

ELDRITCH WARRIOR

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Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	1st	2nd	3rd	4th	5th	6th	7th
1st	+2	Arcane Sense	-	-	-	—	—	—	—	—	—
2nd	+2	Fighting Style, Spellcasting	2	2	2	—	—	—	—	—	—
3rd	+2	Arcane School	2	3	3	—	—	—	—	—	—
4th	+2	Ability Score Improvement	2	3	3	—	—	—	—	—	—
5th	+3	Extra Attack	2	4	4	2	—	—	—	—	—
6th	+3	Flexible Casting	2	4	4	2	—	—	—	—	—
7th	+3	Arcane School Ability	2	5	4	3	-	—	—	—	—
8th	+3	Ability Score Improvement	2	5	4	3	-	—	—	—	—
9th	+4	Spell Scourge	2	6	4	3	3	2	—	—	—
10th	+4	Arcane School Ability	3	6	4	3	3	2	—	—	—
11th	+4	Arcane Strike	3	7	4	3	3	3	—	—	—
12th	+4	Ability Score Improvement	3	7	4	3	3	3	-	-	-
13th	+5		3	8	4	3	3	3	1	—	—
14th	+5	Dispelling Touch	3	8	4	3	3	3	1	—	—
15th	+5	Arcane School Ability	3	9	4	3	3	3	2	1	—
16th	+5	Ability Score Improvement	3	9	4	3	3	3	2	2	-
17th	+6		3	10	4	3	3	3	3	2	1
18th	+6	Arcane School Ability	3	10	4	3	3	3	3	2	1
19th	+6	Ability Score Improvement	3	11	4	3	3	3	3	2	2
20th	+6		3	11	4	3	3	3	3	2	2

CLASS FEATURES

Eldritch warriors are martial spellcasters who use their magic to augment their martial prowess. They focus primarily on magics that assist them in battle, either offensively or defensively. They have little time for the subtlety of magic and focus on bold and daring magicks whose results that are quickly and obviously seen.

As an Eldritch Warrior you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per eldritch warrior level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per eldritch warrior level after 1st

PROFICIENCIES

You start with the following proficiencies.

Armor: All armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Constitution, Intelligence

Skills: Choose three from Animal Handling, Arcana, Acrobatics, Athletics, Insight, Investigation, Intimidation, History, and Persuasion

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a martial weapon and a shield or (b) two martial weapons
- (a) five javelins or (b) any simple melee weapon
- (a) a dungeoneer's pack or (b) an explorer's pack
- (a) arcane focus or (b) spell component pouch
- (a) Chain mail or (b) leather, longbow and 20 arrows

ARCANE SENSE

The presence of strong magic registers on your senses in an unusual manner that others are oblivious to. As an action, you can open your awareness to detect such forces. Until the end of your next turn, you can detect an active spell or magical effect within 60 feet of you that is not behind total cover. You know the spell school (alteration, enchantment, illusion, necromancy, etc.) of any magic you sense, but not its exact effect.

Within the same radius, you also detect the presence of any place or object that has been enspelled, such as an area protected by guards and wards, glyphs, etc.

You can use this feature a number of times equal to 1 + your Intelligence modifier. When you finish a long rest, you regain all expended uses.

FIGHTING STYLE

Upon reaching 2nd level, you adopt a fighting style as your speciality. Choose one of the following options. You can't take a fighting style more than once, even if you get to choose again.

ARCHER (REPLACES PHB)

You do not suffer disadvantage for attacking with bows or crossbow when within 5 feet of an opponent, and do not suffer disadvantage when firing into a melee combat.

BRAWLER

Your unarmed attacks deal 1d4 bludgeoning damage and are considered light and finesse weapons. This increases to 1d6 bludgeoning damage at 6th level, 1d8 bludgeoning damage at 11th level and 1d10 bludgeoning damage at 16th level.

EXOTIC

You specialize with an unusual form of a common weapon. Choose one weapon and give it a special name, and one Battle Master maneuver. When you have advantage with the chosen weapon, you may use the Battle Master maneuver you chose without needing to expend combat superiority dice. Treat the combat superiority die as a d8 if required for the effects.

For example, you might choose the Long Sword as your base weapon. Renaming it to a Katana, you choose to add the Precision Attack maneuver. Now, whenever you use the Katana and have advantage, you may also add 1d8 to the attack roll.

DEFENSE (REPLACES PHB)

You add half your proficiency bonus (rounded down) to your AC.

