

BATTLEMAGE

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Level	Proficiency Bonus	Features	Cantrips	Spells Known	1st	2nd	3rd	4th	5th	6th	7th
1st	+2	Innate Spell, Spellcasting	2	1	1	—	—	—	—	—	—
2nd	+2	Fighting Style	2	2	2	—	—	—	—	—	—
3rd	+2	Arcane School	2	3	2	—	—	—	—	—	—
4th	+2	Ability Score Improvement	2	3	3	1	—	—	—	—	—
5th	+3	Extra Attack	3	4	3	2	—	—	—	—	—
6th	+3	Flexible Casting	3	4	3	2	—	—	—	—	—
7th	+3	Arcane School Ability	3	5	4	3	1	—	—	—	—
8th	+3	Ability Score Improvement	3	5	4	3	2	—	—	—	—
9th	+4	Spell Scourge	3	6	4	3	2	—	—	—	—
10th	+4	Arcane School Ability	3	6	4	3	3	1	—	—	—
11th	+4	Arcane Strike	4	7	4	3	3	2	—	—	—
12th	+4	Ability Score Improvement	4	7	4	3	3	2	—	—	—
13th	+5		4	8	4	3	3	2	1	—	—
14th	+5	Dispelling Touch	4	8	4	3	3	3	1	—	—
15th	+5	Arcane School Ability	5	9	4	3	3	3	1	—	—
16th	+5	Ability Score Improvement	5	9	4	3	3	3	2	1	—
17th	+6	Arcane Mastery	5	10	4	3	3	3	3	1	—
18th	+6	Arcane School Ability	5	10	4	3	3	3	3	1	—
19th	+6	Ability Score Improvement	5	11	4	3	3	3	3	1	1
20th	+6	Arcane Tempest	5	12	4	3	3	3	3	1	1

CLASS FEATURES

Battlemages are martial spellcasters who use their magic to augment their martial prowess. They focus primarily on magicks that assist them in combat, either offensively or defensively.

Most have little time for the subtlety of magic and focus on bold and daring magicks whose results are flashy and obviously. There are those however, for either for personal reasons or the persecution of arcane casters prefer subtle magics whose effects are not so obvious unless directly observed.

In some regions, war colleges exist to train these students of arcane sorceries and martial skill. Styles and philosophies often emerge from such colleges, and in some cases may be sought out by rulers to lead or advise their armies in times of war.

As a Battlemage you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per battlemage level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per battlemage level after 1st

PROFICIENCIES

You start with the following proficiencies.

Armor: Light armor

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Constitution, Intelligence

Skills: Choose three from Animal Handling, Arcana, Acrobatics, Athletics, Insight, Investigation, Intimidation, History, and Persuasion

EQUIPMENT

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

- (a) a martial weapon or (b) two martial weapons
- (a) five javelins or (b) any simple melee weapon
- (a) a dungeoneer's pack or (b) an explorer's pack
- (a) arcane focus or (b) spell component pouch
- (a) Studded leather or (b) leather, shortbow and 20 arrows

INNATE SPELL

Select a 1st level Abjuration or Divination spell from the Wizard spell list that has a casting time of one action or one bonus action.

You can use this spell a number of times equal to your Proficiency modifier, without it using one of your regular spell slots. When you finish a long rest, you regain all expended uses of this ability.

SPELLCASTING

Starting at 1st level, you augment your martial prowess with the ability to cast spells. See chapter 10 for the general rules of spellcasting and the spellcasting chapter for the complete Eldritch Warrior spell list.

Cantrips. You learn one cantrip of your choice from the Battlemage spell list. You learn an additional wizard cantrip of your choice at 2nd and 10th level.

Spell Slots. The Battlemage Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these 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 *shield* and have a 1st-level and a 2nd-level spell slot available, you can cast *shield* using either slot.

Spells Known of 1st-Level and Higher. You know one 1st-level battlemage spell of your choice.

The Spells Known column of the Battlemage Spellcasting table shows when you learn more battlemage spells of 1st level or higher. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

Whenever you gain a level in this class, you can replace one of the battlemage spells you know with another spell of your choice from the battlemage spell list. The new spell must be of a level for which you have spell slots.

Spellcasting Ability. Intelligence is your spellcasting ability for your battlemage spells, since you learn your spells through study and memorization. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a battlemage spell 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

FIGHTING STYLE

Upon reaching 2nd level, you adopt a fighting style as your speciality. Choose one of the following options. You can't take a fighting style more than once, even if you get to choose again. However, when you gain a level of fighter, you can choose to change your existing fighting style to a different one if you so choose.

ARCHER (REPLACES PHB)

You do not suffer disadvantage for attacking with bows or crossbow when within 5 feet of an opponent, and do not suffer disadvantage when firing into a melee combat.

BRAWLER

Your unarmed attacks deal 1d4 bludgeoning damage and are considered light and finesse weapons. This increases to 1d6 bludgeoning damage at 6th level, 1d8 bludgeoning damage at 11th level and 1d10 bludgeoning damage at 16th level.

DEFENSE (REPLACES PHB)

You add half your proficiency bonus (rounded down) to your AC.

DUELING (REPLACES PHB)

When you are wielding a melee weapon in one hand and no other weapons, at the start of your turn you may split your proficiency bonus between attack rolls and AC as you see fit (this replaces the normal rule that you apply your proficiency bonus to hit only). Once you have set your bonus, you cannot change it until your next turn. For example, at 1st level, you could split your proficiency bonus to give you +1 to hit and +1 to AC, +2 to hit and no bonus to AC or no bonus to hit and +2 to AC.

