

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 RENAISSANCE 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 disciples 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 the First Circle, or more commonly, the First Aegis. The following benefits are yours as long as you have any Swordmage Aegis feature active. As part of a short or long rest, or as a 1 hour ritual, you can adopt an Aegis. The Aegis lasts until you end it, or you fall unconscious.

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 armor, you can still use your intelligence in place of dexterity when calculating your armor class.

AETHER ATTUNEMENT

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, along with your training, means that you are proficient with unarmed strikes, and your unarmed strikes deal damage as shown in the Swordmage Class Table, under the Aether Strike Damage heading. You also gain the following benefits.

- Your Aether 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 a melee spell attack or an unarmed 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.

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.

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.

PREPARING AND CASTING SPELLS

The swordmage class table show the level of spells you can learn, how many Aether you can spend on a single spell, and how many cantrips you know, under the Esoteric Technique Level heading. Your total Aether is shown under Aether. You regain all expended aether when you finish a long rest. A number of times per day equal to your proficiency modifier, you can perform a meditative ritual to regain all of your aether without taking a long rest. This ritual requires 10 minutes wherein you are not physically straining yourself, and you must maintain concentration throughout the duration of the ritual.

You prepare the list of swordmage spells that are available for you to cast. To do so, choose a number of swordmage spells from your spellbook equal to your spellcasting modifier + your swordmage level (minimum of one spell).

For example, if you're a 5th-level swordmage, you have five aether points, and you can learn spells of up to 2nd level. With an Intelligence of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination, chosen from your spellbook. If you prepare the 1st-level spell magic missile, you can cast it using 1 or 2 aether. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of swordmage spells requires time spent studying your spellbook and memorizing the incantations and gestures you must make to cast the spell: at least 1 minute per spell level for each spell on your list. Spellcasting Ability

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. You don't need to have the spell prepared.

SPELLCASTING FOCUS

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

LEARNING SPELLS OF 1ST LEVEL AND HIGHER

Each time you gain a swordmage level, you can add two swordmage spells of your choice to your spellbook for free. Each of these spells must be of a level you can learn, as shown on the Swordmage table. On your adventures, you might find other spells that you can add to your spellbook (see the "Your Spellbook" sidebar).

YOUR MANUAL ESOTERICA

The spells that you add to your spellbook as you gain levels reflect the arcane research you conduct on your own, as well as intellectual breakthroughs you have had about the nature of the multiverse. You might find other spells during your adventures. You could discover a spell recorded on a scroll in an evil wizard's chest, for example, or in a dusty tome in an ancient library.

Copying a Spell into the Book. When you find a wizard 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 wizard 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.

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 you understand your own notation and 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 the spells that you have prepared into a new spellbook. Filling out the remainder of your spellbook requires you to find new spells to do so, as normal. For this reason, many wizards keep backup spellbooks in a safe place.

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.

ESOTERIC TECHNIQUES

At 2nd level, you learn the following Esoteric Techniques. You will learn more as you level, including from your Order of choice.

• 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, in feet. While the effect lasts, you can take the Dash or Disengage 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.

You can spend 2 Aether when using this Technique against a creature. If you do so, 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

Immediately after you take the Attack action on your turn, you can spend 1 aether point to make two aether strikes as a bonus action.

• Aegis Defense

You enter a state of defense as a bonus action, taking the Dodge action. While in this state, if you or an ally within a number of feet equal to your unarmored movement speed bonus is dealt damage, you can teleport up to your speed toward them and make a single aether strike, as a reaction.

• 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 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, above, as if learning a new spell during play.

UNARMORED MOVEMENT

Starting at 2nd level, your speed increases by 10 feet while you are not wearing medium or heavy armor. This bonus increases by 5ft for every 4 swordmage level you gain.

At 9th level, you gain the ability to move along vertical surfaces and across liquids on your turn without falling during the move.

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, 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 you are proficient with. 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 can use your action to end one effect on yourself that is causing you to be charmed or frightened.

UNARMORED MOVEMENT IMPROVEMENT

At 9th level, you gain the ability to move along vertical surfaces and across liquids on your turn without falling during your move.

SCHOOL FEATURE

Beginning at 10th level, the class gains a substantial boost in power, determined by their School.

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.

HERMETIC SCHOLAR

Starting at 13th level, you can read any nonmagical script and understand any spoken language, you add double your proficiency bonus to checks made to determine the meaning of a written cipher or riddle. You can teach another creature a language in half the time it would normally take them to learn on their own, and do so at no cost.

AEGIS MASTERY

school 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 gain proficiency in all 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 ARMAMENTS

At level 18, your Aether 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

This 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.

ELEMENTAL AEGIS

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 learn its associated Techniques.

Aegis of Air. (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 (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 (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 (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 plus 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	Chocolate Chip
10th	2 or lower
14th	3 or lower
17th	4 or lower

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 ALLIGNED

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

Earth 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 activate a third Aegis, which 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.