

SWORDMAGE

A gnome, tall for his kin at 4 feet, draws a circle in the air around him with his spell-blade. The linear ogham glyphs glowing a soft green, the hermetic circles a deep indigo, light flowing down the shaft to the obsidian leaf-shaped blade at the end. As he salutes his enemy with an ironic grin, The Circle resolves in his vision, encompassing the field of battle, as lines and geometric configurations connect and intersect, projecting his knowledge of the movements of bodies and flow of magic into his field of vision. The circles and lines move as his opponent approaches, and he knows exactly what the other swordsman will do next.

A goliath woman slows her breath, the cold frost flowing out in steady streams as the world slows around her. "Mountain born, to the mountain return", she whispers to herself, and the power of her mountain home fills her, anchoring her with the heavy power of the ancient mountain roots. She lets out a challenging shout as the great beast charges toward her, the unstoppable force about to meet the unmovable object.

A chain of lightning streaks across the towers of the keep, from one corner to another a complex sigil contained in a circle at each end, electrifying the soldiers stood between. As it slams into the heavily armored knight, a blue skinned genasi appears within the lightning, crackling spear at the ready.

Each of these is a Swordmage, a warrior-sage who treats martial practice and esoteric ritual with equal respect and dedication, in order to form an incredible union of physical, intellectual, and magical prowess.

TRAVELLING RENNAISSANCE MASTERS

The Swordmage doesn't just use science, anatomical knowledge, magic, and martial practice, they combine them in a fluid and inseparable dance. For these warrior-sages, the two are not separate disciplines, but have instead been synthesized into something greater than the sum of its parts. Easily mistaken for a mundane sword-master, scholar, or mage, the Swordmage is equally at home in a library, laboratory, training yard, or tournament of skill. Swordmage adventurers are more often than not wander in pursuit of new techniques, new esoteric secrets, and new knowledge of scientific, alchemical, and various other fields of study.

FROM ANTITHESIS TO SYNTHESIS

For generations, and still in most parts of the world, the arcane arts and martial arts are seen as somewhat mutually exclusive, antithetical even. The first Swordmages were sword-masters who saw the potential of hermetic, alchemical, or esoteric, principles, to allow them to better understand the art of the sword, and equally found that sword-craft lent them a unique perspective on the esoteric arts. The oldest school of such warrior-sages was known simply as The Magic Circle to the common man, or The Circle of Alchemical Synthesis among scholars.

AEGIS AND AETHER

All swordmages learn a series of complex and secret rituals to bind the Aether that surrounds and permeates all things, and use that power to bind pure elemental energy to themselves. Master Swordmages learn to bind powerful elementals, and rare schools known as Binders teach the secrets of binding Fey, Shadow, and Celestial, energy and beings. With greater understanding comes a greater ability to bind Aether to themselves as part of the Aegis ritual, gaining more power to fuel their mysterious techniques and empowering the Aegis itself.

PLAYING A SWORDMAGE

Your swordmage might be a member of a cloistered esoteric tradition, an arcane knight of a realm, the student of a wandering Master, or a child of a weapon-master and an arcanist who has synthesized the two disciplines on your own. Do you hold loyalty to those who trained you? Do you wander in search of new secret techniques and the challenge of dueling others like you? Do you search for the person who killed your parent who forged your enchanted or sacred blade? Is the spirit of someone you care for trapped in the blade itself until you have completed your quest? Play a swordmage if you want to explore an arcane twist on the wandering Swordmaster, want to use magic to move incredibly across the battlefield while channeling arcane and elemental energy into your strikes, or love the idea of playing a melee warrior who uses magic to protect themselves, and wield a weapon in one hand and a spellbook in the other.

QUICK BUILD

Your Swordmage can use either Strength or Dexterity for attacks and damage with weapons, so one of those should be your highest ability score, followed by Intelligence. Constitution will help keep you in the front line and standing, so make it your third highest score. If you choose Strength, a Longsword or Warhammer are good martial weapon choices. If you choose Dexterity, a Rapier or Longbow are your best choices. Choose Arcana, Athletics or Acrobatics, and Investigation. The Scholar background will round out your character.

