

RANGER – SWORMAGE

Swordmage in 5e ? Hell yeah !

BLADE AND MAGIC

At 3rd level, You learn two cantrips of your choice from the wizard spell list. You learn an additional wizard cantrip of your choice at 10th level. In addition when your Spellcasting feature lets you learn a ranger spell of 1st level or higher, you can choose the new spell from the wizard spell list or the ranger spell list. You must otherwise obey all the restrictions for selecting the spell, and it becomes a ranger spell for you.

AEGIS

You learn the *hunter's mark* spell, it doesn't count against the maximum number of ranger spells you can learn. When you cast the spell, the target doesn't need to fall to 0 hit points for you to change target. Whilst under the effect of your hunter's mark a creature suffers a -2 penalty to all its attack rolls against creatures other than you.

In addition you can cast the hunter's mark spell at it's lowest level without expending a spell slot once per long rest. If you do so, damage can't break your concentration on this spell.

Pick one of the following aegis, you cannot change it later.

- **Aegis of Assault:** If the marked target is within 30 feet of you and deals damage to a creature other than you, you can use your reaction to teleport to an unoccupied space adjacent to it and make one melee weapon attack against it. If there are no unoccupied space available this fails.
- **Aegis of Ensnarement:** If the marked target is within 30 feet of you and deals damage to a creature other than you, you can use your reaction to teleport the marked target to a solid surface in an unoccupied space adjacent to yours, and you have advantage on your next attack roll against it. If there are solid surfaces nor unoccupied space available this fails.
- **Aegis of Shielding:** If the marked target is within 30 feet of you and deals damage to a creature other than you, you can use your reaction to diminish that damage by an amount equal to your level + Your Wisdom modifier.

You must have a free hand to use an aegis.

TELEPORTING ENFORCER

Starting from level 7, you can, as a bonus action, teleport a number of feet equal to 10 x your Wisdom modifier.

You can use this ability only if you haven't moved during a turn, and after using it, your speed is 0 until the end of your current turn. Beginning at 15th level, you can ignore that restriction.

MAGI-BREAKER

You are the bane of magic users. At 11th level your body is attuned to magic, empowering you. When you cast an abjuration spell that requires you to make an ability check as a part of casting that spell (as in *counterspell* and *dispel magic*), you add a bonus equal to your Constitution modifier (minimum of +1) to that check.



RELENTLESS AEGIS

At 15th level, every time an enemy under the effect of your *hunter's mark* spell deals damage to a creature other than you, it takes force damage equal to your Wisdom modifier, if you are not incapacitated.

Rangers who chose this conclave usually have a more scholarly approach to magic. If your player wishes to, you can choose to make Intelligence their spellcasting ability instead of Wisdom, and replace the subclass abilities requiring their Wisdom modifier to require their Intelligence modifier instead.

Art by Dean Spencer