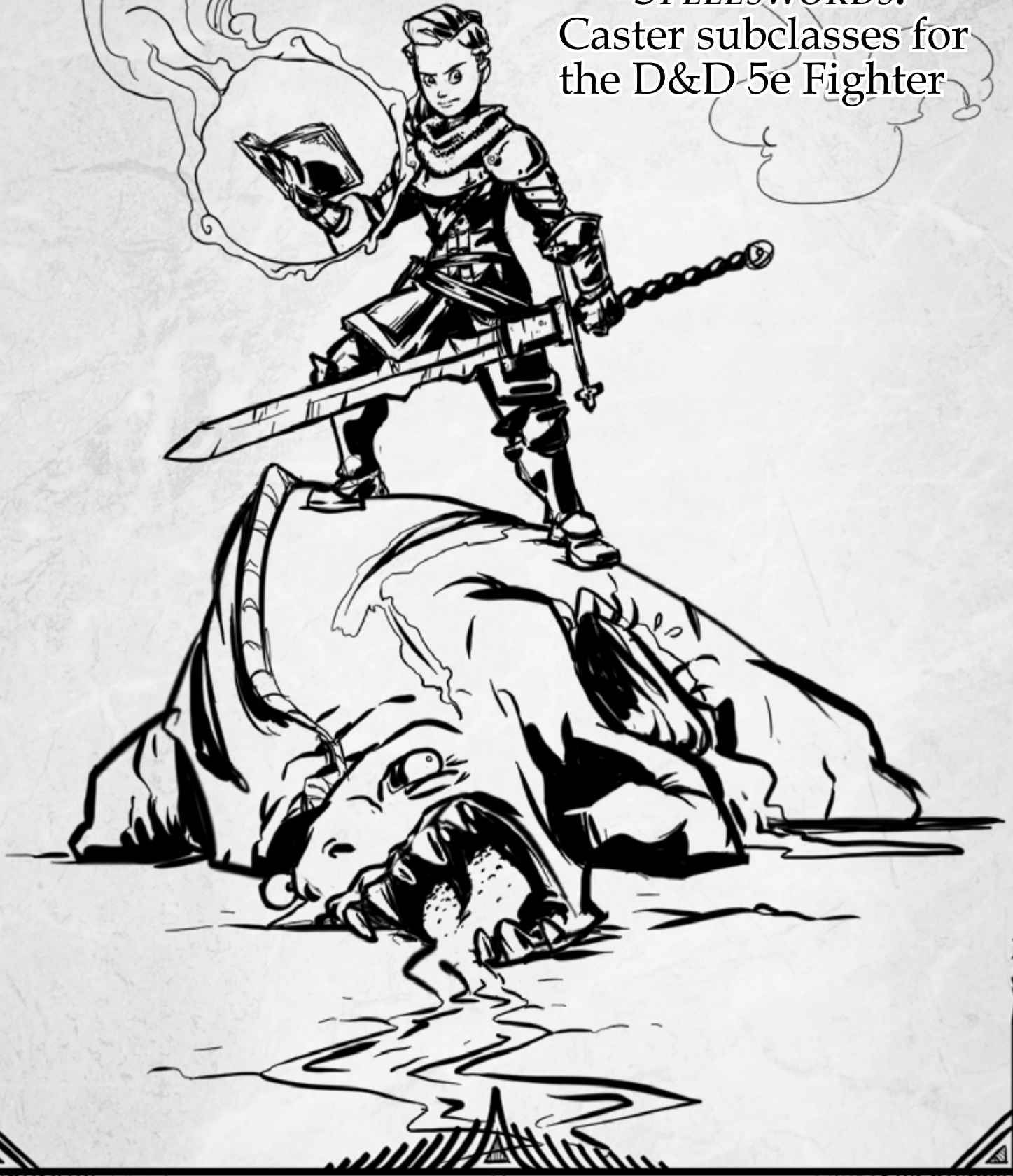


The **Arcana Check**

SPELLSWORDS:
Caster subclasses for
the D&D 5e Fighter



If my off-hand has a wand, you can't tell me that isn't a light weapon, and that I can't swing with it as a bonus action. And once I've inserted the wand into a creature's sternum, my scorching ray spell should really be made at advantage, because come on, how could I miss?

