Spellblade 1.1

Ahuman runs her hand across their blade tracing esoteric patterns that alight at a touch, flames flickering alive in their wake casting a sudden blazing light over the gloomy cavern, creatures of the dark shrinking back from the fire's light. A gnome's eyes begin to glow as a massive greatsword of energy condenses into their waiting hand, forming a blade of pure energy, twice their height but weightless in their hands. The edgy elf vanishes from sight, teleporting behind their foe before muttering something cryptically and cutting them down.

A Spellblade combines magic and martial talent in a perfect blend, able to blend their use of them into a single art. Rather than being a Wizard that happens to be good with a sword or a Fighter that knows some magic, a Spellblade is defined by their ability to merge the spells and martial talents into a single strike: a Spellstrike.

Pursuit of Mastery

Becoming a Spellblade isn't an accident - it's a difficult path to master and requires intense concentration and conditioning to master fluidly casting spells in the storm of battle in perfect sync with your attacks. Spellblades are, consequently, almost always driven by some form of motivation that have made them strive for this unique style of perfection. Some view it as an art or tradition important to them, some view it as the ultimate weapon to overcome a great obstacle, and some pursue it because of the challenge itself, seeking to prove themselves.

Most spellblades have a strong tie to the source of their tradition, be it a master, ancient technique, or even novel style they have poured their blood sweat and tears into mastering.

Rare Talent

Spellblades are uncommon, requiring an unusual degree of talent to master their arts compared to those that choose to focus and specialize in only one of their two challenging fields. Adventurers are already a rare breed, but Spellblades are rarer still, which often causes them to defy expectations. A bookish and mild Spellblade may be surprisingly nimble or strong, while one that may look a musclebound oaf may be surprisingly erudite. By their very nature they are someone that mastered both their mind and body to an unusual degree.

Creating A Spellblade

The most important place to start when making a Spellblade is knowing what drew your character to this difficult and rare path. The path of a Spellblade is one that has few mundane uses - they are not scholars and their skills serve little purpose outside the adventuring arts, so what drove your character to master these? There's an intentionality to a Spellblade similar to that which might be found in a Paladin.

Determine if you learned your skills on your own through years of hard work, or if you had a master or school that passed down the art to you - does that affect the sort of weapons you use or the attitudes you take your skills and how to use them?

The Spellblade

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	1st	2nd	3rd	4th	5th
1st	+2	Arcane Surge (2 uses), Magic Trick	1	—	—	—	—	—	—
2nd	+2	Spellcasting, Spellstrike, Aegis	3	3	2	—	—	—	—
3rd	+2	Spellblade Technique	3	4	3	—	—	—	—
4th	+2	Ability Score Improvement	3	4	3	—	—	—	—
5th	+3	Empowered Strike, Arcane Surge (3 uses)	5	5	4	2	—	—	—
6th	+3	Arcane Recuperation, Magical Warding	5	5	4	2	—	—	—
7th	+3	Specialization Feature	5	6	4	3	—	—	—
8th	+3	Ability Score Improvement	5	6	4	3	—	—	—
9th	+4	Arcane Surge (4 uses)	6	7	4	3	2	—	—
10th	+4	Archetypal Magic, Innate Aegis (1st Level)	6	7	4	3	2	—	—
11th	+4	Improved Spellstrike, Blast Zone Immunity	6	8	4	3	3	—	—
12th	+4	Ability Score Improvement	6	8	4	3	3	—	—
13th	+5	Arcane Surge (5 uses)	7	9	4	3	3	1	—
14th	+5	Surging Focus, Magical Sensitivity, Innate Aegis (2nd Level)	7	9	4	3	3	1	—
15th	+5	Specialization Feature	7	10	4	3	3	2	—
16th	+5	Ability Score Improvement	7	10	4	3	3	2	—
17th	+6	Arcane Surge (6 uses)	8	11	4	3	3	3	1
18th	+6	Splash Damage, Innate Aegis (3rd Level)	8	11	4	3	3	3	1
19th	+6	Ability Score Improvement	8	12	4	3	3	3	2
20th	+6	Specialization Feature	8	12	4	3	3	3	2

Quick Build

You can make a Spellblade quickly by following these suggestions.

If you wish to follow the Tradition of a Battlemage or Aethersword, put your highest score in Intelligence, and your second and third highest scores in Dexterity and Constitution respectively. If you wish to follow the Tradition of the Guardian, put your highest score in Strength, followed by Constitution, and then Intelligence. If you wish to follow the path of the Swiftblade or Spellshot, put your highest score in Dexterity, followed by Intelligence, and then Constitution.

Choose a background that reflects your years of hard effort and study to master this unique route, preferably one that gives a physical and mental skill to represent your twin paths of mastery.

When you gain cantrips at 2nd level, you can select either combat or utility options - you'll gain additional options when you reach 5th level and can use them with your Spellstrike, so you don't need to plan what you want to use with it at 2nd level.

Class Features

- **Hit Dice:** 1d8 per Spellblade level
- **Hit Points at 1st: Level:** 8 + your Constitution modifier
- **Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution modifier per Spellblade level after 1st

Proficiencies

Armor: Light armor, medium armor
Weapons: Simple weapons, martial weapons.
Saving Throws: Constitution, Intelligence
Skills: Choose two from Acrobatics, Arcana, Athletics, History, Investigation, Medicine, Nature, Perception, Religion, Sleight of Hand, and Stealth

Equipment

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

- *(a)* a martial weapon
- *(a)* a light crossbow and quiver of 20 bolts or *(b)* any two simple weapons.
- an arcane focus
- *(a)* scale mail or *(b)* leather armor
- *(a)* a dungeoneer's pack or *(b)* an explorer's pack

Arcane Surge

Your affinity for magic gives you a pool of Arcane Surges. Once during your turn, you can expend a use of Arcane Surge to do any of the following:

- Cast *detect magic* without expending a spell slot.
- Gain advantage on an attack roll (no action required).
- Add your Intelligence modifier to a Strength or Dexterity ability check (no action required).
- Teleport up 5 feet to an unoccupied space you can see (no action required). This distance increases by 5 feet at 5th (10 feet), 9th (15 feet), 13th (20 feet), and 17th (25 feet) levels.

