

WIZARDS OF EBERRON FIVE ARCANE TRADITIONS



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OVERVIEW

Eberron has always had a unique relationship with arcane magic. As the setting that introduced the artificer and the magewright, it looked at a world in which magic was treated seriously as a science. It stands to reason that the wizards of such a world would also push the boundaries of arcane research and develop unique magical traditions. This book deals with five such traditions, each of which is strongly tied to the world of Eberron.

While the **Elemental Binders** of Zilargo are best known for their creation of elementally-powered vehicles, they can also focus the strength of the elements to enhance their spellcasting and even their own bodies.

The **Dust Savants** search out arcane secrets hoarded by the servants of the Overlords or lost since the Age of Demons. Few trust those who delve into such dark powers, even if they use such knowledge to stand against the Lords of Dust.

The **Knights Arcane** are the elite fighting force of Aundair, who train with sword and spell. The Knight Phantoms among their number are feared across the Five Nations.

The city of Sharn is famous across Eberron, and for good reason. The unique properties of the manifest zone to the plane of Syrania that Sharn is built upon allow for impossibly-tall towers, floating buildings, and easy magical air travel. The **Sharn Skymages** have tapped into this connection to enhance their own powers of magical flight.

While most religion in Eberron is a pure matter of faith, there is no denying the reality of the Silver Flame. While most who harness the power of the Flame do so through purely divine magics, there are a small number of **Silver Pyromancers** who have managed to blend just enough divine magic into their own practices to tap into this power. These wizards enhance the fire that their spells produce with the holy power of the Silver Flame.



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ELEMENTAL BINDER

The gnomes of Zilargo have mastered the science of elemental binding. Responsible for the creation of elemental vessels, they work closely with the dragonmarked houses to keep their secrets. There are other elemental binders, however. The gnomes originally stole these secrets from the Sulatar drow of Xen'drik. An elemental binder who is neither drow nor from Zilargo may find that this knowledge is dangerous, but that is rarely a deterrent to wizards...

ELEMENTAL BINDER FEATURES

Wizard Level	Feature
2nd	Elemental Speech, Elemental Companion
6th	Elemental-Bound Focus
10th	Elemental Graft, Control Bound Elemental
14th	Elemental Soul

ELEMENTAL SPEECH

2nd-level Elemental Binder Feature

At 2nd level, you learn the Primordial language and can converse in all its dialects: Aquan, Auran, Ignan, and Terran.

ELEMENTAL COMPANION

2nd-level Elemental Binder Feature

Also at 2nd level, you gain the ability to summon a minor elemental companion. You can use an action to summon a minor elemental of the type of your choice (details below). The elemental is friendly to you and obeys your commands. It remains for 1 hour or until you dismiss it as a bonus action, at which point it returns to its plane of origin. Once you summon your elemental companion, you cannot do so again until you complete a short or long rest. You can choose to summon a different elemental each time you use this ability, though most Elemental Binders will come to rely upon a particular elemental creature.

ELEMENTAL-BOUND FOCUS

6th-level Elemental Binder Feature

At 6th level, you can temporarily bind an elemental to an arcane focus. The binding lasts for one minute. You can bind a willing elemental, typically your companion, as an action.

Alternately, you can bind an unwilling elemental within 5 feet of you as a reaction when it is reduced to 0 hit points. When the binding ends, the elemental returns to its plane of origin. Your arcane focus must have a Khyber dragonshard worth at least 100 gp as part of it. When you bind an elemental to your focus, you can choose one of the following effects, the effect depends upon the elemental type:

Air. While holding the focus, you can cast the *gust* cantrip and saving throws against your spells that deal lightning damage are made at disadvantage.

Earth. While holding the focus, you can cast the *mold earth* cantrip. In addition, you have advantage on spell attacks provided that both you and your target are standing on earth or stone.

Fire. While holding the focus, you can cast the *control flames* cantrip. In addition, you can add your Intelligence modifier (minimum +1) to the damage of one die of your spells that deal fire damage.

Water. While holding the focus, you can cast the *shape water* cantrip. In addition, you can cause your spells to flow like water—when you cast a spell with an area of effect, you can choose a number of 5-foot squares equal to your Intelligence modifier (minimum 1) and exclude them from the area of effect.