INTERCEPTOR

When a creature you can see hits a target that is within 5 feet of you with an attack, you can use your reaction to reduce the damage the target takes by 1d10 + your proficiency bonus (to a minimum of 0 damage). You must be wielding a shield or a simple or martial weapon to use this reaction.

MOUNTED

When you are mounted and your mount moves at least 20 feet and you hit with your first weapon attack, it is treated as a critical hit.

You maintain a trained mount with a CR of $\frac{1}{4}$ your level or lower (min $\frac{1}{4}$ CR). While aboard a trained mount, you treat it as an independent mount, allowing it to move and as you desire. However, unlike a normal independent mount, it acts on your initiative.

If the mount is slain, you may retrieve a replacement after a long rest when in friendly territory.

SPELL AND WEAPON

If you have one hand free, when you take the attack action you can also cast a non-damaging cantrip as a bonus action.

THROWN WEAPON FIGHTING

You can draw a weapon that has the thrown property as part of the attack you make with the weapon. You also double the range you can throw a weapon.

WEAPON MASTER

Choose one weapon. When attacking with the weapon, you gain an additional bonus to hit equal to half your proficiency bonus (rounded down) and deal extra damage equal to your Proficiency bonus.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. Also, when you take the attack action, you may replace one weapon attack with a cantrip spell attack.

FLEXIBLE CASTING

Starting at 6th level, you can regain some of your expended spell slots after a brief rest. After a short rest, you regain a number of expended spell slots equal to your proficiency modifier. For example, at 6th level (+3 proficiency modifier) you could recover one 3rd level spell slot or a 2nd level and 1st level spell slot or three 1st level spell slots.

SPELL SCOURGE

Beginning at 9th level, you can reroll a saving throw that you fail against a spell. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest.

You can use this feature twice between long rests starting at 13th level and three times between long rests starting at 17th level.

ARCANE STRIKE

Starting at 11th level, when you take the attack action to strike with a weapon attack, you can also cast a spell that you know that has a casting time of one action as a bonus action. The target of the spell is either yourself or uses the target of your weapon attack as its origin point. Once you use this ability, you cannot use it again until you take a short or long rest.

DISPELLING TOUCH

At 14th level, you can use your action to end one hostile spell on yourself or on one willing creature that you touch.

You can use this feature a number of times equal to your Intelligence modifier (a minimum of once). You regain expended uses when you finish a long rest.

ARCANE MASTERY

At 17th level, you gain mastery over casting minor magic. Select a 1st level spell you know - you can now cast that spell at will. At 20th level, you can select a single 1st or 2nd level spell to use with this ability.

ARCANE TEMPEST

At 20th level, when you deal damage with a spell, you cause maximum damage. Once you use this ability, you can't use it again until you take a short or long rest.

ARCANE ARCHER

An Arcane Archer studies a unique method of archery that weaves magic into attacks to produce supernatural effects. Arcane Archers are some of the most elite ranged warrior-mages. They stand watch over the fringes of domains, keeping a keen eye out for trespassers and using magic-infused arrows to defeat monsters and invaders before they can reach settlements.

ARCANE ARCHER LORE

At 3rd level, you learn magical theory or some of the secrets of nature — typical for practitioners of this martial tradition. You choose to gain proficiency in two of the three skills Arcana, Medicine or Nature. You also gain tool proficiency in either Smith's tools, Tinker's tools or Woodcarver's tools.

ARCANE SHOT

At 3rd level, you learn to unleash special magical effects with some of your shots. When you gain this feature, you learn two Arcane Shot options of your choice (see "Arcane Shot Options" below).

Once per turn when you fire an arrow from a bow or crossbow as part of the Attack action, you can apply one of your Arcane Shot options to that arrow. You decide to use the option when the arrow hits a creature, unless the option doesn't involve an attack roll.

You have a number of uses of this ability equal to your Proficiency bonus. You regain all uses of this ability with a long rest.

You gain an additional Arcane Shot option of your choice when you reach certain levels in this class: 7th, 10th, 15th, and 18th level. Each option also improves when you become an 18th-level fighter.

MAGIC ARROW

At 7th level, you gain the ability to infuse arrows with magic. Whenever you fire a nonmagical arrow from a bow or crossbow, you can make it magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. The magic fades from the arrow immediately after it hits or misses its target.

CURVING SHOT

At 10th level, you learn how to direct an errant arrow toward a new target. When you make an attack roll with a magic arrow and miss, you can use a bonus action to reroll the attack roll against the same or a different target within 60 feet of the original target.

EVER-READY SHOT

Starting at 15th level, your magical archery is available whenever battle starts. If you roll initiative and have no uses of Arcane Shot remaining, you regain one use of it.

ARCANE SHOT OPTIONS

The Arcane Shot feature lets you choose options for it at certain levels. The options are presented here in alphabetical order. They are all magical effects, and each one is associated with one of the schools of magic.

If an option requires a saving throw, your Arcane Shot save DC equals 8 + your proficiency bonus + your Intelligence modifier.

BANISHING ARROW

You use abjuration magic to try to temporarily banish your target to a harmless location in the Feywild. The creature hit by the arrow must also succeed on a Charisma saving throw or be banished. While banished in this way, the target's speed is 0, and it is incapacitated. At the end of its next turn, the target reappears in the space it vacated or in the nearest unoccupied space if that space is occupied.

After you reach 18th level in this class, a target also takes 2d6 force damage when the arrow hits it.

