



SPELLBLADE 0.9 (ALPHA)

A human runs her hand across their blade tracing esoteric patterns that alight at their touch, flames flickering alive in their wake casting a sudden blazing light over the gloomy cavern, creatures of the dark shrinking back from the fire's light. A gnome's eyes begin to glow as a massive greatsword of energy condenses into their waiting hand, forming a blade of pure energy, twice their height but weightless in their hands. The edgy elf vanishes from sight, teleporting behind their foe before muttering something cryptically and cutting them down.

A Spellblade combines magic and martial talent in a perfect blend, able to blend their use of them into a single art. Rather than being a wizard that happens to be good with a sword or a fighter that knows some magic, a Spellblade is defined by their ability to merge the spells and martial talents into a single strike: a spellstrike.

PURSUIT OF MASTERY

Becoming a Spellblade isn't an accident - it's a difficult path to master and requires intense concentration and conditioning to master fluidly casting spells in the storm of battle in perfect sync with your attacks. Spellblades are, consequently, almost always driven by some form of motivation that have made them strive for this unique style of perfection. Some view it as an art or tradition important to them, some view it as the ultimate weapon to overcome a great obstacle, and some pursue it because of the challenge itself, seeking to prove themselves.

Most spellblades have a strong tie to the source of their tradition, be a master, ancient technique, or even novel style they have poured their blood sweat and tears into mastering.

RARE TALENT

Spellblades are uncommon, requiring an unusual degree of talent to master their arts compared to those that choose to focus and specialize in only one of their two challenging fields. Adventures are already a rare breed, but Spellblades are rarer still, which often causes them to defy expectations. A bookish and mild Spellblade may be surprisingly nimble or strong, while one that may look a musclebound oaf may be surprisingly erudite. By their very nature they are someone that mastered both their mind and body to an usual degree.

CREATING A SPELLBLADE

The most important place to start when making a Spellblade is knowing what drew your character to this difficult and rare path. The path of a Spellblade is one that has few mundane uses - they are not scholars and their skills serve little purpose outside the adventuring arts, so what drove your character to master these? There's an intentionality to a Spellblade similar to that might be found in a Paladin.

Determine if you learned your skills on your own through years of hard work, or if you had a master or school that passed down the art to you - does that affect the sort of weapons you use or the attitudes you take your skills and how to use them?

THE SPELLBLADE

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	1st	2nd	3rd	4th	5th
1st	+2	Arcane Surge (2 uses), Magic Trick	1	—	—	—	—	—	—
2nd	+2	Spellcasting, Spellstrike, Aegis (Optional)	3	3	2	—	—	—	—
3rd	+2	Spellblade Technique	3	4	3	—	—	—	—
4th	+2	Ability Score Improvement	3	4	3	—	—	—	—
5th	+3	Empowered Strike, Arcane Surge (3 uses)	5	5	4	2	—	—	—
6th	+3	Arcane Recuperation, Magical Warding	5	5	4	2	—	—	—
7th	+3	Specialization Feature	5	6	4	3	—	—	—
8th	+3	Ability Score Improvement	5	6	4	3	—	—	—
9th	+4	Arcane Surge (4 uses)	6	7	4	3	2	—	—
10th	+4	Archetypal Magic, Innate Aegis (1st Level)	6	7	4	3	2	—	—
11th	+4	Improved Spellstrike, Blast Zone Immunity	6	8	4	3	3	—	—
12th	+4	Ability Score Improvement	6	8	4	3	3	—	—
13th	+5	Arcane Surge (5 uses)	7	9	4	3	3	1	—
14th	+5	Surging Focus, Magical Sensitivity, Innate Aegis (2nd Level)	7	9	4	3	3	1	—
15th	+5	Specialization Feature	7	10	4	3	3	2	—
16th	+5	Ability Score Improvement	7	10	4	3	3	2	—
17th	+6	Arcane Surge (6 uses)	7	11	4	3	3	3	1
18th	+6	Splash Damage, Innate Aegis (3rd Level)	7	11	4	3	3	3	1
19th	+6	Ability Score Improvement	7	12	4	3	3	3	2
20th	+6	Specialization Feature	7	12	4	3	3	3	2

QUICK BUILD

You can make a Spellblade quickly by following these suggestions.

