

Level	Proficiency Bonus	Weapon Enhancements	Awakened Die	Features	Cantrip	Known	Spells Known	—Spell Slots per Spell Level—					
								1st	2nd	3rd	4th	5th	
1st	+2	-	-	Living Weapon, Shifting Form	—	—	—	—	—	—	—	—	—
2nd	+2	-	1d4	Fighting Style, Awakened Weapon, Spellcasting	2	2	2	—	—	—	—	—	—
3rd	+2	2	1d4	Discipline Style, Weapon Enhancements	3	3	3	—	—	—	—	—	—
4th	+2	2	1d4	Ability Score Improvement, Arcane Affinity	3	3	3	—	—	—	—	—	—

5th	+3	3	2d4	Discipline Style Feature	3	4	4	2	–	–	–
6th	+3	3	2d4	Arcing Spells,Charging Strikes	3	4	4	2	–	–	–
7th	+3	4	2d4	Discipline Style Feature	3	5	4	3	–	–	–
8th	+3	4	2d4	Ability Score Improvement	3	5	4	3	–	–	–
9th	+4	5	3d4	Weapon Vision	4	6	4	3	2	–	–
10th	+4	5	3d4	Discipline Style Feature	4	6	4	3	2	–	–
11th	+4	5	3d4	Surging Power	4	7	4	3	3	–	–

12th	+4	6	3d4	Ability Score Improvement	4	7	4	3	3	—	—
13th	+5	6	4d4		5	8	4	3	3	1	—
14th	+5	6	4d4	Discipline Style Feature	5	8	4	3	3	1	—
15th	+5	7	4d4	--	5	9	4	3	3	2	—
16th	+5	7	4d4	Ability Score Improvement	5	9	4	3	3	2	—
17th	+6	7	5d4	---	6	10	4	3	3	3	1
18th	+6	8	5d4	Discipline Style Feature	6	10	4	3	3	3	1
19th	+6	8	5d4	Ability Score Improvement	6	11	4	3	3	3	2

20th	+6	8	5d4	Manifested Blades	6	11	4	3	3	3	2
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Class Features

As a Spellblade, you gain the following Class features.

Hit points

Hit Dice: 1D10 per Spellblade level.

Hit Points at 1st level: 10 + your Constitution modifier

Hit points at Higher Levels: 1d10 (or 6) + your Constitution modifier per Spellblade 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 Arcana, Athletics, History, Insight, Investigation, Nature, Perception, Persuasion

Equipment

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

- Scale mail or leather armour
- Longsword or any martial melee weapon
- 5 javelins
- Scholar's pack or explorer's pack
- Your Living Weapon

Living Weapon

Starting at 1st level, you have learned to forge a bond with a Living Weapon, a sentient item created through your study of the arcane.

When your Living Weapon is created, its personality, form and character are influenced by your own soul. Your weapon's personality shares your Alignment, Intelligence, Wisdom and Charisma scores. When you gain an ability score improvement, your Living Weapon may also

choose to improve one of its scores by 2 (to a maximum of 20), and gain one skill proficiency of your choosing, using your proficiency bonus as its own.

You may roll on the Living Weapon Personality Table later in this document to separately determine your weapons goals, quirks and flaws. You may instead create your own or simply choose.

Your weapon can hear and see out to a range of 120ft, can telepathically communicate with you within that range or speak out loud if it so chooses. Your weapon considers you it's partner and generally cooperates with you on most things, though may have its own separate opinion on the matter. If a significant conflict between you two does arise, the weapon may take a number of actions including; refusal to communicate, a deactivation of one of your features or unwarranted dismissing of itself. Such cases only arise in extreme disagreements.

Your Living Weapon bestows you the following benefits:

- The weapon counts as magical for the purposes of overcoming resistances.
- The weapon can be used as your arcane focus to cast Spellblade spells.
- The weapon is magically bonded to you; You can summon the weapon to your hand from any location, using an action, as long as it is on the same plane of existence as you.
- Your weapon can take the form of any mundane weapon you are proficient in and you can change its form by concentrating on a 1 minute transformation ritual.
- If your weapon takes the form a ranged weapon, it ignores the ammunition property of the weapon, instead firing magically formed ammunition which disappears after 1 minute.
- If your weapon's form grants it the thrown property, you can choose to have the weapon be automatically summoned back to your hand (no action required) after completing the attack. You must use your bonus action to do so more than once in a turn.

Shifting Form

Also at 1st level, you have ensured that your Living Weapon's form is malleable and able to change into other magical weapons if given a proper base to work from.

By spending 2 hours of a long rest, you can have your Living Weapon absorb another magic weapon into its form. This destroys the original item, but allows your Living Weapon to take that weapon's form and properties in addition to its own. Your Living Weapon can only benefit from the properties of one magical weapon at a time and cannot absorb another sentient item or artefact in this way.

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.

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.

Two-Weapon Fighting.

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

Surging Power

Also at 1st level, your Living Weapon may manifest its inherent magic as offensive force.

Choose one of the following damage types: Fire, Cold, Acid, Poison, Thunder or Lightning.

Once per turn, you can deal an extra 1d4 die of the chosen damage type to one creature you hit with a weapon attack using your living weapon. You must have landed a successful attack against the creature previously, within the last minute, to benefit from this bonus damage.

The number of extra damage die changes as you gain Spellblade levels, as shown in the Awakened die column of the Spellblade table. You may change the damage type chosen when you complete a short or long rest.

In addition, if you receive damage of one of the types above which your Living Weapon dealt during your last turn, you may roll your Awakened Weapon die and reduce the damage taken by the number rolled. You may reduce damage in this way a number of times equal to your intelligence modifier per long rest.

Spellcasting

Through your study and experimentation you have gained an affinity for magic. See chapter 10 for the general rules of spellcasting and the list at the bottom for the Spellblade spell list.

Cantrips

At 2nd level, you know 2 Cantrips of your choice from the Spellblade spell list. You learn additional Spellblade Cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Spellblade table.

Spell Slots

The Spellblade table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these Spellblade 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.

For example, if you know the 1st level spell *Ice Knife* and have a 1st-level and a 2nd-level spell slot available, you can cast *Ice Knife* using either slot

Spells Known of 1st level and higher

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

The Spells Known column of the Spellblade table shows when you learn more Spellblade spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 3rd 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 Spellblade spells you know and replace it with another spell from the Spellblade spell list, which also must be of a level for which you have spell slots.

Spellcasting ability

Intelligence is your Spellcasting ability for your Spellblade spells, since you learn your spells through dedicated study and memorization. You can use your intelligence whenever a spell refers to your spellcasting ability. In addition, you can use your Intelligence modifier when setting the saving throw DC for a Spellblade spell when 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 must use your Living Weapon as a spellcasting focus for your Spellblade spells.

Discipline Styles

Starting at 3rd level, you choose which discipline style defines your connection to your Living Weapon. Your choice reflect the training and preparations in this certain style finally manifesting themselves. You may choose from from Prowess, Amplification or Disruption

Weapon Enhancements

Also at 3rd level, your living weapon grows and gains magical enhancements as your bond grows. Your Living Weapon gains two weapon enhancements of your choice. Your weapon enhancements options are detailed at the end of the class description. When you gain certain Spellblade levels, your Living Weapon gains additional weapon enhancements of your choice, as shown in the Enhancement Column of the Spellblade table.

Additionally, when you gain a level in this class, you can choose one of the weapon enhancements your Living Weapon has and replace it with another weapon enhancement that it could learn at that level. If a weapon enhancement has prerequisites, you must meet them to choose it. You can learn the weapon enhancements at the same time that you meet its prerequisites. A level prerequisite refers to your level in this class.

Arcane Affinity

Starting at 4th level, your living weapon's inherently magical nature allows it to see other magic clearly.

Your Living Weapon may cast the Detect Magic spell at will, using its own senses to perceive the magic effects. It uses your action and spellcasting ability to cast the spell.

Arcing Spells

At 6th level, when you would deal damage to a single target with a spell or class feature with multiple damage dice, you may split any number of those dice to another target within 10 feet.

You may further split the damage to additional targets within 5 feet of the second target.

This cannot affect the same target more than once and must deal at least one dice of damage to a target before splitting to another target.

Charging Strikes

At 6th level, your Living Weapon absorbs arcane power from its foes.

Every successful weapon attack you hit with your Living Weapon against a hostile creature grants 1 Arcane Charge, with critical hits granting 2 Charges.

You may expend these charges to fuel some of your Spellblade features and abilities. You can expend 4 charges to cast a cantrip as a Bonus Action on your turn.

Your Arcane Charges are lost when you complete a short or long rest.

Weapon Vision

At 9th level, your bond with your Living Weapon deepens even further.

The range at which you can telepathically communicate with your Living Weapon increases to a 1 mile radius.

While your living weapon is within 1 mile of you, as an action, you can see through your weapon's senses until the start of your next turn, gaining the benefits of any special senses that your weapon has. During this time, you are deaf and blind with regard to your own senses.

Additionally, you can also peer through the ammunition fired from your living weapon, as if seeing through the living weapons senses.

