

THE KNIGHT ARCANIST

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INCLUDES: THE BASE CLASS, SUBCLASSES, SPELL LIST, AND LORE.



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THE KNIGHT ARCANIST

She reacts without hesitation as a ray of screeching flame rockets towards her gnomish companion. With a focused thought her eyes radiate a cobalt blue as a disk of arcane force whirls into existence. Interposing itself between the gnome bard and the fiery missile.

The armoured half-orc roars at the oncoming hoard of hobgoblins. Gripping the hilt of his mighty greatsword, he channels the arcane power flowing through his body into the blade. As it glowed with a brilliant aura he cuts through the air releasing a slash of destructive energy whistling across the battlefield, and exploding into the enemy lines.

She tightens her grasp on the necromancer as he struggles to break free. His fingers fizzle and spark as he attempts to use his dark magic in vain against her antimagic grip. Twisting his arm to the point of breaking, she smiles to herself without his evil hexes he is just a feeble old man.

A knight arcanist is a valuable soldier normally in service to a magocracy, an order of wizards, or a powerful archmage. To allied magic users they are an excellent asset for their ability to generate protective wards and restore a portion of a spellcasters power. However those who use their magic to threaten a knight arcanist's allies soon learn to fear them for their capabilities to generate antimagic. Which can render even the most adept spellcaster vulnerable to a knight arcanist's grasp.

SURVIVOR OF INFUSED POWER

The paths available to a knight arcanist are diverse but all start with the same crucial moment. A deadly ritual that infuses a seed of permeating arcane power that grows as their host trains with it over time. Some volunteer, while others are chosen against their will.

The power obtained from becoming a knight arcanist can make any commoners life suddenly exceptional to their peers, but others can have different reasons to risk their life. Perhaps they're part of a proud family line in service to an order of mages? Maybe they are hunting a certain wizard? Or this is their first step in a long plan to raise their political station?

Wizards and powerful knight arcanists are capable of performing this ritual of Infusion. Unless the ritual was forced upon the knight arcanist, they are likely to know the person performing the ritual. They could have been a renown archmage or the knight arcanist's close friend, mentor, or superior officer.

After surviving the ritual a knight arcanist may notice a change in their physique and appearance, such as a change to their hair and eye colour or most commonly a sudden increase in muscularity. However due to the volatile nature of the Infusion they might have scars of arcane symbols burned into segments of their flesh.

THE ARCANE ORDER, A MAGE'S MILITIA

A knight arcanist is never created without reason, they were given that power to for a purpose. That purpose is most commonly to serve a powerful wizard, or wizards, as a soldier enlisted in their personal arcane army.

The duties of this arcane order depends on the agenda of its leaders. They may be in charge of maintaining control over the lands which belong to a governing body of mages, a magocracy. Or they could be a destructive dark army carrying out an archmage's commands. Likewise, this arcane order could also be a collection of elite independent divisions that work within their local kingdom. More often than not an arcane order's primary duty tends to be settling disputes concerning magic. Such as hunting outlaw practitioners, protecting kingdoms from evil spells, slaying monstrous abominations created from dark rituals or even the retrieval and containment of legendary artifacts.

The hierarchy of any standard arcane order starts at the bottom with basic infantry. At this beginning stage training is focused on improving their constitutions to survive becoming a knight arcanist. Only after successfully completing the ritual of Infusion is a soldier considered a knight arcanist and can be promoted to higher positions in the order. Once a knight arcanist learns the basics of wielding their Infusion, as well as spell casting, they choose a division of the order to specialise in. A fully fledged knight arcanist earns the title of paragon marking their mastery of the power infused into them.

THE KNIGHT ARCANIST

Level	Proficiency Bonus	Infusion Pool	Infusion Limit	Features	Spells Known	—SPELL SLOTS PER SPELL LEVEL—				
						1st	2nd	3rd	4th	5th
1st	+2	3	1	Arcane Sense, Infusion(d6), Infused Ward	—	—	—	—	—	—
2nd	+2	4	1	Fighting Style, Spellcasting, Infused Strike	2	2	—	—	—	—
3rd	+2	4	1	Arcane Division	3	3	—	—	—	—
4th	+2	5	1	Ability Score Improvement	3	3	—	—	—	—
5th	+3	5	2	Extra Attack, Infusion(d8)	4	4	2	—	—	—
6th	+3	6	2	Arcane Body, Arcane Weapon	4	4	2	—	—	—
7th	+3	6	2	Division Feature	5	4	3	—	—	—
8th	+3	7	2	Ability Score Improvement	5	4	3	—	—	—
9th	+4	7	3	Improved Arcane Sense	6	4	3	2	—	—
10th	+4	8	3	Division Feature, Infusion(d10)	6	4	3	2	—	—
11th	+4	8	3	Infusion Conversion	7	4	3	3	—	—
12th	+4	9	3	Ability Score Improvement	7	4	3	3	—	—
13th	+5	9	4	Antimagic Touch	8	4	3	3	1	—
14th	+5	10	4	Division Feature	8	4	3	3	1	—
15th	+5	10	4	Veteran's Focus, Infusion(d12)	9	4	3	3	2	—
16th	+5	11	4	Ability Score Improvement	9	4	3	3	2	—
17th	+6	11	5	Antimagic Zone	10	4	3	3	3	1
18th	+6	12	5	Arcane Body Improvements	10	4	3	3	3	1
19th	+6	12	5	Ability Score Improvement	11	4	3	3	3	2
20th	+6	13	5	Arcane Paragon	11	4	3	3	3	2

A knight arcanist's relationship with magic users, specifically wizards, tends to be a little more intimate since it was their practice of magic that turned them into a knight arcanist. Some knights might treat their fellow spell casters with great respect, while others may be wary of their power. Is magic inherently dangerous or a great tool for those with talent?

