

BATTELMAGE

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Level	PB	Features	Cantrips	Spells		Spell Slots						
				Known	1st	2nd	3rd	4th	5th	6th	7th	
1st	+2	Innate Spell, Spellcasting	2	2	1	—	—	—	—	—	—	
2nd	+2	Fighting Style, Spellstrike	2	3	2	—	—	—	—	—	—	
3rd	+2	Arcane School, Arcane Armory	2	4	2	—	—	—	—	—	—	
4th	+2	Feat	2	5	2	1	—	—	—	—	—	
5th	+3	Extra Attack	3	6	3	1	—	—	—	—	—	
6th	+3	Flexible Casting	3	7	3	2	—	—	—	—	—	
7th	+3	Arcane School Ability	3	8	3	2	1	—	—	—	—	
8th	+3	Feat	3	9	4	3	1	—	—	—	—	
9th	+4	Spell Scourge	3	10	4	3	2	—	—	—	—	
10th	+4	Arcane School Ability	3	11	4	3	2	1	—	—	—	
11th	+4	Arcane Strike	4	12	4	3	3	2	—	—	—	
12th	+4	Feat	4	12	4	3	3	2	—	—	—	
13th	+5	Greater Aegis	4	13	4	3	3	2	1	—	—	
14th	+5	Dispelling Touch	4	13	4	3	3	3	1	—	—	
15th	+5	Arcane School Ability	5	14	4	3	3	3	2	—	—	
16th	+5	Feat	5	15	4	3	3	3	2	1	—	
17th	+6	Arcane Mastery	5	15	4	3	3	3	2	1	—	
18th	+6	Arcane School Ability	5	15	4	3	3	3	2	1	—	
19th	+6	Feat	5	16	4	3	3	3	2	1	1	
20th	+6	Arcane Tempest	5	16	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: Arcane Spellcasting, and your choice of Melee Combat or Ranged Combat. Choose three from Animal Handling, Arcana, Armor, Acrobatics, Athletics, Insight, Investigation, Intimidation, Lore, Melee Combat, Ranged Combat 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, one reaction 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 two cantrip of your choice from the Battlemage spell list. You learn an additional wizard cantrip of your choice as indicated on your class chart.

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 two 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, 2nd or 3rd 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. You use the Arcane Spellcasting skill when casting spells, both for your spell save DCs and spell attacks.

Spell save DC = 8 + your Arcane Spellcasting skill

Spell attack modifier = your Arcane Spellcasting skill

Spellcasting Focus You can use any weapon or shield that is part of your Arcane Armory as a spellcasting focus for your Battlemage spells, and can perform somatic components of spells while wielding them.

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

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.

DEFENSE

As a reaction when you are targeted by an attack, you can take the Dodge action.

DUELING

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 ¼ your level or lower (min ¼ CR). While aback 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. The cantrip is cast as if 5 levels lower (minimum level 1).

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.

SPELLSTRIKE

At 2nd level, you blend arcane and martial skill as only a Battlemage can. As a bonus action while holding a weapon, you can expend a spell slot to imbue a Battlemage spell of 1st-level or higher into the weapon or its ammunition so long as the spell meets the requirements below:

- It must have a casting time of 1 action.
- It must require a single attack roll, force a target to make a saving throw, or affect a number of hit points worth of creatures.

The next time that you hit a creature with a weapon imbued with a spell, the target of the attack becomes the target of the imbued spell along with the normal damage of the weapon.

Area of Effect. If you imbue a spell that targets an area, only the creature hit by your weapon attack suffers the effects of the spell imbued within.

Saving Throws. If you imbue a spell that requires the target to make a saving throw, on a hit the target fails the initial saving throw. If there are subsequent saving throws against the spell, they are made normally. If the target has a Legendary Resistance, it can expend a use of the ability to succeed the initial saving throw. If the target has magic resistance, you make the initial attack with disadvantage.

Spell Attacks. If you imbue a spell that requires a spell attack roll, the spell takes effect when you hit a target with the weapon, without an additional spell attack roll.

Concentration. If you imbue a spell that requires concentration, you do not need to concentrate on the spell until the spell takes effect on a hit.