SWORDMAGE

Level	Proficiency Bonus	Aether	Esoteric Technique Level	Aether Strike Damage	Features
1st	+2	1	1	1d4	Aegis, Aether Attunement, Manual Esoterica, Spellcasting
2nd	+2	2	1	1d4	Unarmored Movement, Esoteric Techniques
3rd	+2	3	1	1d4	Mystic Order Choice
4th	+2	4	1	1d4	Ability Score Improvement
5th	+3	5	2	1d6	Tier Upgrade
6th	+3	6	2	1d6	Rock
7th	+3	7	2	1d6	Archetype Rock
8th	+3	8	2	1d6	Ability Score Improvement
9th	+4	9	3	1d8	Rock
10th	+4	10	3	1d8	Archetype Rock
11th	+4	11	3	1d8	Tier Upgrade
12th	+4	12	3	1d8	Ability Score Improvement
13th	+5	13	4	1d10	Rock
14th	+5	14	4	1d10	Rock
15th	+5	15	4	1d10	Archetype Rock
16th	+5	16	4	1d10	Ability Score Improvement
17th	+6	17	5	1d12	Tier Upgrade
18th	+6	18	5	1d12	Archetype Rock
19th	+6	19	5	1d12	Ability Score Improvement
20th	+6	20	5	1d12	Capstone

CLASS FEATURES

As a swordmage, you gain the following features

HIT POINTS

Hit Dice: 1d10

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

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per Swordmage level after 1st.

PROFICIENCIES

Armor: none

Weapons: Simple Weapons, and Martial Weapons

Tools: Calligrapher's Tools and either Alchemist's Supplies or Herbalism Kit

Saving Throws: Con, Int

Skills: 3 of Arcana, Athletics, Acrobatics, History, Insight, Investigation, Medicine, Nature, Perception, Persuasion, Religion, Sleight of Hand

EQUIPMENT

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

- (a) a shortsword or spear and a dagger or (b) a shortbow and 20 arrows
- (a) 1 martial weapon
- (a) a scholar's pack or (b) an explorer's pack
- A sturdy leatherbound book partially filled with diagrams and sketches, a set of calligrapher's supplies, and a supply of chalk

AEGIS OF THE FIRST CIRCLE

Every School of Swordmage technique teaches the fundamental protective art known as the Aegis of Protection.

AEGIS OF PROTECTION

Your Armor Class is equal to 13+ your intelligence modifier while wearing no armor. You can use a shield and still gain this benefit.

If you wear light or medium armor, you can instead use your intelligence in place of dexterity when calculating your armor class.

DWEOMER BLADE

At first level, you bind one weapon with which you are proficient to you in a complex ritual, as the culmination of your training to combine manipulation of the forces of nature with incredible physical prowess. You bind the power of arcane sigils upon your limbs and over your heart to the power you have studied. This training also allows you to harness aether, and imbue it into your weapons or even into a magical attack known as an aether strike. Your aether strikes deal damage as shown in the Swordmage Class Table, under the Aether Strike Damage heading. You also gain the following benefits.

- Your Dweomer Weapons can be used as a spellcasting focus when casting a spell. It is a magic weapon that can be made to give off bright or dim light up to 60ft, the light can be dimmed, brightened, extended or drawn in, or extinguished, or the weapon can be summoned to your hand, as a bonus action. It gains certain additional traits depending on what type of weapon it is.
- The weapon gains the thrown property if it is a melee weapon, and returns to your hand immediately after being thrown, and loses the ammunition property if it has it. The short range of your weapons increase by 30 ft, and the long range increases by 60ft, or becomes 30/60 if it had no range.
- As a bonus action when you take the attack action, or when you spend aether as an action, you can make an aether strike against the same target of the attack, or a target within 5ft of you. On a hit, you deal damage equal to your aether strike die plus the ability modifier used in the attack.