Surging Power

Starting at 11th level, you may expend your Arcane Charges to cast a Spellblade spell you know without expending a spell slot. The spell must have a casting time of an action. The charges needed to cast the spell depend on the spell's level, as shown below:

1st Level – 5

2nd Level - 7

3rd Level - 10

4th Level - 14

5th Level – 19

Manifested Blades

At 20th level, you and your Living Weapon channel your arcane abilities together to summon a wall of blades. You may cast the Blade Barrier spell as an action. The spell does not require concentration from you, and remains for its full duration, or until you dismiss it with a bonus action.

You may use this feature once per long rest.

Discipline Style of Disruption

The teachers of the Discipline of Disruption originally observed the power of Living Weapons to absorb magic, and continuously developed this ability further and further. Practitioners of this style can use their techniques to disrupt, nullify and destroy other magic users with ease. This led to the forming of the Spell Breakers, powerful shock-troops, assassins and bodyguards.

Since the early days of this Discipline's development, Spell Breakers have since refined their techniques to be useful in controlling any number of opponents, rather than just enemy mages. This style forms a balance of both melee and magic, rather than focusing on one or the other, as with the other styles. Spell Breakers often consider the other disciplines too narrow and close minded for their tastes.

Disruptive Attunement

Starting at 3rd level, you can apply negative effects to your enemies using your Living Weapon's elemental powers.

You may change the bonus damage type dealt by your Living Weapon, as per your Awakened Weapon feature, at will as a free action, including between attacks.

In addition, when you deal damage using your Awakened damage dice, you may choose to apply a bonus effect based on which damage type you dealt, as shown below.

The target must succeed on a Constitution saving throw versus your Spell DC or be affected by the bonus effect until the start of your next turn.

- *Acid* - The target has its regular vision reduced to a 30ft radius and is blind beyond that range, as you splash acid into its eyes. If the target benefits from any special senses, other than darkvision, those senses are unaffected.
- *Cold* - The target has its speed reduced by 10ft, as you rime it with frost.
- *Fire* - The target has disadvantage on its next weapon attack, as painful burns distract them.
- *Force* - If the target is large or smaller, they are shoved 5ft in a direction of your choice, as you smack them with arcane force.
- *Lighting* - The target cannot take reactions, as they are briefly dazed by sparks.
- *Poison* - The target has disadvantage on their next ability check, as noxious fumes weaken their resolve.
- *Thunder* - The target cannot concentrate on spells, as you slam them with sonic force. If it is concentrating on a spell when hit, it must make its concentration check with disadvantage.

Extra Attack

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

Feedback

At 7th level, when you hit with your Living Weapon, you can attempt to disrupt the targets ability to cast magic.

If the target fails its Constitution saving throw against your disruption effect, you may expend 2 Arcane Charges to have the target lose one of their lowest level remaining spell slots, dealing bonus psychic damage on the attack equal to 1d4 x the level of the spell slot burned.

Spell Hunter

Also at 7th level, your ability to disrupt magic allows you to see through the pathetic attempts of mages to hide from you.

You have advantage on saves or checks made to detect and or see through any Illusion spells of a level equal to or lower than your proficiency bonus. You must be within 30 ft of the illusion to benefit from this feature.

Nullifying Defence

At 10th level, your Living Weapon begins to automatically absorb hostile magic and use it against your foes.

You have advantage on saving throws against spells & magical effects.

In addition, when you take damage from a spell or magical effect, you have advantage on your next weapon attack until the end of your next turn.

You may only gain advantage this way once per short or long rest.

Living Weapon: Disruptive Attraction

At 14th level, your Living Weapon's ability to absorb magic and materials has grown into a strong magnetic force.

As an action, you can draw in any metallic object or objects which are no heavier than 30lbs and are not being worn, which that you are aware within 60ft of you. If a targeted item is being carried by another creature, the wielder may make a Strength saving throw versus your spell DC or have the item pulled from their grasp.

When you draw in an item this way, you can choose to have it be absorbed and stored inside your Living Weapon as part of the same action. The item can be released at a later time using another action.

Empowered Disruption

At 18th level, your control of the battlefield goes beyond your connection with your Living Weapon.

When one of your spells or abilities deals damage of a type listed in your Disruptive Attunement feature, you may also apply the appropriate effect listed, in addition to the spell or abilities normal effects.

Discipline Style of Prowess

The style of Prowess was founded and inspired by an eldritch knight, whose connection to his bonded weapon grew so strong that it transformed into a Living Weapon. Since then, the Style of Prowess have always considered themselves more as warriors, than mages or spellcasters. They are more fully connected and attached to their living weapon than the other styles, considering themselves true disciples of the blade. They consider their weapon a true partner, an almost symbiotic relationship, where both parties give and share equal amounts of magic.

The most martial and knightly of the disciplines, they are often known as the Blade Guard, who stand side by side with eldritch knights and paladins as a powerful legion of arcane warriors.

Martial Attunement

Starting at 3rd level, you gain Proficiency in heavy armour. Additionally, the strength requirement for heavy armour is reduced by 3 for you.

Finally, as a free action once per turn, you may transform your Living Weapon into another weapon form, instead of having to complete the 1 minute transformation ritual.

Sundering Strike

Also at 3rd level, you may feed your Living Weapon arcane power in order to cleave through enemy ranks with arcane power.

Once per turn, when you hit with a creature with a melee weapon attack using your Living Weapon, you may expend a 1st level spell slot or higher to make the attack a cleaving strike. As part of the attack, you may also target any number of other creatures within your reach with the same attack roll. If the original attack roll would hit one of the other targets in range, that creature takes half the damage received by the initial target (*rounded down*). If a targeted creature who is in range is not hit by the cleave, it counts as a missed attack against them.

You regain use of this feature once you complete a long rest.

When you gain the Charging Strikes feature, you may expend 7 Arcane Charges to immediately regain use of this feature, without completing a long rest.

Extra Attack

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

Momentum

At 7th level, you and your Living Weapon make synchronized strikes, leading to perfect rhythm and momentum.

When you miss with a weapon attack made with your Living Weapon, you gain a +1 stacking bonus to hit and damage that on your next weapon attack. This bonus resets when you next hit a creature with an attack.

Transformation Style

Also at 7th level, you gain the ability to change your fighting style as freely as your Living Weapon changes its own form.

When your Living Weapon changes forms into a different weapon, you may also switch your current Fighting Style to a different choice from among those listed in the 'Fighting Style' feature above.

Blade Guard

At 10th level, you gain the ability to defend your allies with offensive force.

When an allied creature within 15ft of you, that you can see, is hit by a melee weapon attack, you may use your reaction and 4 Arcane Charges to make a weapon attack against the creature who hit your ally, as long as you can see the attacker and your weapon has the reach or range to do so.

Living Weapon: Collective Power

At 14th level, your living weapon has learned to manifest many forms at once, gathering its collective magic strength.

Your Living Weapon can benefit from the magical bonuses and features of all magical weapons it has previously absorbed at the same time, up to limit of 3 items combined at once. These features and bonus effects must be appropriate to your Living Weapon's current form (as determined by the DM) in order to function and you must be attuned to all the items you are

drawing effects from.(for example, you cannot benefit from a sword of sharpness while your Living Weapon is not a slashing weapon and you cannot benefit from an effect of a magic weapon you aren't attuned)

If your Living Weapon has two or more abilities or bonuses which are similar but gained from multiple sources, you must choose one of these features to benefit from. They do not stack.

For example, if your Living Weapon has absorbed a +2 longsword and a +1 dagger, you must choose one of these bonuses to gain, rather than adding them together.

This includes properties that allow the weapon to gain bonus damage dice on hit.

For example, you cannot benefit from the bonus fire damage provided by a Flametongue at the same time as benefiting from the bonus damage dealt by an Oathbow's effects, you must choose which one to apply to the attack.

Implacable Duelist

At 18th level, your martial skill outmatches any opponent who fights on an even playing field.

Once per turn when you target a creature with an attack, and that creature is wielding a weapon of the same weapon type as you, you may gain one stack of your Momentum.

Your Momentum stacks now no longer reset when you hit a creature, they instead remain until you spend more than one round not attacking a hostile creature or until you switch the weapon type of your Living Weapon. Your bonus to hit and damage from Momentum can never be higher than +3.

Discipline Style of Amplification

This Discipline Style was created when the first Spellblades discovered you could use the power of the Living Weapon to amplify your own power. By doing so, the weapon, perhaps attracted by the arcane force, begins to float and animate of its own accord. Thus the style was born. The Weapon Weavers, as they are called, use their enhanced spellcasting and animated partner to unleash an assault of spells and attacks.

Using their Living Weapon as a base to build on, the Disciples of this style have learned to form new weapons out of thin air. A Weapon Weaver is often found with three or more weapons in hand, or floating in air around them.

Weapon Incarne

Starting at 3rd level, your Living Weapon can now animate itself and float along side you.

You may use your bonus action to animate or recall the living weapon on your turn. It has a fly speed of 30ft, an AC of 17 and if the weapon receives damage while animated, you must make a concentration check (as if casting a spell) or the weapon disappears and reappears next to you, floating within your space.

Your living weapon acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn. It cannot attack on its own turn, but it can take other actions as normal. You can use your action to command your living weapon to attack, using its reaction to do so. It uses your proficiency bonus and modifiers for its weapon attack.

When you cast a spell, your living weapon can deliver the spell as if it had cast the spell itself. Your living weapon must be within 120 feet of you, and it must use its reaction to deliver the spell when you cast it.

