

SPELLS & FORMULAE



OF EBERRON



R P DAVIS

INTRODUCTION

Eberron is not a typical pseudo-medieval fantasy society. It is not like the Forgotten Realms, or Middle-Earth, or any other society. At all.

Unlike other settings, where magic is rare and precious, magic absolutely saturates Eberron. Like technology which so saturates our world that we don't even notice it, so Eberron is saturated with magic. From the richest person in Sharn to the lowliest kobold in Stormreach, magic underpins life from beginning to end. Spells and magic items heat the food, bathe the body, tend the illnesses of the living and the needs of the dead, transport the people and goods – everything for which modern Earthlings depend on technology, the sentient creatures of Eberron depend on magic.

Unlike modern Earth's technology, however, in Eberron the production of magic remains a cottage industry. There are no great factories belching out magic off an assembly line (not even the *creation forges* of the Last War, which supplied warforged to all sides, were assembly lines like we'd understand them). Every single magic item, from the mightiest airship to the lowliest pair of slippers which keep one's feet warm, craftsmen (and craftsgnomes, craftsdwarves, etc.) create by hand in their workshops.

It is the same with magewrights, who cast spells for hire. In contrast with adventuring spellcasters, magewrights make a craftsman's living by casting for hire from a limited repertoire of spells. Rather than a locksmith, for example, you hire a magewright who specializes in *knock*.

Eberron also has an adventuring class specific to its culture of magical technology: the [Artificer](#). Artificers use a combination of magic and technological skill to bring powers and effects into the world. Everything in this book is oriented toward Artificers.

The spells in this book expand on the spell list in the [Artificer playtest](#). They are taken from Eberron sources in previous editions of D&D, in which they are called "infusions," based on how the setting depicted the Artificer's unique method of manipulation of magic by alchemy.

The spells are presented in alphabetical order. As always, check with your DM before you include any of these spells in your Artificer character's spell list.

Some of the old spells are presented as additional Alchemical Formula options for your Alchemist Artificer to use with her Alchemical Satchel. These are in a separate list which follows the spell list, and are also in alphabetical order.



ARTIFICER SPELLS

ABLATIVE ARMOR

1st-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 10 minutes

Ablative armor absorbs 4 points of damage from the next attack that deals damage to the creature that wears it.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the amount of damage absorbed increases by 4 for each slot level above 1st.

Special: If you have the Mark of Sentinel dragonmark, *ablative armor* absorbs 6 points of damage per spell level.

ADAMANTINE WEAPON

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: S, M (a pinch of powdered adamantine)

Duration: 1 hour

You temporarily alter the substance of one metal weapon, transforming it into adamantine. Weapons made of adamantine are unusually effective when used to break objects. Whenever an adamantine weapon hits an object, the hit is a critical hit.

In addition, on a hit, the weapon deals an extra 1d6 bludgeoning damage.

BLAST SHARD

3rd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: S, M (an Eberron dragonshard worth at least 100gp)

Duration: 1 hour

You store destructive energy within an Eberron dragonshard, then unleash it in rays of power. To use the shard, you designate how many dice of damage you wish to release, then make a ranged spell attack against a single target you can see within 60 feet. The *blast shard* can deal a total of 5d8 force damage, either focused into a single blast or divided up among multiple attacks on subsequent turns. Whether the attack hits or not, the damage dice you specified are subtracted from the total stored in the shard. The shard is destroyed when the spell ends.

At Higher Levels. When you cast this spell using a 4th level spell slot, the damage increases by 2d8.



CONCURRENT FORMULAE

4th-level transmutation

Casting Time: 1 action

Range: Touch

Components: S, M (an oak twig with at least 3 forks along its length)

Duration: Instantaneous

You channel your artificer talents through an increased number of formulae from your Alchemist's Satchel. When you cast *concurrent formulae*, you can withdraw up to three alchemical formulae from your Satchel using 1 action.

DISABLE CONSTRUCT

1st-level transmutation

Casting Time: 1 action

Range: Self (30-foot radius sphere)

Components: V, S

Duration: Instantaneous

You make a melee spell attack to send a pulse into a target construct, interfering with the magic that endows it with life. The construct must make a Constitution saving throw, taking 2d8 force damage on a failed save, and half as much damage on a successful one. In addition, on a failed save the construct is [stunned](#) until the end of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

DISRUPTING WEAPON

4th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 minute

You make your weapon deadly to undead. When you hit a fiend or an undead with it, that creature takes an extra 2d6 radiant damage. If the target has 25 hit points or fewer after taking this damage, it must succeed on a Wisdom saving throw or be destroyed. On a successful save, the creature becomes [Frightened](#) of you until the end of your next turn.