If you wish to follow the Tradition of a Battlemage or Aethersword, put your highest score in Intelligence, and your second and third highest scores in Dexterity and Constitution respectively. If you wish to follow the Tradition of the Guardian, put your highest score in Strength, followed by Constitution, and then Intelligence. If you wish to follow the path of the Swiftblade or Arcane Archer, put your highest score in Dexterity, followed by Intelligence, and then Constitution.

Choose a background that reflects your years of hard effort and study to master this unique route, preferably one that gives a physical and mental skill to represent your twin paths of mastery.

When you gain cantrips at 2nd level, you can select either combat or utility options - you'll gain additional options when you reach 5th level and can use them with your Spellstrike, so you don't need to plan what you want to use with it at 2nd level.

CLASS FEATURES

- **Hit Dice:** 1d8 per sword mage level
- **Hit Points at 1st Level:** 8 + your Constitution modifier
- **Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution modifier per Spellblade level after 1st

PROFICIENCIES

Armor: Light armor, medium armor

Weapons: Simple weapons, martial weapons.

Saving Throws: Constitution, Intelligence

Skills: Choose two from Acrobatics, Athletics, Arcana, History, Investigation, Medicine, Nature, Perception, Religion, Sleight of Hand, Stealth

EQUIPMENT

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

- (a) a martial weapon
- (a) a light crossbow and quiver of 20 bolts or (b) any two simple weapons.
- an arcane focus
- (a) scale mail or (b) leather armor
- (a) a dungeoneer's pack or (b) an explorer's pack

ARCANE SURGE

Your affinity for magic gives you a pool of arcane surges. Once during your turn, you can expend a use of Arcane Surge to do any of the following:

- Cast *detect magic* without expending a spell slot.
- Gain advantage on an attack roll (no action required).
- Add your Intelligence modifier to a Strength or Dexterity ability check (no action required).
- Teleport up 5 feet to an unoccupied space you can see (no action required). This distance increases by 5 at 5th (10 feet), 9th (15 feet), and 13th (20 feet), and 17th (25 feet) level.

You can use this feature a number of times equal to your Proficiency bonus. You can regain expended uses when you complete a short or long rest. As you level, you may gain additional uses for your arcane surges, but can still only spend a single use of Arcane Surge a turn.

MAGIC TRICK

Additionally at 1st level, you learn one cantrip of your choice from the Spellblade class list. Intelligence is your spellcasting modifier for this cantrip.

SPELLCASTING

As part of your study of magic, you gain the ability to cast spells at 2nd level. The spells you learn are limited in scope, primarily concerned with enhancing your abilities and devastating your foes.

CANTRIPS

At 2nd level, you learn additional two 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. The table includes the bonus Cantrips gained from Spellblade class features (such as Empowered Strike)

SPELL SLOTS

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

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

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

Additionally, when you gain a level in this class, you can choose one of the 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.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier.

Spell attack modifier = your proficiency bonus + your Intelligence modifier.

SPELLCASTING FOCUS

You can use an arcane focus as a spellcasting focus for your Spellblade spells.

SPELLSTRIKE

Starting at 2nd level, you can infuse spells into your weapon. As a bonus action, you can cast a 1st level or higher Spellblade spell with a casting time of 1 action in a special way, infusing it into a melee weapon instead of having it immediately take effect. The next time you make a melee attack with that weapon before the end of your turn, the spell is cast against the target of the attack. The spell fizzles and fails to cast if you cast another spell before attacking.

Spellstrike's interaction with the spell mechanics is determined by the spell's effect:

- If the spell requires an attack roll (melee or ranged) it automatically hits the target if the weapon attack hits and misses the target if the weapon attack misses.
- If the spell has a saving throw, it automatically deals damage as if they failed saving throw against the spell on hit, but if it has any effects besides dealing damage, the target makes the save against those effects as normal for being targeted by the spell (regardless if the attack hits or misses). If a spell does half damage to targets that pass their save, they take half damage on a missed attack, treating it as if they had passed their saving throw. If a spell always hits (such as *magic missile*), the spell hits regardless if you hit or miss your attack.
- If the spell has an area of effect, that area of effect must include the space the target of the Spellstrike is in, be placed such that one edge of it is within the range of your weapon, and otherwise follows the rules of the spell regarding placement and range. Other creatures caught in the area of effect treat the spell as if you had cast it normally. The target is not affected by the spell again (having already resolved as part of the attack).

