

Mysteria Unveiled: The Battlemancer

Hexblades. Spellwords. Duskblades. Havoc Mages. There have been many versions of the classic Fighter/Mage class, extending back to the very first versions of the Original Fantasy Roleplaying game with the Elf class. The battlemancer draws from all of these iconic martial spellcasters to provide a play experience balanced between arcane magic and combat prowess.

This class incorporates a variant spell point system, called *dweomercraft*, which works off of a pool of magic points. In this simplified scheme, the cost of each spell is equal to its level, making it simple to keep track of spellcasting resources. Combined with class features that encourage a blend of spellcasting and melee weapon attacks, the battlemancer provides a versatile option for those who want to sling spells and swing swords alike.

This Is Homebrew Play-test Materia.

The rules presented here are in draft format, and have not been refined through extensive playtesting. These rules are also unofficial material, and don't have the benefit of a fully staffed development team. The content here is experimental, meant to expand the game to include new ideas and options. If you find this material useful, or if you have suggestions for how to improve the system, please drop an email at mysteria.unveiled@gmail.com with your feedback!

BATTELMANCER

Sword crackling with magical lightning, the elven warrior, surrounded by orc raiders, cuts a fatal arc through her first foe. Before her other enemies can retaliate, she

disappears into a cloud of mist. While the startled orcs look around in confusion, she readies her next assault with an incantation and raised sword.

SCIIONS OF NIGHT AND DAY

Battlemancers straddle the worlds of magic and warfare with equal focus, attacking with arcane words as well as weapons of steel. Some wizards spend time training as warriors, and some fighters pick up a few spells for use on the battlefield, but battlemancers wed the two fields of study into a cohesive whole. This means that their spellcasting has a martial flair - verbal components are often chanted or shouted like commands, while somatic components are made with sweeping, swift gestures with their hands or focus. When battlemancers fight, they seem to be weaving spells with their weapons, and arcane energies may often be seen arcing across their armor or weapons like small bursts of lightning.

A battlemancer's arcano-military training makes them quite at home in a war room tactical briefing as well as a wizard's laboratory. They can step easily from one milieu into the other, but their particular blend of magic and martial expertise can create some difficulty in operating wholly in either setting. This does, however, make battlemancers fine lieutenants and leaders among mixed groups of casters and warriors.

MILITANT MAGIC

The first battlemancers were elves conscripted into the defense of the high elven kingdoms. The high elves trained many of their soldiers, called duskblades (*vaan'kerym*) and steel dancers (*selu h'ei'yal drathinmaleé*), to weave their natural facility for magic into their martial art, and

over centuries this style of arcane warfare has been adopted by other realms.

When battlemancers join adventuring parties, they usually do so where their mix of fighting and spellcasting fills in a gap that exists within the group's composition. When a group of adventurers lack enough spellcasting, or require more strength in arms, they often seek out a battlemancer. That is not to say that battlemancers have no place in a balanced group of adventurers: to the contrary, their ability to switch fluidly between spellcasting and frontline fighting allows them to more easily adapt to the needs of their party.

CREATING A BATTLEMANCER

QUICK BUILD

You can quickly create a battlemancer character using the following guidelines. Choose Strength or Dexterity as your most important Ability Score, followed by Intelligence. Constitution is also important for additional hit points. The Soldier background rounds out the starting battlemancer character.

CLASS FEATURES

HITPOINTS

Hit Dice: 1d8 per battlemancer level

Hit Points at 1st Level: 8 + your Constitution Modifier.

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

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: simple weapons, martial weapons

Tools: None

Languages: Abyssal, Celestial, or Infernal (your choice)

Saving Throws: Intelligence, Dexterity

Skills: Choose 2 from Animal Handling, Arcana, Athletics, Deception, History, and Insight.

Multiclassing: You must possess a 13 Strength or 13 Dexterity, and a 13 Intelligence to multiclass into the battlemancer class from another class, or to another class from the battlemancer class. If you have both the dweomercraft feature and the spellcasting feature from another class, you can use your Magic Points to cast spells you know or have prepared from your other class's spell list, and you can use your spell slots to cast spells you know from your battlemancer spell list.

