Path of the Arcane Sword

The following feats represent one path a character can take to become an arcane sword. To complete the Path of the Arcane Sword, begin by taking the Arcane Sword Initiate feat, followed by any other Path of the Arcane Sword feat you choose. Finally, when you reach level 12 or higher, take the Arcane Sword Master feat.

Arcane Sword Initiate

Path of the Arcane Sword Feat (Prerequisite: Level 4+, Spellcasting or Pact Magic Feature)

You gain the following benefits.

Ability Score Increase. Increase your Strength or Intelligence score by 1, to a maximum of 20.

Arcane Conduit. You can perform a 1-hour ritual, which can be done during a Short Rest, to bind a melee weapon to your soul, transforming it into an arcane conduit. This weapon can be used as a spellcasting focus for your spells. You can't be disarmed of that weapon unless you have the Incapacitated condition. If it is on the same plane of existence, you can summon that weapon as a Bonus Action, causing it to teleport instantly to your hand. You can have up to two Arcane Conduits, but you can summon only one at a time with a Bonus Action.

Magic Ward. When you cast a level 1+ spell, you gain Temporary Hit Points equal to your spellcasting ability modifier (minimum of 1 Temporary Hit Point).

Animate Blade

Path of the Arcane Sword Feat (Prerequisite: Arcane Sword Initiate Feat)

You gain the following benefits.

Ability Score Increase. Increase your Strength or Intelligence score by 1, to a maximum of 20.

Vengeful Sword. Once per long rest, when you are reduced to 0 Hit Points but not killed outright, you become Stable and your Arcane Conduits animate for 1 minute. In combat, the conduits act as a single object during your turn. They have a fly speed equal to 30 feet and can take the Attack action on their own as if you were still wielding them. The conduits' Armor Class is equal to your spell save DC and they have a number of Hit Points equal to your spellcasting ability modifier plus two times your character level. When the conduits drop to 0 Hit Points, they become inanimate.

Restorative Blades. If your Arcane Conduits are animate and you have 0 Hit Points after 1 minute or if you are restored to 1 Hit Point or more, the conduits instantly return to your hands and you regain a number of Hit Points equal to your spellcasting ability modifier.

Reflexive Caster

Path of the Arcane Sword Feat (Prerequisite: Arcane Sword Initiate Feat)

You gain the following benefits.

Ability Score Increase. Increase your Strength or Intelligence score by 1, to a maximum of 20.

Arcane Surge. As a Bonus Action, you can make an Attack (one attack only) or cast a cantrip that has a casting time of an action. Once you use this feature, you can't do so again until you finish a Short or Long Rest.

Spell Recall. Whenever you activate your Arcane Surge with a Bonus Action, you can choose one or more expended spell slots to recover. The spell slots can have a combined level equal to no more than 4.

Arcane Sword Master

Path of the Arcane Sword Feat (Prerequisite: Level 12+, two Path of the Arcane Sword Feats)

You gain the following benefits.

Ability Score Increase. Increase your Strength or Intelligence score by 1, to a maximum of 20.

Spellsword Mastery. Choose a level 1 spell from the Abjuration or Evocation schools that appears on your class's spell list. You always have that spell prepared and can cast it without a spell slot or spell components. You can also cast the spell using any spell slots you have.

Seamless Weave. After you expend a level 1+ spell slot, you deal extra damage of the same type as the weapon to the next attack with your Arcane Conduits before the end of your next turn. The extra damage is equal to your spellcasting ability modifier.