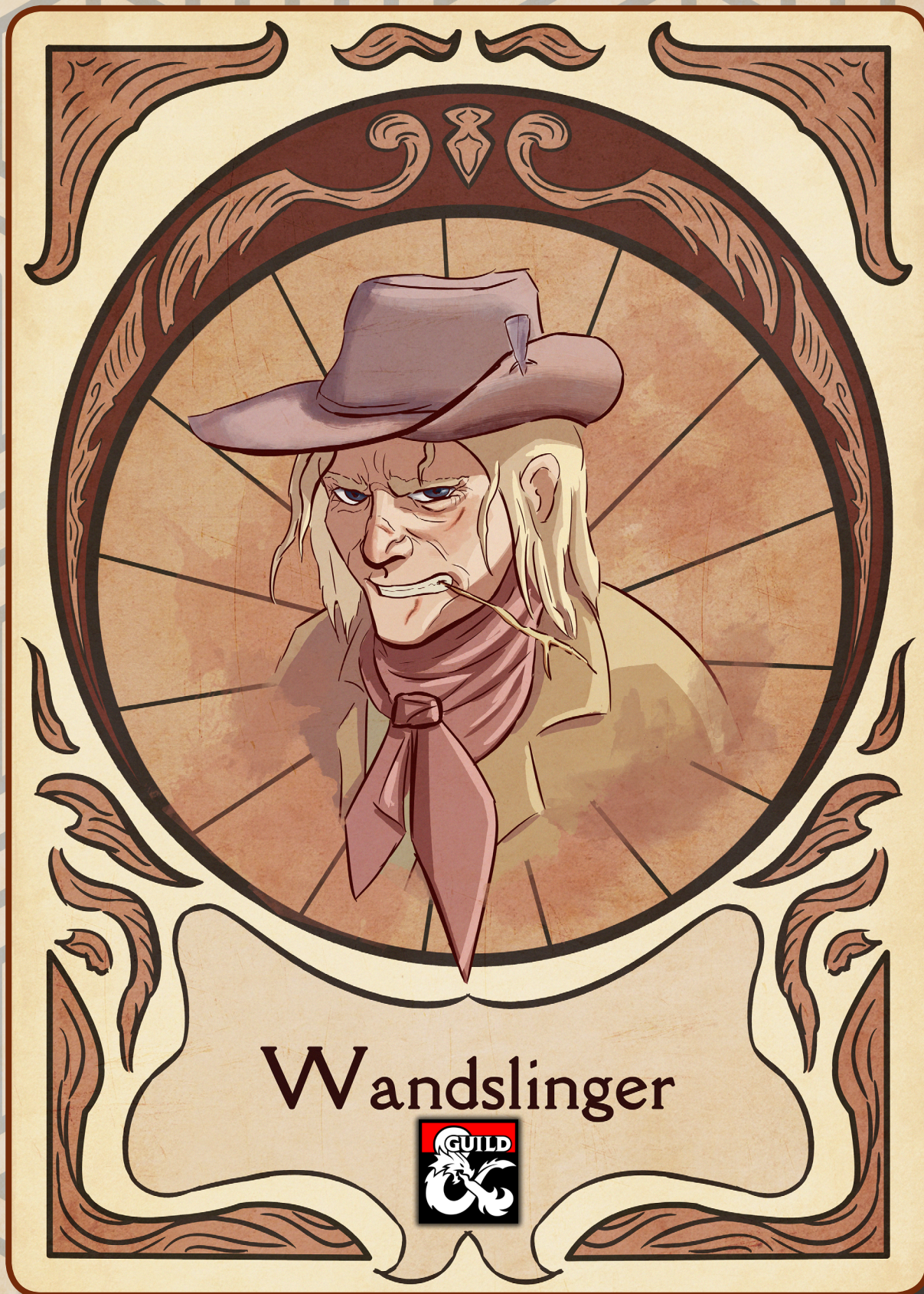


EBERRON SIDEKICKS: THE WANDSLINGER



Wandslinger

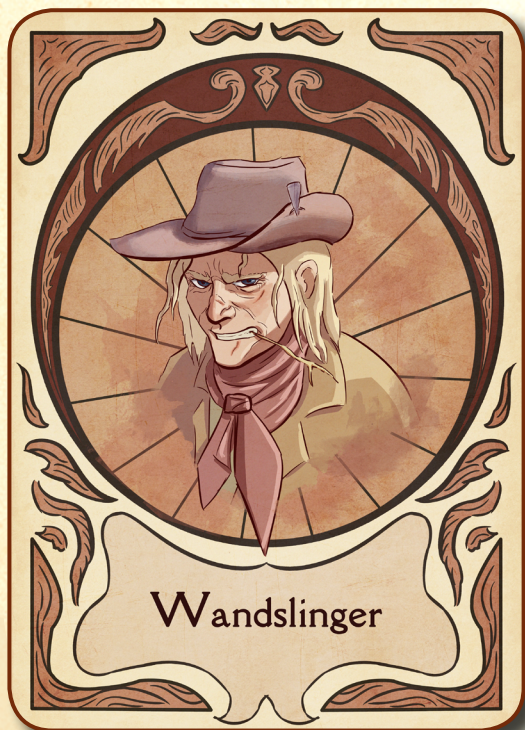


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CREDITS

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Wandslinger

ON THE COVER

Cameron "Calamity" Jones, a grizzled veteran of the Last War, is the example NPC for the wandslinger sidekick archetype. She has been brought to life in all her presence by Dana Braga. Try not to get on Calamity's bad side – she has not earned that name for nothing!

FOREWORD

Eberron is a world of swashbuckling adventure, full of high-stakes pulp jeopardy and noir intrigue. How can exploring this world become even more exciting? With a competent and compelling ally by your side, of course!

Sidekicks are an awesome addition to any D&D game, be it a solo adventure or traditional adventuring party: they can be used as traditional NPCs but also stick around and grow in power with the group, help to balance out encounters, provide story seeds and adventure hooks, help solve problems the player characters are not equipped for, or provide a partner in crime for small groups or solo adventurers.

To make sidekicks even more exciting, I created a whole dozen archetypes specifically rooted in Eberron. You'll soon be able to find them all, with leveling from 1 to 8 and an example NPC with original art by Dana Braga, in the upcoming **The Wayfinder Foundation's Register of Extraordinary Individuals** on DMs Guild. These twelve sidekicks will be organized into four categories, each comprising three archetypes: Eberron Professions, Eberron Factions, Eberron Locations, and Pulp Noir.

The wandslinger in this little teaser for the project is probably one of the most iconic character archetypes from the Eberron setting. When you need a competent warrior, but one who has a few magic tricks up their sleeve, look no further!

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WANDSLINGER

