a loud hum, and the attack deals an extra 1d6 thunder damage to the target. Additionally, if the target attempts to move away from you during the spell's duration it takes an additional 1d6 thunder damage for every 5 feet it moves.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the initial extra damage dealt by the attack increases by 1d6 for each slot level above 1st.

CHILLING BLOW

1st-level evocation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

The next time you hit a creature with a melee weapon attack during this spell's duration, a thin layer of frost creeps across your weapon's surface, chilling it. The attack deals an extra 1d8 cold damage to the target. At the start of each of its turns until the spell ends, the target must make a Constitution saving throw. On a failed save, it takes 1d6 cold damage. On a successful save, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the initial extra damage dealt by the attack increases by 1d6 for each slot level above 1st.

FOESNARE

1st-level enchantment

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

The next time you hit a creature with a melee weapon attack during this spell's duration, your weapon bursts with eldritch energy, drawing a link between yourself and your target. The attack deals an extra 1d6 damage to the target. The target must make a Wisdom saving throw or be stunned for the duration of the spell. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the initial extra damage dealt by the attack increases by 1d6 for each slot level above 1st.

GREENFLAME BLADE

1st-level evocation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The next time you hit a creature with a melee weapon attack during this spell's duration, your weapon erupts in green-tinged flame, and the attack deals an extra 1d6 fire damage to the target. Additionally, any enemies within 5 feet of the original target must make a Dexterity saving throw. On a failed save, they take 1d4 fire damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the initial extra damage dealt by the attack increases by 1d6 for each slot level above 1st.

LIGHTNING CLASH

1st-level evocation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

The next time you hit a creature with a melee weapon attack during this spell's duration, your weapon crackles with electrical energy. The attack deals an extra 1d8 lightning damage to the target. Additionally, any enemies within 5 feet of the original target must make a Dexterity saving throw. On a failed save, they take 1d6 lightning damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the initial extra damage dealt by the attack increases by 1d6 for each slot level above 1st.

2ND LEVEL SPELLS

ELEMENTAL FOIBLE

2nd-level enchantment

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

The next time you hit a creature with a melee weapon attack during this spell's duration, a bolt of energy shoots from your weapon and into the target, inscribing a magical glyph which then disappears. The attack deals an extra 2d8 damage to the target and they gain vulnerability to either acid, cold, fire, lightning, or thunder damage until the end of the spell's duration. At the start of each of its turns until the spell ends, the target must make a Constitution saving throw. On a failed save, the vulnerability remains. On a successful save, the spell ends.



At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the initial extra damage dealt by the attack increases by 1d8 for each slot level above 2nd.

DIMENSIONAL WARP

2nd-level conjuration

Casting Time: 1 action

Range: 10 feet

Components: V

Duration: Instantaneous

Choose two creatures you can see within range. If those creatures are within 10 feet of one another and are no more than two size categories different than one another they wink out of sight and reappear in one another's places.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd. The creatures must be within 10 feet of each other when you target them.

SLOTH STRIKE

2nd-level evocation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The next time you hit a creature with a melee weapon attack during this spell's duration, your weapon turns icy cold and takes on a silver-blue color. The attack deals an extra 2d6 cold damage to the target becomes stunned until the end of your next turn. At the start of the target's next turn must make a Constitution saving throw. If it fails, the target remains stunned until the spell ends. If it succeeds, the spell ends on that turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can extend the maximum possible length of the spell's effect by one additional round for each slot level above 2nd. Each round on its turn, the creature must make another Constitution saving throw to try and end the spell's effect.

WHIRLING BLADE

2nd-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a wing feather from any bird)

Duration: Concentration, up to 1 minute

You lift your weapon up magically, which spins magically as it does so. On your command it shoots towards a target of your choice within range, dealing 2d6 damage in addition to your weapon's normal damage. At the start of each turn until the spell ends you can choose another target within 10 feet of the original target and attack it as a bonus action, dealing 1d6 damage.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the damage dealt by the initial attack increases by 1d6 for each slot level above 2nd.