Spells that have multiple attack rolls (such as *scorching ray* or *crackle*^K) tie the outcome of only the first attack roll to the melee weapon attack. You resolve all subsequent attack rolls of the spell as if you had cast the spell, but can ignore the disadvantage on ranged attack rolls from being within 5 feet of hostile creatures when doing so.

You can only cast spells that are on the Spellblade class list using Spellstrike, and can only cast them at a level you can cast them as a Spellblade, though you can use any spell slot you have available to cast the spell.

AEGIS

Additionally at 2nd level, you form a magical Aegis that protects and empowers you. You learn the *shield* spell, incorporating it into your Aegis, allowing you to cast it without components, and allowing you to cast it without expending a spell slot once, after which you must expend a spell slot as normal until you complete a short or long rest.

When you complete a long rest, you can further boost your Aegis by sacrificing spell slots, granting magical empowerments that last until you complete your next long rest. When you do so, select an Aegis Effect (listed at the end of the class document) and expend the listed level of spell slot.

You can expend a maximum number of spell levels this way equal to your Spellblade level divided by four (rounded up).

SPELLBLADE ARCHETYPE

When you reach 3rd level, you select a specialization for your powers. You can choose from the Classic, Aether Blade, or Guardian archetypes, each of which grants you additional features.

Your choice grants you features at 3rd level, and again at 7th, 15th, and 20th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

EMPOWERED STRIKE

Beginning at 5th level, you can use cantrips on the Spellblade class list with your Spellstrike feature.

You learn 2 additional cantrips of your choice, selecting the options from the Spellblade cantrip list, and an additional cantrip at 9th, 13th, and 17th level (these additional cantrips are included on the Spellblade table).

ARCANE RECUPERATION

Starting at 6th level, you gain the ability to regain some of your magical energy through a quick focused meditation. Once per day when you finish a short rest, you regain some of your expended spell slots. The spell slots can have a combined level that is equal to or less than third your Spellblade level (rounded down)

Additionally, at any time, as a bonus action you can expend a spell slot to regain Arcane Surges equal to the level of spell slots spent.

MAGICAL WARDING

Additionally at 6th level, you gain proficiency in your choice of Wisdom or Charisma saving throws, and you automatically pass saving throws against your own spells.

ARCHETYPAL MAGIC

At 10th level, you can cast each of the spells granted by your archetype without expending a spell slot once. After you cast a spell that way, you cannot cast it that way again until you complete a long rest.

INNATE AEGIS

Starting at 10th level, when you finish a long rest you can select one 1st Level Aegis Effect to gain the benefit of without expending a spell slot. This effect lasts until you complete a long rest, at which time you can select a new effect.

At 14th level, you can additionally select one 2nd level Aegis Effect this way, and at 18th level, you can additionally select one 3rd level Aegis effect this way.

IMPROVED SPELLSTRIKE

Beginning at 11th level, when you use Spellstrike, your empowered strike deals an additional 1d8 force damage.

BLAST ZONE IMMUNITY

Starting at 11th level, you are immune to the area of effect of your own spells. When you pass the saving throw against them you take no damage or other effects on a passed saving throw.

SURGING FOCUS

Starting at 14th level, if you fail a Constitution saving throw to maintain concentration on a spell, you can spend an Arcane Surge to succeed instead.

MAGICAL SENSITIVITY

Additionally at 14th level, you learn the *detect magic* spell, and it does not count against your spells known, and the *detect magic* spell no longer requires concentration for you.

For the duration of *detect magic*, you gain proficiency in the Arcana skill. If you are already proficient in the arcana skill, for the duration you gain expertise, allowing you to add double your proficiency bonus to ability checks made using the Arcana skill.



SPLASH DAMAGE

Starting at 18th level, when you use Empowered Spellstrike to infuse a cantrip into your weapon, when you hit that attack you can deal half of the spells damage to a second target within 5 feet of the first target.

If you miss your Spellstrike after infusing a cantrip into your weapon, you can instead deal half the cantrip's damage to the missed target (this does not trigger if you do not trigger the spell on a missed Spellstrike).

BATTELMAGE TECHNIQUE

A Battlemage is the the most general Spellblade technique, balancing a wide range of spells with a well rounded style of fighting. An iconic mix of magic and martial, it has few weaknesses and many options.