ELEMENTAL GRAFT

10th-level Elemental Binder Feature

At 10th level, you permanently fuse elemental essence into your own body. Choose an element to infuse yourself with. You can summon an elemental companion of that type at will, and it will remain indefinitely unless dismissed or destroyed. In addition, you gain a benefit based upon the element you have selected:

Air. When hit by a ranged weapon attack, you can use your reaction to impose disadvantage on ranged weapon attacks—including the triggering attack—until the beginning of your next turn. In addition, you take half damage from falling.

Earth. You gain a +1 bonus to AC and have advantage on saving throws to avoid being knocked prone or moved against your will.

Fire. You gain resistance to fire damage, and your movement increases by 5 feet.



Water. You gain the ability to breathe water and a swim speed equal to your movement. When you use your Elemental-Bound Focus feature with an elemental of the same type as your graft, the binding lasts for 10 minutes instead of 1 minute.

CONTROL BOUND ELEMENTAL

10th-level Elemental Binder Feature

Also at 10th level, you can control bound elementals such as those used in elemental galleons, airships, earthsleds, and the lightning rail without having the appropriate dragonmark. To control such an elemental, you must remain in contact with the dragonshard that it is bound to and concentrate as if on a spell.

ELEMENTAL SOUL

14th-level Elemental Binder Feature

At 14th level, you can bind an elemental to yourself instead of into an arcane focus. The binding lasts for one minute, or ten minutes if the elemental is of the same type as your Elemental Graft. You can bind a willing elemental, including your companion, as an action. Alternately, you can bind an unwilling elemental within 5 feet of you as a reaction when it is reduced to 0 hit points. When the binding ends, the elemental returns to its plane of origin.

The effect of binding an elemental to yourself depends upon the elemental type:

Air. You gain a fly speed equal to your movement speed and you can hover.

Earth. You gain tremorsense in a 30-foot-radius.

Fire. You are immune to fire. A creature that touches you or hits you with a melee attack while within 5 feet of you takes 2d6 fire damage.

Water. Melee attacks against you are made with disadvantage.

MINOR AIR ELEMENTAL

Tiny elemental, unaligned

Armor Class 12

Hit Points 12 (5d4)

Speed 0 ft., Fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
4 (-3)	15 (+2)	10 (+0)	6 (-2)	10 (+0)	6 (-2)

Damage Resistances Lightning

Damage Immunities Poison

Condition Immunities Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Auran

Challenge 1/4 (50 xp)

Air Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

ACTIONS

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

MINOR EARTH ELEMENTAL

Tiny elemental, unaligned

Armor Class 12 (natural armor)

Hit Points 22 (5d4 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	8 (-1)	14 (+2)	6 (-2)	10 (+0)	6 (-2)

Damage Immunities Poison

Condition Immunities Exhaustion, Paralyzed, Petrified, Poisoned, Unconscious

Senses darkvision 60 ft., tremorsense 10 ft., passive Perception 10

Languages Terran

Challenge 14 (50 xp)

Earth Glide. The elemental can burrow through nonmagical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

ACTIONS

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) bludgeoning damage.

MINOR FIRE ELEMENTAL

Tiny elemental, unaligned

Armor Class 12

Hit Points 12 (5d4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	15 (+2)	10 (+0)	6 (-2)	10 (+0)	6 (-2)

Damage Immunities Fire, Poison

Condition Immunities Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

Challenge 1/4 (50 xp)

Fire Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 2 (1d4) fire damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 2 (1d4) fire damage.

Illumination. The elemental sheds bright light in a 10-foot radius and dim light in an additional 10 feet.

Water Susceptibility. For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

ACTIONS

Touch. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 2 (1d4) fire damage at the start of each of its turns.

MINOR WATER ELEMENTAL

Tiny elemental, unaligned

Armor Class 12 (natural armor)

Hit Points 17 (5d4 + 5)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	6 (-2)	10 (+0)	6 (-2)

Damage Resistances Acid

Damage Immunities Poison

Condition Immunities Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Aquan

Challenge 1/4 (50 xp)

Water Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Freeze. If the elemental takes cold damage, it freezes; its speed is reduced to 0 until the end of its next turn.

ACTIONS

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 2) bludgeoning damage.