CREATING AN KNIGHT ARCANIST

When creating a knight arcanist you should first consider how and why you were infused with this seed of power. Was this power forced upon you, or did you seek it out? Who performed the ritual of Infusion on you, are they a powerful wizard or a high-ranking knight arcanist? What was your relationship with them, were they a mysterious stranger promising power or a trusted ally and mentor? If you did willingly choose to become a knight arcanist what drove you to risk your life for it? Was it your only way out of horrible poverty, are you desperate to bring an evil mage to justice, or were you not planning to survive the ritual at all?

You may have been abducted by a dark wizard and became infused during one of her evil experiments on you. Perhaps you grew up in squalor as a street urchin, and joined the local mage's militia for the promise of food and a warm bed. Or maybe you come from a long line of noble knights indebted to a sagely archmage.

Were you formally trained in the ways of magic and martial tactics, or are you self-taught studying an old paragon's war journal? Do you have any mentors helping you along your journey, such as wizard or fighter from your party? People may shun you for being marked with magic, or rejoice at your presence since you symbolise a noble arcane order. For better or worse you are marked for life, and now wield the might of a knight arcanist.

QUICK BUILD

You can make a knight arcanist quickly by following these suggestions. First, Strength or Dexterity should be your highest ability score, followed by Intelligence. Second, choose the soldier background.

CLASS FEATURES

As a knight arcanist, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per knight arcanist level

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

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

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Intelligence, Wisdom

Skills: Choose two from Athletics, Acrobatics, Arcana, History, Investigation, Intimidation, Persuasion, Insight

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 diplomat's pack or (b) an explorer's pack
- Chain shirt and an arcane focus

ARCANE SENSE

Practitioners of magic and their creations leave a lingering static in the air that you can detect. As an action you can sense their arcane presence. Until the end of your next turn, you become aware of any: constructs, glyphs, spell casters, and magic items within 60 feet of you. You cannot discern their precise direction only their distance from you. This feature can penetrate barriers, but 2 feet of rock, 2 inches of any metal other than lead, or a thin sheet of lead blocks you.

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.

INFUSION

You have been infused with a pool of arcane power that fuels your knight arcanist abilities and replenishes whenever you finish a long rest. This pool consists of Infusion dice, the total amount of Infusion dice you have is based on your knight arcanist level as shown on the Knight Arcanist table.

Your Infusion die starts as a d6, but changes when you reach certain levels in this class. The die becomes a d8 at 5th level, a d10 at 10th level, and a d12 at 15th level. The maximum amount of dice you can expend in the single use of a feature is determined by your Infusion limit.

Some of your infusion features require your target to make a saving throw to resist the feature's effects. The saving throw DC is calculated as follows:

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

INFUSED WARD

As an action, you can touch a willing creature within range and imbue them with a protective ward of temporary hit points. Upon touching the target expend and roll any number of Infusion dice within your Infusion limit. The target gains temporary hit points equal to the amount rolled + your Intelligence modifier.

Alternatively, you can use this feature on yourself instead as a bonus action. These temporary hit points last for 1 hour.

FIGHTING STYLE

At 2nd level, you adopt a 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.

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. The weapon must have the two-handed or versatile property for you to gain this benefit.

PROTECTION

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. You must be wielding a shield.

TWO-WEAPON FIGHTING

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second Attack.

SPELLCASTING

By the time you reach 2nd level, from studying and understanding the arcane magic infused within your body, you have learned to cast spells, much as a wizard does. See chapter 10 in the PHB for the general rules of spellcasting and PART 4 of this class document for the knight arcanist spell list.

SPELL SLOTS

The Knight Arcanist 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 *magic missile* and have a 1st-level and a 2nd-level spell slot available, you can cast *magic missile* using either slot.

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know two 1st-level spells of your choice from the knight arcanist spell list. The Spells Known column of the Knight Arcanist table shows when you learn more knight arcanist spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 5th level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the knight arcanist spells you know and replace it with another spell from the knight arcanist spell list, which also must be of a level for which you have spell slots.

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your knight arcanist spells, since you learn your spells through dedicated 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 knight arcanist 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

SPELLCASTING FOCUS

You can use an arcane focus as a spellcasting focus for your knight arcanist spells.

INFUSED STRIKE

Starting at 2nd level, you can channel a portion of your infused arcane power into your weapon and throughout your body. Whenever you start your turn you can decide to use Infused Strike before making your first attack. To do so, you spend and roll a number of Infusion dice up to your Infusion limit to increase the range of your melee weapon attacks and deal force damage, in addition to the weapon's damage. The range is increased by 10 feet × the number of Infusion dice expended, to a maximum of 50 feet. This additional range does not apply to opportunity attacks. The extra damage is equal to amount rolled by your Infusion dice.

These benefits last until the start of your next turn.

ARCANE DIVISION

When you reach 3rd level, you enter the next milestone in your training by choosing an arcane division. This choice represents a specialisation for your capabilities and a promotion into the ranks of said division within your arcane order, if you belong to one.

Your arcane division grants you features at 3rd level and again at 7th, 10th, and 14th level. Those features include division spells and an Infused Strike option.

DIVISION SPELLS AND RITUAL CASTING

Each division has a list of associated spells. You learn these spells at the levels specified in the division's description. Once you learn a division spell you always know it. Division spells don't count against the number of spells you can know and can be cast as a ritual if they have the ritual tag.

If you learn a division spell that doesn't appear on the knight arcanist spell list, the spell is nonetheless a knight arcanist spell for you.