During the Last War, all adversaries desperately sought ways to gain an advantage over their foes. Common soldiers were trained in magic – creating a new breed of soldiery: the wandslingers.

WANDSLINGER

1st-level humanoid (any race)

Armor Class 15 (chain shirt)

Hit Points 12 (1d10 hit die)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	14 (+2)	14 (+2)	12 (+1)	10 (+0)

Saving Throws Dex +4, Con +4

Skills Arcana +4, Athletics +3, Medicine +3

Proficiencies light armor, medium armor, shields; simple weapons, martial weapons

Senses passive Perception 11

Languages Common, plus one of your choice

Wand. The wandslinger owns a wand which they require as a magic focus to cast their spells; the wand must be held in one hand for that purpose.

Wandslinger Specialization. A wandslinger chooses a specialization: Blaster, Controller or Spellsword. See the Wandslinger Specialization feature for details.

Spellcasting. The wandslinger can cast spells depending on their Wandslinger Specialization. See the Wandcaster feature for details.

ACTIONS

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. *Ranged Weapon Attack:* +4 to hit, range 20/60, one target. *Hit:* 4 (1d4 + 2) piercing damage.

As the Last War continued to rage, the rivaling factions grew increasingly desperate for any possible edge over their enemies. Aundair ushered in new arms programs to embed soldiers trained in the arcane arts into their regular troops. These elite warriors were equipped with wands to channel their abilities – the wandslingers were born.

While the investment of time and resources to train a mundane soldier to be able to use magic was significant, the results could not be argued with. A pitched battle between armies hacking away at each other with swords, spears and crossbows could easily be decided by one fireball spell exploding in the enemies' backline. A desperate, hasty retreat could be transformed into an organized line

of defense to break the enemy assault within minutes by a few soldiers trained in digging trenches using the *mold earth* spell – work that would take hours if performed by a platoon of ordinary soldiers.