You can use this feature a number of times equal to your proficiency bonus. You can regain expended uses when you complete a short or long rest. As you level, you may gain additional uses for your Arcane Surges, but can still only spend a single use of Arcane Surge a turn.

Magic Trick

Additionally at 1st level, you learn one cantrip of your choice from the Spellblade class list. Intelligence is your spellcasting ability for this cantrip.

Spellcasting

As part of your study of magic, you gain the ability to cast spells at 2nd level. The spells you learn are limited in scope, primarily concerned with enhancing your abilities and devastating your foes.

Cantrips

At 2nd level, you learn additional two cantrips of your choice from the Spellblade spell list. You learn additional Spellblade cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Spellblade table. The table includes the bonus cantrips gained from Spellblade class features (such as Empowered Strike)

Spell Slots

The Spellblade table shows how many spell slots you have to cast your Spellblade spells of 1st level and higher. To cast one of your Spellblade 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.

Spells Known of 1st Level and Higher

You know three 1st-level spells of your choice from the Spellblade spell list. The Spells Known column of the Spellblade table shows when you learn more Spellblade spells of your choice.

Each of these spells must be of a level for which you have spell slots. For instance, when you reach 5th level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the Spellblade spells you know and replace it with another spell from the Spellblade spell list, which also must be of a level for which you have spell slots.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier.

Spell attack modifier = your proficiency bonus + your Intelligence modifier.

Spellcasting Focus

You can use an arcane focus as a spellcasting focus for your Spellblade spells.

Spellstrike

Starting at 2nd level, you can infuse spells into your weapon. As a bonus action, you can cast a 1st level or higher Spellblade spell with a casting time of 1 action in a special way, infusing it into a melee weapon instead of having it immediately take effect. The next time you make a melee attack with that weapon before the end of your turn, the spell is cast against the target of the attack. The spell fizzles and fails to cast if you cast another spell before attacking.

Spellstrike's interaction with the spell mechanics is determined by the spell's effect:

- If the spell requires an attack roll (melee or ranged) it automatically hits the target if the weapon attack hits and misses the target if the weapon attack misses.
- If the spell has a saving throw, it automatically deals damage as if they failed saving throw against the spell on hit, but if it has any effects besides dealing damage, the target makes the save against those effects as normal for being targeted by the spell (regardless if the attack hits or misses). If a spell does half damage to targets that pass their save, they take half damage on a missed attack, treating it as if they had passed their saving throw. If a spell always hits (such as *magic missile*), the spell hits regardless if you hit or miss your attack.
- If the spell has an area of effect, that area of effect must include the space the target of the Spellstrike is in, be placed such that one one edge of it is within the range of your weapon, and otherwise follows the rules of the spell regarding placement and range. Other creatures caught in the area of effect treat the spell as if you had cast it normally. The target is not affected by the spell again (having already resolved as part of the attack).

Spells that have multiple attack rolls (such as *scorching ray* or *crackle*[K]) tie the outcome of only the first attack roll to the melee weapon attack. You resolve all subsequent attack rolls of the spell as if you had cast the spell, but can ignore the disadvantage on ranged attack rolls from being within 5 feet of hostile creatures when doing so.

You can only cast spells that are on the Spellblade class list using Spellstrike, and can only cast them at a level you can cast them as a Spellblade, though you can use any spell slot you have available to cast the spell.

Arcane Deflection

At 2nd level, you learn the *shield* spell, incorporating it into your Aegis, allowing you to cast it without components, and allowing you to cast it without expending a spell slot once, after which you must expend a spell slot as normal until you complete a short or long rest.

Aegis

Additionally at 2nd level, you start to form a magical Aegis that enhances your physical powers with magical powers, blending them together. You can select one 1st level Aegis effect (listed at the end of the class) and gain the effects.

When you complete a long rest, you can change your selected 1st level Aegis effect or further boost your Aegis by sacrificing spell slots, granting magical empowerments that last until you complete your next long rest. When you do so, select an additional Aegis Effect (listed at the end of the class document) and expend the listed level of spell slot.

You can expend a maximum number of spell levels this way equal to your Spellblade level divided by four (rounded up).

Spellblade Technique

When you reach 3rd level, you select a specialization for your powers. You can choose from the Battlemage, Aether Blade, Guardian, Mage Hunter, Swiftblade, or Spellshot techniques, each of which grants you additional features.

Your choice grants you features at 3rd level, and again at 7th, 15th, and 20th level.

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.

Empowered Strike

Beginning at 5th level, you can use cantrips on the Spellblade class list with your Spellstrike feature.

You learn 2 additional cantrips of your choice, selecting the options from the Spellblade cantrip list, and an additional cantrip at 9th, 13th, and 17th level (these additional cantrips are included on the Spellblade table).

Arcane Recuperation

Starting at 6th level, you gain the ability to regain some of your magical energy through a quick focused meditation. When you finish a short rest, you regain some of your expended spell slots. The spell slots can have a combined level that is equal to or less than one third of your Spellblade level (rounded down). You can't use this feature again until you finish a long rest.

Additionally, at any time, as a bonus action you can expend a spell slot to regain Arcane Surges equal to the level of spell slots spent.

Magical Warding

Additionally at 6th level, you gain proficiency in your choice of Wisdom or Charisma saving throws, and you automatically succeed on saving throws against your own spells.

Archetypal Magic

At 10th level, you can cast each of the spells granted by your Spellblade technique without expending a spell slot once. After you cast a spell that way, you cannot cast it that way again until you complete a long rest.

Expanded Aegis

Starting at 10th level, when you finish a long rest you can select an additional 1st Level Aegis Effect to gain the benefit of without expending a spell slot. This effect lasts until you complete a long rest, at which time you can select a new effect.