INFUSED STRIKE: OPTION

At 7th level, your arcane division teaches you how to augment your Infused Strike with magical effects. Each Infused Strike option provided by your division explains how to use it.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

ARCANE BODY

Beginning at 6th level, you gain a bonus to Initiative checks, as well as Strength, Dexterity, Constitution ability checks and saving throws. This bonus is equal to half of your Intelligence modifier.

At 18th level, this bonus becomes equal to your Intelligence modifier.

ARCANE WEAPON

While you are holding a non-magical weapon, the weapon is considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Additionally weapons you are proficient with can be used as an arcane focus.

IMPROVED ARCANE SENSE

After reaching 9th level, whenever you use Arcane Sense you can use a bonus action to target a specific creature, or object that you can see within range of your Arcane Sense.

If the target is a creature you learn if they have any spellcasting levels, as well as any resistances against magic.

If the target is an object you can discover its power level based on its rarity, if it's a magic item, and if it's sentient or actually a creature.

ARCANE POWER LEVELS

Spellcasting Level	Power Level	Item Rarity	Power Level
		Common	Weak
1st or higher	Weak	Uncommon	Moderate
5th or higher	Moderate	Rare	Strong
9th or higher	Strong	Very Rare	Very Strong
13th or higher	Very Strong	Legendary	Incredible
17th or higher	Incredible	Artifact	Incomprehensible

INFUSION CONVERSION

Starting at 11th level, over the course of a short rest you can restore expended spell slots for yourself and others at the expense of your own Infusion dice.

To do this, first expend a number infusion dice equal to the combined level of spell slots to be restored. The spell slots restored for an individual creature can have a combined level upto your Infusion limit. A creature cannot benefit from this feature again until they have finished a long rest.

Alternatively, whenever you take a short rest you can expend spell slots to add additional infusion dice to your to Infusion die pool. The number of Infusion dice gained is equal to the combined level of spell slots expended. The amount of Infusion dice in your Infusion pool cannot exceed your knight arcanist level. Both aspects of this feature can be used during the same short rest.

ANTIMAGIC TOUCH

Starting at 13th level, while you are grappling a creature you can use a bonus action to channel antimagic into the target. Until the end of your next turn or until your grapple is broken, you and the target are unable to cast spells but have advantage on saving throw against spells and resistance to damage from spells.

VETERAN'S FOCUS:

Once you reach 15th level, you have become accustomed to the chaos of battle and develop an instinctive connection to your spells. You cannot lose concentration on spells from damage.

ANTIMAGIC ZONE

Beginning at 17th level, you can create a zone of antimagic. After a minute of concentrating on an area within 30 feet, you create an invisible sphere with a radius of 10 feet. The area inside the sphere is under the effects of a *antimagic field* spell. The zone lasts for 1 hour after it is created.

You can't use this feature again until you finish a long rest.

ARCANE PARAGON

At 20th level, your mind and body have fully adapted to the arcane power flowing through your form, enhancing your senses and the ability to use antimagic to shrug off magic. You now possess true sight out to a range of 60 feet. Additionally, you can use your action to end one spell on yourself or on a target you are touching.

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

ARCANE DIVISIONS

Becoming a knight arcanist requires rigorous amounts of martial training and arcane study, without mentorship and specialisation of a division it would be nearly impossible for even the most talented trainee to accomplish.

When he or she reaches 3rd level, the knight arcanist begins to specialise in a division of their choosing.

DIVISION OF ABJURATION

Knight arcanists of this division act as elite bodyguards for high-ranking members of an arcane order, high paying nobles and influential wizards. They are heavily sought after for their knowledge of defence against the arcane arts and advanced use of wards.

DIVISION SPELLS

You learn division spells at the knight arcanist levels listed.

DIVISION OF ABJURATION SPELLS

Class Level Spells

3rd	<i>protection from good and evil, shield</i>
5th	<i>arcane lock, warding bond</i>
9th	<i>counter spell, dispel magic</i>
13th	<i>banishment, stonework</i>
17th	<i>banishing smite, planar binding</i>

BONUS PROFICIENCY

Starting at 3rd level, you have proficiency with heavy armor.

INTERPOSING WARD

Starting at 3rd level, when a creature you can see within 30 feet of you takes damage, you can use your reaction to expend and roll a single Infusion die to reduce that damage. If the damage is reduced to zero you do not lose the expended Infusion die.

INFUSED STRIKE: ABJURATION STRIKE

Starting at 7th level, whenever you use the Infused Strike feature you can cause it to become an Abjuration Strike.

An Abjuration Strike gives you a bonus to your saving throws, in addition to Infused Strike's original benefits. Also creatures warded by your Infused Ward feature within 30 feet of you, gain the same bonus instead as additional temporary hit points. This bonus is equal to the number of Infusion dice expended.

IMPROVED WARDS

Beginning at 10th level, when you roll a Infusion die for the Infused Ward or Interposing Ward feature, you can also add your proficiency bonus to the roll.

REACTIVE WARD

At 10th level, when you roll initiative you can gain an Infused Ward, equivalent to a single Infusion die without expending any Infusion die. You can't use this feature again until you finish a short rest.

WARD OF SPELL RESISTANCE

Starting at 14th level, While a creature has temporary hit points created from Infused Ward feature, they have advantage on saving throws against spells.

Furthermore, these temporary hit points have resistance against the damage of spells.

DIVISION OF CONJURATION

The knight arcanists belonging to this division are spread far throughout the kingdom of their arcane order, acting as elite guards in times of crisis. These knight arcanists are valued for their ability to quickly conjure weapons, armor and creatures, responding to any situation with swift teleportation and perfect tactical positioning.