BEGUILING ARROW

Your enchantment magic causes this arrow to temporarily beguile its target. The creature hit by the arrow takes no damage, and choose one of your allies within 30 feet of the target. The target must succeed on a Wisdom saving throw, or it is charmed by the chosen ally for 1 minute. This effect ends early if the chosen ally attacks the charmed target, deals damage to it, or forces it to make a saving throw.

At 10th level, the charm increases to 10 minutes. The charm increases to 1 hour when you reach 18th level in this class.

BURSTING ARROW

You imbue your arrow with force energy drawn from the school of evocation. The energy detonates after your attack. Immediately after the arrow hits the creature, the target and all other creatures within 10 feet of it take 2d6 force damage each.

At 10th level, the arrow deals 3d6 force damage. The force damage increases to 4d6 when you reach 18th level in this class.

ENFEEBLING ARROW

You weave necromantic magic into your arrow. The creature hit by the arrow takes an extra 2d6 necrotic damage. The target must also succeed on a Constitution saving throw, or the damage dealt by its weapon attacks is halved until the start of your next turn.

At 10th level, the damage increases to 3d6. The necrotic damage increases to 4d6 when you reach 18th level in this class.

GRASPING ARROW

When this arrow strikes its target, conjuration magic creates grasping, poisonous brambles, which wrap around the target. The creature hit by the arrow takes an extra 2d6 poison damage, its speed is reduced by 10 feet, and it takes 2d6 slashing damage the first time on each turn it moves 1 foot or more without teleporting. The target or any creature that can reach it can use its action to remove the brambles with a successful Strength (Athletics) check against your Arcane Shot save DC. Otherwise, the brambles last for 1 minute or until you use this option again.

At 10th level, the damage for each increases to 3d6. The poison damage and slashing damage both increase to 4d6 when you reach 18th level in this class.

PIERCING ARROW

You use transmutation magic to give your arrow an ethereal quality. When you use this option, you don't make an attack roll for the attack. Instead, the arrow shoots forward in a line, which is 1 foot wide and 30 feet long, before disappearing. The arrow passes harmlessly through objects, ignoring cover. Each creature in that line must make a Dexterity saving throw. On a failed save, a creature takes damage as if it were hit by the arrow, plus an extra 1d6 piercing damage. On a successful save, a target takes half as much damage.

At 10th level, the line increases to 60 feet long. The piercing damage increases to 2d6 when you reach 18th level in this class.

SEEKING ARROW

Using divination magic, you grant your arrow the ability to seek out a target. When you use this option, you don't make an attack roll for the attack. Instead, choose one creature you have seen in the past minute. The arrow flies toward that creature, moving around corners if necessary and ignoring three-quarters cover and half cover. If the target is within the weapon's range and there is a path large enough for the arrow to travel to the target, the target must make a Dexterity saving throw. Otherwise, the arrow disappears after traveling as far as it can. On a failed save, the target takes damage as if it were hit by the arrow, plus an extra 1d6 force damage, and you learn the target's current location. On a successful save, the target takes half as much damage, and you don't learn its location.

At 10th level, the target receives no save against the attack. The force damage increases to 2d6 when you reach 18th level in this class.

SHADOW ARROW

You weave illusion magic into your arrow, causing it to occlude your foe's vision with shadows. The creature hit by the arrow takes an extra 2d6 psychic damage, and it must succeed on a Wisdom saving throw or be unable to see anything farther than 5 feet away until the start of your next turn.

At 10th level, the psychic damage increases to 3d6. The psychic damage increases to 4d6 when you reach 18th level in this class.

ARCANE BLADE

The arcane blade is a battlemage who adopts the school of the blade and seeks to perfect their mastery of the martial side of their duality, focusing on their preferred weapon as a conduit of their martial magic.

ARMORED

At 3rd level, you gain proficiency in Medium armor and shields.

WEAPON BOND

At 3rd level, you learn a ritual that creates a magical bond between yourself and one weapon. You perform the ritual over the course of 1 hour, which can be done during a short rest. The weapon must be within your reach throughout the ritual, at the conclusion of which you touch the weapon and forge the bond. Once you have bonded a weapon to yourself, you can't be disarmed of that weapon unless you are incapacitated. If it is on the same plane of existence, you can summon that weapon as a bonus action on your turn, causing it to teleport instantly to your hand.

You can have up to two bonded weapons, but you must perform the ritual to bond them separately. If you are bonded to two weapons of the same type and they are one-handed (such as two daggers or two short swords), you can summon them as a single bonus action, otherwise they must be summoned individually with separate bonus actions.

If you attempt to bond with a third weapon, you must break the bond with one of the other two.

WAR MAGIC

Beginning at 7th level, your weapons are treated as magical for the purposes of overcoming resistance.

ARCANE STRIKE

At 10th level, you learn how to make your weapon strikes undercut a creature's resistance to your spells.

When you hit a creature with a weapon attack, that creature has disadvantage on the next saving throw it makes against a spell you cast before the end of your next turn.

ARCANE CHARGE

At 15th level, you gain the ability to teleport up to 30 feet to an unoccupied space you can see as a bonus action. Once you use this ability, you cannot use it again until you take a short or long rest.

IMPROVED WAR MAGIC

Starting at 18th level, when you use your action to cast a spell, you can make two weapon attacks as a bonus action.

BLADESINGER

Bladesingers master a tradition of wizardry that incorporates swordplay and dance. Originally created by elves, this tradition has been adopted by non-elf practitioners, who honor and expand on the elven ways.

