

# TROVE OF WONDERS

## Artificer & Wizard subclasses

\* The following blog post is play test material written from Spellhawks Press authors. They are intended for home brew and fun but have not gone through final editing to be published through the OGL.

## Artificer Specialization: Aeronaut

Aeronauts are artificers who have used a blend of science and magic to design a flying apparatus that allows them to soar through the skies. The wind, sky, and stars are your domain as you soar across the horizon.

### Tool Proficiency

#### *3rd level aeronaut feature*

When you adopt the aeronaut specialization at third level you gain proficiency in Weavers' and Navigators' Tools. If you already have proficiency in either tool kit you gain one other tool proficiency of your choice.

### Aeronaut Spell List

#### *3rd level aeronaut feature*

You always have certain spells prepared after you reach particular levels, as shown in the aeronauts \*spell list. These spells

count as artificer spells for you but don't count against the number of spells you have prepared.

\* The spell list is using the spells in the Player's Handbook for playtesting purposes. There are many D&D supplements such as Xanathar's Guide that would provide alternative spells to use given it is cleared with your DM.

3rd *Fog Cloud, Floating Disk*

5th *Gust of Wind, Blur*

9th *Wind Wall, Lightning Bolt*

13th *Ice Storm, Freedom of Movement*

17th *Cloudkill, Cone of Cold*

## Flying Apparatus

### *3rd level aeronaut feature*

You develop the schema and prototype for a Flying Apparatus.

Your flying device can look like anything you desire. A rocket-pack, wings, a rotating propeller or even a hot air balloon. Regardless of what it looks like it is a magical object. The flying apparatus has an AC of 16 and a number of hit points equal to five times your artificer level. If the *mending spell* is cast on it, it regains 2d6 hit points. It can also be repaired with toolkits you are proficient with. Your apparatus has the following traits:

- You can stow or deploy your flying apparatus as a free action.

- The flying apparatus allows you to gain the benefits of the *Levitate* or *Jump* spell as many times as your intelligence modifier. After you've expended its uses it will recharge with a short rest or long rest or you can burn a 1st level spell slot or higher to recharge.
- Any magic item that provides flight that the Aeronaut attunes to can be integrated into the flying apparatus.
- If you are incapacitated while flying you take 1d6 bludgeoning damage per foot of the fall plus 4 piercing damage. Roll a d10 to determine if your device is disabled. 1 through 5 your device is fine. 6 through 10 it's disabled until repaired.
- The Flying Apparatus is initially limited. It does not have true flight capability until later levels.
- While using the flying apparatus you can fly normally in light or no armor. If in medium armor you fly as if through difficult terrain. The flying apparatus is inoperable in heavy armor.

## Leaf on the wind

### *5th level Aeronaut feature*

You have infused your flying apparatus with magical flight. You gain a fly speed equal to your walking speed. This does use one of your infusion items that you can attune to. You can choose to end the infusion at any time which will render the flying apparatus inoperable.

## Aerobatic Maneuvers

### *5th level aeronaut feature*

Additionally You learn two aerobic maneuvers that you can perform at any time while operating your flying apparatus. You learn additional aerial maneuvers at 9th and 15th level.

**Gliding.** When you fall and are not incapacitated, you can subtract up to 100 feet from the fall when calculating falling damage and you can move up to 2 feet horizontally for every 1 foot you descend. If you can use this feature whenever you are falling and your apparatus is deployed.

**Eject.** You can eject mid air as a reaction to an attack you can see coming but before the results are known if it hits while using your flying apparatus. If you eject you get advantage on the saving throw against the attack. You can use this maneuver as a reaction whenever you are using your flying apparatus.

At 9th level, You can perform these Aerobatic Maneuvers at any time while operating your flying apparatus.

**Dodge.** Add your proficiency bonus to dexterity saving throws and ranged attacks damage against you is halved while you're flying.

**Assist.** As a bonus action you can render aid to your allies engaged in combat by distracting the creature they are engaged with. This will give them an advantage to your ally on their next attack and impose disadvantage on the target creature on their next attack.

At 15th level, You can perform these Aerobatic Maneuvers at any time while operating your Flying Apparatus.