DUELING (REPLACES PHB)

When you are wielding a melee weapon in one hand and no other weapons, at the start of your turn you may split your proficiency bonus between attack rolls and AC as you see fit (this replaces the normal rule that you apply your proficiency bonus to hit only). Once you have set your bonus, you cannot change it until your next turn. For example, at 1st level, you could split your proficiency bonus to give you +1 to hit and +1 to AC, +2 to hit and no bonus to AC or no bonus to hit and +2 to AC.

GRAPPLER

When you start a grapple, you deal 1d4 bludgeoning damage to the target. Each round you maintain the grapple, you automatically deal damage equal to your proficiency modifier on the start of your turn.

GREAT WEAPON FIGHTING (REPLACES PHB)

When using a two-handed or versatile weapon with two hands, you add your proficiency bonus to damage.

INTERCEPTOR

When a creature you can see hits a target that is within 5 feet of you with an attack, you can use your reaction to reduce the damage the target takes by 1d10 + your proficiency bonus (to a minimum of 0 damage). You must be wielding a shield or a simple or martial weapon to use this reaction.

MOUNTED

When you are mounted and your mount moves at least 20 feet and you hit with your first weapon attack, it is treated as a critical hit.

You maintain a trained mount with a CR of $\frac{1}{4}$ your level or lower (min $\frac{1}{4}$ CR). While aback a trained mount, you treat it as an independent mount, allowing it to move and as you desire. However, unlike a normal independent mount, it acts on your initiative.

If the mount is slain, you may retrieve a replacement after a long rest when in friendly territory.

PROTECTION (REPLACES PHB)

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. This protection lasts against a number of attacks equal to your proficiency bonus. You must be wielding a shield.

THROWN WEAPON FIGHTING

You can draw a weapon that has the thrown property as part of the attack you make with the weapon. You also double the range you can throw a weapon.

TWO-WEAPON FIGHTING (REPLACES PHB)

When wielding two weapons, you can make an extra attack with your off-hand weapon as part of the attack action instead of as a bonus action. Furthermore, when you attack with two weapons, you add your strength modifier (or dexterity modifier for finesse weapons) to damage to both weapons instead of only one.

WEAPON MASTER

Choose one weapon. When attacking with the weapon, you gain an additional bonus to hit equal to half your proficiency bonus (rounded down) and deal extra damage equal to half your Proficiency bonus (rounded down).

SPELLCASTING

When you reach 2nd level, you augment your martial prowess with the ability to cast spells. See chapter 10 for the general rules of spellcasting and chapter 11 for the wizard spell list.

Cantrips. You learn two cantrips of your choice from the wizard spell list. You learn an additional wizard cantrip of your choice at 10th level.

Spell Slots. The Eldritch Warrior Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell shield and have a 1st-level and a 2nd-level spell slot available, you can cast shield using either slot.

Spells Known of 1st-Level and Higher. You know two 1st-level eldritch warrior spells of your choice.

The Spells Known column of the Eldritch Knight Spellcasting table shows when you learn more eldritch warrior spells of 1st level or higher. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

Whenever you gain a level in this class, you can replace one of the eldritch warrior spells you know with another spell of your choice from the eldritch warrior spell list. The new spell must be of a level for which you have spell slots.

Spellcasting Ability. Intelligence is your spellcasting ability for your eldritch warrior spells, since you learn your spells through study and memorization. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a eldritch warrior spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your Intelligence modifier

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. Moreover, you can cast one of your cantrips in place of one of those attacks. At 15th level, you can attack three times instead of once when taking the Attack action.

FLEXIBLE CASTING

Starting at 6th level, you can regain some of your expended spell slots after a brief rest. After a short rest, you regain a number of expended spell slots equal to your proficiency modifier. For example, at 6th level (+3 proficiency modifier) you could recover one 3rd level spell slot or a 2nd level and 1st level spell slot or three 1st level spell slots.

SPELL SCOURGE

Beginning at 9th level, you can reroll a saving throw that you fail against a spell. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest.

You can use this feature twice between long rests starting at 13th level and three times between long rests starting at 17th level.

ARCANE STRIKE

Starting at 11th level, when you take the attack action to strike with a weapon attack, you can also cast a spell that you know simultaneously. The target of the spell is either yourself or uses the target of your weapon attack as its origin point. Once you use this ability, you cannot use it again until you take a short or long rest.

DISPELLING TOUCH

At 14th level, you can use your action to end one spell on yourself or on one willing creature that you touch.

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

BLADESINGER

Bladesingers master a tradition of wizardry that incorporates swordplay and dance. Originally created by elves, this tradition has been adopted by non-elf practitioners, who honor and expand on the elven ways. In combat, a bladesinger uses a series of intricate, elegant maneuvers that fend off harm and allow the bladesinger to channel magic into devastating attacks and a cunning defense. Many who have observed a bladesinger at work remember the display as one of the more beautiful experiences in their life, a glorious dance accompanied by a singing blade.