Imbuing another spell into a weapon instantly dispels any previous spell. Spells imbued within a weapon are expended on a hit. Unused spells dispel at the end of your next long rest.

ARCANE ARMORY

At 3rd level, you master the enchantment that marks you as a Battlemage. Over the course of 1 hour, which can be during a short or long rest, you can perform an enchantment ritual on one weapon, shield, or set of armor you can touch and are proficient with, adding that object to your Arcane Armory. Your Arcane Armory can hold two such objects, but you must always have one weapon or shield in your Armory. To replace another armory object, you must end the enchantment on one object of your choice.

Objects in your Arcane Armory gain the following benefits:

- Weapons count as magical for the purpose of overcoming resistances and immunities to non-magical damage.
- You can use your Intelligence, in place of your Dexterity, to calculate the Armor Class of any suit of armor.
- As a reaction, you can add a shield's Armor Class bonus to a saving throw you are forced to make against a spell.
- As a bonus action, you can summon any objects in your Armory, instantly equipping or donning them, so long as you and the objects are on the same plane of existence.
- As an action that takes 10 minutes, you can expend an appropriate spell slot to endow your shield or armor with a spell you know that has a range of self or touch. Thereafter, as a bonus action you can activate the stored spell, affecting yourself. The spell does not require concentration to maintain while active in this manner. Once activated, the spell lasts for the normal duration and then is expended. You can only store one spell in an item and if you attempt to store another the previous spell is lost.

At 5th level, you can have up to three items in your Arcane Armory, and at 10th level you can have four items.

FEAT

At 4th level, and again at 8th, 12th, 16th and 19th level you can take a feat of your choice. You must meet the requirements of the feat to be able to take it.

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. When you perform the latter, half your Battlemage level (rounded down) to determine the spell's effect.

AEGIS

At 6th level, you learn to produce an Aegis, a protective weave of arcane power that disrupts magical assaults. As a reaction when you take damage from a spell or another magical effect, you reduce the incoming damage an amount equal to 1d8 + your Intelligence modifier. Should you reduce the incoming damage to 0, the entire spell or magical effect is instantly dispelled and doesn't affect you, though it may affect other targets.

As part of this reaction, you can expend a spell slot to empower your Aegis and further reduce the damage of the incoming spell. You reduce the damage by an additional 2d8 for a 1st-level spell slot, plus another 1d8 for each spell level higher than 1st, to a maximum of 6d8 from a single spell slot.

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 cast a spell that you know that has a casting time of one action as a bonus action.

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

GREATER AEGIS

Beginning at 13th level, when you empower your Aegis with a spell slot of 2nd-level or higher, and you reduce the damage of the triggering spell or magical effect to 0, you instantly regain one of your expended spell slots that is at minimum one level lower than the spell slot you expended.

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

DISPELLING TOUCH

At 14th level, you can use your action to end one hostile spell on yourself or on one willing creature within 30 feet, or as bonus action to end one hostile spell on yourself or 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 or attack action, you cause maximum damage (with all attacks). Once you use this ability, you can't use it again until you take a 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 SPELLS

When you reach the level listed below as an arcane archer, you add the following spells to your spells known list.

ARCANE ARCHER SPELLS

Arcane Archer	
Level	Spells
3rd	<i>ensnaring strike, hail of thorns</i>
4th	<i>acid arrow, cordon of arrows</i>
7th	<i>conjure barrage, lightning arrow</i>
10th	<i>elemental bane (XGE), freedom of movement</i>
13th	<i>conjure volley, swift quiver</i>

ARCANE QUIVER

At 3rd level, you are taught to use the signature enchantments of the Magi with bow, arrow, and quiver. You gain the following benefits:

- You can mark ranged weapons, quivers of ammunition, and other projectiles as part of your Arcane Armory.
- If you miss with a ranged attack that is imbued with a Spellstrike spell, you can recall an imbued piece of ammunition to your quiver.

ENCHANTED SHOT

At 7th level, whenever you miss with ammunition from a weapon that is in your Arcane Armory, you can magically redirect the attack against a different target within 60 feet of the original target. Note that this affects the range of your ranged attack.

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, when you start a combat with no opponent within 5 feet, you can make a single ranged weapon attack as a free action at initiative count 20.

