

# SWORDMAGE SPELLS

## CANTRIPS

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### BURNING BLADE

*Evocation Cantrip*

**Casting Time:** 1 action

**Range:** 5ft

**Components:** S,M (a melee weapon)

**Duration:** Instantaneous

You brandish the weapon used in the spell's casting and make a melee attack with it against one creature within 5 feet of you. On a hit, the target suffers the weapon attack's normal effects and magical fire from your weapon burns the target, dealing an additional 1d8 damage.

At 5th level, the melee attack deals an extra 1d8 fire damage to the target on a hit. The damage roll increases by 1d8 at 11th level (2d8) and 17th level (3d8).

### MIND SHATTER STRIKE

*Enchantment Cantrip*

**Casting Time:** 1 action

**Range:** 5ft

**Components:** S,M (a melee weapon)

**Duration:** 1 round

You brandish the weapon used in the spell's casting and make a melee attack with it against one creature within 5 feet of you. On a hit, the target suffers the weapon attack's normal effects, and psychic energy assaults their mind. The creature subtracts a d4 from their next skill check until the start of your next turn.

At 5th level, the melee attack deals an extra 1d8 psychic damage to the target on a hit. The damage roll increases by 1d8 at 11th level (2d8) and 17th level (3d8).

### FREEZING WEAPON

*Enchantment Cantrip*

**Casting Time:** 1 action

**Range:** 5ft

**Components:** S,M (a melee weapon)

**Duration:** 1 round

You brandish the weapon used in the spell's casting and make a melee attack with it against one creature within 5 feet of you. On a hit, the target suffers the weapon attack's normal effects and your weapon covers the target in frost. The creature subtracts a d4 from their next attack roll until the start of your next turn.

At 5th level, the melee attack deals an extra 1d8 cold damage to the target on a hit. The damage roll increases by 1d8 at 11th level (2d8) and 17th level (3d8).

## 1ST LEVEL SPELLS

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### SLOTH STRIKE

*1st level Evocation*

**Casting Time:** 1 action

**Range:** 5ft

**Components:** S,M (a melee weapon)

**Duration:** 1 round You brandish the weapon used in the spell's casting and make a melee attack with it against one creature within 5 feet of you. On a hit, the target suffers the weapon attack's normal effects and is struck with a biting chill, taking an additional 2d8 cold damage and is slowed by 10 feet until the end of your next turn.

### TRANSPOSING LUNGE

*1st level Evocation*

**Casting Time:** 1 action

**Range:** 5ft

**Components:** S,M (a melee weapon)

**Duration:** Instantaneous

You lash out with your melee weapon, warping space and time around your foe. On hit, the target suffers the weapon's normal effects and taking an additional 3d8 force damage, you may then teleport the target into an area adjacent to you.

### ELDRITCH SPEED

*1st level Abjuration*

**Casting Time:** 1 minute

**Range:** Self

**Components:** V,S

**Duration:** 8 hours

Eldritch power flows through you and quickens your movements. When rolling for initiative you can add +5 to the roll.

### DUAL LIGHTNING STRIKE

*1st Level Evocation*

**Casting Time:** 1 action

**Range:** 30ft

**Components:** S,M (a melee weapon)

**Duration:** Instantaneous

You flash in a bolt of forked lightning and strike two enemies at once. Make a melee weapon attack, on hit the target suffers the weapons normal effects and takes 1d8 lightning damage. You reappear within an unoccupied space within 5ft of the secondary target. The target is marked with your swordmage aegis.

## 2ND LEVEL SPELLS

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### CHILLING BLOW

*2nd Level Enchantment*

**Casting Time:** 1 action

**Range:** 5ft

**Components:** S,M (a melee weapon)

**Duration:** 1 round

As part of the action used to cast this spell, you must make an attack with a weapon against one creature within your weapon's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects and a piercing chill rips through them, causing the target to take 1d8 cold damage, additionally it takes cold damage equal to your intelligence modifier every time it attacks until the start of your next turn.

## BURNING TRANSPOSITION

*2nd Level Evocation*

**Casting Time:** 1 action

**Range:** 30ft

**Components:** S,M (a melee weapon)

**Duration:** Instantaneous

You viciously strike with both spell and sword. Hurling a mote of fire at your opponent you make a spell attack roll. On hit the target suffers 1d10 fire damage, you then teleport to an unoccupied space within 5ft of them and make a melee weapon attack. On hit the target suffers the weapons normal effects and takes 2d8 thunder damage.

## ARCANE BLADE

*2nd Level Enchantment*

**Casting Time:** 1 action

**Range:** 5ft

**Components:** S,M (a melee weapon)

**Duration:** Instantaneous

Arcane power shimmers and surrounds your blade as you strike. Make a melee weapon attack, on hit the target suffers the weapons normal effects and takes 3d10 force damage. The target is marked by your aegis until the start of your next turn.

