

# UNEARTHED ARCANA 2025

## EBERRON UPDATES

This playtest document is part of a series of *Unearthed Arcana* articles that present material designed for upcoming books. The material here uses the rules in the 2024 *Player's Handbook*.

### LEARN MORE ON YOUTUBE

To learn more about the design in this article, we invite you to view the videos about it on YouTube ([www.youtube.com/DNDWizards](http://www.youtube.com/DNDWizards)).

## WHAT'S INSIDE

**Artificer.** The Artificer class appears again, with some updates since its last appearance in *Unearthed Arcana*.

**New Subclass: Cartographer.** A new subclass for the Artificer, the Cartographer, provides new ways for the Artificer to demonstrate its ingenuity.

**Additional Magic Options.** Updated versions of the new spell and new magic items compatible with the Artificer are presented here.

**Dragonmarks.** Also included are a collection of feats that provide a new way to join the dragonmarked houses of Eberron. These feats allow characters of any species to take and improve their dragonmarks. Backgrounds representing a character's connection will be included with these feats in a future book if they become official, but in the meantime a character who takes the House Agent background can choose a Dragonmarked feat, and any character can choose one of these feats when their class normally allows a feat choice.

### THIS IS PLAYTEST MATERIAL

This article is presented for playtesting and feedback. The options here are experimental and in draft form. They aren't officially part of the game. Your feedback will help determine whether we adopt it as official.

**How to Playtest This UA.** We invite you to try out this material in play. To play with this material, you may either incorporate it into your campaign or run one or more special playtest sessions. For such a session, you may create an adventure of your own or use a short adventure from a source like *Quests from the Infinite Staircase*.

**Power Level.** The character options you read here might be more or less powerful than options in the 2024 *Player's Handbook*. If a design survives playtesting, we adjust its power to the desirable level before publication. This means an option could be more or less powerful in its final form.

**Feedback.** The best way for you to give us feedback on this material is in the survey we'll release on D&D Beyond. If we make this material official, it will be refined based on your feedback, and then it will appear in a D&D book.

Providing feedback on this document is one way you can help shape the future of D&D!

## ARTIFICER

*A Magical Crafter and an Inventor of Wonders*

Masters of invention, Artificers use ingenuity and magic to unlock extraordinary capabilities in objects. They see magic as a complex system waiting to be decoded and then harnessed in their spells and inventions. You can find everything you need to play one of these inventors in the next few sections.

### CORE ARTIFICER TRAITS

Primary Ability	Intelligence
Hit Point Die	D8 per Artificer level
Saving Throw Proficiencies	Constitution and Intelligence
Skill Proficiencies	Choose 2: Arcana, History, Investigation, Medicine, Nature, Perception, or Sleight of Hand
Weapon Proficiencies	Simple weapons
Tool Proficiencies	Thieves' Tools, Tinker's Tools, and one type of Artisan's Tools of your choice
Armor Training	Light and Medium armor and Shields
Starting Equipment	Choose A or B: (A) Studded Leather Armor, Dagger, Thieves' Tools, Tinker's Tools, Dungeoneer's Pack, and 16 GP; or (B) 150 GP

## BECOMING AN ARTIFICER ...

### AS A LEVEL 1 CHARACTER

- Gain all the traits in the Core Artificer Traits table.
- Gain the Artificer's level 1 features, which are listed in the Artificer Features table.

### AS A MULTICLASS CHARACTER

- Gain the following traits from the Core Artificer Traits table: Hit Point Die, proficiency with Tinker's Tools, proficiency in one skill of your

## ARTIFICER FEATURES

Level	Proficiency	Class Features	Plans Known	Magic Items	Cantrips	Prepared Spells	—Spell Slots per Spell Level—				
	Bonus						1	2	3	4	5
1	+2	Spellcasting, Tinker's Magic	—	—	2	2	2	—	—	—	—
2	+2	Replicate Magic Item	4	2	2	3	2	—	—	—	—
3	+2	Artificer Subclass	4	2	2	4	3	—	—	—	—
4	+2	Ability Score Improvement	4	2	2	5	3	—	—	—	—
5	+3	Subclass feature	4	2	2	6	4	2	—	—	—
6	+3	Magic Item Tinker	5	3	2	6	4	2	—	—	—
7	+3	Flash of Genius	5	3	2	7	4	3	—	—	—
8	+3	Ability Score Improvement	5	3	2	7	4	3	—	—	—
9	+4	Subclass feature	5	3	2	9	4	3	2	—	—
10	+4	Magic Item Adept	6	4	3	9	4	3	2	—	—
11	+4	Spell-Storing Item	6	4	3	10	4	3	3	—	—
12	+4	Ability Score Improvement	6	4	3	10	4	3	3	—	—
13	+5	—	6	4	3	11	4	3	3	1	—
14	+5	Magic Item Savant	7	5	4	11	4	3	3	1	—
15	+5	Subclass Feature	7	5	4	12	4	3	3	2	—
16	+5	Ability Score Improvement	7	5	4	12	4	3	3	2	—
17	+6	—	7	5	4	14	4	3	3	3	1
18	+6	Magic Item Master	8	6	4	14	4	3	3	3	1
19	+6	Epic Boon	8	6	4	15	4	3	3	3	2
20	+6	Soul of Artifice	8	6	4	15	4	3	3	3	2

choice from the Artificer's skill list, and training with Light and Medium armor and Shields.

- Gain the Artificer's level 1 features, which are listed in the Artificer Features table. See the multiclassing rules in the *Player's Handbook* to determine your available spell slots, adding half your Artificer levels (round up).

## ARTIFICER CLASS FEATURES

As an Artificer, you gain the following class features when you reach the specified Artificer levels. These features are listed on the Artificer Features table.

### DESIGN NOTE: ARTIFICER UPDATES

Here are the main updates in this class since its last appearance in *Unearthed Arcana*:

- **Tinker's Magic** (formerly Magical Tinkering) now gives the *Mending* cantrip, and items created with this feature last until you finish a Long Rest.
- **Replicate Magic Item's** tables have been revised. You can now use a Wand or Weapon created by this feature as a Spellcasting Focus.
- **Magic Item Tinker** has been expanded to allow you to recharge magic items by expending spell slots and transform one magic item into a different item.

- **Soul of Artifice** now lets you disintegrate any number of items to increase the number of regained Hit Points and allows for more reliable usage of Flash of Genius.

### LEVEL 1: SPELLCASTING

You have learned how to channel magical energy through objects. See the *Player's Handbook* for the rules on spellcasting. The information below details how you use those rules with Artificer spells, which appear in the Artificer spell list later in the class's description.

**Tools Required.** You produce your Artificer spells through tools. You can use Thieves' Tools, Tinker's Tools, or another kind of Artisan's Tools with which you have proficiency as a Spellcasting Focus, and you must have one of those focuses in hand when you cast an Artificer spell (meaning the spell has an "M" component when you cast it).

**Cantrips.** You know two Artificer cantrips of your choice. *Acid Splash* and *Prestidigitation* are recommended.

Whenever you finish a Long Rest, you can replace one of your cantrips from this feature with another Artificer cantrip of your choice.

When you reach Artificer levels 10 and 14, you learn another Artificer cantrip of your choice, as

shown in the Cantrips column of the Artificer Features table.