ELITE ARCHER

at 18th level, you have reached the pinnacle of your Order's training, and there are few mortals who rival your marksmanship skills.

As a bonus action, you can enter a heightened state of arcane marksmanship which grants you the following benefits:

- When you make a ranged attack with an Arcane Armory weapon, you can cause the attack to deal force damage.
- As an action, you can choose a point within the normal range of your weapon, and make one ranged weapon attack against each creature within 15 feet of that point.
- When you hit a creature with a ranged weapon attack, you can expend a spell slot to deal extra force damage to the target. This extra damage is 2d6 for a 1st-level spell slot, plus an extra 1d6 for each level of the spell slot above 1st.

This feature lasts for 1 minute, but it ends early if you are incapacitated or you end it as a free action. Once you use this feature, you must finish a long rest before you can use it again. At 20th level, you can expend a 5th-level slot to use this feature one additional time.



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.

BONDED WEAPON

At 3rd level, as a bonus action you can imbue a weapon from your Arcane Armory with elemental damage. Choose acid, cold, fire, lightning or thunder. Your weapon deals an additional 1d6 damage of the elemental type chosen. This damage increased to 2d6 at 8th level, and 3d6 at 15th level.

This ability lasts for one minute, and can be used a number of times per day equal to your Proficiency bonus.

WAR MAGIC

Beginning at 7th level, when you hit an opponent with a weapon attack, you can expend a spell slot to deal additional damage. You deal an additional 1d6 force damage per spell level you expend on the hit.

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 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, though any maneuver that can be used in conjunction with a weapon you can use with a spell that utilizes a spell attack. If such a spell has multiple targets, you can only use the maneuver against one of the spell’s targets.

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 can never have more than twice your proficiency bonus in superiority dice at any given time. If you exceed this limit, the additional dice are lost.

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 two times the level of the spell slot expended (so a 2nd level spell slot would give you 4 superiority dice). 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 d8s. At 18th level, they turn into d10s.

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 two superiority dice per hit die 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 can choose to 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 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.

DRAGON WARRIOR

DRACONIC ARMOR

At 3rd level, when you take this subclass you gain Heavy Natural Armor. This gives you an AC of 13 + your Proficiency Bonus and once a turn as a free action, when you are hit by an attack, you can reduce the damage by an amount equal to your Constitution modifier.

At 9th level, this becomes Complete Natural Armor, increasing your AC to 15 + your Proficiency Bonus and once a turn as a free action, when you are hit by an attack, you can reduce the damage by an amount equal to your Constitution modifier.

DRACONIC CLAWS

Also at 3rd level, your fingers lengthen and harden into draconic claws. This gives you a natural claw attack that deals 1d4 + your Strength modifier slashing damage. Your claws are considered Finesse and Light weapons.

At 9th level, your claw damage increases to 1d6 + your Strength modifier slashing damage.

DRACONIC RESISTANCE

At 7th level, choose an energy type (acid, cold, fire, lightning, thunder). You gain damage resistance to the chosen element. Whenever you gain a level, you can choose to change the element you gain resistance to.

DRACONIC SENSE

Also at 7th level, you gain Expertise in one Perception subskill of your choice. This allows you to add twice your Proficiency Bonus to the roll.

DRACONIC FLIGHT

At 10th level, as a bonus action you can unfurl a pair of bat wings from your back, allowing you to fly at twice your speed. The wings remain for one hour, you are reduced to 0 hit points or you choose to end the ability early. You cannot reuse this ability until you take a long rest.

DRACONIC TRANSFORMATION

At 15th level, you can temporarily transform yourself into a true dragon. As an action, you polymorph into a dragon whose CR is equal to your level in this class or below.

- While transformed, your game statistics are replaced by the statistics of the dragon, but you retain your alignment, personality and Intelligence, Wisdom and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them.

- When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form and have only 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.
- Transforming doesn't break your concentration on a spell you've already cast, or prevent you from taking actions that are part of a spell, such as call lightning, that you've already cast.
- You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense.
- You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.



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 - 6th	1d6
7th - 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 reaction, when you are in dim light or darkness and hit by an attack, you roll 1d8 + 1/2 your level and subtract it from the damage dealt. You cannot use this ability against radiant damage.

You can use this ability a number of times per day equal to your Proficiency bonus.