## LINGERING LIGHTNING

*2nd Level Enchantment*

**Casting Time:** 1 action

**Range:** 5ft

**Components:** S,M (a melee weapon)

**Duration:** Concentration, up to 1 minute You sink your blade deep into your enemy and shock them with tendrils of lightning. Make a melee weapon attack against the target. On hit, the target suffers the weapons normal effects and takes 2d8 lightning damage. The target must succeed a Constitution saving throw or take an additional 1d6 lightning damage on each of its turns for the duration. At the end of each of its turns, the target can make another Constitution saving throw. On a success, the spell ends on the target.

## SHATTERBLADE

*2nd Level Evocation*

**Casting Time:** 1 action

**Range:** Self(15ft cone)

**Components:** S,M (a melee weapon)

**Duration:** Instantaneous

In the blink of an eye, your weapon shatters into thousands of pieces that cut your foe. Each creature within a 15ft cone must succeed a Dexterity saving throw or take 4d6 force damage or half as much on a successful save. After the spell ends, the blade reforms in your hand.

## 3RD LEVEL SPELLS

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## DEEP FREEZE

*3rd Level Enchantment*

**Casting Time:** 1 action

**Range:** 5ft

**Components:** S,M (a melee weapon)

**Duration:** Concentration, up to 1 minute

Driving your blade home, you hiss a word of power, and white bone-chilling mist begins to seep from your foe's body. Make a melee weapon attack. On hit the target suffers the weapon's normal effects and takes an additional 5d10 cold damage. The target then must succeed a Constitution saving throw or become afflicted with an icy mist that deals 1d10 cold damage to any creature except you that moves into or starts its turn within 5ft of the target. At the end of each of its turns, the target can make another Constitution saving throw. On a success, the spell ends on the target.

## DIMENSIONAL DODGE

*3rd Level Abjuration*

**Casting Time:** 1 reaction, taken when a creature you can see makes an attack roll or starts to cast a spell

**Range:** 60ft

**Components:** S,M (a melee weapon)

**Duration:** Instantaneous As a target attempts to attack or cast a spell at you, you slip through space and reappear 5ft behind the target. Any attack made against you fails and any spell cast at the area you were once in does not effect you.

## STORM SWORD

*3rd Level Evocation*

**Casting Time:** 1 action

**Range:** Self (20ft radius)

**Components:** S,M (a melee weapon)

**Duration:** Instantaneous

Your sword becomes sheathed in lightning as you drive it into the ground, every other creature within a 20ft radius centered on you must make a dexterity saving throw or take 8d6 lightning damage or half as much on a successful save.

## THUNDER BLADE STRIKE

*3rd Level Evocation*

**Casting Time:** 1 action

**Range:** 5ft

**Components:** S,M (a melee weapon)

**Duration:** Instantaneous

You strike your enemy with thunderous force, shattering their sense of balance. Make a melee weapon attack against the target. On hit the target suffers the weapon's normal effects and takes 5d10 thunder damage. The target must then succeed on an intelligence saving throw or be knocked prone.

## MAGE'S TOUCH

3rd Level Abjuration

**Casting Time:** 1 action

**Range:** Touch

**Components:** S

**Duration:** **Instantaneous** You lay your hands upon a nearby object and attempt to destroy it with raw, arcane power. You may touch a nonmagical object within range, such as a door, a window, a box or a pile of debris. If the object has less than 60hp it is violently destroyed, leaving behind only miniscule shards of the original object. This spell does not work on creatures, magical objects or walls. The object you are trying to destroy must be no more than 20ft in any direction.

## 4TH LEVEL SPELLS

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### BLADE BOLT

4th Level Evocation

**Casting Time:** 1 action

**Range:** 120ft

**Components:** S,M (a melee weapon)

**Duration:** **Instantaneous**

Spell and sword become one, you throw your blade at a creature within range, while in the air it manifests as lightning, brutally striking at your enemy. Make a spell attack against the target, on hit the target suffers the normal effects of a melee weapon attack and additionally takes 6d10 lightning damage. After the spell ends your sword reforms in your hand.

### ENERVATING SLASH

4th Level Enchantment

**Casting Time:** 1 action

**Range:** 5ft

**Components:** S,M (a melee weapon)

**Duration:** 1 minute

Your weapon becomes wreathed in necrotic energy as you strike at your foe. The wound it leaves behind saps the target of strength. Make a melee weapon attack against a target within range. On hit, the target suffers the weapon's normal effects and takes an additional 6d8 necrotic damage. The target must succeed on an Intelligence saving throw or suffer a weakening effect, making all of its attacks and abilities deal only half damage. At the end of each of its turns, the target can make another Intelligence saving throw. On a success, the spell ends on the target.

### REJUVINATING STRIKE

4th Level Abjuration

**Casting Time:** 1 action

**Range:** 5ft

**Components:** S,M (a melee weapon)

**Duration:** **Instantaneous**

As you slash your enemy your sword draws the very life essence from them, restoring you. Make a melee weapon attack against a creature in range. On hit the target suffers the weapon's normal effects and takes 5d10 necrotic damage. In addition you regain a number of hitpoints equal to half of the damage dealt.