*Fine, but this is **definitely** consuming your action surge.*



Spellswords

*Written by Bartholomew Klick
Edited by Lynn Caldwell
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Matt Colville has designations for the creatures he uses in combat; some are infantry, some are glass cannons, some are brutes, some are artillery. But his boss monsters often serve more of these roles at once. This kind of creativity on the dm's part is fun; you get to create bifurcated mage-slimes that function as artillery and brutes at the same time. Its one of the most creative exercises in the portion of Dungeons & Dragons that concerns itself with preparing for tactical combat.

And it's a game that players themselves rarely have access to. They can multiclass, certainly, but they have constraints that a DM never has to concern herself with. Creating gish characters (named after

the Githiyanki race that helped enable the style of play this document concerns itself with) is one of the few times that players have access to tools similar to a DM for this creative exercise. Start with high armor class, or a huge weapon, and plenty of hit-points - and now choose from a massive list of effects that you want to see in battle. Gishes can go from a glass cannon to a brute in a single turn, or from artillery to infantry, and in doing so, give the player a wider variety of meaningful mechanical choices to make in executing the vision of their character than normal.

When it comes to making a gish - that is, a caster who relies on some mixture of melee combat and spellcasting - most

players are forced to turn to multi-classing. Invariably, a few levels of Fighter tacked onto the casting class of choice offer the brunt of the built, along with carefully selected spells. While the release of the Hexblade Warlock subclass in Xanathar's Guide to Everything gave gish players a fun new way to augment their multi-classing, I find myself wondering what the gish landscape would look like if the magic came to the Fighter as subclasses, rather than levels of Fighter being an exported good to casters who like holding a sword.

This document aims to offer a look at what Fighters might look like if they had the Druid and Warlock sub-class equivalents to the Eldritch Knight, and to bring the Eldritch Knight more in line with the rules that govern the magic of Wizards.

ELDRITCH KNIGHT

This is a relatively small revision of the Eldritch Knight subclass in the *Player's Handbook* that fully recasts this fighter subclass as a Fighter-Wizard, and answers a question posed subtly by the mechanics of the game: where do Eldritch Knights get their spells? Wizards, like Fighters, cast with Intelligence, which is mechanically reflected with a spell book, suggesting that the source of Wizards' magic is academic study. Fighters also cast with their Intelligence, and this revision adds mechanics that reflect the academic nature of their spellcasting.

Eldritch knights built using to this revision to the *Player's Handbook* use a spellbook, which can include any wizard spell, and prepare spells before entering combat. This brings them in-line with

the rules of D&D 5e that govern the only pure casting class in the game that uses Intelligence.

Eldritch knights can declare a type of weapon to use as a spellcasting focus, making sword-and-board play a bit less cumbersome, and they can read spell scrolls as a bonus action, making the creation and purchasing of these items a slightly more attractive option in longer campaigns.

SPELLCASTING

At third level, the eldritch knight can choose spells as described on page 75 of the *Player's Handbook*, but with the following changes:

Spells Known of 1st-Level and Higher

At 3rd level, you have a spellbook containing three 1st-level wizard spells of your choice (See *Player's Handbook*, pg. 210.). Your spellbook is the repository of the wizard spells you know, except for your cantrips, which are fixed in your mind.

There are no restrictions to the schools of magic that an eldritch knight can learn, so long as the spells chosen are from the wizard spell list.

The Spells Known column of the Eldritch Knight Spellcasting Table (See below; adapted from *Player's Handbook* pg. 75.) shows when you can learn more wizard spells of 1st level or higher. The spells you choose must be of a level for which you have spell slots.

Table 1: Eldritch Knight Spellcasting Table

Level	Cantrips Known	Spells	Spell slots per spell level			
			1st	2nd	3rd	4th
3rd	2	3	2	--	--	--
4th	2	4	3	--	--	--
5th	2	4	3	--	--	--
6th	2	4	3	--	--	--
7th	2	5	4	2	--	--
8th	2	6	4	2	--	--
9th	2	6	4	2	--	--
10th	3	7	4	3	--	--
11th	3	8	4	3	--	--
12th	3	8	4	3	--	--
13th	3	9	4	3	2	--
14th	3	10	4	3	2	--
15th	3	10	4	3	2	--
16th	3	11	4	3	3	--
17th	3	11	4	3	3	--
18th	3	11	4	3	3	--
19th	3	12	4	3	3	1
20th	3	13	4	3	3	1

Spellbook

Your eldritch knight's spellbook is a valuable tome of arcane knowledge and references with room to add more spells as they are found, for instance on spell scrolls or in the spellbooks of enemy wizards.

