

THE WANDSLINGER'S GUIDE



FOR EBERRON



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:

$$\text{Trick Shot save DC} = 8 + \text{your proficiency bonus} + \text{your Intelligence modifier}$$

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.



WINGING SHOT

When you make a wand attack against a creature, you can expend one grit point to attempt to topple a moving target. On a hit, the creature suffers normal damage and must make a Strength saving throw or be knocked prone.

RAPID RECHARGE

Upon reaching 10th level, you learn how to channel your own innate magic into your wands. You can spend three spell points or a grit point to add one charge to a wand you are holding as a bonus action.

WAND SWAP

Starting at 15th level, you can stow a wand you are holding and draw a different wand as a bonus action.

VICIOUS CASTER

At 18th level, your wand attacks score a critical hit on a roll of 19-20, and you regain a grit point on a roll of 19 or 20 on a d20 spell attack roll.

DUAL WAND

WIELDER

Upon reaching 18th level, whenever you are holding two wands, you can use a bonus action to expend 1 charge from the wand in your offhand, triggering the effects the wand. You may not expend multiple charges from the offhand wand.

ROGUE - WAND DUELIST

You have honed your ability with wands to an artform. You use surprise, speed, and unpredictability to keep your opponents at bay. Wand duelists can be found throughout Khorvaire: in the alleyways of Sharn enforcing dark deals, deep in a forgotten ruin working for gold and glory, or sitting next to a noble, ready to defend - or assassinate - them.

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 Rogue 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 CUNNING

When you choose this archetype at 3rd level, you gain proficiency in the Arcana skill. Your proficiency bonus is doubled for any ability checks made regarding wands.

QUICKDRAW WAND

Starting at 3rd level, you are deadly quick with a wand. When you draw or stow a weapon on your turn, you can draw or stow a wand as well. Additionally, you have advantage on Dexterity (Sleight of Hand) checks made to conceal a wand on your person.

AT THE READY

Starting at 9th level, when you roll initiative and do not have a wand drawn, you have advantage on the initiative roll.

ARCANE ASSASSINATION

Starting at 13th level, you can use a wand to deliver devastating attacks to unwitting targets. When you hit a creature that is surprised with a spell attack from a wand, including a spell known from the Wand

Caster feature, you deal extra damage equal to your Sneak Attack class feature.

WAND WEAVING

Starting at 17th level, you have mastered using wand in conjunction with other weapons. Whenever you use the Attack action, you may use a wand or cast a spell known from the Wand Caster feature as a bonus action.



WIZARD – SCHOOL OF WANDCRAFT

The School of Wandcraft was founded by the mages of Arcanix, a floating city dedicated to arcane pursuits in the nation of Aundair. Practitioners of this tradition focus on the bonds between wands and spellcasters and have learned how to gift some of their own power to others through wands. Some scholars believe that without wandwrights, as these wizards are often called, the Khorvarian tradition of wandslinging would have never come about.

WANDCRAFT SAVANT

Beginning when you select this school at 2nd level, the gold you must spend to create a wand is halved. Additionally, you can identify any wand as if you had cast the *identify* spell by examining the wand for 10 minutes. You must hold the wand while examining it.

IMBUE WAND

Starting at 2nd level, you can temporarily imbue wands with spells you know. During a short or long rest, select one wand arcane focus (see chapter 5 in the *Player's Handbook* for more information on arcane foci) to enchant. You cast a spell of 1st through 3rd-level you know while touching the wand. You do not need to have prepared the spell you store in the wand if you use your spellbook and add 10 minutes to the casting time, as if it were

a ritual. The spell slot expended to cast the spell determines the strength of the spell. For example, if you store *magic missile* in a wand using a 3rd-level spell slot, it counts as a 3rd-level spell. After you cast the spell, you must speak a single word, which functions as the wand's command word. Only one spell can be stored in a wand, regardless of its level.

For the next 24 hours, any creature who speaks the command word while holding the wand can cast the spell stored in it. The spell uses your spell save DC, spell attack bonus, and spellcasting ability, but is otherwise treated as if the wielder cast the spell. Once the stored spell is cast, the wand ceases to be magical and functions only as an arcane focus. The wand can be reused for this feature.

