

ARCANE MYSTERIES OF EBERRON

EBERRON & THE ARCANUM



AN ARCANUM SOURCEBOOK FOR THE EBERRON SETTING

BY DANIEL VITTI & ARCANUM PRESS

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ARCANE MYSTERIES OF EBERRON

This tome is meant as a supplement to the [Arcane Mysteries : The Secrets of the Arcanum](#) sourcebook for DUNGEONS & DRAGONS 5th Edition and the Eberron: Rising from the Last War sourcebook. It builds on the material and worlds detailed in both tomes.

EBERRON AND THE ARCANUM

The world of Eberron is largely severed from the rest of the multiverse which makes travel between The Arcanum and Eberron difficult, but not impossible.

There are only two reliable gates upon the world of Aeaëa, upon which the Arcanum resides, that can connect to Eberron.

The Dragon Gates are a triangular arrangement of huge standing stones not far from the college that known to connect to the Gate of Xabra, a circle of menhirs that were moved to the top of the Floating Towers of Arcanix.

The Arch of Storms is a large archway carved into a mountainside on the other side of the world from the college grounds that is known to lead to ancient Giant ruins deep within the heart of Xen'drik.

These two gates only function during certain alignments of planes or with the use of powerful magic, such as a *gate* spell forcing the opening. The wait for the next natural gate opening might span months, or even years.

There is also said to be a dangerous and secret astral passage through the Ring of Siberys that might be navigated by a brave or foolhardy captain of an astral vessel.

DRAGONSHARD TRADE

The world of Aeaëa that houses the Arcane College of the Eleven Mysteries and the world of Eberron both boast robust magical traditions and trade in knowledge between the two worlds would be highly sought after even if it weren't for the most desired commodity from Eberron: Dragonshards. The college's desire to experiment more with these magical crystals often produces expeditions, despite the uncertainty of travel between the worlds.

ARCANE CLASSES OF EBERRON

The Arcane classes of Eberron include characters with the Spellcasting or Pact magic feature that choose their spells from the artificer, bard, sorcerer, warlock, or wizard spell lists. This also includes characters that choose the Magic Initiate feat which choose their spells from these spell lists.

The material contained in this tome is not limited to Eberron, the artificer class, for example, was developed concurrently within the Arcane College of the Eleven Mysteries on Aeaëa, the island of Lantan on Toril, and among many gnomes throughout the planes.

ARTIFICER

Artificers from Eberron have found their way to become students at the Arcanum. Some few have returned home bearing knowledge of new spells and arcane techniques with them.

ARTIFICER SPELL LIST

The following are additional spells that are added to the Artificer Spell List from the [Arcane Mysteries](#) sourcebook

If a (subclass) is indicated after the spell, that spell is added to the Artificer spell list for ONLY that subclass. A subclass may replace one or both of the spells granted by their Alchemist, Artillerist, or Battle Smith Spells feature with one of the indicated spells of the same level.

CANTRIPS (0 LEVEL)

Adamantine Edge
Adamantine Fortification
Agile Blade
Alchemical Bomb (Alchemist)
Arcane Fist
Arc Lightning
Burning Blade
Create Ice
Crushing Blow
Fire Blast
Forceful Blow (Battle Smith)
Impel Weapon
Minor Animation
Mordant Blade
Mystic Foci
Mystic Talisman
Quell Magic
Rime Blade
Serpent Strike
Shocking Cascade
Storm Hammer
Strike of Living Flame
Stunning Spell (Artillerist)

1ST LEVEL

Adhesive
Arcane Smite
Arc Net
Blade Dance
Corrosive Luminescence
Delay Spell
Debilitating Shock
Efficacious Effervescence
Eldritch Augmentation
Energize Focus
Explosive Arrow
Flame Lance
Floating Ooze (Alchemist)
Hoarfrost (Artillerist)
Implement Animation
Instant Girding
Iron Shell
Lightning Rod
Lightning Slash (Artillerist)
Metallic Ward (Battle Smith)
Metal Slam (Battle Smith)
Needle Barrage
Potent Venom (Alchemist)
Repair Object
Reviving Shock
Tempest Spear
Thunder Stone
Viscous Splash

2ND LEVEL

Acid Jet (Alchemist)
Alter Form
Animate Armament
Arrow Snaring Shield
Clutching Ice
Decelerating Smite (Battle Smith)
Disguise Other
Endure Elements
Forcewave (Artillerist)
Giant's Blade (Battle Smith)
Magic Text
Reflective Shield
Siege Bolt
Shocking Bolts (Artillerist)
Venomous Strike (Alchemist)
Wind Cloak
Wood Shape

3RD LEVEL

Arcane Barrier (Artillerist)
Animate Construct
Blindsight
Burst of Brilliance (Artillerist)
Field of Sickness (Alchemist)
Iron Bulwark (Battle Smith)
Magic Armor
Molten Strike
Steel Surge (Battle Smith)
Summon Slime (Alchemist)
Warp Metal

4TH LEVEL

Amazing Actuation
Arctic Chill (Artillerist)
Bands of Force
Deadly Web
Dispelling Strike (Battle Smith)
Flexible Force
Iron Wing (Battle Smith)
Lightning Sentinel
Mephitic Blood (Alchemist)
Miasma of Ether (Alchemist)
Piercing Vision
Steel Skin
Wall of Thunder (Artillerist)

5TH LEVEL

Aerial Conveyance
Blazing Beam (Artillerist)
Boomshot (Artillerist)
Creeping Ooze (Alchemist)
Lightning Lattice
Paragon
Storm Quiver
Sulfurous Cloud (Alchemist)

ARTIFICER SPECIALISTS

The following are optional rules that allow an enhanced effect when an Artificer spends a spell slot of 2nd-level or higher to activate a class feature.

ALCHEMIST

EXPERIMENTAL ELIXIR

3rd-level Alchemist feature (enhancement)

If you expend a 2nd-Level or higher spell slot to create an additional experimental elixir the elixir gains an additional effect as described below:

Healing. The drinker regains an additional 2d4 hit points per slot level above 1st.

Swiftness. The elixir lasts for an additional hour per slot level above 1st.

Resilience. The elixir lasts for an additional 10 minutes per slot level above 1st, and the bonus to AC increases by 1 per two slot levels above 1st.

Boldness. The elixir lasts for an additional minute per slot level above 1st.

Flight. The flying speed granted by the elixir increases by 10 per slot level above 1st.

Transformation. The elixir lasts for an additional 10 minutes per slot level above 1st. (The drinker can choose any of the 2nd level variations as described in the *alter form* spell.)

ALCHEMICAL SAVANT

5th-level Alchemist feature (enhancement)

You can apply the damage bonus from your Alchemical Savant feature to any damage roll of an *alchemical bomb* cantrip.

ARTILLERIST

ELDRITCH CANNON

3rd-level Artillerist feature (enhancement)

When you expend a spell slot of 2nd-level or higher specifically to create an Eldritch Cannon, the duration of the cannon is increased by 1 hour per slot level above 1st.

ARCANE FIREARM

5th-level Artillerist feature (enhancement)

If you use your Arcane Firearm as a spellcasting focus to cast a continuing spell effect that allows you to attack using the spell effect, once per turn when you attack using such a spell, roll a d8, and you gain a bonus to the attack's damage roll instead of gaining a bonus to the damage roll of a spell you cast.

BATTLE SMITH

STEEL DEFENDER

3rd-level Battle Smith feature (enhancement)

If you use your smith's tools to revive your steel defender using a spell slot of 2nd-level or higher, you reduce the time before the defender returns to life by 2 rounds (12 seconds) per slot level above 1st.

CLOCKWORK TINKER

You are an expert in the creation and control of constructs and clockwork mechanical devices. Beginning with a customized Homunculus Servant, you learn to build a variety of custom clockwork devices and constructs.

MACHINE INSIGHT

3rd-level Clockwork Tinker feature

Whenever you make a check related to constructs, machines, or mechanical devices, you are considered proficient and add double your proficiency bonus to the check, instead of your normal proficiency bonus. When using the crafting rules, you can create constructs and mechanical devices at half the normal cost and in one quarter the normal amount of time.

CLOCKWORK SPELLS

3rd-level Clockwork Tinker feature

You always have certain spells prepared after you reach particular levels in this class, as shown in the Clockwork Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

CLOCKWORK SPELLS

Artificer Level	Spell
3rd	<i>repair object, implement animation</i>
5th	<i>siege bolt, animate armament</i>
9th	<i>animate construct, tiny servant</i>
13th	<i>fabricate, steelskin</i>
17th	<i>aerial conveyance, animate object</i>

CLOCKWORK HOMUNCULUS

3rd-level Clockwork Tinker feature

You learn the Homunculus Servant infusion as an additional infusion known and gain the benefits of the Improved Homunculus feat.

CONSTRUCT TINKER

5th-level Clockwork Tinker feature

You learn the *animate construct* spell as an additional artificer spell known, you can cast this spell once using this feature without expending a spell slot. You can use this feature to cast *animate construct* again when you finish a long rest, or by using an artificer spell slot.

You learn the Enduring Construct infusion as an additional infusion known. You may have a single use of this infusion active on a construct without counting as one of your infused objects.

You learn a number of additional infusions from the list in the Construct Enhancement infusion list equal to your Intelligence modifier. You may have a single use of a Construct Enhancement infusion active on a construct you have created without counting as one of your infused objects.

MANUAL CONTROL

9th-level Clockwork Tinker feature

You have a special connection to constructs you create.

You can mentally command any construct you have crafted or object you have animated with an artificer spell within 500 feet.

As an Action on your turn, you can assume direct control of a construct or animated object controlled by you within this range. You can sense what it senses until the start of your next turn, gaining the benefits of any special senses it possesses. When you use this ability, you can cause the construct or object to use its Reaction to take an Action during your turn and to speak with your voice. You may use your spell attack modifier for any attack rolls or ability checks the construct or object makes during the Action and you may add your spellcasting ability modifier to the creature's damage rolls during the Action. Any saving throw required as a result of the Action may use your spell save DC instead of the normal save DC.



MASTER CONSTRUCT TINKER

15th-level Clockwork Tinker feature

You may have up to five additional Construct Enhancement or Enduring Construct infusions active on constructs you have created, these infusions do not count against your maximum number of infused items.

ELDRITCH ARTIFICER

An Eldritch Artificer specializes in the blending of the traditional magic practiced by wizards and the arcane science of the artificer. An eldritch artificer is especially skilled in the creation and use of magical items.

TOOL PROFICIENCY

3rd-level Eldritch Artificer feature

You gain proficiency in the Arcana skill and one artisan tool of your choice. If you are already proficient in the Arcana skill, you add double your proficiency bonus to checks you make using it.

TRADITIONAL MAGIC

3rd-level Eldritch Artificer feature

As a student of wizardly magic you have a spellbook containing wizard spells. Designs and schematics for your Artificer devices also tend to find their way into this book. You may cast spells and scribe spells in your spell book as described under the Wizard Spellcasting feature in the Player's Handbook (p.114), except as noted below:

CANTRIPS

You learn two additional cantrips of your choice from the wizard spell list.

Studied Cantrips. As a special rule for wizards and other spellcasters that keep a spellbook, a cantrip can be recorded in your spellbook in a process that takes 1 hour and costs 25gp. With 1 hour of study you can exchange one of your cantrips known for a cantrip from your spellbook.

Prepared Cantrips. When you prepare spells for the day, you can prepare a cantrip contained in your spell book in place of a spell of 1st level or higher.

SPELLBOOK

You gain a spellbook containing your research into traditional arcane magic. The spellbook contains three cantrips from the wizard spell list and six 1st-level wizard spells of your choice. You may add two additional spells of a level you can cast to your spell book each time you gain an artificer level, or you can add spells as you come across them on your adventures, as described in the wizard Spellcasting feature.

PREPARING AND CASTING SPELLS

When you prepare the list of artificer spells each day you may also prepare spells from your spell book. Choose a number of Wizard spells equal to your Intelligence modifier + your proficiency bonus (minimum of one spell). The spells must be of a level for which you have spell slots. You may cast these spells using your artificer spells slots.

RITUAL CASTING

You can cast a wizard spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared

SPELLCASTING FOCUS REQUIRED

You can use an arcane focus as a spellcasting focus for your wizard and artificer spells. You must have a spellcasting focus in hand when you cast any wizard spell.

ELDRITCH ARTIFICE

3rd-level Eldritch Artificer feature

Your skill at blending magic and artifice grant you several benefits when crafting and identifying magical items.

Artifact Lore. You have an innate familiarity with magical items. As an Action you can tell if an item you touch is magical and you can cast *identify* at will, without expending a spell slot.

You can become attuned to the item you are identifying as part of casting the spell.

Enchant Item. Your study of magical items has granted insight into their creation. You can craft non-consumable magical items at half the usual cost and one quarter the normal time. When you gain the Magic Item Adept feature you can craft non-consumable common or uncommon magic items at one quarter the normal cost and 1/8th of the normal time.

Magecraft. You can create a temporary magic item out of common materials. When you use your Magical Tinkering feature, instead of one of the listed properties you may choose a cantrip from the wizard spell list. Describe the item connected to it. As long as you possess the item, you know that cantrip. This item counts as one of your Magical Tinkering items. Intelligence is your spellcasting ability for these cantrips.

MAGIC ITEM EXPERT

5th-level Eldritch Artificer feature

Your skill in crafting magical items has also made you an expert in their use.

- You may use your own spell attack bonus and spell save DC for any spell or effect generated by a magic item.
- You may attune to one additional magic item and you may attune to magical items as if you were a wizard.

ARCANE INFUSIONS

9th-level Eldritch Artificer feature

- You may choose a number of additional Replicable Items from the Replicate Magic Item Infusion list equal to your proficiency bonus. The items must be ones allowed by your level. You may replace one of these infusions with a new one when you gain an Artificer level. You may have a number of additional infusions active equal to half your proficiency bonus so long as those infusions are replicated magic items.
- You can imbue an item that is already magical with one of your artificer infusions. If the infusion offers the same bonus as the item being infused you use the higher of the two bonuses.

IMPROVED SPELL-STORING ITEM

15th-level Eldritch Artificer feature

When you use your Spell-Storing Item feature, you can store up to two spells in the object and the spells can be of up to 3rd level. The total number of times the item can be used to cast a spell is equal to twice your Intelligence modifier, regardless of which spell is cast from it.

When you reach 18th level, you may store up to three spells in the object and the spells can be of up to 4th level.

GUNCRAFTER

A Guncrafter is an expert in the crafting and use of firearms. The term guncraft is collectively used by such artificers to refer to all aspects of their obsession with firearms of every shape and form.

GUNSMITHING

3rd-level Guncraft feature

You gain proficiency gunsmith's tools. If you are already proficient with such tools you add double your proficiency bonus to checks you make using them. When you craft a firearm, mundane or magical, it takes you a quarter of the normal time, and it costs you half as much of the usual gold.

CUSTOM FIREARMS

3rd-level Guncraft feature

You learn the Repeating Shot infusion as an additional infusion known and have meticulously crafted a custom weapon related to your craft that makes use of that infusion. Choose either a single rifle or two matched pistols when you gain this feature.

Custom Pistols. Damage 1d10 Piercing, Properties Ammunition (Firearms), (Range 50/150), Loading, Light, Special:

- **Matched Set.** Attunement to both pistols count as attunement to a single item and an infusion or enchantment targeting one pistol affects both pistols. While wielding a custom pistol in each hand, you can make an attack using the second pistol as a bonus action.
- **Repeating Shot.** The pistols each have the repeating shot infusion, which does not count towards your number of infused items.
- **Customizable.** Even though the firearm already carries an infusion, you may imbue it with up to one additional infusion, and/or enchant it using the normal crafting rules.

Custom Rifle. Damage 2d6 Piercing, Properties: Ammunition (Firearms), (Range 150/600), Loading, Two-Handed, Special:

- **Accurate.** You gain the benefits of the Archery fighting style, granting you a +2 bonus on ranged attack rolls, but only when using your custom rifle.
- **Repeating Shot.** The rifle has the repeating shot infusion, which does not count towards your number of infused items
- **Customizable.** Even though the firearm already carries an infusion, you may imbue it with up to one additional infusion, and/or enchant it using the normal crafting rules.



If you lose this custom weapon, or wish to change the type of custom weapon, you can craft a new weapon using gunsmith's tools in a process that takes 1-hour, which can be completed during a short or long rest. The previous weapon ceases to function when you do so.

EXPERT SHOT

3rd-level Guncraft feature

Attacking at long range using a firearm doesn't impose disadvantage on your ranged weapon attack rolls and when you attack at short range you ignore bonuses to the target's AC from non-magical armor or shield.

If you use a large firearm, such as a cannon, you can use your Spell Attack bonus in place of that listed in the weapon's description.

EXTRA ATTACK

5th-level Guncraft feature

You can attack twice, rather than once, whenever you take the Attack action on your turn.

ELDRITCH AMMUNITION

9th-level Guncraft feature

You learn the Enhanced Ammunition infusion as an additional infusion known. The use of this infusion on your Custom Firearms does not count as one of your infused items.

In addition, when you use this infusion, its effects are determined as if you used a spell slot one level higher than you are considered to have expended. If this causes the infusion to be considered to be cast at 6th level, the infusion inflicts an additional 1d6 force damage.

GUNCRAFT MASTER

15th-level Guncraft feature

The attack and damage bonus of your Custom Firearms increases to +2 and the weapons gain an additional special property:

Custom Pistols: Pistoleer. Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls using the pistols.

Custom Rifle: Scope. While holding the rifle you have advantage on Wisdom (Perception) checks that rely on sight. In conditions of clear visibility, you can make out details of even extremely distant creatures and objects as small as 2 feet across. You can use a bonus action to aim during your turn, granting you advantage on your next ranged attack using the rifle before the end of your next turn.

NEW ARTIFICER INFUSIONS

When you learn an artificer infusion you may choose from those listed on page 61 to 63 of Eberron: Rising from the Last War or choose one of the following. Some infusions in the following list have prerequisites that limit their use to specific artificer specializations.

ALCHEMICAL GRENADIER TOOLS

Prerequisite: Alchemical Bomb cantrip, Experimental Elixir feature

Item: Alchemist's Supplies

If you use Alchemist's supplies affected by this infusion as a focus they enhance your use of the *alchemical bomb* cantrip.

You can expend a spell slot when you cast *alchemical bomb*, if you do so creatures suffer half damage if they succeed on the saving throw, you may increase the area by up to 5 feet per level of the spell slot expended, and the damage increases by 1d6 plus 1d6 per level of the spell slot expended.

In addition, you may choose one of the following options when you create an *alchemical bomb*.

- **Vapor Bomb.** You may choose to have the bomb explode in a cloud of caustic vapor. Each creature in the cloud when it forms, entering the cloud for the first time on a turn, or ending its turn within the cloud must succeed on a Constitution saving throw or suffer acid or poison damage (your choice). The area of the cloud of acidic vapor is lightly obscured and persists until the start of your next turn.

- **Alchemical Trap.** You can spend one minute to set an alchemical trap on an object in such a way to cause it to explode when a certain Action is taken. Actions that can trigger the explosion include using the object, moving the object, damaging the object, or moving into the object's space. The DC to detect or disarm the trap is your Spell Save DC. When triggered the trap inflicts damage equal to your *alchemical bomb* in the area around the object. You can increase the area and damage by expending a spell slot as normal when you craft the trap. You may have only one alchemical trap active using this infusion.

- **Smoke Bomb.** You may choose to have the bomb generate a cloud of smoke that heavily obscures the area instead of exploding. The smoke lasts for 1 minute, plus 10 minutes per level of the spell slot expended when you create the bomb unless dispersed by a wind. A moderate wind (at least 10 miles per hour) disperses the smoke in 4 rounds; a strong wind (20 or more miles per hour) disperses it in 1 round. If you expend a 3rd level or higher spell slot when you use this option, you can choose to have the cloud have the same effects as a *stinking cloud* spell.

- **Stun Bomb.** You may choose to have the bomb inflict thunder damage. The saving throw changes to a Constitution saving throw and the damage is non-lethal, it knocks a creature unconscious if the damage reduces it to 0 hit points, but it automatically stabilizes and does not require death saves. If you expend a 1st level or higher spell slot when you create this bomb, a creature failing this saving throw by 5 or more is stunned until the end of your next turn.

ALCHEMICAL HEALING TOOLS

Prerequisite: Experimental Elixir feature

Item: Alchemist's Supplies

When you use these tools as a spellcasting focus, they enhance your healing abilities in the following ways:

- Whenever you cast a spell to restore hit points, you gain a bonus to one roll of the spell equal to your proficiency bonus. This bonus also applies to Healing Elixirs created by you.
- When you gain the Restorative Reagents feature, you can cast *lesser restoration* a number of additional times per long rest equal to half your proficiency bonus using that feature.
- When you gain the Chemical Mastery feature, you can cast *greater restoration* one additional time per long rest using that feature.

ARCANE IMBUEMENT

Prerequisite: Traditional Magic feature

Item: Varies

Using this infusion, you replicate an Imbuement spell from the Wizard spell list. The imbuement spell must be of a level for which you have an Artificer spell slot. When you cast the spell it does not consume a spell slot, it is instead considered to be cast at the highest level for which you have an Artificer spell slot. You must have the Imbuement spell in your spellbook.

Instead of the normal duration, the Imbuement spell lasts indefinitely, taking the place of one of your active infused

items. If the Imbuement has limited uses, it regains those uses daily at dawn.

Imbuement Spells can be found in the [Arcane Mysteries: The Secrets of the Arcanum](#) sourcebook.

CLOCKWORK TOOLS

Prerequisite: Clockwork Tinker feature, Minor Animation cantrip
Item: Tinker's Tools

You can specially prepare mechanical constructs for animation via magic. When you take a short or long rest you can prepare a number of constructs equal to your artificer level. Medium targets count as two objects, Large targets count as four objects, Huge targets count as eight objects, and Gargantuan targets count as 16 objects. The specially prepared objects have a cost equal to the base item plus 10gp for small or tiny, 20gp for medium, 40gp for large, 80gp for a huge object, 160gp for a gargantuan object. Once prepared you can animate the objects using your magic and your clockwork tools as a focus for additional effect.

When you cast a *minor animation*, *implement animation*, *animate armament*, *tiny servant*, *aerial conveyance*, or *animate object* spell on a specially prepared object, it gains the following benefits.

- The construct's hit point maximum is increased by an amount equal to your artificer level.
- The construct adds half your proficiency bonus to its weapon damage rolls and AC (round up).
- The spell's range is increased by 20 feet and the construct's movement speed is increased by 10 feet.



CONSTRUCT ENHANCEMENT

Prerequisite: Steel Defender feature or Homunculus
Servant infusion

Item: A Homunculus or Steel Defender

Using this infusion, you enhance your Steel Defender, Homunculus, or other construct you have crafted or created with an artificer spell. You can learn this infusion multiple times; each time you do so, choose one of the options below to learn.

You may have multiple Construct Enhancement infusions affecting a construct at once, but only one of each specific infusion, unless otherwise noted. Each infusion affecting one of your constructs counts as one of your infused items. Infusions that affect an ability score also increase

the appropriate checks, saving throws, and attack and damage rolls.

Some infusions are specific to a Steel Defender or a Homunculus, indicated as such in () below:

Aquatic Mode. The construct gains a swim speed equal to its walking speed, in addition, it contains a built in apparatus that allows one willing medium or smaller creature within 5 feet of it to breathe underwater and to be pulled along with the construct as it moves.

Armored. The construct gains a +3 (natural) bonus to its AC, but its maximum Dexterity score is reduced to 14.

Climbing Claws (Defender). Your Steel Defender gains a climb speed equal to its walking speed and a claw attack it can make as a bonus action without being commanded.

Claw. *Melee Weapon Attack +4 to hit, 5ft reach, 1d4 + 4 slashing damage. (It receives no bonus to this attack from its Might of the Master ability or your Arcane Jolt.)*

Fortitude. The construct gains a +4 bonus to its Constitution score. Also its hit points increase by two times your artificer level.

Strength. The construct gains a +4 bonus to its Strength score and counts as one size larger when determining its carrying capacity and the weight it can push, drag, or lift.

Graceful Construction. The construct gains a +4 bonus to its Dexterity score.

Homunculus Focus. (Homunculus) You can use your homunculus as a spellcasting focus if it is within 100 feet of you. When you cast an artificer spell your homunculus can use its Channel Magic reaction to have the spell originate from its location. (If your homunculus has this infusion, you may use the Enhanced Focus infusion on it.)

Improved Force Strike. (Homunculus) The damage of your homunculus' Force Strike increases to 1d6 and the range increases to 90 feet.

Integrated Tool. You integrate one tool with which you are proficient into the construct's form. It makes checks using this tool using double your proficiency bonus + its applicable ability modifier.

Invisibility. (Homunculus) The homunculus can use an Action to magically turn invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell). Any equipment it wears or carries is invisible with it.

Locking Jaws (Defender). If your Steel Defender hits a Large sized or smaller creature with its Force Empowered Rend, the creature suffers an additional 1d6 piercing damage is grappled. The DC to escape the grapple equals 10 + the Defender's Strength modifier + your proficiency bonus. The Defender can't use its Rend until the grapple ends and the grappled creature suffers 1d6 piercing damage at the start of each of the defender's turns.

Programed Training. The construct gains proficiency in one skill and one saving throw of your choice. You may use this infusion multiple times on a construct.

Resistance. The Construct has resistance to one of the following damage types, which you choose when you infuse it: acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder.

Spell Storing Construct. Choose one 1st-level Artificer spell when you use this infusion. The construct can cast that spell

once, it regains the ability to cast the stored spell using this infusion when you finish a long rest. When you reach 10th-level, this infusion can store a 1st or 2nd-level artificer spell. The construct uses your spell attack bonus and saving throw DC for this spell. You can change which spell can be cast using this infusion when you prepare spells for the day.

Storage. The construct has an extra dimensional storage compartment. The compartment can hold up to 500 pounds, not exceeding a volume of 64 cubic feet. The construct can use its action to retrieve any item contained within this space. This compartment does not interact negatively with other extra-dimensional spaces.

Swift. The construct increases all of its movement speeds by 10 feet.

Telepathic Bond. (Homunculus) While the homunculus is on the same plane of existence as its master, it can magically convey what it senses to its master, and the two can communicate telepathically.

Winged. (Defender) Your Steel Defender gains a flying speed of 40 feet.

ENDURING CONSTRUCT

Item: A construct animated using an Animate Construct spell

The construct becomes animated permanently and gains the following benefits:

- The construct's hit point maximum is increased by an amount equal to your artificer level..
- The construct adds half your proficiency bonus to its weapon damage rolls and AC (round up).
- The construct's movement speed is increased by 10 feet.

ENERGY WEAPON

Item: A rod, staff, or wand (requires attunement)

You turn a rod, staff, or wand into a magical item capable of creating a weapon of pure energy. The weapon grants a +1 bonus to attack and damage rolls made with it and inflicts damage of a type you choose when you infuse the item: acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder. While holding the focus, an attuned wielder can use a bonus action to activate or deactivate the energy weapon.

Choose one of the following options, based upon the type of focus used:

Energy Blade. (Rod) A blade of energy extends from the rod, it can be wielded as a melee weapon with the Light, Finesse, and Versatile properties that inflicts 1d8 damage on a hit, or 1d10 if used in two hands.

Energy Lash. (Rod or Wand) A lash of pure energy extends from the tip of the focus. It can be wielded as a melee weapon with the Finesse and Reach property that inflicts 1d8 damage on a hit. A creature proficient with a whip is proficient with this weapon.

Energy Pike. (Staff) A long blade of energy extends from one end of the staff allowing it to be wielded as a melee weapon with the two-handed and reach properties that inflicts 1d12 damage on a hit. A creature proficient with any polearm is proficient with this weapon.

Power Rod. (Rod) An aura of energy surrounds the rod. It is wielded as a magical club that inflicts an additional 1d4

damage of the chosen type on a hit. A creature proficient with a club is proficient with this weapon.

Power Staff. (Staff) An aura of energy surrounds the staff. It is wielded as a magical quarterstaff that inflicts an additional 1d4 damage of the chosen type on a hit. A creature proficient with a quarterstaff is proficient with this weapon.

War Rod. (Rod) The rod gains the ability to project blasts of energy, it can be wielded as a ranged weapon with the versatile property that inflicts, range (100/400), that inflicts 1d8 damage or 1d10 if used in two hands. A creature proficient with any crossbow or firearm is proficient with this weapon.

War Staff. (Staff) The staff gains the ability to project blasts of energy, it can be wielded as a ranged weapon with the two handed property, range (150/600), that inflicts 1d12 damage on a hit. A creature proficient with any crossbow or firearm is proficient with this weapon.

War Wand. (Wand) The wand gains the ability to project blasts of energy, it can be wielded as a ranged weapon with the Light property, range (50/200), that inflicts 1d8 damage on a hit. A creature proficient with a hand crossbow or pistol is proficient with this weapon.

A creature that can use the infused focus as a spellcasting focus is considered proficient with the created weapon and can use their Spellcasting Ability in place of Strength or Dexterity for attack and damage rolls using the weapon.

The bonus to attack and damage increases to +2 when you reach 10th level in this class

Matched Set: As an option, if you use this infusion on a pair of specially constructed matched rods or wands (an additional 100gp cost for the set) you can affect both rods or wands with a single infusion to create an Energy Blade, Power Rod, or War Wand. Both focuses count as a single item of the purposes of attunement, and an attuned wielder can activate both weapons with a single bonus action.

ENHANCED AMMUNITION

Item: Up to 12 pieces of ammunition or one or two ranged weapons with the Repeating Shot infusion

You can use this infusion when you finish a long rest, or at any time as an Action by expending an artificer spell slot. If you use this infusion when you finish a long rest, you are considered to have expended a spell slot equal to the highest level artificer slot available to you. The effect of the infusion depends upon the level of the spell slot:

1st-level. The ammunition has a +1 bonus to attack and damage.

2nd-level. The ammunition has a +1 bonus to attack and damage and inflicts an additional 1d6 force damage.

3rd-level. The ammunition has a +2 bonus to attack and damage and inflicts an additional 1d6 force damage.

4th-level. The ammunition has a +2 bonus to attack and damage and inflicts an additional 2d6 force damage.

5th-level. The ammunition has a +3 bonus to attack and damage and inflicts an additional 2d6 force damage.

The ammunition remains enchanted until used or until you use this infusion again. If used on a ranged weapon with the Repeating shot infusion, the first 12 shots (if a single weapon is targeted) or 6 shots (if two weapons are targeted)

fired using ammunition created by the weapon's Repeating Shot infusion gain the ammunition enchantment. The items affected by this infusion collectively count as a single infused item.