BATTELMAGE SPELLS

You learn the following spells at the following levels. The following are Spellblade spells for you, but do not count against your spells known.

Spellblade Level	Spells Learned
3rd	<i>burning hands</i>
5th	<i>mirror image</i>
9th	<i>lightning bolt</i>
13th	<i>dimension door</i>
17th	<i>hold monster</i>

ARCANE WARRIOR

Starting at 3rd level when you select this archetype, whenever you finish a long rest, you can touch one weapon that you are proficient with and that lacks the two-handed property. When you attack with that weapon, you can use your Intelligence modifier, instead of Strength or Dexterity, for the attack and damage rolls. This benefit lasts until you finish a long rest.

QUICKENING SURGE

Starting at 3rd level, you gain a new option for your Arcane Surge feature:

- You can cast a Spellblade spell with a casting time of one action as a bonus action.

TWIN SURGE

At 7th level, when you use Arcane Surge, you can select two of the available options.

SURGE MASTERY

Starting at 15th level, when you use your Arcane Surge, you gain enhanced results:

- When you cast *detect magic* with your Arcane Surge, you also gain the effects of *darkvision* and *see invisibility*.
- When you gain advantage on attack through Arcane Surge, you can reroll one of the dice once.
- When you add your Intelligence to a Strength or Dexterity ability check, you gain advantage on the check.
- When you teleport, the range you can teleport is increased by 10 feet.



UNLIMITED SURGES

Starting at 20th level, you can enter a state of perfect arcane resonance for 1 minute (no action required). During this state the first Arcane Surge you use on your turn does not consume a use of your Arcane Surge feature.

AETHER BLADE TECHNIQUE

Aether Blade Spellblades make use of their magical techniques to create a weapon of pure arcane power, with most of their abilities revolving around mastering the use of this weapon.

AETHER BLADE SPELLS

You learn the following spells at the following levels. The following are Spellblade spells for you, but do not count against your spells known.

Spellblade Level	Spells Learned
3rd	<i>magic missile</i>
5th	<i>star dust</i> ^K
9th	<i>aetherlance</i> ^K
13th	<i>resilient sphere</i>
17th	<i>aetherstorm</i> ^K

AETHER BLADE

Starting at 3rd level when you select this archetype, when you roll initiative or as a bonus action at any time, you can manifest an oversized melee weapon of pure force energy. This can take the shape of any bladed melee weapon, but deals 1d10 damage with a range of 5 feet regardless of its form.

When you attack with this weapon, you can use your Intelligence modifier (in place of your Strength) for attack and damage rolls. This weapon lasts until you let go of it, become incapacitated, or dismiss it as a bonus action.

While this weapon is temporary and magical, it counts as having a value of 1 sp for purposes of being treated as a material component in spells.

As a ritual taking 1 hour, you can absorb the power from a magical weapon with a bonus to attack and damage rolls. This cannot target artifacts, sentient weapons, or cursed items. At your GM's discretion, this might not work with other weapons depending on their origin and type. This drains the power from the weapon, leaving it as a mundane weapon, but your Aethersword gains the bonus to attack and damage rolls previously possessed by the magical weapon.

EMPOWERING SURGE

Starting at 3rd level, you gain a new option for your Arcane Surge feature:

- You empower your Aether Blade (no action required) causing it to deal an additional die of damage until the end of your next turn. During the effect, you can reroll any weapon damage dice from your Aether Blade once (you must use the new roll after doing so).

AETHER GREAT WEAPON

Starting at 7th level, the aether weapon manifested by Aethersword grows larger and more powerful. Its damage increases to 1d12, and it gains the reach property.

CHANNELED POWER

Starting at 15th level, you gain the effects of Empowering Surge when you use any of your Arcane Surge effects.

MASSIVE BLADE

Starting at 20th level, you can overcharge your Aether Blade for 1 minute (no action required). For the duration, when you attack with your Aether Blade, you ignore all non-magical armor and defenses to treat the target's AC as 10 + their dexterity for that attack (magical defenses like mage armor or shield are not bypassed). While attacking in this way with your Aether Blade, your attacks can target up to 2 creatures as long as they are within 10 feet of each other, though if an attack triggers a spell through Spellstrike, it does not affect the second target unless the spell can target multiple creatures.



GUARDIAN TECHNIQUE

Specializing in defending their allies, spell blades following this techniques make broad use of abjuration magic and self-buffing, often specializing more toward their physical skills. They place themselves at the front of combat, but are a highly mobile line of defense.