SPELLCASTING

You have studied the workings of magic and how to channel it through yourself and your weapons. As a result, you have gained the ability to cast spells. You cast spells by spending Aether. Each spell costs 1 aether per spell level, and can be cast at a higher level by spending more aether, up to your current esoteric technique level.

At 1st level, you know two cantrips of your choice from the swordmage spell list.

When you gain a level in this class, you can replace one of the swordmage cantrips you know with another cantrip from the swordmage spell list.

MANUAL ESOTERICA

At first level, you have bound and prepared a special ritual book called a Manual Esoterica, which contains your Aegis diagrams, and in which you can record the various rituals and techniques that you learn. At level 1, it contains 4 1st-level swordmage spells. Your cantrips, and the Aegis of The First Circle, are affixed in your mind.

COPYING A SPELL INTO THE BOOK

The spells, techniques, and forms, that you add to your spellbook as you gain levels reflect your training, experimentation, and hard won breakthroughs in the arts of combat and spellcraft.

When you find new aegis, esoteric technique, or a swordmage spell of 1st level or higher, you can add it to your spellbook if it is of a spell level you can prepare and if you can spare the time to decipher and copy it.

Copying that spell into your spellbook involves reproducing the basic form of the spell, then deciphering the unique system of notation used by the arcanist who wrote it. You must practice the spell until you understand the sounds or gestures required, then transcribe it into your spellbook using your own notation.

For each level of the spell, the process takes 2 hours and costs 50 gp. The cost represents material components you expend as you experiment with the spell to master it, as well as the fine inks you need to record it. Once you have spent this time and money, you can prepare the spell just like your other spells.

Esoteric techniques and aegis forms will specify in their description if they require a more advanced level of arcane understanding in order to master, by denoting a required spell level. This level must be no greater than the level of spell which you can learn, in order to add the technique or form to your manual.

REPLACING THE BOOK.

You can copy a spell from your own spellbook into another book—for example, if you want to make a backup copy of your spellbook. This is just like copying a new spell into your spellbook, but faster and easier, since already know how to cast the spell. You need spend only 1 hour and 10 gp for each level of the copied spell.

If you lose your spellbook, you can use the same procedure to transcribe as many spells, techniques, and forms, as you can remember. You recall a number of spells, esoteric techniques, and aegis forms, equal to your spellcasting ability modifier plus your swordmage level, without any special effort.

Beyond that number, you must spend 1 hour in concentration per spell level, and must make 1 check with your spellcasting ability modifier and proficiency per hour. You successfully recall the item if your successes outnumber your failures. A familiar, a fellow scholar of arcane lore, so someone with proficiency in Arcana, a Wizard, fellow Swordmage, or other character with a spellbook, can help you with these checks, granting you advantage, but they must make the check and succeed to help with each check.

Your cantrips, the aegis of the first circle, and the esoteric techniques granted to you at second level, are fully committed to memory, and needn't be recorded for you to recall and use them.

THE BOOK'S APPEARANCE

Your spellbook is a unique compilation of spells, with its own decorative flourishes and margin notes. It might be a plain, functional leather volume that you received as a gift from your master, a finely bound gilt-edged tome you found in an ancient library, or even a loose collection of notes scrounged together after you lost your previous spellbook in a mishap.

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

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

The Esoteric Technique Level column of the Swordmage table shows when you learn more Swordmage spells of your choice of 1st level and higher. A spell you choose must be of a level no higher than what's shown in the table's Esoteric Technique Level column for your level. When you reach 9th level, for example, you learn a new swordmage spell, which can be 1st, 2nd, or 3rd level.

Additionally, when you gain a level in this class, you can choose one of the Swordmage spells you know and replace it with another spell from the Swordmage spell list, which also must be of a level no higher than that shown on the table for your level.

Intelligence or wisdom, chosen when you take your first level in this class, is your spellcasting ability for your swordmage spells, since you learn your spells through dedicated study and understanding of the forces of the multiverse. You use your Intelligence or wisdom whenever an ability refers to your spellcasting ability. In addition, you use your spellcasting ability modifier when setting the saving throw DC for a swordmage spell you cast and when making an attack roll with one.