DUST SAVANT

The Dust Savant is a student of evil, searching out bits and pieces of ancient lore left over from the Age of Demons at the dawn of the world. Not all Dust Savants have evil motivations. Some are driven to discover the secrets of the Overlords in order to defeat their minions. Even these, however, often succumb to the temptations of power.

DUST SAVANT FEATURES

Wizard Level	Feature
2nd	Tongue of the Demon, Eye of the Demon
6th	Servant of Dust, Dust Secret
10th	Fiendish Bargains
14th	Dominate Fiend, Whispers of the Overlords

TONGUE OF THE DEMON

2nd-level Dust Savant Feature

At 2nd level you gain proficiency in the Deception skill and learn the Infernal and Abyssal languages.

EYE OF THE DEMON

2nd-level Dust Savant Feature

Also at 2nd level, you can use a bonus action to learn if a fiend or a magical effect created by a fiend is within 30 feet of you and, if so, where it is located. This ability can penetrate barriers, but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt. Once you use this feature you cannot do so again until you finish a short or long rest.

SERVANT OF DUST

6th-level Dust Savant Feature

At 6th level, you gain the service of a minor fiend to aid you in your pursuit of power. You learn the *find familiar* spell and add it to your spell book. When you cast the spell, your familiar is always a fiend and you can choose for it to be either an imp or a quasit.

DUST SECRET

6th-level Dust Savant Feature

Also at 6th level, you learn long-lost arcane secrets. Choose a number of 1st and 2nd level spells that are in your spell book such that the sum of their spell levels does not exceed your Intelligence modifier (minimum 1). For example, if you have a 16 (+3) Intelligence you can choose either three 1st level spells or one 1st level spell and one 2nd level spell. You can cast these spells as rituals even if they do not have the ritual tag. You can change the spells you have selected, following the rules above, when you increase your level in this class.

FIENDISH BARGAINS

10th-level Dust Savant Feature

At 10th level, you learn how to use the souls of willing mortals in your magic. As an action, you can invoke a fiendish bargain with a humanoid you can see within 30 feet of you. That creature can use its reaction to expend any number of hit dice. If it does, you regain an expended spell slot of a level up to the number of hit dice spent. If this reduces the creature to 0 hit dice, it gains a level of exhaustion. Once you use this feature, you cannot do so again until you complete a short or long rest.



DOMINATE FIEND

14th-level Dust Savant Feature

At 14th level, when you cast an enchantment spell that normally targets only humanoids, such as *charm person*, *calm emotions*, or *hold person*, you can choose for the spell to target fiends instead. You can use this feature a number of times equal to your Intelligence modifier (minimum 1) and regain all expended uses when you finish a long rest.

WHISPERS OF THE OVERLORDS

14th-level Dust Savant Feature

Also at 14th level, you add the spell *commune* to your spell book. You can not prepare it, but you can cast it as a ritual. Once you do so, you cannot cast it again until you finish a long rest. It is otherwise considered a wizard spell for you.

When you cast *commune*, you reach out to the Lords of Dust and their masters. These beings have their own goals and may attempt to manipulate you into serving them with selective truths.



KNIGHT ARCANE

The Knights Arcane are the elite fighting force of Aundair, blending arcane might with martial prowess. The most famous of their number are the Knights Phantom, who ride their phantom steeds to battle. With the end of the Last War, many Knights Arcane have left the military to seek their fortune. A Knight Arcane is a formidable opponent who typically selects spells to enhance their own abilities. Spells such as *mirror image* and *blink* are prized as they do not require concentration, and *absorb elements* and *shield* can provide significant protection when needed. Some Knights Arcane will multiclass, usually as fighters (often Battle Master or Eldritch Knight) or rogues (Assassin, Scout, and Swashbuckler are all good options) to further enhance their combat abilities.

KNIGHT ARCANE FEATURES

Wizard Level	Feature
2nd	Knight's Training, Arcane Shield
6th	Knight Phantom, Fighting Style
10th	Phantom Form
14th	Arcane Champion

KNIGHT'S TRAINING

2nd-level Knight Arcane Feature

Beginning at 2nd level, you gain proficiency with light armor and two martial weapons of your choice. You also learn your choice of either *booming blade* or *green-flame blade* as a bonus cantrip.

ARCANE SHIELD

2nd-level Knight Arcane Feature

Also at 2nd level, when you cast a spell, you can use a bonus action to give yourself a bonus to your AC equal to your Intelligence modifier (minimum of +1) until the beginning of your next turn.