FOCUS CANNON

Prerequisite: Eldritch Cannon feature

Item: An Eldritch Cannon

When you create an Eldritch Cannon, if you are not at your maximum number of infused items you can cause the cannon to gain the following properties:

- You can use it as a spellcasting focus if it is within 60 feet of you. When you cast an artificer spell you can choose to have it originate from the cannon.
- You can cast Artificer spells with a casting time of 1 reaction and a range of self on any ally you can see within 10 feet of a protector cannon. For example, you could cast a *shield* spell on an ally when you see that ally hit by an attack.
- If you have the Arcane Firearm feature, a spell cast through your Focus Cannon is considered to be cast using your Arcane Firearm focus.

IMPROVED SMITH'S TOOLS

Prerequisite: Adamantine Edge or Adamantine Fortification cantrip, Battle Ready Feature.

Item: Smith's Tools

- When you cast *adamantine edge*, *adamantine fortification*, *magic weapon*, or *magic armor* using these tools as a focus, you may have one of these spells active without requiring concentration.

- When you cast *magic weapon* or *magic armor* using these tools the spells are considered to be cast as if you expended a spell slot two levels higher than you spell slot you used.

REPAIR TOOLS

Prerequisite: Mending cantrip

Item: Tinker's Tools

- When you cast *mending* using these tools on a construct it restores 2d6 hit points, this increases to 3d6 at 5th level, 4d6 at 11th level, and 5d6 at 17th level.
- You can cast *repair object* spell using these tools without having the spell prepared. When you cast *repair object* it is considered to be cast using a spell slot one level higher than you expended.
- When you reach 11th-level in this class, you can use these tools once to cast *make whole* as if you expended a spell slot equal to half your artificer level (round up). Once you use the tools to cast this spell, you can't do so again until you finish a long rest.

SPELL STORING INFUSION

Prerequisite: 11th-level, Traditional Magic feature

Item: one simple or martial weapon or one item that you can use as a spellcasting focus

Choose one wizard spell with a spell level equal to or less than half your artificer level with a casting time of 1 Action. While holding the object, you can take an action to produce the spell's effect from it. The item can be used once to produce the spell's effect, it regains the ability to produce the effect daily at dawn.

You can use this infusion on the item again to change the spell it contains.



SORCERER

A dragonmarked creature that wishes to fully explore the power of their mark may choose one of the variations of the Dragonmark Adept sorcerous origin.

DRAGONMARK ADEPT

To choose this sorcerous origin your character must be one of the Dragonmarked racial variants of the human, half-orc, half-elf, dwarf, elf, gnome, or halfling races.

With the ending of the Last War the Twelve Houses and even some independent scions, exorciates, and foundlings have been exploring new ways of directly channeling the powers of their Mark. This has lead to specialists known collectively as Dragonmark Adepts.

Each of the twelve normal marks and those bearing an aberrant mark have their own sorcerous origin option.



MARK OF DETECTION

You must be a half-elf with the Mark of Detection to choose this sorcerous origin.

INTUITIVE DEDUCTION

1st-level Mark of Detection feature

You gain proficiency with simple weapons and the Investigation and Insight skills. If you are already proficient in a skill, you add double your proficiency bonus to checks you make using it. You can take the Search action or make Investigation or Insight check that would normally require an Action as a Bonus Action.

DETECTION MAGIC

1st-level Mark of Detection feature

You can directly wield the magic granted by your mark in the following ways:

- You regain the use of the spells granted by your Magical Detection trait when you finish a short or long rest and these spells are sorcerer spells for you.
- You learn the spells listed under your Spells of the Mark trait in the Mark of Detection Spells table as additional sorcerer spells known when you gain the ability to cast sorcerer spells of the listed level.
- You may use Intelligence as the spellcasting ability of your Sorcerer spells, any time you would use your Charisma modifier for a Sorcerer class feature, spell, or Metamagic you may use your Intelligence modifier instead.
- When your Spellcasting feature lets you learn or replace a sorcerer cantrip or a sorcerer spell of 1st level or higher, you can choose the new spell from the sorcerer or wizard

spell list. You must otherwise obey all the restrictions for selecting the spell, and it becomes a sorcerer spell for you.

ENHANCED DETECTION

6th-level Mark of Detection feature

You can spend sorcery points to use the power of your mark in the following ways:

- When you cast any of the spells gained from your Magical Deduction or Spells of the Mark traits or any sorcerer spell from the divination school, you can cast it by expending a spell slot as normal, by spending sorcery points equal to the spell's level, or by expending a combination of a spell slot plus sorcery points with a total equal to the spell's level. These spells require no components to cast.
- Reduce the total cost of metamagic abilities applied to spells gained from your Magical Deduction or Spells of the Mark traits or any sorcerer spell from the divination school by 1 (minimum 0).
- *Distant Senses.* You learn the Distant Spell metamagic as an additional metamagic option known. You can use this option when you cast a spell with a range of self that grants a sense or perception to double the range of the granted sense.
- *Intuitive Magic.* You can spend one sorcery point when you cast a spell from your Magical Deduction or Spells of the Mark traits or your Greater Dragonmark feature to cause the spell to not require concentration.
- *Mystic Deduction.* Whenever you succeed on an Investigation or Insight check or a divination spell you cast reveals information, you can spend one sorcery point to gain an additional magical insight into the object of your study. The DM can give you an additional piece of information that you would normally have no method of knowing or grant you advantage on an attack roll or ability check made within the next hour where the insight you gained might be useful.

GREATER DRAGONMARK

14th-level Mark of Detection feature

Your dragonmark grows in size and power granting you the following benefits:

- The die type of your Deductive Intuition trait increases from a d4 to a d6.
- You learn the *arcane eye* and *true seeing* spells as additional sorcerer spells known. You can cast each of these spells once without expending a spell slot or requiring components. You regain the ability to cast these spells using this feature when you finish a long rest.

ARCANE OBSERVATION

18th-level Mark of Detection feature

Your Intelligence score increases by 2, up to a maximum of 22.

You never suffer disadvantage on an Intelligence or Wisdom check or an Intelligence saving throw and whenever you make an Intelligence or Wisdom check or an Intelligence saving throw, you can treat a d20 roll of 9 or lower as a 10.

MARK OF FINDING

You must be a human or half-orc with the Mark of Finding to choose this sorcerous origin.

FINDER'S INTUITION

1st-level Mark of Finding feature

Your enhanced connection to your mark grants you additional benefits:

- You gain proficiency with Simple weapons and the Perception and Survival skills. If you are already proficient in a skill, you add double your proficiency bonus to checks you make using it.
- Moving at a fast speed does not impose disadvantage on your Perception or Survival checks.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.

MAGIC OF THE HUNT

1st-level Mark of Finding feature

You can directly wield the magic granted by your mark in the following ways:

- You regain the use of the spells granted by your Finder's Magic trait when you finish a short or long rest, these spells are sorcerer spells for you. A *hunter's mark* spell cast by you also applies its damage bonus when you hit with a spell attack.
- You learn the spells listed under your Spells of the Mark trait in the Mark of Finding Spells table as additional sorcerer spells known when you gain the ability to cast sorcerer spells of the listed level.
- You may use Wisdom as the spellcasting ability of your Sorcerer spells, any time you would use your Charisma modifier for a Sorcerer class feature, spell, or Metamagic you may use your Wisdom modifier instead.
- When your Spellcasting feature lets you learn or replace a sorcerer cantrip or a sorcerer spell of 1st level or higher, you can choose the new spell from the sorcerer or ranger spell list. You must otherwise obey all the restrictions for selecting the spell, and it becomes a sorcerer spell for you.

ENHANCED FINDING

6th-level Mark of Finding feature

You can spend sorcery points to use the power of your mark in the following ways:

- When you cast any of the spells gained from your Finder's Magic or Spells of the Mark traits or your Greater Dragonmark feature, you can cast it by expending a spell slot as normal, by spending sorcery points equal to the spell's level, or by expending a combination of a spell slot plus sorcery points with a total equal to the spell's level. These spells require no components to cast.
- Reduce the total cost of metamagic abilities applied to spells gained from your Finder's Magic or Spells of the Mark traits or your Greater Dragon Mark feature by 1 (minimum 0).
- *Hunter's Strike*. When you inflict the additional damage from your *hunter's mark*, you can spend one sorcery point to increase the additional damage by 2d6 points.

- *Intuitive Magic*. You can spend one sorcery point when you cast a spell from your Finder's Magic or Spells of the Mark traits or your Greater Dragonmark feature, to cause the spell to not require concentration.
- *Mystic Tracker*. When you succeed at a Survival check to track a creature, you also learn their exact number, their sizes, and how long ago they passed through the area and you can spend one sorcery point to receive a brief vision of the creatures at the moment they left the track or spore.

GREATER DRAGONMARK

14th-level Mark of Finding feature

Your dragonmark grows in size and power granting you the following benefits:

- The die type of your Hunter's Intuition trait increases from a d4 to a d6.
- You learn the *locate creature* and *find the path* spells as additional sorcerer spells known. You can cast each of these spells once without expending a spell slot or requiring components. You regain the ability to cast these spells using this feature when you finish a long rest.

UNERRING TRACKER

18th-level Mark of Finding feature

Your Wisdom score increases by 2, up to a maximum of 22.

When you cast a spell from your Finder's Magic or Spells of the Mark traits or your Greater Dragonmark feature, the range of the spell or the range of detection granted by the spell is increased tenfold and can only be blocked for fooled by magic of a level higher than the spell you cast.

MARK OF HANDLING

You must be a human with the Mark of Handling to choose this sorcerous origin.

NATURAL INTUITION

1st-level Mark of Handling feature

You gain proficiency with Simple weapons and the Animal Handling and Nature skills. If you are already proficient in a skill, you add double your proficiency bonus to checks you make using it. You can make Animal Handling or Nature checks that would normally require an Action as a Bonus Action.

PRIMAL MAGIC

1st-level Mark of Handling feature

You can directly wield the magic granted by your mark in the following ways:

- You add the *beast bond* spell to the spells that can be cast using your Primal Connection trait, these spells are sorcerer spells for you and you can cast each spell once with this trait, you can't cast that spell with it again until you finish a short or long rest.
- When you cast a spell that normally affects or conjures only beasts the spell can affect or conjure a monstrosity with an Intelligence score of 3 or lower that otherwise meets the spell's requirements.
- You learn the spells listed under your Spells of the Mark trait in the Mark of Handling Spells table as additional

sorcerer spells known when you gain the ability to cast sorcerer spells of the listed level.

- You may use Wisdom as the spellcasting ability of your Sorcerer spells, any time you would use your Charisma modifier for a Sorcerer class feature, spell, or Metamagic you may use your Wisdom modifier instead.
- When your Spellcasting feature lets you learn or replace a sorcerer cantrip or a sorcerer spell of 1st level or higher, you can choose the new spell from the sorcerer or druid spell list. You must otherwise obey all the restrictions for selecting the spell, and it becomes a sorcerer spell for you.

ENHANCED HANDLING

6th-level Mark of Handling feature

You can spend sorcery points to use the power of your mark in the following ways:

- When you cast any of the spells gained from your Primal Connection or Spells of the Mark traits or your Greater Dragonmark feature, you can cast it by expending a spell slot as normal, by spending sorcery points equal to the spell's level, or by expending a combination of a spell slot plus sorcery points with a total equal to the spell's level. These spells require no components to cast.
- Reduce the total cost of metamagic abilities applied to spells gained from your Primal Connection or Spells of the Mark traits or your Greater Dragon Mark feature by 1 (minimum 0).
- **Extended Handling.** You learn the Extended Spell metamagic as an additional metamagic option known. If you use this option on a spell from your Primal Connection or Spells of the Mark traits or your Greater Dragonmark feature, the duration is tripled instead of doubled, with no maximum duration.
- **Handler's Knack.** When you succeed on an Animal Handling check related to a beast or monstrosity, you can spend 1 sorcery point to grant the creature advantage on one ability check, attack roll, or saving throw it makes within the next hour.
- **Natural Insight.** You can spend 1 sorcery point when you succeed on a Nature check related to a beast or monstrosity you can see. You additional magical insight that might normally be unavailable by mundane means, this might take the form of additional information from the DM or you can impose disadvantage on the one saving throw the creature makes versus a spell you cast or gain advantage on one attack roll or ability check related to that creature. This benefit must be used within 1 hour.

GREATER DRAGONMARK

14th-level Mark of Handling feature

Your dragonmark grows in size and power granting you the following benefits:

- The die type of your Wild Intuition trait increases from a d4 to a d6.
- You learn the *dominate beast* and *conjure fey* spells as additional sorcerer spells known. You can cast each of these spells once without expending a spell slot or requiring components. You regain the ability to cast these spells using this feature when you finish a long rest. When

you cast *conjure fey* using this trait it must take the form of a beast or monstrosity of challenge rating 6 or lower.

MASTER HANDLER

18th-level Mark of Handling feature

Your Wisdom score increases by 2, up to a maximum of 22.

Beasts and Monstrosities with an Intelligence score or 3 or lower have disadvantage on saving throws versus any of your spells. The duration of your *animal friendship* spell is increased to 10 days and the duration of your *dominate beast* spell to 1 hour.

Beasts and monstrosities charmed by you act as devoted companions, obeying your instructions to the best of their ability.

MARK OF HEALING

You must be a halfling with the Mark of Healing to choose this sorcerous origin.

INTUITIVE MEDICINE

1st-level Mark of Healing feature

You gain proficiency with Simple weapons and the Medicine skill and Herbalism kits. If you are already proficient in a skill or tool, you add double your proficiency bonus to checks you make using it. You can make a Medicine check to stabilize a creature or use a healer's kit as a bonus action.

HEALING MAGIC

1st-level Mark of Healing feature

You can directly wield the magic granted by your mark in the following ways:

- You regain the use of the spells granted by your Healing Touch trait when you finish a short or long rest. When you cast *cure wounds* using this trait, it is cast as if you expended the highest sorcerer spell slot available to you, to a maximum of 5th level. Spells granted by this trait are sorcerer spells for you.
- You learn the spells listed under your Spells of the Mark trait in the Mark of Healing Spells table as additional sorcerer spells known when you gain the ability to cast sorcerer spells of the listed level.
- You may use Wisdom as the spellcasting ability of your Sorcerer spells, any time you would use your Charisma modifier for a Sorcerer class feature, spell, or Metamagic you may use your Wisdom modifier instead.
- When your Spellcasting feature lets you learn or replace a sorcerer cantrip or a sorcerer spell of 1st level or higher, you can choose the new spell from the sorcerer spell list or from any spell list if the spell restores hit points, cures poison or disease, or removes negative conditions from a living creature. You must otherwise obey all the restrictions for selecting the spell, and it becomes a sorcerer spell for you.

ENHANCED HEALING

6th-level Mark of Healing feature

You can spend sorcery points to use the power of your mark in the following ways:

- When you cast any of the spells gained from your Healing Touch or Spells of the Mark traits or your Greater Dragonmark feature, you can cast it by expending a spell slot as normal, by spending sorcery points equal to the spell's level, or by expending a combination of a spell slot plus sorcery points with a total equal to the spell's level. These spells require no components to cast.
- Reduce the total cost of metamagic abilities applied to spells gained from your Healing Touch or Spells of the Mark traits or your Greater Dragon Mark feature by 1 (minimum 0).
- **Empowered Healer.** You gain the Empowered Spell metamagic as an additional metamagic option known. When you roll healing for a spell, you can use the Empowered Spell metamagic to reroll a number of the healing dice up to your Wisdom or Charisma modifier (minimum of one). You must use the new rolls. When you use Empowered Spell on a healing roll you may also add your Wisdom or Charisma modifier to the result of the healing roll.
- **Magical Treatment.** You can spend 1 sorcery point when you successfully treat a creature using the Medicine skill or a healer's kit to cause the creature to regain 1d8+ your Wisdom or Charisma modifier hit points or to be cured of one poison or disease.
- **Arcane Apothecary.** You can craft curative potions and salves at half the normal cost. In addition, when you begin crafting a curative potion or salve you can expend 1 sorcery point at the beginning of each hour you spend crafting, if you complete one hour of uninterrupted work, you make a full day's worth of progress towards completion of the item.

GREATER DRAGONMARK

14th-level Mark of Healing feature

Your dragonmark grows in size and power granting you the following benefits:

- The die type of your Medical Intuition trait increases from a d4 to a d6.
- You learn the *revivify* and *heal* spells as additional sorcerer spells known. You can cast each of these spells once without expending a spell slot or requiring components. You regain the ability to cast these spells using this feature when you finish a long rest.

MASTER HEALER

18th-level Mark of Healing feature

Your Wisdom score increases by 2, up to a maximum of 22.

In addition, when you would normally roll one or more dice to restore hit points to a creature, you instead use the highest number possible for each die.

MARK OF HOSPITALITY

You must be a halfling with the Mark of Hospitality to choose this sorcerous origin.

INTUITIVE HOST

1st-level Mark of Hospitality feature

You gain proficiency with Simple weapons and the Persuasion skill and brewer's supplies and cook's utensils. If you are already proficient in a skill or tool, you add double your proficiency bonus to checks you make using it. When a creature consumes a meal prepared by you, for 1 hour you have advantage on Charisma (Persuasion) checks when dealing with that creature.

HOSPITABLE MAGIC

1st-level Mark of Hospitality feature

You can directly wield the magic granted by your mark in the following ways:

- You regain the use of the spells granted by your Innkeeper's Magic trait when you finish a short or long rest. A creature that consumes an entire meal affected by your *purify food and drink* within 1 hour of you casting the spell regains 2 hit points. Spells granted by this trait are sorcerer spells for you.
- You can have any number of *prestidigitation* effects used to chill, warm, or flavor food active at once.
- You learn the spells listed under your Spells of the Mark trait in the Mark of Hospitality Spells table as additional sorcerer spells known when you gain the ability to cast sorcerer spells of the listed level.
- When your Spellcasting feature lets you learn or replace a sorcerer cantrip or a sorcerer spell of 1st level or higher, you can choose the new spell from the sorcerer or bard spell list. You must otherwise obey all the restrictions for selecting the spell, and it becomes a sorcerer spell for you.

ENHANCED HOSPITALITY

6th-level Mark of Hospitality feature

You can spend sorcery points to use the power of your mark in the following ways:

- When you cast any of the spells gained from your Innkeeper's Magic or Spells of the Mark traits or your Greater Dragonmark feature, you can cast it by expending a spell slot as normal, by spending sorcery points equal to the spell's level, or by expending a combination of a spell slot plus sorcery points with a total equal to the spell's level. These spells require no components to cast.
- Reduce the total cost of metamagic abilities applied to spells gained from your Innkeeper's Magic or Spells of the Mark traits or your Greater Dragon Mark feature by 1 (minimum 0).
- **Extended Stay.** You learn the Extended Spell metamagic as an additional metamagic option known. If you use this option on a spell gained from your Innkeeper's Magic or Spells of the Mark traits or your Greater Dragonmark feature, the duration is tripled instead of doubled, with no maximum duration.
- **Fortifying Feast.** You can spend 1 sorcery point when you prepare food or drink during a short rest. If you or any friendly creatures who consume the meal regain hit points at the end of the short rest by spending one or more Hit Dice, each of those creatures regain additional hit points equal to your sorcerer level + your Charisma modifier.
- **Charming Host.** When you succeed on a Charisma (Persuasion) check you can spend 1 sorcery point to gain an additional result. This could be an offer of additional

aid or information, an additional improvement in the creature's attitude towards you, or simply receiving a bigger tip.

GREATER DRAGONMARK

14th-level Mark of Hospitality feature

Your dragonmark grows in size and power granting you the following benefits:

- The die type of your Ever Hospitable trait increases from a d4 to a d6.
- You learn the *heroes' feast* and *magnificent mansion* spells as additional sorcerer spells known. You can cast one of these spells once without expending a spell slot or requiring components. You regain the ability to cast one of these spells using this feature when you finish a long rest.

GRACIOUS HOST

18th-level Mark of Hospitality feature

Your Charisma score increases by 2, up to a maximum of 22.

In addition, you can cast *sleep* and *calm emotions* at will, without expending a spell slot or requiring components and saving throws versus your *calm emotions* spell are made at disadvantage.

MARK OF MAKING

You must be a human with the Mark of Making to choose this sorcerous origin.

INTUITIVE ARTISAN

1st-level Mark of Making feature

You gain proficiency with Simple weapons and the Arcana skill and two tools of your choice. If you are already proficient in a skill or tool, you add double your proficiency bonus to checks you make using it. Blending magical and mundane methods you can craft mundane and magical items and structures for which you have a related Artisan tool proficiency at half the normal cost.

MAKER'S MAGIC

1st-level Mark of Making feature

You can directly wield the magic granted by your mark in the following ways:

- You can use your Spellsmith trait to cast *repair object* in place of casting *magic weapon*. Starting at 5th-level, you can instead cast *magic armor*. You can cast any one of these spells once using this trait, when you do so the spell is cast as if you expended the highest sorcerer spell slot available to you, to a maximum of 5th level. You regain the ability to cast a spell using this trait when you finish a short or long rest. A *magic weapon* or *magic armor* cast by you does not require concentration and all the spells granted by this trait are sorcerer spells for you.
- You learn the spells listed under your Spells of the Mark trait in the Mark of Making Spells table as additional sorcerer spells known when you gain the ability to cast sorcerer spells of the listed level.
- You may use Intelligence as the spellcasting ability of your Sorcerer spells, any time you would use your Charisma

modifier for a Sorcerer class feature, spell, or Metamagic you may use your Intelligence modifier instead.

- When your Spellcasting feature lets you learn or replace a sorcerer cantrip or a sorcerer spell of 1st level or higher, you can choose the new spell from the sorcerer or wizard spell list. You must otherwise obey all the restrictions for selecting the spell, and it becomes a sorcerer spell for you.

MAGECRAFT

1st-level Mark of Making feature

You can create a temporary magic item out of common materials. Choose a cantrip from the wizard spell list. Describe the item connected to it. As long as you possess the item, you know that cantrip. At the end of a long rest, you can replace it with a new item and select a new cantrip from the wizard spell list. Intelligence is your spellcasting ability for these cantrips.

ENHANCED MAKING

6th-level Mark of Making feature

You can spend sorcery points to use the power of your mark in the following ways:

- When you cast any of the spells gained from your Spellsmith or Spells of the Mark traits or your Greater Dragonmark feature, you can cast it by expending a spell slot as normal, by spending sorcery points equal to the spell's level, or by expending a combination of a spell slot plus sorcery points with a total equal to the spell's level. These spells require no components to cast.
- Reduce the total cost of metamagic abilities applied to spells gained from your Spellsmith or Spells of the Mark traits or your Greater Dragon Mark feature by 1 (minimum 0).
- **Extend Enchantment.** You learn the Extended Spell metamagic as an additional metamagic option known. If you use this option on a spell gained from your Spellsmith or Spells of the Mark traits or your Greater Dragonmark feature, the duration is tripled instead of doubled, with no maximum duration.
- **Intuitive Artifice.** When you begin crafting a magical or mundane item you can expend 1 sorcery point at the beginning of each hour you spend crafting, if you complete one hour of uninterrupted work, you make a full day's worth of progress towards completion of the item.
- **Sorcerous Infusion.** In a process that takes one hour, which completed during a short or long rest, you may spend 1 sorcery point to infuse an item with an Artificer Infusion of your choice. You must meet any prerequisites for the infusion, and your sorcerer levels counts as artificer levels for this purpose. The infusion lasts as described in the Artificer Infusion feature, or until you use this feature again. Attunement to this infused item does not count against the number of items you may have attuned.

GREATER DRAGONMARK

14th-level Mark of Making feature

Your dragonmark grows in size and power granting you the following benefits:

- The die type of your Artisan's Intuition trait increases from a d4 to a d6.

- You learn the *fabricate* and *make whole* spells as additional sorcerer spells known. You can cast each of these spells once without expending a spell slot or requiring components. You regain the ability to cast these spells using this feature when you finish a long rest

MASTER MAKER

18th-level Mark of Making feature

Your Intelligence score increases by 2, up to a maximum of 22.

In addition, you can become attuned to one additional magical item.



MARK OF PASSAGE

You must be a human with the Mark of Passage to choose this sorcerous origin.

INTUITIVE PASSAGE

1st-level Mark of Passage feature

You gain proficiency with Simple weapons and the Acrobatics skill and land vehicles. If you are already proficient in a skill or vehicle you add double your proficiency bonus to checks you make using it. You can use the Dash or Disengage action as part of the same action used to cast any spell from your Magical Passage or Spells of the Mark traits or your Greater Dragonmark feature.

COURIER'S MAGIC

1st-level Mark of Passage feature

You can directly wield the magic granted by your mark in the following ways:

- You can cast *misty step* using your Magical Passage trait a number of additional times equal to your Dexterity modifier. You regain all expended uses when you finish a long rest. This spell is a sorcerer spell for you.
- You learn the spells listed under your Spells of the Mark trait in the Mark of Passage Spells table as additional sorcerer spells known when you gain the ability to cast sorcerer spells of the listed level.
- You may use Dexterity as the spellcasting ability of your Sorcerer spells, any time you would use your Charisma modifier for a Sorcerer class feature, spell, or Metamagic you may use your Dexterity modifier instead.
- When your Spellcasting feature lets you learn or replace a sorcerer cantrip or a sorcerer spell of 1st level or higher, you can choose the new spell from the sorcerer spell list or any spell list if the spell enhances movement or allows teleportation or travel between planes. You must otherwise obey all the restrictions for selecting the spell, and it becomes a sorcerer spell for you.

ENHANCED PASSAGE

6th-level Mark of Passage feature

You can spend sorcery points to use the power of your mark in the following ways:

- When you cast any of the spells gained from your Magical Passage or Spells of the Mark traits or your Greater Dragonmark feature, you can cast it by expending a spell slot as normal, by spending sorcery points equal to the spell's level, or by expending a combination of a spell slot plus sorcery points with a total equal to the spell's level. These spells require no components to cast.
- Reduce the total cost of metamagic abilities applied to spells gained from your Magical Passage or Spells of the Mark traits or your Greater Dragon Mark feature by 1 (minimum 0).
- *Sorcerous Passage.* You learn the Distant Spell metamagic as an additional metamagic option known. When you cast a spell that allows teleportation, you can use this option to double the both spell's range and the distance it can teleport its targets

- **Mystic Acrobatics.** When you succeed on an Acrobatics check you can spend 1 sorcery point to take the Dash, Disengage, or Dodge action without requiring the use of an Action.
- **Magical Maneuver.** When you succeed on a check to operate or maintain a land vehicle you can spend 1 sorcery point to gain an additional result. This might be accomplishing a maneuver impossible by mundane means, increasing the distance traveled by the vehicle by 5 miles over the next hour, or performing a repair in a fraction of the time.

GREATER DRAGONMARK

14th-level Mark of Passage feature

Your dragonmark grows in size and power granting you the following benefits:

- The die type of your Intuitive Motion trait increases from a d4 to a d6.
- You learn the *phantom carriage*, *plane shift*, and *teleport* spells as additional sorcerer spells known. You can cast one of these spells once, as a 7th level spell, without expending a spell slot or requiring components. You regain the ability to cast one of these spells using this feature when you finish a long rest. When you roll on the Teleport table you can roll 1d6 and multiply the result by 5, add the result to your percentile roll to determine the effect.

MASTER COURIER

18th-level Mark of Passage feature

Your Dexterity score increases by 2, up to a maximum of 22.

As a bonus action you can spend 1 sorcery point to double your movement speed or the movement speed of a vehicle you are piloting for all modes of movement for 1 hour..

MARK OF SCRIBING

You must be a gnome with the Mark of Scribing to choose this sorcerous origin.

INTUITIVE SCRIPT

1st-level Mark of Scribing feature

You gain proficiency with Simple weapons and the History skill and calligrapher's supplies. If you are already proficient in a skill or tool you add double your proficiency bonus to checks you make using it. You can accurately recall anything you have seen, heard, or read within the past month.

INK SORCERY

1st-level Mark of Scribing feature

You can directly wield the magic granted by your mark in the following ways:

- You regain the use of a *magic mouth* spell granted by your Scribe's Insight trait when you finish a short or long rest. When you cast *comprehend languages*, the duration is doubled. When you cast *message*, the range is doubled. These spells do not require components to cast and are sorcerer spells for you.
- You learn the spells listed under your Spells of the Mark trait in the Mark of Scribing Spells table as additional

sorcerer spells known when you gain the ability to cast sorcerer spells of the listed level.

- You may use Intelligence as the spellcasting ability of your Sorcerer spells, any time you would use your Charisma modifier for a Sorcerer class feature, spell, or Metamagic you may use your Intelligence modifier instead.
- When your Spellcasting feature lets you learn or replace a sorcerer cantrip or a sorcerer spell of 1st level or higher, you can choose the new spell from the sorcerer or wizard spell list. You must otherwise obey all the restrictions for selecting the spell, and it becomes a sorcerer spell for you.

ENHANCED SCRIBING

6th-level Mark of Scribing feature

You can spend sorcery points to use the power of your mark in the following ways:

- When you cast any of the spells gained from your Scribe's Insight or Spells of the Mark traits or your Greater Dragonmark feature, you can cast it by expending a spell slot as normal, by spending sorcery points equal to the spell's level, or by expending a combination of a spell slot plus sorcery points with a total equal to the spell's level. These spells require no components to cast.
- Reduce the total cost of metamagic abilities applied to spells gained from your Scribe's Insight or Spells of the Mark traits or your Greater Dragon Mark feature by 1 (minimum 0).
- **Expedient Stone.** You can spend 1 sorcery point to craft a *speaking stone* in a process that takes 1 hour, which can be done during a short or long rest. Only you can activate this *speaking stone* and messages sent to it are heard in your mind if you are within 5 feet. If you create a new stone using this feature, the existing stone crumbles to dust.
- **Intuitive Comprehension.** You can spend 1 sorcery point when you cast *comprehend languages* to cause the spell to also decode most secret messages and reveal the true message of *illusory scripts*.
- **Mystical Archive.** When you succeed on an Intelligence (History) check you can spend 1 sorcery point to gain additional knowledge. This can be knowledge that you would have no mundane method of learning.

GREATER DRAGONMARK

14th-level Mark of Scribing feature

Your dragonmark grows in size and power granting you the following benefits:

- The die type of your Intuitive Motion trait increases from a d4 to a d6.
- You learn the *legend lore* spell as an additional sorcerer spell known. You can cast this spell once without expending a spell slot or requiring components. You regain the ability to cast this spell when you finish a long rest.
- You also learn the *dream* spell as an additional sorcerer spell known. You can cast *dream* with you as the messenger as part of taking each of your short and long rests.