SPELL SAVE DC AND ATTACK MODIFIER

Your DC is equal to 8 + your proficiency bonus + your spellcasting ability modifier

Your spell attack modifier is equal to your proficiency bonus + your spellcasting ability modifier

RITUAL CASTING

You can cast a swordmage spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook.

SPELLCASTING FOCUS

You can use an arcane focus (see the Adventuring Gear section), or your dweomer weapon, as a spellcasting focus for your swordmage spells.

ESOTERIC TECHNIQUES

At 2nd level, you learn the following Esoteric Techniques. You will learn more as you level, including from your Order of choice, and you can learn more in play in the same way as learning new spells, and your techniques are recorded in your manual esoterica.

• Power of Body

As a bonus action you spend 1 Aether to fill your body with power. You can add your spellcasting ability modifier to your strength for the purposes of determining your lift, drag, and carry limits, and add your spellcasting ability Score to your jump height and distance, and to your walking speed, in feet. While the effect lasts, you can take the Dash Action as a Bonus Action. This effect lasts until the end of your next turn.

• Deductive Observation

As a bonus action, you can spend 1 aether to make an Intelligence (Investigation), or Wisdom (Insight) check against a creature, object, or 20ft area you can see, contested by the target's Charisma (Deception) check. An object or room has a DC of 13, or one set by the DM. If you succeed, you learn a creature or object's vulnerabilities, resistances, and immunities, and can ask the DM 3 questions about the whereabouts, activities, and events within the area within the last 24 hours, or about such things in general regarding the target of the check, such as what a room is normally used for.

If you successfully use this ability against a creature, you gain advantage on your next attack against them. For the next minute, you can gain advantage on your next attack against the target as a bonus action.

• Furious Assault

As a bonus action you can spend 1 aether point to make an aether strike against a target you can see. You can move up to half your speed either before or after the attack. If you spend 2 aether instead, you can teleport up to half your speed rather than moving normally.

• Insightful Defense

You can spend 1 aether to enter a state of defense as a bonus action, taking the Dodge action. While in this state, you cannot be targeted by opportunity attacks, and you gain advantage on your next attack against any creature that misses you with an attack while the effect lasts. This defensive state lasts until the end of your next turn.

• Focused Strike

When you hit with an attack, you can spend 1 aether to add extra damage to the attack equal to your aether strike die plus your spellcasting ability modifier. You can spend additional either when using this ability. If you do so, you add 1 aether strike die to the damage bonus for each aether point spent. You cannot spend more aether than your esoteric technique level, as shown in the swordmage class table.

You learn one additional Esoteric discipline of your choice at level 6, 9, 12, 14, 17, and 20, and you can learn more as described in your Manual Esoterica class feature.

EXPERTISE

At level 2, choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

MYSTIC ORDER CHOICE

At third level, you must choose what Order of Esoteric learning you are most closely adherent to. The Orders represent traditions of learning, and any given Swordmage academy or cloister might teach techniques and house masters and manuals from multiple Schools.

AEGIS OF THE SECOND CIRCLE

Starting at 3rd level, your aegis of protection grows stronger as your training advances.

AEGIS OF DEFLECTION

You can use your reaction to deflect an attack against you that hits, reducing the damage it deals. When you do so, the damage you take from the attack is reduced by 1d10 + your spellcasting ability modifier + your swordmage level.

If you reduce the damage to 0, you can spend 1 aether to make a aether strike against a target within the range of your aether weapon, as part of the same reaction.

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. Alternatively, you can choose a feat (see Chapter 6 for a list of feats).

SLOW FALL

Beginning at 4th level, you can use your reaction when you fall to reduce any falling damage you take by an amount equal to five times your monk level.

EXTRA ATTACK

Starting at 5th level, you can make an additional attack when you take the attack action.