GUARDIAN SPELLBLADE SPELLS

You learn the following spells at the following levels. The following are Spellblade spells for you, but do not count against your spells known.

Spellblade Level	Spells Learned
3rd	<i>arcane ablation</i> ^K
5th	<i>warding bond</i>
9th	<i>haste</i>
13th	<i>resilient sphere</i>
17th	<i>wall of stone</i>

GUARDIAN PROFICIENCY

Starting at 3rd level when you select this archetype, you gain proficiency in heavy armor and shields.

Additionally, you can use a melee weapon as your arcane focus, and when you do so you can perform somatic components with the hand holding your arcane focus (even for spells without a material component).

PROJECTED BARRIER

Starting at 3rd level, you gain a new option for your Arcane Surge feature:

- As a reaction to an allied creature within 30 feet being hit by an attack or targeted by the magic missile spell, you expend a use of Arcane Surge to cast *shield*, granting that creature the AC bonus instead of yourself.

FORTIFYING SURGE

At 7th level, when you expend a use of Arcane Surge, you gain temporary hit points equal to 1d8 + Intelligence modifier.

SWAPPING SURGE

Starting at 15th level, when you use your Arcane Surge to teleport, you can instead swap positions with a willing creature within range, teleporting to their space and teleporting them to your space. When you do so, both you and them gain the temporary hit points from Fortifying Surges.

RESILIENT AEGIS

At 20th level, you can fortify yourself with magic for 1 minute (no action required). For the duration, you have resistance to all damage. Once you use this feature, you cannot use it again until you complete a long rest.

SWIFTBLADE TECHNIQUE

The quickest and most deadly of the Spellblades, Swiftblades specialize in mobility, striking from the shadows and withdrawing as quickly as they appeared, favoring lighter weapons and flurries of blows that leave their target dead before it can retaliate.

SWIFTBLADE SPELLBLADE SPELLS

You learn the following spells at the following levels. The following are Spellblade spells for you, but do not count against your spells known.

Swiftblade Level	Spells Learned
3rd	<i>ray of sickness</i>
5th	<i>poison dart</i> ^K
9th	<i>spider bite</i> ^K
13th	<i>blight</i> ^K
17th	<i>mislead</i>

FIGHTING STYLE

Starting at 3rd level when you gain this archetype, you gain the Two Weapon Fighting Fighting Style.

TWO-WEAPON FIGHTING

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

SWIFT CASTING

3rd level you can use Spellstrike as part of the Attack action before making a melee weapon attack.

Additionally, you can use a melee weapon as your arcane focus, and when you do so you can perform somatic components with the hand holding your arcane focus (even for spells without a material component).

RAPID SURGE

Starting at 3rd level, you gain a new option for your Arcane Surge feature.

- You can expend a use of Arcane Surge to make a single weapon attack (no action required).

RELENTLESS SPELLSTRIKE

At 7th level, if you miss an attack empowered by a Spellstrike, you can choose to not trigger the effect. When you do so, your next attack before the end of your turn will trigger it instead.

VANISHING SURGE

Starting at 15th level, when you expend an Arcane Surge, you become invisible until the start of your next turn.

INFINITE STRIKES

At 20th level, you draw on your magic to hasten yourself to blinding speeds (no action required). For one minute, any time you make an attack with an action or bonus action, you can immediately make another attack with the same weapon. Once you use this feature, you cannot use it again until you complete a long rest.

ARCANE ARCHER

The lone option able to use their Spellstrike at Range, the Arcane Archer tends to get a lot of freedom in position and target selection, able to flex their powers across the battlefield raining death from afar, and ever after as their talent grows.

ARCANE ARCHER SPELLBLADE SPELLS

You learn the following spells at the following levels. The following are Spellblade spells for you, but do not count against your spells known.

Spellblade Level	Spells Learned
3rd	<i>gale bolt</i> ^K
5th	<i>misty step</i>
9th	<i>lightning bolt</i>
13th	<i>greater invisibility</i>
17th	<i>pressure cutter</i> ^K

RANGED SPELLSTRIKE

Starting at 3rd level when you select this archetype, you gain the ability to apply your Spellstrike to pieces of ammunition as well as melee weapons, and can trigger the spell strike on a ranged weapon attack made with the infused piece of ammunition.