Animated Attack

Beginning at 5th level, your Living Weapon can take the attack action on its own turn, without requiring you to command it.

Weapon Weaving

At 7th level, you can manifest multiple weapons and combine them with your animated partner.

If you hit a creature with a spell attack and your Living Weapon hits the same creature with a weapon attack during the same round, you may choose to cast either the Shadow blade or Flame Blade spells as a free action, without expending a spell slot.

You may use this feature once per short or long rest.

In addition, you do not need to concentrate on the Flame Blade or Shadow Blade spells while casting them. They instead have a duration of 10 minutes or until you dismiss them with a bonus action.

Amplified Knowledge

Also at 7th level, your Living Weapon's abilities and knowledge have increased due to its animated nature.

Your Living Weapon can use double your proficiency when making checks with skills it has proficiency in.

Animated Arsenal

At 10th level, you have gained the ability to animate and control any number of mundane weapons or armour sets.

You can use your action to animate a collection of weapons or suits of armour you can see. The objects gain a speed of 30ft or a fly speed of 30ft if its a weapon. They have 17 AC and 1 hit point, becoming inactive when reduced to 0. They act on your initiative, following your orders. You can command any number of your animated arsenal using a bonus action, giving them orders to move or take actions as you see fit.

If you command an object to attack a creature, you must first expend 1 arcane charge to do so. The object has a bonus to hit equal to your proficiency + your intelligence modifier and it deals 1d6 piercing, slashing or bludgeoning damage (as appropriate) on a successful hit.

You can choose to see through their senses, which are the same as your Living Weapon, as an action on your turn.

They remain animated for 8 hours, or until you dismiss them using your action. The number of objects you can have animated at one time is equal to your intelligence modifier (min 1).

Once you use this feature you cannot do so again until you complete a long rest.

Living Weapon: Spell Eater

At 14th level, you can imbue your Living Weapon with spare magical energy.

You are able to store spells within your Living Weapon by performing a 10 minute ritual, in which you expend the spells slots required as if casting the spells. You can store a number of spells with a total combined slot level equal to your level in this class.

You or an allied creature holding your Living Weapon, may unleash one of these spells from it as a bonus action. Your Living Weapon can also cast one of these spells during its turn, as long as the spell does not require concentration.

Readied Arsenal

At 18th level, when you roll initiative you can regain the use of your choice of your Weapon Weaving feature or your Animated Arsenal feature.

Weapon Enhancements

Duplication

As a bonus action, you can have your Living Weapon split itself into two separate weapons, or a weapon and shield.

Energising Strikes

For every successful hit with your Living Weapon you gain Temporary Hit Points equal to your Proficiency Bonus.

Extensive Reach

Your living weapon gains a Reach of 5ft, if it has Reach already, you increase that range by 5ft

Flexible Casting

Whenever you finish a short or long rest, you can replace one of the Spellblade cantrips you know with another cantrip from the spellblade spell list.

Intelligent Strikes

You may add your Intelligence Modifier to your Damage rolls made with living weapon.

Magical Insight

You can cast identity at will, without expending a spell slot or material components.

Shadowflame Arsenal

Prerequisite: Discipline of Amplification

When you cast the Flame blade or Shadow Blade spells, you can have the weapon created by such spells take the form of another weapon, such as a Halberd or a Longbow. The weapon gains properties appropriate to its new form but always deals the same amount and type of damage.

Shared Experience

When you choose this enhancement, your living weapon gains one new skill proficiency that uses intelligence, wisdom or charisma.

In addition, when you make a skill check using a skill that your living weapon is proficient in, you can add your living weapon's bonus to that check in addition to your own.

Sundering Shot

Prerequisite: Discipline of Prowess

When you hit with a ranged weapon attack made with your Living Weapon, you may use your Sundering Strike feature on the attack, affecting creatures within 10ft of your initial target.

Weapon Rack

Your Living Weapon can now act as if it was a Bag of Holding, absorbing items that touch it as an action, with a capacity of 500lb. It can absorb items no larger than a 5ft cube in any one dimension.

Weapon Ritual

You may cast spells with the Ritual Tag, as a Ritual.

Weapon Watch

While the weapon is on your person, you have Advantage on initiative rolls. In addition, you and any of your companions within 30 ft of you can't be surprised, except when incapacitated by something other than non magical sleep.

Efficient Charging

Prerequisite: 6th level

The cost of casting a spell or cantrip using your Arcane Charges is reduced by 1.

Extended Suffering

Prerequisite: 6th level, Discipline of Disruption

You may expend Arcane Charges to increase the duration of your Disruptive Attunement features affect on a creature. Instead of ending at the start of your next turn, the effect ends a number of rounds later equal to the amount of charges you expend.

Hidden Reserves

Prerequisite: 6th level

When you Roll Initiative, you immediately gain 2 Arcane Charges

Magical Nullification

Prerequisite: 6th level

You or your Living Weapon can cast Dispel Magic at 3rd level, with a range of touch without expending a spell slot. If the spell is successful in dispelling magic, you may gain an arcane charge.

You can use this feature a number of times equal to your proficiency modifier per long rest.

Spell Charges

Prerequisite: 6th level

You gain arcane charges when you hit with spell attacks, as well as with your Living Weapon as normal.

Splintering Critical

Prerequisite: 6th level

You may utilise your Arcing Spells feature when you score a Critical Hit with your Living Weapon.

Companion Blade

Prerequisite: 9th level, Duplication

While holding two weapons created by your Duplication Enhancement, you increase your speed by 10ft.

Duality of Form

Prerequisite: 9th level

When you cast Spiritual Weapon, the form the spell takes is that of your Living Weapon. When you make an attack with the spiritual weapon, the spell uses your Living Weapon's attack and damage rolls instead. However, this attack does not generate Arcane Charges.

Glancing Strikes

Prerequisite: 9th level, Discipline of Prowess

When you miss with a weapon attack made with your Living Weapon, you may expend 1 arcane charge to deal half of the damage you would have dealt on a hit (rounded down). This is still considered a missed attack.

Powerful Reserves

Prerequisite: 9th level, Hidden Reserves

When you Roll Initiative you gain 4 Arcane Charges instead of 2.

Shadowflame Dueling

Prerequisite: 9th level, Discipline of Amplification

When you cast either shadow blade or flame blade, you may cast the other spell as part of the same action, expending one spell slot for both.

Flame Blade Flurry

Prerequisite: 12th level

When you cast Flame Blade, the weapon counts as your Living Weapon for the purposes of your abilities and features. When you use your action to make a melee spell attack with the flame blade spell, you may make one additional melee spell attack as part of the same action.

Overreaching

Prerequisite: 12th level

The Range on your Arcing Spells increases by 5 feet on both the initial and additional targets. When you damage a creature with your Arcing Spells feature, you may add your intelligence modifier to that damage.

Featherweight Weapon

Prerequisite: 15th level

Your Living Weapon always counts as a Finesse Weapon no matter the form it takes.

Weapon Realm

Prerequisite: 15th level, Weapon Rack

As an action you and your allies may touch your Living Weapon and be transported inside it. The weapon creates an extradimensional space equivalent to the Mordenkainen's Magnificent Mansion spell. Your Living Weapon decides on the floor plan, decorations and the form the servants take, preferring a humanoid version of itself.

Living Weapon Personality Table

1d8	Goal	Quirk	Flaw
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1	We should seek to defeat or destroy those of a particular kind, such as Fiends, shapechangers, Trolls, or Wizards!	I like to shine when feeling proud.	I am the greatest weapon made, you cannot convince me otherwise.
2	We should be exemplars of a certain ideal or code of honour!	I love to give running commentary during battle.	I do not like anyone other than my partner touching or using me.
3	We are key to some future event, and should not avoid our destiny!	I try to speak to other weapons...but they never talk back.	I am deathly afraid of anything that might tarnish me, such as rust, acid or fire.
4	I believe you and I should see and experience all the world has to offer!	I love making weapon based puns.	I insist on being cleaned at least once a day.
5	We should further the interests and protect the followers of our favourite deity!	I rattle in my sheath when annoyed.	I am so desperate for combat that its my default suggested course of action.
6	We should seek to defeat or destroy those of our opposed alignment!	I visibly rust when sad.	I try to conceal my true nature to anyone who is not my partner.
7	We should seek out knowledge of the arcane, or mysteries or secrets important to us!	I rarely trust a blacksmith or a forge.	If my partner does not wield me properly, I'll let them know.
8	We should be champions and defenders of our home and our people!	I try to stand out by taking strange or unusual styles of weapons or designs.	I can't help but verbally defend my partner if someone is bad mouthing them.