## FREEZING SWORDBURST

4th Level Evocation

**Casting Time:** 1 action

**Range:** 40ft

**Components:** S,M (a melee weapon)

**Duration:** **Concentration, up to 1 minute**

Ice creeps over your weapon, and when you strike, it explodes in a cloud of frost that anchors nearby foes in eldritch ice. Every enemy within a 40 ft cone must make a Strength saving throw, or be chilled with eldritch ice taking 8d6 damage and being immobilized for one minute. On a successful save the target takes half damage and suffers no additional effects.

## MINDSAP MANEUVER

4th Level Abjuration

**Casting Time:** 1 action

**Range:** 5ft

**Components:** S,M (a melee weapon)

**Duration:** 1 round

Your arcane swordplay daunts your foe and leaves it scrambling to use even its simplest attacks. Make a melee weapon attack against target creature, on hit the target suffers the weapon attacks normal effects and takes 8d6 force damage. The target must make an intelligence saving throw or be incapacitated until the end of your next turn. On a successful save it suffers no additional effects.

## 5TH LEVEL SPELLS

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### SILVER LIGHTNING STRIKE

5th Level Evocation

**Casting Time:** 1 action

**Range:** Self

**Components:** S,M (a melee weapon)

**Duration:** **Instantaneous**

You become a streak of silver lightning, in a flash you instantly teleport up to 120ft to an unoccupied space. If you appear within 5ft of a creature you may make a melee weapon attack. On hit the target suffers the weapon's normal effects and are seared with white lightning for 8d10 lightning damage.

### ELDRITCH QUAGMIRE

5th Level Evocation

**Casting Time:** 1 bonus action

**Range:** 120ft

**Components:** S

**Duration:** **Concentration, up to 1 minute**

Eldritch power warps the ground in a 60ft radius centered on a point you choose within range. The ground in this area is difficult terrain. Creatures other than you that end their turn in this area must succeed a Dexterity saving throw or have their movement speed reduced to 0 for the duration. A creature that had its movement speed reduced to 0 in this area may make another Dexterity saving throw at the end of each of its turns to end this effect.

## AL'NAZEER'S NEVER ENDING WINTER

*5th Level Evocation*

**Casting Time:** 1 action

**Range:** 5ft

**Components:** S,M (a melee weapon)

**Duration:** Instantaneous

Your sword crackles with thunderous energy as you strike at your foe and then freeze their wounds with biting frost. Make a melee weapon attack against a creature within range, on hit the target suffers the weapons normal effects and suffers 6d10 lightning damage, in addition you may make a melee spell attack against the same target. On hit, the target suffers 3d10 cold damage.

## SURPRISING TRANSPOSITION

*5th Level Evocation*

**Casting Time:** 1 Reaction (a creature you can see within range becomes the target of a spell or attack)

**Range:** 60ft

**Components:** S,M (a melee weapon)

**Duration:** Instantaneous

With a swing of your sword you sever the fabric of reality, transporting an attacking creature and forcing them to unleash their attack somewhere else. Target creature must make an Intelligence saving throw or be drawn through the dimensional rift and transported to an unoccupied space within 60ft. It must unleash its attack on the closest creature within range. If there is no creature within range the attack fails and the action is lost. If it was a spell, the spell slot is expended.

## BOUNDLESS

*5th Level Abjuration*

**Casting Time:** 1 Reaction (you are afflicted with a condition)

**Range:** Self

**Components:** None

**Duration:** 1 minute

You wreath yourself in magic and unleash a burst of energy that lets you overcome even the most paralyzing afflictions. End any effects on you that impose the following conditions: grappled, incapacitated, paralyzed, petrified, prone, restrained and stunned. Until the end of the encounter, you gain a +5 bonus to saving throws against any effects that include those conditions.

## ICE CAGE

*5th Level Abjuration*

**Casting Time:** 1 action

**Range:** 5ft

**Components:** S,M (a melee weapon)

**Duration:** 1 minute Make a melee weapon attack against a creature within 5ft. On hit the target suffers the weapons normal effects and takes 5d10 cold damage. As your blade lances the enemy ice erupts from the wound, winding around your enemy's limbs in a crushing embrace. The target must make a constitution saving throw or be restrained. If the target attacks while it is weakened it takes 5+ your intelligence modifier in cold damage. On success the target suffers no additional effects.

## 6TH LEVEL SPELLS

### HELL'S OWN BLADE

*6th Level Evocation*

**Casting Time:** 1 action

**Range:** 60ft

**Components:** S,M (a melee weapon)

**Duration:** Instantaneous

Make a melee weapon attack against a creature within range, on hit you hurl your sword through the air and it buries itself in the target creature causing it to suffer the weapon's normal effects and in addition take 6d10 fire damage as the sword explodes in a fiery blaze in a 20ft radius centered on the target. Other creatures in the area must make a dexterity saving throw or suffer fire damage equal to the damage inflicted on the target. On success they suffer no damage. The target creature is marked by your swordmage aegis and your sword reforms in your hand.