At 14th level, you can additionally select one 2nd level Aegis Effect this way, and at 18th level, you can additionally select one 3rd level Aegis effect this way.

Splash Damage

Beginning at 11th level, when you hit a creature with Spellstrike, the target and creatures of your choice within 5 feet of the target that would be hit by the same attack roll take 1d8 additional force damage. On a miss, the target takes half as much damage, and nearby creatures take no damage (even if the attack roll would have hit them).

Blast Zone Immunity

Starting at 11th level, you are immune to the area of effect of your own spells. You take no damage from them, and ignore all other affects unless you choose to be affected.

Surging Focus

Starting at 14th level, if you fail a Constitution saving throw to maintain concentration on a spell, you can spend an Arcane Surge to succeed instead.

Magical Sensitivity

Additionally at 14th level, you learn the *detect magic* spell, and it does not count against your spells known, and the *detect magic* spell no longer requires concentration for you.

For the duration of *detect magic*, you gain proficiency in the Arcana skill. If you are already proficient in the Arcana skill, for the duration you gain expertise, allowing you to add double your proficiency bonus to ability checks made using the Arcana skill.

Blast Zone Control

At 18th level, when use Spellstrike to cast a spell that affects an area of effect, you can expend a use of your Arcane Surge expand the effect of your Blast Zone Immunity to a number of allies equal to your Intelligence modifier. When used this way, it only protects your allies until the start of your next turn, at which point they go back to being affected by any ongoing effects of a spell.

Spellblade Techniques

Battlemage Technique

In the versatile world of the Spellblades, the Battle Mage is the paragon of balance, mastering both martial prowess and arcane artistry. Standing at the crossroads of might and magic, you represent the perfect synthesis of these two ancient disciplines.

A Battle Mage is a force of constant adaptability, prepared for every eventuality. With your arcane might and martial skill in perfect balance, you stand on the battlefield as an embodiment of strategic might, showing that the pen and the sword can indeed be one.

Battlemage Spells

You learn the following spells at the following levels. The following are Spellblade spells for you, but do not count against your spells known.

Spellblade Level	Spells Learned
3rd	burning hands
5th	mirror image
9th	lightning bolt
13th	dimension door
17th	hold monster

Arcane Warrior

Starting at 3rd level when you select this archetype, whenever you finish a long rest, you can touch one weapon that you are proficient with and that lacks the two-handed property. When you attack with that weapon, you can use your Intelligence modifier, instead of Strength or Dexterity, for the attack and damage rolls. This benefit lasts until you finish a long rest.

Quickening Surge

Starting at 3rd level, you gain a new option for your Arcane Surge feature:

- You can cast a Spellblade spell with a casting time of one action as a bonus action.

Twin Surge

At 7th level, when you use Arcane Surge, you can select two of the available options.

Surge Mastery

Starting at 15th level, when you use your Arcane Surge, you gain enhanced results:

- When you cast *detect magic* with your Arcane Surge, you also gain the effects of *darkvision* and *see invisibility*.
- When you gain advantage on attack through Arcane Surge, you can reroll one of the attack's dice once.
- When you add your Intelligence to a Strength or Dexterity ability check, you gain advantage on the check.
- When you teleport, the range you can teleport is increased by 10 feet.

Unlimited Surges

Starting at 20th level, you can enter a state of perfect arcane resonance for 1 minute (no action required). During this state the first Arcane Surge you use on your turn does not expend a use of your Arcane Surge feature.

Once you use this feature, you cannot use it again until you complete a long rest.

Aether Blade Technique

Aether Blade Spellblades make use of their magical techniques to create a weapon of pure arcane power, with most of their abilities revolving around mastering the use of this weapon.

Aether Blade Spells

You learn the following spells at the following levels. The following are Spellblade spells for you, but do not count against your spells known.

Spellblade Level	Spells Learned
3rd	*magic missile*
5th	*star dust*[K]
9th	*aether lance*[K]
13th	*resilient sphere*
17th	*aether storm*[K]

Aether Blade

Starting at 3rd level when you select this archetype, when you roll initiative or as a bonus action at any time, you can manifest an oversized melee weapon of pure force energy. This can take the shape of any bladed melee weapon, but it is a one-handed weapon that deals 1d10 force damage with a range of 5 feet regardless of its form.

When you attack with this weapon, you can use your Intelligence modifier (in place of your Strength) for attack and damage rolls. This weapon lasts until you let go of it, become incapacitated, or dismiss it as a bonus action.

While this weapon is temporary and magical, it counts as having a value of 1 sp for purposes of being treated as a material component in spells.

As a ritual taking 1 hour, you can absorb the power from a magical weapon with a bonus to attack and damage rolls. This cannot target artifacts, sentient weapons, or cursed items. At your GM's discretion, this might not work with other weapons depending on their origin and type. This drains the power from the weapon, leaving it as a mundane weapon, but your Aethersword gains the bonus to attack and damage rolls previously possessed by the magical weapon.

Empowering Surge

Starting at 3rd level, you gain a new option for your Arcane Surge feature:

- You empower your Aether Blade (no action required) causing it to deal an additional die of damage until the end of your next turn. During the effect, you can reroll any weapon damage dice from your Aether Blade once (you must use the new roll after doing so).

Aether Great Weapon

Starting at 7th level, the aether weapon manifested by Aethersword grows larger and more powerful. Its damage increases to 1d12, and it gains the reach property.

Channeled Power

Starting at 15th level, you gain the effects of Empowering Surge when you use any of your Arcane Surge effects.

Massive Blade

Starting at 20th level, you can overcharge your Aether Blade for 1 minute (no action required). For the duration, when you attack with your Aether Blade, you ignore all non-magical armor and defenses to treat the target's AC as 10 + their Dexterity modifier for that attack (magical defenses like the *mage armor* or *shield* are not bypassed). While attacking in this way with your Aether Blade, your attacks can target up to 2 creatures as long as they are within 10 feet of each other, though if an attack triggers a spell through Spellstrike, it does not affect the second target unless the spell can target multiple creatures.