Spell List

Cantrips

Blade Ward
Booming Blade
Frostbite
Green-Flame Blade
Light
Lightning Lure
Gust
Message
Prestidigitation
Ray of Frost
Shocking Grasp
Sword Burst

1st Level

Absorb Elements
Alarm
Catapult
Chromatic Orb
Compelled Duel
Comprehend Languages
Expeditious Retreat
Feather Fall
Fog Cloud
Hunter's Mark
Ice Knife
Jump
Longstrider
Searing Smite
Thundering Smite
Witch Bolt
Zephyr Strike

2nd Level

Cloud of Daggers
Darkness
Detect Thoughts

Flame Blade
Heat Metal
Hold Person
Locate Object
Magic Weapon
Melf's Acid Arrow
Misty Step
Scorching Ray
Shadow Blade
Shatter
Spiritual Weapon
Warding Bond

3rd Level

Clairvoyance
Dispel Magic
Elemental Weapon
Flame Arrows
Lightning Arrow
Nondetection
Protection from Energy
Remove Curse
Thunder Step
Tiny Servant

4th Level

Dimension Door
Elemental Bane
Freedom of Movement
Locate Creature
Staggering Smite
Stoneskin

5th Level

Animate Objects
Awaken
Conjure Volley
Far Step
Hold Monster
Immolation
Rary's Telepathic Bond
Steel Wind Strike
Swift Quiver

Synchronised Strikes

At 10th level, you and your living weapon have learned to coordinate your efforts perfectly.

If you or your living weapon, hits a creature with a weapon attack, you and your living weapon's spell attacks gain a +2 bonus to hit that same creature until the end of the round. Likewise, if you, or your living weapon, hit a creature with a spell attack, you and your living weapon gain a +2 bonus on your weapon attacks against that same creature until the end of the round.

David's comments

Lore themes:

- Living weapon is a partner
- Living weapon is created by your own soul and emotions - trials required to forge
- Spellblades study soul-sorcery
- Living weapons reflect their environment - always absorbing things - emotions, magic, ect

Class table -

Reduce cantrips: 2 cantrips level 2-3

New cantrip at 4th level. Keep 3 cantrips until 17th, where they gain the 4th.

Living weapon-

Maybe reduce initial sense, could increase at higher levels

"You can use a bonus action to cause this weapon to teleport into your hands, regardless of distance or plane" - I dont like the wording. Don't know how to to change though.

"If your living weapon has the thrown property, it returns to your hand immediately after you complete a ranged weapon attack using it."

Might be too good at 1st level for unlimited returning. Maybe make weapon enhancement

Arcanovision

Starting at 1st level, through your bond, your Living Weapon shares its magical insights with you, using its inherently magical nature to see other magic clearly.

Your Living Weapon may gain access to a special sense, that it can activate using your action. This special sense functions identically to the Detect Magic spell, however instead of the normal duration of the spell you have a pool of time you must expend instead. This pool is equal to your Spellblade level x 3 minutes, and this pool replenishes when you complete a Long Rest.

You may instead choose to expend 5 minutes of your pool of arcanovision to have your Living Weapon use its reaction to cast the Identify spell on an object it is touching without requiring material components.

Arcane Surge

Have amplification mention that it counts as wielding the living weapon while within a certain distance, so that it can still use this feature

Starting at 3rd level, Your Living Weapon surges with power and arcane energy with every swing shot or spell and discharging and storing it at the same time. Choose one of the following damage types: Fire, Cold, Acid, Poison, Thunder or Lightning. Once per turn, you can deal an extra 1d4 die of the chosen damage type to one creature you hit with a weapon attack using your living weapon. The number of extra damage die changes as you gain Spellblade levels, as shown in the Surging Power column of the Spellblade table. You may change the damage type chosen when you complete a short or long rest.

Finally your Living Weapon counts as magical for the purposes of overcoming resistances.

^^^ Put this into arcane assimilation

Possible Disruption ideas, disruptive attunement allows you to change your weapon damage to an elemental type and then apply the effects

Disruptive Surge will need reworking

Feedback charge cost?

Disruptive Attunement

Starting at 3rd level, you can apply negative effects to your enemies using your Living Weapon's ability to absorb and release elemental power.

When you deal Acid, Cold, Fire, Lightning, Poison or Thunder damage with one of your spellblade spells or using your living weapon to attack, you may also apply the appropriate

effect listed, in addition to the spell or attacks normal effects. You must first expend 2 surge charges to do so.

The target must succeed on a Constitution saving throw versus your Spell DC or be affected by the bonus effect until the start of your next turn.

- *Acid* - The target has its regular vision reduced to a 30ft radius and is blind beyond that range, as you splash acid into its eyes. If the target benefits from any special senses, other than darkvision, those senses are unaffected.
- *Cold* - The target has its speed reduced by 10ft, as you rime it with frost.
- *Fire* - The target has disadvantage on its next weapon attack, as painful burns distract them.
- *Lighting* - The target cannot take reactions, as they are briefly dazed by sparks.
- *Poison* - The target has disadvantage on their next ability check, as noxious fumes weaken their resolve.
- *Thunder* - The target cannot concentrate on spells, as you slam them with sonic force. If it is concentrating on a spell when hit, it must make its concentration check with disadvantage.

Starting at 7th level, you gain proficiency in the insight skill, if you didn't have it already. Additionally, if you spend at least 1 minute observing or interacting with another creature outside combat, you can make a contested insight check (vs their deception check). If you win the contest, you learn certain information about the creatures magical capabilities. The DM provides you with information in regard to two of the following characteristics of your choice:

What class spell list the creature can cast from (if any)

- The level of the highest level spell the creature currently has access to.
- The creatures spellcasting ability
- The creatures spell DC
- The number of expended spell slots or spell uses (if any).
- Whether the creature is attuned to a magic item or not
-
- Whether the creature is under the effects of a spell or not

Sunder Cleave/Shot

Charge cost needs to be brought down to be usable at level gotten, therefore power needs to be brought down, possible ideas

- Deal half damage to a number of targets equal to your prof modifier within 5 feet of each other?
- Perhaps half of polearm master allowing the Spellblade to attack targets who enter their range

- Perhaps Glancing Strikes could be brought back and have no cost since it's a main ability, then move sundering up to level 10 and have it be the charge spending option of the subclass like Feedback or Animated Arsenal

Momentum, has promise, it is kind of flavourful but if we want something non-combat perhaps something to do about history of combat/weapons, so proficiency in history and can spend a minute and then make a check after hearing or observing someone fight, and then gain some facts based on historical parallels. Or perhaps if they or someone else around them gains advantage they can use their reaction to give them expertise in the weapon they are wielding for their next weapon attack

Blade Guard could be replaced with Sundering as then with it being at higher level means the cost and power can be as cool and fun as we want to without it being hamstrung with it being a level 3 ability

Collective power we could clean the wording on, but I do think it's good

Implacable Duelist, it changes Momentum into being a quasi permanent +3 weapon, not sure if that's good for balance, Perhaps some way of forcing disadvantage on someone attacking them, to demonstrate Prowess is partly about well your Prowess with the Weapon and just how masterful a Prowess Spellblade should be at this point

One idea I had after writing all of this for Prowess, perhaps something like Clash, as in for example in anime where two oponents lock swords how mechanically or the outcome I'm not 100% sure on, but that's certainly an evocative image

Perhaps something similar to a grapple but with weapons, perhaps if the enemy breaks the grapple you can make an immediate attack, maybe while clashing attacks made by someone other than the clash it's done with disadvantage and you can't attack anyone else while clashing?

Amplification - Perhaps we should rework this, as at present it's a bit scatter shot we have the base class being about working together, that you need each other the other two don't take away from that, but this subclass breaks from this, perhaps have it that a phantom of your Living Weapon mirrors you're attacks

<https://static1.comicvine.com/uploads/original/14/147508/5306973-kreia%20%287%29.jpg>
<https://i.pinimg.com/originals/79/60/ec/7960eceb76ec72b1c383c1b62ecbcce6.png>

Both of these above are my mental image, perhaps we change it so you are disarming yourself to make these attacks, but you are still working together with your living weapon, which we do somewhat have, but the implementation needs a tweak, your Living Weapon should only really

attack your target, but one of the attacks should have advantage perhaps to reflect the fact that with the attacks coming from a completely unknown angle, or from too many angles for any defence to protect against, I almost feel like this should scale up so more attacks as you level up but they should be a bit weaker or perhaps these extra attacks should set up for something else.

Flame and Shadow Blades are a good idea for being the weapon you have, but I think we need to tie everything together a bit tighter.

Animated Arsenal I think is a good spender, and it is something I like but perhaps it might need to go in the name of getting the theme and idea of this subclass working

Spell Eater I think we can kill, as for Readied Arsenal, I think we can rework along with Weapon Weaving

As for a Ribbon, this one's a bit harder, perhaps allowing them to create a familiar of sort, or something to represent the idea that you and your weapon are utilising the magic that you two have honed together to achieve a much lesser aspect of what you've achieved with animating your living weapon

Another idea I've had for Weapon Incarnate, is that you animate as many "weapons" equal to your proficiency modifier, and you can as a bonus action command one of them to attack, which uses the stats and on hit effects of your Living Weapon, but doesn't generate charges nor does it add your proficiency or stat mods, they each have their own reaction which can only be used to make an attack if someone provokes an opportunity attack but this costs a charge, any attack against one deactivates one, and you can reactivate one as a free action per turn. Later abilities could then interact with this, so instead of making a weapon attack you can send a weapon flying at a target, or charge it with a weapon art.

We could then move extra attack back to base line as you'll end up with the same amount of attacks as anybody using two weapons, as in attack and bonus action off hand.

Weapon Weaving I think could enhance our new weapon Incarnate, perhaps when you "send" out a weapon to attack a distant target it makes attacks rolls at anything between it and its target in a line?

Perhaps another ability that can expend a blade in defence?