ENERGY ALTERATION

1st-level transmutation

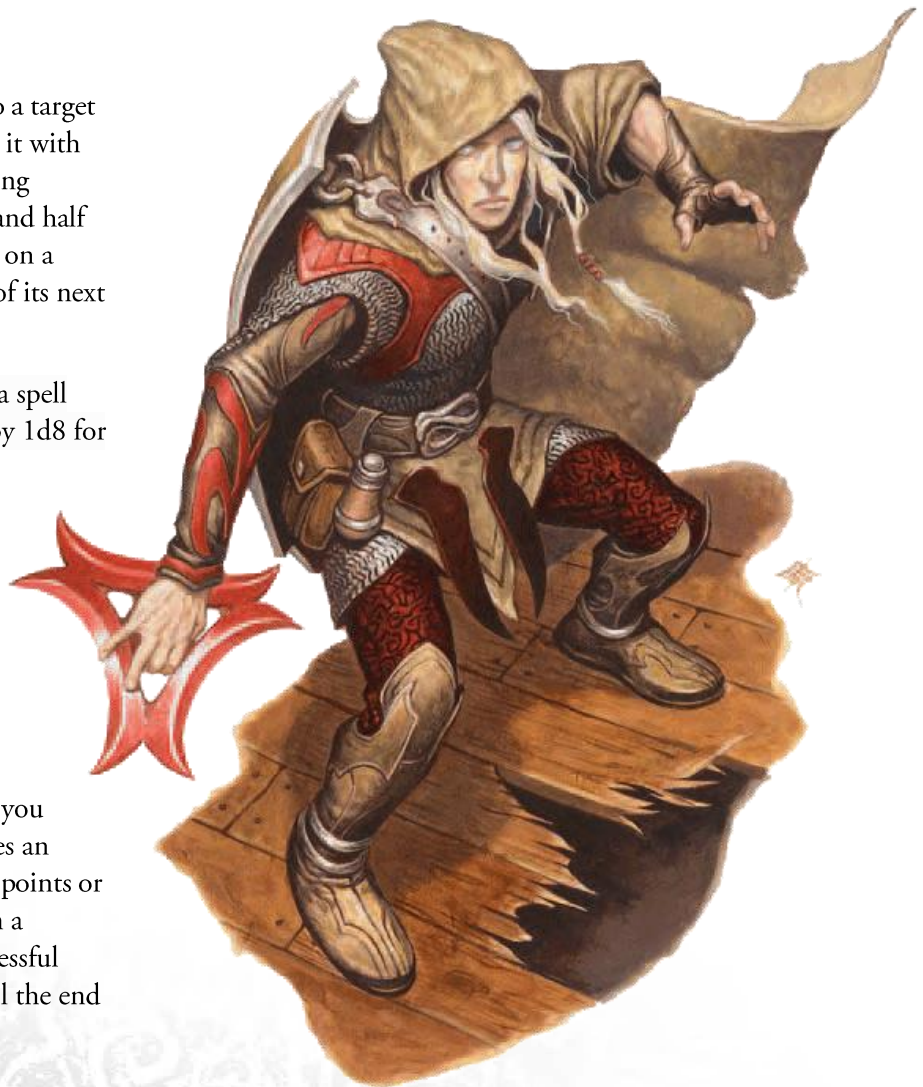
Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

You alter an item that employs an energy type or grants protection from an energy type, to employ or protect against a different energy type. For example, you could change a *flame tongue* to a *frost tongue*, dealing cold instead of fire damage, or a *ring of acid resistance* to a *ring of cold resistance*. The amount of damage dealt, protection offered, and all other effects remain the same.



INDISPUTABLE POSSESSION

1st-level conjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

You create a magical bond between yourself and an object. If that object ever leaves your possession, you can use a bonus action call it back to your hand, so long as you and it are on the same plane of existence. If the item is out of your possession for more than 1 minute during the duration, the bond is severed.

LUCKY BLADE

2nd-level abjuration

Casting Time: 1 action

Range: Touch

Components: S, M (a 2-headed coin)

Duration: 1 hour

You imbue a weapon with luck. For the duration, the wielder can reroll an attack roll made with that weapon. The wielder must decide to use this ability before the DM declares whether the roll results in success or failure, and must accept the result of the second roll even if it is worse.