Once you use this feature, you cannot use it again until you complete a long rest.

Guardian Technique

Specializing in defending their allies, spell blades following this technique make broad use of abjuration and self-enhancing magics, often specializing more toward their physical skills. They place themselves at the front of combat, but are a highly mobile line of defense.

Guardian Spellblade Spells

You learn the following spells at the following levels. The following are Spellblade spells for you, but do not count against your spells known.

Spellblade Level	Spells Learned
3rd	arcane ablation[K]
5th	warding bond
9th	haste
13th	resilient sphere
17th	wall of stone

Guardian Proficiency

Starting at 3rd level when you select this archetype, you gain proficiency in heavy armor and shields.

Additionally, you can use a melee weapon as your arcane focus, and when you do so you can perform somatic components with the hand holding your arcane focus (even for spells without a material component).

Projected Barrier

Starting at 3rd level, you gain a new option for your Arcane Surge feature:

• As a reaction to an allied creature within 30 feet being hit by an attack or targeted by the *magic missile* spell, you expend a use of Arcane Surge to cast *shield* without expending a spell slot, granting that creature the AC bonus instead of yourself.

Fortifying Surge

At 7th level, when you expend a use of Arcane Surge, you gain temporary hit points equal to 1d8 + your Intelligence modifier.

Swapping Surge

Starting at 15th level, when you use your Arcane Surge to teleport, you can instead swap positions with a willing creature within range, teleporting to their space and teleporting them to your space. When you do so, both you and them gain the temporary hit points from Fortifying Surge.

Resilient Aegis

At 20th level, you can fortify yourself with magic for 1 minute (no action required). For the duration, you have resistance to all damage. Once you use this feature, you cannot use it again until you complete a long rest.

Swiftblade Technique

The quickest and most deadly of the Spellblades, Swiftblades specialize in mobility, striking from the shadows and withdrawing as quickly as they appeared, favoring lighter weapons and flurries of blows that leave their target dead before it can retaliate.

Swiftblade Spellblade Spells

You learn the following spells at the following levels. The following are Spellblade spells for you, but do not count against your spells known.

Swiftblade Level	Spells Learned
3rd	inflict wounds
5th	poison dart[K]
9th	spider bite[K]
13th	blight
17th	mislead

Fighting Style

Starting at 3rd level when you gain this archetype, you gain the Two Weapon Fighting Fighting Style.

Two-Weapon Fighting

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Swift Casting

Starting at 3rd level you can use Spellstrike as part of the Attack action before making a melee weapon attack. You cannot Spellstrike more than once per turn.

Additionally, you can use a melee weapon as your arcane focus, and when you do so you can perform somatic components with the hand holding your arcane focus (even for spells without a material component).

Rapid Surge

Starting at 3rd level, you gain a new option for your Arcane Surge feature.

- You can expend a use of Arcane Surge to make a single weapon attack (no action required).

Relentless Spellstrike

At 7th level, if you miss an attack empowered by a Spellstrike, you can choose to not trigger the effect. When you do so, your next attack before the end of your turn will trigger it instead.

Vanishing Surge

Starting at 15th level, when you expend an Arcane Surge, you become invisible until the start of your next turn.

Infinite Strikes

At 20th level, you draw on your magic to hasten yourself to blinding speeds (no action required). For one minute, any time you make a weapon attack with an action or bonus action, you can immediately make another attack with the same weapon. Once you use this feature, you cannot use it again until you complete a long rest.

Mage Hunter

Some Spellblades hone their magical powers for the sake of countering other magical purposes. They become the anathema of all spellcasters, they fight fire with fire, honing their own magical skills for the purposes of binding and denying the magical powers of others.

Mage Hunter Spells

You learn the following spells at the following levels. The following are Spellblade spells for you, but do not count against your spells known.

Spellblade Level	Spells Learned
3rd	*Aldricor's elemental rebuke*^{TAG}
5th	*silence*
9th	*counterspell*
13th	*suffocate*^{K}
17th	*dispel evil and good*

Disrupting Blows

Starting at 3rd level, once per turn when you hit a target with a melee weapon, you deal bonus Force damage equal to your proficiency bonus. This bonus is doubled until end of your turn when you cast an Abjuration or Mage Hunter spell.

Additionally, your weapon attack rolls bypass the effects of 1st level spells (such as *mage armor*, *shield*, or *sanctuary*).

Purging Surge

Starting at 3rd level, you gain a new option for your Arcane Surge feature.

- On your turn, you can expend a use of Arcane Surge to end a magical effect or supernatural condition (such as being Charmed or Frightened) on yourself (no action required). If the spell is of a level greater than half your Spellblade level (rounded up) you must make an Intelligence saving throw with a DC of 10 + the spell's level to end it. You cannot do use this ability if you are incapacitated.

Nullifying Surge

Starting at 7th level, you can use Purging Surge even when incapacitated. Additionally, you can project the purging power outwards, expending two uses of Arcane Surge to cast *counterspell* or *dispel magic* without expending a spell slot.

Expert Abjuration

Starting at 15th level, when you have to make a Spellcasting check to dispel or counter a magical effect with Purging Surge or Nullifying Surge, you can add your Proficiency bonus to the roll.

Mana Void

At 20th level, you can turn yourself into a magical void, devouring and nullifying magic around you. For one minute, you project the effect of *antimagic field* 5-feet around yourself (no action required). You can still cast spells while within this field, but are limited to Abjuration spells and Cantrips. Once per turn for the duration, when you counter or end the effect of a spell, you regain 1 use of Arcane Surge.

This effect ends early if you become unconscious, or you can end it at any time (no action required). Once you use this ability, you cannot use it again until you complete a long rest.