Equipment

You start with the following equipment, in addition to the equipment granted by your background. Alternatively, you may start with 5d4 x 10 gold pieces with which to buy equipment.

- (a) a longsword and a shield or (b) a glaive and studded leather armor
- (a) a chain shirt or (b) any two martial weapons
- (a) a dungeoneer's pack or (b) a scholar's pack
- an arcane focus

THE BATTLEMANCER

Level	Proficiency		Spells Known	Magic Points	Maximum Spell level	Withdraw Essence Magic Points Regained (1st / 2nd use)
	Bonus	Features				
1st	+2	Dweomercraft, Arcane Duelist (d4)	2	1	1st	— / —
2nd	+2	Fighting Style, Quick Casting	3	2	1st	— / —
3rd	+2	Battlemancer Cohort	4	3	1st	— / —
4th	+2	Ability Score Improvement	5	4	1st	— / —
5th	+3	Extra Attack, Withdraw Essence, Arcane Duelist (d6)	5	5	2nd	3 / —
6th	+3	Channeling Strike	6	6	2nd	3 / —
7th	+3	Cohort Feature	6	7	2nd	3 / —
8th	+3	Ability Score Improvement	7	8	2nd	4 / —
9th	+4	Arcane Duelist (d8)	7	9	3rd	4 / 2
10th	+4	Ability Score Improvement	8	10	3rd	5 / 2
11th	+4	Cohort Feature	8	11	3rd	5 / 2
12th	+4	Ability Score Improvement	9	12	3rd	6 / 3
13th	+5	Arcane Duelist (d10)	9	13	4th	6 / 3
14th	+5	Improved Channeling Strike	10	14	4th	7 / 3
15th	+5	Cohort Feature	10	15	4th	7 / 3
16th	+5	Ability Score Improvement	11	16	4th	8 / 4
17th	+6	Arcane Duelist (d12)	11	17	5th	8 / 8
18th	+6	—	12	18	5th	9 / 9
19th	+6	Ability Score Improvement	12	19	5th	10 / 10
20th	+6	Dread Mage	13	20	5th	11 / 11

DWEOMERCRAFT

You have studied magic as a martial discipline until the gestures and vocalizations are embedded in your muscle memory. Your spells are woven into your combat regimens, allowing you to shift from physical combat to arcane warfare as the situation demands.

MAGIC POINTS

The Battlemancer table shows how many Magic Points you have to cast your spells of 1st level or higher. To cast one of these spells, you must expend a number of Magic Points equal to or greater than the level of the spell you are casting. Expending more Magic Points than the level of the spell you are casting has the same effect as casting a spell with a higher level spell slot. You can only spend as many Magic Points to cast a spell at a level equal to your highest level spells known.

For example, if you are an 8th level battlemancer, you have 8 Magic Points and

can cast spells of 1st or 2nd level. If you know the Enhance Ability spell, you can cast it by spending 2 Magic Points. If you spend 3 Magic Points when casting Enhance Ability, you can target an additional creature (as per the spell's description). You could not, however, spend 4 Magic Points to affect two additional creatures, since you cannot yet cast 4th level spells.

You regain all Magic Points when you complete a long rest.

SPELLS KNOWN AT 1ST LEVEL AND HIGHER

You know two first level spells from the battlemancer spell list. The Battlemancer table shows when you learn more spells. When you gain a level in battlemancer, you can choose a spell you know and replace it with another from the battlemancer list.

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your battlemancer spells, since you learn

your spells as part of your tactical training. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for an battlemancer spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Intelligence modifier

SPELLCASTING FOCUS

You can use an arcane focus or a component pouch as a spellcasting focus for your battlemancer spells.

ARCANE DUELIST

An arcane focus you are holding counts as a melee weapon with reach, allowing you to make melee spell attacks with that focus. When you make an attack with your arcane focus, a blast of magical force lances out toward the target. You decide what this magical force looks like.

You use your spell attack bonus to attack with your arcane focus, inflicting 1d4 + your Intelligence modifier force damage on a successful hit. If your arcane focus is a weapon (such as a staff), you can deal the weapon's damage as force damage instead. At 5th level, this damage die of your arcane focus spell attack increases to 1d6. The damage die increases again to 1d8 at 9th level, 1d10 at 13th level, and 1d12 at 17th level.