Spells infused into a ranged weapon target the target of the ranged weapon when fired, but only have a range equal to the range of the spell or the normal range of the weapon (whichever is shorter range). If you attack a target beyond that range, the spell fails and is lost.

DISTANT SURGE

Starting at 3rd level, you gain a new option for your Arcane Surge feature.

- When you infuse a spell into a piece of ammunition with Spellstrike, you can expend an Arcane Surge to increase that spell's range to the range of the weapon used to fire that piece of ammunition.

TRANSMUTED AMMUNITION

Additionally at 7th level, when you infuse a spell that targets a line, you can transmute your ammunition into the spell effect, releasing the spell in a line from you as if you had cast it, but using your Strength or Dexterity modifier (your choice) in place of your Intelligence modifier for the spell's save DC. When you do this, you add your weapon damage (including modifier) to the spell's damage roll.

TRANSMUTED AMMUNITION EXAMPLE

For example, if you Spellstrike using *arctic breath*^K, you can choose to transmute the ammunition into a blast of freezing wind instead of firing it normally and triggering the effect on hit, firing it in a 30-foot line. All targets in would make a Dexterity saving throw against 8 + your Dexterity modifier + your proficiency bonus, and the spell's damage would be 2d8 (from the spell) + 1d8 + your Dexterity modifier (from your weapon attack).

SPELLS THIS WORKS WITH

- Arctic Breath
- Aether Lance
- Fissure
- Hurricane Slash
- Lightning Bolt
- Pressure Cutter

SEEKING SURGES

Starting at 15th level, when you expend an Arcane Surge, you can add your Intelligence modifier to your next attack roll.

ARCANE BOLTS

Additionally at 15th level, you can always generate ammunition out of arcane force energy when you fire a ranged weapon. When you do so, you consume no ammunition when firing a ranged weapon with the ammunition property, and your weapon damage becomes force damage.

RIBBON ALERT

This here is a ribbon (coming at 15th level). Don't overthink it. I just wanted to give them this at some point.

PERFECT ESCAPE

Starting at 20th level, you can become uncatchable for one minute. For the duration, you have advantage on Dexterity saving throws, you are under the effect of *freedom of movement*, and at the start of each of your turns you can teleport up to 30 feet (no action required).

SPELLBLADE AEGIS

The level listed for an Aegis spell is the level of spell slot sacrificed to gain the feature. A spell slot sacrificed for an Aegis feature cannot be regained until the Aegis Spell effect is removed during a long rest. You can select any Aegis feature from the list, up to the maximum number of spell slots you can spend on this feature.

You can have a maximum number of spell slot levels sacrificed equal one fourth of your Spellblade class level. You can only sacrifice spell slots you have, and have gained from the Spellblade class.

1ST LEVEL AEGIS EFFECTS

Arcane Agility

You are under the effect of the *jump* spell during the effect.

Arcane Swiftiness

You are under the effect of the *longstrider* spell during the effect.

Arcane Armor

You are under the effect of the *mage armor* spell during the effect.

Enchanted Shield

You touch a shield making it easy to wield. You have proficiency with that shield during the effect.

Weapon Focus

You turn your weapon into an arcane focus for your Spellblade spells.

2ND LEVEL AEGIS EFFECTS

Arcane Eyes

You gain the ability to see in the dark. You have darkvision out to a range of 60 feet during the effect.

Arcane Style

While this Aegis Spell is active, you gain one Fighting Style option of your choice from the fighter class. If you already have a style, the one you choose must be different.

Blade Channel

When you can cast a spell using Spellstrike, you can use that weapon's attack modifier instead of your Intelligence for the spellcasting ability modifier.

Loyal Weapon

A weapon you touch as part of selecting this Aegis Spell is under the effect of *returning weapon*^K.

Illusionary Ally

When you roll initiative, you create a single duplicate as per the *mirror image* spell. You can only have one duplicate at a time from this effect. If you cast *mirror image* during the effect, the spell remains the same, but the first time an image is lost, this duplicate is destroyed instead.

3RD LEVEL AEGIS EFFECTS

Aether Barrier (prerequisite: Aether Blade only)

When you deal damage with your Aether Blade, you gain temporary hit points equal to your Intelligence modifier.

