



# 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. She lets out a challenging shout as the great beast charges toward her, the unstoppable force about to meet the unmoving 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 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	Features
1st	+2	-	-	Aegis, Aether Weapon, Manual Esoterica
2nd	+2	2	1	Student of The World, Ritual of Aether Binding, Esoteric Techniques
3rd	+2	3	1	Hermetic School Choice
4th	+2	4	1	Ability Score Improvement
5th	+3	5	2	Tier Upgrade
6th	+3	6	2	Rock
7th	+3	7	2	Archetype Rock
8th	+3	8	2	Ability Score Improvement
9th	+4	9	3	Rock
10th	+4	10	3	Archetype Rock
11th	+4	11	3	Tier Upgrade
12th	+4	12	3	Ability Score Improvement
13th	+5	13	4	Rock
14th	+5	14	4	Rock
15th	+5	15	4	Archetype Rock
16th	+5	16	4	Ability Score Improvement
17th	+6	17	5	Tier Upgrade
18th	+6	18	5	Archetype Rock
19th	+6	19	5	Ability Score Improvement
20th	+6	20	5	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:** Caligrapher'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 caligrapher'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.

You learn the Aegis of Absorption Esoteric Technique. You can .

## AETHER WEAPON

At first level, you bind either a pair of weapons that lack the heavy property, one weapon with the heavy property, or one weapon lacking the heavy property and a shield, to you in a complex ritual known only to Swordmages. This weapon is part of you, and gains the ability to channel your Aegis and Aether.

Your Aether Weapons can be used as an arcane focus for any Technique that involves 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 against the same target, or a second target within 15 ft of the first target. The damage of the attack is equal to 1d6+your intelligence modifier, and is of the same type as the first 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. You gain the Ritual Casting trait, and learn up to 3 level 1 spells with the ritual tag from the Esoteric Techniques list at the end of this document.

If you come across a spell or technique in written form, such as a magical spell scroll or a wizard's spellbook, or find an individual who has mastered a technique or ritual and is willing to teach it to you, you might be able to add it to your ritual book. The spell or technique must be on the Esoteric Techniques list, it must be of a level you can cast. The process of copying the technique into your Manual Esoterica takes 2 hours per level of the technique, and costs 50 gp per level. The cost represents material components you expend as you experiment with the technique to master it, as well as the fine inks you need to record it.

## RITUAL OF AETHER-BINDING

Beginning at level 2, you gain a pool of Aether points, which can be used to fuel special abilities, some of which are based upon your Aegis. Most Esoteric Techniques require you to spend Aether each time you use them.

## ESOTERIC TECHNIQUES

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

- **Close The Circle** - As an action you spend 1 Aether to enhance your Aegis to gather Aether from the casting of magical energy, which lasts until you start a short or long rest, or fall unconscious. When you use the Aegis of Absorption technique and spend Aether, you can choose to forgo the damage bonus, and instead roll 1d6. If you roll a 5 or 6, you regain 1 Aether.
- **Sigils of Eldritch Might** - As a bonus action you spend 1 Aether to fill your body with power. You can add your intelligence modifier to your strength for the purposes of determining your lift, drag, and carry limits, add your Intelligence Score to your jump height and distance, and to your walking speed, in feet. This effect lasts for 1 minute.
- **Deductive Observation** - As a bonus action, you can make an Intelligence (Investigation) 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 1 Aether when using this Technique. If you do so, the target has disadvantage on saving throws imposed by you and on attacks against you, either for 1 minute or until you use this ability against another target, or you can gain a vision of the target concerning events within the last 24 hours.

You also learn 2 other Esoteric Techniques of your choice, which are detailed in the "Esoteric Techniques" section at the end of this document. 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. The maximum level of technique that you can learn is shown in the Esoteric Technique Level column of the Swordmage class table.

## CASTING SPELLS AS TECHNIQUES

Some techniques allow you to cast spells. See the Spellcasting section for the general rules of spellcasting. To cast one of these spells, you use its casting time and other rules, but you don't need to provide material components for it.

Once you reach 5th level in this class, you can spend additional aether to increase the level of an esoteric technique spell that you cast, provided that the spell has an enhanced effect at a higher level. The spell's level increases by 1 for each additional aether you spend. For example, if you are a 5th-level swordmage cast the Aegis of Absorption technique, you can spend 2 aether to cast it at 2nd level (the technique's base cost of 1 aether plus 1).

The maximum number of aether you can spend to cast a spell in this way (including its base aether cost and any additional aether you spend to increase its level) is determined by your swordmage level, as shown in the Esoteric Technique Level column of the swordmage class table.

## ITINERATE SCHOLAR

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At level 2, choose two skills from, Arcana, History, Insight, Investigation, Medicine, and Religion, or one of these skills and a tool you are proficient with. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

## SCHOOL CHOICE

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

## ABILITY SCORE IMPROVEMENT

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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).