Once the wielder uses the ability, the spell ends.

LUCKY CAPE

3rd-level abjuration

Casting Time: 1 action

Range: Touch

Components: S, M (a 2-headed coin)

Duration: 1 hour

You imbue a dashing cape with luck. For the duration, the wearer can reroll saving throw or ability check. The wearer must decide to use this ability before the DM declares whether the roll results in success or failure, and must accept the result of the second roll even if it is worse. Once the wielder uses the ability, the spell ends.

PENDING POTION

1st-level transmutation

Casting Time: 1 action

Range: 5 feet radius

Components: S, M (a handful of needles from an evergreen tree)

Duration: 1 hour

You magically delay the effects of a potion. As part of casting *pending potion*, a potion must be consumed, but the effects don't take place immediately. Instead, the creature that consumed the potion can activate its effects as a free action at any time before the end of the spell's duration. If the consumed potion isn't activated before the duration ends, it takes effect at that point.

No creature can have more than one pending potion in effect at the same time. If a second delayed-effect potion is consumed by the same creature, the duration of the first *pending potion* ends, and the potion takes immediate effect.

POWER SURGE

2nd-level transmutation

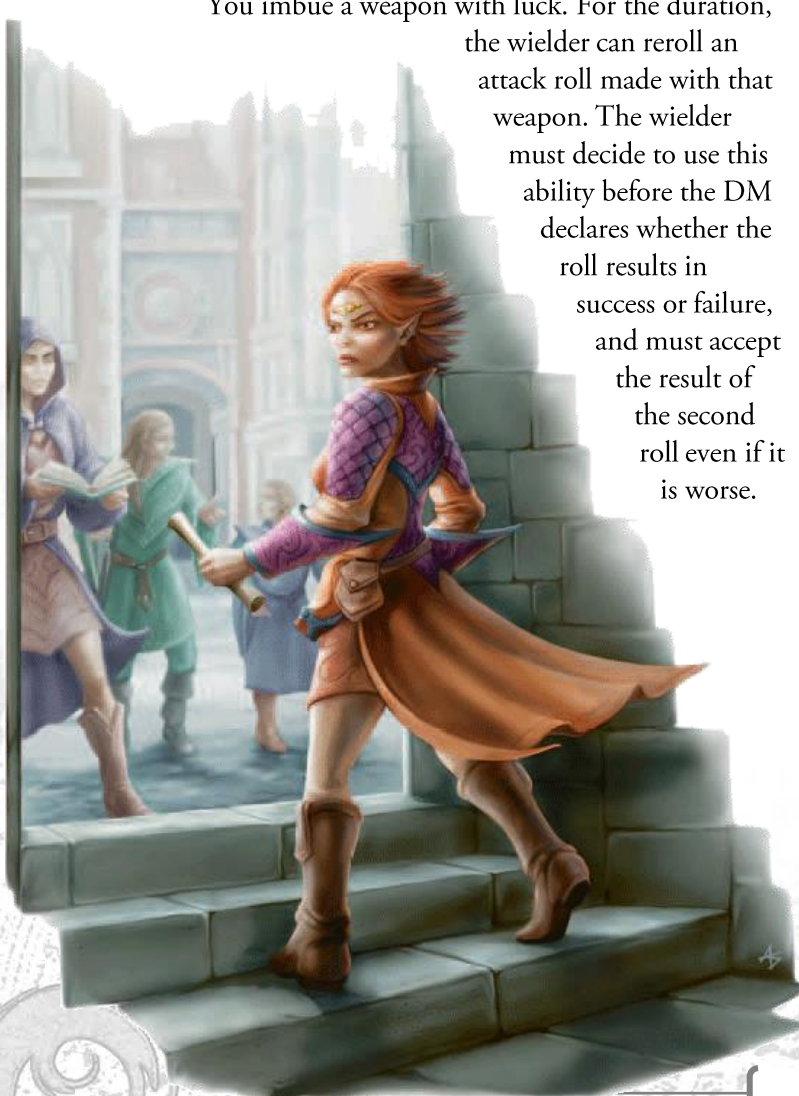
Casting Time: 1 action

Range: Touch

Components: S

Duration: 1 minute

You touch a magic item that has at least 1 charge and imbue it with 1 temporary charge. These charges work like temporary hit points: When a creature uses the item, deduct the charges spent from the temporary charges first.