MASTER SCRIBE

18th-level Mark of Scribing feature

Your Intelligence and Charisma scores increase by 2, up to a maximum of 22.

With one minute of concentration, you can accurately recall anything you have seen, heard, or read since your mark manifested.

MARK OF SENTINEL

You must be a human with the Mark of Sentinel to choose this sorcerous origin.

INTUITIVE WATCHER

1st-level Mark of Sentinel feature

You gain proficiency with Simple weapons and the Insight and Perception skills. If you are already proficient in a skill, you add double your proficiency bonus to checks you make using it. You can cast Abjuration spells with a casting time of 1 reaction and a range of self on any ally you can see within 5 feet. For example, you could cast a *shield* spell on an ally when you see that ally hit by an attack.

GUARDIAN MAGIC

1st-level Mark of Sentinel feature

You can directly wield the magic granted by your mark in the following ways:

- You regain the ability to use your Guardian's Shield and Vigilant Guardian traits when you finish a short or long rest.
- You can cast *shield* as a Reaction when subjected to a spell or other harmful effect requiring a Dexterity saving throw. While it is active, you can add your *shield* spell's AC bonus to any Dexterity saving throw you make to avoid damage.
- You learn the spells listed under your Spells of the Mark trait in the Mark of Sentinel Spells table as additional sorcerer spells known when you gain the ability to cast sorcerer spells of the listed level.
- You may use Constitution as the spellcasting ability of your Sorcerer spells, any time you would use your Charisma modifier for a Sorcerer class feature, spell, or Metamagic you may use your Constitution modifier instead.
- When your Spellcasting feature lets you learn or replace a sorcerer cantrip or a sorcerer spell of 1st level or higher, you can choose the new spell from the sorcerer or paladin spell list. You must otherwise obey all the restrictions for selecting the spell, and it becomes a sorcerer spell for you.

ENHANCED SENTINEL

6th-level Mark of Sentinel feature

You can spend sorcery points to use the power of your mark in the following ways:

- When you cast any of the spells gained from your Guardian's Shield or Spells of the Mark traits or your Greater Dragonmark feature, you can cast it by expending a spell slot as normal, by spending sorcery points equal to the spell's level, or by expending a combination of a spell slot plus sorcery points with a total equal to the spell's level. These spells require no components to cast.
- Reduce the total cost of metamagic abilities applied to spells gained from your Guardian's Shield or Spells of the Mark traits or your Greater Dragon Mark feature by 1 (minimum 0).

- **Guardian's Defense.** You can spend sorcery points when you use your Vigilant Guardian trait to reduce the damage you suffer from the attack by 10 points per sorcery point spent. The maximum number of sorcery points you can spend to use this feature is equal to your Constitution modifier.
- **Intuitive Sentinel.** When you succeed on a Perception or Insight check to notice or intuit a creature's intentions you can spend 1 sorcery point to gain additional insight into that creature or its intentions. This might manifest as additional information from the DM and/or advantage on your next initiative roll or ability check related to that creature.
- **Reactive Magic.** You can spend 1 sorcery to allow the use of a spell, feat, or class feature that requires a Reaction without using your Reaction. You can use this ability once, you regain the use of this ability at the start of your next turn.

GREATER DRAGONMARK

14th-level Mark of Sentinel feature

Your dragonmark grows in size and power granting you the following benefits:

- The die type of your Sentinel's Intuition trait increases from a d4 to a d6.
- You learn the *circle of power* and *wall of force* spells as additional sorcerer spells known. You can cast each of these spells once without expending a spell slot or requiring components. You regain the ability to cast these spells using this feature when you finish a long rest.

ENDURING SENTINEL

18th-level Mark of Sentinel feature

Your Constitution score increases by 2, up to a maximum of 22.

In addition, while you have more than half your sorcery points remaining you have resistance to all damage.

MARK OF SHADOW

You must be an elf with the Mark of Shadow to choose this sorcerous origin.

INTUITIVE CUNNING

1st-level Mark of Shadow feature

You gain proficiency with Simple weapons and the Performance and Stealth skills. If you are already proficient in a skill, you add double your proficiency bonus to checks you make using it. You can use the Hide action as a bonus action.

SHADOWY MAGIC

1st-level Mark of Shadow feature

You can directly wield the magic granted by your mark in the following ways:

- You can cast *invisibility* using your Shape Shadows trait a number of additional times equal to your Charisma modifier, you regain all expended uses when you finish a long rest. The spells granted by this trait are sorcerer spells for you.

- You learn the spells listed under your Spells of the Mark trait in the Mark of Shadow Spells table as additional sorcerer spells known when you gain the ability to cast sorcerer spells of the listed level.
- When you cast *minor illusion* you can create a different effect: You create a stationary area of illusory darkness filling the area that blocks all vision, even darkvision. You ignore this effect, as do creatures that rely on senses other than sight. If a creature uses its Action to examine the area of darkness it can determine that it is illusory with a successful Intelligence (Investigation) check against your spell save DC, allowing it to ignore the effect. A creature with darkvision has advantage on this check. You must concentrate to maintain this illusion.
- When your Spellcasting feature lets you learn or replace a sorcerer cantrip or a sorcerer spell of 1st level or higher, you can choose the new spell from the sorcerer or bard spell list. You must otherwise obey all the restrictions for selecting the spell, and it becomes a sorcerer spell for you.

DEEPER SHADOW

6th-level Mark of Shadow feature

You can spend sorcery points to use the power of your mark in the following ways:

- When you cast any of the spells gained from your Shape Shadows or Spells of the Mark traits or your Greater Dragonmark feature, you can cast it by expending a spell slot as normal, by spending sorcery points equal to the spell's level, or by expending a combination of a spell slot plus sorcery points with a total equal to the spell's level. These spells require no components to cast.
- Reduce the total cost of metamagic abilities applied to spells gained from your Shape Shadows or Spells of the Mark traits or your Greater Dragon Mark feature by 1 (minimum 0).
- **Cunning Ambush.** If you are Hidden from a creature when you cast a spell or make an attack that inflicts damage on it, you can expend sorcery points to increase the damage inflicted by the spell or attack by 2d6 per sorcery point per sorcery point expended. The maximum number of sorcery points you can spend to use this feature equals your Charisma modifier.
- **Illusory Performance.** You can spend 1 sorcery point as a bonus action to make a Charisma (Performance) check opposed by a creature's Wisdom (Insight) check. On a success you have advantage on attack rolls and ability checks against that creature and it has disadvantage on saving throws against your spells until the end of your next turn.
- **Intuitive Magic.** You can spend 1 sorcery point when you cast a spell from your Shape Shadows or Spells of the Mark traits or your Greater Dragonmark feature, to cause the spell to not require concentration.

GREATER DRAGONMARK

14th-level Mark of Shadow feature

Your dragonmark grows in size and power granting you the following benefits:

- The die type of your Cunning Intuition trait increases from a d4 to a d6.

- You learn the *nondetection* and *programmed illusion* spells as additional sorcerer spells known. You can cast each of these spells once without expending a spell slot or requiring components. You regain the ability to cast these spells using this feature when you finish a long rest.

SHADOW CUNNING

18th-level Mark of Shadow feature

Your Charisma score increases by 2, up to a maximum of 22.

A creature attempting an Intelligence (Investigation) check or a Wisdom (Insight) check relating to you or to pierce one of your illusion spells, makes the check with disadvantage.

MARK OF STORM

You must be a half-elf with the Mark of Storm to choose this sorcerous origin.

INTUITIVE WINDWRIGHT

1st-level Mark of Storm feature

You gain proficiency with Simple weapons and the Acrobatics skill and water and air vehicles. If you are already proficient in a skill or vehicle, you add double your proficiency bonus to checks you make using it.

WIND MAGIC

1st-level Mark of Storm feature

You can directly wield the magic granted by your mark in the following ways:

- You can cast gust of wind using your Headwinds trait a number of additional times equal to your Charisma modifier. You regain all expended uses when you finish a long rest and this is a sorcerer spell for you.
- You learn the spells listed under your Spells of the Mark trait in the Mark of Storm Spells table as additional sorcerer spells known when you gain the ability to cast sorcerer spells of the listed level.
- Starting at 5th level, a creature failing its saving throw versus your gust cantrip suffers 1d4 bludgeoning damage, this increases to 2d4 at 11th level, and the 3d4 at 17th.
- When your Spellcasting feature lets you learn or replace a sorcerer cantrip or a sorcerer spell of 1st level or higher, you can choose the new spell from the sorcerer spell list or any spell list if the spell involves wind or weather or inflicts lightning or thunder damage. You must otherwise obey all the restrictions for selecting the spell, and it becomes a sorcerer spell for you.

STORM'S SHELTER

1st-level Mark of Storm feature

You have resistance to thunder damage.

WINDSTORM

6th-level Mark of Storm feature

You can spend sorcery points to use the power of your mark in the following ways:

- When you cast any of the spells gained from your Headwinds or Spells of the Mark traits or your Greater Dragonmark feature, you can cast it by expending a spell slot as normal, by spending sorcery points equal to the

spell's level, or by expending a combination of a spell slot plus sorcery points with a total equal to the spell's level.

These spells require no components to cast.

- Reduce the total cost of metamagic abilities applied to spells gained from your Headwinds or Spells of the Mark traits or your Greater Dragon Mark feature by 1 (minimum 0).
- **Empowered Storm.** You can the Empowered Spell metamagic as an additional metamagic option known. If you use the Empowered Spell Metamagic to reroll lightning or thunder damage you can add your Charisma modifier to the damage roll.
- **Enchanted Navigation.** You can spend 1 sorcery point as a bonus action to create a magical set of navigator's tools. The tools appear in your hands, last for 1 hour or until you dismiss them as a bonus action, and grant advantage on all checks made to use them. You always know which direction is north while holding these tools and can use them as a spellcasting focus.
- **Magical Maneuver.** When you succeed on a check to pilot an air or water vehicle you can spend 1 sorcery point to gain an additional result. This might be accomplishing a maneuver impossible by mundane means, increasing the distance traveled by the vehicle over the next hour, or performing a repair in a fraction of the time.

GREATER DRAGONMARK

14th-level Mark of Storm feature

Your dragonmark grows in size and power granting you the following benefits:

- The die type of your Windwright's Intuition trait increases from a d4 to a d6.
- You learn the *control water* and *control winds* spells as additional sorcerer spells known. You can cast each of these spells once without expending a spell slot or requiring components. You regain the ability to cast these spells using this feature when you finish a long rest.

MASTER WINDWRIGHT

18th-level Mark of Storm feature

Your Charisma score increases by 2, up to a maximum of 22.

You gain a magical flying speed of 60 feet and any air or water vehicle piloted by you can add 30 feet to its normal speed.



MARK OF WARDING

You must be a dwarf with the Mark of Warding to choose this sorcerous origin.

INTUITIVE WARDER

1st-level Mark of Warding feature

Your mastery of your mark grants you additional advantages:

- You gain proficiency with Simple weapons and the Investigation skill and thieves' tools. If you are already proficient in a skill or tool, you add double your proficiency bonus to checks you make using it.
- You can cast the *alarm* spell in such a way that it alerts you when a creature other than one you designate attempts to open or move any object of your choice.
- You can cast *arcane lock* on any object capable of being opened (such as a backpack, pouch, or scabbarded sword).
- If you cast *armor of agathys* during the duration of your *mage armor* spell you may cause the spell to inflict force damage instead of cold.

WARDING MAGIC

1st-level Mark of Warding feature

You can directly wield the magic granted by your mark in the following ways:

- You regain the use of the spells granted by your Wards and Seals trait when you finish a short or long rest. These spells are sorcerer spells for you.
- You learn the spells listed under your Spells of the Mark trait in the Mark of Warding Spells table as additional sorcerer spells known when you gain the ability to cast sorcerer spells of the listed level.
- You may use Intelligence as the spellcasting ability of your Sorcerer spells, any time you would use your Charisma modifier for a Sorcerer class feature, spell, or Metamagic you may use your Intelligence modifier instead.



- When your Spellcasting feature lets you learn or replace a sorcerer cantrip or a sorcerer spell of 1st level or higher, you can choose the new spell from the sorcerer or wizard spell list. You must otherwise obey all the restrictions for selecting the spell, and it becomes a sorcerer spell for you.

ENHANCED WARDING

6th-level Mark of Warding feature

You can spend sorcery points to use the power of your mark in the following ways:

- When you cast any of the spells gained from your Wards and Seals or Spells of the Mark traits or your Greater Dragonmark feature, you can cast it by expending a spell slot as normal, by spending sorcery points equal to the spell's level, or by expending a combination of a spell slot plus sorcery points with a total equal to the spell's level. These spells require no components to cast.
- Reduce the total cost of metamagic abilities applied to spells gained from your Wards and Seals or Spells of the Mark traits or your Greater Dragon Mark feature by 1 (minimum 0).
- *Arcane Tools*. You can spend 1 sorcery point as a bonus action to create a magical set of thieves' tools. The tools appear in your hands, last for 1 hour or until you dismiss them as a bonus action, and grant advantage on all checks made to use them. You can use these tools as a spellcasting focus, and if you cast *knock* while these tools exist, the spell is silent.
- *Extend Ward*. You learn the Extended Spell metamagic as an additional metamagic option known. If you use this option on a spell gained from your Wards and Seals or Spells of the Mark traits or your Greater Dragonmark feature the duration is tripled instead of doubled, with no maximum duration.
- *Warded Spellarmor*. You may spend 1 sorcery point when you cast *mage armor* to cause the spell to grant you an additional +1 bonus to your AC and a +1 bonus to saving throws for the duration.

GREATER DRAGONMARK

14th-level Mark of Warding feature

Your dragonmark grows in size and power granting you the following benefits:

- The die type of your Warder's Intuition trait increases from a d4 to a d6.
- You learn the *private sanctum* and *guards and wards* spells as additional sorcerer spells known. You can cast each of these spells once without expending a spell slot or requiring components. You regain the ability to cast these spells using this feature when you finish a long rest.

MASTER WARDER

18th-level Mark of Warding feature

Your Intelligence score increases by 2, up to a maximum of 22.

Sorcerer spells cast by you are treated as having been cast at a level one level higher than normal for the purposes of dispelling or countering them.

ABERRANT MARK

You must have the Aberrant Dragonmark feat to choose this sorcerous origin.

ABERRANT MAGIC

1st-level Aberrant Mark feature

You can directly wield the magic granted by your aberrant mark in the following ways:

- You learn the spells granted by your Aberrant Dragonmark feat as additional sorcerer spells known. When you cast your Aberrant Dragonmark's 1st-level spell using that feat, it is cast as if you expended the highest sorcerer spell slot available to you, to a maximum of 5th level.
- You may use Constitution as the spellcasting ability of your Sorcerer spells, any time you would use your Charisma modifier for a Sorcerer class feature, spell, or Metamagic you may use your Constitution modifier instead.
- When your Spellcasting feature lets you learn or replace a sorcerer cantrip or a sorcerer spell of 1st level or higher, you can choose the new spell from the sorcerer or warlock spell list. You must otherwise obey all the restrictions for selecting the spell, and it becomes a sorcerer spell for you.
- Your Sorcerer spells do not require components to cast.

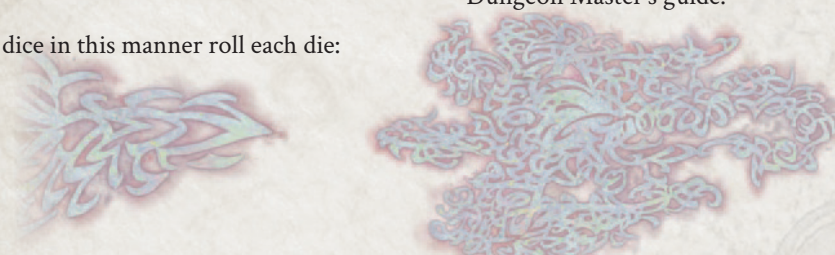
DEVIANT SORCERY

1st-level Aberrant Mark feature

You can expend one or more hit dice through the power of your mark to enhance your sorcerer spells in the following ways:

- You can expend a number of hit dice equal to the spell's level in place of a spell slot to cast a sorcerer spell of 1st level or higher.
- You can expend one or more hit dice in place of sorcery points to apply a metamagic option you know to a sorcerer spell you cast.

When you expend hit dice in this manner roll each die:



Total all of the hit dice with an even number result, you gain a number of temporary hit points equal to double the total.

For each odd number rolled on a hit die you may choose one creature within 30 feet of you, that creature takes force damage equal to double the number rolled. If no other creatures are in range, you take the damage.

ABNORMAL ENDURANCE

6th-level Aberrant Mark feature

When you finish a short rest you regain 1 hit die, and you can expend any number of sorcery points to regain additional hit dice equal to the number of sorcery points expended. When you finish a long rest you regain all your spent hit dice.

GREATER ABERRANT MARK

14th-level Aberrant Mark feature

Your aberrant dragonmark grows in size and power granting you the following benefits:

- The hit dice from your sorcerer class increase from a d6 to a d8. If you use the average method of determining hit points this also has the effect of increasing your hit point maximum by 14. If you roll hit points, you may choose to reroll your hit points from previous levels or to keep your current total.
- You gain one feat of your choice.



ABERRANT BOON

18th-level Mark of Warding feature

Your Constitution score increases by 2, and your maximum for that score increases to 24.

In addition, you gain an epic boon of your choice from those presented in Chapter 7: Other Rewards of the Dungeon Master's guide.

WARLOCK

The unique dual nature of two of the races of Eberron have given rise to two unique warlock patrons.

OTHERWORLDLY PATRON

The Beast Within engages Shifters who seek greater inspiration from their totem spirit while The Quori Spirit patron graces Kalashtar who seek a deeper union with the quori spirit within with its wisdom and protection.

THE BEAST WITHIN

This warlock patron is available only to those of the Shifter race that seek to better emulate The Beast Within.

Shifters who engage in this pact see the totemic force that shapes their body and mind as an independent entity that can guide and protect them. They seek to emulate the primal nature of their Beast Within and in return are granted more powerful shifting abilities.

Your Warlock spell and invocations take on a bestial aspect, an eldritch blast might take the form of spiritual creatures assaulting the target while choosing the Devil's sight invocation may cause your eye to appear feline.

EXPANDED SPELL LIST

1st-level Beast Within Patron feature

Your pact with the Beast Within allows you to learn spells from the druid and ranger classes. When your Pact Magic feature lets you learn or replace a warlock cantrip or a warlock spell of 1st level or higher or choose a Mystic Arcanum spell you can choose the new spell from the druid, ranger, or warlock spell list. You must otherwise obey all the restrictions for selecting the spell, and it becomes a warlock spell for you.

SHIFTING PROWESS

1st-level Beast Within Patron feature

You learn to draw directly upon the primal nature of the Beast Within, granting you the following abilities:

- You learn the *shifting strike* cantrip. If you already know this cantrip, you learn a different warlock cantrip of your choice. The cantrip doesn't count against your number of cantrips known and you can cast it without requiring components. You may always cast *shifting strike* to make an opportunity attack as a Reaction, even if you did not cast it on your previous turn.
- While you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Spellcasting Ability modifier.
- You can expend a warlock spell slot as a bonus Action to activate your Shifting trait without expending a use of that trait. When activated in this manner, the trait lasts for 10 minutes per level of the spell slot expended instead of its normal duration.
- You can expend a hit die and roll it as a bonus action to activate your Shifting trait without expending a use of that trait. If you do so, you gain additional temporary hit points equal to the result on the hit die.

FACET OF THE BEAST WITHIN

1st-level Beast Within Patron feature

The manifestation of your Beast Within expresses itself directly on your form. You don't gain the warlock Pact Boon feature at 3rd level, instead you gain the following benefits:

All. When you use your Shifting trait you gain a natural weapon attack appropriate to your beast within. When you make an unarmed strike you may use Strength or Dexterity on the attack and damage roll and it inflicts 2d4 bludgeoning, piercing, or slashing damage on a hit.

In addition, you gain one of the following features depending upon your shifter subrace:

- **Beasthide Resilience.** Constitution is your spellcasting attribute to cast warlock spells. You also use your Constitution modifier when using invocations and spells that normally use Charisma. In addition, your warlock hit die increases from a d8 to a d10.
- **Longtooth Savagery.** Strength is your spellcasting attribute to cast warlock spells. You also use your Strength modifier when using invocations and spells that normally use Charisma. In addition, the damage of your fang natural weapon while shifted increases to 2d6.
- **Swiftstride Finesse.** Dexterity is your spellcasting attribute to cast warlock spells. You also use your Dexterity modifier when using invocations and spells that normally use Charisma. You gain proficiency with Dexterity saving throws and while you are Shifted you have advantage on Dexterity checks and saving throws.
- **Wildhunt Perceptions.** Wisdom is your spellcasting attribute to cast warlock spells. You also use your Wisdom modifier when using invocations and spells that normally use Charisma. You gain proficiency in the Perception skill, if you are already proficient with this skill you add double your proficiency bonus on checks you make using it.

Shifting Strike and Natural Weapon attacks: If you already possess a natural weapon you may use it in place of the natural weapon granted by *shifting strike*. This means at 5th level, while Shifted, you could inflict 2d4+ your Spellcasting Ability modifier +1d6 damage on a hit when you cast *shifting strike*, or 3d6+your Spellcasting Ability modifier for a Longtooth Shifter.

TOTEMIC STRIKE

6th-level Beast Within Patron feature

Your Unarmed Strikes and Natural Weapon attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

In addition, you gain one additional Eldritch Invocation chosen from the Beast Within Patron Invocations list.

POWER OF THE BEAST WITHIN

10th-level Beast Within Patron feature

You regain a number of hit dice equal to your Spellcasting Ability modifier when you finish a Short Rest and you regain all your hit dice when you finish a Long Rest.

In addition, you gain one additional Eldritch Invocation chosen from the Beast Within Patron Invocations list.

SHIFTER RESISTANCE

14th-level Beast Within Patron feature

You have resistance to Bludgeoning, Piercing, and Slashing damage from Nonmagical Attacks that aren't Silvered. While you are shifted you gain immunity to Bludgeoning, Piercing, and Slashing damage from Nonmagical Attacks that aren't Silvered.

BEAST WITHIN PATRON INVOCATIONS

The following are special invocations available only to warlocks with a Beast Within patron.

ASPECT OF THE BEAST WITHIN

Prerequisites: 3rd-level, Beast Within Patron

You learn to assume the form of a single type of beast that is representative of your Beast Within. When you activate your Shifting trait by expending a spell slot you can change your form to that of a beast.

Choose a single alternate form of size Large or smaller with a Challenge Rating equal to or less than your warlock level divided by 6 (round down, CR ½ at level 3). You can change the form you believe best represents your Beast Within when you gain a warlock level.

You can stay in your beast form and remain Shifted for a number of hours equal to the level of the spell slot expended. You then revert to your normal form unless you expend another spell slot. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die. Your Shift also ends when you revert.

When you shift into a form you use the following special rules:

- Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them.
- When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping

to 0 hit points, any excess damage carries over to your normal form.

- You can't cast spells other than *shifting strike*, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell that you've already cast.
- You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. You may also retain any of your special senses, such as darkvision if it is greater than that possessed by your new form.
- You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

Your game statistics in the new form are modified as follows:

- Your movement speed in each mode of movement increases by 5 feet.
- You may either use the AC from your Shifting Prowess feature or the form's normal AC.
- You may add

your proficiency bonus to the damage rolls of the form, and you can use your proficiency bonus in place of the form's on attack rolls, saving throws, and checks if your bonus is higher. The save DC of any special abilities the form possesses is your warlock spell save DC if it is higher.

- Your beast form gains additional hit points equal to three times your warlock level.
- Whenever you gain the Ability Score Improvement Warlock feature, your beast's abilities also improve. You can increase one of the form's ability scores of your choice by 2 or increase two ability scores of your choice by 1.

BEASTHIDE DURABILITY

Prerequisites: Beast Within Patron, Longtooth Shifter

- If you start your turn while Shifted, and have no temporary hit points, you gain 1d6 temporary hit points.
- Once during a Shift, if an attack that brings you to 0 hit points deals less damage than 2 + your Warlock level + your Constitution modifier, you are reduced to 1 hit point instead.

BEASTHIDE PROWESS



Prerequisites: Beast Within Patron, Beasthide Shifter

- You add double your proficiency bonus on checks you make using Athletics
- If you hit a creature with an unarmed strike or natural weapon attack you may immediately make an attempt to Grapple or Shove the target.

BESTIAL ENDURANCE

Prerequisites: 5th-level, Beast Within Patron, Beasthide or Longtooth Shifter

- You gain proficiency with Constitution saving throws.
- While you are shifted, you have advantage on Constitution checks and Constitution saving throws.

BESTIAL STRENGTH

Prerequisites: 5th-level, Beast Within Patron, Beasthide or Longtooth Shifter

- You gain proficiency with Strength saving throws.
- While you are shifted, you have advantage on Strength checks and Strength saving throws.

CHARGING BEAST

Prerequisites: 5th-level, Beast Within Patron, Beasthide or Longtooth Shifter

If you move at least 20 feet straight toward a target and then hit it with a natural weapon attack on the same turn, you inflict an additional 2d6 damage. If the target is a creature, it must succeed on a Strength saving throw versus your spell save DC or be knocked prone.

HUNTING TACTICS

Prerequisites: 9th-level, Beast Within Patron

While you are shifted, you have advantage on an attack roll against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated.

LONGTOOTH FANGS

Prerequisites: Beast Within Patron, Longtooth Shifter

- If you hit a creature with natural weapon attack, it must succeed on a Strength saving throw versus your spell save DC or be knocked prone.
- If you hit a prone creature with a natural weapon attack, you inflict an additional 1d6 damage.

LONGTOOTH INTIMIDATION

Prerequisites: Beast Within Patron, Longtooth Shifter

- You add double your proficiency bonus on checks you make using Intimidation and have advantage on Intimidation checks while shifted.
- When you use your Shifting trait you can release a primal roar. Each hostile creature within 60 feet of you must make a Wisdom saving throw versus your spell save DC or become Frightened until the end of your next turn.

MASTER OF THE WILD HUNT

Prerequisites: Beast Within Patron, Wildhunt Shifter

You gain the *hunter's mark* spell as an additional warlock spell known and you can cast this spell a number of times equal to your Wisdom modifier without expending a spell slot or requiring components or concentration.

The damage bonus from your *hunter's mark* also applies when you hit the target with a spell attack and when you make a check to find a marked creature while you are Shifted you may roll a d6 and add the result to the check.

SHIFTER'S SPEED

Prerequisites: Beast Within Patron, Swiftstride Shifter

- Your walking speed increases by 5 feet.
- While shifted, you gain a climb speed equal to your walking speed.
- When you use your Shifting Feature trait to move as a reaction while shifted, you can move an additional 5 feet.

SHIFTING EVASION

Prerequisites: 7th-level, Beast Within Patron, Swiftstride Shifter

While you are shifted, you can nimbly dodge out of the way of certain area effects. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

SHIFTING FURY

Prerequisites: 5th-level, Beast Within Patron, Beasthide or Longtooth Shifter

You may make an unarmed strike or natural weapon attack as a bonus action on each of your turns.

SPIRIT BEAST

Prerequisites: 5th-level, Beast Within Patron, Wildhunt Shifter

You learn the spiritual weapon spell as an additional warlock spell known. The weapon takes the form of a spectral beast when cast by you.

When you expend a hit die to shift, you can forgo the additional temporary hit points to cast *spiritual weapon* without expending a spell slot.

SWIFTSTRIDE POUNCE

Prerequisites: 5th-level, Beast Within Patron, Swiftstride Shifter

- You can use the Dash and Disengage action as a bonus action.
- If you move at least 10 feet straight toward a creature and then hit it with an unarmed strike or natural weapon attack (including a *shifting strike* attack) on the same turn, that target must succeed on a Strength saving throw versus your spell save DC or be knocked prone. If the target is prone, you can make one unarmed strike or natural weapon attack against it as part of the same action.

SWIFTSTRIDE STEALTH

Prerequisites: Beast Within Patron, Swiftstride Shifter

- You gain proficiency in the Stealth skill, if you are already proficient with this skill you add double your proficiency bonus on checks you make using it.
- You can use the Hide action as a bonus action.

WILD CUNNING

Prerequisites: 5th-level, Beast Within Patron, Wildhunt Shifter

A creature within your reach provokes an Opportunity Attack from you if it makes a melee attack against you and has disadvantage on the attack roll or is denied advantage due to your Wildhunt shifting feature.

THE QUORI SPIRIT

This warlock patron is available only to those of the kalashtar race that seek a deeper bond to the quori spirit within them.

This path is followed by kalashtar advocates of the Shadow Watcher ethos, seeking more active avenues of opposing the Dreaming Dark. The Quori Spirit of such kalashtar are usually similarly minded towards more overt action in the struggle to end the age of il-Lashtavar than that advocated by The Path of Light.

EXPANDED SPELL LIST

1st-level Quori Spirit Patron feature

The Quori Spirit lets you choose from an expanded list of spells when you learn a warlock spell.

The following spells are added to the warlock spell list for you.

QUORI SPIRIT EXPANDED SPELLS

Spell Levels	Spells
1st	<i>detect evil and good, heroism</i>
2nd	<i>detect thoughts, lesser restoration</i>
3rd	<i>clairvoyance, nondetection</i>
4th	<i>aura of purity, divination,</i>
5th	<i>greater restoration, legend lore</i>

MINDHUNTER

1st-level Quori Spirit Patron feature

You learn techniques that allow you to directly oppose spirits of the Dreaming Dark, even when they are possessing a mortal creature. You gain the following benefits:

- You learn the *eldritch blast* cantrip as an additional warlock cantrip known.
- When you cast *eldritch blast*, you may choose to inflict psychic damage instead of force damage.
- When you make a spell attack roll using an *eldritch blast* that inflicts psychic damage, if you miss with an attack, but your attack roll equals or exceeds 10 + the target's Intelligence Saving throw bonus, you hit with the attack.
- If psychic damage inflicted by you reduces a creature to 0 hit points you may choose to knock a creature unconscious rather than killing it. The creature falls unconscious and is stable.
- If you inflict psychic damage on a possessed creature, the creature possessing the target suffers the same amount of damage. If psychic damage inflicted by you reduces a possessed creature to 0 hit points, the creature possessing the target is

expelled and the target becomes permanently immune to possession by that creature.

