



WEIRDERMEISTER

5E WIZARD SUBCLASS

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WEIRDERMEISTER

Weirdermeister are wizards that research and experiment with combining different elements to form elemental weirds as helpers and guardians. Sometimes they develop a bond with one of the more intelligent specimens, known as a spellfilament weird.

These tiny elemental weirds are contained in an obsidian orb that glows with arcane power much like a light bulb. They float gracefully within the air providing light for their wierdermeister as well as protection with their arc fire, a flaming lighting strike.

WEIRDERMEISTER FEATURES

Wizard Level	Feature
1st	Spellfilament Weird, Arcane Conduit
6th	Dual Spell
10th	Spell Recall
14th	Overload

SPELLFILAMENT WEIRD

Starting at 2nd level, through your research, experimentation and magic, you create and form a bond with a chaotic elemental weird made of wild magics, lightning, and the obsidian element.

In combat, the spellfilament weird shares your initiative count, but it takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take one of the actions in its stat block or the Dash, Disengage, Help, Hide or Search action. The spellfilament weird adds your Proficiency Bonus to its ability checks, attack, damage and saving throw rolls.

If the Spellfilament weird died within the last hour, you can use an action and a 1st level or higher spell slot to revive it, if you are within 5 feet of it. The spellfilament weird returns to life after 1 minute with all its hit points restored.

At the end of a long rest, you can create a new spellfilament weird if you have a grapefruit size piece of obsidian and expend a 1st level or higher spell slot. If you already have a spellfilament weird from this feature, the first one immediately perishes.

ARCANE CONDUIT

Beginning at 2nd level, your close connection with your spellfilament weird allows you to grant it additional benefits. When you cast a 1st level or higher spell and are within 30 feet of your spellfilament weird, it heals 1d4 hit points and gains an additional +1 to attack, damage and saving throw rolls, until you finish a long rest.

SPELLFILAMENT WEIRD

Tiny elemental, chaotic neutral

Armor Class 19

Hit Points equal to the spellfilament weird's Constitution modifier + your Intelligence modifier + five times your level in this class

Speed 0 ft., 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	28 (+9)	10 (+0)	6 (-2)	10 (+0)	10 (+0)

Damage Resistances fire, bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities lightning, poison

Condition Immunities exhaustion, grappled, paralyzed, poisoned, restrained, prone, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages understands all but doesn't speak

Death Flash. When the spellfilament weird dies, it explodes in a flash of burning lightning. Each creature within 10 feet of the exploding weird must make a DC 13 Dexterity saving throw, taking 3 (1d6) fire damage and 3 (1d6) lightning damage plus being blinded until the end of their next turn on a failed save, or half as much damage without blindness on a successful one.

Magic Resistance. The spellfilament weird has advantage on saving throws against spells and other magical effects.

Variable Illumination. The spellfilament weird can shed bright light in a 5 to 20 foot radius and dim light for an additional number of feet equal to the chosen radius or it can be completely dark. The spellfilament weird can turn on/off or alter the radius as a bonus action.

ACTIONS (REQUIRES YOUR BONUS ACTION)

Arc Fire. *Range Spell Attack:* +1 to hit, range 30 ft., one target. *Hit:* 4 (1d6+1) lightning damage plus 5 (2d4) fire damage, and jumps to another target within 5 ft. The second creature must succeed on a DC 13 Dexterity save throw or take 3 (1d4+1) lightning damage and 3 (1d6) fire damage.

REACTION

Pilfer Magic. When a spell is cast within 30 feet of the spellfilament weird, it can use a reaction to consume some of the magic used in the spell to heal 1d4 hit points and gain a +1 to attack, saving throws and damage rolls, until the end of its next turn.

DUAL SPELL

Beginning at 6th level, when you cast a non-concentration spell and are within 30 feet of your spellfilament weird, you can have it duplicate your spell. The duplicate spell effects do not change, except the point where the spell is cast from, which is the spellfilament weird. Any benefits or detriments that the original spell would have on the you, also applies to the duplicate spell.

You must expend a spell slot to fuel the duplicate spell, that meets or exceeds the requirement to cast the original spell. Cantrips use a 1st-level spell slot if duplicated.

Lastly, your spellfilament weird must use its reaction to cast the spell.

SPELL RECALL

At 10th level, when you cast a 1st - 5th level spell and are within 30 feet of your spellfilament weird, your spell is copied and stored within it. You can store up to your Intelligence modifier worth of spells in this way, choosing to exchange a copied spell with another one, once your maximum is reached.

You can use a bonus action to recall your choice of one of the spells, if you are within 30 feet of your spellfilament weird. You must cast this spell during your turn or the spell is lost as the spellfilament weird's arcane magic fades.

Once you use this feature to recall a spell, you can't use it again until you finish a long rest.

OVERLOAD

Starting at 14th level, as an bonus action, you can have your spellfilament weird charge and expel a great destructive force of arcane energy in the area surrounding it. Take the number of copied spells that your spellfilament weird has stored and add up their total spell level. This is the number of 1d10s that you roll for the fire and lightning damage (divide the damage in half respectively) in a 20-foot-radius.

Once you use this feature, the copied spells are erased from the spellfilament weird and you can't use it again until you finish a long rest.

WEIRD

Weirds are the products of wizards and others to combine opposing elemental types in hopes of creating elementals that are more stable than the norm and easier to control. However, these experiments then to lend themselves to the opposite outcome.

Elemental Nature. Weird doesn't require air, food, drink or sleep.

SPELLFILAMENT WEIRD

A spellfilament weird is a tiny orb of obsidian infused with a core of wild magic and lightning, which causes light to pour through the black glass. Spellfilament weirds pilfers magic from spells cast in its proximity to heal and increase their power. Sometimes spellfilament weirds become wild when their masters die to unfortunate circumstances. Those unlucky enough to get caught near a spellfilament weird when it dies are assaulted by blinding light and an explosion of scorching fire and lightning.

WILD SPELLFILAMENT WEIRD

Tiny elemental, chaotic neutral

Armor Class 19

Hit Points 7 (3d4)

Speed 0 ft., 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	28 (+9)	10 (+0)	6 (-2)	10 (+0)	10 (+0)

Damage Resistances fire, bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities lightning, poison

Condition Immunities exhaustion, grappled, paralyzed, poisoned, restrained, prone, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages understands all but doesn't speak

Challenge 1 (200 xp)

Death Flash. When the spellfilament weird dies, it explodes in a flash of burning lightning. Each creature within 10 feet of the exploding weird must make a DC 13 Dexterity saving throw, taking 3 (1d6) fire damage and 3 (1d6) lightning damage plus being blinded until the end of their next turn on a failed save, or half as much damage without blindness on a successful one.

Magic Resistance. The spellfilament weird has advantage on saving throws against spells and other magical effects.

Variable Illumination. The spellfilament weird can shed bright light in a 5 to 20 foot radius and dim light for an additional number of feet equal to the chosen radius or it can be completely dark. The spellfilament weird can turn on/off or alter the radius as a bonus action.

ACTIONS

Arc Fire. *Range spell Attack:* +1 to hit, range 30 ft., one target. *Hit:* 4 (1d6+1) lightning damage plus 5 (2d4) fire damage, and jumps to another target within 5 ft. The second creature must succeed on a DC 13 Dexterity save throw or take 3 (1d4+1) lightning damage and 3 (1d6) fire damage.

REACTION

Pilfer Magic. When a spell is cast within 30 feet of the spellfilament weird, it can use a reaction to consume some of the magic used in the spell to heal 1d4 hit points and gain a +1 to attack, saving throws and damage rolls, until the end of its next turn.