In combat, a bladesinger uses a series of intricate, elegant maneuvers that fend off harm and allow the bladesinger to channel magic into devastating attacks and a cunning defense. Many who have observed a bladesinger at work remember the display as one of the more beautiful experiences in their life, a glorious dance accompanied by a singing blade.

TRAINING IN WAR AND SONG

At 3rd level, you gain proficiency in the Performance skill. If you already have proficiency, you may add twice your proficiency bonus to Performance skill checks instead.

BLADESONG

Starting at 3rd level, you can invoke an elven magic called the Bladesong, provided that you aren't wearing medium or heavy armor or using a shield. It graces you with supernatural speed, agility, and focus.

You can use a bonus action to start the Bladesong, which lasts for 1 minute. It ends early if you are incapacitated, if you don't wear medium or heavy armor or a shield, or if you use two hands to make an attack with a weapon. You can also dismiss the Bladesong at any time (no action required).

While your Bladesong is active, you gain the following benefits: __

- You gain a bonus to your AC equal to your Intelligence modifier (minimum of +1).
- Your walking speed increases by 10 feet.
- You have advantage on Dexterity (Acrobatics) checks and Dexterity (Performance) checks.
- You gain a bonus to any Constitution saving throw you make to maintain your concentration on a spell. The bonus equals your Intelligence modifier (minimum of +1).

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses of it when you finish a long rest.

SONG OF DEFENSE

At 10th level, you can direct your magic to absorb damage while your Bladesong is active. When you take damage, you can use your reaction to expend one spell slot and reduce that damage to you by an amount equal to five times the spell slot's level.

SONG OF VICTORY

At 15th level, you can add your Intelligence modifier (minimum of +1) to the damage of your melee weapon attacks while your Bladesong is active.

POTENT BLADESONG

At 18th level, your performance in battle allows you to sustain your magic. While performing a bladesong, you can maintain concentration on up to two spells at once. If you cease your bladesong, you choose which spell to maintain concentration on and the other ends immediately.

CHI WARRIOR

The chi warrior uses his inner strength to manifest supernatural powers and martial abilities, granting them superhuman fighting powers.

COMBAT SUPERIORITY

At 3rd level, you learn maneuvers that are fueled by special dice called superiority dice.

Maneuvers. You learn two maneuvers of your choice, which are detailed under "Maneuvers" under the Fighter Battlemaster subclass. Many maneuvers enhance an attack in some way. You can use only one maneuver per attack.

You learn one additional maneuver of your choice at 7th, 10th, and 15th level. Each time you learn new maneuvers, you can also replace one maneuver you know with a different one.

Superiority Dice. You have three superiority dice, which are d6s. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a short or long rest.

You gain another superiority die at 7th level and one more at 15th level.

Saving Throws. Some of your maneuvers require your target to make a saving throw to resist the maneuver's effects. You use your spell save DC for these maneuvers.

INNER STRENGTH

Starting at 7th level, you can transform unused spell slots into superiority dice. You can expend a spell slot up to your proficiency modifier for a number of superiority dice equal to the level of the spell slot expended. Once you use this ability, you cannot use it again until you take a long rest.

IMPROVED COMBAT SUPERIORITY

At 10th level, your superiority dice turn into d10s. At 18th level, they turn into d12s.

RELENTLESS

Starting at 15th level, when you roll initiative and have no superiority dice or spell slots remaining, you can expend one or more hit dice (up to your proficiency modifier) to regain an equal number of superiority dice or recover a single spell slot of a spell level equal to the number of hit dice expended.

INNER WARRIOR

Starting at 18th level, when you start a round of combat without a superiority die, you gain one superiority die.

DEATH WARRIOR

The death warrior is part necromancer and part warrior. They do not fear death and instead seek to overcome it by outlasting any mortal opponent. Likewise, they are eager to add those they have overcome to their own legion, making them even stronger in death.

DEATH STRIKE

Starting at 2nd level, when you hit a creature with a melee weapon attack, you can expend one spell slot to deal necrotic damage to the target, in addition to the weapon's damage.

The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is a celestial.

DEATHLY RESISTANCE

At 7th level, as a reaction when attacked you can gain resistance to bludgeoning, piercing and slashing damage from non-magical weapons for 1 minute. Once you use this ability, you cannot use it again until you take a long rest.

SUMMON THE LEGION

At 10th level, you add the spell *Animate Dead*, *Feign Death* and *Speak With Dead* to your list of known spells.

Furthermore, when you use the spell *Animate Dead*, you do not need a corpse to create the undead.

STRENGTH OF THE LEGION

At 15th level, as an action you can choose an undead you created that is within 30 feet of you. The undead is reduced to 0 hit points and crumbles to dust and you gain temporary hit points equal to half the hit points the destroyed undead lost.

Also at 15th level, you add *Create Undead* to your list of known spells.

TIDE OF DEATH

At 18th level, you can summon an unstoppable legion of death to deal with your enemies. As an action, you cause undead to erupt from the earth and call spirits to your location. All enemies within 60 feet treat the terrain around you as obscured and difficult terrain. If they start their turn in the area of effect, they must make a Dexterity saving throw. On a failure, they are restrained until the end of their turn and take 2d8 slashing damage as they are seized by the rising undead. If they end their turn in the area of effect, they must make a Constitution saving throw. On a failure, they take 2d8 necrotic damage as the incorporeal spirits tear through them. This area of effect moves with you and lasts for up to one minute, taking your concentration.

