House of Knights

The House of Knights have a long and storied tradition of melding melee combat and swordplay with the warmage’s simple spellcasting. Unlike other warriors, however, Knights carry neither swords or shields into combat, for they can forge both out of magical force at a moment’s notice.

BONUS PROFICIENCIES

When you choose this house at 3rd level, you gain proficiency with medium armor and martial weapons.

FORCE BREASTPLATE

At 3rd level, plates of magical force reinforce your armor. While you are wearing light or medium armor or are under the effects of mage armor, you can add your Intelligence, rather than your Dexterity, to your Armor Class.

MYSTICAL WEAPON

Also at 3rd level, you learn the force weapon cantrip, which does not count against your total number of cantrips known. Additionally, on your turn when you would draw a weapon, you can summon a simple or martial weapon, made entirely of magical force, to your empty hand. This weapon counts as magical for the purposes of overcoming resistance and immunity to nonmagical attacks and damage. This weapon vanishes if it leaves your hand.

FLURRY OF BLADES

Beginning at 7th level, when you cast a cantrip which allows you to make multiple spell attacks, such as force weapon or magic daggers, you can use your bonus action to make one additional spell attack.

KNIGHT'S WARD

Starting 10th level, you learn to forge a hardened magical barrier between you and your foes. As a bonus action on your turn, you can gain a number of temporary hit points equal to twice your warmage level, which last for 1 minute.

Once you use this feature, you can’t use it again until you finish a short or long rest.

TACTICAL MANEUVER

At 15th level, you can spend your entire movement to teleport up to half your movement speed to a location you can see.

FIELD OF BLADES

Starting at 18th level, you can summon a whirlwind of mystical weapons, striking at a legion of foes in a single swipe. As an action on your turn, you can choose up to 5 creatures you can see within 30 feet. Make a single melee spell attack against each target. On a hit, a target takes 2d10 + your Intelligence modifier force damage.

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