Arcane Shield

You can create a shield of arcane power that protects you, blocking incoming attacks. You gain a +2 to AC as if you had a shield equipped. This counts as an equipped shield, and you cannot benefit from both this and an equipped shield.

Shockwave

Whenever you teleport using an arcane surge or 1st level or higher spell during the effect, your Aegis sends out a shockwave. Creatures of your choice within 5 feet of your destination must make a Strength saving throw against your Spell Save DC or be knocked prone.

4TH LEVEL AEGIS EFFECTS

Arcane Resistance

You gain resistance to acid, cold, fire, lightning, poison, or thunder damage during the effect.

Contingent Blink

The first time you would drop to 0 hit points as a result of taking damage, then you instead drop to 1 hit point, and vanish from your plane of existence, appearing on the Ethereal Plane. At the start of your turn, you return to an unoccupied space of your choice that you can see within 10 feet of the space you vanished from. Once triggered, this cannot be triggered until you complete a long rest.

Runic Strength

Your Strength score becomes equal to your Intelligence score during the effect.

5TH LEVEL AEGIS EFFECTS

Arcane Flight

You gain a flying speed of 30 feet during the effect.

Resilient Aegis

You gain proficiency in one Saving Throw of your choice during the effect.

Stone Aegis

You gain a damage resistance equal to your proficiency bonus during the effect.

SPELLBLADE SPELL LIST

CANTRIPS (0 LEVEL)

Acid Splash
Chill Touch
Dancing Lights
Decaying Touch^K
Electric Arc^K
Fire Bolt
Force Bolt^K
Illusory Dart^K
Light
Mage Hand
Message
Minor Illusion
Poison Spray
Prestidigitation
Produce Flame
Ray of Frost
Rock Slam^K
Shocking Grasp
True Strike
Water Bullet^K

1ST LEVEL

Acid Bubble^K
Alarm
Arcane Ablation^K
Arcane Weapon^K
Arctic Breath^K
Bane
Burning Hands
Crashing Wave^K
Crippling Agony^K
Electify^K
Elemental Orb^K
Entomb^K
Eyes of Immolation^K
Faerie Fire
Feather Fall
Fog Cloud
Gale Bolt^K
Grease
Inflict Wounds
Lightning Tendril^K
Longstrider
Mage Armor

Magic Missile
Melting Glob^K
Prismatic Flash^K
Ray of Sickness
Shield
Shadow Bind^K
Tasha's Hideous Laughter
Thunder Punch^K
Thunderwave
Unseen Servant
Violent Updraft
Water Blast^K

2ND LEVEL

Alacrity^K
Bad Blood^K
Become Fire^K
Become Stone^K
Become Water^K
Become Wind^K
Blade Mirage^K
Blindness Deafness
Blur
Boil Blood
Burning Strike^K
Clay Touch^K
Cold Snap^K
Crackle^K
Crescent Wind Slash^K
Disorient^K
Darkness
Darkvision
Dragon Surge^K
Earth Ripple^K
Enhance Ability
Enlarge/Reduce
Fling^K
Hold Person
Hurricane Slash^K
Infernal Shackles^K
Instant Counter^K
Invisibility
Iron Wind Strike^K
Mirror Image
Misty Step

Poison Dart^K
Pseudopod Slam^K
Ray of Enfeeblement
See Invisible
Shatter
Shattering Shield^K
Spiderclimb
Star Dust^K
Vacuum Pull^K
Web
Wind Cutter^K

3RD LEVEL

Aether Lance^K
Acid Pit^K
Arctic Aura^K
Blink
Counterspell
Crushing Singularity^K
Dispel Magic
Electrocute^K
Erode^K
Fireball
Fire Cyclone^K
Flash Freeze^K
Fly
Haste
Hungering Void^K
Lightning Bolt
Seismic Wave^K
Sleet Storm
Spider Bite^K
Static Field^K
Stinking Cloud
Tongues
Vampiric Touch
Vortex Blast^K
Water Breathing
Water Cannon^K
Water Walk
Wither^K

4TH LEVEL

Aero Barrage^K
Arcane Eye
Banishment

Black Tentacles
Blight
Confusion
Devour Shadow^K
Dimension Cutter^K
Dimension Door
Echoing Lance^K
Fire Shield
Force Blade^K
Freedom of Movement
Geyser^K
Greater Invisibility
Ice Spike^K
Ice Storm
Iron Garden^K
Jumping Jolt
Orbital Stones^K
Phantasmal Killer
Pillar of Fire^K
Poison Puff^K
Quicksilver Steps^K
Stoneskin
Suffocate^K
Wall of Fire