TRAINING IN WAR AND SONG

At 3rd level, you gain proficiency in the Performance skill. If you already have proficiency, you may add twice your proficiency bonus to Performance skill checks instead.

BLADESONG

Starting at 3rd level, you can invoke an elven magic called the Bladesong, provided that you aren't wearing medium or heavy armor or using a shield. It graces you with supernatural speed, agility, and focus.

You can use a bonus action to start the Bladesong, which lasts for 1 minute. It ends early if you are incapacitated, if you don medium or heavy armor or a shield, or if you use two hands to make an attack with a weapon. You can also dismiss the Bladesong at any time (no action required).

While your Bladesong is active, you gain the following benefits: ____

- You gain a bonus to your AC equal to your Intelligence modifier (minimum of +1).
- Your walking speed increases by 10 feet.
- You have advantage on Dexterity (Acrobatics) checks and Dexterity (Performance) checks.
- You gain a bonus to any Constitution saving throw you make to maintain your concentration on a spell. The bonus equals your Intelligence modifier (minimum of +1).

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses of it when you finish a long rest.

SONG OF DEFENSE

At 10th level, you can direct your magic to absorb damage while your Bladesong is active. When you take damage, you can use your reaction to expend one spell slot and reduce that damage to you by an amount equal to five times the spell slot's level.

SONG OF VICTORY

At 15th level, you can add your Intelligence modifier (minimum of +1) to the damage of your melee weapon attacks while your Bladesong is active.

POTENT BLADESONG

At 18th level, your performance in battle allows you to sustain your magic. While performing a bladesong, you can maintain concentration on up to two spells at once. If you cease your bladesong, you choose which spell to maintain concentration on and the other ends immediately.

CHI WARRIOR

The chi warrior uses his inner strength to manifest supernatural powers and martial abilities, granting them superhuman fighting powers.

COMBAT SUPERIORITY

At 3rd level, you learn maneuvers that are fueled by special dice called superiority dice.

Maneuvers. You learn two maneuvers of your choice, which are detailed under "Maneuvers" under the Fighter Battlemaster subclass. Many maneuvers enhance an attack in some way. You can use only one maneuver per attack.

You learn one additional maneuver of your choice at 7th, 10th, and 15th level. Each time you learn new maneuvers, you can also replace one maneuver you know with a different one.

Superiority Dice. You have three superiority dice, which are d6s. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a short or long rest.

You gain another superiority die at 7th level and one more at 15th level.

Saving Throws. Some of your maneuvers require your target to make a saving throw to resist the maneuver's effects. You use your spell save DC for these maneuvers.

INNER STRENGTH

Starting at 7th level, you can transform unused spell slots into superiority dice. You can expend a spell slot up to your proficiency modifier for a number of superiority dice equal to the level of the spell slot expended. Once you use this ability, you cannot use it again until you take a long rest.

IMPROVED COMBAT SUPERIORITY

At 10th level, your superiority dice turn into d10s. At 18th level, they turn into d12s.

RELENTLESS

Starting at 15th level, when you roll initiative and have no superiority dice or spell slots remaining, you regain 1 superiority die or up to 4 spell slots.

IMPROVED WAR MAGIC

Starting at 18th level, when you use your action to cast a spell, you can make two weapon attacks as a bonus action.

ARCANE BLADE

An eldritch warrior who adopts the school of the blade seeks to perfect their mastery of the martial side of their duality, focusing on their preferred weapon as a conduit of their martial magic.

WEAPON BOND

At 3rd level, you learn a ritual that creates a magical bond between yourself and one weapon. You perform the ritual over the course of 1 hour, which can be done during a short rest. The weapon must be within your reach throughout the ritual, at the conclusion of which you touch the weapon and forge the bond. Once you have bonded a weapon to yourself, you can't be disarmed of that weapon unless you are incapacitated. If it is on the same plane of existence, you can summon that weapon as a bonus action on your turn, causing it to teleport instantly to your hand.

You can have up to two bonded weapons, but can summon only one at a time with your bonus action.

If you attempt to bond with a third weapon, you must break the bond with one of the other two.

WAR MAGIC

Beginning at 7th level, when you use your action to cast a cantrip, you can also make one weapon attack as part of the action.

ELDRITCH STRIKE

At 10th level, you learn how to make your weapon strikes undercut a creature's resistance to your spells.

When you hit a creature with a weapon attack, that creature has disadvantage on the next saving throw it makes against a spell you cast before the end of your next turn.