Eldritch knights are not dedicated academics; the time and cost in gold they need to copy spells into their spellbooks are doubled, unless they have levels in wizard equal to or surpassing their levels in fighter.

Eldritch knights can copy wizard spell scrolls into their spell book.

Preparing and Casting Spells

The Eldritch Knight Spellcasting Table (See above.) shows how many spell slots you have to cast known spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended Spell Slots when you finish a long rest.

You prepare the list of wizard spells that are available for you to cast. To do so, choose a number of wizard spells from your spellbook equal to your Intelligence modifier + half your fighter level (rounded up). The spells must be of a level for which you have spell slots.

For example, if you're a 8th-level fighter, you have four 1st-level and two 2nd-level spell slots. With an Intelligence of 16, your list of prepared spells can include seven spells of 1st or 2nd level, in any combination, chosen from your spellbook. If you prepare the 1st-level spell *magic missile*, you can cast it using a 1st-level or a 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells, but it does consume one spell slot.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of wizard spells requires time spent studying your spellbook and memorizing the incantations and gestures you must make to cast the spell: at least 1 minute per spell level for each spell on your list.

Spellcasting Focus

You can use an arcane focus as a spellcasting focus for your wizard spells. Choose a type of martial or simple weapon - for example, longswords or short bows. This type of weapon can always be a spellcasting focus for you.

COMBAT PRIMA VISTA

At 7th level, the eldritch knight gains the ability to cast spells from spell-scrolls it can read as a bonus action.

The subclass retains all other material mentioned in the Player's Handbook.

SPELLSWORD

A play on the word *Sellsword*, spellswords are mercenaries who have lent their might to a powerful creature from another plane in exchange for access to arcane powers. Spellswords invariably have a mission given to them by their patrons, and are driven by the magic of their pacts to try to complete this mission at any cost.

SPELLSWORD STRIKE

Spellswords are all granted the ability to conserve the power granted to them by their patrons. At 3rd level, you may make a special weapon attack as part of an attack action. If this attack is successful, you automatically pass the next saving throw you are forced to make to maintain concentration on a spell.

OTHERWORDLY PATRON

At 3rd level, the terms of a bargain you've made in the past come to fruition. If you already have a warlock pact (e.g., from multiclassing), your pact is with the same entity. If you do not already have a warlock pact, you now decide which entity you have made a bond with: the Archfey, the Celestial, the Great Old One, the Fiend, or the Hexblade.

The Archfey

Your bargain is with a creature from the fairy realms; perhaps you struck a deal with one of the members of the Seelie or Unseelie courts, or perhaps a powerful dryad. The mission you've been given by this creature could be a complicated part of a much larger scheme (the details to which you're never privy) or could simply be helping it fulfil a bargain it made to another fey. Fey are often motivated by revenge, so it's a sure bet that, whatever your mission is, it's making you an enemy.

You can cause the earth to come to your defense, or to the defense of your allies. As a reaction, when an enemy makes a non-spell attack against you or an ally within 30 feet of you, you can cause the vines, living stone, or other terrain-appropriate feature to rise up and interrupt the attack, imposing disadvantage on it. You may do this a number of times equal to your Charisma modifier.

Starting at 7th level, when you successfully hit a creature with a weapon attack (including grapples, shoves, and ranged attacks), once per long or short rest, you can use your bonus action to cause vines, living stone, or other terrain-appropriate features to snap out of the ground to grapple your victim. The creature must make a Strength saving throw against your spell save DC. On a failure, they are now prone and restrained. On a successful save, they are merely restrained.

The creature can use an action to repeat this save at the start of each of its turns.

The Celestial

Your pact came to you by prayer or meditation, and is with a powerful entity of the positive planes, such as an angel, a particularly powerful unicorn, or even the divine spark of Goodness itself. Whatever the case, you have been charged with rooting out all that would oppose this force. The mission you've been given may be as broad as shining a light in all the dark places of the world – a general call to do Good as you see fit, or as specific as exterminating as many of a type of evil creature as you can.