ITINERATE SCHOLAR

At level 6, choose two skills from, Arcana, History, Insight, Investigation, Medicine, and Religion, or one of these skills and a tool of your choice. You gain proficiency in your chosen skill or tool. If you are already proficient, your proficiency bonus is doubled for any ability check you make that uses the chosen proficiency.

SCHOOL FEATURE

Starting at 6th level, you advance in your understanding of the Mysteries of your School.

EVASION

At 7th level, your instinctive agility and enhanced awareness lets you dodge out of the way of certain area effects, such as a blue dragon's lightning breath or a fireball spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

AEGIS OF THE THIRD CIRCLE

Starting at 7th level, you have learned to use your protective magic to redirect spell attacks.

AEGIS OF REDIRECTION

When you reduce the damage from a spell attack to 0 with your aegis of deflection, you can spend 1 aether to gain temporary hit points equal to your aether strike die plus your spellcasting ability modifier, instead of to make an aether strike, as part of the same reaction.

ENHANCED DWEOMER WEAPONRY

At 9th level, you can have two dweomer weapons bound to you at one time. Additionally, choose one swordmage spell you know of 1st level that requires 1 action to cast. A number of times equal to your proficiency bonus, you can cast this spell as a bonus action. You regain all uses of this ability when you complete a long rest.

SCHOOL FEATURE

Beginning at 10th level, the class gains a substantial boost in power, determine by their Esoteric Order.

ELEMENTAL STRIKES

Starting at level 11, you can empower your Aether Weapons as part of a short or long rest, causing them to deal acid, cold, fire, force, lightning, necrotic, poison, radiant, or thunder damage, and to deal extra damage equal to your proficiency bonus on each attack.

MASTER SCHOLAR

Starting at 13th level, you gain proficiency in any two languages of your choice, and you add double your proficiency bonus to checks made to determine the meaning of a written cipher or riddle. You can learn, or teach another creature, a language in half the time it would normally take, and do so at half the normal cost.

AEGIS MASTERY

schoool ribbon at level 14

AEGIS OF THE FOURTH CIRCLE

At 15th level, your experimentations with the energies of magic have infused your body itself with magic. You can spend 1 aether to apply the benefits of your Evasion feature to constitution and strength saving throws.

SCHOOL FEATURE

Beginning at 17th level, the class gains a substantial boost in power via the School of the character's choice.

LEGENDARY DWEOMER ARMAMENTS

At level 18, your dwoemer Weapons become as legendary as their wielder. Your range with ranged attacks using your Aether Weapons or with aether strikes doubles, and targets that you miss with a weapon attack or a spell attack made through the weapon take half the attack's damage, if they wouldn't normally.

MASTER OF THE FIFTH CIRCLE

At 20th level, your Aegis mastery is unparalleled. As a bonus action, you can extend the protection of your Aegis to a number of willing creatures equal to your proficiency modifier, for 1 hour. You can do this once, and regain the use of this ability when you complete a short or long rest, or you can spend 5 Aether to do so again.

Additionally, your ritual to regain aether only requires 1 minute of concentration, instead of 10.

MYSTIC ORDERS



his paragraph explains the different archetypes available to the class, what those archetypes specialise in, and what choosing that archetype means for a character.

SCHOOL OF THE ELEMENTAL COMPASS

The symbol of this School is a quartet of concentric circles, each with an opening facing a compass point, and each opening has a symbol for one of the Four Noble Elements affixed in the opening. Many adherents to this School tattoo the symbol or embroider it on their clothing in stages, one circle added as they master a new Elemental Aegis.

AEGIS OF THE FOUR WINDS

At level 3, you choose an Elemental Aegis when you gain this ability, and gain the following benefits. You learn new Elemental Aegis options as you level. You can only have 1 Aegis option active at one time, the benefits of which are added to the benefits of The Aegis of The First Circle.

Each Aegis has Esoteric Techniques that can be activated while the associated Aegis is Active. You know the Elemental Aegis Techniques associated with your Elemental Aegis, and when you learn a new Elemental Aegis, you also learns it's associated Techniques.

