

Mageblade Arcane Tradition

Also known as swordmages or battlemages, Mageblades do not rely solely on their arcane teachings to get them out of trouble. It is likely you were trained for combat, or were thrust into a situation where arcane formulas failed, or where you pushed to use other means. Now you strive to master both sword and spell.

Battlemage

Beginning at 2nd level when you take this arcane tradition, you gain proficiency in any 3 martial melee weapons of your choice that are not two-handed or heavy. You also gain proficiency in Light Armor.

Arcane Edge

Starting at 2nd level when you gain this tradition, when you are wielding a melee weapon you are proficient with, you may use your spellcasting ability rather than Strength or Dexterity for attack and damage rolls. You may use melee weapons you are proficient with as an arcane focus. As an action, you can transmute an inanimate object or substance into a melee weapon you are proficient with once per long rest.

Amplified Strike

At 6th level and above, as a bonus action you may expend a spell slot of 1st level or up to 5th level to strengthen your melee weapon. The next time you land a melee attack with that weapon, you deal an additional 1d8 force damage for each level of the spell slot, up to 5d8. If the attack reduces

the target's hit points to zero, you recover a spell slot of lesser value than the slot used to deliver the Amplified Strike.

Disciplined

At 10th level, when you make a melee attack with a melee weapon you are proficient with, you may use your bonus action to make another melee attack against a creature within range. You may use this feature a number of times a day equal to your Intelligence modifier.

Manablade

At 14th level, any melee weapon you wield that you are proficient with is considered magical for the purposes of overcome resistances. In addition, when you roll damage on melee attacks with weapons you are proficient with, you add an additional damage die of force damage. You may also, during a long rest, store a single spell of up to 3rd level into a melee weapon of your choice; if you do not cast the stored spell before your next long rest, or try to store a different spell in a weapon by these means, the spell dissipates.

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