KNIGHT PHANTOM

6th-level Knight Arcane Feature

At 6th level, you add *phantom steed* to your spellbook if you do not already know it. When you cast *phantom steed* using a spell slot, the summoned creature uses the statistics of a war horse instead of a riding horse, and it adds your

Intelligence modifier (minimum of +1) to its armor class. In addition, the phantom steed can cross liquids and similar substances as if it were under the effects of a *water walk* spell.

FIGHTING STYLE

6th-level Knight Arcane Feature

Also at 6th level, you choose a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.





Many of the original Knights Arcane were Arcanix-trained.

Defense. While you are wearing armor, you gain a +1 bonus to AC.

Dueling. When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Great Weapon Fighting. When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

PHANTOM FORM

10th-level Knight Arcane Feature

At 10th level, you can use a bonus action to take on a ghostly appearance, with tendrils of mist that cling to your form and glowing red eyes.

In this form, you have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks and your melee weapon attacks deal force damage. Your movements are difficult to track and opportunity attacks are made against you at disadvantage. In addition, each creature that can see you within 30 feet while you are in this form must succeed on a Wisdom saving throw against your spell save DC or be frightened of you for 1 minute. A creature can repeat this saving throw at the end of each turn with a success ending the effect. A creature that succeeds on this saving throw is immune to this effect from your Phantom Form for 24 hours.

This form lasts for 10 minutes, or until you end it as a bonus action or die. Once you use this feature, you cannot do so again until you complete a short or long rest.

ARCANE CHAMPION

14th-level Knight Arcane Feature

At 14th level, you can expend a spell slot when you make a melee attack with a weapon. If you do, you add your Intelligence modifier to the attack roll (minimum of +1) and you immediately gain a number of temporary hit points equal to 10 + the level of the spell slot expended. If the attack hits, it deals additional damage equal to 1d8 per level of the spell slot expended.

SHARN SKYMAGE

The arcanists of Sharn have always studied the city's unique connection to the plane of Syrania, the Azure Sky. The Syranian manifest zone is what permits Sharn's impossibly-tall buildings, floating towers, and skycoaches. While the planar effects are most visible on Sharn's architecture, there are others who study the connection to Syrania to improve their own abilities.

Sharn's manifest zone eases flight, weightlessness, and similar magics. The skymages of Sharn make use of insights they have gained from studying the manifest zone to improve their own abilities of flight.

SHARN SKYMAGE FEATURES

Wizard Level	Feature
2nd	Manifest Flight
6th	Stay Aloft
10th	Superior Flight, We All Float Up Here
14th	Aerial Perfection

MANIFEST FLIGHT

2nd-level Skymage Feature

Beginning at 2nd level, you learn how to redirect magic into brief flight. As a bonus action, you can expend a spell slot and gain a fly speed equal to 10 feet + 10 feet per level of the spell slot expended. This fly speed lasts until the end of your next turn.

PEACE OF SYRANIA

2nd-level Skymage Feature

Also at 2nd level, you add *sanctuary* to your spellbook as learn more about Syrania, the plane of peace. This spell is considered a wizard spell for you. If you have it prepared, you may cast it on yourself using a spell slot as part of the bonus action to activate Manifest Flight.



PROPELLING LAUNCH

6th-level Skymage Feature

At 6th-level, when you activate your Manifest Flight feature, you can choose for a wave of force to expand outward from your position in a 10 foot radius sphere. Each creature other than yourself in the sphere must succeed on a Constitution saving throw against your spell save DC or take 1d6 force damage per level of the spell slot used for Manifest Flight and be pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed

STAY ALOFT

6th-level Skymage Feature

Also at 6th-level, when you use your Manifest Flight ability, it lasts for one minute. In addition, if you cast a spell that allows you to levitate or grants you a fly speed, the duration of that spell is doubled. This includes *fly*, *gaseous form*, *investiture of wind*, *levitate*, and *wind walk*, as well as spells such as *polymorph* when the form granted is capable of flight.

SUPERIOR FLIGHT

10th-level Skymage Feature

At 10th-level, when flying, you gain the ability to use the Dash and Disengage actions as bonus actions.