Aegis of Air. Mastery of The North Wind (Thunder)

Your speed increases by 10ft, as does the range of your aether strikes and weapon attacks with your aether weapon, and your jump height and distance. When you attack a creature, they cannot take attacks of opportunity against you before the start of your next turn.

You learn the Gust cantrip and can cast it at-will.

You have resistance to thunder damage while under this Aegis, and your aether strikes and weapon attacks can deal thunder damage, instead of their normal damage type.

- Spend 1 aether to Disengage or Dodge as a bonus action.
- As a bonus action, spend 1 aether to take the Dash action, and double the range of your long and high jump until the end of your turn.
- As a bonus action, spend 1 aether to double the short and long range of all ranged weapon attacks until the start of your next turn.

Aegis of Earth Mastery of the East Wind (Force)

You gain a bonus to saves against being moved against your will equal to your proficiency modifier, and bludgeoning, piercing, and slashing damage that you take from nonmagical weapons is reduced by a number equal to your spellcasting ability modifier.

You learn the Mold Earth cantrip and can cast it at-will.

You have resistance to force damage while under this Aegis, and your aether strikes and weapon attacks can deal force damage, instead of their normal damage type.

- Spend grant an ally within 10ft of you the basic benefits of your Aegis of Earth until the end of your next turn
- gain a bonus to your next damage roll before the end of your next turn with a melee weapon attack equal to your aether strike die plus your spellcasting ability modifier. This extra damage is force damage.
- Gain THP equal to your aether strike die plus your spellcasting ability modifier.

Aegis of Fire Mastery of The South Wind (Fire)

You gain a Flame Shield, which emits bright light for 5ft around you, and dim light for 5ft beyond that. When a creature within 30ft of you deals damage to you, you can use a reaction to deal fire damage to that creature equal to your aether strike die plus your spellcasting ability modifier, if they fail a dexterity saving throw.

You learn the Control Flames cantrip and can cast it at-will.

You have resistance to fire damage while under this Aegis, and your aether strikes and weapon attacks can deal fire damage, instead of their normal damage type.

- Spend 1 aether as a bonus action to make your weapon attacks and aether strikes deal an extra 1d4 fire damage increase their reach by 5ft, until the end of your next turn.
- By spending 1 aether as a bonus action when you hit with a ranged weapon attack with your Aether Weapon, you cause your weapon to explode in flame. All creatures within 10ft of the creature you hit must succeed on a dexterity saving throw or take 2d10 fire damage, and 1d4 fire damage on subsequent turns until they use their action to put out the fire. If they succeed, they take half damage from the initial explosion, and no damage on subsequent turns.
- As a reaction when a creature hits you with a melee weapon attack, or you take fire damage, you can spend 1 aether to empower your Flame Shield, gaining a bonus to AC equal to your spellcasting modifier until the end of your next turn. You can perform this technique as part of the same reaction as your Flame Shield reaction.

Aegis of Water Mastery of The West Wind (Cold)

You can hold your breath for a number of hours equal to your proficiency modifier, and gain a swim speed equal to your speed. You also increase your maximum hit points by an amount equal to your aether strike die pluse your spellcasting ability modifier, and have advantage on saves against cold effects, and the effects of extreme temperatures.

You learn the Shape Water cantrip and can cast it at-will.

You have resistance to cold damage while under this Aegis, and your aether strikes and weapon attacks can deal cold damage, instead of their normal damage type.

- You regain hit points equal to 1d8+ your intelligence modifier.
- Enemies you hit with weapon attacks gain vulnerability to cold or fire damage until the end of your next turn, chosen when you use this technique.
- An ally within 30ft of you regains hit points equal to 1d4+your intelligence modifier if they are below half their hit point maximum.

ORDER SPELLCASTING

You gain certain spells automatically when you choose this Order, and when you reach certain levels in the class from now on, as shown on the table below. These spells are swordmage spells, for you, and are always prepared.