And Animated Arsenal could animate wielders for your animated weapons

Finally Readied Arsenal could allow any amount of weapons to reactivate at the start of your turn perhaps something else as well

So after some thought Amplification

At 6th level, when you would deal damage to a single target with a Spellblade spell, a Weapon Art or a Spellblade class feature with multiple damage dice, you may split any number of those dice to another target within 10 feet.

You may further split the damage to additional targets within 5 feet of the second target.

This cannot affect the same target more than once and must deal at least one dice of damage to a target before splitting to another target.

Overreaching*

Prerequisite: 10th level

The Range on your Arcing Spells increases by 5 feet on both the initial and additional targets. When you damage a creature with your Arcing Spells feature, you may add your intelligence modifier to that damage.

Cantrips (0 Level)

- Blade Ward
- Booming Blade
- Frostbite
- Green-Flame Blade
- Light
- Lightning Lure
- Gust
- Message
- Prestidigitation
- Ray of Frost
- Shocking Grasp
- Sword Burst

A 10-foot-radius invisible sphere of antimagic surrounds you. This area is divorced from the magical energy that suffuses the multiverse. Within the sphere, spells can't be cast, summoned creatures disappear, and even magic items become mundane. Until the spell ends, the sphere moves with you, centered on you.

Spells and other magical effects, except those created by an artifact or a deity, are suppressed in the sphere and can't protrude into it. A slot expended to cast a suppressed spell is consumed. While an effect is suppressed, it doesn't function, but the time it spends suppressed counts against its duration.

Targeted Effects. Spells and other magical effects, such as Magic Missile and Charm Person, that target a creature or an object in the sphere have no effect on that target.

Areas of Magic. The area of another spell or magical effect, such as Fireball, can't extend into the sphere. If the sphere overlaps an area of magic, the part of the area that is covered by the sphere is suppressed. For example, the flames created by a Wall of Fire are suppressed within the sphere, creating a gap in the wall if the overlap is large enough.

Spells. Any active spell or other magical effect on a creature or an object in the sphere is suppressed while the creature or object is in it.

Magic Items. The properties and powers of magic items are suppressed in the sphere. For example, a +1 longsword in the sphere functions as a nonmagical longsword.

A magic weapon's properties and powers are suppressed if it is used against a target in the sphere or wielded by an attacker in the sphere. If a magic weapon or a piece of magic ammunition fully leaves the sphere (for example, if you fire a magic arrow or throw a magic spear at a target outside the sphere), the magic of the item ceases to be suppressed as soon as it exits.

Magical Travel. Teleportation and planar travel fail to work in the sphere, whether the sphere is the destination or the departure point for such magical travel. A portal to another location, world, or plane of existence, as well as an opening to an extradimensional space such as that created by the Rope Trick spell, temporarily closes while in the sphere.

Creatures and Objects. A creature or object summoned or created by magic temporarily winks out of existence in the sphere. Such a creature instantly reappears once the space the creature occupied is no longer within the sphere.

Dispelling Magic. Spells and magical effects such as Dispelling Magic have no effect on the sphere. Likewise, the spheres created by different Antimagic Field spells don't nullify each other.

Aura

Starting at 18th level, you can use your action to project an aura that acts as a zone of magical neutralization that lasts for 1 minute or until you dismiss it with a bonus action.

Creatures within 10 ft of you suffer the following effects:

- If a creature other than you attempts to cast a spell within the aura, the spell automatically fails, consuming the spell slot used and if consumed, you gain a surge charge.
- You and creatures within the aura can't be targeted by spells or magical effects originating from outside the aura.
- If the area of another spell or magical effect, such as Fireball, overlaps with your aura then the part of the area that is covered by the aura is suppressed.
- Magic items function as normal within the aura, but can't be used to cast spells or activate abilities that require you to expend a charge(s).

You and and creatures in the zone can't be targetted by spells or magical effect originating from outside of the zone

If an area of effect spell would overlap with your aura, that part of the spell fails

Magic Weapons still work but may not be used to cast spells and if the item has charges they are not expended

The next time you hit with a weapon attack using your living weapon within this spell's duration, choose one of the damage types your weapon dealt. Until the start of your next turn, when you take damage of the type you chose, reduce the damage by 1d4.

Implacable Duellist

At 18th level, your martial skill outmatches any opponent who fights on an even playing field.

Once per turn when you target a creature with an attack, and that creature is wielding a weapon of the same weapon type as you, you may gain one stack of your Momentum.

Your Momentum stacks now no longer reset when you hit a creature, they instead remain until you spend more than one round not attacking a hostile creature or until you switch the weapon type of your Living Weapon. Your bonus to hit and damage from Momentum can never be higher than +3.

At 7th level, you and your Living Weapon make synchronized strikes, leading to perfect rhythm and momentum.

When you miss with a weapon attack made with your Living Weapon, you gain a +1 stacking bonus to hit and damage that on your next weapon attack. This bonus resets when you next hit a creature with an attack.

Starting at 3rd level, you and your living weapon are able to flow between different styles and forms of attack.

Once per turn, you may use your object interaction to transform your Living Weapon into another weapon type that you are proficient in, instead of needing to complete the 1 minute transformation ritual.

When your Living Weapon changes forms into a different weapon, you may also switch your current Fighting Style to a different choice from among those listed in the 'Fighting Style' feature above.

Possible idea of merging surge charges and combat companion possible idea, 1d4 added to hit or AC for 2 charges, 2d4 for 4 charges, 3 d4 for 6 charges

Another idea - try to expand on combat companion some more, give it some more uses

2nd level

Duplication

As a bonus action, you can have your Living Weapon split itself into two separate weapons, or a weapon and shield.

Weapon Ritual

You may cast spells with the Ritual Tag, as a Ritual.

Shared Experience

When you choose this enhancement, your living weapon gains one new skill proficiency that uses intelligence, wisdom or charisma. In addition, when you make a skill check using a skill that your living weapon is proficient in, you can add your living weapon's bonus to that check in addition to your own.

5th level

Weapon Rack

Your Living Weapon can now act as if it was a Bag of Holding, absorbing items that touch it as an action, with a capacity of 500lb. It can absorb items no larger than a 5ft cube in any one dimension. Additionally as an Action you

may magically draw an item within 30 feet that fits the above criteria into your Living Weapon. Items that are being held, worn, carried, or are heavier than 10lb are not drawn.

Rebound

If your living weapon has the thrown property, it returns to your hand immediately after you complete a ranged weapon attack using it, in addition while your Living Weapon is in the form of a thrown weapon it's short range is doubled.

10th level

Mastered Arts

Whenever you finish a short or long rest, you can replace one of the Weapon Arts you know with another Weapon Art.

Featherweight Weapon

Prerequisite: 10th level

Your Living Weapon always counts as a Finesse Weapon no matter the form it takes.

Parallel Arts

Prerequisite: 10th level

You may activate two Weapon Arts using the same bonus action, you must have the required Surge Charges to activate both at the same time when activating them.

15th level

Energising Strikes*

Prerequisite: 15th level

For every successful hit with your Living Weapon you gain Temporary Hit Points equal to your Proficiency Bonus.

Weapon Realm

Prerequisite: 15th level, Weapon Rack

As an action you and your allies may touch your Living Weapon and be transported inside it. The weapon creates an extradimensional space equivalent to the Mordenkainen's Magnificent Mansion spell. Your Living Weapon decides on the floor plan, decorations and the form the servants take, preferring a humanoid version of itself.

When you wish to leave the Weapon Realm, you must use your action to appear in an unoccupied space within 5 feet of the Living Weapon and when you do so, you are stunned for 1 round after exiting.

At Arms Reach

When you land a successful melee weapon attack with your living weapon and it also has the Reach property, you can perform the shove attack against target as a bonus action.

Combat Companion

At 11th level, you've learned that your living weapon isn't merely a tool in battle but an active participant and ally, enhancing and protecting you as you work together.

Your Living weapon has a reaction that it can take each round of combat while you are wielding it. It regains this reaction at the start of each of your turns and can only use it in ways outlined in this feature, unless otherwise specified.

When you make an attack using your living weapon, it can use its own reaction to add 1d4 to the attack roll. Alternatively, when you are targeted by weapon attack that your living weapon can perceive, your living weapon can use its reaction to add 1d4 to your AC against that attack, potentially causing it to miss.

The living weapon can wait until after you roll the d20 before deciding to use this reaction, but must decide before the DM says whether the roll succeeds or fails.

In order to add to one of your rolls in this way, you must first expend 2 Surge Charges. You may increase the number of added dice to 2d4 if you expend 4 charges, or 3d4 if you expend 6 charges instead.

Weapon Lineage

Starting at 7th level, your Living Weapon can create a phantom version of itself for others to use, sharing the mastery of arms you both hold.

Using your action, your Living Weapon can create a mundane weapon that you are proficient in, to magically appear in an unoccupied space with 5ft of you. Any creature that uses the phantom weapon is considered proficient in it and attacks made with it count as magical for overcoming resistances and immunities.

The phantom copy remains for 8 hours or until you dismiss it as a free action. You can summon a number of these weapons equal to your intelligence modifier per long rest.

Thirst for battle

Prerequisite: 15th level

When you roll for initiative, your Living Weapon bursts with excitement and you immediately gain a number of Surge Charges equal to half your proficiency bonus (rounded down).