**Spell Slots.** The Artificer Features table shows how many spell slots you have to cast your level 1+ spells. You regain all expended spell slots when you finish a Long Rest.

**Prepared Spells of Level 1+.** You prepare the list of level 1+ spells that are available for you to cast with this feature. To start, choose two level 1 Artificer spells. *Cure Wounds* and *Grease* are recommended.

The number of spells on your list increases as you gain Artificer levels, as shown in the Prepared Spells column of the Artificer Features table. Whenever that number increases, choose additional Artificer spells until the number of spells on your list matches the number on the table. The chosen spells must be of a level for which you have spell slots. For example, if you're a level 5 Artificer, your list of prepared spells can include six Artificer spells of levels 1 and 2 in any combination.

If another Artificer feature gives you spells that you always have prepared, those don't count against the number of spells you can prepare with this feature, but those spells otherwise count as Artificer spells for you.

**Changing Your Prepared Spells.** Whenever you finish a Long Rest, you can change your list of prepared spells, replacing any of the spells there with other Artificer spells for which you have spell slots.

**Spellcasting Ability.** Intelligence is your spellcasting ability for your Artificer spells.

## LEVEL 1: TINKER'S MAGIC

You know the *Mending* cantrip.

As a Magic action while holding Tinker's Tools, you can create one item in an unoccupied space within 5 feet of yourself, choosing the item from the following list:

Ball Bearings	Net
Basket	Oil
Bedroll	Paper
Bell	Parchment
Blanket	Pole
Block and Tackle	Pouch
Bucket	Rope
Caltrops	Sack
Candle	Shovel
Crowbar	String
Flask	Tinderbox
Jug	Torch
Lamp	Vial

See the rules for the item in the *Player's Handbook*. The item lasts until you finish a Long Rest, at which point it vanishes.

You can use this feature a number of times equal to your Intelligence modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

## LEVEL 2: REPLICATE MAGIC ITEM

You have learned arcane plans that you use to make magic items.

**Plans Known.** When you gain this feature, choose four plans to learn from the Magic Item Plans (Artificer Level 2+) table (see the *Dungeon Master's Guide* for the items' descriptions). *Bag of Holding*, *Cap of Water Breathing*, *Sending Stones*, and *Wand of the War Mage +1* are recommended. Whenever you gain an Artificer level, you can replace one of the plans you know with a new plan for which you qualify.

You learn another plan of your choice when you reach certain Artificer levels, as shown in the Plans Known column of the Artificer Features table. When you choose a plan to learn, you choose it from any Magic Item Plans table for which you qualify; your qualification is based on your Artificer level.

**Creating an Item.** When you finish a Long Rest, you can create one or two different magic items if you have Tinker's Tools in hand. Each item is based on one of the plans you know for this feature.

If a created item requires Attunement, you can attune yourself to it the instant you create it. If you decide to attune to the item later, you must do so using the normal process for Attunement.

When you reach certain Artificer levels specified in the Magic Items column of the Artificer Features table, the number of magic items you can create at the end of a Long Rest increases. Each item you create must be based on a different plan you know.

If you try to exceed your maximum number of magic items for this feature, the oldest item vanishes, and then the new item appears.

**Duration.** A magic item created by this feature functions as the normal magic item, except its magic isn't permanent. When you die, the magic item vanishes after 1d4 days. If you replace a plan you know with a new plan, any magic item created with the replaced plan immediately vanishes.

If an item that you created with this feature is a container, such as a *Bag of Holding*, and it vanishes, its contents harmlessly appear in and around its space.

**Spellcasting Focus.** You can use any Wand or Weapon created by this feature as a Spellcasting Focus in lieu of using a set of Artisan's Tools.

### MAGIC ITEM PLANS (ARTIFICER LEVEL 2+)

Magic Item Plan	Attunement
<i>Alchemy Jug</i>	No
<i>Bag of Holding</i>	No
<i>Cap of Water Breathing</i>	No

Common magic item that isn't a Potion, a Scroll, or cursed (you can learn this option multiple times and must select a different item each time; each item selected counts as a different plan)

Varies

<i>Goggles of Night</i>	No
<i>Manifold Tool</i> (appears in this UA)	Yes
<i>Repeating Shot</i> (appears in this UA)	Yes
<i>Returning Weapon</i> (appears in this UA)	No
<i>Rope of Climbing</i>	No
<i>Sending Stones</i>	No
<i>Shield +1</i>	No
<i>Wand of Magic Detection</i>	No
<i>Wand of Secrets</i>	No
<i>Wand of the War Mage +1</i>	Yes
<i>Weapon +1</i>	No
<i>Wraps of Unarmed Power +1</i>	No

#### MAGIC ITEM PLANS (ARTIFICER LEVEL 6+)

Magic Item Plan	Attunement
<i>Armor +1</i>	No
<i>Boots of Elvenkind</i>	No
<i>Boots of the Winding Path</i> (appears in this UA)	Yes
<i>Cloak of Elvenkind</i>	Yes
<i>Cloak of the Manta Ray</i>	No
<i>Eyes of Charming</i>	Yes
<i>Eyes of Minute Seeing</i>	No
<i>Gloves of Thievery</i>	No
<i>Lantern of Revealing</i>	No
<i>Mind Sharpener</i> (appears in this UA)	Yes
<i>Necklace of Adaptation</i>	Yes
<i>Pipes of Haunting</i>	No
<i>Radiant Weapon</i> (appears in this UA)	Yes
<i>Repulsion Shield</i> (appears in this UA)	No
<i>Ring of Swimming</i>	No
<i>Ring of Water Walking</i>	No
<i>Sentinel Shield</i>	No
<i>Spell-Refueling Ring</i> (appears in this UA)	Yes
<i>Wand of Magic Missiles</i>	No
<i>Wand of Web</i>	Yes
<i>Weapon of Warning</i>	Yes

#### MAGIC ITEM PLANS (ARTIFICER LEVEL 10+)

Magic Item Plan	Attunement
<i>Armor of Resistance</i>	Yes
<i>Dagger of Venom</i>	No
<i>Elven Chain</i>	No
<i>Ring of Feather Falling</i>	Yes
<i>Ring of Jumping</i>	Yes
<i>Ring of Mind Shielding</i>	Yes
<i>Shield +2</i>	No

Uncommon Wondrous Item that isn't cursed (you can learn this option multiple times and must select a different item each time; each item selected counts as a different plan)

<i>Wand of the War Mage +2</i>	Yes
<i>Weapon +2</i>	No
<i>Wraps of Unarmed Power +2</i>	No

#### MAGIC ITEM PLANS (ARTIFICER LEVEL 14+)

Magic Item Plan	Attunement
<i>Armor +2</i>	No
<i>Arrow-Catching Shield</i>	Yes
<i>Flame Tongue</i>	Yes
Rare Wondrous Item that isn't cursed (you can learn this option multiple times and must select a different item each time; each item selected counts as a different plan)	Varies
<i>Ring of Free Action</i>	Yes
<i>Ring of Protection</i>	Yes
<i>Ring of the Ram</i>	Yes

#### LEVEL 3: ARTIFICER SUBCLASS

You gain an Artificer subclass of your choice. The Cartographer subclass is detailed after this class's description. A subclass is a specialization that grants you features at certain Artificer levels. For the rest of your career, you gain each of your subclass's features that are of your Artificer level or lower.