Once you create a wand using this feature, you cannot create another until you finish a long rest.



EFFICIENT WANDS

Starting at 6th level, when you expend a charge from a wand, you may use a reaction to make a DC 15 Intelligence (Arcana) check. On a success, you do not expend a charge. For items that can use multiple charges for additional effect, such as a *wand of magic missiles*, you expend one fewer charges.

You can use this feature a number of times equal to your Intelligence modifier (a minimum of once). You regain all expended uses when you finish a long rest.

IMPROVED WANDCRAFT

Beginning at 10th level, when you create a wand using the Imbue Wand class feature, you can store 1st through 5th-level spells. Additionally, you can create two wands whenever you use the Imbue Wand class feature.

FOCUSED ATTUNEMENT

Starting at 14th level, you can form a magical bond with a wand, increasing its potency. During a short rest, choose one magical wand in your possession. If the magic item requires you to make a spell attack, you have advantage on the attack roll. If the magic item requires creatures to make a saving throw versus the wand's effects, they have disadvantage on the saving throw.

Additionally, if this wand would normally require attunement, it does not count against your total number of attuned items. You may use the same short rest to attune to a new item while also using this feature.

FEATS

The following feats are suitable for wandslingers.

ARCANE PARRY

You've learned how to use a wand's arcane energy defensively. If you are holding a wand that allows you to deal damage at range, you may use your reaction to intercept any ranged attack targeting a single creature or object within 30 feet of you. To do so, you must expend a charge from the wand and make a spell attack roll. The DC is equal to the attacker's attack roll result, or spell save DC. If you succeed, the ranged attack is knocked off course, missing its intended target, and discharges harmlessly.

WANDSLINGING INITIATE

You are trained in the wand combat style of Aundair. You gain the following benefits:

- You can attune to any wand regardless of its class prerequisites.
- You have advantage on any ability check made to identify, create, or use a wand.
- You learn two cantrips and one 1st-level spell from the Wizard spell list. These spells must deal damage. You can cast each of these spells twice a day using a wand as a material component.

WAND FIGHTER

Prerequisite: Intelligence or Charisma 13 or higher

You've learned how to channel a wand's arcane energy into an effective melee attack. You gain the following benefits:

- Increase your Intelligence or Charisma score by 1, to a maximum of 20.
- Using the Attack action, you can make a melee spell attack with a wand. You are proficient in this attack and add either

your Intelligence or Charisma modifier to attack and damage rolls. The attack deals 1d4 force damage and has a reach of 5 ft.

CHANTAL'S WAND EMPORIUM

Chantal Thiel is an Aundairian wandwright who trained in the famed floating towers of Arcanix. After serving in the Last War, she took her talents south to Sharn, where she began crafting and selling wands. Chantal's Wand Emporium is located in Middle Menthis in a crowded apartment turned storefront. Although Chantal has been quite successful, she clings to her beginnings as a humble wandwright. She employs a dozen artificers, apprentice wizards, and artisans and is known to carry several rare wands.

It is rumored that the aging, no-nonsense human woman is a masterful wandlinger and was feared on the battlefield. None have tested their luck crossing wands with Chantal in Sharn's dark alleyways.

The wands and wand enhancements presented here are just a few samples from Chantal's inventory. These might be found in her store, in a forgotten goblin ruin, or secured in a dragonmarked house's vault.

WAND ENCHANTMENTS

A wandlinger's wand is not merely a tool, it is an extension of themselves. Weaponmasters go to great lengths to care for and personalize their arms; to a wandlinger a simple length of wood is a prized weapon. Expert wandwrights have created ritual-like processes that imbue wands with permanent magical effects.

The enchantments in this section are presented similarly to magic items in the

Dungeon Master's Guide. Each is given a rarity rating from common to legendary to help you determine a market price for the enchantment. Each enchantment ritual takes 1 hour to complete and requires the wand to be present throughout the process.

A Dungeon Master might reward the schema for these enchantments as treasure or work with players to create new enchantments.