When you make a melee weapon attack with a weapon you are holding in one hand

as part of the Attack action, as a bonus action you may make a melee spell attack using an arcane focus you are holding in your other hand. Likewise, if you make a melee spell attack using an arcane focus you are holding in one hand, you can make a melee weapon attack with a melee weapon you are holding in the other hand as a bonus action.

FIGHTING STYLE

At 2nd level, you learn mystical arts of self defence, blending magic and swordplay into one strategic art. You may choose one of the following Fighting Styles. You may only choose a particular fighting style once, even if you are later able to choose a different style.

ARCANE ARMOR

When you are under the effect of a spell that grants a bonus to your AC, gives you a minimum AC, or that grants you an AC calculation (such as barkskin, mage armor, shield, or shield of faith), you are considered to have half cover when making saving throws against spells.

ARCANE WARRIOR

You learn two cantrips of your choice from the wizard spell list. They count as battlemancer spells for you, and Intelligence is your spellcasting ability for them. Whenever you gain a level in this class, you can replace one of these cantrips with another cantrip from the wizard spell list.

FAST CASTING

You can add your spellcasting modifier to your Initiative roll; if you do so, the only

action you may take in your first turn of combat is the Cast a Spell action. Additionally, when you are surprised, you may still cast spells requiring a bonus action on your first turn of combat.

FINESSE FIGHTING

You gain +1 to your attack rolls with finesse weapons and +1 to your Initiative rating.

GREAT WEAPON FIGHTING

When wielding a two-handed or versatile melee weapon with two hands you can reroll the damage die once if the initial result is a 1 or a 2. You must keep the new roll, even if it is a 1 or 2.

MARTIAL FOCUS

You may use any martial weapon as a spellcasting focus. You must mark the weapon with arcane sigils (which takes roughly 10 minutes), and you may change your Martial Focus after a short rest. When casting spells with your Martial Focus, you gain a +2 to your spell attack rolls.

SWEORDRŪNA

Your melee weapon attacks are considered magical. Choose one of the following damage types: acid, cold, fire, lightning, poison, or thunder. When you inflict damage with a weapon attack using a melee weapon with which you are proficient, you inflict an additional point of damage of that type, or three additional points on a critical hit as the magical energy bursts forth on impact. When you complete a short or long rest, you may change the type of extra damage your weapon inflicts.

SWORD & WARD

When you are holding a melee weapon in one hand and an arcane focus in the other, and you are not holding a shield nor donned one, you add one-half your Proficiency bonus to your armor class.

QUICK CASTING

At 2nd level, you can cast a spell with a casting time of 1 action as a bonus action on your turn. Once you use this feature a number of times equal to your proficiency bonus, you cannot use it again until you complete a long rest.

BATTELMANCER COHORT

At 3rd level you select a battlemancer cohort: an affiliation which grants you additional features at 3rd, 7th, 11th, and 15th levels. You choose one of the following cohorts: **duskblade**, **indemnancer**, **havoc mage**, **sigil knight**, or **spellsword**.

EXTRA ATTACK

At 5th level you may make two attacks instead of one every time you use the Attack action. You may replace any of these attacks with a melee spell attack using your arcane focus.

WITHDRAW ESSENCE

At 5th level, you can regain half of your Magic Points up to the maximum allowed by your class level (round down) as shown on the Battlemancer Table when you finish a short rest. You may use Withdraw Essence once. You regain all uses of this feature after finishing a long rest.

As you raise in level, your ability to Withdraw Essence becomes more potent, as shown on the Withdraw Essence Magic

Points Regained column on the Battlemancer Table:

- At 9th level, you may use Withdraw Essence a second time, regaining one quarter of your Magic Points the second time you use this feature between rests (round down, shown as the second number after the “/”).
- At 17th level, you regain half of your Magic Points (instead of one quarter) the second time you use Withdraw Essence.
- At 19th level, you regain an additional Magic Point every time you use Withdraw Essence.

CHANNELLING STRIKE

At 6th level you learn to capture the magical energy of a spell you have readied and channel that energy into a weapon you hold. When you cast a spell using the Ready Action on your turn, you can choose to channel the spell’s energy into a weapon you are holding instead of concentrating to hold the magical energy inside of yourself. While the spell is held within your weapon in this way, you do not need to concentrate to maintain the spell. You can hold the spell for up to 1 hour. You can have one spell held within your weapon at a time.