Once you use this ability, you cannot use it again until you take a long rest.

DUSKBLADE

Duskblades are mysterious masters of magic, stealth and martial skill. They live on the fringe of society, using their skills against the secret enemies of the world - fighting from the shadows, as it were.

SNEAK ATTACK

At 3rd level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

The amount of the extra damage increases as you gain levels in this class, as shown in the Sneak Attack table below.

Level	Sneak Attack
3rd - 5th	1d6
6th - 9th	2d6
10th - 12th	3d6
13th - 15th	4d6
16th - 19th	5d6
20th	6d6

BLEND WITH SHADOW

At 7th level, you have mastered the art of becoming unseen. When you are in an area of dim light or darkness, you can take an action to become invisible. The invisibility lasts for up to 1 hour x your proficiency modifier, you attack or cast a spell targeting a hostile creature or enter an area of bright light.

Once you use this ability, you cannot use it again until you take a long rest.

SHADOW SHIELD

At 10th level, the darkness becomes an ally. As a bonus action or reaction, you can cloak yourself in darkness. The 5 foot area around you is treated as having no illumination, and this area of darkness moves with you. This effect lasts for up to 1 minute or until you choose to end it. Once you use this ability, you cannot use it again until you take a short or long rest.

SHADOW STRIKE

At 15th level, you gather shadow into a potent weapon. When you are in an area of dim light or darkness, as an action you can make a ranged spell attack with a range of 120 feet that deals 2d8 necrotic damage on a hit, or 4d8 necrotic damage if the target is dim light or darkness. This attack can be used to make a sneak attack.

MASTER OF SHADOW

At 18th level, you can sneak attack with cantrips or spells that use a melee spell attack or ranged touch attack if you are in dim light or darkness.

GISH

The gish is a mercenary sellsword who augments their martial abilities with magical spells and attacks. These individuals travel the world selling their service for coin or perhaps attaching themselves city guard forces or armies where their skill is useful.

ARMORED

At 3rd level, you gain proficiency with all armors and shields.

ARCANE BLOW

At 3rd level, choose an elemental attunement - acid, cold, fire, lightning, force or thunder. When you hit a creature with a weapon attack, you can expend one eldritch warrior spell slot to deal extra damage to the target of the type you are elementally tuned to, in addition to the weapon's damage.

The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8.

ARCANE RECOVERY

At 7th level, when you take a short rest you can recover a number of used spell slot levels equal to your proficiency modifier. For example, at 15th level, you could recover one 5th level, a 4th level spell and 1st level spell, a 3rd level spell and a 2nd level spell or a 2nd level spell and three 1st level spells. Once you use this ability, you cannot use it again until you take a long rest.

SPELL COUNTER

At 10th level, as a reaction when you are targeted by a spell by a spellcaster within 60 feet, you can cast *Counterspell* without expending a spell slot. Once you use this ability, you cannot use it again until you take a long rest.

ARCANE RESISTANCE

At 15th level, as a reaction when you are struck by an elemental attack you are attuned to, you gain immunity to the attack and on your next attacks on your turn can add 2d6 damage of the same element type. Once you use this ability, you cannot use it again until you take a long rest.

ARCANE POWER

At 18th level, you can perform a ritual that can imbue one of your known 1st, 2nd or 3rd level spell that uses a melee spell attack or ranged spell attack into your weapon. Thereafter, you can use a matching spell slot to cast the spell as an 8th level spell as long as you wield the weapon. You can change the imbued spell after a long rest.

GOLEMBOUND

The golembound is a warrior who has imparted part of his own soul into an artificial construct that acts as a fighting partner and companion.

ARCANE GOLEM

At 3rd level, you construct an artificial warrior known as an arcane golem. It's friendly to you and your companions, and it obeys your commands. See its game statistics in the Arcane Golem stat block, which uses your proficiency bonus (PB) in several places. You determine the creature's appearance. It can be humanoid or mimic the shape of a mundane, non-flying beast; your choice has no effect on its game statistics.

The golem is proficient in all weapons, and shields. It may make weapon attacks instead of its slam attack if you so choose. If the golem utilizes a weapon to attack, that attack is not inherently magical.

In combat, the golem shares your initiative count, but it takes its turn immediately after yours. It can move and use its reaction on its own, but acts on the last orders it was given, unless you take a bonus action on your turn to command it to take another action. That action can be one in its stat block or some other action. If you are incapacitated, the golem continues to follow the last order it was given.

If the *mending* spell is cast on the golem, it regains 2d6 hit points. If it has died within the last hour, you can use your smith's tools as an action to revive it, provided you are within 5 feet of it and you expend a spell slot of 1st level or higher. The golem returns to life after 1 minute with all its hit points restored.

At the end of a long rest, you can create a new golem if you have smith's tools with you. If you already have a golem from this feature, the first one immediately perishes. The golem also perishes if you die.

SPELL SHARING

At 7th level, when you cast a spell that affects yourself, you can choose to also have it affect your Arcane Golem as well, as long as it is within 120 feet of you at the time of casting. Also, if you cast a spell that requires your concentration, you can choose to have your Golem concentrate on the spell instead.

GOLEM PUMMELING

At 10th level, Your golem can strike twice with its slam attack when taking the attack action.

GOLEM CASTING

At 15th level, when your arcane golem is within 120 feet of you as an action it can cast a spell that you know, expending one of your appropriate spell slots when doing so. You must issue the golem an order to cast the spell for it to use this ability.

Also, the golem's slam attack increases to deal 2d8 + 3 bludgeoning damage.