#### LEVEL 4: ABILITY SCORE IMPROVEMENT

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify. You gain this feature again at Artificer levels 8, 12, and 16.

#### LEVEL 6: MAGIC ITEM TINKER

Your Replicate Magic Item feature gains the following options.

**Charge Magic Item.** As a Bonus Action, you can touch a magic item within 5 feet of yourself that you created with Replicate Magic Item and uses charges. You recharge the item and expend a level 1+ spell slot. The number of charges an item regains is equal to the level of spell slot expended.

**Drain Magic Item.** As a Bonus Action, you can touch a magic item within 5 feet of yourself that you created with Replicate Magic Item and cause the item to vanish, converting its magical energy into a spell slot. The slot is level 1 if the item is Common or level 2 if the item is Uncommon or Rare. Once you use this feature, you can't do so again until you finish a Long Rest. Any spell slot you create with this feature vanishes when you finish a Long Rest.

**Transmute Magic Item.** As a Magic action, you can touch one magic item within 5 feet of yourself that you created with Replicate Magic Item and transform it into a different magic item. The resulting item must be based on a magic item plan you know. Once you use this feature, you can't do so again until you finish a Long Rest.

## LEVEL 7: FLASH OF GENIUS

When you or a creature you can see within 30 feet of you fails an ability check or a saving throw, you can take a Reaction to add a bonus to the roll, potentially causing it to succeed. The bonus equals your Intelligence modifier.

You can take this Reaction a number of times equal to your Intelligence modifier (minimum of once). You regain all expended uses when you finish a Long Rest.

## LEVEL 10: MAGIC ITEM ADEPT

You can now attune to up to four magic items at once rather than three.

## LEVEL 11: SPELL-STORING ITEM

Whenever you finish a Long Rest, you can touch one Simple or Martial weapon or one item that you can use as a Spellcasting Focus, and you store a spell in it, choosing a level 1, 2, or 3 Artificer spell that has a casting time of an action and doesn't require a Material component that is consumed by the spell (you needn't have the spell prepared).

While holding the object, a creature can take a Magic action to produce the spell's effect from it, using your spellcasting ability modifier. If the spell requires Concentration, the creature must concentrate. Once a creature has used the object to produce the spell's effect, the object can't be used this way again until the start of the creature's next turn.

The spell stays in the object until it's been used a number of times equal to twice your Intelligence modifier (minimum of twice) or until you use this feature again to store a spell in an object.

## LEVEL 14: MAGIC ITEM SAVANT

You can now attune to up to five magic items at once rather than three.

## LEVEL 18: MAGIC ITEM MASTER

You can now attune to up to six magic items at once rather than three.

## LEVEL 19: EPIC BOON

You gain an Epic Boon feat or another feat of your choice for which you qualify. Boon of Energy Resistance is recommended.

## LEVEL 20: SOUL OF ARTIFICE

You have developed a mystical connection to your magic items, which you can draw on for aid. You gain the following benefits.

**Cheat Death.** If you're reduced to 0 Hit Points but not killed outright, you can disintegrate any number of Uncommon or Rare magic items created by your Replicate Magic Item feature. If you do so, you instead drop to a number of Hit Points equal to 20 times the number of magic items disintegrated.

**Magical Guidance.** Whenever you use your Flash of Genius and the affected ability check or saving throw still fails, that use of Flash of Genius isn't expended if you have Attunement to at least one magic item.

## ARTIFICER SPELL LIST

This section presents the Artificer spell list. The spells are organized by spell level and then alphabetized, and each spell's school of magic is listed. In the Special column, *C* means the spell requires Concentration, *R* means it's a Ritual, and *M* means it requires a specific Material component.

### CANTRIPS (LEVEL 0 ARTIFICER SPELLS)

Spell	School	Special
<i>Acid Splash</i>	Evocation	—
<i>Dancing Lights</i>	Illusion	C
<i>Elementalism</i>	Transmutation	—
<i>Fire Bolt</i>	Evocation	—
<i>Guidance</i>	Divination	C
<i>Light</i>	Evocation	—
<i>Mage Hand</i>	Conjuration	—
<i>Message</i>	Transmutation	—
<i>Poison Spray</i>	Necromancy	—
<i>Prestidigitation</i>	Transmutation	—
<i>Ray of Frost</i>	Evocation	—
<i>Resistance</i>	Abjuration	C
<i>Shocking Grasp</i>	Evocation	—
<i>Spare the Dying</i>	Necromancy	—
<i>Thorn Whip</i>	Transmutation	—
<i>Thunderclap</i>	Evocation	—
<i>True Strike</i>	Divination	M

### LEVEL 1 ARTIFICER SPELLS

Spell	School	Special
<i>Alarm</i>	Abjuration	R
<i>Cure Wounds</i>	Abjuration	—
<i>Detect Magic</i>	Divination	C, R
<i>Disguise Self</i>	Illusion	—
<i>Expeditious Retreat</i>	Transmutation	C
<i>Faerie Fire</i>	Evocation	C
<i>False Life</i>	Necromancy	—
<i>Feather Fall</i>	Transmutation	—
<i>Grease</i>	Conjuration	—
<i>Identify</i>	Divination	R, M

<i>Jump</i>	Transmutation	—
<i>Longstrider</i>	Transmutation	—
<i>Purify Food and Drink</i>	Transmutation	R
<i>Sanctuary</i>	Abjuration	—

## LEVEL 2 ARTIFICER SPELLS

Spell	School	Special
<i>Aid</i>	Abjuration	—
<i>Alter Self</i>	Transmutation	C
<i>Arcane Lock</i>	Abjuration	M
<i>Arcane Vigor</i>	Abjuration	—
<i>Blur</i>	Illusion	C
<i>Continual Flame</i>	Evocation	M
<i>Darkvision</i>	Transmutation	—
<i>Dragon's Breath</i>	Transmutation	C
<i>Enhance Ability</i>	Transmutation	C
<i>Enlarge/Reduce</i>	Transmutation	C
<i>Heat Metal</i>	Transmutation	C
<i>Homunculus Servant</i> (appears in this UA)	Conjuration	R, M
<i>Invisibility</i>	Illusion	C
<i>Lesser Restoration</i>	Abjuration	—
<i>Levitate</i>	Transmutation	C
<i>Magic Mouth</i>	Illusion	R, M
<i>Magic Weapon</i>	Transmutation	—
<i>Protection from Poison</i>	Abjuration	—
<i>Rope Trick</i>	Transmutation	—
<i>See Invisibility</i>	Divination	—
<i>Spider Climb</i>	Transmutation	C
<i>Web</i>	Conjuration	C

## LEVEL 3 ARTIFICER SPELLS

Spell	School	Special
<i>Blink</i>	Transmutation	—
<i>Create Food and Water</i>	Conjuration	—
<i>Dispel Magic</i>	Abjuration	—
<i>Elemental Weapon</i>	Transmutation	C
<i>Fly</i>	Transmutation	C
<i>Glyph of Warding</i>	Abjuration	M
<i>Haste</i>	Transmutation	C
<i>Protection from Energy</i>	Abjuration	C
<i>Revivify</i>	Necromancy	M
<i>Water Breathing</i>	Transmutation	R
<i>Water Walk</i>	Transmutation	R