While you have a spell held in your weapon, you can release that spell as a reaction when you make a successful attack roll using that weapon as part of the Attack Action. The range of the spell becomes “touch” when released through a weapon attack, and regardless of how many targets the spell would normally affect, a spell you cast through Channeling Strike affects only the target you strike with the weapon attack. The target must make any saving throws associated with the spell, with a DC equal to

your attack roll or your spell save DC (whichever is higher).

IMPROVED CHANNELLING STRIKE

At 14th level, when you release a spell stored in your weapon as a Reaction, you can spend additional magic points to increase the casting level of the spell, up to your maximum spell level as shown on the Battlemancer Table.

Rules Tip: Improved Channeling Strike allows you to conserve Magic Points by charging a spell into your weapon at the lowest possible spell level, and pumping additional Magic Points into the spell when it is released with a melee attack.

DREAD MAGE

At 20th level, you add 1d8 force damage to the damage rolls of cantrips you cast, to spells you cast through your Channeling Strike, and to melee spell attacks you make with your arcane focus.

BATTLEMANCER COHORTS

At 3rd level you select your Battlemancer Cohort: an affiliation with other martial casters with unique training in magical combat techniques.

DUSKBLADE

Arguably the first battlemancers to organize into discrete schools and philosophies of arcane combat, duskblades have a long and storied history among the elves who developed this style of fighting.

DUSKBLADE FEATURES

Level Feature

3rd	Battlefield Arcana, Armored Mage
7th	Arcane Transference
11th	Spell Cleave
15th	Rapid Transfer

BATTLEFIELD ARCANA

At 3rd level when you select duskblade as your cohort, you have practiced a number of minor magical effects as part of your paramilitary arcane training which have become almost second nature for you. You learn two of the following cantrips: *acid splash*, *dancing lights*, *firebolt*, *minor illusion*, *shocking grasp*, and *truestrike*.

You also learn the additional spells listed below. You learn more spells from the Duskblade Expanded Dweomer List as you rise in level as shown below. These spells are considered Battlemancer spells for you, and do not count toward your maximum spells known.

DUSKBLADE EXPANDED DWEOMER LIST

Level Spell

3rd	<i>detect magic</i> , <i>faerie fire</i>
5th	<i>pyrotechnics</i> , <i>shield</i>
9th	<i>haste</i> , <i>vampiric touch</i>
13th	<i>freedom of movement</i> , <i>confusion</i>
17th	<i>hold monster</i> , <i>telekinesis</i>

ARMORED MAGE

At 3rd level when you select duskblade as your cohort, you learn to optimize your use of armor, relying on the protection it affords to buy the time and space you need to weave your deadly spells in the middle of combat. When you make a Constitution saving throw to maintain concentration on a spell while you are wearing armor, you add your Intelligence modifier to the saving throw as well.

ARCANE TRANSFERENCE

At 7th level, when you use your Channeling Strike class feature to charge a spell into a melee weapon on your turn, you can make a melee weapon attack as a bonus action using that weapon. You may choose to discharge the spell immediately when you make this attack.

SPELL CLEAVE

At 11th level, you are better able to ensorcel creatures you have injured in hand to hand combat. When you damage a creature with a melee weapon attack as part of the attack action on your turn, that creature becomes more susceptible to your spells. Until the end of your next turn your spell save DC increases by +2 when that creature attempts a saving throw against spells you cast.

RAPID TRANSFER

At 15th level, the spell you cast through your arcane transference feature affects

every attack you make through the Extra Attacks class feature.

INDEMNOMANCER

Bodyguards, military secret police, and counterintelligence agents, many Indemnومancers turn their magic toward the protection of military assets, state secrets, and vital officials.

IDEMNOMANCER FEATURES

Level	Feature
3rd	Battlefield Arcana, Arcane Sniper, Occult Veil
7th	Precision Hex
11th	Etheric Diversion
15th	Contingent Incantation

BATTLEFIELD ARCANA

At 3rd level you know a number of spells that aid you in covert work. You learn two of the following cantrips: *friends*, *message*, *minor illusion*, *poison spray*, *ray of frost*, and *resistance*.