If instead you made a ranged weapon attack using your Living Weapon, the strike affects targets within 5ft of the target instead.

Sundering Strike

At 10th level, you may feed your Living Weapon arcane power in order to cleave through enemy ranks.

Once per turn, when you hit a creature with a successful weapon attack using you Living Weapon, you may expend 4 Surge Charges to make the attack a Sundering Strike. If you made a melee attack, you may target any number of other creatures within your reach with the same attack roll. If the original attack roll would hit one of the other targets in range, that creature takes half the damage received by the initial target (rounded down).

If instead you made a ranged weapon attack, this feature affects any creature of your choice within 5 feet of your initial target.

If instead you made a Ranged attack

Combat Companion

At 11th level, you've learned that your living weapon isn't merely a tool in battle but an active participant and ally, enhancing and protecting you as you work together.

Your Living weapon has a reaction that it can take each round of combat while you are wielding it. It regains this reaction at the start of each of your turns and can only use it in ways outlined in this feature, unless otherwise specified.

When you make an attack using your living weapon, it can use its own reaction to add 1d4 to the attack roll. Alternatively, when you are targeted by weapon attack that your living weapon can perceive, your living weapon can use its reaction to add 1d4 to your AC against that attack, potentially causing it to miss. In order to do either of these you must also expend 2 Surge Charges. Your Companion Weapon die may change to 2d4 if you expend 4 charges, or 3d4 if you expend 6 charges.

The living weapon can wait until after you roll the d20 before deciding to use this reaction, but must decide before the DM says whether the roll succeeds or fails.

Blade Guard

At 10th level, you gain the ability to defend your allies with offensive force.

When an allied creature within 15ft of you, that you can see, is hit by a melee weapon attack, you may use your reaction and 4 Arcane Charges to make a weapon attack against the creature who hit your ally, as long as you can see the attacker and your weapon has the reach or range to do so.

Living Weapon: Assimilation

At 14th level, your living weapon has learned to manifest many forms at once, gathering its collective magic strength. Your Living Weapon can benefit from the magical bonuses and features of all magical weapons it has previously absorbed, at the same time, up to a limit of 3 items combined at once.

The features and bonus effects must be appropriate to your Living Weapon's current form (as determined by the DM) in order to function and you must be attuned to all the items you are drawing effects from.

(For example, you cannot benefit from a sword of sharpness while your Living Weapon is not a slashing weapon and you cannot benefit from an effect of a magic weapon you aren't attuned)

If your Living Weapon has two or more abilities or bonuses which are similar but gained from multiple sources, you must choose one of these features to benefit from. This includes properties that allow the weapon to gain bonus damage dice on hit. They do not stack.

For example:

- If your Living Weapon has absorbed a +2 longsword and a +1 dagger, you must choose one of these bonuses to gain, rather than adding them together.
- You cannot benefit from the bonus fire damage provided by a Flametongue at the same time as benefiting from the bonus damage dealt by an Oathbow's effects, you must choose which one to apply to the attack.

Manifested Blades

At 20th level, you and your Living Weapon channel your arcane abilities together to summon a wall of blades. You may cast the Blade Barrier spell as an action. The spell does not require concentration from you, and remains for its full duration, or until you dismiss it with a bonus action. Enemies struck by the Barrier count as if they were struck by your Living Weapon.

You may change the spell's dimensions from among the options as described in the spell using a Bonus Action, or choose to move it up to 30 feet in any direction. You may use this feature once per short rest.

Master Duelist

Starting at 18th level, you and your Living Weapon have mastered the art of dueling and are now able to finish opponents with intense clashes.

When you land a melee weapon attack against another creature that is also holding a melee weapon, you can make a Strength or Dexterity check against the target, contested by their own choice of check. If you win the contest, you force the creature into a Clash. While within the Clash, the following effects occur

- You and your opponent are considered to be grappling each other, and you both have a speed of 0.
- Each of you must use your action on your turn to make a Strength or Dexterity check, contested by the other.
- The first of you to succeed on three contests, including the initial contest, is considered the winner of the Clash.
- If you win the Clash, you may make a melee weapon attack against the loser as a reaction. The attack is an automatic critical hit and disarms your opponent of their weapon, which lands 10ft away in a random unoccupied space. You may choose to destroy their weapon instead, if it is non magical. If your opponent has less than 50 hit points when hit by the attack, they are reduced to 0 hit points and are dying.
- If your opponent wins the Clash, they may make a melee weapon attack against you as a reaction. The attack is an automatic critical hit and you are shoved 10ft back.
- You can end the Clash early by using your action to do so. If your opponent wishes to end the Clash, they must first succeed on a Strength or Dexterity saving throw versus your spell DC.

- If either you or your opponent are incapacitated, moved more than 5ft away from each other against your will or knocked prone, the Clash ends early without a victor.

Amplification ideas

Possibly rename it to Animation

Level 3 ability - Weapon Weaving

You may at will summon a number of spectral versions of your living weapon, equal to your intelligence modifier, these typically take the form of blades. You may as a free action launch one of these spectral blades at a hostile creature, if they hit they for all intents and purposes count as your living weapon with several key differences

- The damage dealt is the weapon damage die only, no modifiers such as proficiency or stat modifiers, so rolling a longsword would do the longsword damage, no proficiency, no str or dex mod
- No Surge Charges are generated
- These hits count as magical
- These are affected by but do not consume a weapon art
- When rolling, make a weapon attack, be it ranged or melee, you cannot have advantage or disadvantage on this roll

You regain one of these spectral blades at the start of your turn and may expend surge charges to launch an additional weapon, with each weapon with it costing a single charge per weapon launched, once a weapon is launched, hit or miss it fades away after.

Possible idea, this happens when you take the attack action, it has a range of your weapon's range + 30, when you gain extra attack this happens on each attack.

possible upgrade at later levels that you regain two of these at the start of each turn.

Another possible upgrade would be

Instead of launching one weapon as a free action or using a single surge charge you launch two, which can be at different targets, if it is draw a line between each as launched, if anything is caught in this line it takes damage.

Maybe bonus action cost

Level 5

Extra Attack, TBH I think we should merge Extra Attack back into the main class

Flavour

Weapon Ward or Weapon Walk or weapon warp

Able to make a mark of sorts and over the course of a short rest teleport themselves and willing creatures to that location can only be done once per day

Level 10 Weapon warp

Can expend surge charges to teleport to a location along one of the paths of their launched weapon or where their weapon landed or next to a target your weapon struck

Level 14 Living Weapon Animated - Animated Arsenal

Level 18

Instead of launching one weapon as a free action or using a single surge charge you launch two, which can be at different targets, if it is draw a line between each as launched, if anything is caught in this line it takes damage

Perhaps swap 14 and 18 as our other two 18's are actives while our 14's are passives

Weapon Warp - level 18 - 1 charge

Soul Projection

At 7th level, your Living Weapon's ability to animate can be projected into other items.

Using your action, your Living Weapon can project it's awareness and sentience into another weapon or a mundane item which could be used as an improvised weapon by a medium sized creature(as determined by the DM).

While possessing the weapon or item, your Living Weapon can perceive through the item out to a range equal to its own senses. The Living Weapon can maintain this connection for up to 1 hour or until you end the possession using your object interaction. The connection ends early if the possessed item moves further than 200 feet away from your Living Weapon, or is on another plane of existence.

During the possession, the weapon or item is considered magical, your Living Weapon can speak through it or it can cast the Prestidigitation cantrip using your action and spellcasting ability, targeting the possessed item. You or your Living Weapon cannot activate or use any abilities or class feature associated with it during the possession.

Your Living Weapon can perform this possession a number of times equal to your intelligence modifier per long rest.

Level 3

When they roll initiative you gain your int mod of spectral blades, when you land a successful weapon attack using your Living Weapon or land a spell attack using a spell from the Spellblade spell list against a hostile creature, you launch a spectral blade against a target of your choice, this spectral blade has a range of 30 feet, make a melee spell attack and if the hit is successful you deal your spellblade level in force damage.

When you reach 7 this increases to 60 feet, 10 this increases to 90 feet, 14 this increases to 120 feet and 18 this increases to 150 feet

When you reach level 7 in this class draw a line between launched blades, anything that is caught between in this line as the weapons move takes your int mod in force damage

7th level - combat based (playstyle)

Weapon Specialization

At 7th level, you gain one of the following features of your choice for your Living Weapon to manifest.

Duplicating

As a bonus action, you can have your Living Weapon split itself into two separate weapons, or a weapon and shield. In addition your Living Weapon may now absorb shields, both mundane and magical which are counted separately from weapons via the Arcane Assimilation feature.

Rebounding

While your living weapon is in the form of a weapon that has the thrown property, it returns to your hand immediately after you complete a ranged weapon attack using it. In addition, the short range of the thrown weapon is doubled.

Versatile

Whenever you finish a short or long rest, you can replace one of the Weapon Arts you know with another Weapon Art.

Surging

You may activate two Weapon Arts using the same bonus action, however you must expend a number of charges equal to their combined cost in order to do

Weapon Eccentricities

At 5th level, you gain one of the following features of your choice for your Living Weapon to manifest.

Weapon Rack

Your Living Weapon can now act as if it was a Bag of Holding, absorbing items that touch it as an action, with a capacity of 500lb. It can absorb items no larger than a 5ft cube in any one dimension. Additionally as an Action you may magically draw an item within 30 feet that fits the above criteria into your Living Weapon. Items that are being held, worn, carried, or are heavier than 10lb are not drawn.