MIGHTY GOLEM

At 18th level, as a reaction the golem can absorb one spell it has been targeted by. The golem is unaffected by the spell and if you are within 30 feet of the golem, you can instead regain spell slots equal to the level of the spell cast at the golem. Once you use this ability, you cannot use it again until you take a long rest.

ARCANE GOLEM

Medium Construct, unaligned

Armor Class 13 + your PB (natural armor)

Hit Points 7 x your Eldritch Warrior level (The golem has a number of hit dice [d8s] equal to your Eldritch Warrior level)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	3 (-4)	10 (+0)	1 (-5)

Damage Immunities Poison

Condition Immunities Charmed, exhausted, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages you speak

Challenge - Proficiency Bonus(PB) equals your bonus

Actions

Slam. *Melee Weapon Attack:* 3 + PB to hit, reach 5 ft., one target it can see. *Hit:* 1d8 + 3 bludgeoning damage. This is treated as a magical attack.

Reaction

Protector. The golem can transfer the target of an attack to itself, granted it is within 10 feet of the original target.

JANISSARY

The janissary is steeped in elemental and genie magic traditions. Originally trained as guardians to elemental masters, they sometimes travel forth to stop threats before they make it to their elemental homelands.

MARTIAL SKILL

At 3rd level, you gain proficiency with Medium armor and Shields. Likewise, you can take one of the following feats (you must still meet any prerequisites):

- Alert, Athlete, Charger, Defensive Duelist, Dual Wielder, Durable, Elemental Adept, Great Weapon Master, Heavily Armored, Heavy Armor Master, Mage Slayer, Martial Adept, Medium Armor Master, Mounted Combatant, Polearm Master, Resilient, Savage Attacker, Sentinel, Sharpshooter, Shield Master, Spell Sniper, Tough, or War Caster.

ELEMENTAL IMBUEMENT

At 7th level, you choose to bind yourself to one of the following elements - acid, cold, fire, lightning, or thunder.

Thereafter, as a bonus action you can endow a single weapon in your possession with elemental energy. On a hit, you deal an additional 1d6 damage of the elemental type you have chosen. Your weapon remains empowered for one minute, and it consumes your concentration while so affected.

Likewise, when you cast a spell with the given element, you add your eldritch warrior level to the damage dealt by the spell.

ELEMENTAL PROTECTION

At 10th level, you gain damage resistance to the element you aligned yourself with at 7th level. Furthermore, a number of times per day equal to your Intelligence modifier, as a reaction you can grant yourself or an ally you can see within reach immunity to the element you chose at 7th level.

ELEMENTAL POWER

At 15th level, when you use your elemental protection to negate damage on yourself, you can choose to heal yourself for a number of hit points equal to half the damage you would have taken. Once you use this ability, you cannot use it again until you take a long rest.

PLANE SHIFT

At 18th level, you can cast the spell *Plane Shift* to travel to the Ethereal or an elemental plane of your choice, without the need for spell components. Once you use this ability, you cannot use it again until you take a long rest.

MYSTIC WARRIOR

The mystic warrior is a militant philosopher whose skill with a weapon is equally matched with their wit. Through rigorous drills and studies the mystic warrior seeks to sharpen their mind as well as their body, making them one with weapon in hand.

MYSTIC SPELLS

You add the following spells to your known spell list at the level indicated.

Level	Spell
3rd	<i>Mage Hand, Charm Person</i>
5th	<i>Enhance Ability, Suggestion</i>
9th	<i>Haste, Major Image</i>
13th	<i>Charm Monster, Compulsion</i>

MENTAL WARRIOR

At 3rd level, when you make a weapon attack, you can use your Intelligence instead of your Strength to hit and damage.

Furthermore, as a bonus action you can animate your weapon to attack independently of you. This requires your concentration, but the weapon can move at a rate of up to 30 feet (up to 90 feet away from you) and attacks using your spell attack modifier to hit.

DEFLECTION

At 7th level, you can deflect mundane and magical attacks made against you. As a reaction, when you are hit with a ranged weapon or ranged spell attack, you can reduce the damage by 1d10 + your proficiency modifier. You can expend a spell slot to increase the amount of damage reduction. For each spell level of the spell you expend you can further reduce the damage by 1d10. If you expended a spell and reduce the damage to 0 or less, you reflect the attack back at the attacker, who takes 1d6 force damage per spell level you expended.

MIND TRICKS

At 10th level, you may cast a spell gained from your Mystic spell ability without expending a spell slot as a spell of the highest slot you can cast. Once you use this ability you cannot use it again until you take a long rest.

ARCANE LOCKDOWN

At 15th level, you can use your Concentration to incapacitate an opponent. As an action that consumes your concentration, you can make a ranged spell attack against a Large or smaller target within 120 feet. On a hit, the target is incapacitated and takes 2d6 psychic damage at the start of each of its subsequent turns. At the end of the target's turn, it can make a Wisdom saving throw to end the condition. Once you use this ability, you cannot use it again until you take a long rest.

IMAGE OF POWER

At 18th level, when you use the spell *Project Image* you can cast spells through the image as if it were you and you can choose to physically interact with objects as if you were manifested at the location.

SORCEROUS BLADE

The arcane school of sorcery focuses its ability on primarily arcane pursuits in tandem with martial prowess. Whether displaying an innate or learned talent for spells, these individuals wield powerful spells while protected by physical armor and martial talent.