PSYCHIC MAGIC

1st-level Quori Spirit Patron feature

The psychic nature of your magic causes your magic to function differently from other warlocks:

- Your warlock spells do not require components to cast.
- When you cast the following warlock spells they inflict psychic damage instead of their normal damage type: *armor of agathys, arms of hadar, hellish rebuke, and hex*. If the spell requires a saving throw, the saving throw becomes a Wisdom saving throw.

QUORI BOND

1st-level Quori Spirit Patron feature

Your Quori Spirit acts to aid and protect you. You don't gain the warlock Pact Boon feature at 3rd level. Instead the Quori Spirit sharing your existence grants you certain benefits as you gain levels in this class.

1st-level. You are immune to possession from any source.

6th-level. You, and friendly creatures within 10 feet of you are always under the effects of a *protection from evil and good* spell.

10th-level. You may maintain concentration on up to two spells at once.

SPIRITUAL PROTECTION

6th-level Quori Spirit Patron feature

Whenever you or a friendly creature within 10 feet of you must make a saving throw, the creature gains a bonus to the saving throw equal to your Charisma modifier (with a minimum bonus of +1). You must be conscious to grant this bonus.

LORE OF THE QUORI

10th-level Quori Spirit Patron feature

You learn the *commune* spell as an additional warlock spell known. You may cast the spell as a ritual without requiring components as part of taking a short or long rest. When you cast the spell using this feature you also gain proficiency in one weapon, skill, language, or tool that the spirit (the DM) believes will be useful to your current endeavors. You retain this proficiency until you use this feature again.

SPIRITUAL AURA

14th-level Quori Spirit Patron feature

The range of your Spiritual Protection feature and the *protection from evil and good* effect from your Quori Bond feature increases to 20 feet.

At 18th level, the range increases to 30 feet.



QUORI SPIRIT PATRON INVOCATIONS

The following are special invocations available only to warlocks with a Quori Spirit patron.

AURA SENSE

Prerequisite: The Quori Spirit patron, Psychic Magic feature

You can cast *detect evil and good* at will, without expending a spell slot or requiring concentration. In addition to the normal benefits of the spell, for the duration you can tell if any creature you can see is possessed or charmed.

DEADLY MIND

Prerequisite: The Quori Spirit patron, Mindhunter feature, Agonizing Blast invocation, Mind Thrust cantrip

- When a creature fails a saving throw versus your *mind thrust* cantrip you also gain advantage on your next spell attack roll with a spell that inflicts psychic damage versus that creature before the end of your next turn.
- If you score a critical hit with an *eldritch blast*, you can cast *mind thrust* as a bonus action.
- When you cast a warlock spell other than *eldritch blast* that deals psychic damage, you can add your Charisma modifier to one psychic damage roll of that spell when you hit with or a target fails a saving throw against the spell; this increases to two rolls at 5th level, to three rolls at 11th level, and four rolls at 17th level.
- When you would inflict damage with a warlock invocation you may choose to inflict psychic damage instead of the normal damage type.

IMPROVED MINDLINK

Prerequisite: The Quori Spirit patron, Psychic Magic feature

You gain the *empathic sense* cantrip as an additional warlock cantrip known. The range of your *empathic sense* cantrip is increased by the range of your Mind Link trait and you can establish a Mind Link with any creature you can sense using your *empathic sense* cantrip. In addition, you and the target of your Mind Link do not need to see each other to communicate in this manner.

MANIFEST SPIRIT

Prerequisite: 5th-level, The Quori Spirit patron, Quori Bond feature

Your quori spirit manifests. You learn the *spiritual weapon* spell as an additional warlock spell known and can cast it once without expending a spell slot or requiring components.

You can cast this spell again using this invocation when you finish a short or long rest.

MIND OVER BODY

Prerequisite: The Quori Spirit patron, Quori Bond feature

When you would make a Constitution check or saving throw, you may instead make a Wisdom check or saving throw.

PSYCHIC GLAMOUR

Prerequisite: The Quori Spirit patron, Psychic Magic feature

As a bonus action you can grant yourself advantage on ability checks to use the following skills for 10 minutes: Deception, Insight, Intimidation, Performance, Persuasion, Sleight of Hand, and Stealth.

You can use this invocation a number of times equal to your Charisma modifier, you regain all expended uses when you finish a long rest.

PSYCHIC STRIKE

Prerequisite: The Quori Spirit patron, Psychic Magic feature

You can use Charisma instead of Strength for the attack and damage rolls of your unarmed strikes or melee weapon attacks using a rod or staff focus. You can roll a d4 in place of the normal damage of your unarmed strike. As you gain levels in this class you inflict additional psychic damage when you hit with an unarmed strike, 1d4 psychic damage at 5th level, 2d4 at 11th level, and 3d4 at 17th level.

QUORI INSIGHT

Prerequisite: The Quori Spirit patron, Quori Bond feature

Each time you finish a long rest you may choose to gain proficiency with two weapons, skills, tools, or languages. You retain these proficiencies until the end of your next long rest.

QUORI MIND

Prerequisite: The Quori Spirit patron, Quori Bond feature

Your Dual Mind trait also grants you advantage on all Intelligence and Charisma saving throws.

QUORI TRANCE

Prerequisite: The Quori Spirit patron, Quori Bond feature

You do not need to sleep, instead you meditate deeply, remaining semiconscious, for 4 hours a day. While meditating, you commune with your quori spirit. After resting in this way, you gain the same benefit as from 8 hours of sleep.



ARCANE CHARACTER OPTIONS

This chapter contains new feats, class feats, and racial feats, of interest to an Eberron arcane spellcaster. There are many other eldritch options in the [Arcane Mysteries: The Secrets of the Arcanum](#) sourcebook.

ARCANE FEATS

The following are new feats that can be chosen by characters. This sourcebook assumes that the feats optional rule is being used in the game and several of the mechanical aspects of the expansion revolve around them. If a Prerequisite for a feat mentions the ability to cast arcane spells it refers to the ability to cast spells from the artificer, bard, sorcerer, warlock, or wizard spell lists. (This includes Arcane Tricksters and Eldritch Knights which choose their spells from the wizard spell list.) Divine spells are those from the cleric, druid, paladin, and ranger spell lists.

Unless otherwise noted you cannot choose the same feat more than once.

OPTIONAL RULE: BONUS FEAT

To allow greater flexibility and customization options and to represent the benefits of study at the Arcanum or one of the many institutes of learning available to a character on Khorvaire you can allow players to choose one free feat. This bonus feat may be chosen at character creation or any time a character gains a level.

ARCANE INFUSION

Prerequisite: Ability to cast Arcane Spells

You have learned to use your arcane magic to infuse magical items in a manner similar to that of an artificer.

- You may become attuned to one additional magic item.
- You know three infusions from the Artificer Infusions section in the Eberron: Rising from the Last War sourcebook (p. 61-63) or the new infusions listed in this book. You must meet any prerequisites for the infusions, and your levels in arcane spellcasting classes count as artificer levels for this purpose.
- When you finish a long rest you can infuse an item as described for the Infuse Item Artificer feature, except that you may have only a single infusion active.

BARDIC ADEPT

Prerequisite: Charisma 15 or higher

- Increase your Charisma Score by 1, to a maximum of 20.
 - You gain proficiency with one musical instrument of your choice.
 - You gain Bardic Inspiration dice as described in the Bardic Inspiration Bard class feature. If you already have bardic inspiration dice, you increase your number of dice by half your proficiency bonus; otherwise you gain a number of dice equal to half your proficiency bonus, which are d6s.
- You regain expended bardic inspiration dice when you finish a long rest, unless you have the Font of Inspiration

feature, in which case you regain expended dice when you finish a short or long rest.

FOCUS ADEPT

You have learned to cast a small number of cantrips with the aid of a rod, staff, or wand.

- You can use a rod, staff, or wand arcane focus as a spellcasting focus.
- You learn a number of cantrips equal to 1+ half your proficiency bonus from the Wizard or Sorcerer spell list. Intelligence is your spellcasting ability for these spells if you chose from the Wizard spell list. Charisma is your spell casting ability if you chose from the Sorcerer spell list. You cannot cast these spells without the use of a focus. .
- You may use Dexterity for spell attack rolls of any spell cast using a rod, wand, or staff arcane focus. You may treat any spell you cast as requiring the use of a focus.
- For the purposes of prerequisites you are considered to have the Spellcasting feature and you can attune to any rod, staff, or wand as if you were a wizard or sorcerer.

MINOR MAGICS

Prerequisite: Spellcasting class feature

You may add your proficiency bonus to the number of cantrips known granted by your Spellcasting class feature. These additional cantrips must be chosen from the spell list indicated by your Spellcasting class feature and use the Spellcasting Ability of that class. If you have levels in multiple classes that grant the Spellcasting class feature, choose one class, the additional cantrips granted by this feat must all be chosen from the spell list of that class.

METAMAGIC KNOWLEDGE

Prerequisite: the ability to cast at least one spell

Sorcery Points. You gain Sorcery Points equal to your proficiency bonus. You may use these sorcery points only to fuel Metamagic options unless you also have the Font of Magic Sorcerer class feature. You regain all spent sorcery points when you finish a long rest.

Metamagic. You learn two Metamagic options from the sorcerer class feature, or from the new Metamagic options listed in the Sorcerer section of this supplement. If a Metamagic ability references your Charisma modifier you may instead use the spellcasting ability modifier for the spell you are currently casting.

Sorcerous Knowledge. A sorcerer who gains this feat gains an additional benefit: When you would gain a Metamagic Option from your Metamagic sorcerer class feature at levels 3, 10, and 17, you gain an additional Metamagic Option of your choice.

Arcane Synergy. A sorcerer with the Font of Magic class feature that chooses this feat increases their maximum sorcery points by their proficiency bonus. A sorcerer with the Spellfire feature may retain additional sorcery points equal to their proficiency bonus when completing a short rest, and gains sorcery points equal to their proficiency bonus when they complete a long rest.

NATURAL CASTER

Prerequisite: Spellcasting class feature

- Increase your Spellcasting Ability score by 1, to a maximum of 20. If you have more than one spellcasting ability, choose one.
- You do not need material components to cast spells with a casting time of 1 Action or less.
- You learn two spells of 5th level or lower from your Spellcasting feature's spell list. A spell you choose must be of a level you can cast, or a cantrip. These spells don't count against your number of cantrips or spells known. If you prepare spells, the chosen spells are added to your spellbook and are always prepared and don't count against the number of spells you may prepare. You can exchange one of these spells for a new one when you gain a level in the class granting your Spellcasting feature.

POISON ADEPT

Prerequisite: The ability to cast at least one spell that inflicts poison damage.

- You gain proficiency in using a Poisoner's Kit. If you already have proficiency with the tool you add double your proficiency bonus to checks you make using it.
- Spells you cast and poisons you brew ignore resistance to poison damage.
- When you roll damage for a spell you cast that deals poison damage, you can treat any 1 on a damage die as a 2.

PSYCHIC ADEPT

Prerequisite: The ability to cast at least one spell that inflicts psychic damage.

- You gain the ability to touch the minds of other creatures. You can communicate telepathically with any creature within 30 feet of you. You don't need to share a language with the creature for it to understand your telepathic communications, but the creature must be able to understand at least one language in order for you to receive more than broad impressions. If you already possess telepathy, the range of your telepathy is increased by 30 feet.
- Spells you cast ignore resistance to psychic damage.
- When you roll damage for a spell you cast that deals psychic damage, you can treat any 1 on a damage die as a 2.

SPELL SURGE

Prerequisite: Spellcasting or Pact Magic feature

- Increase your Spellcasting Ability score by 1, to a maximum of 20
- On your turn, you can take one additional action or bonus action on top of your regular action and a possible bonus action. This action or bonus action must be used to cast a spell with the appropriate casting time. You may cast a spell of 1st level or higher using this action or bonus action, even if you previously cast a bonus action spell this turn.

You can use this ability a number of times equal to half your proficiency bonus, you regain all expended uses when you finish a long rest.

SUBTLE ENCHANTMENT

Prerequisite: the ability to cast at least one divination, enchantment, or illusion spell

- You gain proficiency in the Sleight of Hand skill and one Charisma skill of your choice (Deception, Intimidation, Performance or Persuasion). If you are already proficient in a skill you add double your proficiency bonus to checks you make using it.
- When you cast a divination, enchantment, or illusion spell with a casting time of 1 Action or less, you do not require Verbal or Material components.
- Victims of your divination, illusion, or enchantment spells without a noticeable spell effect must succeed on an Intelligence saving throw vs your spell save DC when the spell ends to become aware that you affected it with magic.

Arcane Synergy. If you possess the Alter Memories class feature you are so adept at clouding minds that victims of your enchantment spells never realize on their own that they have been magically influenced, your attempts to alter a charmed victim's memories automatically succeed, and you can alter the memories of all creatures charmed by one of your spells or simply make them forget the period of time they spent charmed.

TELEPATHIC MAGIC

Prerequisite: Spellcasting or Pact Magic class feature, any form of telepathy

- Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.
- The range of your telepathy is doubled.
- When you cast a spell that requires a verbal component, you can fulfill that component without speaking so long as you can use your telepathy.
- When a spell requires a target be able to hear or understand you, if the target is within range of your telepathy, it is considered to be able to hear and understand you.

THAUMATURGIC CASTER

Prerequisite: Spellcasting or Pact Magic class feature, Ritual Casting feature

You can add a thaumaturgic ritual to the casting a spell of 1st level or higher to enhance its effect. The affected spell must have a casting time of 1 Action or longer. The spell requires double the normal casting time and requires both Verbal and Somatic components. For a spell with a casting time of 1 Action, it instead requires 2 Actions. For each doubling of the casting time you spend in the casting of the spell you can choose one of the following effects:

- The spell is cast as if using a spell slot 1 level higher than you expended, or 1 level higher than its base level if cast as a ritual. If this causes the spell to be cast at a level higher than you could normally cast, you must make an Arcana

check with a DC equal to 10 + the spell level. On a failure, the spell fails, and any spell slots and material components are lost.

- If you have blood, hair, or another body part of a target, that target suffers disadvantage on saving throws versus the spell. This option requires a doll or other rough likeness of the target as an additional material component.
- The spell has double the normal range.
- The spell affects double the normal area.

You may choose a listed effect more than once if you spent enough time in the casting of the spell.

ARCANE CLASS FEATS

This section introduces a collection of special feats that allow you to explore aspects of your class or archetype further. Each feat represents a focus on an aspect of your class, a set of spells, or certain features of your chosen archetype. A Class Feat has a specific class as a prerequisite, only characters that possesses levels in only that class can choose a class feat.

A multi-class character cannot choose or benefit from a Class Feat.



ALCHEMICAL GRENADIER

Prerequisite: Artificer class, Experimental Elixir feature

You learn to create and use alchemical explosives.

- Increase your Intelligence score by 1, to a maximum of 20.
- You learn the *alchemical bomb* cantrip as an additional artificer cantrip known.
- You learn the Alchemical Grenadier Tools infusion as an additional infusion known. The use of this infusion on your alchemist's supplies does not count against your number of infused items.
- When you expend a spell slot to increase the damage of your *alchemical bomb* using your Alchemical Grenadier Tools, you are considered to have expended a spell slot one level higher to determine the effect.

ALCHEMICAL HEALER

Prerequisite: Artificer class, Experimental Elixir feature

You learn to create and use alchemical explosives.

- Increase your Intelligence score by 1, to a maximum of 20.
- You learn the *spare the dying* cantrip as an additional artificer cantrip known and you can cast this cantrip as a bonus action.
- You learn the Alchemical Healing Tools infusion as an additional infusion known. The use of this infusion on your alchemist's supplies does not count against your number of infused items.

ARTIFICER SPELLCRAFT

Prerequisite: Artificer Class, Spellcasting feature

- Increase your Intelligence score by 1, to a maximum of 20.
- When you prepare the list of spells that are available for you to cast you may prepare a number of additional spells equal to your proficiency bonus.

BARDIC SPELLCRAFT

Prerequisite: Bard Class, Spellcasting feature

- Increase your Charisma score by 1, to a maximum of 20.
- You know a number of additional spells equal to your proficiency bonus.

FIRE ARTILLERIST

Prerequisite: Artificer Class, Eldritch Cannon feature

You have an affinity for fire that borders on the insane.

Flame Projector. When you create an Eldritch Cannon you can choose one of the following additional options:

- **Improved Flamethrower.** As a flamethrower cannon except that you can choose to have the cannon emit either up to a 20 foot cone or a 5-foot wide by up to 40-foot long line.
- **Fire Ballista.** Make a ranged spell attack, originating from the cannon, at one creature or object within 10 feet of it. On a hit, the target takes 2d8 fire damage and ignites, suffering an additional 1d4 fire damage at the start of its next turn. When you gain the Explosive Cannon feature this additional fire damage increases to 1d8.

- **Flame Suppression Protector.** As a protector cannon except that friendly creatures within 10 feet of the cannon gain resistance to fire damage and cannot be ignited by fire effects that would normally do so.

Incendiary Artifice. You learn the *fire bolt* or *strike of living flame* cantrip as an additional Artificer cantrip known. You may replace any of the spells contained in your Artillerist Spells table with a spell of the same level from the Wizard spell list that inflicts fire damage.

FORCE ARTILLERIST

Prerequisite: Artificer Class, Arcane Firearm feature, Wandlinger feat

You have an affinity for items that project pure arcane force.

Force Projector. When you create an Eldritch Cannon you can choose one of the following additional options:

- **Force Cannon.** The cannon projects force in an adjacent 15-foot cone that you designate. Each creature in that area must make a Strength saving throw against your spell save DC, taking 2d8 force damage and being pushed up to 5 feet on a failed save or half as much damage on a successful one.
- **Improved Force Ballista.** As a normal force ballista except that a creature hit by the ranged spell attack suffers an additional +1 damage per damage die rolled is pushed up to 10 feet away from the cannon.
- **Shield Protector.** As a protector cannon except that when the protector grants temporary hit points, you can choose either one affected creature or the cannon itself to gain the benefits of a *shield* spell until the start of your next turn. A Shield Protector can use this ability only once during its existence, plus one additional time per level of the spell slot above 1st used to create it. In addition, when you gain the explosive cannon feature, the shield protector gains one additional use of this ability.

Forceful Artifice. You learn the *spellstrike* or *arcane fist* cantrip as an additional Artificer cantrip known. You may replace any of the spells contained in your Artillerist Spells table with a spell of the same level from the Wizard spell list that inflicts force damage.

GUN SMITH

Prerequisite: Artificer Class, Battle Ready feature

You are proficient in the crafting and use of firearms.

- Increase your Dexterity score by 1, to a maximum of 20.
- **Guncraft Adept.** You gain proficiency with gunsmith's tools and learn the Repeating Shot infusion as an additional infusion known. You have crafted a magical musket or pistol with a permanent Repeating Shot infusion. This infused firearm does not count against your number of infused items.
- **Piercing Shot.** When you gain the Arcane Jolt feature, attacking at long range using a firearm doesn't impose disadvantage on your ranged weapon attack rolls and when you attack at short range you ignore bonuses to the target's AC from non-magical armor or shield.

ICE ARTILLERIST

Prerequisite: Artificer Class, Eldritch Cannon feature

You have made of study of cold and ice and its uses in artifice.

Ice Cannon. When you create an Eldritch Cannon you can choose one of the following additional options:

- **Chill Projector.** The cannon projects intense cold in an adjacent 15-foot cone that you designate. Each creature in that area must make a Constitution saving throw against your spell save DC, taking 2d8 cold damage and having their movement speed halved until the start of your next turn on a failed save, or half as much damage on a successful one.
- **Ice Ballista.** Make a ranged spell attack, originating from the cannon, at one creature or object within 10 feet of it. On a hit, the target takes 1d8 piercing damage plus 1d8 cold damage and its movement speed is reduced by 10 feet until the start of your next turn.
- **Shielding Frost Protector.** The cannon coats itself and each creature of your choice within 10 feet of it with a layer of spectral frost. Targets gain temporary hit points equal to your Intelligence modifier. If a creature hits an affected target with a melee attack while they have these hit points, the attacker takes cold damage equal to your Intelligence modifier. When you gain the Explosive Cannon feature the temporary hit points and damage from this cannon increase to 1d8 + your Intelligence modifier.

Icy Artifice. You learn the *frostbite* or *ray of frost* cantrip as an additional Artificer cantrip known. You may replace any of the spells contained in your Artillerist Spells table with a spell of the same level from the Wizard spell list that inflicts cold damage or creates ice.

IMPROVED DEFENDER

Prerequisite: Artificer Class, Steel Defender feature

Tinkering with your steel defender has resulted in a construct with additional intelligence and independence.

- Your Defender's Intelligence increases to 8 and its Charisma to 10. It can use its Force-Empowered Rend or Repair Actions or the Dash, Disengage, Help, Hide, or Search action without you using a bonus action to command it. If it uses its Rend or Repair actions without your command, these actions do not benefit from the Might of the Master ability.
- You learn a number of additional Construct Enhancement infusions equal to your proficiency bonus. The infusions must be ones allowed to be used on a Steel Defender. You may replace one of these infusions with a new one when you gain an Artificer level. You may have a number of additional Construct Enhancement infusions active on your Steel Defender equal to half your proficiency bonus, these infusions do not count against your maximum number of infused items.
- Your Defender gains additional hit points equal to your artificer level.
- Whenever you gain the Ability Score Improvement class feature, your Defender's abilities also improve. Your

Defender can increase one ability score of your choice by 2, or it can increase two ability scores of your choice by 1.

- Your Defender shares your alignment and has a personality trait and a flaw that you determine. Your Defender shares your ideal, and its bond is always, “The artificer to whom I am bonded is my friend and master, I would give my life for my master.”



IMPROVED HOMUNCULUS

Prerequisite: Artificer Class, Homunculus Servant infusion
Tinkering with your homunculus has resulted in a construct with additional intelligence and independence.

- Your Homunculus' gains the ability to speak and its Charisma score increases to 10 and its Intelligence and Wisdom scores to 12. It can use its Force Strike or the Dash, Disengage, Help, Hide, or Search action without you using a bonus action to command it. If it uses its Force Strike action without your command, it does not benefit from the Might of the Master ability.
- You learn a number of additional Construct Enhancement infusions equal to your proficiency bonus. The infusions must be ones allowed to be used on a Homunculus. You may replace one of these infusions with a new one when you gain an Artificer level. You may have a number of additional Construct Enhancement infusions active on your homunculus equal to half your proficiency bonus, these infusions do not count against your maximum number of infused items.
- Your Homunculus gains additional hit points equal to your artificer level.
- Whenever you gain the Ability Score Improvement class feature, your Homunculus' abilities also improve. Your Homunculus can increase one ability score of your choice by 2, or it can increase two ability scores of your choice by 1.
- Your Homunculus shares your alignment and has a personality trait and a flaw that you determine. Your Homunculus shares your ideal, and its bond is always, “The artificer to whom I am bonded is my friend and master, I would give my life for my master.”

INFUSION TINKERER

Prerequisite: Artificer Class, Infuse Item feature

- Increase your Intelligence score by 1, to a maximum of 20.
- You know a number of additional infusions equal to your proficiency bonus and you add half your proficiency bonus to your maximum number of infused items.

PACTCRAFT

Prerequisite: Warlock Class, Pact Magic feature

- Increase your Charisma score by 1, to a maximum of 20.
- You know a number of additional spells equal to your proficiency bonus.

SIEGE ENGINEER

Prerequisite: Artificer Class, Eldritch Cannon feature, Shield Spell
You are a master of defensive engineering.

Bastion Protector. You can create a protector cannon in such a way that it cannot be moved. You and your allies have half cover while within 10 feet of the bastion protector as a result of a shimmering field of magical protection that the cannon emits. When you gain the Fortified Position feature, this increases to three quarters cover. When you gain the Explosive Cannon feature the temporary hit points granted by a Bastion Protector increase by 1d8 and enemies must spend 2 feet of movement for every 1 foot they move while they are within 10 feet of the projector.

Braced Fire. If you do not move during your turn, the damage bonus from your Arcane Firearm feature increases to 1d8 + your Intelligence modifier so long as you are not within the reach of a hostile creature. In addition, when firing siege equipment you can use your Spell Attack bonus in place of that listed in the weapon's description.

Protective Burst. When you gain the Explosive Cannon feature, you can cause a Protector to detonate in a burst of positive energy causing each creature of your choice within 20 feet of it to gain a number of temporary hit points equal to 3d8 + your Intelligence modifier.

Fortifications. When you gain the Fortified Position feature, you can cast the *wall of stone* and *move earth* spells as rituals that require the expenditure of a Eldritch Cannon as an additional component of their casting.

SORCEROUS KNACK

Prerequisite: Sorcerer class

- You learn a number of additional sorcerer cantrips or spells known from the sorcerer spell list equal to 2 + your proficiency bonus. A spell you choose must be of a level you can cast, or a cantrip, and does not count against your number of sorcerer spells or cantrips known. These spells must all be thematically linked or somehow related to your bloodline. For example, a draconic bloodline sorcerer with a green dragon ancestor might choose spells that involve poison or corruption or nature and forests. Work with your DM to develop ideas for your choices. You may exchange one of these spells for a new one when you gain a level in the sorcerer class.

- You regain a number of expended sorcery points equal to half your proficiency bonus (round down) when you finish a short rest. These sorcery points are added to the number regained from your Sorcerous Restoration class feature when you reach 20th level.

Arcane Synergy. With the DM's permission you may choose appropriately themed spells from other spell lists for the additional spells learned from this feat.

SPELL RESEARCHER

Prerequisite: Wizard Class, Spellcasting feature

- Increase your Intelligence score by 1, to a maximum of 20.
- Each time you gain a level in the wizard class you may add two additional free spells to your spellbook.
- When you prepare the list of spells that are available for you to cast you may prepare a number of additional spells equal to your proficiency bonus.

TOXIC ALCHEMY

Prerequisite: Artificer Class, Experimental Elixir feature

You have further focused your study of alchemical artifice into the exploration of poisons and acids.

Viscid Compounds. You learn the *acid splash* and *poison spray* cantrips. A creature that makes a successful saving throw against one of these cantrips cast by you still suffers half damage.

Toxic Elixir. You can cause any elixir created by you to result in a toxic elixir. This elixir can be expended as an additional material component whenever you make a poison or acid damage roll for an artificer spell cast by you to add 2d8+your Intelligence modifier to the damage and cause the damage to become combined acid and poison damage. A creature is not resistant or immune to this damage unless it is resistant or immune to both damage types.

If you expend a spell slot to create a toxic elixir, the additional damage increases by 2d8 per level of the spell slot expended.

Toxic Artifice. You may replace any of the spells contained in your Alchemist Spells table with a spell of the same level from the Wizard spell list that inflicts acid or poison damage.

VOLTAIC ARTILLERIST

Prerequisite: Artificer Class, Eldritch Cannon feature

You have made of study of lightning and its uses in artifice.

Tesla Cannon. You may choose to have your Eldritch Cannon inflict lightning damage instead of its normal damage type. Cannons you create can hover and may fly up to 20 feet when commanded to move. In addition you may choose one of the following options when you create an Eldritch Cannon:

- **Lightning Ballista.** Make a ranged spell attack, originating from the cannon, at one creature or object within 120 feet of it. On a hit, the target takes 2d8 lightning damage. You have advantage on this attack roll if the target is wearing metal armor.
- **Lightningthrower.** The cannon projects lightning in an adjacent 30-foot long by 5-foot wide line that you

designate. Each creature in that area must make a Dexterity saving throw against your spell save DC, taking 2d8 lightning damage on a failed save or half as much damage on a successful one. Creatures wearing metal armor have disadvantage on this save.

- **Voltaic Protector.** As a protector cannon except that when the protector grants temporary hit points, hostile creatures of your choice within 10 feet cannot take reactions until the end of your next turn.

Voltaic Artifice. You learn the *arc lightning* or *arc blade* cantrip as an additional Artificer cantrip known. You may replace any of the spells contained in your Artillerist Spells table with a spell of the same level from the Wizard spell list that inflicts lightning damage.

WAR SMITH

Prerequisite: Artificer class, Battle Ready feature

You learn quickly enhance weapons and armor.

- Increase your Intelligence score by 1, to a maximum of 20.
- You learn the *adamantine edge* and *adamantine fortification* cantrips. When you become capable of casting artificer spells of the appropriate level, you always have the *magic weapon* and *magic armor* spells prepared, these spells do not count against the number of spells you may prepare each day.
- You learn the Improved Smith's Tools infusion as an additional infusion known. The use of this infusion on your smith's tools does not count against your number of infused items.

RACIAL FEATS

The following are feats that may be chosen by a member of the listed race. In some cases a subrace or racial trait is also listed as a prerequisite.

INTEGRATED DESIGN

Prerequisite: Warforged Race

- Increase one ability score of your choice by 1, to a maximum of 20.
- You ignore encumbrance, reductions to movement speed, and penalties to Stealth for armor you have integrated into your form.
- In addition, you can choose one of the following options when you integrate (or remove) an appropriate armor type using your Integrated Protection trait:

Arcane Construct. When you integrate light or no armor you can choose this option. Choose one or two wand, rod, orb, or crystal arcane focuses that you can use as a spellcasting focus. You can incorporate the focus into your body as you integrate the armor, during which you must remain in contact with the focus as well as the armor. The focus is integrated into one of your forearms or hands, when you cast a spell you can extend the focus as part casting the spell. While it is extended, you can use the focus as if you were holding it, and you can't use that hand for other purposes. You can retract the focus into your forearm as a bonus action.

Once during a combat, if you start your turn with your focuses retracted and that hand empty, you can gain advantage on your first spell attack roll after extending your focus. While you live, the focuses can't be removed from your body against your will.

Blade. When you integrate light or medium armor you can choose this option. Choose one or two light weapons you are proficient with. You can incorporate the weapon into your body as you integrate the armor, during which you must remain in contact with the weapon as well as the armor. The weapon is integrated into one of your forearms, when you make an attack you can extend the weapon from your forearm as part of the attack. While it is extended, you can use the weapon as if you were holding it, and you can't use that hand for other purposes. You can retract the weapon into your forearm as a bonus action. If you engage in two-weapon fighting using an integrated weapon, you can add your ability modifier to the damage of the second attack.

Once during a combat, if you start your turn with your weapons retracted and that hand empty, you can gain advantage on your first attack roll after extending your weapon. While you live, the weapons can't be removed from your body against your will.

Envoy. When you integrate light, medium, or no armor you can choose this option. Choose one or two tools you are proficient with. You can incorporate the tool into your body as you integrate the armor, during which you remain in contact with the tool as well as the armor. The tool is integrated into your body, and you double your proficiency bonus for any ability checks you make with it. You must have a free hand to use the tool. While you live, the tools can't be removed from your body against your will.