## EXTRA ATTACK

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

## AEGIS OF THE SECOND CIRCLE

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At 6th level, you can cast Aegis of Absorption to reduce damage of a greater number of types. When you cast the spell, gain resistance to all damage until the end of the current turn. If you spend Aether to do so, you gain temporary hit points equal to your intelligence modifier in addition to the spell's other benefits.

## HERMETIC GENIUS

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Starting at 6th level, can spend 1 Aether as part of making an ability check to add a bonus equal to your intelligence modifier to the check. Your expertise is renowned within scholarly circles, granting you access to institutes of learning, libraries, and other such circles and facilities.

## SCHOOL FEATURE

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Starting at 7th level, you advance in your understanding of the Mysteries of your School.

## AEGIS OF THE THIRD CIRCLE

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Starting at 9th level, whenever you spend Aether to activate an Esoteric Technique as an action, you can take the Dodge Action or gain advantage on your next ability check as a bonus action.

## SCHOOL FEATURE

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

## ELEMENTAL STRIKES

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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

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Starting at 13th level, you can read any script, regardless of it's language, and 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

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schoool ribbon at level 14

## AEGIS OF THE FOURTH CIRCLE

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At 15th level, your experimentations with the energies of magic have infused your body itself with magic. You add your intelligence modifier to all saves against magical effects.

## SCHOOL FEATURE

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

## LEGENDARY ARMAMENTS

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At level 18, you Aether Weapons become as legendary as their wielder. Your range with ranged attacks using your Aether Weapons 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

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At 20th level, your Aegis mastery is unparalleled. You can extend the protection of your Aegis to a number of willing creatures equal to your proficiency bonus plus your intelligence 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.

# HERMETIC SCHOOLS

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 as a bonus action 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. (Thunder)

Your speed increases by 10ft, you add your intelligence modifier to your strength score for determining jump distance and height, and 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. Intelligence is your spellcasting modifier for it.

- Disengage or Dodge
- Dash, and double the range of your long and high jump until the end of your turn.
- 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 intelligence modifier. You learn the Mold Earth cantrip and can cast it at-will. Intelligence is your spellcasting modifier for it.

- 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 1 weapon die + your intelligence modifier. This extra damage is force damage.
- Gain THP equal to 1d6+your intelligence modifier

#### Aegis of Fire (Fire)

You gain a Flame Shield, which grants you a +1 bonus to AC. 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 1d4+your intelligence modifier, if they fail a dexterity saving throw. You learn the Control Flames cantrip and can cast it at-will. Intelligence is your spellcasting modifier for it.

- Your weapon attacks until the end of your next turn deal an extra 1d4 fire damage and your melee attacks increase their reach by 5ft.
- 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 ki to empower your Flame Shield. The AC bonus increases to your Intelligence modifier, and you add your intelligence modifier to your saves against fire damage, until the end of your next turn, including against the triggering attack.

#### Aegis of Water (Cold)

You can hold your breath for a number of hours equal to your intelligence modifier, and gain a swim speed equal to your speed. You also increase your hit point maximum by a number equal to your intelligence 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. Intelligence is your spellcasting modifier for it.

- 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.

## ELEMENTAL TECHNIQUES

You learn certain Esoteric Techniques as you gain levels, as shown below.

### 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. You can only use those Aegis techniques associated with your active Aegis.

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## 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 for 1 hour.

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### LEVEL 14 ARCHETYPE UTILITY ROCK

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, when cast Aegis of Absorption and reduce damage of a type associated with an active Elemental Aegis, you can roll to regain Aether, without forgoing the bonus damage from the spell.

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### LEVEL 17 ARCHETYPE CAPSTONE.

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 Aegis of Absorption 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.

## SCHOOL OF THE WHITE LOTUS

Focus on bladed weapons, speed, etc. AC bonus when not using a shield. Fighting style.

## SCHOOL OF THE BINDING CIRCLE

Summons and binds creatures from other planes, and applies Aegis to them. Gains Tasha's Summon spells, as well as a buff to Find Familiar.

## SCHOOL OF THE ELEMENTAL DERVISH

Ramps up the focus on elemental stuff. Most straightforward and beefy school?

## SCHOOL OF THE MERCURY BLADE

Nerdiest school. Expanded ritual casting. Expertise in two knowledge skills. Knowledgechecks to know stats of a creature, spend aether to reduce immunity to resistance on a creature until start of your next turn, languages.

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## GREATER HERMETIC KEY

Your study of alchemy and of ritual magic is greater than even other Swordmages. You learn 2 first level spells from any class spell list and add them to your Manual Esoterica. These spells must have the ritual tag. You learn additional spells chosen from any class spell list in the same way as you level. Choose 1 spell with the ritual tag at level 7, 10, 14, and 17, from any class spell list. You can now add ritual spells to your book from any class list by inscribing them during play.