Once per long or short rest, you can cause a melee weapon you're holding to glow with divine energy for 10 minutes.

While your melee weapon is glowing with divine energy, it casts bright light in a 30-foot radius and dim light in a 60-foot radius, and reveals magically invisible creatures. Until the effect ends, you add your Charisma modifier to your damage rolls in addition to other modifiers.

At 7th level, once per long rest, when your weapon is glowing with divine energy, it also deals 1d6 radiant damage. Additionally, aberrations, undead, fey, and fiends must pass a charisma saving throw against your spell-save DC in order to come within ten feet of your weapon. If they try and fail, their movement speed becomes zero until the start of their next turn as the power of the light washes over them. Whether it passes the save or not, it does not have to make this check again for 24 hours.

If your movement causes your weapon to come within five feet of an aberration, undead, fey, or fiend, it can use its reaction to make this save. If it fails, its movement speed becomes zero until the end of its next turn.

This effect does not cause flying or climbing creatures to fall.

The Fiend

Your pact is with an entity of great evil from the Abyss, such as a demon lord. The mission given to you by this creature is most likely to kill a specific person: a summoner who irritated that specific demon, a cultist leader to a rival demon, a specific king who is advancing an agenda counter to the demon's will, etc. Some missions granted to spellswords of The Fiend are less direct calls to go forth and cause trouble in a certain area, dividing some powerful creature's attention away from the demon's other pet projects.

When you reduce a hostile creature to zero hit-points, you can immediately use your Second Wind feature (See *Player's Handbook*, pg. 72.), whether or not you have already used it.

Starting at 7th level, once per long or short rest, you can summon a fiend that is bound to your patron's will – and thus yours – for 10 minutes. The CR of the fiend must be equal to 1/4 of your level or lower. The fiend rolls its own initiative, and you control it for the duration of its existence on this plane.

At the end of 10 minutes, if you are on a plane not native to the fiend, it vanishes back to whence it came. If you are on its native plane, then you lose control of it. It is still bound to your patron, but you must deal with it on your own.

The Great Old One

Your pact is with a creature difficult to understand and difficult to accept, whose very existence challenges fundamental assumptions about geometry, time, and space. This could be a creature of great power like Cthulhu, or an aberration beyond comprehension from the realm of Chaos. Your mission from a creature like this often involves helping it be reborn in the world; for example, sleeping Cthulhu may set you about tasks that would cause it to awaken. But chaotic entities like these are the hardest to predict; spellswords with pacts to these creatures rarely understand the purpose they've been put to, and the world often seems unchanged for the task's completion.

Once per long rest, you can manifest up to 2 weapons from a place beyond reason. These weapons exist in this plane for 1 minute and take the form of weapons in which you are proficient. The

color and material of the weapons are both indescribable. When you use these weapons, you gain advantage on attacks against creatures with an Intelligence score of 5 and higher, provided that they are not aberrations, or warlocks or cultists to a patron similar to The Great Old One.

Starting at 7th level, you see illusions as faint outlines. Illusions cannot harm you, even illusions that ordinarily could. Your patron and creatures like it, such as creatures that share a type with it or creatures that are similar in arcane power with it, can still create illusions that affect you.

The Hexblade

Your pact is with a powerful sentient weapon from another plane. It's an artifact lost in time and space, created to serve a god who has long moved on to different projects. These powerful weapons entertain themselves through the ages by wedging themselves as players in mortal wars. Your mission for this sentient weapon will be to fight for a certain cause or leader, and you will probably face other spellswords in service of the same patron for its entertainment.

At the end of a long rest, you can focus on a weapon that you own for 10 minutes. At the end of 10 minutes, this weapon follows you, hovering near your head. On your turn, without consuming an action, you can mentally command this weapon to move up to 30 feet away from you. You can order it to attack as a bonus action. It uses your Charisma as its attack and damage modifier.

When this weapon strikes a creature, it weakens its ability to defend itself from your spells. Spell attacks you make against that creature are taken

at advantage, and saving throws made against spells you cast are made at disadvantage.

The weapon has your AC minus 2, and half of your hit points. The effect ends if the weapon is destroyed. If this weapon is destroyed, it deals its maximum hit-points as force damage in a ten-foot radius before clattering in pieces to the ground.