DIVISION SPELLS

You learn division spells at the knight arcanist levels listed.

DIVISION OF CONJURATION SPELLS

Class Level	Spells
3rd	<i>find familiar, grease</i>
5th	<i>find steed, misty step</i>
9th	<i>sleet storm, stinking cloud</i>
13th	<i>dimension door, mordenkainen's faithful hound</i>
17th	<i>conjure elemental, teleportation circle</i>

BONUS PROFICIENCY

Starting at 3rd level, you have proficiency with heavy armor.

ATTUNED CONJURATION

Starting at 3rd level after spending an hour of meditating with a weapon, shield or a suit of armour, the item becomes bound to you. You can have a number of items bound to you in this way up to your Intelligence modifier (a minimum of one). Any number of items bound to you can be conjured and can be immediately equipped by you as a bonus action.

Magic items that are attuned to you, can also be conjured by this feature and don't count against the number of items you can have bound.

INFUSED STRIKE: CONJURATION STRIKE

At 7th level, whenever you use the Infused Strike feature you can cause it to become an Conjunction Strike.

A Conjunction Strike allows you to teleport adjacent to where ever your strikes land, in addition to Infused Strike's original benefits. Whenever your weapon attacks successfully hit a creature or a solid non-magical surface you can teleport within 5 feet of the target.

WARD OF TACTICAL TELEPORTATION

Beginning at 10th level, whenever a creature warded by your Infused Ward feature takes damage and are within 30 feet of you can use your reaction to teleport into the creature's position and teleport the creature up to 10 feet away from their original position. If the damage exceeds the temporary hit points of the ward the remaining damage is carried over to you.

Alternatively, the warded creature can use their reaction to teleport away after taking damage, instead of swapping positions with you. If the warded creature chooses to use this option, than they will teleport after taking the damage. The creature can teleport upto 10 feet x the number of Infusion dice expended to create the ward.

These benefits last until the ward fades or is destroyed.

SIEGE SUMMONER

When you reach 14th level, you can use the Attuned Conjunction feature to bind to a single siege weapon. However a siege weapon requires 1 minute to conjure with this feature.

DIVISION OF DIVINATION

This division is dedicated to gathering tactical information for their arcane order, and tracking individuals of notable importance. Knight arcanist from this division are often tasked with missions outside of the order's borders, due to their capabilities of marking individuals, extracting information and subduing them quickly with precise strikes.

DIVISION SPELLS

You learn division spells at the knight arcanist levels listed.

DIVISION OF DIVINATION SPELLS

Class Level	Spells
3rd	<i>detect magic, identify</i>
5th	<i>detect thoughts, locate object</i>
9th	<i>clairvoyance, tongues</i>
13th	<i>arcane eye, locate creature</i>
17th	<i>legend lore, scrying</i>

TRAINED EYES

Starting at 3rd level, you have proficiency with one of the following skills: insight, investigation, survival, perception.

MARK OF THE EYE

Beginning at 3rd level, whenever a creature fails to save against a divination spell you cast or is hit by you with a weapon attack during your Infused Strike or Divination Strike, you can mark them with an invisible glyph called Mark of the Eye. While a creature is marked by this feature you gain the following benefits against the target:

- You gain insight into the targets future actions. This grants you advantage on attack rolls and wisdom ability checks against the target. Also the target is unable gain advantage on attack rolls against you, unless you are incapacitated.
- Unless the target is on a separate plane of existence, all divination spells that you cast can always reach the target despite the spell's original range.
- As a bonus action you can expend one of your infusion dice to make the mark visible, outlining the target with a shimmering glow, until the end of your next turn. While the mark is visible they cannot gain the benefits from invisibility and attack rolls made against the target have advantage.

You cannot use this feature again until you finish a short rest. If a target is still marked when you mark another creature, the original mark will dissipate. This mark lasts for a number of hours equal to your knight arcanist level, this duration can be reset if the same target is marked again with this feature.

INFUSED STRIKE: DIVINATION STRIKE

Starting at 7th level, whenever you use the Infused Strike feature you can cause it to become a Divination Strike.

A Divination Strike gives you a bonus to your attack rolls. This bonus is equal to the amount of Infusion dice expended, in addition to Infused Strike's original benefits. Additionally, your attacks ignore half cover and three-quarters cover.

EYES OF SENTINEL

Starting at 10th level, you are made aware if a creature or area within 30 feet of you is the target of a divination spell, but do not gain any information on who or what is being targeted. Also, while using Arcane Sense you are able to see any invisible sensors created by divination spells, such as the *clairvoyance* spell or the *arcane eye* spell.

WARD OF AWARENESS

Beginning at 10th level, you are alerted whenever a creature warded by your Infused Ward feature takes damage.

Whenever this occurs you are informed which ward was damaged, how far you are from it, and it's general direction from you.

Additionally, you can expend one Infusion die to cast the *clairvoyance* spell at a warded creature's exact location within the spells range. When cast in this way, the casting time is reduced to an action, and the sensor moves with the warded creature.

These benefits last until the ward fades or is destroyed.

HEIGHTENED SENSE

At 14th level, your attacks and spells that are suffused with divination magic grant immediate insight into their targets future actions.

Whenever you hit a creature with a weapon attack during your Divination Strike or a creature fails to save against a divination spell you cast, their attack rolls against you have disadvantage and you have advantage against any saving throw they force you to make, until the end of your next turn.

DIVISION OF ENCHANTMENT

Interrogators, diplomats, and negotiators, the Division of Enchantment is the charming face of any arcane order. Although this division's knight arcanists are capable warriors, they rarely tarnish their blade in blood. Their capability to redirect attacks with defensive charms and bolster their allies, make them a valuable asset on and off the battlefield.