At the end of the spell's duration, any remaining temporary charges are lost.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, add 1 temporary charge for each slot level above 2nd.

REINFORCE CONSTRUCT

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 minute

You magically bolster a construct's frame, making it better able to withstand damage. The construct gains 1d6 temporary hit points.

If you're a warforged Artificer and you imbue yourself with this magic, you gain 1d10 temporary hit points.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, add 1 extra die of temporary hit points for each slot level above 2nd.

Special: If you have a Mark of Making dragonmark, the amount of temporary hit points increases by 1 die type.

REPAIR DAMAGE

1st-level transmutation

Casting Time: 1 action

Range: touch

Components: V, S

Duration: Instantaneous

A construct you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or creatures.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the repair increases by 1d8 for each slot level above 1st.

RUSTING GRASP

4th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pinch of rust)

Duration: Instantaneous

Any nonmagical metal item you touch becomes instantaneously rusty, pitted and worthless.

Make a melee spell attack against a creature or nonmagical object.

If the target was an object, on a hit all metal components of that object are instantly destroyed.

If the target is worn or carried by a creature, on a hit choose either a metal shield or weapon it is wielding, or metal armor it is wearing. That item takes a permanent and cumulative -1 penalty to AC. The armor which has an AC of 10 or a shield that drops to a +0 bonus is destroyed. Metal weapons in use by an opponent targeted by this spell are more difficult to touch. If you hit the weapon with this attack the metal weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Use the AC of the creature wielding the weapon to determine the AC of the weapon. Using this spell to damage weapons provokes an opportunity attack.



If the target is a metallic creature or construct, the creature's AC becomes 10 plus its Dexterity bonus, if any, against your melee spell attack. On a hit the creature must make a Constitution saving throw, taking 6d6 necrotic damage on a failed save, and half as much damage on a successful one.

SPELL SNARE

3rd-level abjuration

Casting Time: 1 action

Range: Touch

Components: S, M (an Eberron dragonshard worth at least 50gp)

Duration: 24 hours

You tune an Eberron dragonshard to absorb the energy of a magic spell. The next spell of 3rd level or lower that targets the bearer of your *spell snare* is absorbed into the dragonshard and has no effect. Only spells or spell-like abilities that affect a single target are absorbed. Once the spell snare has absorbed a spell, its magic expires and the dragonshard disintegrates.

It requires no action to absorb a spell, but the dragonshard must be held in the hand to have any effect.

A *spell snare* does not discriminate between harmful or beneficial spells, and will just as readily absorb a *cure wounds* spell as a *scorching ray*, though the bearer could temporarily put away or set aside the *spell snare* to receive a beneficial spell. A creature can benefit from only one *spell snare* at a time. If more than one *spell snare* is carried, all activate and are destroyed by the first spell to target the bearer.

UNDERSTAND OBJECT

1st-level divination

Casting Time: 1 minute

Range: Touch


Components: V, S, M (a Eberron dragonshard worth at least 50gp)

Duration: Instantaneous

You determine the non-magical functions of an object or technological item. You must handle or touch the object throughout the casting time to gain any knowledge. If the item has more than one function, you identify its most general or most likely use.



ALCHEMICAL FORMULAE



Adamantine Construct. As an action, you can reach into your Alchemist's Satchel, pull out a vial of a compound which looks like quicksilver, and apply it to your Mechanical Servant. For 1 minute, your Mechanical Servant gains resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons. While this resistance exists, you can't use this formula.

Alchemical Stones. As an action, you can reach into your Alchemist's Satchel and pull out up to three pebbles. You or someone else can make a ranged spell attack with one of the pebbles by throwing it or hurling it with a sling. If thrown, it has a range of 60 feet. If someone else attacks with the pebble, that attacker adds your spellcasting ability modifier, not the attacker's, to the attack roll. On a hit, the target takes force damage equal to 1d6 + your spellcasting ability modifier. Hit or miss, the formula then ends on the stone. While unused stones exist, you can't use this formula.

Armor Augmentation. As an action, you can reach into your Alchemist's Satchel, pull out a vial of fluid, and smear it on your armor or the armor of an ally within 5 feet of

you. Choose an energy type: acid, cold, fire, lightning, or thunder. For 1 minute, when the wearer of that armor is hit by a melee attack, the armor deals 1d6 damage of that energy type to the creature who made the attack. While this bonus exists, you can't use this formula.

