

# CANNITH WAND ADEPT

A MARTIAL ARCHETYPE REINTERPRETATION OF A CLASSIC OF EBERRON



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# CANNITH WAND ADEPT

In a time of innovation, arcane tricks once limited to powerful Sorcerers and studied Wizards were tied to wands and rods, and made simple enough for anyone to use. Cooking, cleaning, and other household chores were made easy, but so were the darker arts of warfare and violence. Shots of flame and frost now arc over the battlefield from wands brandished by fighters with no arcane ability. These are the Cannith battle trained wandslingers; adept at combat, and skilled at slinging death from their magical weapons.

## MARTIAL ARCHETYPES

At 3rd level, a fighters gains the Martial Archetype feature. Here is the *Cannith Wand Adept*, a reinterpretation of a classic of Eberron, updated and presented as a new Martial Archetype option:

### PLAYTEST MATERIAL

The material here is presented for playtesting and to spark your imagination. These game mechanics are in draft form, usable in your campaign but not fully tempered by design iterations. They are not officially part of the game. This material should not be used in D&D Adventurers League events.

## WAND ADEPT FEATURES

Fighter Level	Feature
3rd	Cannith Crafter, Wand Wielder, Wand Focus
7th	Wand Whipping
10th	Crossing Streams
15th	Wand Crafting Adept
18th	Breaking the Wand

### CANNITH CRAFTER

Starting at 3rd level, your understanding of your weapon allows you not only to wield, but also craft basic wands. When you gain this feature, you gain four crafted cantrips wands from the **Wand Adept Crafting List**. Wands crafted with this feature only function for you, and do not require attunement. Wands crafted this way each start with 5 charges and regain all expended charges daily, at dawn. If you expend the last charge from one of these wands, roll a d20. On a 1, the wand crumbles into ash and is destroyed.

If one of your crafted wands is lost or destroyed, you can craft a new one at the end of a long rest by spending 2 hours modifying an a suitable arcane focus worth at least 20GP. The maximum number of crafted wands you can have is four. This number increases by one at 6th, 9th, and 12th, and 15th level.

### ABOUT CRAFTED WANDS

Wands crafted by the Cannith Wand Adept work almost identically to the wands and spells they are named for, except for a few notable exceptions:

- Crafted cantrip wands always produce a version of the spell as if a 1st level character cast it. There is no modification to their effects or damage at higher levels.
- Crafted wands have fewer charges than other wands. Cantrip wands are not unlimited in their use like the cantrips known by a wizard or other spellcaster.
- The appearance of crafted wands is highly personal to the maker, the runes and materials that allow the wands power to be channelled can be inscribed and crafted upon a wide range of materials- from jeweled ornamental daggers, simple yew rods.





## WAND WIELDER

Beginning at 3rd level, you have mastered the wand as your weapon of choice. When you take the Attack action on your turn, instead of making an attack, you may expend charges from a wand you are holding to cast its spell. When you gain the **Extra Attack** class feature, you may use this once for each attack that feature grants you, but may only cast a spell of 1st level or higher once per turn.

Through your study of the wand as a weapon, you may treat Wands as a Special, Light, Finesse weapon you are proficient with. Wands deal 1 Bludgeoning damage when used as a melee weapon. You may draw and sheathe a wand without spending an action.

When one of the spells cast from a wand you are wielding calls for an attack roll, you may treat it as a weapon attack roll instead of a spell attack roll for the purposes of feats and class features that rely on weapon attacks. Additionally, when you make an attack using a crafted wand that Targets only one creature and doesn't have a range of self you can add your Dexterity modifier to the damage roll for that attack.

## WAND FOCUS

When you reach 3rd level, you learn to channel the power of all wands through your own body, replacing any attack bonus, or saving throw DC provided by the wand with your own.

Constitution is your Spellcasting ability for any spell you cast with a wand, since your use of wands relies on your ability to withstand the immense energy flow. You use your Constitution whenever a spell cast with a wand refers to your spellcasting ability. In addition, you use your Constitution modifier when setting the Saving throw DC for a spell you cast with a wand and when making an Attack roll with a wand.

- Spell save DC = 8 + your proficiency bonus + your Constitution modifier
- Spell Attack modifier = your proficiency bonus + your Constitution modifier

## WAND WHIPPING

At 7th level, you learn to control a wand with small, quick movements. When casting a spell from a wand, you ignore the disadvantage usually imposed on ranged attack rolls made within 5 feet of a hostile creature who can see you and who isn't incapacitated.

When a hostile creature's movement provokes an opportunity attack from you, you can use your reaction to expend charges from a cantrip wand you are holding to cast a spell at the creature, rather than making an opportunity attack. The spell must have a casting time of 1 action and must target only that creature.

## CROSSING STREAMS

At 10th level, you have mastered the art of dual-wielding wands. After taking the attack action, if you are wielding a cantrip wand in your off-hand, you may use a bonus action to expend a charge from that wand to cast a spell.

## CANNITH CRAFTING ADEPT

Starting at 15th level, your knowledge of the creation of wands has deepened. Your **Cannith Crafter** feature now gives you the ability to craft a single wand of first level from the list at the end of this section. When you gain this feature, you gain one crafted 1st level wand from the Wand Adept Crafting List. You can never have more than one crafted first level wand at a time, and first level crafted wands count against the limit on your total number of crafted wands.

## BREAKING THE WAND

At 18th level, you begin to push the power of the wands to their breaking point. By expending both your action and bonus action, you may expend charges from crafted wands you are holding at the time you activate this ability to cast spells until both wands are out of charges.

This destroys the wands violently, causing an eruption of energy. Make a DC 15 Constitution saving throw or take force damage equal to 16 x the number of Charges expended.

Every other creature in a 10 ft radius must make a DC 17 Dexterity saving throw. On a failed save, a creature takes force damage equal to 4 x the number of Charges expended. On a successful save, a creature takes half as much damage.

Once you use this class feature, you can't use it again until you complete a Long Rest.





## WAND ADEPT CRAFTING LIST

You may craft wands based on the following spells using your class feature.

### Wand

#### Level    Spells

Cantrips    Acid Splash, Chill Touch, Fire Bolt, Frostbite, Gust, Infestation, Lightning Lure, Poison Spray, Ray of Frost, Shocking Grasp, Sword Burst, Thunderclap, Toll the Dead, Vicious Mockery

1st        Burning Hands, Cause Fear, Chaos Bolt, Charm Person, Chromatic Orb, Color Spray, Detect Magic, Dissonant Whispers, Faerie Fire, Earth Tremor, Entangle, Fog Cloud, Grease, Ice Knife, Inflict Wounds, Magic Missile, Ray of Sickness, Sleep, Tasha's Hideous Laughter

## CREDITS

- Designed by Kevin Warner & Max La Due
- Formatted with *The Homebrewery*
- Images used from *DMs Guild Creator Resource - Eberron Heroes & Villains Art Pack*, and *DMs Guild Creator Resource - Eberron Scenes and Symbols*
- Original Cannith Wand Adept prestige class published in *Sharn: City of Towers* for D&D 3.5
- House Cannith and its lore are from the Eberron world setting by Keith Baker