DIVISION SPELLS

You learn division spells at the knight arcanist levels listed.

DIVISION OF ENCHANTMENT SPELLS

Class Level	Spells
3rd	<i>charm person, sleep</i>
5th	<i>hold person, suggestion</i>
9th	<i>catnap, enemies abound</i>
13th	<i>charm monster, confusion</i>
17th	<i>geas, modify memory</i>

TRAINING OF WORDS

Starting at 3rd level, you know the cantrip vicious mockery and you have proficiency with one of the following skills: persuasion, performance, deception, insight, intimidation.

CHARM OF MISDIRECTION

At 3rd level, when you are targeted by an attack before the attack is determined successful or not, as a reaction you cause the attacking creature to make Wisdom saving throw or become charmed until the end of your next turn. If charmed the creature must pick a new target for it's attack.

At level 14, you can choose the new target for the charmed creature's attack, the new target can be creature's ally.

You must take a long rest or expend two of your Infusion die, before you can use this feature again.

INFUSED STRIKE: ENCHANTMENT STRIKE

Starting at 7th level, whenever you use the Infused Strike feature you can cause it to become an Enchanting Strike.

An Enchanting Strike changes the bonus damage's type from force to psychic, and your attacks disorients and charms your enemies, in addition to Infused Strike's original benefits. Whenever you hit a target during this strike they must make a Wisdom saving throw or become charmed by you.

WARD OF GLAMOUR

Starting at 10th level, creature's warded by your Infused Ward feature gain a bonus to persuasion, deception, and performance. This bonus is equal to the total amount of Infusion die spent to create the ward.

Additionally, while a creature is warded by you it can't be charmed or frightened. If either of these conditions are affecting the creature before receiving the ward, than their effects are suppressed.

These benefits last until the ward fades or is destroyed.

BATTLEFIELD OF BETRAYAL

Beginning at 14th level, as a bonus action on your turn you can cause a creature within 60 feet of you, who is charmed by you to attack another creature within reach. The creature must use their reaction to make a single weapon attack against a target of your choice. A creature who is still charmed by you automatically fails this saving throw.

DIVISION OF EVOCATION

This division is also referred to as the Siege Division. These knight arcanist use their strikes to blast through swarms of enemies, castle walls, and siege structures on the battlefield.

DIVISION SPELLS

You learn division spells at the knight arcanist levels listed.

DIVISION OF EVOCATION SPELLS

Class Level	Spells
3rd	<i>burning hands, magic missile</i>
5th	<i>shatter, gust of wind</i>
9th	<i>fireball, lightning bolt</i>
13th	<i>ice storm, wall of fire</i>
17th	<i>cone of cold, wall of stone</i>

BONUS EVOCATION CANTRIP

Starting at 3rd level, you know one evocation cantrip of your choosing.

EVOCATION ABSORPTION WARD

At 3rd level, your wards now reinforce themselves by absorbing the destructive energy of your evocation spells and Evocation Strikes.

Whenever any creature warded by your Infused Ward feature would normally take damage from an evocation spell or Evocation Strike performed by you, the warded creature will instead take no damage. Afterwards the wards' current amount of temporary hit points increase by the number of Infusion dice spent if it was a Evocation Strike, or by a number equal to the spell's level if it was a evocation spell.

This benefit last until the ward fades or is destroyed.

INFUSED STRIKE: EVOCATION STRIKE

Starting at 7th level, whenever you use the Infused Strike feature you can cause it to become an Evocation Strike.

An Evocation Strike changes the bonus damage's type from force to one of following damage types: cold, fire, lightning, or thunder. Also your strikes explode upon impact, in addition to Infused Strike's original benefits. The explosion radius of the Evocation Strike is 5 feet x the number of Infusion dice spent, centered on the target. Whenever you hit someone with a weapon attack during your Evocation Strike all creatures within the explosion radius must succeed a saving throw based on the chosen damage type, or take damage of the chosen damage type equal to the bonus damage rolled by the Infusion dice. (Constitution for cold or thunder damage and Dexterity for fire or lightning damage.)

SAVING THROWS BASED ON DAMAGE TYPE

Damage Type	Saving Throw
Cold	Constitution
Fire	Dexterity
Lightning	Dexterity
Thunder	Constitution

DESTRUCTIVE STRIKE

Beginning at 10th level, you can imbue your weapon with destructive force. Once per turn, when you roll damage for a weapon attack you can add your Intelligence modifier (minimum of one) to the damage roll. During an Evocation Strike this bonus damage applies to creatures within the explosion radius who fail the saving throw.

Additionally, the weapon attack deals double damage to structures and objects.

WARD OF FORCEFUL REBUKE

At 10th level, whenever a creature warded by your Infused Ward feature takes damage from an enemy within 30 feet of them, the ward will rebuke the attacker with force damage. This force damage is equal to the damage dealt to the ward's temporary hit points. This does not include any damage carried over to the creature after the ward is reduced to zero.

This benefit last until the ward fades or is destroyed.

BATTLE CASTER

Starting at 14th level, whenever you take the attack action on your turn, you can cast an evocation cantrip as a bonus action.

DIVISION OF ILLUSION

The Illusion Division is the most secretive group and execute darker assignments for their superiors, or the highest bidder. They are valued as spies and even assassins. When a knight arcanist is deemed worthy of this division's most secret technique, they learn how to create an assassin from their very own shadow.

DIVISION SPELLS

You learn division spells at the knight arcanist levels listed.