Armor Enhancer. As an action, you can reach into your Alchemist's Satchel, pull out a jar of foul-smelling paste, and smear it on your shield or armor or the armor or shield of a creature within 5 feet of you. That armor or shield gains a +1 bonus to AC for 1 minute. While this bonus exists, you can't use this formula.

Oil of Repair. As an action, you can reach into your Alchemist's Satchel and pull out a vial of viscous black liquid. A construct, including your Mechanical Servant, can drink it as an action to regain 1d8 hit points. The vial then disappears. Once a construct regains hit points from this alchemical formula, the construct can't do so again until it finishes a long rest. If not used, the vial and its contents disappear after 1 hour. While the vial exists, you can't use this formula. This formula's healing increases by 1d8 when you reach certain levels in this class: 3rd level (2d8), 5th level (3d8), 7th level (4d8), 9th level (5d8), 11th level (6d8), 13th level (7d8), 15th level (8d8), 17th level (9d8), and 19th level (10d8).

Weapon Augmentation. As an action, you can reach into your Alchemist's Satchel, pull out a vial of fluid, and smear it on your weapon or the weapon of an ally within 5 feet of you. Choose an energy type: acid, cold, fire, lightning, or thunder. For 1 minute, on a hit, that weapon 1d6 extra damage of that energy type. While this bonus exists, you can't use this formula.

Weapon Enhancer. As an action, you can reach into your Alchemist's Satchel, pull out a jar of foul-smelling paste, and smear it on your weapon or the weapon of a creature within 5 feet of you. That weapon gains a +1 bonus to hit and damage rolls for 1 minute. While this bonus exists, you can't use this formula.

XEN'DRIK SURVIVALIST

AN ARTIFICER SPECIALTY

The Professor: I would say it was a geological phenomenon caused by volcanic activity beneath the Earth's surface resulting into concentration of heat at a specific location.

Gilligan: That makes sense to me, but there's one thing I don't understand.

The Professor: Oh, what's that?

Gilligan: How come the ground got so hot underneath our feet?

—Voodoo (1966)

A Xen'drik Survivalist is an expert at salvaging odds and ends of ancient magical artifacts and natural materials, then using them as tools with which to improvise implements. The implements you create help you and your companions survive in the untamed wilderness of Xen'drik.

SURVIVALIST'S TOOLS

At 1st level, you assemble a collection of improvised tools which you use to create your inventions. If you lose the tool kit or any part of it, you can fabricate a new one over the course of three days of work and collecting odds and ends you can press into service. You gain proficiency in the Survival skill if you are not already proficient in it.

TRINKETS AND TOXINS

You can use your Survivalist's Tools to create helpful survival items, as well as weapons.

You know how to improvise simple weapons, as well as blowguns (and blowgun dart ammunition), from local materials. Each weapon takes one day to make.

You can make the items on the Improved Items Table from local

materials in the time specified. The "Time to Make" does not include the time it takes to collect the ingredients and/or materials; consult with your DM to determine that. Nothing you craft in this way can be manufactured for sale, as the items are too improvised to be sold.

TOXINS

You know how to harvest a sufficient quantity of local materials to make potent toxins with which you can tip your blowgun darts. If a Toxin option requires a saving throw, the DC is 8 + your proficiency bonus + your Intelligence modifier.

At 1st level, you know how to make Simple Poison and Sleep Toxin, as well as *antitoxin*.

You learn an additional toxin of your choice at 3rd, 9th, 14th, and 17th levels. Each of your Toxins deals 1d4 poison damage, as well as the damage from the blowgun dart and the other effects of the Toxin. Your Toxins' poison damage increases by 1d4 when you reach certain levels in this class: 3rd level (2d4), 5th level (3d4), 7th level (4d4), 9th level (5d4), 11th level (6d4), 13th level (7d4), 15th level (8d4), 17th level (9d4), and 19th level (10d4).

Simple Poison. A creature hit by your dart must make a Constitution saving throw or be Poisoned for one minute.

Sleep Toxin. A creature hit by your dart must make a Constitution saving throw or be Unconscious for one minute.