ENCHANTMENT OF COUNTER RESISTANCE

Permanent enchantment, very rare

Any spell cast from this wand counts as one level higher when determining the DC for *counterspell* and *dispel magic*. This enchantment can only be placed on a wand that contains a spell, such as a *wand of fireballs*; wands used as arcane foci cannot benefit from this enchantment.

ENCHANTMENT OF DISGUISE

Permanent enchantment, uncommon

When you enchant a wand using this enchantment, select an object no longer than 8 inches that can fit in one hand, such as a quill or pipe. You can use an action to make the wand appear as this object. The illusion lasts until you dismiss it with an action or use the wand.

This enchantment can be placed on a single wand multiple times. Choose a new object for each enchantment.

If someone attempts to touch the wand, they will be able to pass through the illusion. Otherwise, to discern that the wand is disguised, a creature can use its action to make a DC 12 Investigation check.

ENCHANTMENT OF RETURNING

Permanent enchantment, rare

You can use a bonus action to cause this wand to teleport into your hand from up to 30 feet away.

WANDS

MAGIC ITEM AND ARCANE FOCUS

The details on if a magic item, such as a *wand of magic missiles*, can be used as an arcane focus are unclear. This guide assumes that any magic item with the *wand* type can be used as an arcane focus. For example, you can use a *Karnathi Captain's Wand* as an arcane focus when casting *flaming sphere*.

ADEPT'S WAND

These wands are thought to originate from Thrane, but many religious groups dispute the claim. These simple wands are often given to devout missionaries who have not shown magical ability, allowing them to demonstrate a limited amount of their faith's power.

ADEPT'S WAND

Wand, uncommon

This simple wand is made from sturdy oak and adorned with religious symbols and charms.

This wand has 5 charges. While holding it, you can use an action to expend 1 of its charges to cast the *thaumaturgy* cantrip from it. If you expend 2 charges and touch a creature with the wand, you heal them for 1d6 + 1 hit points.

The wand regains 1d4 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

CREATING SPELL WANDS

Many of the wands presented in Chapter 7 of the *Dungeon Master's Guide* contain one spell and the charges needed to cast it, such as a *wand of magic missiles* or *wand of lightning bolts*. The world of Eberron is suffused with magic; it is reasonable to assume that wandwrights have created all sorts of spell wands. Follow these guidelines when creating a spell wand:

Spell Level. Determine the maximum spell level based on the wand's rarity. 1-2 (uncommon); 3-4 (rare); 5-6 (very rare); 7 (legendary)

Spell Save DC. If the spell forces a saving throw, determine the spell save DC based on the wand's rarity. 13 (uncommon); 15 (rare and very rare); 17 (legendary).

Spell Attack Bonus. If the spell requires a spell attack roll, determine the spell attack bonus based on the wand's rarity. +5 (uncommon); +7 (rare and very rare); +9 (legendary).

Charges. All spell wands contain 7 charges. You expend 1 charge as an action to cast the spell at its minimum level. Spell wands regain 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

Spells at Higher Level. If the spell has additional effects at higher level, such as *Melf's acid arrow*, you can increase the spell slot level by 1 for each additional charge you expend.

FIEND HUNTER'S WAND

These wands originated from the Ghaashk'kala clans in the Demon Wastes. The ritual used to create these powerful wands is a closely guarded secret, but some scholars believe it requires a powerful fiend's blood.

FIEND HUNTER'S WAND

Wand, rare (requires attunement)

This charred ashen wand courses with warm energy.

This wand has 5 charges. While holding it, you can expend 1 charge when you cast a spell to ignore any fiends affected by the spell's damage resistance or immunity. Additionally, the wand glows, spreading dim light in a 5-foot radius, when a fiend is within 60 feet.

The wand regains 1d4 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

FOCUS WANDS

The School of Wandcraft's crowning achievement are *focus wands*. These crystalline wands are notoriously difficult to create, requiring not only an exceptionally large gemstone and master jeweler's hand, but the constant attention of an accomplished mage. After carving a wand from a single gemstone, a wandwright must focus the arcane energy attuned to the appropriate school of magic into the wand for six hours a day. After weeks of work, the wandwright produces a truly deadly implement.