## LEVEL 4 ARTIFICER SPELLS

Spell	School	Special
<i>Arcane Eye</i>	Divination	C
<i>Fabricate</i>	Transmutation	—
<i>Freedom of Movement</i>	Abjuration	—
<i>Leomund's Secret Chest</i>	Conjuration	M

<i>Mordenkainen's Faithful Hound</i>	Conjuration	—
<i>Mordenkainen's Private Sanctum</i>	Abjuration	—
<i>Otiluke's Resilient Sphere</i>	Abjuration	C
<i>Stone Shape</i>	Transmutation	—
<i>Stoneskin</i>	Transmutation	C, M
<i>Summon Construct</i>	Conjuration	C, M

## LEVEL 5 ARTIFICER SPELLS

Spell	School	Special
<i>Animate Objects</i>	Transmutation	C
<i>Bigby's Hand</i>	Evocation	C
<i>Circle of Power</i>	Abjuration	C
<i>Creation</i>	Illusion	—
<i>Greater Restoration</i>	Abjuration	M
<i>Wall of Stone</i>	Evocation	C

# ARTIFICER SUBCLASS

An Artificer subclass is a specialization that grants you features at certain Artificer levels, as specified in the subclass. This section presents a new subclass, the Cartographer.

## CARTOGRAPHER

### *Chart Advantageous Courses through Turmoil*

Cartographers are the premier navigators and reconnaissance agents. Using their creations, Cartographers can highlight threats, safeguard their allies, and carve portals to distant locations.

## LEVEL 3: TOOL PROFICIENCIES

You gain proficiency with Calligrapher's Supplies and Cartographer's Tools. If you already have one of these proficiencies, you gain proficiency with one other type of Artisan's Tools of your choice.

In addition, when you scribe a *Spell Scroll* using the crafting rules in the *Player's Handbook*, the amount of time required to craft it is halved.

## LEVEL 3: CARTOGRAPHER SPELLS

When you reach an Artificer level specified in the Cartographer Spells table, you thereafter always have the listed spells prepared.

## CARTOGRAPHER SPELLS

Artificer Level	Spells
3	<i>Faerie Fire, Guiding Bolt, Healing Word</i>
5	<i>Locate Object, Mind Spike</i>
9	<i>Clairvoyance, Haste</i>
13	<i>Freedom of Movement, Locate Creature</i>
17	<i>Scrying, Teleportation Circle</i>

### LEVEL 3: ADVENTURER'S ATLAS

Whenever you finish a Long Rest while holding Cartographer's Tools, you can use that tool to create a set of magical maps by touching at least two creatures (one of whom can be yourself), up to a maximum number of creatures equal to 1 plus your Intelligence modifier (minimum of two creatures). Each target receives a magical map, which is illegible to all others. The maps last until you die or until you use this feature again, at which point any existing maps created by this feature immediately vanish.

While carrying the map, a target gains the following benefits.

**Awareness.** The target adds 1d4 to its Initiative rolls.

**Positioning.** The target knows the location of all other map holders that are on the same plane of existence as itself. When casting a spell or creating an effect that requires being able to see the target, a map holder can target another map holder regardless of sight, so long as the other map holder is still within the spell or effect's range.

### LEVEL 3: SCOUTING GADGETS

You gain the following benefits.

**Boost.** On your turn, you can expend half your movement to teleport to an unoccupied space you can see within 10 feet of yourself. You can't use this benefit if your Speed is 0.

**Radar.** You can cast *Faerie Fire* without expending a spell slot. You can do so a number of times equal to your Intelligence modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

### LEVEL 5: PORTAL JUMP

As a Bonus Action, you teleport up to 60 feet to an unoccupied space you can see.

You can use this feature a number of times equal to your Intelligence modifier (minimum of once). You regain all expended uses when you finish a Long Rest.

You can also use this ability without expending a use if the destination space is within 5 feet of a creature carrying a map created with your Adventurer's Atlas. Doing so destroys the map that creature carries.

### LEVEL 9: INGENIOUS MOVEMENT

When you use your Flash of Genius, you or a willing creature of your choice you can see within 30 feet of yourself can teleport up to 30 feet to an unoccupied space you can see as part of that same Reaction.

### LEVEL 15: SUPERIOR ATLAS

Your Adventurer's Atlas improves, gaining the following benefits.

**Safe Haven.** When a map holder is reduced to 0 Hit Points but not killed outright, that creature can destroy its map. The creature is then teleported to an unoccupied space within 5 feet of you or another map holder of its choice and is Stable.

**Unerring Path.** If you are one of the map holders for your Adventurer's Atlas, you can cast *Find the Path* without expending a spell slot, without preparing the spell, and without needing spell components. Once you use this feature, you can't use it again until you finish a Long Rest.

**Unshakeable Mind.** While at least one map created with your Adventurer's Atlas still exists, taking damage can't cause you to lose Concentration on your Artificer spells.

## SPELLS

Spells are presented in alphabetical order.

### HOMUNCULUS SERVANT

*Level 2 Conjuration (Artificer)*

**Casting Time:** 1 hour or Ritual

**Range:** 10 feet

**Components:** V, S, M (a gem or crystal worth 100+ GP, which the spell consumes)

**Duration:** Instantaneous

You summon a special homunculus in an unoccupied space within range. This creature uses the **Homunculus Servant** stat block. If you already have a homunculus from this spell, the homunculus is replaced by the new one.

You determine the homunculus's appearance, such as a mechanical-looking bird; winged vials; or miniature, animate cauldrons.

## HOMUNCULUS SERVANT

*Tiny Construct, Neutral*

**AC** 13

**HP** 5 + 5 per spell level (the homunculus has a number of Hit Dice [d4s] equal to the spell's level)

**Speed** 20 ft., Fly 30 ft.

<b>Str</b> 4	-3	-3	<b>Dex</b> 15	+2	+2	<b>Con</b> 12	+1	+1
<b>Int</b> 10	+0	+0	<b>Wis</b> 10	+0	+0	<b>Cha</b> 7	-2	-2

**Immunities** Poison; Exhaustion, Poisoned

**Senses** Darkvision 60 ft.; Passive Perception 10

**Languages** Telepathy 1 mile (works only with you)

**CR** None (XP 0; PB equals your Proficiency Bonus)

### TRAITS

**Evasion.** If the homunculus is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the homunculus instead takes no damage if it succeeds on the save and only half damage if it fails. It can't use this trait if it has the Incapacitated condition.

**Magic Bond.** Add the spell level to any ability check or saving throw the homunculus makes.

### ACTIONS

**Force Strike.** *Melee or Ranged Attack Roll:* Bonus equals your spell attack modifier, reach 5 ft. or range 30 ft. *Hit:* 1d6 plus the spell's level of Force damage.

### REACTIONS

**Channel Magic.** *Trigger:* You cast a spell that has a range of touch while the homunculus is within 120 feet of you. *Response:* The homunculus delivers the spell through its touch.

**Combat.** The homunculus is an ally to you and your allies. In combat, it shares your Initiative count, but it takes its turn immediately after yours. It obeys your commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its movement to avoid danger.