Other nations soon emulated the training programs pioneered in Aundair, and those soldiers who carried a wand on their hip together with their sword became a common sight throughout Khorvaire. Wandslingers remained an elite force, however, and they are both admired and feared today.

After the Last War ended, many wandslingers found themselves out of pay.

Some became common bandits, others work as more legitimate mercenaries. In any case, you would do well not to get on the bad side of one.



"Like shootin' fish in a barrel."

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WANDSLINGER SIDEKICK FEATURES

Level	Proficiency Bonus	Hit Points	Features	Cantrips Known	Maximum Spell Level	Wand Points
1	+2	12 (1d10 hit die)	Wandcaster, Wandslinger Specialization	2	1	1
2	+2	20 (2d10 hit dice)	Wandslinger Gear	2	1	2
3	+2	28 (3d10 hit dice)	Cantrip Specialist	2	1	3
4	+2	36 (4d10 hit dice)	Improved Wandcasting, ASI: Dex +2 or Int +2	3	2	4
5	+3	44 (5d10 hit dice)	Dual Wielder	3	2	5
6	+3	52 (6d10 hit dice)	Potent Cantrips	3	2	6
7	+3	60 (7d10 hit dice)	Improved Wandslinger Gear	3	2	7
8	+3	68 (8d10 hit dice)	Improved Wandcasting, ASI: Dex +2 or Int +2	3	3	8

WANDCASTER

1st-level Wandslinger feature

The wandslinger's spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). The wandslinger's spell selection is dependent upon their Wandslinger Specialization, below. The wandslinger can cast any cantrips they know at will. The wandslinger has a number of Wand Points equal to their level available to them. When the wandslinger casts a spell of 1st level or higher, they have to expend one Wand Point per spell level. They regain all expended Wand Points upon completing a long rest. When a wandslinger gains a level, they can substitute one of their spells of 1st level or higher for another spell of the same level from their Wandslinger Specialization.

WANDSLINGER SPECIALIZATION

1st-level Wandslinger feature

Choose a specialization for the wandslinger: Blaster, Controller or Spellsword. Your choice determines which spells you learn. Select two cantrips and one 1st level spell from your specialization below:

Blaster. Blasters excel at blowing stuff up.

Cantrips (choose two): *fire bolt*, *prestidigitation*, *produce flame*, *ray of frost*

1st level (choose one): *burning hands*, *chromatic orb*, *ray of sickness*

Controller. Controllers can swing battles by manipulating the battlefield in ways others can exploit.

Cantrips (choose two): *control flames*, *frostbite*, *meld earth*, *ray of frost*

1st level (choose one): *faerie fire*, *guiding bolt*, *sleep*

Spellsword. While most wandslingers like to keep their distance, the spellsword brings the action to the enemy.

Cantrips (choose two): *blade ward*, *booming blade*, *green-flame blade*, *lightning lure*

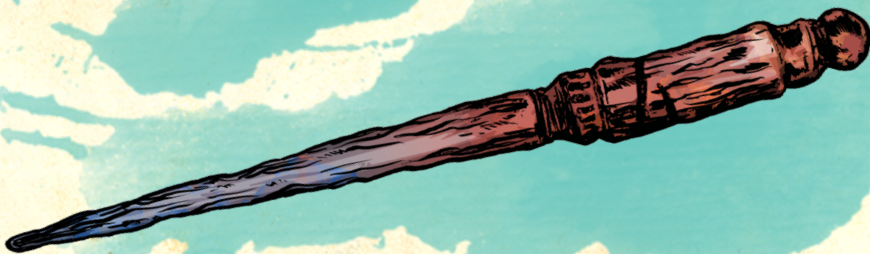
1st level (choose one): *armor of Agathys*, *shield*, *wrathful smite*

WANDSLINGER GEAR

2nd-level Wandslinger feature

The wandslinger gains one of the following magic items, which the wandslinger can use as a spellcasting focus:

Imbued Wood. Trees growing in zones suffused with planar energy make for wands that are especially effective at chan-



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neling a particular type of energy. Choose one type of damage (except bludgeoning, piercing or slashing). When the wandslinger casts a spell that deals damage of that type, they add +1 to the damage of a spell dealing damage of that type.

Wand of Pyrotechnics. This wand has 7 charges. While holding it, you can use an action to expend 1 of its charges and create a harmless burst of multicolored light at a point you can see up to 60 feet away. The burst of light is accompanied by a crackling noise that can be heard up to 300 feet away. The light is as bright as a torch flame but lasts only a second. The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand erupts in a harmless pyrotechnic display and is destroyed.