Juggernaut. When you integrate medium or heavy armor you can choose this option. When you make an unarmed strike, you can deal 1d6 + your Strength modifier bludgeoning damage, or 1d8 + your Strength modifier if you strike with two free hands, instead of the normal damage. In addition, you count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift. You also count as one size larger to determine if you can Shove or be Shoved or pushed by a creature or effect.

Skirmisher. When you integrate light, medium, or no armor you can choose this option. Your walking speed is increased by 10 feet and you can move stealthily at a normal pace.



SPELL SHIFTER

Prerequisite: Spellcasting feature, Shifter race, Shifting trait

You can activate your Shifting trait as you change shape using magic.

- Increase your Spellcasting Ability score by 1, to a maximum of 20. (If you have more than one Spellcasting Ability, choose one to increase.)
- You learn the *shifting strike* cantrip as an additional cantrip known of the class that grants your Spellcasting feature.
- **Spellshifting.** When you use a spell of 1st level or higher (such as *alter form* or *polymorph*) or a class feature (such as *Wild Shape*) to change shape or alter your form you can activate your Shifting trait without using a bonus action or expending a use of that trait. The trait lasts for the duration of the spell or feature instead of its normal duration. When you activate your Shifting trait in this manner any remaining temporary hit points gained from the trait disappear when the spell or class feature ends.

ARCANE RACIAL CLASS FEATS

This section introduces a collection of special feats that allow you to further explore the intersection and synergies of your class and race. Each feat represents a talent your particular race has on an aspect of your class, a set of spells, or certain features of your chosen archetype.

A multi-class character cannot choose or benefit from a Racial Class Feat.

The Wizard School of Transformation, the Bardic College of Dramatic Arts, and the Mindborn Sorcerous Origin are new archetypes contained in the [Arcane Mysteries](#) sourcebook.

ARCANE MAKER

Prerequisite: Human Race, Artificer Class, Mark of Making

- Increase your Intelligence Score by 1, to a maximum of 20.
- **Magecraft.** You can create a temporary magic item out of common materials. When you use your Magical Tinkering feature, instead of one of the listed properties you may choose a cantrip from the wizard spell list. Describe the item connected to it. As long as you possess the item, you know that cantrip. This item counts as one of your Magical Tinkering items. Intelligence is your spellcasting ability for these cantrips.
- **Master Enchanter.** You may choose a number of additional Replicable Items from the Replicate Magic Item Infusion list equal to your proficiency bonus as additional infusions known. The items must be ones allowed by your level. You may replace one of these infusions with a new one when you gain an Artificer level. You may have a number of additional infusions active equal to half your proficiency bonus if those infusions are replicated magic items.

CHANGELING STUDIES

Prerequisite: Changeling Race, Wizard Class, Minor Transformation feature

You have taken up the study of wizardry, specifically the School of Transformation to study the nature of your race's natural shapeshifting abilities.

- Increase your Intelligence Score by 1, to a maximum of 20.
- **Shapechanger Adept.** You can use your Shapechanger trait as a Bonus Action on your turn. When you change form by any means you can choose one physical ability (Strength, Dexterity, or Constitution) appropriate to the form, while you maintain that form you gain advantage on Saving Throws and Ability Checks using that Ability.
- **Master of Forms.** When you gain the ability to cast 3rd level wizard spells, you add the *alter form* spell to your spellbook, if it is not there already. When you cast *alter form* it does not require concentration and when you can cast it you may choose the Change Appearance option in addition to any other option available.
- **Reactive Shift.** When you gain the Shapechanger feature you gain the ability to use your Shapechanger trait as a Reaction at any time. In addition, you may do so when a creature you can see within 30 feet of you makes an attack roll against you. If the creature can see you it suffers disadvantage on the attack roll as you shift out of the way

DRAMATIC PERSONAE

Prerequisite: Bard class, Method Actor feature, Changeling race, Shapechanger trait

You put your changable nature to good use on the stage as a member of the bardic College of Dramatic Arts.

- Increase your Charisma score by 1, to a maximum of 20.
- **Quick Change.** You can cast *minor glamour* and *disguise self* on yourself or use your Shapechanger trait as a bonus action. It takes only an Action and a Bonus Action for you to craft a disguise using your Method Actor feature. Or only a bonus action if you cast *disguise self*.
- **Unnerving Visage.** When a creature that you can see within 30 feet makes an attack roll against you, you can use your reaction to expend a Bardic Inspiration. If the creature can see you, roll the die and subtract the result from the attack roll. Using this ability reveals your shapeshifting nature to any creature within 30 feet that can see you.
- **Instinctive Role.** When you adopt one of your roles using your Method Actor feature, you so completely that you become that role. You may choose two language, skill, tool, or weapon proficiencies appropriate to that role. You gain those proficiencies for as long as you maintain that role. Alternatively, you may choose a skill or tool proficiency you already possess, your proficiency bonus is doubled for any

ability check you make that uses that proficiency. The proficiency you choose must be appropriate to the role.

MINDBONDED

Prerequisite: Sorcerer class, Kalashtar race, Mind Magic feature
Generations of your ancestors being bonded to a quori has allowed you to develop enhanced psychic powers. Only a Sorcerer with the Mindborn origin can choose this feat.

- Increase your Charisma score by 1, to a maximum of 20.
- **Empathic Link.** The range of your telepathy and your *empathic sense* cantrip is increased by the range of your Mind Link trait and you can establish a Mind Link with any creature you can sense using your *empathic sense* cantrip. In addition, you and the target of your Mind Link do not need to see each other to communicate in this manner. You can spend a sorcery point when you establish a Mind Link with a creature, if you do so, the Mind Link is effective at any distance and lasts until you establish a Mind Link with a new creature.
- **Mental Glamour.** You can spend 1 sorcery point as a bonus action to gain advantage on Deception, Insight, Intimidation, Performance, Persuasion, Sleight of Hand, and Stealth checks for 10 minutes.



ARCANE SPELLS

This chapter contains spell descriptions for the spells added to the artificer spell list, as well as new spells mentioned in the new archetypes and feats described in this tome. These spells were originally included in the [Arcane Mysteries](#) sourcebook.

SPELL DESCRIPTIONS

ACID JET

2nd-level conjuration

Casting Time: 1 Action

Range: Self (30-foot line)

Components: V, S

Duration: Instantaneous

A line of acidic fluid 30 feet long and 5 feet wide blasts from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 4d4 acid damage immediately and 2d4 acid damage at the end of its next turn on a failed save. A creature succeeding on the save suffers half the initial acid damage and no damage at the end of its next turn. A large or smaller creature within the area that fails the save is also pushed 5 feet and knocked prone.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, the initial damage increases by 2d4, and the continuing damage by 1d4 for each slot level above 2nd.

Classes: Artificer, Sorcerer, Wizard

ADAMANTINE EDGE

transmutation cantrip

Casting Time: 1 Action

Range: Touch

Components: V, M (a metal weapon)

Duration: Concentration, up to 10 minutes

When you cast this spell, you transmute the structure of a single metal melee weapon you touch. For the duration of the spell the weapon is considered magical and adamantine for the purposes of overcoming resistance or immunity to damage and for the purpose of resisting or enduring damage.

At any point during the duration the wielder can expend the spell when damage is rolled for the weapon, it may roll a d4 and add the number rolled to the damage inflicted. The die may be rolled before or after the regular damage roll.

The additional damage inflicted by the weapon when expended increases as you gain levels. The additional damage die increases to a d6 at 5th-level, a d8 at 11th-level, and a d10 at 17th-level.

Arcane Synergy. If you cast this spell on the same weapon as a *magic weapon* spell you are maintaining concentration upon, *adamantine edge* does not require concentration to maintain but ends if the *magic weapon* spell ends.

Classes: Artificer, Wizard

ADAMANTINE FORTIFICATION

transmutation cantrip

Casting Time: 1 Action

Range: Touch

Components: V, M (medium or heavy armor made of metal)

Duration: Concentration, up to 10 minutes

When you cast this spell, you transmute the structure of a single suit of metal armor you touch. For the duration of the spell the item counts as magical for the purpose of resisting or enduring damage.

At any point during the duration the wearer of the armor can expend the spell when it suffers damage, it may roll a d4 and subtract the number rolled from the damage suffered, ending the spell. The die may be rolled before or after the damage has been calculated. If the wearer of the armor suffers a critical hit during the duration, the spell immediately ends, and the critical hit becomes a normal hit.

The amount by which the spell reduces damage increases as you gain levels. The damage reduction die increases to a d6 at 5th-level, a d8 at 11th-level, and a d10 at 17th-level.

Arcane Synergy. If you cast this spell on the same armor as a *magic armor* spell you are maintaining concentration upon, *adamantine fortification* does not require concentration to maintain but ends if the *magic armor* spell ends.

Classes: Artificer, Wizard

ADHESIVE

1st-level conjuration

Casting Time: 1 Action

Range: 60 ft

Components: V, S, M (honey, glue, or other sticky substance)

Duration: 1 minute

A patch of sticky glue coats the ground in a 10-foot square centered on a point within range and turns it into difficult terrain for the duration.

A creature that enters the area or starts its turn there must make a Strength saving throw or have its speed reduced to 0 until the start of its next turn. A creature that falls prone while in the area must make a Strength saving throw or become restrained for the duration.

A creature restrained or slowed by the adhesive can use its action to make a Strength check against your spell save DC. If it succeeds, it is no longer restrained or slowed.

The adhesive evaporates when the duration expires.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, you can increase the size of the area by 5 feet per slot level above 1st.

Classes: Artificer, Wizard

AERIAL CONVEYANCE

5th-level transmutation (Ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (25gp worth of powdered silver, which the spell consumes)

Duration: 24 hours

You touch an object of up to Huge size (up to 15 foot by 15 foot or 225square feet) and imbue it with the ability to fly. This spell is most often cast on a carpet, wagon, boat, or

similar object. That item gains a fly speed of 100 feet or an overland travel speed of 10 miles in an hour or 13 miles per hour at a fast pace for the duration. The object can carry up to 3600 pounds at this speed, it can carry up to double this weight, but flies at half speed if it carries more than this.

You must use your Action each turn to direct the movement of the object, otherwise it continues forward at the same speed, direction, and elevation upon which it was last directed. When the spell ends, the vehicle gradually descends towards the surface, giving the occupants 1 minute to dismount before falling. The spell ends early if you use an Action to dismiss it or if the vehicle is destroyed.

If you cast this spell on an item every day for a year, the spell becomes permanent. A permanent flying conveyance

sometimes develops an identity of its own along with the ability to direct its own flight.

At Higher Levels. When you cast this spell using a spell slot of 6th-level or higher, you can increase the maximum size of the object increases by 5 feet and the capacity by 1000 pounds for each slot level above 5th.

Arcane Synergy. If you have the Machine Servants warlock class feature or the Clockwork Animator feat, you can animate a purpose-built conveyance of double the normal size and capacity for double the duration. The cost of such a purpose-built vehicle is double the normal cost of the object.

Classes: Artificer, Bard, Sorcerer, Warlock (The Machine), Wizard



AGILE BLADE

transmutation cantrip

Casting Time: 1 Bonus Action

Range: Touch

Components: V, M (a melee weapon)

Duration: 1 minute

You enchant a melee weapon you touch to become light and responsive in your grasp. The weapon counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. If the weapon does not possess the Heavy or Two-Handed property it gains the Finesse property for the duration of the spell. If the weapon possesses the Heavy property you may ignore that property for the duration.

The spell ends if you end your turn without the weapon in your grasp.

The spell grants additional benefits as you gain levels. At 5th-level if the weapon does not possess the Two-Handed, Heavy, or Versatile property it gains the Light property and you can target two such one-handed weapons as part of the same bonus action, at 11th-level the duration increases to 10 minutes, and at 17th-level if the melee weapon possesses the Two-Handed property you can wield it in one hand without disadvantage.

Arcane Synergy. If you cast this spell on a weapon sized for a creature one size larger than you, you may wield that weapon without penalty, so long as you can lift it, but the spell does not otherwise enhance or negate a larger weapon's properties.

Classes: Artificer, Druid, Wizard

ALCHEMICAL BOMB

transmutation cantrip

Casting Time: 1 Action

Range: 60 feet

Components: V, S, M (a spell component pouch and alchemist's supplies)

Duration: Instantaneous

You must have the Minor Alchemy class feature to cast this spell. Using Alchemist's Supplies and a Spell Component Pouch you can craft a temporary alchemical bomb that explodes upon impact. As an Action on your turn you can cast the spell to create and attack with the bomb by throwing it at a point up to 60 feet away. Each creature within 5 feet of that point must succeed on a Dexterity saving throw or take 1d6 points of damage. You can choose magical piercing or fire damage when you create the bomb.

The bomb becomes more potent as you gain levels. The damage increases by 1d6 when you reach 5th-level (2d6), 11th-level (3d6), and 17th-level (4d6).

Note: A spellcasting focus cannot be used in place of the material components required by this spell.

Classes: Artificer (Alchemist), Wizard (Transmutation, Arcane Alchemy)

ALTER FORM {ALTER SELF}

2nd-level transmutation

Casting Time: 1 Action

Range: Self

Components: V, S

Duration: Concentration, up to 1 hour

This spell functions as described for *alter self* on page 211-212 of the PHB, with the following additional options:

Arboreal Adaptation. You adapt your body to excel at climbing and jumping, you gain a climb speed equal to your walking speed and can jump double the normal distance.

Enhanced Senses. You gain an enhanced sense; choose smell, hearing, or sight; you have advantage on Intelligence (Investigation) and Wisdom (Perception) and (Survival) checks using that sense and can track and recognize creatures using that sense. If you choose sight, you also gain Darkvision to a range of 60 feet (or increase the range of your darkvision by 60 feet.)

Natural Armor. Your skin toughens. When you aren't wearing armor, your AC is 14 + your Dexterity modifier.

Running Adaptation. You adapt your body to enhance your speed, you add 20 feet to your movement speed and can double your jump distance on a running jump.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher you gain the following additional options:

- If cast at 3rd-level or higher:

Antennae. You gain Blindsight to a range of 30 feet.

Wings. You sprout wings from your back, gaining a flying speed equal to your walking speed. You can't manifest your wings while wearing armor unless the armor is made to accommodate them, and clothing not made to accommodate your wings might be destroyed when you manifest them.

- If cast at 4th-level or higher:

Improved Natural Armor. Your skin toughens. When you aren't wearing armor, your AC is 15 + your Dexterity modifier.

Improved Natural Weapons. The bonus to hit and damage with your natural weapons increases to a +2 and they inflict 1d8 damage.

- If Cast at 5th-level or higher:

Hybrid. You can choose 2 3rd-level or lower options.

- If Cast at 6th-level or higher:

Greater Natural Armor. Your skin toughens. When you aren't wearing armor, your AC is 16 + your Dexterity modifier.

Greater Natural Weapons. The bonus to hit and damage with your natural weapons increases to a +3 and they inflict 1d10 damage.

Arcane Synergy. Tinkering with transformation magic by the Shifters of the School of Transformation has resulted in an *alter self* spell with additional options. Any creature who knows the original version of *alter self* can replace it with *alter form*.

Classes: Druid, Sorcerer, Warlock (Beast Within), Wizard

AMAZING ACTUATION

4th-level transmutation

Casting Time: 1 Bonus Action

Range: Self

Components: S

Duration: 1 hour

Until the spell ends you gain a walking, climbing, and swim speed equal to double your normal speed and you ignore difficult terrain. You can hold your breath for 4 times longer and gain the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free. You also quadruple your normal jump distance and reduce any falling damage you take by 20 hit points.

For the duration of this spell you have advantage on Strength and Dexterity checks and saving throws and can take the Dash or Disengage Action as a Bonus Action on your turn.

At Higher Levels. If you cast this spell using a spell slot of 5th-level or higher, the falling damage reduction increases by 5 hit points per slot level above 4th. If cast using a spell slot of 6th or 7th-level the duration becomes 8 hours, the duration increases to 24 hours if an 8th-level or higher spell slot is used.

Arcane Synergy. If you have a *haste* spell active during the duration of this spell your speed becomes triple normal and you can jump five times your normal distance.

Classes: Artificer, Bard, Druid, Ranger, Sorcerer, Wizard

ANIMATE ARMAMENT

2nd-level transmutation

Casting Time: 1 Action

Range: touch

Components: V, S, M (the Weapon or Shield to be animated)

Duration: Concentration, up to 1 hour

You animate a weapon or shield to aid in your defense.

Choose one of the following options when you cast the spell:

Shield. You touch a shield weighing 20 pounds or less in which you have proficiency. The shield animates, remaining in your space to protect you. For the spell's duration, you gain the shield's bonus to AC as if you were wielding it.

Weapon. You touch a weapon weighing 20 pounds or less with which you have proficiency. The weapon animates, remaining in your space. During the spell's duration you may use a Bonus Action on your turn to attack with the weapon. You use your spellcasting ability, instead of Strength or Dexterity, for the attack and damage rolls with the weapon but otherwise attack as if you were wielding it. You may use your Reaction to strike a foe with an animated melee weapon if they provoke an opportunity attack.

The shield or weapon remains animated for the duration, until you end the spell as an Action, or you cast the spell again.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, the duration increases by 1 hour per slot level above 2nd. When cast using a spell slot of 4th-level or higher the spell no longer requires concentration.

Arcane Synergy. This spell is one of what has been termed Metal Magic spells, developed by the Orders of Eldritch Knights within the Arcanum. This spell may be selected as a spell known by an eldritch knight of any order, regardless of the normal restrictions on selecting spells based upon a school of magic.

Classes: Artificer, Bard, Sorcerer, Warlock (The Machine), Wizard

ANIMATE CONSTRUCT

3rd-level transmutation

Casting Time: 1 minute or 1 action

Range: 10 feet

Components: V, S, M (the construct to be animated)

Duration: 24 Hours

You animate a specially constructed magical construct which you command. The crafting of a construct requires proficiency in the Arcana skill and the appropriate Artisan Tools and follows the rules for crafting a common magic item using the costs and standard times listed below.

Once the body is constructed you can cast this spell to animate a single construct for 24 hours, granting it a semblance of life and limited intelligence. If a construct is reduced to 0 hit points the spell ends and it ceases to function. If the construct has not been completely destroyed or lost it can be repaired using the appropriate artisan tools or magic such as a *mending*, *repair object*, or *make whole*. It can then be reanimated by casting this spell on it again.

There are four basic types of constructs that can be animated using this spell. The method of construction and materials vary widely, but the basic types and capabilities are common:

BASIC CONSTRUCTS

Type	Role	Cost/Time to Construct
Scout Construct	Tiny Ranged Flying Scout	50gp/2 days
Blade Construct	Small Combatant	50gp/2 days
Brute Construct	Medium Humanoid Worker/Combatant	50gp/2 days
Transport Construct	Large Transport Vehicle	100gp/4 days

On each of your turns, you can use a Bonus Action to mentally command any construct you animated with this spell if the creature is within 500 feet of you (if you control multiple constructs, you can command any or all of them at the same time, issuing the same command to each one). You decide what Action the construct will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the construct only defends itself against hostile creatures. Once given an order, the construct continues to follow it until its task is complete.

The construct remains animated for 24 hours, after which the magic that animated it ceases to function and it becomes inert. To animate the construct for another 24 hours, you must cast this spell on the construct again, casting the spell to reanimate a construct takes only 1 Action.

At Higher Levels. If you cast this spell at 4th-level or higher you can animate or reanimate one additional construct for each slot level above 3rd. Alternatively, you can extend the duration of a single construct by 24 hours per slot level above 3rd.

Classes: Artificer, Warlock (The Machine), Wizard

ARCANE BARRIER

3rd-level abjuration

Casting Time: 1 Reaction or 1 Bonus Action

Range: 10 feet

Components: V, S

Duration: Concentration, up to 1 minute.

As a Reaction when you or a creature you can see within range would take damage, or as a Bonus Action on your turn, you create an invisible protective barrier as a 10-foot radius hemisphere oriented as you wish either adjacent to you or centered upon you or a 25-foot square plane within 10 feet of you. Creatures on your side of the barrier have complete cover against attacks originating from the other side. Attacks crossing the barrier towards you impact and may damage the barrier if the attack roll exceeds the barrier's AC. Creatures attempting to cross towards you are also impeded as if they encountered an invisible wall. The Arcane barrier is AC 13 and has 30 hit points when cast. Certain attacks or spells which trigger when they strike their target trigger when they strike the barrier instead. If the barrier is destroyed by an area of effect attack any excess damage may affect targets beyond the barrier though the attack's damage is reduced by the amount of damage necessary to destroy the barrier.

The barrier is a physical construct, it has no effect on spells or effects that have no physical manifestation or that inflict only psychic damage. Attacks from your side of the Arcane Barrier against targets on the other side are not impeded and creatures may pass through it from your side to the other at will. The barrier is briefly visible as a plane of bluish light at the point at which it is encountered by a creature, structure, or attack.

You are immobile while the barrier is in place. You may use an Action or Bonus Action on your turn to change how the barrier is oriented, to change the barrier to or from a hemisphere or a plane, or to remove the barrier. If you remove the barrier you can reestablish the barrier with its current hit points at a new location as an Action or Bonus Action at any point during the duration.

At Higher Levels. If you cast this spell using a slot of 4th-level or higher, the barrier starts with an additional 10 hit points and its AC increases by 1 per slot level above 3rd.

Arcane Synergy. If you have the Projected Ward class feature, you can use your reaction when your arcane barrier is damaged to cause your Arcane Ward to absorb that damage. If you cast Blade Ward while maintaining this spell, the barrier gains the resistance granted by that spell.

Classes: Artificer (Artillerist), Wizard

ARCANE FIST

evocation cantrip

Casting Time: 1 Action

Range: Touch

Components: V, S

Duration: Instantaneous

You strike at a creature or object within your reach with a punch of pure force. Make a melee spell attack against the target. On a hit, the target takes 1d10 force damage and you may make an immediate Athletics check using your

Spellcasting Ability modifier to Shove the target if the target is size Large or smaller.

This spell's damage increases by 1d10 when you reach 5th-level (2d10), 11th-level (3d10), and 17th-level (4d10). Starting at 11th-level this spell can shove a target of up to size Huge.

Arcane Synergy. This spell is purported to have been developed by the arcane martial artists of the School of the Arcane Way. Others attribute its development to the wizard Bigby.

Classes: Artificer, Sorcerer, Wizard

ARCANE SMITE

1st-level evocation

Casting Time: 1 Bonus Action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

You generate an aura of arcane force around your melee weapon or fist. The next time you hit with an unarmed strike, a melee spell attack that inflicts force damage, or a melee weapon attack during this spell's duration, the target suffers the attack's normal effects and is blasted with an additional 2d8 points of force damage. If the hit was a critical hit, you deal maximum damage on all dice of force damage that would be rolled for the critical hit instead of rolling. The spell ends after the first successful hit.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the damage increases by 1d8 for each slot level above 1st.

Classes: Artificer, Sorcerer, Warlock, Wizard

ARC NET

1st-level transmutation

Casting Time: 1 Bonus Action

Range: 60 feet

Components: S, M (a net)

Duration: Concentration, up to 1 minute

You enchant a net you touch so that it crackles with lightning. For the duration of the spell the net becomes magical, gaining resistance to all damage and 5 temporary hit points. While you wield the arc net you are immune to its lightning damage, you are considered proficient in its use and can use your Spellcasting Ability instead of Strength for attack rolls using it, its range becomes 10/30, and the DC to escape from the net equals your spell save DC.

If you hit with an attack using the net the target suffers 2d4 lightning damage. A Large or smaller creature hit by a net is restrained until it is freed. A net has no effect on creatures that are formless, or creatures that are Huge or larger. A creature can use its action to make a Strength check versus your Spell Save DC, freeing itself or another creature within its reach on a success. Success or failure, the creature making the attempt suffers 2d4 lightning damage. A creature that ends its turn restrained by the net suffers 2d4 lightning damage.

Dealing 10 slashing damage to the net (AC 10) also frees the creature without harming it, ending the effect and destroying the net. (This includes the 5 temporary hit points

from the spell.) A creature touching the net or hitting the net with a natural weapon or a metal weapon suffers 2d4 lightning damage.

When you use an action, bonus action, or reaction to attack with a net, you can make only one attack regardless of the number of attacks you can normally make.

A tether of lightning connects you to the net for the duration of the spell. As a bonus action on your turn you can either retrieve an empty net (returning it to your hand, ready to use) or inflict 2d4 lightning damage on a creature trapped by the net. The spell ends if you move more than 60 feet from the net.

At Higher Levels. If you cast this spell using a spell slot of 2nd-level or higher, the damage increases by 1d4 and the arc net's temporary hit points increase by 5 per slot level above 1st.

Arcane Synergy. If you are already proficient in the use of a net, you have advantage on attack rolls using the arc net if the target is wearing armor made of metal. This spell is especially effective when combined with a *critical insight* or *impel weapon* cantrip to make the attack.

Classes: Artificer, Druid, Ranger, Sorcerer, Wizard

ARCTIC CHILL

4th-level evocation

Casting Time: 1 Action

Range: 120 ft

Components: V, S

Duration: Concentration, up to 10 minutes

You create an area of intense, breathtaking, cold within a 40-foot cube centered on a point you choose within range. The area of the spell becomes icy and is difficult terrain.

When a creature enters the spell's area for the first time on a turn or starts its turn there it must make a Constitution saving throw. On a failed save it suffers 3d10 cold damage and one level of exhaustion as the heat is drained from it. Any levels of exhaustion caused by this spell go away when the cold damage inflicted by the spell is completely healed.

On a successful save a creature suffers half damage and does not suffer exhaustion. A creature resistant or immune to cold damage does not suffer exhaustion from this spell.

At Higher Levels. If you cast this spell using an 5th-level or higher spell slot the cold damage increases by 1d10 per slot level above 4th.

Classes: Artificer (Battle Smith), Druid, Sorcerer, Warlock, Wizard

ARROW SNARING SHIELD

2nd-level transmutation

Casting Time: 1 Bonus Action

Range: Touch

Components: S, M (a metal shield)

Duration: 1 minute

You enchant a shield you touch so that it attracts ranged weapons. The shield becomes magical for the duration of the effect. All ranged weapon attacks against a target within 10 feet of the wielder of the shield target the wielder instead of the intended target and have disadvantage on the attack roll.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, the duration increases by 1 minute per slot level above 2nd. If cast using a 3rd or 4th-level spell slot the shield also grants a +1 bonus to AC. This increases to a +2 bonus if a 5th or 6th-level spell slot is used, and to a +3 bonus at 7th-level or higher.

Arcane Synergy. This spell is one of what has been termed Metal Magic spells, developed by the Orders of Eldritch Knights within the Arcanum. This spell may be selected as a spell known by an eldritch knight of any order, regardless of the normal restrictions on selecting spells based upon a school of magic.

Classes: Artificer, Paladin, Wizard

BANDS OF FORCE

4th-level evocation

Casting Time: 1 Action

Range: 60 ft

Components: V, S

Duration: Concentration, up to 10 minutes

You summon a sphere composed of tightly wrapped bands of force that floats within your space until used. When you cast the spell or as an Action during the duration if a creature is not restrained by the spell, you can send the sphere hurtling at a Huge or smaller creature within range. As the sphere moves it expands into bands of entrapping force.

Make a ranged spell attack. On a hit, the target is restrained until you take a bonus action to release it. Doing so, or missing with the attack, causes the bands to contract and return to you as a sphere once more.

A creature restrained by the bands can use an action to make a Strength or Dexterity check versus your spell save DC to slip free. On a success, the restrained creature is freed and the bands contract back into a sphere. If the restrained creature fails its attempt to escape three times, it automatically fails any further attempts for the duration of the spell. The bands are immune to all damage. A disintegrate spell destroys the bands instantly, freeing the creature.

As a bonus action on your turn when you are within 60 feet of a creature restrained by the bands you can cause the bands to contract, inflicting 4d4 force damage on the restrained creature. Alternatively, you can cause the bands to move the restrained creature up to 30 feet to a point within range.

At Higher Levels. When you cast this spell using a spell slot of 5th-level or higher, the force damage when the bands contract increases by 1d4 per slot level above 4th. In addition, the duration increases to 1 hour at 5th or 6th-level, to 8 hours at 7th or 8th-level, and to 24 hours if cast using a 9th-level spell slot.

Classes: Artificer, Sorcerer, Wizard

BLADE DANCE

1st-level transmutation

Casting Time: 1 Action or 1 Action and 1 Bonus Action

Range: Self

Components: V, S, M (one or two melee weapons)

Duration: 1 turn

When you cast this spell, your weapons gain a life of their own, allowing you to release them to make attacks against creatures outside your reach. As part of the action used to cast this spell, you take the Attack action. If you are wielding two weapons you instead take the Attack action and a Bonus action to engage in two-weapon fighting as part of casting this spell. Your melee weapon attacks are considered magical and inflict an additional 1d4 damage on a successful hit until the end of your current turn. In addition, you may release your weapons to make melee attacks against creatures up to 20 feet away. If released, your weapons return to your hands at the end of your turn.

You may use your Spellcasting Ability in place of Strength for any melee attack and damage roll made during the turn you cast this spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the additional damage increases by 1d4 and the distance at which you can attack creatures with melee attacks increases by 10 feet for every slot level above 1st.

Arcane Synergy. This spell is one of what has been termed Metal Magic spells, developed by the Orders of Eldritch Knights within the Arcanum. This spell may be selected as a spell known by an eldritch knight of any order, regardless of the normal restrictions on selecting spells based upon a school of magic.

Classes: Artificer, Wizard

BLAZING BEAM

5th-level evocation

Casting Time: 1 Action

Range: 150 feet

Components: V, S

Duration: Instantaneous

When you cast this spell, you project an intensely focused beam of burning light out to 150 feet. When you cast the spell, you may either focus the beam on one target or sweep it across an area.

If you focus the beam, make a ranged spell attack. On a hit you inflict 20d4 + your spellcasting ability modifier of combined radiant and fire damage. A target is not resistant or immune to this damage unless it is resistant or immune to both types of damage. You have advantage on the attack roll against a Large size or larger target.

Each creature in a 1-foot wide line that extends from you, through the target of the ranged spell attack, out to the maximum range of the spell must also make a Dexterity saving throw. On a failure, a creature is grazed by the beam and suffers 10d4 points of combined radiant and fire damage. A creature suffers no damage on a successful save. A creature can suffer damage from this spell only once per casting, the target of the ranged spell attack only needs to make this save if it was missed by the ranged spell attack roll. A Large size or larger target has disadvantage on this saving throw, unattended objects in the line automatically suffer this damage.