FOCUS WANDS

Wand, rare (requires attunement by a spellcaster)

This crystal wand feels supernaturally steady in your hand. It hums with power.

Each of these wands are attuned to a single school of magic, depending on the gem used to create the wand. The wand increases your spell save DC by 1 if used as a focus when casting a spell of the associated school.

- *Abjuration:* Diamond
- *Conjuration:* Sapphire
- *Divination:* Lapis lazuli
- *Enchantment:* Rose quartz
- *Evocation:* Ruby
- *Illusion:* Alexandrite
- *Necromancy:* Onyx
- *Transmutation:* Aquamarine

KARRNATHI CAPTAIN'S WAND

Seekers of the Blood of Vol created these wands during the Last War and issued them to high-ranking field commanders. They are crafted from the bones of Karrnathi heroes and inscribed with their deeds, both in life and undeath.

KARRNATHI CAPTAIN'S WAND

Wand, very rare (requires attunement)

This bleached bone wand is carved with a thousand tiny inscriptions. It feels deathly cold to the touch, even on a hot summer day.

While holding this wand, you can use an action to touch a humanoid creature that has died within the last minute, animating the corpse under your control. The



humanoid creature uses the same stats it had in life, but its type changes to undead and it cannot cast spells of any kind. The creature is charmed by you and follows your verbal commands, but it can only take the Attack, Dash, and Dodge actions. At the beginning of your turn for the next minute, you must make a DC 10 Charisma check to retain control of the creature. If you fail, the creature is no longer charmed by you and attacks the nearest living creature. After one minute, the effect ends and the creature dies.

Once you have used the wand, it cannot be used again until the next dawn.

WAND OF THIEVERY

The Boromar Clan, Sharn's most influential criminal syndicate, funded research into the first *wand of thievery*. Rumors say scholars from Morgrave University took the Boromar's money, but none have been able to prove it, or lived to tell the tale if they have. Scholars and wandwrights cannot agree on where the wands go when they disappear. Some believe they are all mystically tied to a hidden Boromar vault while others say they are transported to another plane to remove evidence of any wrongdoing.

WAND OF THIEVERY

Wand, uncommon (requires attunement)
This slender glass wand is polished to perfection.

This wand has 5 charges. While holding it, you can use an action to expend 1 or more of its charges to magically teleport a small

object within 60 feet to you. For 1 charge, you can teleport an object weighing up to 5 pounds. For each additional charge you expend, you can teleport an object weighing up to 5 more pounds. If the object is being worn or carried by another creature, they make a DC 12 Strength saving throw. On a success, they are able to retain the object.

The wand regains 1d4 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand simply disappears.

WANDSLINGER'S BANE

An erudite Aundairian once challenged a street hardened Brelish wandlinger named Dreena to a duel. The terms were that each combatant could only bring one wand. As legend has it, Dreena was a Wayfinder recently back from an expedition to Xen'drik. She returned with this wand. The Aundairian's name has been lost to history.

WANDSLINGER'S BANE

Wand, rare (requires attunement)
This jade wand is adorned with a single onyx gemstone.

While holding this wand, you can use an action to disrupt a creature's connection to their wands. Choose one creature within 60 feet of you. They must make a DC 15 Charisma saving throw. On a failure, the target loses their attunement to any wand they are carrying.

Once you have used the wand, it cannot be used again until the next dawn.

SAMPLE NPC

AUNDARIAN WANDSLINGER

Medium humanoid, any

Armor Class 15 (chain shirt)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR 11 (+0) **DEX** 14 (+2) **CON** 14 (+2)

INT 16 (+3) **WIS** 13 (+1) **CHA** 12 (+1)

Saving Throws Int +5, Wis +3

Skills Acrobatics +4, Arcana +5

Senses passive Perception 11

Languages Any three languages

Challenge 2 (450 XP)

Wand Casting. The wandslinger's spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It can cast the following spells, requiring only a wand as a material component:

At will: fire bolt, ray of frost, shocking grasp
1/day each: magic missile, shield

ACTIONS

Wand Strike. *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) force damage.