WE ALL FLOAT UP HERE

10th-level Skymage Feature

Also at 10th level, you have strengthened your connection to the sky enough that the ground has lost its hold over you. You are immune to bludgeoning damage from falls and you can substitute your Intelligence for your Strength when determining your jumping distance or making Athletics checks related to jumping.

AERIAL PERFECTION

14th-level Skymage Feature

At 14th level, when you use your Manifest Flight feature, you can choose to wrap yourself in the essence of Syrania itself. This effect lasts for one minute. During that time, you retain your flight speed from your Manifest Flight feature and, while flying, you can hover and you never provoke

opportunity attacks. In addition, while you are airborne, the area in a 5 foot radius around you is always clear, calm, and pleasant—unaffected by wind, weather, and temperature extremes including magical effects that cause these. While flying, you are resistant to cold, fire, lightning, and thunder damage. You can use this feature once. You must then finish a short or long rest to use this feature again.

SILVER PYROMANCER

The Church of the Silver Flame is not known for its arcane spellcasters, but that is not the fault of the Silver Pyromancers in their midst. These flashy spellcasters imbue their fiery spells with the holy power of the Silver Flame. Many Silver Pyromancers are members of fanatical sects within the Church of the Silver Flame and see themselves as burning away impurity with holy fire.

SILVER PYROMANCER FEATURES

Wizard Level	Feature
2nd	Divine Wizardry, Radiant Fire
6th	Burning Smite, Pyromantics
10th	Silver Flame Aura
14th	Flame Incarnate

DIVINE WIZARDRY

2nd-level Silver Pyromancer Feature

Beginning at 2nd level, when you add two spells to your spellbook upon gaining a level, one of those spells can be from the paladin spell list. You must

otherwise obey all the restrictions for selecting the spell, and it becomes a wizard spell for you.

You also learn *sacred flame* as a cantrip. It is a wizard spell for you, but it does not count against your number of cantrips known.

RADIANT FIRE

2nd-level Silver Pyromancer Feature

Also at 2nd level, when you cast a spell that normally deals fire damage, you can choose for half of the damage you deal to be radiant damage instead of fire damage. When you reach 10th level, you can choose to have all the damage dealt by such a spell be radiant damage instead.

BURNING SMITE

6th-level Silver Pyromancer Feature

At 6th-level your cantrips become more potent against fiends and undead. When any fiend or undead would take fire damage or radiant damage from one of your cantrips, it takes an additional amount of radiant damage equal to your Intelligence modifier (minimum of +1).

PYROMANTICS

6th-level Silver Pyromancer Feature

Also at 6th level, you learn how to imbue your burning spells with additional power. When you cast a spell that deals fire damage or radiant damage, you can impose disadvantage on saving throws against that spell. Once you use this feature, you cannot do so again until you complete a short rest or a long rest.

SILVER FLAME AURA

10th-level Silver Pyromancer Feature

At 10th level, you can spend a bonus action to surround yourself with an aura of silver flame with a 10-foot radius. The aura sheds bright light in a 30-foot radius and dim light for an additional 30 feet. When another creature enters the aura for the first time or begins its turn there, it must succeed on a Constitution saving throw against your spell save DC or take 2d6 fire damage and be blinded until the beginning of its next turn. A creature that succeeds on this saving



throw takes half damage and is not blinded. This aura lasts for one minute and it remains active even if you are incapacitated or die. You can use this feature a number of times equal to your Intelligence bonus (minimum 1). You regain all expended uses when you finish a long rest.

FLAME INCARNATE

14th-level Silver Pyromancer Feature

At 14th level, when your Silver Flame Aura is active, you can use a bonus action to end its effect and become filled with the power of living silver flame. Your eyes become pits of silver fire and waves of heat radiate from your body. When you use this feature, you gain the following benefits:

- You shed bright light in a 20-foot radius and dim light for an additional 20 feet.
- You are immune to fire damage and radiant damage.
- If you are hit with an attack, you can use your reaction to cast *sacred flame* targeting your attacker, provided that the target is within range.
- Fiends and undead have disadvantage on attack rolls against you and you have advantage on any saving throws made against their abilities.
- You do not require verbal, somatic, or material components that lack a gold cost when you cast a spell that deals fire or radiant damage.

This feature lasts 10 minutes or until you use a bonus action to end it, are incapacitated, or die. Once you use this feature, you cannot do so again until you finish a long rest.