IMPROVISED ITEMS TABLE

Item Name	Time to Craft
Antitoxin	1 hour per dose
Basket	4 hours
Caltrops (20)	1 day
Case, map or scroll	1 day
Fishing tackle	1 day
Hourglass	5 days
Ink	1 hour
Ink pen	1 hour
Ladder	1 day
Lamp & oil	4 hours
Mirror, steel	2 days
Paper (papyrus)	1 day
Pouch	1 hour
Rope, local fiber (20 feet)	4 hours
Sack	1 hour
Signal Whistle	2 hours
Soap (1 lb)	1 day
Tent, two-person	4 days
Tinderbox	1 day
Torch (6)	1 hour
Toxin (per 6 darts)	1 hour
Waterskin	4 hours
Weapon, simple	Varies by type
Whetstone	1 hour

Paralysis Toxin: A creature hit by your dart must make a Constitution saving throw or be Paralyzed for one minute.

Happy Juice Toxin: A creature hit by your dart must make a Constitution saving throw or suffer the effects of the [hideous laughter](#) spell for 1 minute.

Pain Toxin: A creature hit by your dart must make a Constitution saving throw or be Incapacitated with excruciating pain for one minute.

Fright Toxin: A creature hit by your dart must make a Constitution saving throw or be Frightened of imaginary big, hairy spiders for one minute.

WATCH YOUR STEP

At 3rd level, you master the techniques of setting snares and traps in your wilderness environment using improvised materials. As an action, you can use your Survivalist's Tools to create a trap.

Choose a 5-foot area adjacent to you and a type of trap: Slashing, Piercing, or Bludgeoning.

Each creature which enters that 5-foot area must make a Dexterity saving throw, taking 2d8 damage of the selected type on a failed save, or half as much damage on a successful one. On a failure is also Restrained until it uses an action to make a Strength check to free itself. The DC of this check is equal to your spell save DC.

Your damage increases by 1d8 when you reach certain levels in this class: 5th level (3d8), 7th level (4d8), 9th level (5d8), 11th level (6d8), 13th level (7d8), 15th level (8d8), 17th level (9d8), and 19th level (10d8).

Once you use this ability, you cannot use it again until you finish a long or short rest.

STEALTHY SERVANT

At 6th level, when you create your Mechanical Servant, you do so with salvaged and natural local materials. Your Construct gains proficiency in the Stealth skill.

HIDING IN PLAIN SIGHT

At 7th level, you master the principles of camouflage. Using only natural local materials and your Survivalist's Tools, you can camouflage yourself, other creatures, and

physical items. It takes 10 minutes per size increment for creatures – e.g., 1 hour to camouflage a Medium creature – and you cannot attempt to camouflage something larger than a single-story hut or cottage.

Once camouflaged, Perception checks made to notice or discover the camouflaged object or creature are made with Disadvantage, and Stealth checks made by camouflaged creatures are made with Advantage.

ARMORED SERVANT

As your mastery of artifice grows, at 7th level you learn how to integrate salvaged and local materials into your Servant, and can improvise better armor for it. Your Servant gains +2 AC.

At the same time, you learn the [mending](#) cantrip, and can use it to cause your Servant to regain a number of hit points equal to 1d4 plus your spellcasting bonus. This ability only works on your Servant.

POISONOUS SERVANT

At 14th level, you learn how to add your Toxins to your Mechanical Servant's attacks. You can load your Servant with any Toxins you have available. You choose which Toxin will be dealt when your Servant attacks. Once used in this manner, a Toxin can't be used again by your Servant until you finish a short or long rest.

FABRICATOR

At 20th level, you gain the ability to cast the [fabricate](#) spell without using a spell slot. Once you use this ability, you can't use it again until you finish a long rest.

Note: This Artificer Specialism was my contribution to [Raiders of the Lost Tomb: Chult Adventurer's Guide](#). It has been modified to better fit Xen'drik.



CREDITS

ABOUT THE AUTHOR

R P Davis is a freelance writer, editor, and adventure designer. He's been a tabletop gamer the entire time he's been sentient, and a role-playing addict for more than 30 years. In that time he's written countless things, from simple spell effects to D&D campaign worlds to complete role-playing games. He really REALLY likes Artificers.

R P Davis is the author of adventures and supplements such as:



You can find R P Davis at [The DM's Guild](#), [his website](#), on [Twitter](#), and on [Facebook](#).

Watch R P Davis play in Eberron every Friday at 10 CST on [Calculated Risks: An Eberron Adventure](#)! Click the image for the [Twitch channel](#):



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