You also learn the additional spells listed below. You learn more spells from the Indemnومancer Expanded Dweomer List as you rise in level as shown below. These spells are considered Battlemancer spells for you, and do not count toward your maximum spells known.

IDEMNOMANCER EXPANDED DWEOMER LIST

Level	Spell
3rd	<i>illusory script</i> , <i>comprehend languages</i>
5th	<i>invisibility</i> , <i>see invisibility</i>
9th	<i>clairvoyance</i> , <i>sending</i>
13th	<i>hallucinatory terrain</i> , <i>locate creature</i>
17th	<i>modify memory</i> , <i>telepathic bond</i>

ARCANE SNIPER

At 3rd level, you can use your arcane focus to make ranged spell attacks to a range of 30 feet, dealing damage equal to the damage die from your Arcane Duelist class feature. Additionally, you add 10 feet to the range of any spell you cast that lists a range of 5 feet or more as long as you are holding your arcane focus.

OCCULT VEIL

At 3rd level, when you take the Cast a Spell action on your turn, you can take the Hide or Search actions as a bonus action.

PRECISION HEX

At 7th level You learn to strike with deadly precision. You gain advantage on spell attack rolls you make when casting a spell as a bonus action using your Quick Casting class feature.

ETHERIC DIVERSION

At 11th level, when a creature fails a saving throw against a spell you cast, you gain +2 AC until the beginning of your next turn.

CONTINGENT INCANTATION

At 15th level, when you use your Channeling Strike to imbue a weapon with a spell, you can choose an event that will trigger your spell. When the trigger occurs, you can use your reaction to cast the spell stored in the weapon. The spell can have a range of up to 30 feet when cast this way, but otherwise works exactly as described under Channeling Strike.

HAVOC MAGE

Most wizards and sorcerers try to stick to the back lines of any conflict, relying on their more robust and well armored companions to protect them from bodily harm. Havoc Mages eschew the normal position of

backline spellcaster and jump headlong into the fray, using their command of violent magic to vanquish their enemies from the front lines.

HAVOC MAGE FEATURES

Level Feature

3rd	Battlefield Arcana, Spell Skirmisher
7th	Battlecasting
11th	Tactical Mind
15th	Warspell

BATTLEFIELD ARCANA

At 3rd level you have learned a few magical tricks to survive on the front lines. You can cast spells requiring somatic components even if you do not have a free hand, so long as you are not restrained. You also learn two of the following cantrips: *acid splash*, *blade ward*, *chill touch*, *firebolt*, *ray of frost*, and *vicious mockery*.

You also learn the additional spells listed below. You learn more spells from the Havoc Mage Expanded Dweomer List as you rise in level as shown below. These spells are considered Battlemancer spells for you, and do not count toward your maximum spells known.

HAVOC MAGE EXPANDED DWEOMER LIST

Level Spell

3rd	<i>armor of agathys</i> , <i>chaos bolt</i>
5th	<i>alter self</i> , <i>flaming sphere</i>
9th	<i>blink</i> , <i>fear</i>
13th	<i>confusion</i> , <i>stoneskin</i>
17th	<i>cloudkill</i> , <i>mislead</i>

SPELL SKIRMISHER

At 3rd level, when you take the Cast a Spell action your speed increases by 10 feet, and you can choose one creature you target with a spell: that creature cannot make attacks of opportunity against you until the end of your turn. Additionally, when wearing

armor, you do not have disadvantage on ranged spell attacks when within 5 feet of a hostile creature.

BATTLECASTING

At 7th level you learn to cast spells and wield weapons in rapid succession to force an attack or cover a retreat. You can cast a cantrip in place of one of the attacks you make as part of your Extra Attacks class feature.

TACTICAL MIND

At 11th level, you gain proficiency in Wisdom saving throws.

WARSPELL

At 15th level, when you use your action to cast a spell, you can make a weapon attack or a melee spell attack using your arcane focus as a bonus action.

SIGIL KNIGHT

Adorned in armor emblazoned with arcane glyphs infused with magical potency, the sigil knight wades into battle protected by both steel and sorcery. Sigil knights focus their magical training on defensive casting, using their spells to shield themselves and their allies.