If you sweep the beam, all creatures in a 150-foot cone must make a Dexterity saving throw. On a failure, a creature is slashed by the beam and suffers 15d4 points of

combined radiant and fire damage. A creature suffers no damage on a successful save. A Large size or larger target has disadvantage on this saving throw.

The spell also ignites flammable objects touched by the beam that aren't being worn or carried.

At Higher Levels. If you cast this spell using a spell slot of 6th-level or higher, the damage to the original target on a successful ranged spell attack increases by 4d4, the damage to a target in the line that fails its Dexterity save increases by 2d4, and the damage to a target in the area of a sweeping cone that fails its Dexterity save increases by 3d4.

Classes: Artificer (Artillerist), Sorcerer, Wizard

BLINDSIGHT

3rd-level divination

Casting Time: 1 Action

Range: Self

Components: V, S

Duration: 1 hour

You enhance your perceptions with magic, granting you blindsight out to a range of 30 feet. You retain this sense even when blinded or deafened.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher, you increase the duration by 1 hour for every slot level above 3rd.

Arcane Synergy. If you possess The Third Eye wizard class feature you can use that feature to enhance this spell rather than granting its normal benefits. When you do so, your blindsight range increases to 60 feet and the spell's duration lasts until you are incapacitated, or you finish a long rest.

Classes: Artificer, Bard, Druid, Ranger, Sorcerer, Wizard

BOOMSHOT

5th-level evocation

Casting Time: 1 Bonus Action

Range: 300 ft

Components: S, M (an arcane focus)

Duration: Concentration, up to 1 minute

You form a tiny, intense bubble of rumbling energy at the tip of a focus. As an Action during the duration, you can hurl the bubble at a target within range. Make a ranged spell attack, on a hit the bubble detonates inflicting 10d10 + your Spellcasting Ability modifier thunder damage. If the target is a creature it must make a Constitution saving throw or be stunned until the end of your next turn on a hit. On a critical hit, a creature receives no saving throw to resist being stunned.

A hit on a creature or object made of inorganic material such as stone, crystal, or metal using this spell is a critical hit.

If at the end of your turn, you have not yet attacked using the bubble, the damage increases by 1d10. The bubble dissipates harmlessly with a whining pop if not used by the end of the duration.

The noise from the bubble's detonation can be clearly heard within 600 feet.

At Higher Levels. When you cast this spell using a spell slot of 6th-level or higher, the thunder damage increases by 2d10 per slot level above 5th.

Classes: Artificer (Artillerist), Sorcerer, Wizard

BURNING BLADE

evocation cantrip

Casting Time: 1 Action

Range: Special

Components: V, M (A weapon)

Duration: Instantaneous

You briefly enchant your weapon with the ability to set its target ablaze. As part of the Action used to cast this spell, you must make a melee, thrown, or ranged weapon attack against one target within the weapon's range otherwise the spell fails.

On a hit, the target suffers the attack's normal effects and the target must make a Dexterity saving throw. On a failed save the target is set aflame and suffers 1d6 fire damage at the end of its next turn, ending the spell. A creature can prevent this damage by using its Action to make a DC 10 Dexterity check to extinguish the flame. A burning target sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

The fire damage increases as you reach higher levels. At 5th-level, you inflict 1d6 fire damage on a successful hit and the fire damage on a failed Dexterity save at the end of the

target's next turn increases to 2d6. Both the fire damage on a hit and the fire damage suffered by a burning target are increased by 1d6 at 11th-level (2d6/3d6) and 17th-level (3d6/4d6).

Classes: Artificer, Cleric (Nature), Druid, Sorcerer

BURST OF BRILLIANCE

3rd-level evocation

Casting Time: 1 Action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You cause a brilliant burst of radiant energy at a point of your choice within range. Creatures within a 20-foot radius of the point you choose must make a Constitution save or take 3d10 radiant damage and become blinded until the end of your next turn. On a successful save the victim takes half damage and is not blinded.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher, the damage increases by 1d10 for each slot level above 3rd.

Classes: Artificer (Artillerist), Cleric (Light), Sorcerer, Warlock, Wizard



CLUTCHING ICE

2nd-level conjuration

Casting Time: 1 Action

Range: 60 ft

Components: V, S, M (a drop of water or piece of ice)

Duration: 1 minute

You coat an area at a point within range with a thick coat of frigid ice. The ice coats all surfaces, creatures, and objects in a 20-foot cube when the spell is cast, turning those surfaces into difficult terrain.

Each creature in the area when the spell is cast must make a Strength saving throw or become restrained by the ice. A creature restrained by the ice can use its action to make a Strength check against your spell save DC. If it succeeds, it is no longer restrained. A creature that ends its turn restrained by the ice suffers 2d4 cold damage.

A creature not restrained by the ice that enters the area or ends its turn there must succeed on a Dexterity saving throw or fall prone.

An object within the area when the spell is cast is frozen solid and cannot be moved or used. A creature can attempt to break a frozen object free by using its action to make a Strength check against your spell save DC. On a success the object can be used and moved normally.

If an area of magical flame of a level greater than that used to cast this spell overlaps the area affected by this spell, the ice is melted in that area, freeing any creatures and objects and ending the effect in that area.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher, the cold damage increases by 1d4 for each slot level above 2nd.

Classes: Artificer, Druid, Sorcerer, Wizard

CORROSIVE LUMINESCENCE

1st-level conjuration

Casting Time: 1 Action

Range: 60 ft

Components: V, S

Duration: Concentration, up to 1 minute

You conjure a cloud of corrosive luminescent dust in a 15-foot cube within range. Any creature and object in the area when the spell is cast is coated in a layer of the glowing dust. Each creature or object coated in the dust sheds dim light in a 5-foot radius and can't benefit from being invisible. In addition, each coated creature or object not made of stone, metal, or glass suffers 1d4 acid damage at the end of each of your turns for the duration.

A creature that immerses itself in water can wash off the acidic dust, ending the effect on that creature. A create water or similar spell that creates heavy rain can also wash away the dust on objects and creatures within the area of the rain after 1 round. A creature use an Action to scrub itself free of the dust, ending the effect on itself at the start of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the acid damage increases by 1d4 per slot level above 1st.

Classes: Artificer, Druid, Sorcerer, Wizard

CREEPING OOZE

5th-level conjuration

Casting Time: 1 Bonus Action

Range: 60 feet

Components: S, M (remains of a jellyfish)

Duration: 1 minute

You conjure a translucent ooze at a point of your choice within range. While the ooze remains motionless, it is indistinguishable from a puddle and is invisible underwater. A creature must succeed on a Wisdom (Perception) check with a DC equal to your spell save DC to notice the ooze and fails this check unless it can see invisible creatures if underwater.

When you cast a spell, and as a bonus action during the duration, you can cause the ooze to move up to 30 feet (the ooze can climb and swim at this same speed) and lash out at a creature within 5 feet of it. Make a melee spell attack. You have advantage on this attack roll if the target did not notice the ooze. On a hit, the target takes 1d10 + your spellcasting ability modifier bludgeoning damage plus 1d12 acid damage and is restrained if it is size Large or smaller.

For as long as it remains restrained the target is unable to breathe or speak. In addition, the restrained target takes 2d12 acid damage if it is still restrained at the end of its turn. Each turn the target remains restrained by the ooze, the acid damage it suffers at the end of its turn increases by 1d12, to 3d12 at the end of the second turn, 4d12 on the third, etc. You can use a bonus action on your turn to cause the ooze to release a restrained creature.

A creature restrained by the ooze can use its action to make a Dexterity check against your spell save DC. On a success, it frees itself. When the spell expires the ooze dissolves into inert slime.

The ooze can be attacked. It has 50 hit points, an AC of 10 + your Spellcasting Ability modifier, and is immune to non-magical damage, and is resistant to magical damage other than cold or fire damage, and dissolves if destroyed. If the ooze is attacked while it has a creature restrained, the ooze takes only half the damage dealt to it, and the restrained creature takes the other half.

If you do not use a bonus action on your turn to command the ooze, if it does not have a creature restrained at the end of your turn, it moves 30 feet towards the nearest creature and makes an attack.

At Higher Levels. When you cast this spell using a spell slot of 6th-level or higher, the duration increases by 1 minute and the ooze's hit points increase by 10 for each slot level above 5th.

Classes: Artificer (Alchemist), Druid, Sorcerer, Warlock, Wizard

CRUSHING BLOW

transmutation cantrip

Casting Time: 1 Action

Range: Special

Components: V, M (A melee weapon)

Duration: Instantaneous

A melee weapon wielded by you acquires additional mass and density as you make your strike. As part of the Action used to cast this spell, you must make a melee weapon attack that inflicts bludgeoning, piercing, or slashing damage against one target within your reach otherwise the spell fails. For the duration of this single attack, the melee weapon gains

the Heavy property and is considered magical. On a hit, the target suffers the attack's normal effects plus additional damage if you attack with advantage or hit a slow or unmoving target.

If you hit with the weapon attack granted by this spell and you have advantage on the attack roll, the target has a Dexterity bonus to its AC of 0 or less, or the target's movement speed is currently 0, you inflict an additional 1d12 damage with the weapon attack.

Objects and structures always suffer this additional damage, as do creatures wearing heavy armor or with a Dexterity score of 10 or less, along with creatures suffering from the Grappled, Paralyzed, Petrified, Restrained, Stunned, or Unconscious conditions.

The additional mass imparted by the spell increases the damage of the weapon as you gain levels. The melee weapon attack inflicts an additional 1d12 damage to any target when you reach 5th-level (1d12 or 2d12 if slow or unmoving or with advantage), the additional damage when you have advantage or against a slow or unmoving target increases to 2d12 at 11th-level (1d12 or 3d12 if slow or unmoving or with advantage), and the additional damage on a hit to any target increases to 2d12 at 17th-level (2d12 or 4d12 if slow or unmoving or with advantage).

Classes: Artificer, Druid, Sorcerer

DEADLY WEB

4th-level conjuration

Casting Time: 1 Action

Range: 90 feet

Components: V, S, M (a bit of spider web and a fang or stinger of a poisonous creature)

Duration: Concentration, up to 10 minutes

You conjure a thick mass of sticky caustic or poisonous webbing at a point of your choice within range. The webs fill a 30-foot cube from that point for the duration. The webs are difficult terrain and lightly obscure their area. If the webs aren't anchored between two solid masses (such as walls or trees) or layered across a floor, wall, or ceiling, the conjured web collapses on itself, and the spell ends at the start of your next turn. Webs layered over a flat surface have a depth of 5 feet.

Each creature that starts its turn in the webs or that enters them during its turn must make a Dexterity saving throw. On a failed save, the creature is restrained as long as it remains in the webs or until it breaks free. A creature that starts its turn restrained or becomes restrained during a turn takes 6d4 points of poison or acid damage (chosen when the webs are created). A creature that starts its turn in the area or that enters the area on a turn, but does not become restrained, suffers 3d4 poison or acid damage from contact with the web.

A creature restrained by the webs can use its Action to make a Strength check against your spell save DC. If it succeeds, it is no longer restrained.

The webs are flammable. Any 5-foot cube of webs exposed to fire burns away in 1 round, dealing 2d4 fire, 2d4 acid, and 2d4 poison damage to any creature that starts its turn in the fire from the flames and caustic fumes.

At Higher Levels. When you cast this spell using a spell slot of 5th-level or higher, the damage increases by 2d4 to creatures restrained by the web and by 1d4 to unrestrained creatures in the area, and the size of the cube increases by 10 feet for each slot level above 4th.

Classes: Artificer, Sorcerer, Wizard

DEBILITATING SHOCK

1st-level evocation

Casting Time: 1 Action

Range: Touch

Components: V, S

Duration: 1 round

You must know the *shocking grasp* cantrip to cast this spell.

As part of the action used to cast this spell you must cast *shocking grasp* at a target within your reach. On a hit you inflict an additional 4d4 lightning damage and a Large sized or smaller target must make a Constitution saving throw or be Incapacitated until the start of your next turn. On a miss, the target is still shocked and suffers 2d4 lightning damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the damage on a hit increases by 2d4, and the damage on a miss increases by 1d4 for every slot level above 1st. If cast using a spell slot of 5th-level or higher this spell can Incapacitate a creature of size Huge or smaller.

Classes: Artificer, Sorcerer, Wizard

DECELERATING SMITE

2nd-level transmutation

Casting Time: 1 Bonus Action

Range: Self

Components: V

Duration: Concentration, up to 1 minute.

The next time you hit a creature with an unarmed strike, melee spell attack, or a melee weapon attack during this spell's duration, the attack deals an additional 2d8 force damage and the target becomes slowed for the duration.

An affected target's speed is halved, it takes a –2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn.

If the creature attempts to cast a spell with a casting time of 1 action, roll a d20. On an 11 or higher, the spell doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the spell. If it can't, the spell is wasted.

A creature affected by this spell makes a Wisdom saving throw at the end of each of its turns. On a successful save, the effect ends for it.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, it inflicts an additional 1d8 force damage for each slot level above 2nd.

Classes: Artificer (Battle Smith), Sorcerer, Wizard

DELAY SPELL

1st-level evocation (Ritual)

Casting Time: 10 minutes

Range: 100 feet

Components: V, S, M (a sundial, clock, calendar, or other method of tracking time)

Duration: 10 days

While you cast Delay Spell you cast another spell or series of spells that you wish to have cast at dates and times during the duration that you specify as you cast them at the location in which you cast the spell. Those spells then take effect at the time you chose in the future. All variables for the delayed spells are chosen when you cast them, so they can only be spells that target a particular point, object, or creature that is present both at the time of casting and at the time set in the future.

At any point during the duration the caster can add additional spells and set the time and date during the duration that they will be cast.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the duration increases by 10 days for each slot level you use above 1st-level.

Arcane Synergy. Most often this spell is used to continue the daily casting of a spell that becomes permanent if cast daily over a year and the caster would be away for some time. It is also used by Necromancers wishing to maintain control over their undead minions while they are away.

Classes: Artificer, Wizard

DISGUISE OTHER

2nd-level illusion

Casting Time: 1 Action

Range: 30 feet

Components: V, S

Duration: 1 hour

Choose yourself or another creature within range. You make that creature, including clothing, armor, weapons, and other belongings, appear different. This effect functions as described in the disguise self spell (PHB p.233).

If you cast this spell on an unwilling creature it may make an Intelligence saving throw to resist. If it fails the saving throw, it may not realize its appearance has been changed as it cannot see the illusion directly. Once it discovers the spell (by seeing a reflection, being informed of the change, etc.) it may make an Intelligence saving throw as an Action on each of its turns. If successful, the spell ends.

At Higher Levels. If you cast this spell using a spell slot of 3rd-level or higher, you can affect an additional creature for each slot level above 2nd.

Classes: Artificer, Bard, Sorcerer, Wizard

DISPELLING STRIKE

4th-level abjuration

Casting Time: 1 Bonus Action

Range: Self

Components: V

Duration: Concentration, up to 1 minute.

The next time you hit a creature with an unarmed strike or weapon attack (ranged or melee) during this spell's duration, your attack glows with magical energy and deals an extra

4d10 force damage to the target. Additionally, any spell of 3rd-level or lower on the target ends. For each spell of 4th-level or above on the target make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a successful check, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 5th-level or higher, a spell is dispelled automatically if its level is less than the level of the spell slot you used and it inflicts an additional 1d10 force damage for each slot level used higher than 4th.

Classes: Artificer (Battle Smith), Bard, Cleric, Druid, Paladin, Sorcerer, Warlock, Wizard

EFFICACIOUS EFFERVESCENCE

1st-level transmutation (ritual)

Casting Time: 1 Action

Range: touch

Components: V, S, M (a stimulant ingested by the target)

Duration: 1 hour

You infuse a target you touch with vitality. For the duration of the spell the target suffers none of the detrimental effects of exhaustion. At the end of the duration the target must make a Constitution saving throw with a DC equal to three times the target's current level of exhaustion. If the save fails, the target's level of exhaustion increases by one step.

This spell in no way removes exhaustion, it simply suspends the effects for the duration.

You can cast this spell as a ritual, infusing the magic into food or drink. Anyone who consumes the resultant sustenance gains the effects for 4 hours. The mixture remains potent for 24 hours.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the duration increases to 4 hours at 2nd-level, 8 hours at 3rd-level, and 24 hours at 4th-level or higher.

Classes: Artificer, Wizard

ELDRITCH AUGMENTATION

1st-level transmutation

Casting Time: 1 Bonus Action

Range: Touch

Components: V, S, M (a weapon)

Duration: 1 hour

You augment a weapon you touch with eldritch energy. The weapon becomes magical for the duration and gains a pool of eldritch energy represented by four d4s that you can expend to enhance your attacks using the weapon in the following ways:

- When you make an attack roll using the weapon, you can expend a single d4 from the pool. Roll the die and add the number rolled to the weapon attack roll. You can wait until after you roll the d20 before deciding to use a die from the pool but must decide before the DM says whether the attack hits or misses.
- When you roll damage for the weapon you can expend any number of dice from the pool. Roll the dice and add the total to the damage roll.

While the weapon has eldritch energy remaining it sheds bright light in a 5-foot radius and dim light for an additional 5 feet. Only you can use the reservoir of eldritch energy

contained in the weapon. Any dice remaining in the pool are lost when the spell ends.

The spell ends if the weapon is more than 5 feet away from you for 1 minute or more. It also ends if you cast this spell again, if you dismiss the spell (no action required), or if you die.

At Higher Levels. If you cast this spell using an 2nd-level or higher spell slot, add 2d4 to the pool per slot level above 1st. In addition, if you cast this spell using a 2nd-level or higher spell slot, you can affect two light weapons instead of a single weapon. The pool of eldritch energy is shared between the two light weapons.

Classes: Artificer, Warlock, Wizard

EMPATHIC SENSE

divination cantrip

Casting Time: 1 Action

Range: Self (30-foot radius)

Components: S

Duration: 10 minutes

You get a sense of the feelings and emotions of creatures around you. A creature with an Intelligence score of 1 or less is not affected nor are constructs or creatures immune to having their thoughts read. The spell can penetrate barriers, but 2 feet of rock, 2 inches of any metal other than lead, or a thin sheet of lead blocks you.

When you cast the spell and as an Action during the duration you can search for the presence of thinking and feeling creatures within range. You learn the approximate direction and numbers of such creatures and sense the presence of any strong emotion within the area. This use of the spell might alert you to the presence of creatures with hostile intent within the area, but not the target of that hostility, or the identity of the creatures.

As a Bonus Action during the duration you can focus your senses on one creature you can see or sense within range. You learn the target's location and prevailing emotion (love, anger, fear, etc.). You have advantage on Wisdom (Insight) checks when dealing that creature for the duration of the spell or until you choose to focus your empathic sense on a new creature.

Finally, events of great import related to powerful emotions can leave a lasting psychic impression on an area or item. As an Action, you can use the spell to sense such impressions in your area or related to an item you handle. You sense the emotions or feelings such events evoked. Such impressions usually fade in a matter of days; however, especially strong impressions can last for months or even years.

The sensitivity of your empathic sense is enhanced as you gain levels. Starting at 5th-level the range of your sense increases to 60 feet, this increases to 90 feet at 11th-level, and to 120 feet at 17th-level.

Classes: Bard, Wizard, Sorcerer

ENDURE ELEMENTS

2nd-level Abjuration (Ritual)

Casting Time: 1 Action

Range: Touch

Components: V, S

Duration: 24 hours

You protect your target from environments of extreme heat or cold. The target is immune to environmental conditions of extreme heat and cold or altitude, it does not have to make saving throws to avoid exhaustion from such conditions.

If the target is subject to a damaging attack of heat or cold, it gains resistance versus that one attack and the spell ends.

If cast as a ritual, you can protect a single creature as normal or a single tent or other structure no larger than a 25-foot cube. If cast on a structure the environment within remains comfortable for any creature within the structure.

At Higher Levels. If cast using a spell slot of 3rd-level or higher you can protect one additional target for each level slot above 2nd.

Classes: Artificer, Cleric, Druid, Ranger, Sorcerer, Wizard

ENERGIZE FOCUS

1st-level transmutation

Casting Time: 1 Bonus Action

Range: Touch

Components: V, S, M (an arcane spellcasting focus)

Duration: 1 hour

You energize an arcane spellcasting focus you touch with magical energy. The focus becomes magical for the duration and gains a pool of arcane energy represented by four d4s that you can expend to enhance your spells in the following ways:

- When you make a spell attack roll, a spellcasting ability check, or a Constitution saving throw to maintain concentration on a spell, you can expend a single d4 from the pool. Roll the die and add the number rolled to the spell attack roll, spellcasting ability check, or Constitution saving throw. You can wait until after you roll the d20 before deciding to use a die from the focus but must decide before the DM says whether the roll succeeds or fails.
- When you cast a spell that requires a saving throw you can expend any number of dice from the pool. Roll the dice, and record the numbers rolled. Each time a creature makes a saving throw to resist that spell, use one result, starting with the highest, and subtract that number from the creature's saving throw total. Each result can be used only once.
- When you roll damage for a spell you can expend any number of dice from the pool. Roll the dice and add the total to the damage roll.

While the focus has arcane energy remaining it sheds bright light in a 5-foot radius and dim light for an additional 5 feet. Only you can use the reservoir of power contained in the focus and you must be wielding the focus to access the pool. Any dice remaining in the pool are lost when the spell ends.

The spell ends if the focus is more than 5 feet away from you for 1 minute or more. It also ends if you cast this spell again, if you dismiss the spell (no action required), or if you die.

At Higher Levels. If you cast this spell using an 2nd-level or higher spell slot, add 2d4 to the pool per slot level above 1st. In addition, if you cast this spell using a 2nd-level or higher spell slot, you can affect two spellcasting focuses instead of a

single focus. The pool of eldritch energy is shared between the two focuses.

Classes: Artificer, Sorcerer, Warlock, Wizard

EXPLOSIVE ARROW

1st-level conjuration

Casting Time: 1 Action

Range: Self

Components: S

Duration: Instantaneous

You conjure an aura of barely contained energy around your arrow (or another ranged weapon). As part of the action used to cast this spell you must make a ranged weapon attack, or the spell fails. If you hit with the attack, the target suffers the normal damage from the ranged weapon plus 1d8 fire damage.

Hit or miss, the arrow erupts in a fiery explosion; the target of the attack and each creature within 5 feet of it must make a Dexterity saving throw. A creature takes 2d8 fire damage on a failed save, or half as much damage on a successful one.

At Higher Levels. If you cast this spell using a spell slot of 2nd-level or higher, the damage caused by the explosion increases by 1d8 for each slot level above 1st; and the radius of the explosion increases by 5 feet for every two slot levels above 1st.

Classes: Artificer, Ranger, Wizard

FIELD OF SICKNESS

3rd-level necromancy

Casting Time: 1 Action

Range: 90 feet

Components: V, S

Duration: Instantaneous

A field of sickening greenish energy rises in a 20-foot radius by 10-foot tall cylinder within range. Creatures within the field must make a Constitution save or take 3d10 poison damage and become poisoned for one minute. On a successful save the victim takes half damage and is not poisoned. A poisoned creature must make a Constitution save at the end of each of their turns to end the poisoned effect.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher, the damage increases by 1d10 for each slot level above 3rd.

Arcane Synergy. If the *ray of sickness* spell is on your class's spell list, this spell is also added to your spell list.

Classes: Artificer (Artillerist), Wizard, Sorcerer

FIRE BLAST

evocation cantrip

Casting Time: 1 Action

Range: 90 feet

Components: V, S, M (a tiny ball of bat guano and sulfur)

Duration: Instantaneous

You launch a blast of fire at a point within range. Each creature within 5 feet of that point must succeed on a Dexterity saving throw or take 1d6 fire damage. The spell can ignite unattended objects within the area.

The fire damage caused by the spell increases by 1d6 when you reach 5th-level (2d6), 11th-level (3d6), and 17th-level (4d6).

Classes: Artificer, Sorcerer, Wizard

FLAME LANCE

1st-level evocation

Casting Time: 1 Action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You must know the *fire bolt* or *strike of living flame* cantrip to cast this spell.

You form a lance of searing flame to strike your foes. As part of the Action used to cast this spell you must cast *fire bolt* or *strike of living flame* at a target within range of both this spell and the cantrip. Your reach with a strike of living flame cast as part of a flame lance increases by 5 feet.

On a hit, the target suffers the normal effects from the cantrip plus an additional 2d10 fire damage. On a miss, the target is still seared by the intense heat, suffering 1d10 fire damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the damage on a hit increases by 1d10 points of damage for each slot level above 1st. The fire damage on a miss increases by 1d10 per 2 slot levels above 1st.

Classes: Artificer, Sorcerer, Wizard



FLEXIBLE FORCE

4th-level conjuration

Casting Time: 1 Action

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 minute

You create a disk of flexible force in your space that can be used to block attacks and can be hurled at targets within range. When you cast the spell and as an Action on each of your turns you can hurl the disk at a target within range.

You have a degree of control over the trajectory of the disk, able make corrections, curve the course, and possibly even ricochet the disk to a secondary target on a successful hit. Make a ranged spell attack, you have advantage on the roll and ignore half cover and three-quarters cover with the attack against the primary target. On a hit you inflict 4d10 + your spellcasting ability modifier force damage to the target and you can choose a different target within 30 feet of the target you hit. Make a normal ranged spell attack versus the extra target. You can continue to choose targets, and make additional ranged spell attack rolls, until you miss an attack roll.

Alternatively, when you cast the spell and as an Action on your turn you may make a melee spell attack against a target within your reach using the disk. On a hit you inflict 4d10 + your spellcasting ability modifier force damage. When used in melee you cannot use the disc to attack additional targets after a successful hit.

After you hurl the disk, you can use a Bonus Action to reform it in your space. While the disk is in your space, it provides a +2 bonus to your AC as if you were wielding a shield.

At Higher Levels. If cast using a spell slot of 5th-level or higher, the disk inflicts an additional 1d10 damage for every slot level above 4th.

Classes: Artificer, Sorcerer, Wizard

FLOATING OOZE

1st-level conjuration

Casting Time: 1 Bonus Action

Range: 120 feet

Components: S, M (remains of a jellyfish)

Duration: 1 minute

You conjure 3-foot diameter mass of acidic ooze in an unoccupied space of your choice within range. The floating mass of ooze remains for the duration. Any creature that enters the ooze's space on a turn or ends its turn there must make a Dexterity saving throw. The creature takes 2d4 acid damage on a failed save, or half as much damage on a successful one.

When you cast the spell, and as a bonus action on your turn, you may float the mass up to 20 feet in any direction. If you move the ooze into a creature's space, that creature must make the saving throw against the sphere's damage, and the sphere stops moving in that creature's space this turn.

If you do not use your bonus action to command the ooze, it moves up to 20 feet towards the nearest creature at the end of your turn, stopping in the space of the first creature it encounters.

The ooze can be attacked. It has 10 hit points, is AC 10, and is immune to Acid, Cold, Lightning, and Slashing damage and non-magical damage of other sorts, is resistant to magical damage, and dissolves if destroyed.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the acid damage increases by 1d4 and the ooze had 10 additional hit points per slot level above 1st.

Classes: Artificer (Alchemist), Druid, Sorcerer, Wizard

FORCEFUL BLOW

evocation cantrip

Casting Time: 1 Action

Range: Special

Components: V, M (a weapon)

Duration: Instantaneous

You let forth a battle cry and lend a melee attack additional force. As part of the Action used to cast this spell, you must make a melee attack with a weapon against one creature within your reach, otherwise the spell fails. On a hit, the target suffers the attack's normal effects and must make a Strength saving throw if it is size Medium or smaller or size Large or smaller if the attack is made using a Two-Handed melee weapon or a Versatile melee weapon wielded in two hands. If you hit a prone target of any size with this attack, it must make a Strength saving throw with Disadvantage.

On a failed Strength save the target suffers 1d8 force damage and is knocked prone.

The force of the melee weapon attack increases as you gain levels. At 5th-level, the melee attack deals an extra 1d8 force damage to the target, and the force damage suffered by a target failing the Strength saving throw increases to 2d8. Both damage rolls increase by 1d8 at 11th-level and 17th-level.

- Starting at 11th-level this spell can knock creatures of up to size Large prone or size Huge if the attack is made using a Two-Handed melee weapon or a Versatile melee weapon wielded in two hands.

Classes: Artificer (Battle Smith), Sorcerer, Warlock, Wizard

FORCEWAVE

2nd-level evocation

Casting Time: 1 Action

Range: Self (10-foot radius or 20-foot cone)

Components: V, S

Duration: Instantaneous

A wave of pure force emanates from you. Choose either a 10-foot radius around yourself or a 20-foot cone. Each creature, other than yourself, in the area must make a Strength saving throw or suffer 2d10 points of force damage and be pushed 10 feet and knocked prone. On a successful save, the creature takes half as much damage and is not pushed or knocked prone.

In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet by the spell's effect.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, the damage increases by 1d10 for each slot level above 2nd. If cast using a spell slot of 5th-level or higher the area increases to either a 15-foot radius or a 30-foot cone.

Classes: Artificer (Artillerist), Wizard, Sorcerer

GIANT'S BLADE

2nd-level transmutation

Casting Time: 1 Bonus Action

Range: Self

Components: V, S, M (a melee weapon with the two handed or versatile property)

Duration: Concentration, up to 1 minute

You cause a weapon you are wielding to grow in size. The weapon must have the two-handed or versatile property to be affected by this spell. For the duration of this spell the weapon is considered magical and you double the weapon's bludgeoning, piercing, or slashing damage dice to determine damage on a hit (e.g. A longsword would inflict 2d8 damage, or 2d10 wielded two handed, while a maul would inflict 4d6 damage on a hit). Only the weapon's base damage dice are affected.

The magic of this spell allows you to wield the enlarged weapon without difficulty. The spell ends if the weapon leaves your grasp.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, the duration increases by 1 minute per slot level above 2nd. When cast using a spell slot of 3rd or 4th-level the weapon also gains a +1 bonus to hit and damage, this increases to +2 using a 5th or 6th-level slot, or +3 using a 7th-level or higher slot.

Arcane Synergy. This spell is one of what has been termed Metal Magic spells, developed by the Orders of Eldritch Knights within the Arcanum. This spell may be selected as a spell known by an eldritch knight of any order, regardless of the normal restrictions on selecting spells based upon a school of magic.

Classes: Artificer (Battle Smith), Wizard

HOARFROST

1st-level evocation

Casting Time: 1 Bonus Action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You must know the *frostbite*, *grip of bitter frost*, or *ray of frost* cantrip to cast this spell.