ORDER OF ELEMENTAL AEGIS SPELLS

Swordmage Level	Additional Spells
3rd	Absorb Elements, Chromatic Orb
7th	2nd level spells
10th	3rd level spells
14th	4th levle spells
17th	5th level spells

AEGIS IMPROVEMENT

At 7th level, you gain the knowledge of a second Elemental Aegis, and learn it's associated Techniques. You can still only have 1 Aegis active at a time, but you can change your Aegis as a ten minute ritual which costs 1 Aether to perform, and can be done as part of a short or long rest. You can only use those Aegis techniques associated with your active Aegis.

ELEMENTAL SYNTHESIS

Starting at 10th level, you learn a third Elemental Aegis, and learn it's associated Techniques. You have mastered the art of Elemental Synthesis, with which you can spend 4 aether as a bonus action to activate a second Elemental Aegis, which stays active, simultaneous to your primary aegis, for 1 hour.

FOUR WINDS ALIGNED

Starting at 14th level, you learn the final Elemental Aegis, and learn it's associated Techniques. You can only use those Aegis techniques associated with your active Aegis. You can now adopt a new Aegis as an action.

Additionally, each elemental aegis gains an additional bonus spell, which you always have prepared as long as you are under it's associated aegis.

AEGIS SPELLS

Aegis	Bonus Spells
Air	Feather Fall, Fly
Earch	Earthen Grasp, Stoneskin
Fire	Flameblade, fdl
Water	Mass Healing Word

MASTER OF THE ELEMENTAL COMPASS

when you choose your Aegis, you activate two of your Aegis options, gaining all their benefits. You can use your Elemental Synthesis feature to activaate a third Aegis, whihc lasts for 1 hour.

Additionally, as an action, you can spend 5 Aether to activate all four Elemental Aegis at once, entering a state of Elemental Balance. While in this state, you cast Absorb Elements as if you'd spent 1 more Aether than you actually spend, and you can choose which damage type you deal with the bonus damage from the spell. The spell can now absorb any magical damage.

ESOTERIC TECHNIQUES



s a swordmage, you can learn any of the following spells, as long as they are of a level no higher than your esoteric technique level, as

1ST LEVEL

Absorb Elements
Alarm (r)
Arcane Shards
Armor of Agythis
Compelled Duel
Comprehend Languages (r)
Detend Magic (r)
Detect Poison and Disease (r)
Ensnaring Strike
False Life
Feather Fall
Find Familiar (r)
Gift of Alacrity
Identify (r)
Jump
Longstrider
Protection From Evil and Good
Tensor's Floating Disk (r)
Thunderous Smite
Unseen Servant (r)
Zephyr Strike

2ND LEVEL

Acid Arrow
Arcane Lock
Branding Smite
Cloud of Daggers
Cordon of Arrows
Darkvision
Dragon's Breath
Enhance Ability
Hold Person
Invisibility
Kinetic Jaunt
Misty Step
Shadow Blade
Silence (r)
Summon Beast
Blur
Warding Bond
Branding Smite
Wrist Pocket (r)

3RD LEVEL

Blinking Smite
Blink

shown on the swordmage class table.

A (R) indicates that the technique can be cast as a ritual.

Call Lightning
Counterspell
Dispel Magic
Elemental Weapon
Feign Death (r)
Flame Arrows
Galder's Tower
Gaseous Form
Glyph of Warding
Haste
Intellect Fortress
Lightning Arrow
Magic Circle
Protection From Energy
Sending
Spirit Shroud
Thunder Step
Tiny Hut (r)

4TH LEVEL

Dimension Door
Elemental Bane
Fire Shield
Freedom of Movement
Hallucinatory Terrain

Galder's Speedy Courier
Greater Invisibility
Private Sanctum
Secret Chest
Shadow of Moil
Skill Empowerment
Staggering Smite
Summon Elemental