**Using a Higher-Level Spell Slot.** Use the spell slot's level for the spell's level in the stat block.

## MAGIC ITEMS

Magic items are presented in alphabetical order.

### BOOTS OF THE WINDING PATH

*Wondrous Item, Uncommon (Requires Attunement)*

While wearing these boots, you can take a Bonus Action to teleport up to 15 feet to an unoccupied space you can see. You must have occupied that space at some point during the current turn.

### HELM OF AWARENESS

*Wondrous Item, Uncommon (Requires Attunement)*

While wearing this helmet, you have Advantage on Initiative rolls.

### MANIFOLD TOOL

*Wondrous Item, Common (Requires Attunement)*

This tool takes the form of a wrench, screwdriver, or other basic tool. As a Magic action, you can touch the item and transform it into a type of Artisan's Tools of your choice. Whatever form the tool takes, you have proficiency with it when you use it.

### MIND SHARPENER

*Ring, Uncommon (Requires Attunement)*

The item has 4 charges. When you fail a Constitution saving throw to maintain Concentration, you can take a Reaction and expend 1 of the item's charges to succeed instead. The item regains 1d4 expended charges daily at dawn.

### RADIANT WEAPON

*Weapon (Any Simple or Martial), Rare (Requires Attunement by a Spellcaster)*

This magic weapon grants a +1 bonus to attack and damage rolls made with it. While holding it, you can take a Bonus Action to cause it to shed Bright Light in a 30-foot radius and Dim Light for an additional 30 feet. You can extinguish the light as a Bonus Action.

The weapon has 4 charges. You can take a Reaction immediately after being hit by an attack roll to expend 1 of the weapon's charges and force the attacker to make a DC 15 Constitution saving throw. On a failed save, the attacker has the Blinded condition until the end of its next turn. The weapon regains 1d4 expended charges daily at dawn.

### REPEATING SHOT

*Weapon (Any Simple or Martial with the Ammunition Property), Uncommon (Requires Attunement)*

This magic weapon grants a +1 bonus to attack and damage rolls made with it when it's used to make a ranged attack roll, and it ignores the Loading property if it has it.

If the weapon lacks ammunition, it produces its own, automatically creating one piece of magic ammunition when the wielder makes a ranged attack with it. The ammunition created by the weapon vanishes the instant after it hits or misses a target.



## REPULSION SHIELD

*Armor (Shield), Uncommon*

You gain a +1 bonus to Armor Class while wielding this shield.

The shield has 4 charges. While holding it, you can take a Reaction immediately after being hit by a melee attack roll to expend 1 of the shield's charges and push the attacker up to 15 feet away. The shield regains 1d4 expended charges daily at dawn.

## RETURNING WEAPON

*Weapon (Any Simple or Martial with the Thrown Property), Uncommon*

This magic weapon grants a +1 bonus to attack and damage rolls made with it, and it returns to your hand immediately after it is used to make a ranged attack roll.

## SPELL-REFUELING RING

*Ring, Uncommon (Requires Attunement by a Spellcaster)*

While wearing this ring, you can recover one expended spell slot as a Bonus Action. The recovered slot can be of level 3 or lower. Once used, the ring can't be used again until the next dawn.

# FEATS

This section presents twenty-eight new feats.

### FEAT LIST

Feat	Category
Aberrant Dragonmark	Dragonmark
Boon of Siberys	Epic Boon
Greater Aberrant Mark	General
Greater Mark of Detection	General
Greater Mark of Finding	General
Greater Mark of Handling	General
Greater Mark of Healing	General
Greater Mark of Hospitality	General
Greater Mark of Making	General
Greater Mark of Passage	General
Greater Mark of Scribing	General
Greater Mark of Sentinel	General
Greater Mark of Shadow	General
Greater Mark of Storm	General
Greater Mark of Warding	General
Mark of Detection	Dragonmark
Mark of Finding	Dragonmark
Mark of Handling	Dragonmark
Mark of Healing	Dragonmark
Mark of Hospitality	Dragonmark
Mark of Making	Dragonmark
Mark of Passage	Dragonmark
Mark of Scribing	Dragonmark

Mark of Sentinel

Dragonmark

Mark of Shadow

Dragonmark

Mark of Storm

Dragonmark

Mark of Warding

Dragonmark

Potent Dragonmark

General

## DRAGONMARK FEATS

These feats are in the Dragonmark category.

### ABERRANT DRAGONMARK

*Dragonmark Feat (Prerequisite: Eberron Campaign, Can't Have Another Dragonmark Feat)*

You gain the following benefits.

**Aberrant Fortitude.** When you make a Constitution saving throw, you can roll 1d4 and add the number rolled to the save. You can use this benefit a number of times equal to your Proficiency Bonus and regain all expended uses when you finish a Long Rest.

**Aberrant Magic.** You know one cantrip of your choice from the Sorcerer spell list. Also, choose a level 1 spell from that spell list. You always have that spell prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Short or Long Rest. You can also cast this spell using any spell slots you have. Constitution is your spellcasting ability for this spell.

**Aberrant Surge.** When you cast the level 1 spell from this feat, you can expend one of your Hit Point Dice and roll it. If you roll an even number, you gain a number of Temporary Hit Points equal to the number rolled. If you roll an odd number, one creature within 30 feet of you (not including you) takes Force damage equal to the number rolled. If no other creatures are in range, you take the damage.

### MARK OF DETECTION

*Dragonmark Feat (Prerequisite: Eberron Campaign, Can't Have Another Dragonmark Feat)*

You gain the following benefits.

**Deductive Intuition.** When you make a Wisdom (Insight or Perception) check, you can roll 1d4 and add the number rolled to the ability check.

**Magical Detection.** You always have the *Detect Magic* and *Detect Poison and Disease* spells prepared. You can cast each spell once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast these spells using any spell slots you have. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells (choose when you select this feat).

When you reach character level 3, you also always have the *See Invisibility* spell prepared and can cast it the same way.

**Spells of the Mark.** If you have the Spellcasting or Pact Magic feature, the spells on the Mark of Detection Spells table are added to that feature's spell list.

#### MARK OF DETECTION SPELLS

Spell Level	Spells
1	<i>Detect Evil and Good, Identify</i>
2	<i>Detect Thoughts, Find Traps</i>
3	<i>Clairvoyance, Nondetection</i>
4	<i>Arcane Eye, Divination</i>
5	<i>Legend Lore</i>

#### MARK OF FINDING

*Dragonmark Feat (Prerequisite: Eberron Campaign, Can't Have Another Dragonmark Feat)*

You gain the following benefits.

**Hunter's Intuition.** When you make a Wisdom (Perception or Survival) check, you can roll 1d4 and add the number rolled to the ability check.

**Finder's Magic.** You always have the *Hunter's Mark* spell prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast it using any spell slots you have. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells (choose when you select this feat).

When you reach character level 3, you also always have the *Locate Object* spell prepared and can cast it the same way.

**Spells of the Mark.** If you have the Spellcasting or Pact Magic feature, the spells on the Mark of Finding Spells table are added to that feature's spell list.