If a creature manages to grab the weapon out of the air (by beating its AC with an unarmed melee attack), the creature must make a Charisma saving throw against your spell-save DC. On a success, the creature has your weapon. On a failure, your weapon pulls itself free and continues what it was doing. If a creature has your weapon, they can attempt to attack with it at disadvantage. Your weapon's movement becomes zero, and it can only make attacks against the creature holding it.

An indestructible weapon that has hit points because of this class feature is not destroyed if the hit points are depleted; rather, the weapon falls lifelessly to the floor.

At 7th level, this weapon gains the multi-attack feature, and uses it when you command it to attack. Its multi-attack consists of two melee weapon attacks.

PACT MAGIC

Your arcane research and the magic bestowed upon you by your patron have given you facility with spells.

Cantrips

You gain 2 warlock cantrips of your choice.

Spells Known of 1st-Level and Higher

You gain access to your patron's expanded spell list. If your patron grants cantrips,

you gain those as well (See *Player's Handbook*, pgs. 109-110 or *Xanathar's Guide to Everything*, pgs. [54-55] for your patron's expanded spell lists.). These are all Warlock spells for you; you can cast them with your warlock spell slots, and they use charisma as their spellcasting modifier.

You also gain access to two 1st-level spells from the warlock spell list when you gain this feature at 3rd level.

You may learn a spell from the warlock spell list at 4th level, 7th level, 8th level, 10th level, 11th level, 13th level, 14th level, 16th level, 19th level, and 20th level. In order to learn a spell, you must have a spell slot of high enough level to cast it. Whenever you gain a new warlock spell, you may also replace one warlock spell on your spell list for a different warlock spell. The new spell must be of a level that you can cast, and cannot replace a spell on your patron's expanded spell list.

SPELL SLOTS

You have 2 warlock spell slots, of a level determined by your level in this class (See Table 2: Spell Slot Level by Fighter Level, below, to determine the level of your spell slots.).

If you gain warlock spell slots from another source, you must decide at character creation or upon gaining the second set of spell slots whether your character will use these spell slots or the warlock spell slots from the other source; the two sets of spell slots will not stack.

Table 2. Spell Slot Level by Fighter Level

Character Level	Spell Slot Level
3rd - 6th	2nd
7th-12th	3rd
13th-18th	4th
19th-20th	5th

You gain an additional Warlock spell slot at 17th level.

You regain expended spell slots at the end of a long or short rest.

From 3rd to 6th level, your spell slots are 2nd level. From 7th to 12th level, your spell slots are 3rd level. From 13th to 18th level, your spell slots are 4th level. From 19th to 20th level, your spell slots at 5th level.

BORROWED POWER

At 7th level, your *Action Surge* feature restores an expended spell slot. After you use *Action Surge*, the next spell attack you make is made at advantage, or the next saving throw an enemy makes against your spell save DC is made at disadvantage.

PACT BOON

At 10th level, your patron bestows new power upon you for your loyal service. You gain one class feature of your choice.

Pact of the Stars

You can cast your spells innately, without needing verbal, somatic, or material components. When you expend a spell slot, roll a d6. On a 5 or 6, the spell slot is not expended.

Pact of the Shield

You can use your reaction to conjure a shield, which is strapped firmly to your arm. The shield grants you resistance to a type of damage of your choosing, in addition to the normal benefits of a shield. You can dismiss the shield as an action.

Pact of Blood

When you damage an enemy, you can expend hit dice to increase the damage. When you do so, you must spend a number of hit dice equal to the current level of your warlock spell slots. You can

spend fewer hit dice if you do not have enough hit dice to satisfy this requirement, but when you use this feature, you must expend the maximum number of hit dice that you are able to. This does not expend a spell slot.

ELDRITCH INVOCATIONS

At 10th level, you gain 1 Eldritch Invocation from the warlock or fighter class. You gain 2 additional invocations from either list at 15th and 20th level.

Fighter-Class Invocations

Shield of Sight

Requires: *Pact of the Shield*

Your shield has a massive, living eye on it (or a sigil of an eye, if it makes more sense for your patron), which you can see through whenever you have the shield equipped. The eye has truesight and can see in magical darkness as if it were dim light.