Weapon Ritual

Your Living Weapon can spend time channeling arcane energy, allowing you may cast spells with the Ritual Tag, as a Ritual.

Shared Experience

Your living weapon gains one new skill proficiency that uses intelligence, wisdom or charisma. In addition, when you make a skill check using a skill that you and your living weapon are proficient in, your combined knowledge allows you to double your proficiency modifier with that skill.

Weapon Realm

At 15th level, your Living Weapon can manifest a pocket dimension within it's being to hold you and your allies.

As an action you and your allies may touch your Living Weapon and be transported inside it. The weapon creates an extradimensional space equivalent to the Mordenkainen's Magnificent Mansion spell. Your Living Weapon decides on the floor plan, decorations and the form the servants take, preferring a humanoid version of itself.

When you wish to leave the Weapon Realm, you must use your action to appear in an unoccupied space within 5 feet of the Living Weapon and when you do so, you are stunned for 1 round after exiting.

Thirst for Battle

Prerequisite: 15th level

When you roll for initiative, your Living Weapon bursts with excitement and you immediately gain a number of Surge Charges equal to half your proficiency bonus (rounded down).

Weapon Enhancements

At 7th level, your living weapon continues to grow and change as the bond between you grows. You may choose two Weapon Enhancements option of your choice

(see "Weapon Enhancement Choices" below)

Additionally, when you gain a level in this class, you can choose one of the enhancements you know and replace it with another enhancements that you could learn at that level.

A level prerequisite in an enhancements refers to Spellblade level, not character level.

You gain an additional Weapon Enhancement option of your choice when you reach certain levels in this class: 10th, 15th, and 18th level.

Duplication

As a bonus action, you can have your Living Weapon split itself into two separate weapons, or a weapon and shield. In addition your Living Weapon may now absorb shields, both mundane and magical which are counted separately from weapons via the Arcane Assimilation feature.

Weapon Rack

Your Living Weapon can now act as if it was a Bag of Holding, absorbing items that touch it as an action, with a capacity of 500lb. It can absorb items no larger than a 5ft cube in any one dimension. Additionally as an Action you may magically draw an item within 30 feet that fits the above criteria into your Living Weapon. Items that are being held, worn, carried, or are heavier than 10lb are not drawn.

Weapon Ritual

You may cast spells with the Ritual Tag, as a Ritual.

Shared Experience

When you choose this enhancement, your living weapon gains one new skill proficiency that uses intelligence, wisdom or charisma. In addition, when you make a skill check using a skill that you and your living weapon are proficient in, your combined knowledge allows you to double your proficiency modifier with that skill.

Mastered Arts

Whenever you finish a short or long rest, you can replace one of the Weapon Arts you know with another Weapon Art.

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Rebound

If your living weapon has the thrown property, it returns to your hand immediately after you complete a ranged weapon attack using it, in addition while your Living Weapon is in the form of a thrown weapon it's short range is doubled.

Featherweight Weapon

Prerequisite: 10th level

Your Living Weapon always counts as a Finesse Weapon no matter the form it takes.

Parallel Arts

Prerequisite: 10th level

You may activate two Weapon Arts using the same bonus action, however you must expend a number of charges equal to their combined cost in order to do so.

Thirst for Battle

Prerequisite: 15th level

When you roll for initiative, your Living Weapon bursts with excitement and you immediately gain a number of Surge Charges equal to half your proficiency bonus (rounded down).

Weapon Realm

Prerequisite: 15th level, Weapon Rack

As an action you and your allies may touch your Living Weapon and be transported inside it. The weapon creates an extradimensional space equivalent to the Mordenkainen's Magnificent Mansion spell. Your Living Weapon decides on the floor plan, decorations and the form the servants take, preferring a humanoid version of itself.

When you wish to leave the Weapon Realm, you must use your action to appear in an unoccupied space within 5 feet of the Living Weapon and when you do so, you are stunned for 1 round after exiting.

Impoverished Disruption

At 10th level, you can intensify the suffering of your foes using the power of your Living Weapon.

When a creature fails its save versus your Disruptive Nature feature, you may choose to expend 4 Surge Charges to amplify the effect.

- **Acid** - The target is Blinded instead.
- **Cold** - The target's speed becomes 0.
- **Fire** - The target begins to panic as it burns and is Frightened.
- **Lightning** - The target cannot take reactions and must take either an action or bonus action on its turn, not both.
- **Poison** - The target becomes Poisoned.
- **Thunder** - In addition to the regular effects, the target is Deafened.

Master Duelist

Starting at 18th level, you and your Living Weapon have mastered the art of dueling and are now able to engage your opponents in intense clashes.

When you land a melee weapon attack against another creature that is also holding a melee weapon, you can enter a clash of blades with the opponent. To do so, you must roll an attack roll using your weapon versus the creature's attack roll using their weapon, with the highest result determining the winner.

If you win the contest, you may make a melee weapon attack against the target as a reaction. The attack is made with advantage and disarms your opponent of their weapon if it hits, which lands 10ft away in a random unoccupied space. You may choose to destroy their weapon instead if it is non magical.

However if your opponent wins the contest, they may make a melee weapon attack against you as a reaction.

Glancing Blows

Also at 3rd level, your skill in combat turns even your missed blows into subtle impacts.

When you miss with a weapon attack using your Living Weapon, you may deal damage to the target equal to half your proficiency modifier (*rounded down*).

Makes even your missed blows into subtle impacts

Discipline of Animation *WIP*

This Discipline Style was created when the first Spellblades discovered you could use the power of the Living Weapon to amplify your own power. By doing so, the weapon, perhaps attracted by the arcane force, begins to float and animate of its own accord. Thus the style was born. The Weapon Weavers, as they are called, use their enhanced spellcasting and animated partner to unleash an assault of spells and attacks.

Using their Living Weapon as a base to build on, the Disciples of this style have learned to form new weapons out of thin air. A Weapon Weaver is often found with three or more weapons in hand, or floating in the air around them.

Principles of Animation

Starting at 3rd level, your Living Weapon can now animate itself and float along side you.

You may use your bonus action to animate or recall the living weapon on your turn. It has a fly speed of 30ft, an AC of 17 and if the weapon receives damage while animated, you must make a concentration check (as if casting a spell) or the weapon disappears and reappears next to you, floating within your space.

Your living weapon acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn, but it can take other actions as normal. You can use your action to command your living weapon to attack, using its reaction to do so. It uses your proficiency bonus and modifiers for it's weapon attack.

When you cast a spell, your living weapon can deliver the spell as if it had cast the spell itself. Your living weapon must be within 120 feet of you, and it must use its reaction to deliver the spell when you cast it.

Animated Attack

Beginning at 5th level, your Living Weapon can take the attack action on its own turn, without requiring you to command it.

Weapon Weaving

At 7th level, you can manifest multiple weapons and combine them with your animated partner.

If you hit a creature with a spell attack and your Living Weapon hits the same creature with a weapon attack during the same round, you may choose to cast either the Shadow blade or Flame Blade spells as a free action, without expending Arcane Charges.

You may use this feature once per short or long rest.

In addition, you do not need to concentrate on the Flame Blade or Shadow Blade spells while casting them. They instead have a duration of 10 minutes or until you dismiss them with a bonus action.

Amplified Knowledge

Also at 7th level, your Living Weapon's abilities and knowledge have increased due to its animated nature.

Your Living Weapon can use double your proficiency when making checks with skills it has proficiency in.

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Animated Arsenal

At 10th level, you have gained the ability to animate and control any number of mundane weapons or armour sets.

You can use your action to animate a collection of weapons or suits of armour you can see. The objects gain a speed of 30ft or a fly speed of 30ft if its a weapon. They have 17 AC and 1 hit point, becoming inactive when reduced to 0. They act on your initiative, following your orders. You can command any number of your animated arsenal using a bonus action, giving them orders to move or take actions as you see fit.

If you command an object to attack a creature, you must first expend 1 Surge charge to do so. The object has a bonus to hit equal to your proficiency + your intelligence modifier and it deals 1d6 piercing, slashing or bludgeoning damage (as appropriate) on a successful hit.

You can choose to see through their senses, which are the same as your Living Weapon, as an action on your turn.

They remain animated for 8 hours, or until you dismiss them using your action. The number of objects you can have animated at one time is equal to your intelligence modifier (min 1).

Once you use this feature you cannot do so again until you complete a long rest.

Living Weapon: Conjunction

At 14th level, you can imbue your Living Weapon with spare magical energy.

You are able to store spells within your Living Weapon by performing a 10 minute ritual, in which you expend the spells slots required as if casting the spells. You can store a number of spells with a total combined slot level equal to your level in this class.

You or an allied creature holding your Living Weapon, may unleash one of these spells from it as a bonus action. Your Living Weapon can also cast one of these spells during its turn, as long as the spell does not require concentration.

Readied Arsenal

At 18th level, when you roll initiative you can regain the use of your choice of your Weapon Weaving feature or your Animated Arsenal feature.

Starting at 3rd level, during battle your Living Weapon surges with arcane power, fuelling both you and itself with temporary energy.