SIGIL KNIGHT FEATURES

Level Feature

3rd	Battlefield Arcana, Knightly Training, Rune Armor
7th	Circle of Forbiddance
11th	Blade of Disruption
15th	Magelord's Banner

BATTLEFIELD ARCANA

At 3rd level when you select sigil knight as your cohort, you can place an arcane sigil on one shield in a ritual that takes 10 minutes to complete. You may don or doff

this shield using your item interaction on your turn as long as the shield is within 5 feet of you and you have a free hand. If you perform the ritual on another shield, the warding symbol fades from the original shield.

Additionally, you learn the spells listed below. You learn more spells from the Sigil Knight Expanded Dweomer List as you rise in level as shown on the Sigil Knight Expanded Dweomer List. These spells are considered Battlemancer spells for you, and do not count toward your maximum spells known.

SIGIL KNIGHT EXPANDED DWEOMER LIST

Level	Spell
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3rd	<i>sanctuary</i>
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5th	<i>warding bond</i>
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9th	<i>magic circle</i>
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13th	<i>fire shield</i>
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17th	<i>planar binding</i>
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KNIGHTLY TRAINING

As a sigil knight, you are trained in defensive martial exploits. You gain proficiency in heavy armor. You also gain 3 additional hit points when you select Sigil Knight as your cohort, and each level beyond 3rd, you gain a d10 for your hit die, rather than a d8.

RUNE ARMOR

At 3rd level when you select the sigil knight cohort, while you are wearing armor you may expend one magic point to ward yourself against harm. The effect lasts for one hour. While armored and under the effect of this feature, your armor glows with arcane symbols in a color of your choosing. When you suffer damage while so protected, you reduce the amount of damage you receive by a number of hit points equal to your Intelligence Modifier.

CIRCLE OF FORBIDDANCE

At 7th level, you may use your action on your turn to summon a circle of magical protection. This circle appears on the ground as a ring of glowing arcane symbols at your feet that expands to cover a radius of 10 feet around you. Any creature (including you) standing in a space inside the circle is considered to have half cover against spells. You must maintain concentration on this feature as if it were a spell, and it ends after one minute. You may leave the circle, and as long as you maintain concentration you can re-enter the circle with subsequent movement.

BLADE OF DISRUPTION

At 11th level you may expend two of your Magic Points to affect a creature with the *dispel magic* spell. Your weapon radiates an aura of light (you choose the color of the radiance), and you must strike a creature or object to affect the target with Blade of Disruption.

If you have already damaged the target in the same turn with a melee weapon attack prior to the attack that channels your Blade of Disruption, you have advantage on your spellcasting ability check to dispel effects higher than 3rd level.

When you successfully dispel an effect from a creature using Blade of Disruption, that creature must make a Constitution saving throw (DC of your spell save DC) or they are incapacitated until the beginning of your next turn.

MAGELORD'S BANNER

At 15th level you may impart a magical sigil on yourself and up to 4 other creatures you can see within 60 feet as an action on your turn. This sigil appears as a glowing mark upon the affected creatures, and lasts for one minute. The sigil fades if the creature is rendered unconscious or killed, and if you

die or fall unconscious, the effect ends for all creatures affected. While under the effect of your Magelord's Banner:

- Affected creatures can communicate telepathically with one another within a range of 120 feet.
- Creatures bearing your sigil gain a bonus to their saving throws against being frightened or charmed equal to your Intelligence modifier.
- While standing within 15 feet of another creature bearing your sigil, affected creatures can make opportunity attacks without using their reaction (although they cannot perform more than one opportunity attack in a round).

SPELLSWORD

Spellswords are magical soldiers of fortune, bringing their fighting magic and tactical expertise to bear on the battlefield. These arcane mercenaries blend magic and martial prowess to dangerous effect. Often loners and self-taught experts, many spellswords were once either aspiring wizards who fell in with the rough-and-tumble lifestyle of a wand for hire, or trained soldiers who aspired to delve into the arcane arts.

