

School of the Sword:

The Swordmage

The swordmage is a school of magic in which the pupils receive a modicum of combat training, specifically with swords or bladed weapons of some kind. The caster can infuse their sword strikes with magical power or cast their spells through the sword. This archetype is the more magic-heavy flipside of the Eldritch Knight, where one can play a predominant caster with a bit of fighting skill instead of a primary fighter with a bit of magic skill.

2nd: Martial Savant

You gain proficiency with light armors, longswords, short swords, rapiers and scimitars. At 11th level, you gain proficiency with medium armor.

Weapon Bond: Your connection with your sword/blade of choice now grants the following benefits with that weapon.

- **Armed Extension:** You can not be disarmed of this weapon unless you are incapacitated.
- **Summon Weapon:** As long as you are on the same plane of existence, you can summon this weapon to you, on your turn. The weapon flies to your hand (60' per turn) by the most direct route. It can not be used to deal damage in this flight, avoiding obstacles to arrive in your grip.
- **Arcane Focus:** You can use your bonded weapon as an arcane focus for the purpose of casting spells.

6th: Enchanted Blade: Beginning at 6th level, you infuse your bonded weapon with magical energies to enhance your attacks. Attacks made with this weapon are considered enchanted for the purposes of bypassing a creature's resistance or immunity to mundane weapon damage. The magical energy adds 1d6 force damage per level of the spell level of the slot used. to successful hits with your bonded sword. This charge lasts for Int. mod. rounds. You may do this with your blade 1 + Int. mod. times before requiring a long rest. This ability increases to 2 + Int. mod. at 12th level, and 3 + Int. mod. at 18th.

10th: Casting Strike: When you use your action to cast a cantrip or spell, you can cast a cantrip or make a weapon attack as a bonus action. You may use this maneuver again following short or long rest.

14th: Warded Step: You can spend a spell slot to teleport yourself, as per the *Dimension Door* spell, to a location you have previously been or can see. You can teleport a distance up to 10' per level of the spell slot expended.