You also gain proficiency in Alchemist Supplies. If you already have proficiency in them, you gain proficiency in another tool of your choice.

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## ESOTERIC PRODIGY

You gain double proficiency in two skills chosen from Arcana, History, Investigation, Nature, Medicine or Religion.

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## ALCHEMICAL PREPARATION

As part of a short or long rest, you can prepare a number of Alchemical Preparations equal to your proficiency bonus. These can be any of, Alchemist's Fire, Acid, or one of the following. When you use a Preparation, you can apply it to your Aether Weapon instead of using it in the normal way. If you do, you apply its effect to the target of your next successful attack with that weapon.

- Energy Resonance Tincture. When splashed with this tincture, the target must make a Con save or take 1d6 damage of a type chosen when you make the tincture, and until the end of your next turn the target takes extra damage equal to 1d6 + your intelligence modifier any time it takes any damage of the chosen type. The tincture can be made to resonate with acid, cold, fire, lightning, necrotic, radiant, or thunder, damage.
- Beacon Oil. When splashed with this oil, the target must make a dex save or become a beacon. The target emits bright light out to 10ft, and dim light out to another 10ft, and has disadvantage on its next saving throw against a spell or other magical effect.

Your DM might allow other alchemical preparations.

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## HERMETIC MASTERY

Whenever you use Alchemist's Supplies, Herbalism Kit, or Poisoner's Kit, to craft an item, you spend half as much to do so.

Choose a number of spell or techniques you know with the ritual tag equal to your proficiency bonus. It only takes you 1 minute to cast those rituals, rather than 10 minutes, in addition to the normal casting time. You can change which rituals are prepared in this way as part of a long rest.

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## POWER UPGRADE!

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### LEVEL 14

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### LEVEL 17

## SCHOOL OF THE GUARDIAN

It's a defender, harry. Gains an Aegis Aura that deals damage to any enemy that deals damage to a creature other than you, and slows enemy movement.

## SCHOOL OF THE STORM KING

That Thor shit. Flight, storm Aegis, increased thrown weapon range, lightning damage on all attacks, lightning bolt attack, Call Lightning. Brutal damage dealer. Maybe ability to cast lightning lure in place fo the extra damage when using Aegis of Absorption?

## SCHOOL OF THE SOHEI

Divine school, radiant damage, prof bonus per day turn undead and fiends, focus on polearms and reach.

## SCHOOL OF THE DRAGON KNIGHT?

maybe? jumpy jump. throw spear. pew pew.

# ESOTERIC TECHNIQUES

As a swordmage, you can learn any of the following techniques. Where the technique shares the name of a spell, it simply allows you to cast that spell, suing the spells normal rules. A (t) indicates that this is a unique technique

### 1ST LEVEL

- Aegis of Absorption
- Aegis Mark (t)
- Alarm (R)
- Arcane Shards (ranged attack, weapon esplode)
- Armor of Agythis (maybe)
- 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
- Arcane Parry (t)
- 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
- Heat Metal
- Hold Person
- Invisibility
- Misty Step
- Shadow Blade
- Silence (r)
- Summon Beast
- Blur
- Warding Bond
- Branding Smite
- Lightning Leap (t)
- Wrist Pocket (r)
- Signature Spell Name

### 3RD LEVEL

- Spell Name
- Blinding Smite

that does not emulate a spell

A (R) indicates that the technique can be learned as a ritual. A ritual technique uses all the normal rules for a ritual spell, even if the technique is not a spell.

- Blink
- 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)
- Signature Spell Name

### 4TH LEVEL

- Dimension Door
- Elemental Bane
- Fire Shield
- Freedom of Movement
- Hallucinatory Terrain

- Calder's Speedy Courier
- Greater Invisibility
- Private Sanctum
- Secret Chest
- Shadow of Moil
- Skill Empowerment
- Staggering Smite
- Summon Elemental
- Signature Spell Name

### 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
- Signature Spell Name



# ESOTERIC TECHNIQUES

## AEGIS OF ABSORPTION

### *1st-level technique*

You have resistance to the triggering damage type until the start of your next turn. You can spend 1 Aether when you use this ability. If you do, the first time you hit with a melee attack on your next turn, the target takes an extra 1d6 damage of the triggering type.

When you use this technique by spending more than 1 Aether, the extra damage increases by 1d6 for each Aether point you spend beyond the 1st.

## AEGIS MARK

### *1st-level technique*

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

### *1st-level technique*

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

### *\*2nd-level technique*

As an action, you designate a creature or space within 100ft 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 2d10 lighting damage, half on a success, and be unable to take reactions until the stat of their next turn.

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.