**Flyby.** You do not provoke an opportunity attack when you fly out of an enemies reach or fly past their reach.

**Skylift.** You can lift a creature the same size as you or smaller in the air if they are in light armor. If the creature is wearing medium armor you fly as if in difficult terrain. If the creature falls they take 1d6 bludgeoning damage per foot of the fall

### **Aerial Velocity**

*9th level aeronaut feature*

You can burn one of your highest spell slots for an additional 10 feet of flight speed for 1 hour. Once you burn your spell slot for speed you can't use it again until a rest occurs or until your spell slot recharges.

### **Master Aviator**

*15th level aeronaut feature*

Your flying apparatus can utilize the benefits of the *Fly* spell as many times as your intelligence modifier without using a spell slot. This ability recharges after a rest occurs.

### **Artificer Infusions:**

#### **Aviator's Goggles**

**Item: a pair goggles or an ocular device. (requires attunement)**

These goggles enhance your vision with magical energy. You gain resistance to the

blinded condition and you can see normally through lightly obscured areas.

### **Explosive Projectile**

**Prerequisite: 6th level artificer**

**Item:** 1 piece of ammunition that can be fired from a simple or martial ranged weapon.

You infuse the projectile with elemental energy. The ammunition detonates after your attack. Immediately after the ammunition hits the target, the target takes 2d6 fire damage and any creature within 10 feet of it takes 1d4 force damage. Infusion ends after the ammunition is expended.

### **Arcane Tradition: The Storyweaver**

There are some wizards whose ability to spin tales out of imagination brings them to life. A Storyweaver is one who weaves spells into fairy tales, myths, and legends. Your spells are cleverly encrypted betwixt provocative prose.

Storytellers use a collection of tales as a mnemonic device for remembering spells. They collect them in storybooks that act as their spell book. Over time the storyteller begins telling their own tales of adventure as they are living them.

Storytellers are similar to bards in that they can regale crowds with amazing tales of adventures and cast spells. However a Storyweaver Wizard specializes in the blend of conjure and illusion. . A magical

tradition that empowers narrative storytelling with arcane energy.

### **Figment of Imagination**

*2nd level, storyweaver feature*

As a bonus action you can pull a small figment of your imagination into your free hand. The Figment of your imagination gives you the following benefits.

The pseudomorphic magic of a figment allows it to be a trinket, object, or any non sentient organic substance that is not a weapon, or a magic item. The object feels solid to you. Examples : quill and ink, an apple, paint brush and paint, paper and pen, toy, ball and glove, a coin, a stone, a candlestick, a book, or a glob of goo.

- Your Figment can interact with your Storybook as if it were real. Your figment can copy spells into your spellbook. You can use the figment as a backup copy of your storybook of spells if the real one is destroyed.
- The time it takes for writing spells in your storybook is halved.
- The Figment disappears in a tuft of colorful mist if any creature other than you attempts to touch the object.

### **Storybook of Spells**

*2nd level, storyweaver feature*

You use a Storybook as a spell-book. You have learned to magically encrypt the spells in your Storybook as narrative prose. Your Storybook of Spells gives you the following benefits.

- You can use the storybook as a spellcasting focus for your wizard spells.
- You are proficient in the Perform skill.
- The *Thaumaturgy* cantrip is added to your list of spells known.
- Casting spells as rituals take the spells normal casting time instead of 10 minutes for a ritual.

### **Once Upon a Time**

*6th level, storyweaver feature*

When you cast a 3rd level spell or higher from your Storybook of Spells you can choose to be accompanied by illusory figments and phantasms. The figments and phantasms are of creatures, objects, and places you have described in your story. The phantasms can only act upon the story you narrate. All creatures of your choosing within 20 feet that can see or hear your phantasms must make a saving throw against your spellcasting dc. Those that fail are under the effects of either being charmed or the fear spell. If the creatures are immune to being charmed or fear they are immune to the effects of this feature. Once you use this feature you can't do so until you've taken a long rest. After 13th level you can use this as many times as your charisma modifier before a long rest.

### **Teller of Tales**

*10th level, Storyweaver*

At 10th level, Your Storybook spells have become legendary throughout the land. You are able to add your Charisma modifier to your spellcasting DC.

## There and back again

*14th level, Storyweaver feature*

You can choose up to 8 willing or non willing creatures and transport them into a fictional dreamscape that exists in your imagination. If the creatures are willing then they can stay the duration of a short rest and gain its benefits. If the creatures aren't willing they must make a charisma saving throw against your spell DC at the beginning of their next turn. On a fail the creature takes 2d8 psychic damage and can attempt a charisma saving throw on their next turn to return. If they fail their charisma saving throw they still return under the effects of the *fear* spell.

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