Spellshot

The lone option able to use their Spellstrike at range, the Spellshot gets a lot of freedom in position and target selection, able to flex their powers across the battlefield raining death from afar, and ever farther their talent grows.

Spellshot Spellblade Spells

You learn the following spells at the following levels. The following are Spellblade spells for you, but do not count against your spells known.

Spellblade Level	Spells Learned
3rd	*multishot*^{K}
5th	*elemental barrage*^{Spellblade}
9th	*lightning bolt*
13th	*greater invisibility*
17th	*pressure cutter*^{K}

Ranged Spellstrike

Starting at 3rd level when you select this archetype, you gain the ability to apply your Spellstrike to pieces of ammunition as well as melee weapons, and can trigger the spell strike on a ranged weapon attack made with the infused piece of ammunition.

Spells infused into a ranged weapon affect the target of the ranged weapon when fired, but only have a range equal to the range of the spell or the normal range of the weapon (whichever is shorter range). If you attack a target beyond that range, the spell fails and is lost.

Distant Surge

Starting at 3rd level, you gain a new option for your Arcane Surge feature.

- When you infuse a spell into a piece of ammunition with Spellstrike, you can expend an Arcane Surge to increase that spell's range to the range of weapon used to fire that piece of ammunition.

Transmuted Ammunition

Additionally at 7th level, when you infuse a spell that targets a line, you can transmute your ammunition into the spell effect, releasing the spell in a line from you as if you had cast it, but using your Strength or Dexterity modifier (your choice) in place of your Intelligence modifier for the spell save DC. When you do this, you add your weapon damage (including modifier) to the spell's damage roll.

Seeking Surges

Starting at 15th level, when you expend an Arcane Surge, you can add your Intelligence modifier to your next attack roll.

Arcane Bolts

Additionally at 15th level, you can always generate ammunition out of arcane force energy when you fire a ranged weapon. When you do so, you consume no ammunition when firing an ranged weapon with the ammunition property, and your weapon damage becomes force damage.

Complete Control

Starting at 20th level, you can enter a state of perfect focus granting you the ability to bend and guide your shots. For 1 minute, your ranged weapon attacks ignore cover (including total cover) as long as there is a path to the target the project can travel. While you are in this state, once per attack if you miss a creature, you can redirect that attack at another creature within range (making a new attack roll against the new target). When you redirect the attack with a Spellstrike effect that requires a save, you can choose if you want to discharge the spell against the target (if it has any effect on miss), or redirect it to the new target.

   Once you use this feature, you cannot use it again until you complete a long rest.

Playtest Subclasses

The following subclasses, **Iceblade**, **Flying Sword**, and **Spellfist** are new subclasses that are currently under testing and development for Spellblade. They should be treated as playtest content, and may not be as complete or finalized as the other content.

Iceblade

As an Iceblade, you blur the boundary between the arcane and the arctic, wielding your sword with the cold precision of an icicle's edge. Your enemies find no warmth nor respite, only the biting frost of your magic and blade.

   Whether born amidst the relentless snows of the far north or touched by the raw, freezing power of the elemental plane of ice, you have carved a path of icy resolve. Your frost-infused strikes echo the merciless advance of winter, freezing foes in their tracks and turning the battlefield into a glacial field of victory.

Iceblade Spells

Spellblade	Spells Learned
3rd	arctic breath^K
5th	cold snap^K
9th	slow
13th	ice spikes^K
17th	cone of cold

Rimeblade

Starting at 3rd level when you select this archetype, whenever you finish a long rest, you can touch one weapon that you are proficient with and that lacks the two-handed property. That weapon is imbued with frost energy. Its damage becomes cold damage, and when you attack with that weapon, you can use your Intelligence modifier, instead of Strength or Dexterity, for the attack and damage rolls.

Arctic Armory

Additionally, you learn the *ice weapon*^{K} cantrip can cast it once per turn without requiring a bonus action. Any weapon created by that spell is considered under the effect of your Rimeblade feature (even if it has the two-handed property).

Frostbite

Starting at 3rd level, you gain a new option for your Arcane Surge

* When you hit a creature with a weapon attack, you can expend an Arcane Surge to remove any immunity or resistance to cold damage they have and give the disadvantage on saving throws against spells that deal cold damage (including the triggering spell if used with Spellstrike on a spell that triggers a saving throw for additional effects). These effects last until the end of your next turn.

Frozen Heart

Starting at 7th level, you gain resistance to cold damage, and gain advantage on saving throws against being charmed or frightened.

Winter's Grip

Starting at 15th level, the effect of Frostbite is prolonged each time a creature takes cold damage by an additional round (ending at the end of your next turn). Additionally, when a creature under the effect of Frostbite fails a saving throw against one of your spells that deal cold damage, they become restrained until start of their next turn.

Ice Age

Starting at 20th level, you can release a blast of freezing energy that plunges an 30-foot radius around you into a state of everfrost for 1 minute (no action required). It has the following effects:

* The area becomes difficult terrain for creatures other than you.
* Allied creatures in the area gain resistance to cold damage, while hostile creatures lose any resistance than may have to cold damage.
* Creatures in the area when you use the ability become under the effect of the *slow* spell as they start to freeze. Creatures slowed in this way make make a Constitution saving throw at the end of each of their turns. On success the effect ends. On failure, they become restrained while under the effect. Creatures automatically pass the save if they are outside of the area of effect. You can exclude a number of creatures from becoming slowed equal to your Intelligence modifier.

   You can end the effect letting the area thaw earlier as an action. Once you use this ability, you cannot use it again until you complete a long rest.

Frozen World

Note that difficult terrain and *slow* stack, meaning that for at least one turn, creatures affected by this ability are not going anywhere fast.

Flying Sword

As a Flying Sword Spellblade, you master the art of the floating blade, separating your willpower from your physical body. Your sword is not just a weapon, but an extension of your mind and a manifestation of your arcane prowess.