DIVISION OF ILLUSION SPELLS

Class Level Spells

3rd	<i>illusory script, silent image</i>
5th	<i>nystul's magic aura, mirror image</i>
9th	<i>fear, major image</i>
13th	<i>greater invisibility, phantasmal killer</i>
17th	<i>creation, dream</i>

TRAINING IN SUBTERFUGE

Starting at 3rd level, you have proficiency with one of the following skills: deception, performance, sleight of hand, stealth.

SHADOW ASSASSIN

After reaching 3rd level, you can use your action to weave material of the shadowfell to create an illusory duplicate of yourself from your shadow. The shadow assassin lasts for 10 minutes, or until you lose your concentration (as if you were concentrating on a spell).

The illusion appears in an unoccupied space that you can see within 30 feet of you. As a bonus action on your turn, you can move the illusion up to 30 feet to a space you can see, but it must remain within 120 feet of you. Additionally, when you take the attack action, you can forgo one of your own attacks to make one attack through your shadow assassin. This attack uses the same statistics as your own attack except the weapon's damage type is replaced with psychic damage. You must be able to see the target to perform this attack.

When both you and your shadow assassin are within 5 feet of a creature that can see the shadow assassin, you have advantage on attack rolls against that creature, given how distracting the illusion is to the target. You must finish a short rest before you can use this feature again.

INFUSED STRIKE: ILLUSION STRIKE

Starting at 7th level, whenever you use the Infused Strike feature you can cause it to become an Illusion Strike.

An Illusion Strike changes the bonus damage's type from force to psychic. Also creatures hit by your attacks temporarily lose their ability to perceive creatures of your choice, in addition to Infused Strike's original benefits.

Whenever you hit a creature during this strike you can force the target to make a Intelligence saving throw, on a failure choose a number creatures equal to the amount of Infusion dice expended. The chosen creatures cannot be perceived by the target, as if the target is both blind and deaf to their presence.

SHADOW SUBSTITUTION

Starting at 10th level, while you are within 30 feet of your shadow assassin if you take any damage you can use your reaction to expend an Infusion die and swap positions with your shadow, taking half damage unless your shadow assassin is in the same area of effect. You can also swap positions within the same distance as an action, but you must still expend an Infusion die if you choose to do so.

WARD OF DISGUISE

Starting at 10th level, creatures warded by your Infused Ward feature can gain the benefits of the *disguise self* spell. You decide the illusion's appearance as appropriate to the spell.

This benefit lasts until the ward fades or is destroyed.

SHADOW IMPOSTER

Starting at 14th level, when you use the Shadow Assassin feature you can make illusion take on the appearance of someone you have seen before. The creature being imitated by the illusion must be of the size and body shape as you, if you are a medium sized biped then the illusion can't be a small quadruped.

Additionally, you can now speak and see through the shadow assassin. Also when you use your bonus action to move the shadow assassin, if shadow assassin has not yet attacked, it can perform either the Help action or Use an Object action (using your statistics), but will be unable to attack in the same round of combat.

DIVISION OF NECROMANCY

This division is tasked with difficult duty to police the use of necromancy, creation of monstrosities and punish those who succumb to the lure of lichdom. These knight arcanist are sometimes referred to as the pale guard due to their chilling complexion obtained from a mysterious ritual. This rite comes at a great sacrifice but bestows them with capabilities similar to a revenant. The pale guard is a relentless nightmare for all practitioners of the dark arts.

DIVISION SPELLS

You learn division spells at the knight arcanist levels listed.

DIVISION OF NECROMANCY SPELLS

Class Level	Spells
3rd	<i>inflict wounds, ray of sickness</i>
5th	<i>gentle repose, ray of enfeeblement</i>
9th	<i>animate dead, speak with dead</i>
13th	<i>blight, shadow of moil</i>
17th	<i>danse macabre, enervation</i>

SENSE TABOO

Starting at 3rd level, you have a feeling of when undead, or monsters have been created recently in an area. Whenever you use Arcane Sense you can detect the presence of undead and monstrosities created through magic, in addition to Arcane Senses usual capabilities. While using Arcane Sense you can see undead hiding in the Ethereal plane, appearing as a formless ghostly fog.

After reaching 9th level in this class, if you target a spellcaster with Arcane Sense, you discover if they have any undead servants bound to them and how many.

RITE OF THE PALE GUARD

This division requires its members perform the Rite of the Pale Guard to be a fully accepted knight arcanist of necromancy. First the order performs a funeral in your name, representing your understanding and acceptance of your own mortality. Then an irreversible ceremony commences changing you into one of the pale guard. Once this rite is finished you gain the following benefits:

- You can only gain exhaustion from spells and special abilities, you are immune to all other natural sources.
- You have resistance to necrotic and poison damage.
- You have advantage on saving throws against poison.
- While you are dead, your body is under the effects of the *gentle repose* spell until 50 years after this rite was performed.

There is a cost to this transformation that all pale guards must be prepared for:

- You are unable to bare to any children.
- You die exactly 50 years after this rite was performed, at which point no spells after this time can revive you.
- You are immune to any effects that would extend your life or magically age you beyond these 50 years.

The only ways of undoing this rite is a *wish* spell or Divine Intervention.

INFUSED STRIKE: NECROMANCY STRIKE

At 7th level, whenever you use the Infused Strike feature you can cause it to become a Necromancy Strike.

A Necromancy Strike changes the bonus damage's type from force to necrotic, also your attacks sap the life from your foes while preventing their recovery, in addition to Infused Strike's original benefits. Whenever you hit a target with a weapon attack during this strike you regain a number of hit points equal to half the additional the necrotic damage dealt by this feature, unless the target is undead or a construct.