The next time you hit a creature with a *ray of frost* or *grip of bitter frost* spell, or a target fails its saving throw to resist a *frostbite* spell cast by you, layers of intense chilling frost form on the target. The target suffers an additional 1d8 cold damage and is slowed for the duration.

A slowed target's speed is halved, it takes a –2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn.

If the creature attempts to cast a spell with a casting time of 1 action, roll a d20. On an 11 or higher, the spell doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the spell. If it can't, the spell is wasted.

A creature affected by this spell makes a Constitution saving throw at the end of each of its turns. On a successful save, the effect ends for it.

A creature immune to cold damage is immune to the slowing effect of this spell. A creature resistant to cold damage has advantage on its Constitution saving throw to remove the Slowed condition.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the additional cold damage inflicted by the spell increases by 1d8 for every slot level above 1st.

Classes: Artificer (Artillerist), Druid, Sorcerer, Warlock, Wizard

IMPEL WEAPON

transmutation cantrip

Casting Time: 1 Action

Range: Special (20/60 feet)

Components: V, M (a weapon)

Duration: Instantaneous

You telekinetically propel a thrown weapon or ranged projectile. If the weapon is not normally a ranged weapon it gains the thrown property with a range of 20/60; a thrown or ranged weapon's range increases by 20-feet additional short range and 60-feet additional long range.

As part of the Action used to cast this spell, you must make a thrown or ranged weapon attack against one target within the weapon's range otherwise the spell fails. On a hit, the target suffers the attack's normal effects. If the attack is made at Short Range, the target suffers an additional 1d6 points of the weapon's damage type.

The force of the impelled weapon increases as you gain levels causing additional damage of the weapon's type. The range of the weapon increases by 10/30 and the damage of the weapon increases by 1d6 regardless of range when you reach 5th-level (+30/90 range and +2d6 damage at short range or +1d6 damage at long range), 11th-level (+40/120 range and +3d6 or +2d6 damage), and 17th-level (+50/150 range and +4d6 or +3d6 damage).

If you know the *push/pull* cantrip you can use your Spellcasting Ability in place of Strength or Dexterity on thrown or ranged weapon attacks using impel weapon and you can cause a thrown weapon to return your hand after the attack is completed.

Classes: Artificer, Bard, Druid, Sorcerer, Warlock, Wizard

IMPLEMENT ANIMATION

1st-level transmutation (ritual)

Casting Time: 1 Action

Range: 60 feet

Components: V, S, M (the tools to be animated)

Duration: 8 hours

You animate a small sized or smaller implement or set of tools to perform a task. It can perform unskilled tasks suited to the tool; such as cleaning for a broom, digging for a shovel, chopping wood for an axe, fetching water for a bucket, etc., without supervision.

If you animate a set of artisan tools with which you have proficiency, they can assist you in crafting, providing the production of an additional craftsman. You can direct Thieves' Tools animated using this spell to remotely open

locks or disarm traps using your skill bonus; alternatively, they can grant you advantage on such rolls if they are working alongside you. Objects animated by this spell cannot attack, but otherwise have the statistics of animated objects listed under the Animate Objects spell (PHB p. 213).

Once on each of your turns as a bonus action, you can mentally command animated implements within range to move up to 30 feet and perform a function suited to their purpose. Once you give the command, the tool performs the task to the best of its ability until it completes the task, then waits for your next command.

Alternately, this spell may be cast on a small sized or smaller machine to provide power enough to run the machine for the duration. This spell only provides mechanical motion, not heat, electricity, etc. If cast in this manner the machine must be used or directed as normal, this spell does not otherwise animate the machine. Used on a crossbow this can remove the Loading property for the duration.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, you may animate an additional set of tools or increase the duration by 8 hours for every slot level above 1st.

- Alternately, if cast upon a machine you may power a medium sized machine at 2nd-level, a large machine at 3rd, a huge machine at 4th, a gargantuan machine (25' by 25') at 5th, and increases the size of the machine you may power by 25 foot by 25 foot for every slot level above 5th.
- Instead of increasing the size of the machine you may increase the duration by 8 hours for every slot level above 1st.

Arcane Synergy. While the objects cannot attack you can cast this spell on a bag of caltrops commanding them to occupy a 5-foot square within 30 feet or to move to a new square. Because the caltrops are constantly moving, creatures cannot avoid a Dexterity saving throw by moving at half speed through the space.

Classes: Artificer, Bard, Sorcerer, Warlock (The Machine), Wizard

IRON BULWARK

3rd-level abjuration

Casting Time: 1 Bonus Action

Range: Self

Components: V, S, M (medium or heavy armor made of metal)

Duration: 1 minute

When you cast this spell, you become an immovable bulwark of iron and flesh. You gain the following advantages for the duration:

- You cannot be pushed or knocked prone against your will.
- You have resistance to all damage except psychic damage.
- You have advantage on Strength and Constitution checks and saving throws.
- Creatures provoke an opportunity attack from you when they move 5 feet or more while within your reach, and if you hit a creature with an opportunity attack, the target's speed is reduced to 0 until the end of the current turn.

This spell ends early if you willingly move from the point where you cast it.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher, the duration increases by 1 minute for every slot level above 3rd.

Arcane Synergy. This spell is one of what has been termed Metal Magic spells, developed by the Orders of Eldritch Knights within the Arcanum. This spell may be selected as a spell known by an eldritch knight of any order, regardless of the normal restrictions on selecting spells based upon a school of magic.

Classes: Artificer (Battle Smith), Paladin, Wizard

IRON SHELL

1st-level abjuration

Casting Time: Special

Range: Self

Components: V, S, M (medium or heavy armor made of metal)

Duration: Special

You cast this spell as you don a suit of medium or heavy armor made of metal. You gain temporary hit points equal to the AC granted by the armor minus 10. You lose these temporary hit points when you finish a long rest, or you remove the armor. While you have temporary hit points from this spell, the armor you wear is considered magical for the purposes of resisting or enduring damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the temporary hit points increase by 5 for every slot level above 1st.

Arcane Synergy. This spell is one of what has been termed Metal Magic spells, developed by the Orders of Eldritch Knights within the Arcanum. This spell may be selected as a spell known by an eldritch knight of any order, regardless of the normal restrictions on selecting spells based upon a school of magic.

Classes: Artificer, Paladin, Wizard

IRON WING

4th-level transmutation

Casting Time: 1 Bonus Action

Range: Self

Components: V, S, M (you must be wearing medium or heavy metal armor)

Duration: 1 hour

You cause your armor to sprout wings of metal formed of the same substance as your armor. You otherwise decide the appearance of the metal wings. The wings grant you a fly speed of 40 feet and your armor becomes magical for the duration.

When not using the wings to fly, you can use the metal wings to shelter yourself from attacks, granting you half cover. A target with half cover has a +2 bonus to AC and Dexterity saving throws.

You can make a melee attack as a bonus action using the wings on your turn. Make a melee weapon attack. On a hit, you inflict 1d8 + your Strength modifier bludgeoning or slashing damage (your choice). This attack is considered magical for the purposes of overcoming resistance or immunity to damage.

At Higher Levels. When you cast this spell using a spell slot of 5th-level or higher, the duration increases by 1 hour per slot level above 4th.

Arcane Synergy. This spell is one of what has been termed Metal Magic spells, developed by the Orders of Eldritch Knights within the Arcanum. This spell may be selected as a spell known by an eldritch knight of any order, regardless of the normal restrictions on selecting spells based upon a school of magic.

Classes: Artificer (Battle Smith), Paladin, Wizard



LIGHTNING LATTICE

5th-level evocation

Casting Time: 1 Action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 10 minutes

You create a thick overlapping lattice of lightning at a point of your choice within range. The lightning lattice fills up to a 20-foot cube from that point for the duration. If the lattice isn't anchored between two solid masses (such as walls or trees) the spell fails.

Each creature that starts its turn in the webs or that enters them during a turn suffers 4d4 lightning damage and must make a Constitution saving throw. On a failed save, the creature is incapacitated until the start of its next turn. For every 5 feet a creature moves through the lattice, it suffers an additional 4d4 lightning damage and must make a Constitution saving throw. A creature that fails two Constitution saving throws during a turn it is stunned until the start of its next turn.

A small or smaller creature can use its Action to attempt to move through the area without touching a lightning strand by making a Dexterity (Acrobatics) check with a DC equal to your spell save DC. A small creature makes this check with disadvantage, while a tiny creature makes this check normally. A creature that moves at half speed gains advantage on these checks. Each successful check allows it to move 5 feet without touching a strand. On a failed check, it touches a strand and suffers 4d4 lightning damage and must make a Constitution saving throw as described above.

At Higher Levels. When you cast this spell using a spell slot of 6th-level or higher, the damage increases by 1d4 and the area by 5 feet per slot level above 5th.

Classes: Artificer, Sorcerer, Wizard

LIGHTNING ROD

1st-level transmutation

Casting Time: 1 Reaction

Range: Self

Components: S, M (a rod, staff, or wand focus)

Duration: 1 minute

You must be able to use a rod, staff, or wand as an arcane spellcasting focus to cast this spell. You can cast this spell as a reaction when you or a creature within 30 feet of you suffers lightning damage. You gain resistance to lightning damage for the duration of the spell so long as you are holding the focus. When you cast the spell or as a reaction during the duration when you or a creature within 30 feet of you suffers lightning damage you can cause your focus to absorb some of the damage. If used when another creature suffers lightning damage, you suffer the damage instead. The spell will absorb up to 10 points of lightning damage during its duration negating that damage against you, you suffer any lightning damage that exceeds this amount.

When you roll damage for a spell that inflicts lightning damage before this spell ends, you can add some or all of the lightning damage absorbed by the focus to the damage roll.

The spell ends when the duration expires, or you end your turn without the focus in your hand. Your focus crackles with lighting shedding bright light in a 5-foot radius, and dim light for an additional 5 feet for as long as it contains any lightning damage absorbed by this spell.

At Higher Levels. If you cast this spell using a spell slot of 2nd-level or higher, the amount of lightning damage the spell can absorb increases by 5 per slot level above 1st.

Classes: Artificer, Sorcerer, Warlock, Wizard

LIGHTNING SENTINEL

4th-level conjuration

Casting Time: 1 Action

Range: Touch

Components: V, S, M (a rod, wand, or staff focus)

Duration: 8 hours

You conjure a charge of lightning energy within a rod, wand, or staff spellcasting focus that causes it to balance on its tip for the duration. You may designate any number of creatures when you cast the spell, imbuing them with a sympathetic charge to that within the focus.

When a small or larger creature other than those you designate approaches to within 30 feet of the staff, the focus ignites with lightning, shedding bright light in a 30-foot radius and dim light for an additional 30 feet.

When a small or larger creature other than those you designate moves to a space within 10 feet of the focus for the first time on a turn or starts its turn there, the staff discharges a bolt of lightning at the creature. The target must succeed on a Dexterity saving throw. The creature takes 20 lightning damage on a failed save, or half as much damage on a successful one. The spell ends and the staff topples to the ground when it has dealt a total of 60 damage.

The spell also ends if the focus is moved from the place where it was placed when the spell was cast, but only you can move the focus during the duration.

At Higher Levels. When you cast this spell using a spell slot of 5th-level or higher, the total damage the spell can inflict increases by 20 per slot level above 4th.

Classes: Artificer, Sorcerer, Warlock, Wizard

LIGHTNING SLASH

1st-level evocation

Casting Time: 1 Action

Range: Self

Components: V, S

Duration: Instantaneous

You sweep the area around you with a cascading line of crackling lightning. You may affect a 10-foot radius by 5-foot-tall arc oriented as you wish around your space, but the area affected by the arc must be contiguous (you cannot leave a gap between the starting and ending point of the arc). Each creature within the area must make a Dexterity saving throw. On a failed save the creature suffers 2d8 lightning damage and cannot take reactions until the start of its next turn. On a successful save, the target suffers half damage and may take reactions normally.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the damage increases by 1d8 per slot level above 1st. In addition, you may extend the radius of the effect by 5 feet for every 2 slot levels above 1st.

Classes: Artificer (Artillerist), Sorcerer, Wizard

MAGIC ARMOR

3rd-level abjuration

Casting Time: 1 Bonus Action

Range: Touch

Components: V, S,

Duration: Concentration, Up to 1 hour

You touch set of nonmagical armor or a shield. Until the spell ends, that armor or shield is magical and grants a +1 bonus to AC.

At Higher Levels. When you cast this spell using a spell slot of 5th or 6th-level, the bonus increases to +2. When you use a spell slot of 7th-level or higher, the bonus increases to +3.

Arcane Synergy. This spell is one of what has been termed Metal Magic spells, developed by the Orders of Eldritch Knights within the Arcanum. This spell may be selected as a spell known by an eldritch knight of any order, regardless of the normal restrictions on selecting spells based upon a school of magic.

Classes: Artificer, Cleric (War, Forge), Paladin, Wizard

MAGIC TEXT {MAGIC MOUTH}

2nd-level illusion (ritual)

Casting Time: 1 Minute

Range: 30 feet

Components: S, M (a small bit of phosphorescence and jade dust worth at least 10 gp, which the spell consumes)

Duration: Until Dispelled

This spell is simply a variant of the magic mouth spell which produces written illusory text instead of an audible voice. Choose an object within range, you inscribe a message, written in your hand, which must be 25 words or less, that will appear when triggered. The text produced by this spell can be luminescent, producing dim light in a 10-foot radius,

and either appears on the object or as glowing text floating in midair. The text can occupy an area up to 10 feet square. This spell otherwise functions as described for the magic mouth spell.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, you can double the length of the message for every slot level above 2nd.

Arcane Synergy. If you know or have the *magic mouth* spell prepared, you also know this spell and can cast either the auditory or text version when you cast either spell. You can also cast the *illusory script* spell in conjunction with this spell, causing the text generated by this spell to be illegible to creatures you do not designate or to display a completely different message to such creatures. When cast in this way, *illusory script* lasts for the duration of the magic text spell.

Classes: Artificer, Bard, Wizard

MAKE WHOLE

6th-level transmutation

Casting Time: 1 Action

Range: 60 feet

Components: V, S, M (a tool related to the item to be repaired)

Duration: Instantaneous

Choose an object, structure, or construct you can see within range. The target regains 70 hit points, has missing or destroyed pieces restored, and any AC reduction or damage penalty due to rust or corrosive effects is removed. If you have proficiency in a related artisan tool, such as smith's tools for metal objects, mason's tools for stone objects, etc. you restore additional hit points equal to double your proficiency bonus.

If you cast this spell upon a construct, any negative conditions or effects on the target are removed. If cast on a destroyed magical item or construct within 10 days of the event that caused its destruction the enchantment is restored as well. A machine restored to full hit points using this spell is also restored to full function.

At Higher Levels. When you cast this spell using a spell slot of 7th-level or higher, the number of hit points restored increases by 20 for each slot level above 6th. This length of time since destruction in which the enchantment of a destroyed construct or magical item can be restored is increased to 1 year if cast at 7th-level, 100 years if cast at 8th-level, and has no limit if cast using a 9th-level spell slot.

Arcane Synergy: This spell can affect a warforged character as if it were a construct.

Classes: Bard, Cleric, Druid, Sorcerer, Wizard

MEPHITIC BLOOD

4th-level necromancy

Casting Time: 1 Action

Range: Self

Components: V, S, M (A vial of poison or acid)

Duration: 10 minutes

You blood becomes harmful to those who would dare strike you. For the duration, you gain resistance to acid and poison damage and are immune to the poisoned condition.

Choose Acid or Poison when you cast this spell, whenever a creature within 5 feet of you hits you with a melee attack your blood splatters the creature, inflicting 2d8 acid or poison damage, as appropriate to the damage type you chose.

A creature suffering poison damage from this spell must also make a Constitution saving throw, on a failure it becomes Poisoned until the end of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 5th-level or higher the damage inflicted on creatures who strike you increases by 1d8 per 2 slot levels above 4th.

Classes: Artificer (Alchemist), Warlock, Wizard

METALLIC WARD

1st-level abjuration

Casting Time: 1 Reaction

Range: Self

Components: S, M (medium or heavy armor made of metal or a metal shield)

Duration: Instantaneous

You can cast this spell as a Reaction when you suffer damage to absorb the brunt of an attack using the mass of your magically enhanced armor and shield. You reduce the damage you suffer from the attack by an amount equal to 5 + the total armor bonus from your armor and shield and if the attack would have pushed you or knocked you prone, you are not pushed or knocked prone.

For example: If you are wearing a breast plate and wielding a shield, the damage would be reduced by 11 points: 5 + 4 (the AC bonus for a breast plate) +2 (AC bonus for a shield).

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the amount of damage reduction increases by 5 for every slot level above 1st.

Arcane Synergy. This spell is one of what has been termed Metal Magic spells, developed by the Orders of Eldritch Knights within the Arcanum. This spell may be selected as a spell known by an eldritch knight of any order, regardless of the normal restrictions on selecting spells based upon a school of magic.

A variation on this spell, known as *force ward*, that uses magical force instead of weight of metal does exist, if you have an active Shielding Imbuement or Arcane Shield or are under the effects of a Mage Armor or Imbuement of Warding, you can use the magical force contained in those spells as an alternative material component.

Classes: Artificer (Battle Smith), Paladin, Wizard

METAL SLAM

1st-level transmutation

Casting Time: 1 Bonus Action

Range: Self

Components: V, S, M (medium or heavy armor made of metal or a metal shield)

Duration: Instantaneous

As part of the bonus action used to cast this spell you lash out with an unarmed strike using your armored form or slam a target using your shield. Make an unarmed strike or melee weapon attack. If you hit with an unarmed strike, you inflict an additional 2d4 damage. If you hit with a melee weapon attack using a shield slam, you inflict 3d4 + your Strength

modifier bludgeoning damage and you may immediately make an attempt to Shove the target.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the damage increases by 2d4 for every slot level above 1st.

Arcane Synergy. This spell is one of what has been termed Metal Magic spells, developed by the Orders of Eldritch Knights within the Arcanum. This spell may be selected as a spell known by an eldritch knight of any order, regardless of the normal restrictions on selecting spells based upon a school of magic.

If you have the Shield Master feat, you make the Shove attempt after a shield slam with advantage.

A variation on this spell, known as *force slam*, that uses magical force instead of weight of metal does exist, if you have an active Shielding Imbuement or Arcane Shield or are under the effects of a Mage Armor or Imbuement of Warding, you can use the magical force contained in those spells as an alternative material component.

Classes: Artificer (Battle Smith), Paladin, Wizard

MIASMA OF ETHER

4th-level conjuration

Casting Time: 1 Action

Range: 120 feet

Components: V, S, M (strong alcohol)

Duration: Concentration, up to 1 minute

You create a 10-foot-radius sphere of sweet-smelling colorless gas centered on a point within range. The cloud of gas spreads around corners, but its area is not obscured; indeed, the gas is difficult to detect visually. The gas lingers in the air for the duration.

When a creature enters the spell's area for the first time on a turn or starts its turn there, that creature must make a Constitution saving throw or become poisoned for 1 hour. The poisoned creature is unconscious. The creature wakes up if it takes damage or if another creature takes an Action to shake it awake.

Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw.

A moderate wind (at least 10 miles per hour) disperses the gas after 4 rounds. A strong wind (at least 20 miles per hour) disperses it after 1 round.

At Higher Levels. When you cast this spell using a spell slot of 5th-level or higher, the radius of the gas increases by 10 feet for each slot level above 4th.

Arcane Synergy. You can expend a dose of Essence of Ether when you cast the spell, if you do so creatures failing the Constitution saving throw are poisoned for 8 hours.

Classes: Artificer (Alchemist), Druid, Sorcerer, Wizard

MINOR ANIMATION

transmutation cantrip

Casting Time: 1 Action

Range: 40 feet

Components: V, S, M (A Dagger or similar tiny object)

Duration: Concentration, up to one minute

You animate a single dagger, dart, bolt or similar tiny object weighing 1 pound or less. The object springs into the air and floats there awaiting your command.

When you cast the spell and as an Action on your turn you can direct the object to move up to 20 feet to a point within range and cause the object to attack a target within 5 feet. Make a melee spell attack, if successful, the target takes 1d4 + your spellcasting ability modifier points of bludgeoning, piercing, or slashing damage as appropriate to the item.

You can use your Reaction to attack a creature you can see that provokes an opportunity attack from an animated object as if you occupied the object's space.

If attacked directly the objects have 20 HP, AC = 14 + Spellcasting Ability Modifier, Str 4, Dex = Spellcasting Ability, Con 10. When the animated object drops to 0 hit points, it reverts to its original object form, and any remaining damage carries over to its original object form.

You may animate additional objects when you reach higher levels. Two objects when you reach 5th-level, three objects at 11th-level, and four objects at 17th-level. You can direct all the objects to move and attack with an Action but may only attack with a single object as a Reaction. Make a separate melee spell attack roll for each object.

Arcane Synergy. If you possess the Clockwork Animator feat or the Master Animator invocation specially prepared weapons animated by this spell have double the normal range and movement. Among practitioners of those disciplines this spell is known as the Deadly Remote Object Navigational Enchantment (D.R.O.N.E. for short). The most common DRONE design is a spherical construct with rotary blades that provide both locomotion and slashing weaponry. Among bards this spell is known as the flying daggers spell.

In addition, if you know the *minor animation* cantrip, if you cast the *animate object* spell you can animate a number of additional objects equal to the number you can animate using this cantrip.

Classes: Artificer, Bard, Sorcerer, Warlock (The Machine), Wizard

MOLTEN STRIKE

3rd-level transmutation

Casting Time: 1 Bonus Action

Range: Self

Components: V, M (a weapon)

Duration: Concentration, up to 1 minute

The next time you hit a creature with a weapon attack during this spell's duration, you inflict 3d8 fire damage in addition to the normal effects of the attack. If the target is a creature wearing heavy or medium metal armor, the metal of the armor begins to glow red-hot. A creature in contact with the heated metal armor continues to suffer this fire damage at the start of each of your turns for the duration of the spell. A creature wearing such armor suffering fire damage from this spell has disadvantage on attack rolls and ability checks until the start of your next turn.

If you strike a large or smaller non-magical metal object not being worn or carried by a creature, the object starts to glow and melt, suffering 3d8 fire damage at the beginning of

each of your turns. Any creature object touching the heated metal during this time suffers the same damage.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher, fire damage increases by 1d8 per slot level above 3rd.

Classes: Artificer, Bard, Druid, Ranger

MORDANT BLADE

conjuration cantrip

Casting Time: 1 Action

Range: Special

Components: V, M (a weapon)

Duration: Instantaneous

You permeate a melee weapon with a clear, caustic liquid. As part of the Action used to cast this spell, you must make a melee weapon attack against one creature within your reach otherwise the spell fails. On a hit, the target suffers the attack's normal effects and must make a Dexterity saving throw. On a failure, it suffers 1d8 points of acid damage at the end of its next turn. If successful, it suffers no additional acid damage at the end of its turn. A creature can prevent this damage by using its Action to make a DC 10 Dexterity check to remove the acid.

The acid damage increases as you reach higher levels. At 5th-level, the melee attack deals an extra 1d8 acid damage to the target, and the damage the target takes at the end of its next turn on a failed save increases to 2d8. Both damage rolls increase by 1d8 at 11th-level and 17th-level.

Classes: Artificer, Druid, Sorcerer, Warlock, Wizard

MYSTIC FOCI

transmutation cantrip

Casting Time: 1 Action

Range: Touch

Components: S, M (an arcane spellcasting focus)

Duration: Concentration, up to 1 minute

You pace a charge of mystic energy within one arcane spellcasting focus you touch. Once before the spell ends, a creature holding the focus can expend this charge when it uses the focus to cast a spell, enhancing the spell in one of the following ways:

Roll a d4 and add the number rolled to one spell attack roll or spellcasting ability check made for the spell.

Roll a d4 and subtract the number rolled from one saving throw or ability check made to resist the spell.

Roll a d4 and add the number rolled to one damage roll of the spell.

The augmentation provided by this spell increases as you gain levels, the die increases to a d6 at 5th-level and a d8 at 17th-level. The duration of the spell increases to 10 minutes when you reach 11th-level.

Classes: Artificer, Sorcerer, Warlock, Wizard

MYSTIC TALISMAN

abjuration cantrip

Casting Time: 1 Action

Range: Touch

Components: V, S, M (a crystal, token, amulet, or item of jewelry)

Duration: Concentration, up to 1 minute

You touch the item used in casting the spell. That item wards its bearer against magic. Once before the spell ends, the bearer of the item can roll a d4 and add the number rolled to one saving throw or check vs a spell or magical effect or subtract 1d4 from one spell attack roll targeting it. It can roll the die after rolling the saving throw or after the attack roll is rolled. The spell then ends.

The magical protection provided by this spell increases as you gain levels, the die increases to a d6 at 5th-level and a d8 at 17th-level. The duration of the spell increases to 10 minutes when you reach 11th-level.

Classes: Artificer, Bard, Wizard

NEEDLE BARRAGE

1st-level conjuration

Casting Time: 1 Action

Range: Self (25 ft line)

Components: S, M (A needle, thorn, or similar object)

Duration: 1 round

You conjure a barrage of slender bone, crystal, metal, or wooden needles propelling them forward to strike at targets within a 25-foot long by 5-foot wide line extending from you. Make a ranged spell attack against each target within the line. On a hit you inflict 1 + your Spellcasting Ability modifier piercing damage, plus additional piercing damage equal to the amount by which you attack roll exceeded the target's AC. On a critical hit, you inflict 2 + double your Spellcasting Ability modifier piercing damage, plus this additional piercing damage. Being within 5 feet of a hostile creature doesn't impose disadvantage on this ranged spell attack roll.

Each creature other than a Construct or Undead that suffers piercing damage from this spell must make a Constitution saving throw. On a failed save the creature suffers disadvantage on attack rolls and ability checks due to the myriad needles piercing its body. The needles conjured by the spell disappear at the start of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, multiply the amount by which your attack roll exceeded the target's AC by the level of the spell slot used to cast the spell to determine the additional piercing damage inflicted by the spell.

Classes: Artificer, Druid, Ranger, Sorcerer, Warlock, Wizard

PARAGON

5th-level transmutation

Casting Time: 1 Action

Range: Touch

Components: V, S, M (fur or a feather from six different beasts)

Duration: Concentration, up to 1 hour

You touch a creature and bestow upon it an enhancement that makes of it a paragon of all virtues.

- The target has advantage on all ability checks and saving throws.
- The target's carrying capacity doubles.
- It doesn't take damage from falling 30 feet or less if it isn't incapacitated.
- It gains 5d6 temporary hit points, which are lost when the spell ends.

- When it makes an attack, it may roll 1d4 and add the result to either the attack or damage roll.

At Higher Levels. When you cast this spell using a spell slot of 6th-level or higher, you can target one additional creature for each slot level above 5th.

Classes: Artificer, Bard, Cleric, Druid, Sorcerer

PIERCING VISION

4th-level divination

Casting Time: 1 Action

Range: Self

Components: V, S

Duration: 1 minute

When you cast this spell, you can see into and through solid matter for the duration. This vision has a radius of 30 feet. To you, solid objects within that radius appear translucent and you can see normally in darkness, both magical and nonmagical within this range. The vision can penetrate 1 foot of stone, 1 inch of common metal, or up to 3 feet of wood or dirt. Thicker substances block the vision, as does a thin sheet of lead.

At Higher Levels. If you cast this spell using a spell slot of 5th or higher, the range of the vision increases by 10 feet per slot level above 4th and the depth of material other than lead that the vision can penetrate increases by 1 foot/1 inch/3 feet per slot level above 4th. In addition, the duration increases to 10 minutes if a 5th or 6th-level spell slot is used, 1 hour at 7th or 8th-level, and to 8 hours if a 9th-level spell slot is expended.

Classes: Artificer, Bard, Sorcerer, Wizard

POTENT VENOM

1st-level conjuration

Casting Time: 1 Action

Range: Special

Components: V, S

Duration: Instantaneous

You must know the *infestation* or *poison spray* cantrip to cast this spell.

As part of the Action used to cast this spell you must cast the *infestation* or *poison spray* cantrip at a target. If the target fails its Constitution save against the cantrip, it suffers the normal effects from the cantrip plus an additional 2d12 poison damage and is also poisoned until the end of your next turn. On successful save, it suffers 1d12 poison damage, but is not poisoned.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the damage on a failed save increases by 1d12 points of damage for each slot level above 1st. The poison damage on a successful save increases by 1d12 per 2 slot levels above 1st.

Classes: Artificer (Alchemist), Druid, Sorcerer, Warlock, Wizard

QUELL MAGIC

abjuration cantrip

Casting Time: 1 minute

Range: 30 feet

Components: V, S

Duration: Instantaneous

Choose a single spell or magical effect that you have identified with an Arcana check or can see using Detect Magic. You slowly attempt to dismantle the spell. A cantrip is automatically dispelled. For a spell of 1st-level or higher, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a successful check, the spell ends.

Your ability to dispel magic of 1st-level or higher increases as you gain levels. Starting at 5th-level you gain a +1 bonus to your spellcasting ability check using this spell or a dispel magic spell, this increases to a +2 bonus at 11th-level, and to +3 at 17th-level.

Arcane Synergy. If you have the Improved Abjuration wizard class feature, you can add your proficiency bonus to the spellcasting ability check to dispel a spell of 1st-level or higher.

Classes: Artificer, Cleric, Druid, Sorcerer, Wizard

REFLECTIVE SHIELD

2nd-level abjuration

Casting Time: 1 Reaction

Range: Self

Components: S, M (a metal shield)

Duration: Instantaneous

You can cast this spell as a reaction when you are hit by an attack, are targeted by a magic missile spell, or have to make a Dexterity saving throw versus an attack that targets you as opposed to an area, or a Dexterity saving throw versus a line effect no more than 5 feet wide. You gain a +5 bonus to your AC or Dexterity save versus the triggering attack or effect, take no damage from a magic missile spell, and suffer no damage if you succeed on a Dexterity saving throw versus an effect.

If this causes a magical effect to miss you or inflict no damage, you may immediately choose a new target for the effect. You use your spell attack bonus or save DC as appropriate for the redirected effect, or automatically inflict damage from redirected magic missiles. If you succeed on a Dexterity saving throw to avoid a line effect, you may redirect the remaining length of the line in a direction of your choice extending from you.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, you actually amplify a redirected magical effect, inflicting an additional 1d8 damage for every slot level above 2nd.

Arcane Synergy. If you have the Shield Master feat, you can add your shield's AC bonus to any Dexterity saving throw affected by this spell, and if you fail a Dexterity saving throw affected by this spell, you suffer only half damage.