Aegis

Requires: *Pact of the Shield*

Your pact shield now exists in the reverberating threads of arcane power that entwine the world, allowing it to protect you from the essence of spells before they manifest in the physical world. Your shield now adds +2 to your saving throws.

Avenger

Requires: *Pact of the Blade, Warlock*

When you are holding your pact weapon, your reaction speed exceeds the normal bounds imposed on mortals. Attacks of opportunity no longer consume your reaction.

Warlocks may take this without needing a level in fighter.

Ethereal Blade

Requires: *Pact of the Blade, Warlock*

Your pact weapon becomes untethered

from reality, becoming faint and translucent. It now deals force damage, gains +2 to weapon attacks, and can pierce through solid objects as if they were a tenth of their thickness.

Warlocks may take this without needing a level in fighter.

Fountain of Blood

Requires: *Pact of Blood,*

Your Pact of Blood allows you to affect nearby creatures by sending reverberations through the threads of magic that invisibly entwine the world. When you kill a creature with your Pact of Blood feature, every creature within 5 feet of you must pass a Charisma saving throw or suffer the damage of your most recent attack as well.

Blood Oath

Requires: *Pact of Blood*

You have learned a small bit of magic revolving around the manipulation of blood. When a creature deals damage to you, you can use your reaction to curse it. Creatures cursed in this way have disadvantage when attacking anyone other than you, and they must pass a Charisma saving throw at the start of each turn or take force damage equal to 1 of your fighter hit dice + your Constitution modifier.

The effect ends when neither you nor the other creature can see one another.

Starbeam

Requires: *Pact of the Stars*

You learn the spell *Moonbeam* and can cast it once per long rest without expending a spell slot. It does not require concentration for you, you can move it as a bonus action instead of an action, and you cast it at the highest level you could cast it with one of your spell slots. It counts as a warlock

spell for you, keying off your Charisma to generate its save DC.

Nova

Requires: Pact of the Stars

Once per long or short rest, you can detonate your arcane power in a blinding flare of heat and thunder. Creatures within 30 feet of you must pass a dexterity saving throw against your spell save DC or take your missing hit-points in radiant damage. Creatures can save for half damage.

Creatures who take this damage must spend twice the normal movement points to move away from you.

Warp

You have learned from your patron that time and space are illusory, and you know a trick to manipulate this. When you hit a creature with a ranged weapon attack, you can use a bonus action to teleport to a space within 5 feet of that creature. You may use it once per short or long rest.

When you use this ability, you can appear with any valid arrangement of ranged or melee weapons stowed on your person or drawn and in your hands as you see fit.

Protective Oath

When you speak to your friends, you weave a small protective spell in with your words, tethering you to them. When an ally you have spoken to in the last day is struck by a melee attack, you are aware of it and can use your reaction to appear within 5 feet of that ally, so long as that ally is within 200 feet of you. You may use this feature once per long or short rest, but you regain the feature if an ally you've spoken to in the last day falls to zero hit-points.

GREEN KNIGHT

Where Spellswords serve entities of other planes, the Green Knight fights in defense of the Material Plane, and has as its lord none other than the heart of Nature itself. Some Green Knights are sworn to protect nature against encroaching settlements and the exploitative mining and farming of the humanoid races. Others work for the balance of such projects to help these races find a fair place in the natural world.

AT HOME IN WILD PLACES

At 3rd level, you gain advantage on survival checks and nature checks while in the terrain type of your choice. You can always find safe shelter, or the means of creating it, while in your terrain type.

PRIMAL ACCURACY

At 3rd level, you gain expertise with clubs, quarterstaves, greatclubs, slings, and blowguns and you gain half your proficiency bonus again to attack rolls made with these weapons. Additionally, you gain half of your proficiency bonus as damage to attacks made with these weapons.

If you take the Great Weapon Master feat, your Primal Accuracy bonus does not interact with attacks that you choose to take a -5 check with.

SPELLCASTING

Blessed by Nature itself, you have access to all its fury, which you can unleash on a whim in the form of spells.

Cantrips

At 3rd level, you know two Cantrips of your choice from the druid spell list. You learn additional druid Cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Druid

table.

You gain an additional cantrip at 10th level.

Preparing and Casting Spells

The Green Knight table shows how many Spell Slots you have to cast your Spells of 1st level and higher. To cast one of these Druid 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.