METAMAGIC

At 3rd level, you gain the ability to twist your spells to suit your needs. You gain two of the following Metamagic options of your choice. You can choose the same metamagic more than once. You gain another one at 9th and 17th level.

You can use only one Metamagic option on a spell when you cast it, unless otherwise noted.

Careful Spell When you cast a spell that forces other creatures to make a saving throw, you can protect some of those creatures from the spell's full force. Once per short rest, when you cast a spell you can choose a number of those creatures up to your Intelligence modifier (minimum of one creature). A chosen creature automatically succeeds on its saving throw against the spell.

Distant Spell Once per short rest, When you cast a spell that has a range of 5 feet or greater you can double the range of the spell. If the spell you cast a spell that has a range of touch, you can instead make the range of the spell 30 feet.

Empowered Spell Once per short rest, when you roll damage for a spell, you can reroll a number of the damage dice up to your Intelligence modifier (minimum of one). You must use the new rolls. You can use Empowered Spell even if you have already used a different Metamagic option during the casting of the spell.

Extended Spell Once per short rest, when you cast a spell that has a duration of 1 minute or longer, you can double its duration. If the spell is still active after taking a short rest, you can continue to extend the spell by expending this ability on the active spell, up to a maximum duration of 24 hours.

Heightened Spell Once per long rest, when you cast a spell that forces a creature to make a saving throw to resist its effects, you can give a number of targets of the spell equal to your Intelligence modifier (minimum one) disadvantage on its first saving throw made against the spell.

Quickened Spell Once per long rest, when you cast a spell that has a casting time of 1 action, you can change the casting time to 1 bonus action for this casting.

Subtle Spell Once per short rest, when you cast a spell, you can cast it without any somatic or verbal components.

Twinned Spell Once per long rest, when you cast a spell that targets only one creature and doesn't have a range of self, you can target a second creature in range with the same spell.

ELDRITCH SMITE

At 7th level, when you hit a creature with a melee or ranged weapon attack, you can expend one battlemage spell slot to deal force damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8.

SORCEROUS AURA

At 10th level, you radiate a magical aura that harms your foes. Choose a damage type when you select this feature - acid, cold, fire, lightning, poison, necrotic or thunder.

As a bonus action, you can activate your aura. Enemies within 10 feet of you that start their turn in the aura suffer 1d8 + your spellcasting modifier damage of the type chosen for your aura. The aura lasts for one minute. Once you use this ability, you must take a long rest to use it again.

EVOCATION MASTERY

At 15th level, you have achieved such mastery over certain evocation spells that you can cast them at will. Choose a 1st-level evocation spell and a 2nd-level evocation spell that you know. You can cast those spells at their lowest level without expending a spell slot, at will. If you want to cast either spell at a higher level, you must expend a spell slot as normal.

SORCEROUS FURY

At 18th level, you can unleash a furious aura of deadly magic. As an action, all enemies within 60 feet of you must make a Dexterity saving throw versus your spellcasting DC. On a failure, they take 14d6 force damage, can be moved up to 15 feet in a direction of your choice and are knocked prone. On a success, they take half damage. Once you use this ability, you cannot use it again until you take a long rest.

BATTLEMAGE

CANTRIPS (0 LEVEL)

Arcane Bolt (M)
Blade Ward
Booming Blade (T)
Brilliant Beam (M)
Chill Touch
Cut (M)
Eldritch Blast
Fire Bolt
Flaming Weapon (M)
Frostbite (X)
Frozen Weapon (M)
Green-flame Blade (T)
Knives of Teclis (M)
Lightning Lure (T)
Lighting Weapon (M)
Mage Hand
Prestidigitation
Ray of Frost
Resistance
Sharpen Blade (M)
Shocking Grasp
Sword Burst (T)
Thunderclap (X)
Taunt (M)
True Strike
Unerring Strike (M)
Warding

1ST LEVEL

Absorb Elements (X)
Burning Hands
Catapult (X)
Detect Magic
Disguise Self
Expedious Retreat
False Life
Feather Fall
Find Familiar
Fog Cloud

Grease
Ice Knife (X)
Immolate (M)
Jump
Longstrider
Mage Armor
Magic Missile
Protection from Evil and
 Good
Shield
Thunderwave
Uncanny Balance (M)
Unseen Servant
Witch Bolt

2ND LEVEL

Aganazzar's Scorcher (X)
Alter Self
Bind
Blindness/Deafness
Blur
Cloud of Daggers
Crown of Madness
Crystal Dagger
Dragon's Breath (X)
Electrocute (M)
Enlarge/Reduce
Flaming Sphere
Freeze (M)
Hold Person
Invisibility
Levitate
Magic Weapon
Melf's Acid Arrow
Mirror Image
Misty Step
Scorching Ray
Shadow Blade (X)
Shatter
Snilloc's Snowball Swarm (X)
Spider Climb

Web

3RD LEVEL

Blink
Counterspell
Enemies Abound (X)
Fear
Fireball
Flame Arrows (X)
Fly
Haste
Lightning Bolt
Melf's Minute Meteors (X)
Nondetection
Phantom Steed
Protection from Energy
Slow
Stinking Cloud
Vampiric Touch
Wall of Sand (X)
Wall of Water (X)

4TH LEVEL

Blight
Confusion
Dimension Door
Elevation
Evard's Black Tentacles
Fire Shield
Greater Invisibility
Ice Storm
Locate Creature
Mordenkainen's Faithful
 Hound
Polymorph
Shout (M)
Sickening Radiance (X)
Stoneskin
Storm Sphere (X)
Vitriolic Sphere (X)
Wall of Fire