ARCANE CHARGE

At 15th level, you gain the ability to teleport up to 30 feet to an unoccupied space you can see when you use your Action Surge. You can teleport before or after the additional action.

IMPROVED WAR MAGIC

Starting at 18th level, when you use your action to cast a spell, you can make one weapon attack as a bonus action.

SORCEROUS BLADE

The eldritch school of sorcery focuses its ability on primarily arcane pursuits in tandem with martial prowess. Whether displaying an innate or learned talent for spells, these individuals wield powerful spells while protected by physical armor and martial talent.

METAMAGIC

At 3rd level, you gain the ability to twist your spells to suit your needs. You gain two of the following Metamagic options of your choice. You can choose the same metamagic more than once. You gain another one at 9th and 17th level.

You can use only one Metamagic option on a spell when you cast it, unless otherwise noted.

Careful Spell When you cast a spell that forces other creatures to make a saving throw, you can protect some of those creatures from the spell's full force. Once per short rest, when you cast a spell you can choose a number of those creatures up to your Intelligence modifier (minimum of one creature). A chosen creature automatically succeeds on its saving throw against the spell.

Distant Spell Once per short rest, When you cast a spell that has a range of 5 feet or greater you can double the range of the spell. If the spell you cast a spell that has a range of touch, you can instead make the range of the spell 30 feet.

Empowered Spell Once per short rest, when you roll damage for a spell, you can reroll a number of the damage dice up to your Intelligence modifier (minimum of one). You must use the new rolls. You can use Empowered Spell even if you have already used a different Metamagic option during the casting of the spell.

Extended Spell Once per short rest, when you cast a spell that has a duration of 1 minute or longer, you can double its duration. If the spell is still active after taking a short rest, you can continue to extend the spell by expending this ability on the active spell, up to a maximum duration of 24 hours.

Heightened Spell Once per long rest, when you cast a spell that forces a creature to make a saving throw to resist its effects, you can give a number of targets of the spell equal to your Intelligence modifier (minimum one) disadvantage on its first saving throw made against the spell.

Quickened Spell Once per long rest, when you cast a spell that has a casting time of 1 action, you can change the casting time to 1 bonus action for this casting.

Subtle Spell Once per short rest, when you cast a spell, you can cast it without any somatic or verbal components.

Twinned Spell Once per long rest, when you cast a spell that targets only one creature and doesn't have a range of self, you can target a second creature in range with the same spell.

ELDRITCH SMITE

At 7th level, when you hit a creature with a melee or ranged weapon attack, you can expend one eldritch warrior spell slot to deal force damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8.

SORCEROUS AURA

At 10th level, you radiate a magical aura that harms your foes. Choose a damage type when you select this feature - acid, cold, fire, lightning, poison, necrotic or thunder.

As a bonus action, you can activate your aura. Enemies within 10 feet of you that start their turn in the aura suffer 1d8 + your spellcasting modifier damage of the type chosen for your aura. The aura lasts for one minute. Once you use this ability, you must take a long rest to use it again.

EVOCATION MASTERY

At 15th level, you have achieved such mastery over certain evocation spells that you can cast them at will. Choose a 1st-level evocation spell and a 2nd-level evocation spell that you know. You can cast those spells at their lowest level without expending a spell slot. If you want to cast either spell at a higher level, you must expend a spell slot as normal.

SORCEROUS FURY

At 18th level, you can unleash a furious aura of deadly magic. As an action, all enemies within 60 feet of you must make a Dexterity saving throw versus your spellcasting DC. On a failure, they take 14d6 damage of the type you have chosen for your eldritch smite. On a success, they take half damage. Once you use this ability, you cannot use it again until you take a long rest.

ARCANE CONTROLLER

The arcane controller has created and uses a fighting golem companion.

ARCANE GOLEM

At 3rd level, you construct an artificial warrior known as an arcane golem. It's friendly to you and your companions, and it obeys your commands. See its game statistics in the Arcane Golem stat block, which uses your proficiency bonus (PB) in several places. You determine the creature's appearance, though it is humanoid in shape; your choice has no effect on its game statistics.

The golem is proficient in all weapons, and shields. It may make weapon attacks instead of its slam attack if you so choose. If the golem utilizes a weapon to attack, that attack is not inherently magical.

In combat, the golem shares your initiative count, but it takes its turn immediately after yours. It can move and use its reaction on its own, but acts on the last orders it was given, unless you take a bonus action on your turn to command it to take another action. That action can be one in its stat block or some other action. If you are incapacitated, the golem continues to follow the last order it was given.