Born out of a deep understanding of telekinesis and arcane manipulation, your technique combines mental acuity with martial mastery. Whether a reclusive hermit who honed this art in the solitude of your own thoughts, or a prodigy who has broken the conventional boundaries of weapon use, your chosen path is an unorthodox mix of intellect and combat prowess.

Flying Sword Spells

Spellblade	Spells Learned
3rd	*jump*
5th	*dancing object*
9th	*fly*
13th	*quicksilver steps*[K]
17th	*animate objects*

Flying Sword

Starting at 3rd level, during a long rest you can touch a melee weapon, infusing it magical power. This Flying Sword can be carried or stowed like a normal weapon, or you can ready it, causing it to float beside you. While an Flying Sword is readied, you can make attacks with it as part the Attack action, sending it out to strike a target.

Attacks made with your Flying Sword are considered melee weapon attacks with the weapon, but you can use your Intelligence modifier in place of your Strength or Dexterity modifier for attack and damage rolls, and you can make this attack against a target out to a range of 30 feet away from you. If the weapon has the heavy or special property, this range is halved to 15 feet; and if the weapon has the light property, this range is doubled to 60 feet.

Phantom Sword Surge

Starting at 3rd level, you gain a new option for your Arcane Surge:

- When you make an attack with your flying sword, you can spend an Arcane Surge to make two phantom copies of it that strike other targets within range. The phantom swords use their own attack rolls. On hit, the target takes damage equal to your Flying Sword's weapon damage (including modifier) as force damage.

Sword Flight

Starting at 7th level, your mastery of telekinetic manipulation of your blade is so complete you can command it remotely and even use it as a mode of transport. You can stand on your sword to treat it as a Broom of Flying, though only you can ride it, and anything being carried by it is dropped if you attack with it.

Additionally, the range of your Flying Sword attacks are doubled.

Phantom Sword Barrage

Starting at 15th level, when you use your Phantom Sword Surge ability, you can create 2 addtionally copies of your sword (up to 4 total), each of which can strike a different target within range.

Additionally, if you use any other use of your Arcane Surge, you can create a single phantom sword copy on your next attack before the end of your turn.

Ultimate Move

Starting at 20th level, master the ultimate move of your style unleashing massive power in an unstoppable strike. You charge your with sword mystical power before sending it forward in a burst of power. All creatures in a 120-foot long, 5-foot wide line must make a Dexterity saving throw. On failure, they take 6d6 slashing damage and 6d6 force damage. On success, they take half as much damage.

If the sword was infused with spell that has an area of effect through Spellstrike when you made this attack (for example *fireball*), the spells area of effect becomes the area of effect of this ability (otherwise the spell is discharged against the first target, treating a failed save as a hit).

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

Spellfist

As a Spellfirst, you are the embodiment of raw power and arcane energy, a brawler who channels magic into every punch. Where other Spellblades may wield elegant weapons or conjure dazzling spells from a distance, you understand that sometimes, magic is most effective when it's delivered up close and personal. Your hands are not just weapons, but conduits for your magical force, and your style of combat reflects this, as brutal and direct as it is unpredictably magical.

   Whether you're a former street fighter who discovered an innate talent for magic or a spellcaster who decided the best way to channel your power was through physical force, you've chosen a path that combines the cerebral challenge of magic with the visceral thrill of melee combat. As a Spellfirst, you're a force to be reckoned with, breaking through enemy defenses with a flurry of magically enhanced punches and turning the tide of any battle with your explosive arcane power.

Spellfist Spells

Spellblade	Spells Learned
3rd	thunder punch^K
5th	shatter
9th	vortex blast^K
13th	aero barrage^K
17th	shockwave^K

Kinetic Magic

Starting at 3rd level when you select this archetype, you master the harmony of kinetic delivery of magic with your fists. Your unarmed strike damage with your fist increases to 1d8 bludgeoning damage, and it becomes a valid target for imbuing with magic with Spellstrike. Any time you make an unarmed strike with a Spellstrike imbued, your unarmed strike is considered magical for the purpose of uncovering resistance to non-magical attacks.

   When you imbue a Spellblade spell that deals damage to an area into your fist, you can use your Strength modifier to calculate the Spell Save DC for that spell (instead of your Intelligence modifier).

Impactful Magic

Starting at 3rd level, you gain two new options for your Arcane Surge:

- When you knock a target away from you, you can expend a use of Arcane Surge to knock the target 10 feet further away.
- When you hit an melee weapon attack, you can spend a use of Arcane Surge to attempt to grapple the target (no action required)

Point Blank

Starting at 7th level, when you use Spellstrike while grappling a target, you can instead infuse the target with the spell, treating the spell as if you'd automatically hit an infused attack. The target can still save against effects beyond damage, but any saving throw is made with disadvantage.

Brawler's Resilience

Starting at 15th level, when you spend an Arcane Surge, resistance to damage until the start of your next turn.

Unlimited Power

Starting at 20th level, you can channel magic directly into your muscles, causing your strength to surpass all common reason and granting you the following benefits for 1 minute:

- Your Strength score and maximum strength score increase by 2.
- The damage from your Splash Damage feature becomes a 30 foot cone.
- The distance you can jump becomes equal to your movement speed.
- You have advantage on all Strength ability checks and saving throws.

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

Spellblade Aegis

The level listed for an Aegis spell is the level of spell slot sacrificed to gain the feature. A spell slot sacrificed for an Aegis feature cannot be regained until the Aegis Spell effect is removed during a long rest. You can select any Aegis feature from the list, up to the maximum number of total spell slot levels you can spend on this feature.

You can have a maximum number of spell slot levels sacrificed equal to the highest slot you have from the Spellblade class. You can only sacrifice spell slots you have, and have gained from the Spellblade class.

Aegis effects are not spells and cannot be dispelled as such.

1st Level Aegis Effects

Arcane Agility
You are under the effect of the *jump* spell during the effect.

Arcane Armor
You are under the effect of the *mage armor* spell during the effect.