5TH LEVEL

Cloudkill
Cone of Cold
Dominate Person
Hold Monster
Immolation (X)
Passwall
Seeming
Skill Empowerment (X)
Steel Wind Strike (X)
Wall of Light (X)
Wall of Force
Wall of Stone

6TH LEVEL

Chain Lightning
Circle of Death
Disintegrate
Drawmij's Instant Summons
Eyebite
Flesh to Stone
Globe of Invulnerability
Investiture of Flame (X)
Investiture of Ice (X)
Investiture of Stone (X)
Investiture of Wind (X)
Otiluke's Freezing Sphere
Sunbeam
Tenser's Transformation (X)
Wall of Ice

7TH LEVEL

Crown of Stars (X)
Delayed Blast Fireball
Etherealness
Finger of Death
Forcecage
Mordenkainen's Sword
Prismatic Spray
Reverse Gravity
Teleport
Whirlwind (X)

SPELLS

ARCANE BOLT

Evocation Cantrip

Casting Time: 1 action

Range: 120 ft.

Components: V, S

Duration: Instantaneous

You cause magic bolts of force to hurl from your outstretched hand to strike your enemies. Choose a number of targets equal to your proficiency modifier plus one (you can choose the same target more than once) and make a ranged spell attack. On a hit, the target takes 1d4 force damage per bolt it is struck by.

BRILLIANT BEAM

Evocation Cantrip

Casting Time: 1 bonus action

Range: Self (10 ft. beam)

Components: V, S, M (a bit of coal)

Duration: 1 minute

You create a beam of brilliant light that projects from your hand out to a distance of 10 feet in a 3 foot diameter. As an action, you make a ranged spell attack against a number of targets equal to your proficiency modifier. On a hit, the target is blinded and can take no reactions until the end of its next turn.

CUT

Alteration Cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

With this spell you can touch unattended items to cut or slash them - such as ropes, candles, delicate changes or other objects of up to 1 inch thickness. If you make a melee spell attack against living creatures or attended items, you deal 1d6 slashing damage.

ELECTROCUTE

2nd level Evocation

Casting Time: 1 action

Range: 120 ft.

Components: V, S

Duration: Instantaneous

You point at a target, who is wreathed in crackling lightning. The target makes a Dexterity saving throw. On a failure, the target takes 4d10 lightning damage. On a successful save, the target takes half damage.

At higher levels. For every level above 2nd, the target takes an additional 2d10 lightning damage.

FLAMING WEAPON

Evocation Cantrip

Casting Time: 1 bonus action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You enchant a weapon or piece of ammunition in your possession. On a successful hit, the weapon deals an additional 1d6 fire damage. The weapon can ignite flammable materials.

At Higher Levels. At 10th level, you deal an additional 1d6 fire damage.

FREEZE

2nd level Evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You choose a target in range that you can see, who is surrounded by a flurry of ice and snow. The target must make a Dexterity saving throw. On a failure, the target takes 4d10 cold damage and their speed is reduced by 10 feet. On a success, the target takes half damage.

At Higher Levels. For each spell level you cast this spell above 2nd, it deals an additional 2d10 cold damage. At 5th level or higher a target that fails its saving throw cannot take bonus actions or reactions for 1 minute or until it makes a successful Constitution saving throw.

FROZEN WEAPON

Evocation Cantrip

Casting Time: 1 bonus action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You enchant a weapon or a piece of ammunition in your possession. On a successful hit, the weapon deals an additional 1d4 cold damage and the target's Speed is reduced by 10 feet.

At Higher Levels. At 10th level, you deal an additional 1d4 cold damage and reduce the target's Speed by half.

IMMOLATE

2nd level Evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You select a target in range, who is engulfed in flames. The target must make a Dexterity saving throw. On a failure, the target takes 4d10 fire damage. On a successful save, the target takes half damage. The spell can ignite combustible materials or objects.

At Higher Levels. For every level above 2nd, the target takes an additional 2d10 fire damage.

KNIVES OF TECLIS

1st level invocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You select a number of targets equal to your proficiency modifier in range, and make a ranged spell attack against each. On a hit, the target take 1d4 + your spellcasting modifier lightning damage.

LIGHTNING WEAPON

Evocation Cantrip

Casting Time: 1 bonus action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You enchant a weapon or a piece of ammunition in your possession. On a successful hit, the weapon deals an additional 1d4 lightning damage and the target suffers disadvantage on it's next ability check or attack roll.

At Higher Levels. At 10th level, you deal an additional 1d4 lightning damage.

SHARPEN BLADE

Transmutation Cantrip

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (a whetstone)

Duration: 1 round

You enchant a weapon that deals piercing or slashing damage with extra sharpness. The weapon deals extra damage on a hit equal to your spellcasting modifier.

UNCANNY BALANCE

1st Level Alteration

Casting Time: 1 action

Range: Touch

Components: V, S, M (hoof of a mountain goat)

Duration: 1 minute

You touch a target when casting this spell, giving them the uncanny ability to avoid being tipped over. For the duration of the spell, the target is immune to being knocked prone and gains advantage on all Acrobatic (Dexterity) checks to keep their balance.

UNERRING STRIKE

Divination Cantrip

Casting Time: 1 bonus action

Range: 30 feet

Components: S

Duration: Instantaneous At the start of your turn, you point at a target you can see in range, who faintly luminences as you gain supernatural insight into their defenses. Your speed is reduced to 0, but on the your next attack, you gain advantage on your first attack roll against the target.