3RD LEVEL

DIMENSIONAL WARDING

3rd-level abjuration

Casting Time: 1 action

Range: Self (10-foot radius)

Components: V, S, M (powdered silver and iron worth at least 50 gp, which the spell consumes)

Duration: Concentration, up to 1 hour

You create a spherical ward around you with a radius of 10 feet, which prevents any conjuration spells from working within its area. The ward is invisible save for a slight shimmer that appears intermittently along its surface area. The zone persists for as long as you maintain concentration. Until the spell ends, the zone moves with you, centered on you.

ELECTRIFIED LASH

3rd-level evocation

Casting Time: 1 bonus action

Range: 10 feet

Components: V, S

Duration: Instantaneous

You raise your weapon into the air and bolts of electric force shoot out from it, striking one target you can see within range. The target must make a Dexterity saving throw. On a failed save the creature takes 8d6 lightning damage. If the save succeeds, the creature takes half damage instead.

The lightning ignites flammable objects in the area that aren't being worn or carried.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can select one additional target within range to strike for each slot level above 3rd.

SILVERSTEEL VEIL

3rd-level abjuration

Casting Time: 1 bonus action

Range: Self (10-foot radius)

Components: V, S

Duration: Concentration, up to 1 minute

Magical energy flows from your body, extending to protect any and all creatures within 30 feet of you. All affected creatures gain a +5 bonus to their AC and Dexterity saving throws until the end of the spell's duration. Until the spell ends, the ward moves with you, centered on you.

4TH LEVEL

ACID BURST BLADE

4th-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The next time you hit a creature with a melee weapon attack during this spell's duration, your weapon's form melts into acid and sprays your target with flesh-eating fluid. The attack deals an extra 4d6 acid damage and any creatures within 5 feet of the target must make a Dexterity saving throw. If the save fails, each creature affected takes 1d6 acid damage. If the save succeeds, nothing happens.

Your blade reappears in your hand, reformed, at the start of your next turn.

ELEMENTAL PROTECTION

4th-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a hemispherical piece of clear crystal and a powdered rhubarb leaf, a few drops of water, a bit of phosphorous, a rod of glass, or a chip of mica)

Duration: 10 minutes

You raise your hand and a shimmering energy field sprouts around you, flickering in shades of green, blue, red, white, and yellow. The shield provides you with protection against the elements, giving your resistance to either acid, cold, fire, lightning, or thunder damage (your choice) for the spell's duration.

5TH LEVEL

BLINK ASSAULT

5th-level transmutation

Casting Time: 1 bonus action

Range: Self (10-foot radius)

Components: V, S

Duration: Instantaneous

You and one creature of your choice from within 10 feet of you disappear from the plane of existence you currently occupy and appear in the Ethereal Plane (the spell fails and the casting is wasted if you were already on that plane). You and your passenger remain in the Border Ethereal until the end of your turn or until you or they move (no greater a distance than your maximum speed).

While on the Ethereal Plane, you can see and hear the plane you originated from, which is cast in shades of gray, and you can't see anything more than 50 feet away. You can only affect and be affected by other creatures on the Ethereal Plane. Creatures that aren't there can't perceive you or interact with you, unless they have the ability to do so.

When you return to the Border Ethereal you may make a melee attack against any target within range. If the attack hits, your weapon is imbued with deadly ethereal matter and deals an extra 5d10 damage to the target.

SWORD SOUL ROT

5th-level evocation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

The next time you hit a creature with a melee weapon attack during this spell's duration, your weapon's surface turns inky black and deathly cold to the touch. The attack deals an extra 5d12 necrotic damage to the target. At the start of each of its turns until the spell ends, the target must make a Constitution saving throw. On a failed save, it takes 1d12 necrotic damage and is unable to heal or be healed by another character. On a successful save, the target takes 1d10 necrotic damage and the spell ends.