Arcane Swiftness
Your movement speed is increased by 5 feet.

Elemental Enchantment
You touch a weapon converting its damage type to Fire, Cold, or Lightning while you wield it.

Enchanted Shield
You touch a shield making it easy to wield. You have proficiency with that shield during the effect.

Surging Saves
You can use your Arcane Surge to add your Intelligence modifier to Strength or Dexterity saving throws as well as ability checks (no action required), expending a use as you would to empower an ability check.

Warding Barrier
You reduce all damage taken by 1.

Weapon Focus
You turn your weapon into an arcane focus for your Spellblade spells.

2nd Level Aegis Effects

Arcane Eyes
You gain the ability to see in the dark. You have darkvision out to a range of 60 feet during the effect.

Arcane Style
While this Aegis is active, you gain one Fighting Style option of your choice from the Fighter class. If you already have a style, the one you choose must be different.

Arcane Skill
You gain proficiency in one skill of your choice.

Blade Channel
When you can cast a spell using Spellstrike, you can use the ability modifier used to attack with that weapon instead of your Intelligence for the spellcasting ability modifier.

Illusionary Ally
When you roll initiative, you create a single duplicate as per the *mirror image* spell. You can only have one duplicate at a time from this effect. If you cast *mirror image* during the effect, the spell remains the same, but the first time an image is lost, this duplicate is destroyed instead.

Loyal Weapon
A weapon you touch as part of selecting this Aegis is under the effect of *returning weapon*^{K}.

Quickened Movement
Your movement speed is increased by 5.

3rd Level Aegis Effects

Aether Barrier *(prerequisite: Aether Blade only)*
When you deal damage with your Aether Blade, you gain temporary hit points equal to your Intelligence modifier.

Arcane Shield
You can create a shield of arcane power that protects you, blocking incoming attacks. You gain a +2 to AC as if you had a shield equipped. This counts as an equipped shield but does not require the use of your hand, and you cannot benefit from both this and an equipped shield.

Blastwave
Whenever you teleport using an Arcane Surge or a spell of 1st level or higher spell during the effect, your Aegis sends out a blastwave. Creatures of your choice within 5 feet of your destination must make a Strength saving throw against your Spell Save DC or be knocked prone.

Chameleon Aegis
You can hide without cover, and do not become immediately revealed when in line of sight of a creature. If you move while a creature can see you, you must pass an additional Dexterity (Stealth) check to remain hidden.

Contingent Blink
The first time you would drop to 0 hit points as a result of taking damage, you instead drop to 1 hit point, and vanish from your plane of existence, appearing on the Ethereal Plane. At the start of your turn, you return to an unoccupied space of your choice that you can see within 10 feet of the space you vanished from. Once triggered, this cannot be triggered again until you complete a long rest.

4th Level Aegis Effects

Arcane Resistance
You gain resistance to acid, cold, fire, lightning, poison, or thunder damage during the effect. You may select a new damage type when you select this Aegis again.

Combat Contingency
You incorporate a contingency for rapidly deploying combat magic into your Aegis. When you roll initiative, as a reaction you can cast one spell of 3rd level or lower spell that affects only you and has a casting time of 1 action.

Dimensional Pathways
When you use Arcane Surge to teleport, you can take one willing Medium or smaller creature within 5 feet of you with you, teleporting them to within 5 feet of your destination.

Phantom Aegis

You can move in brief bursts of intangibility. You can move through the spaces of other creatures (allied or hostile) without any penalty to your movement, and can pass through objects and non-magical barriers as thick as 1 inch.

Runic Strength

Your Strength score becomes equal to your Intelligence score during the effect.

5th Level Aegis Effects

Arcane Flight

You gain a flying speed of 30 feet during the effect.

Arcane Alacrity

When you take the Attack action, you can attack twice, instead of once.

Resilient Aegis

You gain proficiency in one Saving Throw of your choice during the effect.

Stone Aegis

You reduce all damage taken by 5.

Spellblade Spell List

Cantrips (0 Level)
Acid Splash
Chill Touch
Dancing Lights
Decaying Touch[K]
Electric Arc[K]
Fire Bolt
Freeze[K]
Force Bolt[K]
Illusionary Dart[K]
Light
Mage Hand
Message
Minor Illusion
Poison Spray
Prestidigitation
Produce Flame
Ray of Frost
Resistance
Shocking Grasp
True Strike
Water Bullet[K]

1st Level
Acid Bubble[K]
Alarm
Aldricor's Elemental
   Rebuke[TAG]
Arcane Ablation[K]
Arcane Weapon[K]
Arctic Breath[K]
Bad Blood[K]
Bane
Burning Hands
Blade Mirage[K]
Crashing Wave[K]
Crippling Agony[K]
Electify[K]
Elemental Orb[K]
Entomb[K]
Eyes of Immolation[K]
Faerie Fire
Feather Fall
Fog Cloud
Gale Bolt[K]
Grease
Grip of the Dead[K]

Inflict Wounds
Ice Arrow[K]
Lightning Tendril[K]
Longstrider
Mage Armor
Magic Missile
Melting Glob[K]
Prismatic Flash[K]
Shield
Shadow Bind[K]
Hideous Laughter
Thunder Punch[K]
Thunderwave
Unseen Servant
Violent Updraft[K]
Water Blast[K]

2nd Level
Alacrity[K]
Become Fire[K]
Become Stone[K]
Become Water[K]
Become Wind[K]
Blindness/Deafness
Blur
Boil Blood[K]
Burning Strike[K]
Clay Touch[K]
Cold Snap[K]
Crackle[K]
Crescent Wind Slash[K]
Disorient[K]
Darkness
Darkvision
Dragon Surge[K]
Earth Ripple[K]
Enhance Ability
Enlarge/Reduce
Ethereal Immolation[K]
Fling[K]
Gravity Surge[K]
Hold Person
Hurricane Slash[K]
Infernal Shackles[K]
Instant Counter[K]
Invisibility
Iron Wind Strike[K]