Name: *Cameron "Calamity" Jones* Pronouns: *she/her*
Profession: *Wandslinger* Race: *Human*
Nationality: *Cyre*
Age: *52*

Calamity went into wandslinging after being pressed into service for Cyre during the Last War. She is a highly decorated war hero, but none of that matters now that Cyre is no more. She made a name for herself as a mercenary in the wastes after the Day of Mourning – no matter how dirty a job, she'd get it done. And she rarely left anything behind in her wake – anything but... well, calamity.

Calamity is in her early fifties now, and there's nobody left alive who remembers her ever cracking a smile. She has a dry sense of humor, but you wouldn't believe that as she stares at you with pinched eyes below her signature rancher hat from across a dusty street.

Personality Traits. "I have a reputation to uphold – but contrary to it, there are things I won't do for money. My approach to a problem is massive overkill – I have no questions that need asking."

Bond. "I have a daughter who believes me dead – it better stay that way, but I take care of her through proxies so she can live a better life."

Flaw. "I cannot back down from a confrontation. In my line of work, reputation is everything, and I can't afford to look weak."



CANTRIP SPECIALIST

3rd-level Wandslinger feature

The wandslinger's dedicated training using cantrips in combat grants it the following benefits:

- when a hostile creature's movement provokes an opportunity attack from the wandslinger, the wandslinger can use their reaction to cast a cantrip targeting the creature, instead of making an opportunity attack
- the wandslinger may reroll one damage die from a cantrip they cast on their. If the wandslinger does so, they must use the new roll

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IMPROVED WANDCASTING

4th-level Wandslinger feature

The wandslinger learns one 2nd-level spell, depending on their Wandslinger Specialization.

Blaster (choose one): *scorching ray*, *shatter*, *Snilloc's snowball swarm*

Controller (choose one): *darkness*, *silence*, *spike growth*

Spellsword (choose one): *magic weapon*, *mirror image*, *misty step*

The wandslinger also learns another cantrip associated with their Wandslinger Specialization that they do not already know (see cantrip lists under the Wandslinger Specialization feature above).

DUAL WIELDER

5th-level Wandslinger feature

The wandslinger can now effectively dual wield a wand and a weapon. When the wandslinger uses their action to cast a spell they can make a weapon attack with a one-handed weapon that has the light property as a bonus action on the same turn.

POTENT CANTRIPS

6th-level Wandslinger feature

The wandslinger can add their Intelligence modifier to the damage they deal with any cantrip.



IMPROVED WANDSLINGER GEAR

7th-level Wandslinger feature

The wandslinger gains one of the following magic items, which the wandslinger can use as a spellcasting focus:

Wand of Magic Missiles. This wand has 7 charges. While holding it, the wandslinger can use an action to expend 1 or more of its charges to cast the magic missile spell from it. For 1 charge, the wandslinger casts the 1st-level version of the spell. The wandslinger can increase the spell slot level by one for each additional charge they expend. The wand regains 1d6 + 1 expended charges daily at dawn. If the wandslinger expends the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.



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Wand of Web. This wand has 7 charges. While holding it, the wandslinger can use an action to expend 1 of its charges to cast the web spell (save DC 15) from it. The wand regains 1d6 + 1 expended charges daily at dawn. If the wandslinger expends the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

Wand of Defense. This wand has 5 charges. While holding it, the wandslinger can use a reaction to expend 1 of its charges to cast the shield spell from it. The wand regains 1d4 + 1 expended charges daily at dawn. If the wandslinger expends the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

IMPROVED WANDCASTING

8th-level Wandslinger feature

The wandslinger learns one 3rd-level spell, depending on their Wandslinger Specialization.

Blaster (choose one): *fireball, lightning bolt, Melf's minute meteors*

Controller (choose one): *counterspell, erupting earth, wind wall*

Spellswor (choose one): *blink, elemental weapon, thunder step*



The wandslinger is part of *The Wayfinder Foundation's Register of Extraordinary Individuals*, a supplement of a whole dozen Eberron sidekick archetypes and NPCs, coming to DMs Guild soon! If you don't want to miss the release and are interested in more Eberron adventures, follow me on Twitter [@SvenWrites!](#)