#### MARK OF FINDING SPELLS

Spell Level	Spells
1	<i>Faerie Fire, Longstrider</i>
2	<i>Locate Animals or Plants, Mind Spike</i>
3	<i>Clairvoyance, Speak with Plants</i>
4	<i>Divination, Locate Creature</i>
5	<i>Commune with Nature</i>

#### MARK OF HANDLING

*Dragonmark Feat (Prerequisite: Eberron Campaign, Can't Have Another Dragonmark Feat)*

You gain the following benefits.

**Wild Intuition.** When you make an Intelligence (Nature) or Wisdom (Animal Handling) check, you can roll 1d4 and add the number rolled to the ability check.

**Primal Connection.** You always have the *Animal Friendship* and *Speak with Animals* spells prepared. You can cast each spell once without a spell slot, and you regain the ability to cast it in that way when you

finish a Long Rest. You can also cast these spells using any spell slots you have. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells (choose when you select this feat).

**The Bigger They Are.** When you reach character level 3, you can target a Monstrosity when you cast *Animal Friendship* or *Speak with Animals* if the creature's Intelligence score is 3 or lower.

**Spells of the Mark.** If you have the Spellcasting or Pact Magic feature, the spells on the Mark of Handling Spells table are added to that feature's spell list.

#### MARK OF HANDLING SPELLS

Spell Level	Spells
1	<i>Command, Find Familiar</i>
2	<i>Beast Sense, Calm Emotions</i>
3	<i>Beacon of Hope, Conjure Animals</i>
4	<i>Aura of Life, Dominate Beast</i>
5	<i>Awaken</i>

#### MARK OF HEALING

*Dragonmark Feat (Prerequisite: Eberron Campaign, Can't Have Another Dragonmark Feat)*

You gain the following benefits.

**Medical Intuition.** When you make an Intelligence (Herbalism Kit) or Wisdom (Medicine) check, you can roll 1d4 and add the number rolled to the ability check.

**Healing Touch.** You always have the *Cure Wounds* spell prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast it using any spell slots you have. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells (choose when you select this feat).

When you reach character level 3, you also always have the *Lesser Restoration* spell prepared and can cast it the same way.

**Spells of the Mark.** If you have the Spellcasting or Pact Magic feature, the spells on the Mark of Healing Spells table are added to that feature's spell list.

#### MARK OF HEALING SPELLS

Spell Level	Spells
1	<i>False Life, Healing Word</i>
2	<i>Arcane Vigor, Prayer of Healing</i>
3	<i>Aura of Vitality, Mass Healing Word</i>
4	<i>Aura of Life, Aura of Purity</i>
5	<i>Greater Restoration</i>

## MARK OF HOSPITALITY

*Dragonmark Feat (Prerequisite: Eberron Campaign, Can't Have Another Dragonmark Feat)*

You gain the following benefits.

**Ever Hospitable.** When you make a Charisma (Persuasion) check or an ability check using Brewer's Supplies or Cook's Utensils, you can roll 1d4 and add the number rolled to the ability check.

**Innkeeper's Magic.** You know the *Prestidigitation* cantrip. You also always have the *Purify Food and Drink* and *Unseen Servant* spells prepared. You can cast each spell once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast these spells using any spell slots you have. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells (choose when you select this feat).

**Spells of the Mark.** If you have the Spellcasting or Pact Magic feature, the spells on the Mark of Hospitality Spells table are added to that feature's spell list.

### MARK OF HOSPITALITY SPELLS

Spell Level	Spells
1	<i>Goodberry, Sleep</i>
2	<i>Aid, Calm Emotions</i>
3	<i>Create Food and Water, Leomund's Tiny Hut</i>
4	<i>Aura of Purity, Mordenkainen's Private Sanctum</i>
5	<i>Hallow</i>

## MARK OF MAKING

*Dragonmark Feat (Prerequisite: Eberron Campaign, Can't Have Another Dragonmark Feat)*

You gain the following benefits.

**Artisan's Intuition.** When you make an Intelligence (Arcana) check or an ability check using Artisan's Tools, you can roll 1d4 and add the number rolled to the ability check.

**Spellsmith.** You know the *Mending* cantrip. You also always have the *Magic Weapon* spell prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast it using any spell slots you have. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells (choose when you select this feat).

**Spells of the Mark.** If you have the Spellcasting or Pact Magic feature, the spells on the Mark of Making Spells table are added to that feature's spell list.

## MARK OF MAKING SPELLS

Spell Level	Spells
1	<i>Identify, Tenser's Floating Disk</i>
2	<i>Continual Flame, Spiritual Weapon</i>
3	<i>Conjure Barrage, Elemental Weapon</i>
4	<i>Fabricate, Stone Shape</i>
5	<i>Creation</i>

## MARK OF PASSAGE

*Dragonmark Feat (Prerequisite: Eberron Campaign, Can't Have Another Dragonmark Feat)*

You gain the following benefits.

**Courier's Speed.** Your Speed increases by 5 feet.

**Intuitive Motion.** When you make a Strength (Athletics) or Dexterity (Acrobatics) check, you can roll 1d4 and add the number rolled to the ability check.

**Magical Passage.** You always have the *Misty Step* spell prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast it using any spell slots you have. Intelligence, Wisdom, or Charisma is your spellcasting ability for this spell (choose when you select this feat).

**Spells of the Mark.** If you have the Spellcasting or Pact Magic feature, the spells on the Mark of Passage Spells table are added to that feature's spell list.

### MARK OF PASSAGE SPELLS

Spell Level	Spells
1	<i>Expeditious Retreat, Jump</i>
2	<i>Pass without Trace, Find Steed</i>
3	<i>Blink, Phantom Steed</i>
4	<i>Dimension Door, Freedom of Movement</i>
5	<i>Teleportation Circle</i>

## MARK OF SCRIBING

*Dragonmark Feat (Prerequisite: Eberron Campaign, Can't Have Another Dragonmark Feat)*

You gain the following benefits.

**Gifted Scribe.** When you make an Intelligence (History) check or an ability check using Calligrapher's Supplies, you can roll 1d4 and add the number rolled to the ability check.

**Scribe's Insight.** You know the *Message* cantrip. You also always have the *Comprehend Languages* spell prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast it using any spell slots you have. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells (choose when you select this feat).

When you reach character level 3, you also always have the *Magic Mouth* spell prepared and can cast it the same way.

**Spells of the Mark.** If you have the Spellcasting or Pact Magic feature, the spells on the Mark of Scribing Spells table are added to that feature's spell list.

#### MARK OF SCRIBING SPELLS

Spell Level	Spells
1	<i>Command, Illusory Script</i>
2	<i>Animal Messenger, Silence</i>
3	<i>Sending, Tongues</i>
4	<i>Arcane Eye, Confusion</i>
5	<i>Dream</i>

#### MARK OF SENTINEL

*Dragonmark Feat (Prerequisite: Eberron Campaign, Can't Have Another Dragonmark Feat)*

You gain the following benefits.

**Sentinel's Intuition.** When you make a Wisdom (Insight or Perception) check, you can roll 1d4 and add the number rolled to the ability check.

**Guardian's Shield.** You always have the *Shield* spell prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast it using any spell slots you have. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells (choose when you select this feat).