Mirror Image
Misty Step
Poison Dart[K]
Pseudopod Slam[K]
Ray of Enfeeblement
See Invisibility
Shatter
Shattering Shield[K]
Spiderclimb
Star Dust[K]
Vacuum Pull[K]
Web
Wind Cutter[K]

3rd Level
Acidic Pit[K]
Aether Lance[K]
Arctic Aura[K]
Blink
Counterspell
Crushing Singularity[K]
Dispel Magic
Electrocute[K]
Erode[K]
Fireball
Fire Cyclone[K]
Flash Freeze[K]
Fly
Ghost Step[K]
Haste
Hungering Void[K]
Lightning Bolt
Seismic Wave[K]
Sleet Storm
Spider Bite[K]
Static Field[K]
Stinking Cloud
Tongues
Vampiric Touch
Vortex Blast[K]
Water Breathing
Water Cannon[K]
Water Walk
Wither[K]

4th Level
Aero Barrage[K]
Arcane Eye

Banishment
Black Tentacles
Blight
Confusion
Devour Shadow[K]
Dimension Cutter[K]
Dimension Door
Echoing Lance[K]
Fire Shield
Force Blade[K]
Freedom of Movement
Geyser[K]
Greater Invisibility
Ice Spike[K]
Ice Storm
Iron Garden[K]
Jumping Jolt[K]
Orbital Stones[K]
Phantasmal Killer
Pillar of Fire[K]
Poison Puff[K]
Quicksilver Steps[K]
Stoneskin
Suffocate[K]
Wall of Fire

5th Level
Acid Rain[K]
Aether Storm[K]
Anvil Drop[K]
Blastwave[K]
Burial Barrage[K]
Cloudkill
Cone of Cold
Deglove Creature[K]
Devouring Darkness[K]
Fissure[K]
Flickering Strikes[K]
Hold Monster
Mislead
Passwall
Pressure Cutter[K]
Pyroclastic Lance[K]
Scrying
Sky Burst[K]
Sonic Shriek[K]
Tornado[K]

Spellblade Specific Spells

This is a testing category for new spells created for Spellblade. They will be merged into the casting compendium in the future.

Elemental Barrage

2nd level transmutation

Classes: Ranger, Spellblade
Casting Time: 1 bonus action
Range: Touch
Duration: 1 round.

You touch of piece of ammunition infusing it with chaotic elemental power. The next time that piece of ammunition is fired before the start of your next turn, it is destroyed and transformed into three elemental bolts one of which does fire damage, one of which does cold damage, and one of which does lightning damage.

Make a weapon attack roll for each elemental bolt. You can fire all three at the same target or different targets within the weapon attacks range. On a hit, each elemental bolt does elemental damage equal to the normal weapon damage of the attack.

Spellblade Feats

Aegis Expert

(Prerequisite: 2nd level Spellblade)

You are particularly adept at forming and manipulating your enhancing Aegis of magical effects. You gain the following benefits:

- You can select an Aegis effect that costs a 1st level spell slot, gaining that feature without expending a spell slot. You can change your selection when you complete a long rest when you prepare your Aegis effects.
- At the end of a long rest when you activate your Aegis effects, you gain a number of temporary hit points equal to the total levels of spell slots expended on empowering it (including the free one granted by this feature).
- During a short rest, you can exchange one Aegis effect for another of the same spell slot cost. Once you do this, you cannot do so again until you complete a long rest.

Aegis Master

(Prerequisite: Aegis Expert)

You gain the following benefits:

- You can select an Aegis effect that costs a spell slot of 2nd level or lower, gaining that feature without expending a spell slot. You can change your selection when you complete a long rest when you prepare your Aegis effects.
- You can use your Aegis feature to cast *shield* without expending a spell slot an additional time before completing a short rest.

Multiclassing Requirements

Should you want to multiclass into Spellblade, the prerequisites and proficiencies are listed below:

- **Prerequisite:** 13 Intelligence, and 13 Strength or Dexterity.
- **Proficiencies gained:** Light Armor, Simple Weapons.

Changelog 0.9a

- Editing pass by Gabriel Russell

Changelog 1.1

- **Iceblade** subclass added
- **Flying Sword** subclass added
- **Spellfist** subclass added

Aethberblade

- Clarified damage type as Force damage.

Spellshot

- **Misty Step** replaced with **Elemental Barrage**[K] on their spell list. While Misty Step isn't bad, it's conflict with Spellstrike means it's also not good.
- **Perfect Escape** replaced with **Complete Control**. While Perfect Escape wasn't a bad feature, it wasn't always useful, and Spellblades are already exceptionally hard to catch (since they can just Arcane Surge teleport away many times at that level). The goal of the new ability is be something you more consistently want to use, and give a more epic archery-feel of making absurd shots.

Aegis Effects

- Added **Arcane Skill**
- Added **Elemental Enchantment**
- Added **Chameleon Aegis**
- Added **Phantom Aegis**

Spells

- **Spell list** updated (to match Casting Compendium).
- **Rock Slam** removed
- **Ice Arrow**[K] added
- **Grip of the Dead**[K] added.

Changelog 1.1.1

CREDITS

Creation is made possible by generous patrons:

- !Alice_Demencia
- 5health
- AARON KASPER
- Abeezy
- Adam Thaxton
- Aidan O'Brien
- Aislinn Mullen
- Alex
- Alex Adler
- alex_xr
- Andrea Yarmolyuk
- Andrew Etsell
- Andrew Keenan Richardson
- AndrewRP8023
- Andri Sveinbjörnsson
- Angel Gomez
- arcadia666
- Arcturus Eaenar
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- NolanForMayor
- Nomatron
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- Olteir
- Oraibi Valentine
- orionSquared
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- poprock3189
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- Wow dude
- Wraithkin
- Wryen Meek
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- Zachary Frank
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- Zeromanex
- zldress
- Zou Zou

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