You prepare the list of Druid Spells that are available for you to cast, choosing from the druid spell list. When you do so, choose a number of Druid Spells equal to your Wisdom modifier + half your fighter level (minimum of one spell). The Spells must be of a level for which you have Spell Slots.

Casting a spell doesn't remove it from your list of prepared Spells.

You can also change your list of prepared Spells when you finish a Long Rest. Preparing a new list of Druid Spells requires time spent in prayer and meditation: at least 1 minute per Spell Level for each spell on your list.

Green Knight Spellcasting Table

Level	Cantrips Known	Spell slots per spell level			
		1st	2nd	3rd	4th
3rd	2	2	--	--	--
4th	2	3	--	--	--
5th	2	3	--	--	--
6th	2	3	--	--	--
7th	2	4	2	--	--
8th	2	4	2	--	--
9th	2	4	2	--	--
10th	3	4	3	--	--
11th	3	4	3	--	--
12th	3	4	3	--	--
13th	3	4	3	2	--
14th	3	4	3	2	--
15th	3	4	3	2	--
16th	3	4	3	3	--
17th	3	4	3	3	--
18th	3	4	3	3	--
19th	3	4	3	3	1
20th	3	4	3	3	1

FRIEND OF WILD THINGS

At 7th level, you can summon a beast of CR 2 or lower that is native to your current terrain type. The beast arrives within 1d6 rounds, and serves you loyally until you dismiss it, summon another beast, or harm it (If you are in an urban area, the beast you summon is delayed by an additional 1d6 rounds.). Your beast moves on its own initiative, but is under your command. If you fall unconscious, your beast defends your body to the best of its ability. If you die, the beast continues to fight loyally, and if it survives, retreats to the wilderness. You can use this feature once per day.

The beast you summon is randomly chosen by the DM, unless you are in the terrain type you chose with your *At Home in Wild Places* feature, in which case you may choose which type of beast you summon.

Your Wisdom modifier is added to the beast's Armor Class, to a maximum of 18.

Your beast's hit points total is the maximum allowed by its hit dice and Constitution modifier. It gains hit points equal to twice your fighter level when you gain a level in this class.

BONDED TO THE REALM

Starting at 10th level, your Action Surge allows you to cast a spell as a bonus action.

During a long or short rest, you can perform a 5-minute ceremony that allows you to change the terrain type of your *At Home in Wild Places* feature.

Whenever you roll your fighter hit-dice (including the d10 from your *Second Wind* feature) to regain health while on this terrain type, treat those hit dice as if they had rolled their maximum value.

AURA OF THORNS

Starting at 15th level, when creatures damage you or an ally within 15 feet of you with a weapon attack (including claws or teeth), that creature suffers 2d8 plus your Wisdom modifier as force damage. If you have marked the creature (See *Dungeon Master's Guide*, pg. 271 for rules on marking.), this damage critically hits. If you are not playing with marking rules, the damage critically hits the last creature you hit with a melee weapon attack. A creature can only take this damage once per turn.

Your *Aura of Thorns* also radiates from the beast you summon with the *Friend of Wild Things* feature.

WILD GROWTH

At 18th level, when you use your *Second Wind* feature, you also cause the land around you to flourish. If you are in

your preferred terrain, and it is cursed, blighted, or under the effect of a spell that negatively affects it or you in any way, your *Wild Growth* nullifies the effect for its 1-minute duration.

This terrain springs to life in your defense, sprouting vines, jags of stone, or other appropriate appendages, with the result that all terrain within 15 feet of you becomes rough terrain for enemies. It remains this way for an hour after you leave that spot, and the effect follows you. Additionally, you and your allies within 15 feet gain temporary hit points equal to 2d10 + your Wisdom modifier at the start of every turn. You may use this feature once per long or short rest.

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Spellswords

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The Arcana Check uses Semantic Versioning, which has 3 numbers separated by a period. The numbers can be read as: Major.Minor.Patch

Major. A change that alters the entire concept of a document, such as removing or completely changing a feature. First releases begin as 1.0.0.

Minor. A change that adds something about a hack, such as swapping a spell in a spell list, changing the damage of an ability, or adding a new feature.

Patch. A change that addresses typos and exploitable features.

1.0.0 - Jan. 2019 - initial release.

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