If the *mending* spell is cast on the golem, it regains 2d6 hit points. If it has died within the last hour, you can use your smith's tools as an action to revive it, provided you are within 5 feet of it and you expend a spell slot of 1st level or higher. The golem returns to life after 1 minute with all its hit points restored.

At the end of a long rest, you can create a new golem if you have smith's tools with you. If you already have a golem from this feature, the first one immediately perishes. The golem also perishes if you die.

SPELL SHARING

At 7th level, when you cast a spell that affects yourself, you can choose to also have it affect your Arcane Golem as well, as long as it is within 120 feet of you at the time of casting.

Also, the golem makes two attacks when attacking.

GOLEM CASTING

At 15th level, when your arcane golem is within 120 feet of you as an action it can cast a spell that you know, expending one of your appropriate spell slots when doing so. You must issue the golem an order to cast the spell for it to use this ability.

Also, the golem's slam attack increases to deal 2d8 + 3 bludgeoning damage.

MIGHTY GOLEM

At 18th level, as a reaction the golem can absorb one spell it has been targeted by. The golem is unaffected by the spell and if you are within 30 feet of the golem, you can instead regain spell slots equal to the level of the spell cast at the golem. Once you use this ability, you cannot use it again until you take a long rest.

ARCANE GOLEM

Medium Construct, unaligned

Armor Class 13 + your PB (natural armor)

Hit Points 7 x your Eldritch Warrior level (The golem has a number of hit dice [d8s] equal to your Eldritch Warrior level)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	3 (-4)	10 (+0)	1 (-5)

Damage Immunities Poison

Condition Immunities Charmed, exhausted, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages you speak

Challenge - Proficiency Bonus(PB) equals your bonus

Actions

Slam. *Melee Weapon Attack:* 3 + PB to hit, reach 5 ft., one target it can see. *Hit:* 1d8 + 3 bludgeoning damage. This is treated as a magical attack.

Reaction

Protector. The golem can transfer the target of an attack to itself, granted it is within 10 feet of the original target.

ELDRITCH WARRIOR

CANTRIPS (0 LEVEL)

Arcane Bolt (M)
Blade Ward
Booming Blade (T)
Brilliant Beam (M)
Chill Touch
Cut (M)
Eldritch Blast
Fire Bolt
Flaming Weapon (M)
Frostbite (X)
Frozen Weapon (M)
Green-flame Blade (T)
Lightning Lure (T)
Lighting Weapon (M)
Knives of Teclis (M)
Mage Hand
Prestidigitation
Ray of Frost
Resistance
Sharpen Blade (M)
Shocking Grasp
Sword Burst (T)
Thunderclap (X)
Taunt (M)
True Strike
Unerring Strike (M)
Warding

1ST LEVEL

Absorb Elements (X)
Burning Hands
Catapult (X)

Detect Magic
Disguise Self
Expedious Retreat
False Life
Feather Fall
Find Familiar
Fog Cloud
Grease
Ice Knife (X)
Immolate (M)
Jump
Longstrider
Mage Armor
Magic Missile
Protection from Evil and
 Good
Shield
Thunderwave
Uncanny Balance (M)
Unseen Servant
Witch Bolt

2ND LEVEL

Aganazzar's Scorchers (X)
Alter Self
Bind
Blindness/Deafness
Blur
Cloud of Daggers
Crown of Madness
Crystal Dagger
Dragon's Breath (X)
Electrocute (M)
Enlarge/Reduce
Flaming Sphere

Freeze (M)
Hold Person
Invisibility
Levitate
Magic Weapon
Melf's Acid Arrow
Mirror Image
Misty Step
Scorching Ray
Shadow Blade (X)
Shatter
Snillloc's Snowball Swarm (X)
Spider Climb
Web

3RD LEVEL

Blink
Counterspell
Enemies Abound (X)
Fear
Fireball
Flame Arrows (X)
Fly
Haste
Lightning Bolt
Melf's Minute Meteors (X)
Nondetection
Phantom Steed
Protection from Energy
Slow
Stinking Cloud
Vampiric Touch
Wall of Sand (X)
Wall of Water (X)

4TH LEVEL

Blight
Confusion
Dimension Door
Energization
Evard's Black Tentacles
Fire Shield
Greater Invisibility
Ice Storm
Locate Creature
Mordenkainen's Faithful
 Hound
Polymorph
Shout (M)
Sickening Radiance (X)
Stoneskin
Storm Sphere (X)
Vitriolic Sphere (X)
Wall of Fire

5TH LEVEL

Cloudkill
Cone of Cold
Dominate Person
Hold Monster
Immolation (X)
Passwall
Seeming
Skill Empowerment (X)
Steel Wind Strike (X)
Wall of Light (X)
Wall of Force
Wall of Stone