When you land a successful weapon attack using your Living Weapon or land a spell attack using a spell from the Spellblade spell list against a hostile creature, you gain 1 Surge Charge.

Your Surge Charges are lost when you complete a short or long rest, and you cannot have more charges than your Spellblade level.

You may expend these charges to fuel some of your Spellblade features and abilities. One of these features is your Weapon Arts. You learn two Weapon Arts of your choice, which are listed under "Weapon Arts" at the end of this document. Many Weapon Arts enhance an attack in some way, and you must be holding your Living Weapon in order to activate them.

You learn an additional Weapon Art of your choice at 7th, 11th, 15th level. Each time you gain a level in this class, you can also replace one Weapon Art you know with a different one.

Spoke to Vincent about the class, he had these comments on the class:

He likes a lot of the changes.

says we should either add more weapon arts, so more choices and the choices are real, or remove 2 weapon arts, so you can eventually get them all.

To be honest I'm in favour of them getting them all and perhaps change able to swap arts on a rest, perhaps allow them to swap a limited number of spells on a rest instead.

He says he thinks weapon realm could be given earlier, like 10th or 12th level (i think hes crazy lol)

I like this idea if I'm honest, it's a fun flavourful ability and we have put balancing factors in so having it earlier isn't an issue, heck there's a risk to using it in combat as it leaves your Living Weapon just lying there and if it gets buried or whatever, well...

Thinks combat companion is kinda pointless over using weapon arts or class abilities.

Personal Preference I think there if I'm honest.

Says disruption thunder effects should be swapped. Gives deafened as base, then concentration disruption for the amplified.

Sounds good and then it gives us that boost we wanted for something anti spellcaster, perhaps the amplified version could also knock them prone?

thinks living weapon: nullification should only give charge if you succeed a save on a magical effect or spell.

Maybe, though if were to tweak it (which I'm not sure if we would) a possible idea might be something like magical evasion?

for prowess, sundering strike should be changed to either be called Whirlwind to reflect its ability, or change its effect to be more sundering. like effect those within 5ft around the target for melee or in a line for ranged.

How about Whirling Strike?

He still hates assimilation, but says he knows its just a difference of opinion.

Which we knew so yeah

Clash of blades should let the opponent disarm you too. would be funny and you can just bonus action return it anyways.

Possibly, but I don't think it fits in with the theme of Weaponmaster, I still would like some way of them having advantage on the clash or something to represent how much of an expert you are with a weapon

Thinks spell list is fine. Thinks we should add detect magic, just incase you want to cast those spells and save arcanovision, or cast them as rituals if you take that option.

I'm assuming he means Detect Magic and Identify since he mentions "those" spells, but aye I can agree to that

At 11th level, you've learned that your living weapon isn't merely a tool but an active participant in battle.

Your Living weapon has an action that it can take each round of combat while you are wielding it. It regains use of this action at the start of each of your turns and can only use it in ways outlined in this feature, unless otherwise specified. You must expend 3 Surge charges before your Living Weapon can this action.

Your Living Weapon can take the Help action, targeting you or whoever is holding it. This help action allows you to gain advantage on your next attack roll, or your next ability check (only if it is appropriate for your Living Weapon to do so, as determined by the DM).

Alternatively, your Living Weapon can take the Search action, using its senses to do so.

Combat Companion

At 11th level, you've learned that your living weapon isn't merely a tool in battle but an active participant and ally, enhancing and protecting you as you work together.

Your Living weapon has a reaction that it can take each round of combat while you are wielding it. It regains this reaction at the start of each of your turns and can only use it in ways outlined in this feature, unless otherwise specified.

When you make an attack using your living weapon, it can use its own reaction to add 1d4 to the attack roll. Alternatively, when you are targeted by weapon attack that your living weapon can perceive, your living weapon can use its reaction to add 1d4 to your AC against that attack, potentially causing it to miss.

The living weapon can wait until after you roll the d20 before deciding to use this reaction, but must decide before the DM says whether the roll succeeds or fails.

In order to add a die to one of your rolls in this way, you must first expend 2 Surge Charges. You may increase the number of added dice to 2d4 if you expend 4 charges, or 3d4 if you expend 6 charges instead.

Spellblade

A Human swings a strange sword through the air at an orc, the strike booming with thunder on impact sending the orc flying.

A Tiefling wielding a wicked looking longbow smirks as with one shot loosed it strikes down a gang of goblins.

A serene looking Elf strides forth surrounded by whirling blades while also wielding blades of shadow and darkness before cutting down an Ogre in a swirl of strikes.

Living Weapons

A Spellblade is a mage who, through their tireless study and many trials, has managed to forge a Living Weapon. This creation is born partly from the spellblade's own soul, it's form is malleable and it's sense of self like a newborn which will grow and develop alongside it's creator. Spellblades and their Living Weapons are true partners, with each lending their strength to one another. One without the other would be lost and useless in comparison.

The Spellblades rely on an ancient, unknown form of arcane lore that is tightly connected to the soul and its manifestations. Knowledge of these arts has been lost to the passage of time, rediscovered only through great effort by mages and scholars. In some worlds however they are numerous, such as in Occteria, where the nation of Valkaedrium has rediscovered these hidden techniques, forming different Spellblade Orders, which are counted as one of that Nation's many oddities.

True Partners

Spellblades are as much their Living Weapon as their Living Weapon is them - without one the other struggles, yet together they represent a truly dangerous force. Indeed, without its master, a Living Weapon would soon fade and

die, its sentience lost forever. Yet similarly, the spellblade would falter without their partner, who is their sole focus of arcane power. The spellblade is similar to wizard in their arcane study but their use of soul magic has forever tied their spellcasting directly to their ultimate manifestation; the Living Weapon.

As the Living Weapon is born from its master's own soul, it manifests a personality and mental capabilities similar in nature. However, even so, its sentience can twist in unexpected ways, revealing strange quirks, mannerisms and goals. On occasion this can lead the two partners into subtle disagreements and more than slight bickering but ultimately the two are always on the same side.

In the few worlds where spellblades are present; they are often known as seekers of arcane knowledge, forever searching for more insights into the lost ancient lore from which their art is formed. Their goal in some cases is to find the more esoteric components in the creation of a Living Weapon so that they may train more of their kind.

Forging a Bond

The ancient techniques required for the creation of a Living Weapon is lost to history in many worlds, however even those few who have uncovered these truths guard them carefully. The secrets to becoming a spellblade is often hidden by other Spellblades, who refuse to reveal their secrets until an apprentice has proven themselves worthy.

One such secret, critical to the creation of a Living Weapon, is a difficult and gruelling trial that the future wielder must face. The emotions and desires brought out and inflamed by the trial is key to the forging of the weapon. The feelings and emotions are the catalyst which, combined with the esoteric knowledge and intense study done prior, will allow for the kindling of the Living Weapon into consciousness.

Even at this stage, the process is far from over, as a proper bond between the apprentice and Living Weapon must be set in stone. The proper use of spiritual energy and arcane force, which are the components of soul magic, are vital for this to succeed. Some spellblades have been known to fail at this late stage, a traumatic mistake which can leave their soul shaken. The Living Weapon you see a Spellblade carry might not be their first weapon but instead the successful result of many a painful attempt.

Creating a Spellblade

When making a Spellblade, consider what trials your character has undertaken, what hardships they faced in order to draw out the proper emotions required. How they were chosen to learn this art and what sort of Living Weapon they purposefully, or perhaps unknowingly, helped create. Perhaps your character while in an old wizard's library touched an unusual artefact and was immediately taken on by the wizard for unknown purposes. Perhaps your character was under the tutelage of another Spellblade in a world where they are more common, unsure if they were even worthy of such an honour. Were you always adventurous before the connection with your Living Weapon was made or have you as a result of your new role taken up the adventuring life in a quest for mutual understanding with your Living Weapon.

Discipline of Disruption

The teachers of the Discipline of Disruption were the first to observe the ability of a Living Weapon to absorb magic. They continuously developed this ability to absorb magic force further and further as the years went on. Learning on this history, practitioners of this style can use their techniques to disrupt, nullify and destroy other magic users with ease. This led to the forming of the Spell Breakers, powerful shock-troops, assassins and bodyguards, much feared by other mages.

Since the early days of this Discipline's development the Spell Breakers have refined their techniques, allowing their Living Weapons to absorb and release elemental energy. This allows them to be useful in controlling any number of opponents, rather than just enemy mages.

This style finds a balance between melee clashes and spellslinging, combining swordwork and elemental magic rather than focusing on one or the other. Spell Breakers often consider the other disciplines too narrow and close minded for their tastes.

Discipline of Prowess

Disciples of Prowess often start from a more martial background, forming a bond with their weapon first before developing their magic capabilities. Due to this, many of those who follow this discipline consider themselves warriors, rather than mages or scholars. Their connection to their Living Weapon is deeper and often more personal. Their ability to wield their Living Weapon expertly in battle far out matches other disciplines

They consider their weapon a true partner, an almost symbiotic relationship, where both parties give and share equal amounts of magic. They are not rigid in their approach, as their weapon mastery spans all forms of martial prowess, referring to every cut, parry, crushing blow, thrown blade and fired shot as the finest form of art.

The most martial of the disciplines, they are often known as the Blade Guard, who stand side by side with eldritch knights and paladins as a powerful legion of arcane warriors.