

# THE WANDSLINGER'S GUIDE FOR EBERRON

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# THE WANDSLINGERS OF KHORVAIRE

“Wandslinger” is a broad term used throughout Khorvaire. It represents any arcane spellcaster who chooses to use a wand as their primary arcane focus. A wandslinger could be a Korrenberg city guard standing at the ready with a fire bolt and shield, or it could be an accomplished artificer studying the secrets of these oft-used magical implements.

In **The Wayfinder’s Guide to Eberron**, Keith Baker states that you can make any arcane spellcasting player character into a wandslinger by simply narrating their style to incorporate wand use. The Magic Initiate feat, narrated to use wands and drawing from the Wizard spell list, can turn even a half-orc Fighter into a wandslinger. However, we thought that this bit of Eberron lore was unique enough to warrant equally unique character options.

This booklet contains feats for the aspiring wandslinger and Fighter and Rogue subclasses that focus on the wandslinging combat style. We have also included a sample wandslinger NPC stat block. These are just our takes on how to make a wand-toting hero in the world of Eberron. We hope they inspire you to explore this amazing world further.





# CLASSES

## FIGHTER - WAND WARRIOR

You have trained in the martial application of wands, learning to incorporate wand magic into your combat style. This training grants you profound mastery over a few devastating effects, precision and potency with your spells and wands, and the ability to wield and even recharge wands.

### WAND FOCUS

Starting when you choose this archetype at 3rd level, you gain proficiency with wands, allowing you to add your proficiency bonus to spell attacks made with wands. This also allows you to use either your own spell save DC or the wand's spell save DC (whichever is higher) when using a wand.

### WAND CASTER

Beginning at 3rd level, you may cast any spell you know while holding a wand, without requiring a material component, by

expending the appropriate number of Spell points. You know 2 cantrips and 1 1st-level spell upon gaining this feature, which are chosen from the wizard spell list. Material components consumed by the spell are still required when using this feature.

Your spellcasting ability modifier for these spells is Intelligence.

**Your spell save DC** = 8 + your Intelligence modifier + your proficiency bonus

**Your spell attack modifier** = your Intelligence modifier + your proficiency bonus

Cantrips do not cost spell points to cast. 1st-level spells cost 2 spell points to cast. You may cast your 1st-level spells as if they used a higher-level spell slot by using spell points, according to the table below.

Spell Slot Level	Spell Point Cost
1st	2
2nd	3
3rd	5
4th	6
5th	7

You have a number of spell points equal to your Fighter level + Intelligence modifier. You regain spent spell points when you finish a long rest.

You learn another cantrip and 1st-level spell at 7th and 15th level.

### WAND ADEPT

At 7th level you learn to perform powerful trick shots to disable or damage your opponents using your wand.

**Trick Shots.** You learn one trick shot of your choice, which are detailed under "Trick

Shots” below. Many maneuvers enhance an attack in some way. Each use of a trick shot must be declared before the attack roll is made. You can use only one trick shot per attack.

You learn an additional trick shot of your choice at 10th, 15th, and 18th level. Each time you learn a new trick shot, you can also replace one trick shot you know with a different one.

**Grit.** You gain a number of grit points equal to your Intelligence modifier (minimum of 1). You regain 1 expended grit point each time you roll a 20 on the d20 roll for an attack with a wand or deal a killing blow with a wand to a creature of significant threat (DM’s discretion). You regain all expended grit points after a short or long rest.

**Saving Throws.** Some of your trick shots require your targets to make a saving throw to resist the trick shot’s effects. The saving throw DC is calculated as follows:

**Trick Shot save DC = 8 + your proficiency bonus + your Intelligence modifier**

## TRICK SHOTS

These trick shots are presented in alphabetical order.

### **Bullying Shot**

You can use the powerful magic of your wand to shake the resolve of a creature. You can expend one grit point while making a Charisma (Intimidation) check to gain advantage on the roll.

### **Dazing Shot**

When you make a wand attack against a creature, you can expend one grit point to attempt to dizzy your opponent. On a hit, the creature suffers normal damage and must

make a Constitution saving throw or suffer disadvantage on attacks until the end of their next turn.

### **Deadeye Shot**

When you make a wand attack against a creature, you can expend one grit point to gain advantage on the attack roll.

### **Disarming Shot**

When you make a wand attack against a creature, you can expend one grit point to attempt to shoot an object from their hands. On a hit, the creature suffers normal damage and must succeed on a Strength saving throw or drop 1 held object of your choice and have that object be pushed 10 feet away from you.

### **Forceful Shot**

When you make a wand attack against a creature, you can expend one grit point to attempt to trip them up and force them back. On a hit, the creature suffers normal damage and must succeed on a Strength saving throw or be pushed 15 feet away from you.

