

## Eldritch Knight (Magic-user)

Level	Hit Dice	Attack Bonus	Class Features
1	1	±0	Magic-user spells, Specialty Schools, Spellbook, Weapon Focus
2	2	+1	
3	3	+2	Summon weapon
4	4	+2	Weapon Focus (+1)
5	5	+3	
6	6	+4	
7	7	+4	
8	8	+5	Weapon Focus (+2)
9	9	+6	
10	+2	+6	Extra Attack
11	+2	+7	
12	+2	+8	Weapon Focus (+3)
13	+2	+8	
14	+2	+9	
15	+2	+10	
16	+2	+10	Weapon Focus (+4)
17	+2	+11	
18	+2	+12	
19	+2	+12	
20	+2	+13	Weapon Focus (+5)

<b>Ability Requirements:</b>	Strength 13, Intelligence (13)
<b>Hit Die Type:</b>	d8 (5)
<b>Alignment:</b>	Any
<b>Weapon Proficiencies:</b>	All
<b>Armor Proficiencies:</b>	Light armor, medium armor, and shields
<b>Saving Throw Proficiencies:</b>	Strength and Intelligence
<b>Skill Proficiencies:</b>	Arcana plus any 3 of the following: Acrobatics, Animal Handling, Athletics, Ciphers, Craft (any), History, Insight, Intimidation, Language (any), Medicine, Nature, Perception, Profession (any), or Stealth

### Magic-User Spells

An eldritch knight casts arcane spells from the magic-user spell list (pages 82-84). Eldritch knights can cast a limited number of spells from each spell level per day. The table below lists the number of spells per day an eldritch knight may cast of each spell level.

An eldritch knight must prepare spells before casting them by studying from a spellbook. While studying, the eldritch knight decides which spells to prepare. Spell memorization and descriptions are covered in greater detail in the Magic section beginning on page 73 of the Player's Handbook. Unlike other magic-users, eldritch knights may cast arcane spells while wearing armor and/or a shield.

#### Spell Slots

Level	Spell Level						
	0	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>	6 <sup>th</sup>
1	4	2					
2	4	2					
3	4	3					
4	4	3	1				
5	4	3	1				
6	4	3	2				
7	5	3	2	1			
8	5	4	2	1			
9	5	4	3	2			
10	5	4	3	2	1		
11	5	4	3	3	1		
12	5	4	3	3	2		
13	5	4	4	3	2	1	
14	5	5	4	3	2	1	
15	5	5	4	3	3	2	
16	5	5	4	4	3	2	1
17	5	5	4	4	3	3	1
18	5	5	5	4	4	3	2
19	5	5	5	4	4	3	2
20	5	5	5	4	4	3	2

Intelligence is the spellcasting ability for casting magic-user spells, since eldritch knights learn their spells through dedicated study and

memorization. Eldritch knights use Intelligence whenever a spell refers to their spellcasting ability.

In addition, eldritch knights use their Intelligence modifier when setting the Saving Throw DC for a magic-user spell they cast.

Spell save DC = 10 + the spell level + the eldritch knight's Intelligence modifier

**Cantrips:** Eldritch knights know all of the 0-level spells, also known as cantrips, listed for their class but can only prepare a limited number of them each day, as noted on the table above.

### Specialty Schools

Eldritch knights, due to their limited arcane training and focus upon skill at arms may only learn and cast spells from the following schools of magic: Abjuration, Alteration, Invocation/Evocation, and Universal.

See pages 228-229 of the Player's Handbook to see which spells belong to each of these schools of magic.

### Spellbook

At 1<sup>st</sup> level, your spellbook contains all of the magic-user cantrips and four 1<sup>st</sup> level spells of your choice.

### Weapon Focus

At 1<sup>st</sup> level, eldritch knights must choose a weapon to serve as an arcane weapon focus. You can use this weapon focus for your magic-user spells. A weapon focus channels the power of the eldritch knight's arcane spells.

Casting some spells requires a material component, as specified in each spell's description. A character can use a weapon focus in place of the components specified for a spell. If a cost is indicated for a material component, a character must have that specific component before he can cast the spell.

When wielding the weapon focus, the eldritch knight gains some additional benefits:

At 4<sup>th</sup> level, the eldritch knight gains a +1 bonus to all attack rolls made with the weapon. In addition, the weapon is considered to be a +1 weapon for the purposes of striking creatures that are immune to nonmagical weapons. At 8<sup>th</sup>, 12<sup>th</sup>, 16<sup>th</sup>, and 20<sup>th</sup> levels, this bonus increases by one, as does the weapon's ability to harm creatures that are immune to nonmagical weapons. As such, at 8<sup>th</sup> level, the weapon focus may strike and damage creatures that may only be wounded by a +2 or better magical weapon. Note that projectiles fired from ranged weapons do not gain the ability to strike such creatures (DMG 148).

If this weapon is lost or destroyed the eldritch knight may choose another weapon as their focus. Similarly, an eldritch knight may wish to change their weapon focus upon acquiring a magical weapon. In either case, the process of training with this weapon so that it may serve as a weapon focus takes 1 week of uninterrupted practice and ritual bonding.

### Summon Weapon

At 3<sup>rd</sup> level the eldritch knight is able to instantly summon his weapon focus to his hand as a free action. The weapon must be within 100' of the eldritch knight but need not be within his line of sight. This distance increases to 1,000 feet at level 6, 1 mile at level 9, 1,000 miles at level 12, and any distance on the same plane of existence at level 15.

### Extra Attack

Eldritch knights gain the ability to make more than one attack each round. At level 10 they may make 1 extra attack per round.

### Starting Funds

Eldritch knights gain the ability to make more than one attack each round. At level 10 they may make 1 extra attack per round.

### Followers

At 9<sup>th</sup> level an eldritch knight gains the services of 1d4 1<sup>st</sup> level pupils. These students gain experience independently of their master. At 15<sup>th</sup> level the eldritch knight will attract 1d4 additional 1<sup>st</sup> level students who

will also gain levels independently. In the likely event that a student sets off on their own, another student will eventually take their place.

Eldritch knights will sometimes attract fighters and magic-users who seek their tutelage. These NPCs will often advance as split-classed fighter-magic-users.

Should the eldritch knight establish a stronghold, he also attracts warriors as followers upon reaching 9<sup>th</sup> level. The eldritch knight attracts 10d6 0-level soldiers into his service. They arrive over a period of several weeks. Of course, an eldritch can build a stronghold any time, but no followers arrive until he reaches 9<sup>th</sup> level.



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