SPELLSWORD FEATURES

Level Feature

3rd	Battlefield Arcana, Spell Armor, Arcane Assault
7th	Spell Shield
11th	Dimensional Dodge
15th	Empowered Channeling

BATTLEFIELD ARCANA

At 3rd level when you select spellsword as your cohort, you have learned a number of minor combat spells that aid you on the field

of battle. You learn two of the following cantrips: *light*, *mending*, *message*, *produce flame*, *ray of frost*, and *spare the dying*.

You also learn the additional spells listed below. You learn more spells from the Spellsword Expanded Dweomer List as you rise in level as shown below. These spells are considered Battlemancer spells for you, and do not count toward your maximum spells known.

SPELLSWORD EXPANDED DWEOMER LIST

Level Spell

3rd	<i>magic missile</i> , <i>expeditious retreat</i>
5th	<i>misty step</i> , <i>shatter</i>
9th	<i>elemental weapon</i> , <i>slow</i>
13th	<i>dimension door</i> , <i>hallucinatory terrain</i>
17th	<i>teleportation circle</i> , <i>wall of force</i>

SPELL ARMOR

At 3rd level when you select swordmage as your cohort, you learn to cast spells through distraction and the perils of the battlefield. While you are concentrating on a spell, you gain temporary hit points equal to your Proficiency Bonus + your Intelligence Modifier.

ARCANE ASSAULT

At 3rd level, you are able to defend nearby creatures from attack by teleporting to their aid. When a creature within 10 feet of you hits a creature within 5 feet of it that is friendly to you (other than you) with a spell or weapon attack, you can use your reaction to instantly teleport to a space within 5 feet of the attacking creature and impose disadvantage on the attack roll. If no space is available within 5 feet of the target, you can't use this feature to teleport.

If the attack misses, the attacking creature has disadvantage to attack any creature other than you until the beginning of your

next turn. If the attack hits the creature's target, you can immediately make a melee weapon attack against the attacking creature as part of the same reaction.

You can use Arcane Assault once. You regain use of this feature after a short or long rest.

SPELL SHIELD

At 7th level, while you have a spell charged in a melee weapon, your aura is infused with a protective energy field. You gain a bonus equal to your Intelligence Modifier (minimum +1) to saving throws you make against spells and magical effects.

DIMENSIONAL DODGE

At 11th level, when a creature within 20 feet of you strikes you with a ranged attack or ranged spell attack, you can immediately use your reaction to teleport to an unoccupied space within 5 feet of the attacking creature. When you do this, the attack against you misses.

Alternatively, you can use your reaction to Dimensional Dodge when a creature within 5 feet of you strikes you with a melee attack. You teleport instantly to an unoccupied space within 10 feet of your original space, and the attack misses you.

You can use Dimensional Dodge a number of times equal to your Intelligence modifier (minimum 1). You regain all uses of this feature when you complete a long rest.

EMPOWERED CHANNELING

At 15th level, when you have a spell held in a weapon you are holding, you can charge a second spell into that weapon using your Channeling Strike feature. You cannot use Empowered Channeling if you have moved on the same turn, and your speed is reduced to 0 until the beginning of your next turn. When you have two spells stored in your weapon, you choose which spell to discharge as a reaction when you strike a creature with the weapon.

BATTELMANCER SPELL LIST

The following spells are available to battlemancers.

1st Level

- burning hands
- color spray
- command
- compel duel
- fog cloud
- hex
- heroism
- jump
- longstrider
- mage armor
- magic missile
- shield
- thunderwave

2nd Level

- barkskin
- blur
- cloud of daggers
- crown of madness
- enhance ability
- flame blade
- flaming sphere
- gust of wind
- heat metal
- invisibility
- magic weapon
- Melf's acid arrows
- misty step
- mirror image
- scorching ray
- silence
- spider climb

3rd Level

- bestow curse
- counterspell
- elemental weapon
- feign death
- gaseous form
- glyph of warding
- haste
- hold person
- protection from energy
- sleet storm
- slow
- vampiric touch

4th Level

- compulsion
- confusion
- dimension door
- fire shield
- freedom of movement
- greater invisibility
- ice storm
- resilient sphere
- stoneskin

5th Level

- antilife shell
- Bigby's hand
- cloudkill
- contagion
- hold monster
- teleportation circle
- wall of force