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. You also gain proficiency in the Armor skill.

ARCANE BLOW

At 3rd level, choose an elemental attunement - acid, cold, fire, lightning, force or thunder. when you hit a creature with a weapon from your Arcane Armory, you can expend one Battlemage spell slot to deal extra damage to the target of the type your 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 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 short or long rest.

ARCANE RESISTANCE

at 15th level, as a reaction when you are struck by an elemental attack you are attuned to from your Arcane Blow ability, 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 short or 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. On a hit, the weapon deals its normal damage plus the damage from the imbued spell. You cannot upcast the level of the imbued spell.



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 used spell slots. You regain one or more spells of a level equal to the level of the spell cast at the golem.

For example, if the golem absorbed an 8th level spell, you could regain one 8th level spell slot, or one 5th level spell slot and one 3rd level spell slot or any combination of slots that total up to 8 spell levels. Once you use this ability, you cannot use it again until you take a long rest.

ARCANE GOLEM

Medium Construct, unaligned

Armor Class 11 + 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 or until you are incapacitated or die.

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. You can use Metamagic a number of times equal to your proficiency modifier, and regain all uses after a long rest.

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. 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 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 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 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 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 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. Using this metamagic costs a number of uses equal to twice the level of the spell.

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. Using this metamagic costs a number of uses equal to twice the level of the 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
Chill Touch
Combat Insight
Cut
Eldritch Blast
Fire Bolt
Flaming Weapon
Frostbite (X)
Frozen Weapon
Graft
Green-flame Blade (T)
Hand of Flame
Hand of Frost
Hand of Lightning
Infinite Ammunition
Knives of Teclis
Lightning Lure (T)
Lightning Weapon
Mage Hand
Prestidigitation
Ray of Frost
Resistance
Sharpen Blade
Shocking Grasp
Sword Burst (T)
Thunderclap (X)
Taunt
True Strike
Unerring Strike
Warding

1ST LEVEL

Absorb Elements (X)
Aim
Burning Hands
Catapult (X)
Detect Magic
Disguise Self
Endure Heat/Cold
Expedious Retreat
False Life
Feather Fall
Find Familiar
Fog Cloud
Grease
Ice Knife (X)
Immolate

Jump
Longstrider
Mage Armor
Magic Missile
Protection from Evil and Good
Shield
Thunderwave
Uncanny Balance
Unseen Servant
Witch Bolt
Zephyr Strike (X)

2ND LEVEL

Afterclap
Aganazzar's Scorcher (X)
Alter Self
Battering Ram
Bind
Blackmantle
Bladeleap
Bladethirst
Blindness/Deafness
Blur
Cloud of Daggers
Crown of Madness
Crystal Dagger
Dragon's Breath (X)
Electrocute
Elemental Weapon
Enlarge/Reduce
Flaming Sphere
Freeze
Glide
Hold Person
Invisibility
Levitate
Magic Weapon
Melf's Acid Arrow
Mirror Image
Misty Step
Scorching Ray
Shadow Blade (X)
Shatter
Snake Belt
Snillloc's Snowball Swarm (X)
Spider Climb
Web

3RD LEVEL

Blink
Choke
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
Dragon Scales
Enervation
Evard's Black Tentacles
Fire Shield
Greater Invisibility
Ice Storm
Locate Creature
Mordenkainen's Faithful Hound
Polymorph
Shout
Sickening Radiance (X)
Staggering Smite
Stoneskin
Storm Sphere (X)
Thunderbolt
Vitriolic Sphere (X)
Wall of Fire

5TH LEVEL

Baleful Teleport
Banishing Smite
Bigby's Fantastic Fencers
Chromatic Blade
Cloudkill
Cone of Cold
Dominate Person

Hold Monster
Immolation (X)
Passwall
Rainbow
Seeming
Skill Empowerment (X)
Steel Wind Strike (X)
Wall of Light (X)
Wall of Force
Wall of Stone

6TH LEVEL

Breach Defenses
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)

8TH LEVEL

Abi-Dalzim's Horrid Wilting (X)
Antimagic Field
Dominate Monster
Feeblemind
Incendiary Cloud
Maddening Darkness (X)
Maze
Mighty Fortress (X)
Power Word Stun