5TH LEVEL

Arcane Hand
Banishing Smite
Circle of Power
Cone of Cold
Contact other Plane (r)
Far Step
Geas
Hold Monster
Legend Lore
Seeming
Steel Wind Strike
Swift Quiver
Telekenisis
Teleportation Circle
Wall of Force

ESOTERIC TECHNIQUES

DWEOMER MARK

When you hit with a melee weapon attack, you mark the target of the attack as a bonus action with this technique. The mark last for 1 minute or until you mark another creature. As long as the marked creature is within 30ft of you and you can see them, when they target a creature that is friendly to you with an attack, you can teleport to up to 30ft to a space within 5ft of the attacker, and make a single weapon attack against them, as a reaction.

ARCANE PARRY

When you are hit by an attack, you use this technique as a reaction to parry the blow. Add your proficiency modifier to your AC until the start of your next turn, including against the triggering attack. The first time a melee attack against you misses in that time, the attacker takes 1d6 + your intelligence modifier force damage.

You can spend additional Aether when you use this Technique. If you do so, the damage dealt when you are missed by an attack increases by 1d6 per additional aether spent.

LIGHTNING LEAP

As an action, you designate a creature or space within 30ft of yourself that you can see, and draw a circle with your weapon in the air between you and the chosen point. Mirrored circle glyphs flash in the air, one in your space and one in the destination space. You teleport along a straight line between the two points, creating a line of lighting that connects the two circles. All creatures except yourself within 5ft of the line, and any creature in the destination space, must succeed on a dex save or take 2d6 lighting damage, half on a success, and be unable to take reactions until the stat of their next turn.

at higher levels: When you use this technique by spending additional aether, you gain greater range. At 2 aether, you add 20ft for every aether you spend above 2, to a maximum of 5 aether.

ARCANE SHARDS

You throw your weapon at a target, and it splits into many shards as it flies. Make a ranged weapon attack against a target within 30ft. Regardless of whether it hits or not, the target and all creatures within 10ft take 1d6 damage of the same type dealt by the weapon.

You can spend additional aether when you use this technique, limited by your esoteric technique limit, as shown in the swordmage class table. When you do so

MOUNTAIN'S ROOTS

Level 2 esoteric technique

Calling upon the deep roots of the mountain, you take on an immovable stance. If you are forced to move by any effect, you can reduce the distance you are moved by 1d10+your intelligence modifier+your swordmage level as a reaction. If you reduce the forced movement to 0, you can reverse it, forcing a creature within 10ft of you to succeed on a strength saving throw or be moved 5ft away from you and fall prone.

You can spend additional aether when you use this technique, limited by your esoteric technique limit, as shown in the swordmage class table. When you do so the target takes bludgeoning damage equal to your aether strike die for each additional aether you spend.

ARCING THROW

You make a ranged weapon attack with your aether weapon against 3 creatures you can see, as an action. You can spend additional aether on this ability. If you spend 3 aether, you can attack an additional target within range. If you spend 5 aether, you can attack up to 5 targets.

STORM ARC

As a bonus action, you charge your weapon with the power of the storm. The next time you hit a creature with a weapon attack in the next minute, you can cause the target to take 1d6 additional lightning damage, and make a constitution saving throw. If the target fails, they also take 1d6 thunder damage and are pushed 10ft away from you.

You can spend additional aether when you use this technique, limited by your esoteric technique limit, as shown in the swordmage class table. When you do so,

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other techniques: Lightning arrow is already on the spell list, but maybe a lower level version that does an AoE centered on the target? Also a Thunder version that knocks creatures away from the target, and another that causes the target and the caster to swap places via teleportation.

Throw weapons, target up to 5 targets for the weapon to sweep past and hit.

A minor spiritual weapon with an arcane theme, making a force copy of your weapon that flies around and attacks.

A spell to create a mirror of yourself that fights for you, ala the Tasha's summon spells.

CREDITS:

Here you can provide acknowledgment of anyone who has helped you in your class' design, including constructive critics, playtesters and ideas people. This is also the place to provide citations and links to any artists whose artworks you have used.