**Vigilant Guardian.** When a creature you can see within 5 feet of you is hit by an attack roll, you can take a Reaction to swap places with that creature, and you are hit by the attack instead. Once you use this feature, you can't do so again until you finish a Long Rest.

**Spells of the Mark.** If you have the Spellcasting or Pact Magic feature, the spells on the Mark of Sentinel Spells table are added to that feature's spell list.

#### MARK OF SENTINEL SPELLS

Spell Level	Spells
1	<i>Compelled Duel, Shield of Faith</i>
2	<i>Warding Bond, Zone of Truth</i>
3	<i>Counterspell, Protection from Energy</i>
4	<i>Death Ward, Guardian of Faith</i>
5	<i>Bigby's Hand</i>

#### MARK OF SHADOW

*Dragonmark Feat (Prerequisite: Eberron Campaign, Can't Have Another Dragonmark Feat)*

You gain the following benefits.

**Cunning Intuition.** When you make a Dexterity (Stealth) or Charisma (Performance) check, you can

roll 1d4 and add the number rolled to the ability check.

**Shape Shadows.** You know the *Minor Illusion* cantrip. You also always have the *Invisibility* spell prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast it using any spell slots you have. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells (choose when you select this feat).

**Spells of the Mark.** If you have the Spellcasting or Pact Magic feature, the spells on the Mark of Shadow Spells table are added to that feature's spell list.

#### MARK OF SHADOW SPELLS

Spell Level	Spells
1	<i>Disguise Self, Silent Image</i>
2	<i>Darkness, Pass without Trace</i>
3	<i>Clairvoyance, Major Image</i>
4	<i>Greater Invisibility, Hallucinatory Terrain</i>
5	<i>Mislead</i>

#### MARK OF STORM

*Dragonmark Feat (Prerequisite: Eberron Campaign, Can't Have Another Dragonmark Feat)*

You gain the following benefits.

**Windwright's Intuition.** When you make a Dexterity (Acrobatics) check or an ability check using Navigator's Tools, you can roll 1d4 and add the number rolled to the ability check.

**Storm's Boon.** You have Resistance to Lightning damage.

**Storm Magic.** You know the *Thunderclap* cantrip. When you reach character level 3, you also always have the *Gust of Wind* spell prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast it using any spell slots you have. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells (choose when you select this feat).

**Spells of the Mark.** If you have the Spellcasting or Pact Magic feature, the spells on the Mark of Storm Spells table are added to that feature's spell list.

#### MARK OF STORM SPELLS

Spell Level	Spells
1	<i>Feather Fall, Fog Cloud</i>
2	<i>Levitate, Shatter</i>
3	<i>Sleet Storm, Wind Wall</i>
4	<i>Conjure Minor Elemental, Control Water</i>
5	<i>Conjure Elemental</i>

## MARK OF WARDING

*Dragonmark Feat (Prerequisite: Eberron Campaign, Can't Have Another Dragonmark Feat)*

You gain the following benefits.

**Warder's Intuition.** When you make an Intelligence (Investigation) check or an ability check using Thieves' Tools, you can roll 1d4 and add the number rolled to the ability check.

**Wards and Seals.** You always have the *Alarm* and *Mage Armor* spells prepared. You can cast each spell once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast these spells using any spell slots you have. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells (choose when you select this feat).

When you reach character level 3, you also always have the *Arcane Lock* spell prepared and can cast it the same way.

**Spells of the Mark.** If you have the Spellcasting or Pact Magic feature, the spells on the Mark of Warding Spells table are added to that feature's spell list.

### MARK OF WARDING SPELLS

Spell Level	Spells
1	<i>Armor of Agathys, Sanctuary</i>
2	<i>Knock, Nystul's Magic Aura</i>
3	<i>Glyph of Warding, Magic Circle</i>
4	<i>Leomund's Secret Chest, Mordenkainen's Faithful Hound</i>
5	<i>Antilife Shell</i>

## GENERAL FEATS

These new feats are in the General category.

### GREATER ABERRANT MARK

*General Feat (Prerequisite: Level 4+, Aberrant Dragonmark Feat)*

You gain the following benefits.

**Ability Score Increase.** Increase your Constitution score by 1, to a maximum of 20.

**Improved Intuition.** When you use the Aberrant Fortitude benefit of your Aberrant Dragonmark feat, you can roll 1d6 instead of 1d4.

**Mark of Inspiration.** When you cast a cantrip, you can expend one of your Hit Point Dice and roll it. You gain a number of Temporary Hit Points equal to the number rolled, and one creature of your choice within 30 feet of you (not including you) takes Force damage equal to the number rolled.

You can use this benefit a number of times equal to your Constitution modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

### GREATER MARK OF DETECTION

*General Feat (Prerequisite: Level 4+, Mark of Detection Feat)*

You gain the following benefits.

**Ability Score Increase.** Increase one ability score of your choice by 1, to a maximum of 20.

**Improved Intuition.** When you use the Deductive Intuition benefit of your Mark of Detection feat, you can roll 1d6 instead of 1d4.

**Improved Detection.** When you cast *See Invisiblity*, you can modify it so that for the duration of the spell, you have Advantage on Initiative rolls and enemies that roll Initiative within 30 feet of you can't gain Advantage on the roll. Once you modify the spell with this benefit, you can't do so again until you finish a Long Rest.

### GREATER MARK OF FINDING

*General Feat (Prerequisite: Level 4+, Mark of Finding Feat)*

You gain the following benefits.

**Ability Score Increase.** Increase one ability score of your choice by 1, to a maximum of 20.

**Improved Intuition.** When you use the Hunter's Intuition benefit of your Mark of Finding feat, you can roll 1d6 instead of 1d4.

**Improved Finding.** When you cast *Hunter's Mark*, you can modify it so that the target can't benefit from the Invisible condition for the duration of the spell. Once you modify the spell with this benefit, you can't do so again until you finish a Long Rest.

### GREATER MARK OF HANDLING

*General Feat (Prerequisite: Level 4+, Mark of Handling Feat)*

You gain the following benefits.

**Ability Score Increase.** Increase one ability score of your choice by 1, to a maximum of 20.

**Improved Intuition.** When you use the Wild Intuition benefit of your Mark of Handling feat, you can roll 1d6 instead of 1d4.

**Improved Handling.** While mounted, immediately after you hit a target within 5 feet of your mount with a melee attack roll, your mount can take a Reaction to move up to its Speed or take the Attack action to make one attack only (your choice).

## GREATER MARK OF HEALING

*General Feat (Prerequisite: Level 4+, Mark of Healing Feat)*

You gain the following benefits.

**Ability Score Increase.** Increase one ability score of your choice by 1, to a maximum of 20.

**Improved Intuition.** When you use the Medical Intuition benefit of your Mark of Healing feat, you can roll 1d6 instead of 1d4.

**Improved Healing.** When you cast *Cure Wounds* and roll dice to determine the number of Hit Points restored, you can treat any 1 or 2 on a roll as a 3.

## GREATER MARK OF HOSPITALITY

*General Feat (Prerequisite: Level 4+, Mark of Hospitality Feat)*

You gain the following benefits.

**Ability Score Increase.** Increase one ability score of your choice by 1, to a maximum of 20.

**Improved Intuition.** When you use the Ever Hospitable benefit of your Mark of Hospitality feat, you can roll 1d6 instead of 1d4.