Additionally, the target cannot regain hit points.

RISING OF THE RESTLESS

At 10th level, while making death saving throws you can add your intelligence modifier to the roll.

Whenever you are stabilised you can expend an Infusion die to regain hit points equal to the number rolled, at the start of your next turn.

WARD OF NECROMANCY

Starting at 10th level, creature's warded by your Infused Ward feature cannot be poisoned or possessed. Also if the warded was unconscious they become stabilized.

Alternatively, if the warded creature is undead they gain a bonus to their attack and damage rolls equal to the number of Infusion dice expended.

This benefit lasts until the ward fades or is destroyed.

THE WRAITH WARDEN

At 14th level, as a bonus action you can magically transform yourself into a wraith-like form. While in this form, you have resistance to all damage except for radiant damage, you are considered undead by spell effects and your Ward of Necromancy feature, and you can move through other creatures and objects as if they were difficult terrain. You take 5 force damage if you end your turn inside an object.

You remain in this form for 1 minute. It ends early if you die, or if you dismiss it as a bonus action. After exiting this form you gain a level of exhaustion.

DIVISION OF TRANSMUTATION

This division is considered to be the most versatile of all the arcane divisions. An arcane order tends distribute these knight arcanist to where they are most needed, reinforcing a particular divisions numbers or even a specific squad on a mission of great importance. These knight arcanist are well known for their adaptability, transformative wards and talent for debilitating their foes.

DIVISION SPELLS

You learn division spells at the knight arcanist levels listed.

DIVISION OF TRANSMUTATION SPELLS

Class Level	Spells
3rd	<i>feather fall, jump</i>
5th	<i>enlarge/reduce, levitate</i>
9th	<i>gaseous form, haste</i>
13th	<i>fabricate, polymorph</i>
17th	<i>skill empowerment, telekinesis</i>

TOOL PROFICIENCY

Starting at 3rd level, you have proficiency with an artisan tool of your choice.

TRANSMUTATION REFLEX

Through extensive endurance training with transmutation magic you've developed the ability to control your level of susceptibility to transmutation.

You can cast transmutation spells that only have you as the target as a bonus action. Spells cast in this way don't require any verbal or somatic components.

Also, as long as you are not incapacitated you have advantage on saving throws against any spell or effect that would alter your form against your will.

INFUSED STRIKE: TRANSMUTATION STRIKE

Starting at 7th level, whenever you use the Infused Strike feature you can cause it to become an Transmutation Strike.

A Transmutation Strike cause your attacks to slow any creature they hit, in addition to Infused Strike's original benefits. Whenever you hit a target during this strike you there speed by 5 feet x the amount of Infusion die expended. If you reduce the target's speed to 0 the target becomes restrained.

ADEPT ADAPTABILITY

Starting at 10th level, you can cast *alter-self* once without expending a spell slot or material components.

Additionally when cast in this way the spell doesn't require concentration.

You cannot use this feature again until you finish a short rest.

WARD OF NEW FORM

Starting at 10th level, creature's warded by your Infused Ward feature gain one of the following benefits of your choice:

- +10 feet of bonus fly speed per Infusion die spent to create the ward
- +10 feet of bonus swim speed per Infusion die spent to create the ward, they also gain the ability to breath under water
- +10 feet of bonus walking speed per Infusion die spent to create the ward, they also ignore difficult terrain

This benefit lasts until the ward fades or is destroyed.

MASTER OF ADAPTATION

Beginning at 14th level, you can push your body and mind to rapidly transmute beyond its normal limitations.

By using this feature you are capable of casting two transmutation spells, that only have you as the target, on the same turn as your action and bonus action.

You can maintain concentration for both spells if they require it. In which case you only need make one Constitution saving throw to maintain concentration on both spells. On a failure you lose concentration for both spells simultaneously.

When at least one of these two spells end you gain a level of exhaustion. You cannot benefit from this feature again until you have finished a short rest

KNIGHT ARCANIST SPELL LIST

1ST LEVEL

Absorb Elements
Command
Comprehend Languages
Detect Magic
Disguise Self
Earth Tremor
Expeditious Retreat
Feather Fall
Fog Cloud
Ice Knife
Jump
Longstrider
Mage Armor
Magic Missile
Searing Smite
Shield
Thunderous Smite

2ND LEVEL

Aganazzar's Scorcher
Arcane lock
Blindness/Deafness
Earthbind
Flaming sphere
Hold person
Invisibility
Levitate
Magic weapon
Misty step
Phantasmal Force
Scorching Ray
See Invisibility
Shadow Blade
Shatter
Warding Wind

3RD LEVEL

Bestow Curse
Blink
Dispel Magic
Fear
Fly
Haste
Life Transference
Magic Circle
Nondetection
Protection From Energy
Remove Curse
Sending
Thunderstep
Vampiric Touch

4TH LEVEL

Elemental Bane

Fire Shield
Leomund's Secret Chest
Mordenkainen's Private Sanctum
Otiluke's Resilient Sphere
Stone Shape

5TH LEVEL

Animate Objects
Dominate Person
Hold Monster
Passwall
Rary's Telepathic Bond
Steel Wind Strike
Synaptic Static
Teleportation Circle
Wall of Force
Infusion *also a wizard spell

INFUSION

5th-level transmutation

Casting Time: 8 hours

Range: Touch

Components: V,S,M (residuum powder worth at least 1,000 gp, which the spell consumes)

Duration: Instantaneous

With this spell, you attempt to infuse a humanoid creature with a permeating seed of arcane power. If the target creature is a non-playable character than your DM chooses statistics appropriate for the infused non-playable character from the knight arcanist template, such as statistics for the knight arcanist initiate. If the target creature is a player character he or she obtains one class level for the knight arcanist class. If the player character already has class levels in knight arcanist than nothing happens and the spell fails.