Arcane Synergy. This spell is one of what has been termed Metal Magic spells, developed by the Orders of Eldritch Knights within the Arcanum. This spell may be selected as a spell known by an eldritch knight of any order, regardless of the normal restrictions on selecting spells based upon a school of magic.

A variation on this spell, known as *reflective force*, that uses magical force instead of metal does exist, if you

have an active *shielding imbue*ment or Arcane Shield you can use the magical force contained in those spells as an alternative material component.

Classes: Artificer, Paladin, Wizard

REPAIR OBJECT

1st-level transmutation

Casting Time: 1 Action

Range: 30 feet

Components: V, S, M (a tool related to the item to be repaired)

Duration: Instantaneous

Choose an object, structure, or construct you can see within range. The target regains a number of hit points equal to 1d8 + your spellcasting ability modifier. If you have proficiency in a related artisan tool, such as smith's tools for a metal object, mason's tools for a stone object, etc. you restore additional hit points equal to your proficiency bonus.

If cast upon armor or weapon that has had its AC or damage reduced by a rust or corrosive effect, this spell restores one level of AC or removes one level of damage penalty. If cast upon a non-functional machine or construct for which you have an associated tool proficiency this spell can render it functional again if it is restored to full hit points.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the number of hit points restored increases by 1d8 for each slot level above 1st. The level of AC reduction or damage penalty removal this spell provides is increased by one for each slot level above 1st.

Arcane Synergy: This spell can affect a warforged character as if it were a construct.

Classes: Artificer, Bard, Cleric, Druid, Sorcerer, Wizard



REVIVING SHOCK

1st-level evocation

Casting Time: 1 Action

Range: Touch

Components: V, S

Duration: Instantaneous

You touch a living creature that has 0 hit points, or that died since the start of your previous turn due to failing death saving throws or accumulating levels of exhaustion. The creature is returned to life and becomes stable at 0 hit points.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the number of rounds that can have elapsed since the creature died increases by 1 per slot level above 1st.

Arcane Synergy. If you know the *shocking grasp* cantrip, up to 2 rounds can have elapsed since the creature died.

Classes: Artificer, Druid, Sorcerer, Wizard

RIME BLADE

conjuration cantrip

Casting Time: 1 Action

Range: Special

Components: V, M (a weapon)

Duration: Instantaneous

You conjure an aura of intense cold around your melee weapon.

As part of the Action used to cast this spell, you must make a melee weapon attack against one creature within your reach otherwise the spell fails. On a hit, the target suffers the attack's normal effects and the aura of cold is transferred to the creature. If the target does not move at least 5 feet from its current location before the end of its next turn, it suffers 1d8 cold damage.

The aura of cold increases as you gain levels causing additional cold damage. At 5th-level, the melee attack deals an extra 1d8 cold damage to the target, and the damage the target takes for not moving increases to 2d8. Both damage rolls increase by 1d8 at 11th-level and 17th-level.

Classes: Artificer, Cleric (Nature, Tempest), Druid, Sorcerer, Warlock, Wizard

SERPENT STRIKE

conjuration cantrip

Casting Time: 1 Action

Range: Special

Components: V

Duration: Instantaneous

You imbue a piercing or slashing attack with poison. As part of the Action used to cast this spell, you must make a weapon attack (ranged or melee) or unarmed strike that deals piercing or slashing damage against one creature within the weapon's range otherwise the spell fails. On a hit, the target suffers the attack's normal effects and must make a Constitution save. It takes 3d4 poison damage on a failed save, or half as much poison damage on a successful one.

The poison becomes more virulent as your level increases. The poison damage increases by 3d4 when you reach 5th-level (6d4), 11th-level (9d4), and 17th-level (12d4).

Classes: Artificer, Cleric (Trickery), Druid, Sorcerer, Warlock, Wizard

SHIFTING STRIKE

transmutation cantrip

Casting Time: 1 Action or 1 Reaction

Range: Self

Components: M (A portion of a natural weapon from a beast such as Claws, Teeth, or Spines)

Duration: Instantaneous

Your form briefly changes, and you grow fangs, claws, or another natural weapon of your choice. As part of the Action used to cast this spell you may make a melee attack using a natural weapon to attack a creature within your reach. The natural weapon formed by this spell inflicts 1d6 points of bludgeoning, piercing, or slashing damage. You may use Strength, Dexterity, or your Spellcasting Ability for the attack and damage roll of the natural weapon attack using this spell. You may not cast this spell if you are wearing medium or heavy armor made of metal.

In addition, when you cast this spell, until the start of your next turn you may cast it again as a Reaction to attack a creature that provokes an opportunity attack while within your reach.

The damage dice of a natural weapon attack using this spell increases by 1d6 at 5th-level (2d6), 11th-level (3d6), and 17th-level (4d6).

Arcane Synergy. This spell may be cast while polymorphed or in beast form if that form possesses a natural weapon attack.

Classes: Druid, Sorcerer, Warlock (Beast Within), Wizard

SHOCKING BOLTS

2nd-level evocation

Casting Time: 1 Action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You create three bolts of lightning and hurl them at targets within range. You can hurl them at one target or several. Make a ranged spell attack for each bolt. On a hit, the target takes 2d6 lightning damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, you create one additional bolt for each slot level above 2nd.

Classes: Artificer, Wizard, Sorcerer

SHOCKING CASCADE

evocation cantrip

Casting Time: 1 Action

Range: Self (15-foot line)

Components: V, S

Duration: Instantaneous

A cascade of lightning in a 15-foot-long by 5-foot-wide line blasts out from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 1d6 lightning damage on a failed save, or no damage on a successful one.

This spell's damage increases by 1d6 when you reach 5th-level (2d6), 11th-level (3d6), and 17th-level (4d6).

Classes: Artificer, Wizard, Sorcerer

SIEGE BOLT

2nd-level transmutation

Casting Time: 1 Action

Range: Self (60-foot line)

Components: S

Duration: Instantaneous

You cast this spell as you load your crossbow (or other ranged weapon) enchanting the bolt so that it fires with the force of a ballista. As part of the Action used to cast this spell, you make a ranged weapon attack against each creature in a 60-foot line, starting with the closest creature, until you hit an obstacle or creature. On a hit, a creature suffers normal damage from the weapon plus 3d10 piercing damage. Damage from the weapon is considering magical and the bolt treated as if fired from a siege engine for effects that would impede a normal missile weapon attack. If you drop a creature to 0 hit points or destroy an object with this attack, you may make an attack on the next creature in the line. All attacks within the line are considered to be at short range.

This spell deals double damage to objects and structures. Targets are not resistant or immune to the damage of this spell unless they are resistant or immune to both piercing and bludgeoning damage.

At Higher Levels. If you cast this spell using a spell slot of 3rd-level or higher, the piercing damage increases by 1d10 points per slot level above 2nd. If cast using a spell slot of 5th-level or higher the line increases to 90 feet, if cast using a spell slot of 8th-level or higher the line becomes 120 feet.

Classes: Artificer, Ranger, Wizard

SPELLSTRIKE

evocation cantrip

Casting Time: 1 Action

Range: 120 feet

Components: V, S, M (an arcane spellcasting focus)

Duration: 1 round

You strike with a ray of eldritch force that forms a magical resonance within a target, causing it to take additional damage from your evocation spells. The target must make a Dexterity saving throw. On a failed save, the target takes 1d8 force damage and the next time it suffers damage from an evocation spell cast by you before the end of your next turn, it suffers additional damage from the spell equal to 1d4 points of damage plus 1d4 per level of the spell slot used to cast the spell.

This spell's initial force damage on a failed Dexterity saving throw increases by 1d8 when you reach 5th-level (2d8), 11th-level (3d8), and 17th-level (4d8).

Classes: Sorcerer, Wizard

STEEL SKIN

4th-level abjuration

Casting Time: 1 Action

Range: Self

Components: V, S, M (medium or heavy armor made of metal)

Duration: 1 Hour

You must be wearing medium or heavy armor made of metal to cast this spell. Until the spell ends, you have resistance to bludgeoning, piercing, and slashing damage from weapons that aren't adamantine. The spell ends early if you remove the armor.

At Higher Levels. When you cast this spell using a spell slot of 5th-level or higher, the duration increases by 1 hour for every slot level above 4th.

Arcane Synergy. This spell is one of what has been termed Metal Magic spells, developed by the Orders of Eldritch Knights within the Arcanum. This spell may be selected as a spell known by an eldritch knight of any order, regardless of the normal restrictions on selecting spells based upon a school of magic.

Classes: Artificer, Paladin, Wizard

STEEL SURGE

3rd-level transmutation

Casting Time: 1 Bonus Action

Range: Self

Components: V, S, M (medium or heavy armor made of metal or a metal shield)

Duration: Instantaneous

You propel yourself forward in a line 5 feet wide and up 60 feet in length. A creature within the line must make either a Strength or Dexterity saving throw (its choice).

On a failed Dexterity save a creature suffers 2d12 bludgeoning damage and is pushed 5 feet to one side of the line and is knocked prone, and you and the line continue past the creature. On a successful save, the creature suffers half damage and is pushed 5 feet to one side but is not knocked prone, and you and the line continue past the creature.

On a failed Strength save a creature suffers 2d12 bludgeoning damage and is pushed 5 feet to one side of the line and is knocked prone, and you and the line continue past the creature. On a successful Strength save, the creature suffers 2d12 bludgeoning damage but is not knocked prone or pushed, and you and the line stop adjacent to that creature's space.

A large or smaller object suffers 2d12 bludgeoning damage and is pushed to one side. A larger object or structure suffers the same damage but halts your progress unless the damage destroys it.

If you are wearing medium or heavy armor made of metal, you may add your Constitution modifier to the bludgeoning damage. If you are wielding a metal shield, you may add your Strength modifier to the bludgeoning damage.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher, the bludgeoning damage increases by 1d12 for every slot level above 3rd.

Arcane Synergy. This spell is one of what has been termed Metal Magic spells, developed by the Orders of Eldritch Knights within the Arcanum. This spell may be selected as a spell known by an eldritch knight of any order, regardless of the normal restrictions on selecting spells based upon a school of magic. A variation on this spell, known as Force Surge, that uses magical force instead of weight of metal does exist, if you have an active Shielding Imbuement or Arcane Shield or are under

the effects of a Mage Armor or Imbuement of Warding, you can use the magical force contained in those spells as an alternative material component.

Classes: Artificer (Battle Smith), Paladin, Wizard

STORM HAMMER

evocation cantrip

Casting Time: 1 Action

Range: 120 feet

Components: V, M (a weapon)

Duration: 1 round

You charge a weapon you wield with lightning. As part of the Action used to cast this spell, you must make a melee or thrown weapon attack against one creature within the spell's range otherwise the spell fails. If you throw a weapon to make the attack, the weapon returns to your hand after the attack is completed. On a hit, the target suffers the attack's normal effects and your weapon is wreathed with crackling lightning. If the target hits you with an attack or you hit the target with an attack using the weapon before the start of your next turn, the target immediately takes 1d6 lightning damage as a bolt of lightning leaps from the weapon to strike it. The spell then ends.

This spell's damage increases when you reach higher levels. At 5th-level, the initial attack deals an extra 1d6 lightning damage on a hit and the lightning damage the target takes for hitting you or being hit by you increases to 2d6. Both damage rolls increase by 1d6 at 11th-level and 17th-level.

Classes: Artificer, Cleric (Nature, Tempest), Druid, Sorcerer, Wizard

STORM QUIVER

5th-level transmutation

Casting Time: 1 Action

Range: Self

Components: V, S

Duration: Concentration, up to 1 hour

You touch a quiver containing arrows or bolts. When you fire a ranged weapon using a piece of ammunition drawn from the quiver, it transforms into a bolt of lightning, forming a line 5 feet wide that extends out from you to a target within range of your weapon. Each creature in the line excluding you and the target must make a Dexterity saving throw, taking 4d6 lightning damage on a failed save, and half as much damage on a successful one. The lightning bolt turns back into an arrow or bolt when it reaches the target. Make a ranged weapon attack against the target. On a hit, the target takes damage from the attack plus 4d6 lightning damage.

The spell's magic ends on the piece of ammunition when it hits or misses, and the spell ends when five pieces of ammunition have been drawn from the quiver.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the number of pieces of ammunition you can affect with this spell increases by one for each slot level above 5th.

Classes: Artificer, Druid, Ranger, Sorcerer, Wizard

STRIKE OF LIVING FLAME

evocation cantrip

Casting Time: 1 Action

Range: Touch

Components: V, S

Duration: Instantaneous

Your hand glows with eldritch fire as you reach to touch a creature or object. Make a melee spell attack, on a hit the target bursts into flame suffering 1d10 fire damage and takes an additional 1d4 fire damage at the start of its next turn. The spell's initial damage increases by 1d10 when you reach 5th-level (2d10), 11th-level (3d10), and 17th-level (4d10). The additional damage the burning target suffers at the start of its next turn increases to 1d6 at 5th-level, to 1d8 at 11th-level, and to 1d10 at 17th-level.

Arcane Synergy. The halfling wizard Hannah 'Hot-Foot' Hawthorne has coined a different name for this spell: *Flaming Fists of Fury* has gained some notorious use among younger practitioners of the Arcane Way. If you cast this spell while under the effects of a hot fire shield or an investiture of flame spell, you also inflict that spell's passive damage on a successful melee spell attack.

Classes: Artificer, Sorcerer, Warlock, Wizard



STUNNING SPELL

evocation cantrip

Casting Time: 1 Action

Range: 90 feet

Components: V, S, M (an arcane spellcasting focus)

Duration: Instantaneous

You strike at a target within range with a stunning blast of focused thunder. Make a ranged spell attack against the target. On a hit, the target takes 1d8 thunder damage. If you score a critical hit on the attack roll the target must make a

Constitution saving throw or be Stunned until the end of your next turn.

This damage is non-lethal, a creature reduced to 0 hit points is unconscious, but automatically stabilizes and does not require death saves. The extreme focus of the thunderous energy of this spell means that it is usually no louder than the verbal component used to invoke it.

This spell's damage increases by 1d8 when you reach 5th-level (2d8), 11th-level (3d8), and 17th-level (4d8).

Arcane Synergy. Stunning Spell is the somewhat generic name for this cantrip, it is also known as *stun spell*, *thunder stun*, *staggering spell*, *stunner*, or *stupefying charm*.

Classes: Artificer (Artillerist), Sorcerer, Wizard

SULFUROUS CLOUD

5th-level conjuration

Casting Time: 1 Action

Range: 60 ft

Components: V, S, M (a handful of sulfur)

Duration: Concentration, up to 1 minute

You create a 20-foot-radius sphere of burning, sulfurous gas centered on a point within range. The cloud spreads around corners, and its area is heavily obscured. The cloud lingers in the air for the duration.

Each creature that is completely within the cloud at the start of its turn suffers 2d4 poison damage and must make a Constitution saving throw against poison. On a failed save, the creature spends its action that turn retching and reeling. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw.

A creature that enters the spell's area for the first time on a turn or ends its turn there suffers 2d4 fire damage and must make a Constitution saving throw or become blinded until the end of their next turn.

A moderate wind (at least 10 miles per hour) disperses the cloud after 4 rounds. A strong wind (at least 20 miles per hour) disperses it after 1 round.

At Higher Levels. If you cast this spell using a spell slot of 6th-level or higher, the poison and fire damage each increases by 1d4 per slot level above 5th.

Classes: Artificer (Alchemist), Sorcerer, Warlock, Wizard

SUMMON SLIME

3rd-level conjuration

Casting Time: 1 Action

Range: 90 ft

Components: V, S, M (a tiny sample of green slime)

Duration: 1 hour

You conjure a patch of acidic green slime that covers a 10-foot square within range.

A creature that comes into contact with the slime takes 1d10 acid damage. The creature takes the damage again at the start of each of its turns until the slime is scraped off or destroyed. Scraping the slime off requires an Action. Against wood or metal, green slime deals 2d10 acid damage each round, and any nonmagical wood or metal weapon or tool used to scrape off the slime is effectively destroyed.

Sunlight, any effect that cures disease, and any effect that deals cold, fire, or radiant damage destroys a 5-foot-square

patch of green slime. The slime evaporates when the duration expires.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher, you may summon an additional 10-foot square patch of slime per slot level above 3rd.

Classes: Artificer (Alchemist), Druid, Sorcerer, Wizard

TEMPEST SPEAR

1st-level evocation

Casting Time: 1 Bonus Action

Range: Self

Components: V, M (a melee weapon)

Duration: Concentration, up to 1 minute.

For the duration of the spell a melee weapon you wield gains the thrown property with a range of 20/60, if it already has the thrown property its range increases by 20 feet short range and 60 feet for long range. If you throw the weapon it returns to your hand after the attack is made.

Each time you hit a creature with a melee or thrown weapon attack during this spell's duration, you deal an additional 1d4 points of lightning or thunder damage (your choice).

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, the range of a thrown weapon attack increases by 10/30 for each slot level used higher than 1st. If cast using a 4th-level or higher spell slot the additional damage on a hit increases to 1d6, or to 1d8 if a 7th-level or higher spell slot is used.

Classes: Artificer, Druid, Ranger, Sorcerer, Wizard

THUNDER STONE

1st-level transmutation

Casting Time: 1 Action

Range: Self

Components: V, S

Duration: 10 minutes

You touch one to four sling bullets or stones and imbue them with magic. When a target is hit by one of these stones, the target and each creature within 5 feet of it must succeed on a Constitution saving throw or take 2d4 thunder damage and be deafened for 1 minute. On a successful save a target suffers half damage and is not deafened.

A deafened target must make a Constitution saving throw at the end of each of its turns, ending the deafened condition on a success.

The spell's magic ends on the piece of ammunition when it hits or misses. The thunderous crack of one of these stones striking its target is audible out to 150 feet.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the number of pieces of ammunition you can affect with this spell increases by two for each slot level above 1st.

Classes: Artificer, Druid, Ranger, Sorcerer, Wizard

VENOMOUS STRIKE

2nd-level Conjuration

Casting Time: 1 Bonus Action

Range: Self

Components: V

Duration: Concentration, up to 1 minute.

The next time you hit a creature with a weapon attack (ranged or melee) during this spell's duration, your weapon drips with venom, and the attack deals an extra 2d12 poison damage to the target. Additionally, the creature must succeed on a Constitution saving throw or become poisoned for the duration. A poisoned creature must make a Constitution saving throw at the end of each of its turns. If successful, the spell ends. On a failure, it suffers 1d12 poison damage and remains poisoned.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, it inflicts an additional 1d12 initial poison damage for each spell slot level used higher than 2nd, and an additional 1d12 continuing poison damage for every 2 slot levels above 2nd.

Arcane Synergy. When you cast Venomous Strike you can also choose to have the spell trigger the next time you hit a creature with a melee or ranged spell attack that inflicts poison damage, or a target fails a constitution saving throw versus your poison spray spell.

Classes: Artificer (Alchemist), Druid, Ranger, Sorcerer, Warlock, Wizard

VISCOUS SPLASH

1st-level conjuration

Casting Time: 1 Bonus Action

Range: Self

Components: V

Duration: Concentration, up to 1 minute.

You must know the *acid splash* cantrip to cast this spell.

The next time a creature fails a saving throw versus an acid splash cantrip during this spell's duration, you inflict an additional 1d6 acid damage and an expanding viscous blob of acidic goo restrains the target. If you target two creatures with an acid splash, both can be affected by viscous splash if both fail the saving throw to avoid the cantrip.

A creature restrained by this spell or one that can touch a restrained creature can use its Action to make a Strength check against your spell save DC. On a success, the target is freed. If another creature fails a Strength check to free the trapped creature, it must make a Dexterity saving throw. On a failure, it is also restrained by the spell, mired in the goo with the original target. A target that ends its turn restrained by this spell suffers 1d6 acid damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, the initial acid damage increases by 1d6 per slot level above 1st.

Classes: Artificer, Sorcerer, Wizard

WALL OF THUNDER

4th-level Evocation

Casting Time: 1 Action

Range: 120 ft

Components: V, S

Duration: Concentration, up to 1 minute.

You create a wall of rumbling thunder at a point you choose within range. It can be free floating, or it can rest on a solid surface. You can make the wall up to 60 feet long, 20 feet high, and 5 feet thick, or a ringed wall up to 20 feet in diameter, 20 feet high, and 5 feet thick. The wall is lightly

obscured and lasts for the duration, the wall's space is difficult terrain.

Each creature within the wall's area when it appears, entering the area, or starting its turn there must make a Strength saving throw. On a failed save, a creature takes 3d10 thunder damage and is pushed 10 feet away from the wall and knocked prone. On a successful save the creature suffers half damage and is not pushed or knocked prone. You choose a direction when you create the wall, a creature pushed by the wall is pushed that direction. Flying creatures have disadvantage on their Strength save when they enter the wall.

The roiling thunder within the wall keeps fog, smoke, and other gases at bay. Arrows, bolts, and other ordinary projectiles launched at targets behind the wall are deflected or destroyed and automatically miss. (Boulders hurled by giants or siege engines, and similar projectiles, suffer disadvantage on the attack roll.) Creatures in gaseous form can't pass through it. Normal flame within the wall is extinguished. Purely magical attacks pass through the wall unaffected.

At Higher Levels. When you cast this spell using a spell slot of 5th-level or higher, the damage increases by 1d10 for each slot level above 4th.

Classes: Artificer (Artillerist), Druid, Sorcerer, Wizard

WARP METAL

2nd-level transmutation

Casting Time: 1 Action

Range: 60 ft

Components: V, S, M (a loadstone)

Duration: Concentration, up to 1 minute

Choose a manufactured metal object, such as a metal weapon or a suit of medium or heavy metal armor, or a construct made of metal that you can see within range. You warp the metal of the object.

- A metal weapon has disadvantage on attack rolls for the duration.
- A creature wearing medium or heavy armor made of metal suffers 2d8 bludgeoning damage when you cast the spell and at the start of each of your turns and has disadvantage on any ability check, saving throw, or attack roll that involves Strength or Dexterity, and can't cast spells that require somatic components.
- A metal construct suffers 2d8 bludgeoning damage when you cast the spell and at the start of each of your turns and has disadvantage on any ability check, saving throw, or attack roll that involves Strength or Dexterity, and can't cast spells that require somatic components.
- If you cast this spell on a metal tool or a metal machine it ceases to function for the duration.

The affected object returns to normal when the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, the damage increases by 1d8 for each slot level above 2nd.

Arcane Synergy. This spell is one of what has been termed Metal Magic spells, developed by the Orders of Eldritch Knights within the Arcanum. This spell may be selected as a spell known by an eldritch knight of any

order, regardless of the normal restrictions on selecting spells based upon a school of magic.

Classes: Artificer, Druid, Wizard

WIND CLOAK

2nd-level transmutation

Casting Time: 1 Bonus Action

Range: Self

Components: V, M (a cloak or similar garment)

Duration: 10 minutes

You enchant a cloak, long coat, robe, or similar garment with elemental air. While you wear the garment your rate of descent while falling slows to 60 feet per round until the spell ends, and you can choose to move horizontally up to half this distance in any direction as you fall. If you land before the spell ends, you take no falling damage and can land on your feet.

When you cast the spell, and as a bonus action on your turn you can begin concentration on the spell causing winds to bear you aloft, granting you a fly speed of 20 feet for as long as you maintain concentration.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, the duration increases to 1 hour at 3rd or 4th-level, 8 hours at 5th or 6th-level, and 24 hours at 7th or 8th-level, and 10 days if a 9th-level spell slot is used.

Arcane Synergy. One notable practitioner is famous for casting this spell instead upon an umbrella to avoid having her skirts disarranged.

Classes: Artificer, Druid, Sorcerer, Wizard

WOOD SHAPE

2nd-level transmutation

Casting Time: 1 Action

Range: Touch

Components: V, S

Duration: Instantaneous

You touch a wooden object of Medium size or smaller or a section of wood no more than 5 feet in any dimension and form it into any shape that suits your purpose. So, for example, you could shape a tree branch into a bow, club, idol, or box, or make a small passage through a wooden wall, so long as the wall is less than 5 feet thick. You could also shape a wood door or its frame to seal the door shut. The object you create can have up to two hinges and a latch, but finer mechanical detail isn't possible. If you have an appropriate artisan skill, a detailed sculpture or structure can be created using this spell.

This spell can be cast upon a living tree without harm, so long as the final form is sustainable.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, the size of the wooden object that can be shaped increases by 5 feet for each slot level above 2nd, to Large (10 feet) at 3rd, Huge (15 feet) at 4th, and gargantuan (20 feet +) at 5th-level or higher. When cast using a spell slot of 4th-level or higher you can cause one wooden object of medium size or smaller to become as hard as steel.

Classes: Artificer, Bard, Cleric (Nature) Druid, Wizard





APPENDIX I: CONSTRUCTS

The new constructs that can be created using the animate construct spell are included in this section. Additional constructs and rules for their creation can be found in the [Arcane Mysteries](#) sourcebook.

CONSTRUCTS

Constructs can be created through the use of the Animate Construct spell or using the magic item crafting rules. A list of constructs, and their purchase price costs appear at the end of this chapter. As described in the previous chapter, the creation cost is usually half the listed price unless a feat or class feature changes this.

Certain types of corporeal undead can also be constructed using the magic item crafting rules. Such creatures are similar to constructs, but animated through necromantic magic. Many such undead are unaligned instead of the normal alignment for a creature of that type.

Constructs and undead created using the crafting rules can be commanded by their creator up to 500 feet away.

Animated Constructs

The following are examples of constructs that can be animated through the use of the Animate Construct spells.

SCOUT CONSTRUCT

A scout construct is a tiny construct built around a ranged weapon, often an autoloading crossbow or similar mechanical marvel. Built with various mechanisms enabling flight it possesses spindly folding mechanical legs for ground locomotion. It is built for scouting and skirmishing duties. Some versions of this construct resemble a mechanical bird, this version makes one attack with its beak (piercing) or one with its talons (slashing) using the statistics below, instead of a ranged weapon.



BLADE CONSTRUCT

Small Construct, unaligned

Armor Class 15 (Natural)
Hit Points 15 (3d6 + 3)
Speed 40 ft., Climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	13 (+1)	6 (-2)	10 (+0)	5 (-3)

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned
Saving Throws DEX +4
Skills Athletics +3, Perception +2
Senses Darkvision 60 ft., Passive Perception 12

SCOUT CONSTRUCT

Tiny Construct, unaligned

Armor Class 16 (Natural)
Hit Points 10 (4d4)
Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	10 (+0)	8 (-1)	14 (+2)	5 (-3)

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned
Saving Throws DEX +5
Skills Perception +4
Senses Darkvision 120 ft., Blindsight 60 ft.; Passive Perception 14
Languages Understands one language known by its creator but can't speak
Challenge ¼ (50 xp)

Antimagic Susceptibility. The construct is incapacitated while in the area of an anti-magic field. If targeted by dispel magic, it must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

ACTIONS

Beak or Talons. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. Hit 5 (1d4 + 3) piercing or slashing damage.

Autoloading Crossbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. Hit 6 (1d6 + 3) piercing damage..

BLADE CONSTRUCT

A blade construct is a fast and flexible construct designed for combat and bodyguard uses. The usual configuration resembles a small humanoid of slightly feline appearance with light piercing or slashing blades that can extend from each limb. These blades also allow the construct a modest ability at climbing. Some versions of this construct resemble a mechanical cat, this version makes one attack with its bite (piercing) and one with its claws (slashing) using the statistics below.

Languages Understands one language known by its creator but can't speak
Challenge ¼ (50 xp)

Antimagic Susceptibility. The construct is incapacitated while in the area of an anti-magic field. If targeted by dispel magic, it must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

ACTIONS

Multiattack. The blade construct makes two Blade attacks, one with each forearm blade.

Blade. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. Hit 5 (1d6 + 2) slashing or piercing damage.

BRUTE CONSTRUCT

The brute construct is not designed for combat, but to act as a mobile pack mule and laborer. The brute can carry up to 510 pounds of equipment and loot in its internal storage and can push, drag, or lift 1,020 pounds. The construct's heavy frame makes it an excellent combatant when equipped for it, the most common weapons being ones that can double as tools such as an axe, pick, or maul. Weapons for a Brute construct are not included in the construction cost.

BRUTE CONSTRUCT

Medium Construct, unaligned

Armor Class 14 (or 16 with War Pick and Shield)

Hit Points 21 (3d8 + 6)

Speed 30 ft..

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Saving Throws CON +4

Skills Athletics +5

Senses Darkvision 60 ft., Passive Perception 9

Languages Understands one language known by its creator but can't speak

Challenge ¼ (50 xp)

Antimagic Susceptibility. The construct is incapacitated while in the area of an anti-magic field. If targeted by dispel magic, it must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Powerful Frame. The construct counts as one size larger when determining its carrying capacity and the weight it can push, drag, or lift.

Sturdy Build. If damage reduces the brute construct to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is force or lightning or from a critical hit. On a success, the brute construct drops to 1 hit point instead.

ACTIONS

Slam. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. Hit 6 (1d6 + 3) bludgeoning damage.

Maul. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. Hit 10 (2d6 + 3) bludgeoning damage.

War Pick and Shield. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. Hit 7 (1d8 + 3) piercing damage

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TRANSPORT CONSTRUCT

A quadrupedal or wheeled construct designed for transportation. The mental capabilities of this construct are even more limited than usual, it can perform Actions that a well-trained mount could perform. In the usual configurations this construct can tirelessly carry one or two medium passengers comfortably along with a substantial amount of luggage. The construct can carry up to 1,080 pounds of passengers and equipment and can push, drag, or lift 2,160 pounds. If used to pull a wagon or similar vehicle a single Transport Construct can pull up to 5,400 pounds. This construct usually resembles a mechanical horse or oxen. Wheeled versions also exist: a wheeled transport adds 10 feet to its speed but takes 3 feet of movement for every foot of difficult terrain it moves through and cannot effectively climb.

TRANSPORT CONSTRUCT

Large Construct, unaligned

Armor Class 14

Hit Points 24 (3d10 + 6)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	14 (+2)	3 (-4)	8 (-1)	5 (-3)

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Saving Throws STR +6

Skills Athletics +6

Senses Darkvision 60 ft., Passive Perception 9

Languages None

Challenge 1/2 (100 xp)

Antimagic Susceptibility. The construct is incapacitated while in the area of an anti-magic field. If targeted by dispel magic, it must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Powerful Frame. The construct counts as one size larger when determining its carrying capacity and the weight it can push, drag, or lift.

ACTIONS

Slam. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. Hit 9 (2d6 + 4) bludgeoning damage.

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