**Inspired Hospitality.** When you cast *Purify Food and Drink*, you can modify the spell so that each creature of your choice within 30 feet of you is magically refreshed. Each affected creature's Exhaustion level is reduced by 1, and the creature gains Temporary Hit Points equal to your Proficiency Bonus plus your Intelligence, Charisma, or Wisdom modifier (choose when you select this feat). Once you modify the spell with this benefit, you can't do so again until you finish a Long Rest.

## GREATER MARK OF MAKING

*General Feat (Prerequisite: Level 4+, Mark of Making Feat)*

You gain the following benefits.

**Ability Score Increase.** Increase one ability score of your choice by 1, to a maximum of 20.

**Improved Intuition.** When you use the Artisan's Intuition benefit of your Mark of Making feat, you can roll 1d6 instead of 1d4.

**Improved Making.** When you cast *Magic Weapon*, you can modify the spell so that the first time you attack with the weapon on each of your turns, you can transfer some or all of the weapon's bonus to your Armor Class. For example, if the bonus is +2, you could reduce the bonus to your attack rolls and damage rolls to +1 and gain a +1 bonus to Armor Class. The adjusted bonus remains in effect until the start of your next turn, although you must hold the weapon to gain a bonus to AC from it. Once you modify the spell using this benefit, you can't do so again until you finish a Long Rest.

## GREATER MARK OF PASSAGE

*General Feat (Prerequisite: Level 4+, Mark of Passage Feat)*

You gain the following benefits.

**Ability Score Increase.** Increase one ability score of your choice by 1, to a maximum of 20.

**Improved Intuition.** When you use the Intuitive Motion benefit of your Mark of Passage feat, you can roll 1d6 instead of 1d4.

**Inspired Passage.** When you cast *Misty Step*, you can modify the spell so that you can bring one willing creature you are touching with you. That creature teleports to an unoccupied space of your choice within 5 feet of your destination space. Once you modify the spell with this benefit, you can't do so again until you finish a Long Rest.

## GREATER MARK OF SCRIBING

*General Feat (Prerequisite: Level 4+, Mark of Scribing Feat)*

You gain the following benefits.

**Ability Score Increase.** Increase one ability score of your choice by 1, to a maximum of 20.

**Improved Intuition.** When you use the Gifted Scribe benefit of your Mark of Scribing feat, you can roll 1d6 instead of 1d4.

**Inspired Scribing.** When you cast *Comprehend Languages*, you can modify the spell to cause a sigil to appear in the air above a creature you can see within 30 feet of yourself, which lasts for the duration of the spell. While the sigil persists, your enemies within 30 feet of the creature must spend 2 feet of movement for every 1 foot they move closer to that creature. The sigil disappears if the creature makes an attack roll, casts a spell, or deals damage.

## GREATER MARK OF SENTINEL

*General Feat (Prerequisite: Level 4+, Mark of Sentinel Feat)*

You gain the following benefits.

**Ability Score Increase.** Increase one ability score of your choice by 1, to a maximum of 20.

**Improved Intuition.** When you use the Sentinel's Intuition benefit of your Mark of Sentinel feat, you can roll 1d6 instead of 1d4.

**Improved Sentinel.** When you cast *Shield*, you can modify the spell so that it magically marks a creature you can see within 30 feet of you until the end of its next turn. While marked, the target must spend 2 feet of movement for every 1 foot they move away from you.

## GREATER MARK OF SHADOW

*General Feat (Prerequisite: Level 4+, Mark of Shadow Feat)*

You gain the following benefits.

**Ability Score Increase.** Increase one ability score of your choice by 1, to a maximum of 20.

**Improved Intuition.** When you use the Cunning Intuition benefit of your Mark of Shadow feat, you can roll 1d6 instead of 1d4.

**Improved Shadow.** When you cast *Invisibility* on yourself, you can modify the spell to also affect one willing creature within 5 feet of yourself. The Invisible condition ends immediately for an affected creature after it makes an attack roll, deals damage, or casts a spell. Once you modify the spell with this benefit, you can't do so again until you finish Long Rest.

## GREATER MARK OF STORM

*General Feat (Prerequisite: Level 4+, Mark of Storm Feat)*

You gain the following benefits.

**Ability Score Increase.** Increase one ability score of your choice by 1, to a maximum of 20.

**Improved Intuition.** When you use the Windwright's Intuition benefit of your Mark of Storm feat, you can roll 1d6 instead of 1d4.

**Improved Storm.** When you cast *Gust of Wind*, you modify the spell so that you gain a Fly Speed equal to half your Speed (round down) for the duration of the spell. Once you modify the spell with this benefit, you can't do so again until you finish a Long Rest.

## GREATER MARK OF WARDING

*General Feat (Prerequisite: Level 4+, Mark of Warding Feat)*

You gain the following benefits.

**Ability Score Increase.** Increase one ability score of your choice by 1, to a maximum of 20.

**Improved Intuition.** When you use the Warder's Intuition benefit of your Mark of Warding feat, you can roll 1d6 instead of 1d4.

**Improved Warding.** When you cast *Mage Armor* on yourself, you can modify the spell to also affect one willing creature you can see within 30 feet of yourself. Once you modify the spell with this benefit, you can't do so again until you finish a Long Rest.

## POTENT DRAGONMARK

*General Feat (Prerequisite: Level 4+, Any Dragonmark Feat)*

You gain the following benefits.

**Ability Score Increase.** Increase the spellcasting ability score used by your Dragonmark feat by 1, to a maximum of 20.

**Dragonmark Preparation.** You always have the spells on your Dragonmark feat's Spells of the Mark list (if any) prepared.

**Dragonmark Spellcasting.** You have one spell slot to cast the spells granted by your Dragonmark feat. The spell slot's level is one-half your level (round up), to a maximum of level 5. You regain the expended slot when you finish a Short or Long Rest. You can use this spell slot to cast only a spell that you have prepared because of your Dragonmark feat or the Dragonmark Preparation benefit of this feat.

## EPIC BOON FEATS

This feat is in the Epic Boon category.

### BOON OF SIBERYS

*Epic Boon Feat (Prerequisite: Level 19+, Eberron Campaign)*

You gain the following benefits.

**Ability Score Increase.** Increase one ability score of your choice by 1, to a maximum of 30.

**Aberrant Magic.** Choose a spell of any level from the Sorcerer spell list or a spell from the Siberys Dragonmarks table. You always have that spell prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Short or Long Rest. You can also cast this spell using any spell slots you have. Intelligence, Wisdom, or Charisma is your spellcasting ability for this spell (choose when you gain this feat).

### SIBERYS DRAGONMARKS

Dragonmark	Spell
Detection	<i>True Seeing</i>
Finding	<i>Teleport</i>
Handling	<i>Animal Shapes</i>
Healing	<i>Regenerate</i>
Hospitality	<i>Heroes' Feast</i>
Making	<i>Demiplane</i>
Passage	<i>Plane Shift</i>
Scribing	<i>Symbol</i>
Sentinel	<i>Mind Blank</i>
Shadow	<i>Project Image</i>
Storm	<i>Control Weather</i>
Warding	<i>Maze</i>