This spell does not use your spell save DC for when the target creature is required to make a saving throw. Instead use the following formula to determine the spell save DC for this spell:

Spell save DC = 20 - (your proficiency bonus + your spellcasting modifier)

The creature must be within 5 feet of you for the entire casting of the spell, as you use the residuum powder to trace a network of magic symbols onto their body. During the casting time, at the end of each hour the target must make a Constitution saving throw to endure the agony of the infusion process, for a total of eight Constitution saving throws. On each failed saving throw the target suffers a level of exhaustion.

Upon the completion of the casting, you touch the target's forehead to link their mind to the new arcane pathways running throughout their body. This final step causes the target to make a Intelligence saving throw or take 2d12 psychic damage, half as much on a success.

A player character can automatically succeed any or all saving throws if the DM chooses.

VARIANT: WIZARD EXPANDED SPELLS

If your DM approves you may expand the knight arcanist spell list by adding spells from the wizard spell list. These new spells could be from studying a spell scroll or from the tutoring of a wizard.

Whenever you would learn a knight arcanist spell you can choose from one of these new spells instead. The spell is nonetheless a knight arcanist spell for you.

KNIGHT ARCANIST TEMPLATE

Only a humanoid that survives and successfully completes the *infusion* spell can gain the abilities of a knight arcanist.

When a humanoid becomes a knight arcanist, it retains its statistics except as described below.

Ability Score Improvements. The humanoids Strength, Dexterity, and Constitution ability scores all increase by 2, but cannot increase above a maximum of 20 with this template adjustment.

Arcane Sense (1 + INT/Day). As an action the humanoid can sense the presence of the arcane. Until the end of it's next turn, the humanoid knows the location of any: constructs, spell casters, and magic items within 60 feet of the initiate.

Infused Strike (3/Day). At the start of the humanoids turn they can channel arcane power into their weapon. Until the start of it's next turn all of their melee weapon attacks gain a bonus reach of +10 feet and deal an extra 3 (1d6) force damage. This extra force damage cannot crit.

New Action: Infused Ward (3/Day). As an action, the humanoid can touch a willing creature within range and imbue them with a protective ward of temporary hit points. The target gains 3 (1d6) temporary hit points. Alternatively, the humanoid can use this feature on themselves instead as a bonus action. These temporary hit points last for 1 hour.

KNIGHT ARCANIST INITIATE

Medium humanoid (any race), any alignment

Armor Class 17 (chain shirt, shield)

Hit Points 13 (2d8 +4)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	12 (+1)	11 (+0)	10 (+0)

Skills Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

Arcane Sense (2/Day). As an action the initiate can sense the presence of the arcane. Until the end of your next turn, the initiate knows the location of any: constructs, spell casters, and magic items within 60 feet of the initiate.

Infused Strike (3/Day). At the start of the initiates turn they can channel arcane power into their weapon. Until the start of their next turn all of their melee weapon attacks gain a bonus reach of +10 feet and deal an extra 3 (1d6) force damage. This extra force damage cannot crit.

Actions

Longsword. Melee Weapon Attack: +4 to hit, reach 5ft. or 15ft., one target. *Hit* 6 (1d8 + 2) slashing damage, or 6 (1d8 + 2) slashing damage plus 3 (1d6) force damage.

Infused Ward (3/Day). As an action, the initiate can touch a willing creature within range and imbue them with a protective ward of temporary hit points. The target gains 3 (1d6) temporary hit points. Alternatively, the initiate can use this feature on themselves instead as a bonus action. These temporary hit points last for 1 hour.

Knight Arcanist initiates patrol and guard the lands under the control of their arcane order or archmage. Occasionally they are assigned as bodyguards for influential nobles who fund their order.

KNIGHT ARCANIST VETERAN

Medium humanoid (any race), any alignment

Armor Class 18 (plate)

Hit Points 52 (8d8 +16)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	14 (+2)	11 (+0)	10 (+0)

Saving Throws Int +5, Wis +3

Skills Perception +3

Senses passive Perception 13

Languages any one language (usually Common)

Challenge 6 (2,300 XP)

Arcane Sense (3/Day). As an action the veteran can sense the presence of the arcane. Until the end of your next turn, the initiate knows the location of any: constructs, spell casters, and magic items within 60 feet of the initiate.

Spellcasting. The knight arcanist veteran is a 3rd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The veteran knows the following knight arcanist spells:

1st level (4 slots): *command, shield*

2nd level (2 slots): *hold person, misty step*

Infused Strike (3/Day). At the start of the veterans turn they can channel arcane power into their weapon. Until the start of their next turn all of their melee weapon attacks gain a bonus reach of +20 feet and deal an extra 9 (2d8) force damage. This extra force damage cannot crit.

Actions

Multiattack. The knight arcanist veteran makes two melee attacks.

Greatsword. Melee Weapon Attack: +6 to hit, reach 5ft. or 25ft., one target. *Hit* 10 (2d6 + 3) slashing damage, or 10 (2d6 + 3) slashing damage plus 9 (2d8) force damage.

Infused Ward (3/Day). As an action, the veteran can touch a willing creature within range and imbue them with a protective ward of temporary hit points. The target gains 9 (2d8) temporary hit points. Alternatively, the veteran can use this feature on themselves instead as a bonus action. These temporary hit points last for 1 hour.

Knight Arcanist veterans work in service to archmages, arcane orders, and settle disputes of magic. A knight arcanist's alignment reflects the nature of their arcane order.