5TH LEVEL

Acid Rain^K
Aether Storm^K
Anvil Drop^K
Burial Barrage^K
Cloudkill
Cone of Cold
Deglove Creature^K
Fissure^K
Hold Monster
Martial Steel Wind Strike
Mislead
Passwall
Pressure Cutter^K
Pyroclastic Lance^K
Scrying
Sky Burst^K
Sonic Shriek^K
Tornado^K
Shockwave^K

CHANGELOG 0.1

CHANGELOG 0.2

CHANGELOG 0.3

CHANGELOG 0.8

- Snark removed.
- Blah blah added.
- Tweaked wording on **Empowered Spellstrike** allow using cantrips gained outside the class, as long as they are on the Spellblade list.
- Aether Blade's **Empowering Surge** now lets you reroll damage dice from your Aether Blade until the end of your turn as well, buffing it somewhat.
- You no longer need to "know" Aegis effects. That was a left over from previous editions that worked a somewhat different way.
- **Shockwave Aegis Effect** added.
- **Arcane Style Aegis Effect** cost increased to a **2nd level spell**.
- **Runic Strength** moved down to requiring a **4th level spell slot**.
- **Stone Aegis** added as a **5th level effect**.
- **Resilient Aegis** added as a **5th level effect**.

CHANGELOG 0.8.1

- All minor buffs.
- Added **Magic Trick** at 1st level (increasing cantrips known by 1, but getting the first at 1st level). You no longer learn a new cantrip at 17th level, so you still cap out at 7 total cantrips known, just shifted forward.
- The **area of effect placement** rules on **Spellstrike** have been updated - somewhat buffed and streamlined. Rules are now just as follows: the area of effect much include the target, and must be within range of the weapon you are using, but otherwise allow you to place it freely. This is a buff.
- **Arcane Recuperation** is now a miniture version of Arcane Recovery. The feature got left a little anemic after Arcane Surge as made short rest, and Spellblades could use more short rest recovery. Now get back **1/3 of your level in spell slots in on a short rest** (once per long rest, just like Arcane Recovery).
- **Blast Zone Immunity** lowered to **11th level** - this is significantly less powerful with the Area of Effect changes, but also less necessary. This feature is now more of a convenience to allow you backblast yourself in some cases.
- **Innate Aegis** added at 18th level. This is a more substantial feature that helps beef up the late game of a Spellblade.
- Added the following Kibbles spells to the Spellblade list: **Force Bolt, Illusionary Dart, Entomb, Melting Glob, Prismatic Flash, Crescent Wind Slash, and Seismic Wave**.
- Added the following SRD spells to the Spellblade list: **Enhance Ability, See Invisible, Shatter, Spiderclimb, Stinking Cloud**.

CHANGELOG 0.9

- **Innate Aegis** now is gained at 10th level, and scales up to being the same as it was at 18th level previously at 18th level. This is a small buff in Tier 3 and 4.
- **Splash Damage** added at 18th level. This is pretty small effect, but helps make up for only having 1 attack.
- **Blade Channel** Aegis Effect added.
- Many spells added to the Spellblade list (synced to casting compendium).

SPELLBLADE FEATS

ÆGIS EXPERT

(Prerequisite: 2nd level Spellblade)

You are particularly adept at forming and manipulating your enhancing Aegis of magical effects. You gain the following benefits:

- You can select an Aegis effect that costs a 1st level spell slot, gaining that feature without expending a spell slot. You can change your selection when you complete a long rest when you prepare your Aegis effects.
- At the end of a long rest when you activate your Aegis effects, you gain a number of temporary hit points equal to the total levels of spell slots expended on empowering it (including the free one granted by this feature).
- During a short rest, you can exchange one Aegis effect for another of the same spell slot cost. Once you do this, you cannot do so again until you complete a long rest.

ÆGIS MASTER

(Prerequisite: Aegis Expert)

You gain the following benefits:

- You can select an Aegis effect that costs a 2nd level or less spell slot, gaining that feature without expending a spell slot. You can change your selection when you complete a long rest when you prepare your Aegis effects.
- You can use your Aegis feature to cast *shield* without expending a spell slot an additional time before completing a short rest.

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