



FIGHTER ARCHETYPE

KNIGHT-INVOKER

Some warriors learn to dabble in the arcane arts, enhancing their combat abilities with a touch of magic. Knight-Invokers are such a group, but choose to focus their attention specifically on magic to destroy their foes in combat. They specialize in creating and manipulating energy, harming their enemies with deadly spells and capturing the excess magic to empower their weapons further.

Knight-Invokers come from many backgrounds and beliefs. They are perhaps more likely to be of noble bearing or high status, only because wealth and privilege often grant better access to magical training. As for alignment, many Knight-Invokers adopt a chivalrous or knightly bearing; others simply seek power, using their abilities for destruction and greed.

KNIGHT-INVOKER FEATURES

Fighter Level	Features
3rd	Spellcasting, Empowered Weapon
7th	Thaumic Shielding, Magical Might
10th	Rapid Casting, Lasting Imbuement
15th	Invoker's Recovery
18th	Evocation Expertise

SPELLCASTING

When you reach 3rd level, you augment your martial prowess with the ability to cast spells. See Spells Rules for the general rules of spellcasting and the Spells Listing for the wizard spell list.

CANTRIPS

You learn three cantrips from the wizard spell list. Two must belong to the evocation school, while the other can be of any school. You learn an additional wizard cantrip at 10th level.

SPELL SLOTS

The Knight-Invoker Spellcasting table shows how many spell slots you have to cast your wizard spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

SPELLS KNOWN OF 1ST-LEVEL AND HIGHER

You know three 1st-level spells of your choice from the wizard spell list and the evocation school.

The Spells Known column of the Knight-Invoker Spellcasting table shows when you learn more spells of 1st level or higher. Each of these spells must be an evocation spell of your choice, and must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

Whenever you gain a level in this class, you can replace one of the wizard spells you know with another spell of your choice from the wizard spell list. The new spell must be of a level for which you have spell slots, and it must be an evocation spell.

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your wizard spells, since you learn your spells through innate ability and practice. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a wizard spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Intelligence modifier

SPELLCASTING FOCUS

You can use an arcane focus or any melee weapon you are wielding as a spellcasting focus for your wizard spells.

IMBUED WEAPON

When you adopt this archetype at 3rd level, you can leverage your magic to enhance your martial capabilities. As a bonus action after you cast a spell that deals damage, you can imbue your weapon with its power. The next time you hit an enemy with that weapon, you deal 1d6 additional damage of the spell's damage type. If the spell is of 1st level or higher, the additional damage increases to 2d6.

Your weapon can only be imbued with one damage type at a time, and the effect fades if unused after 1 minute.

THAUMIC SHIELDING

At 7th level, you learn to defend yourself better against enemy magic. You learn the spell *absorb elements*^{XGtE}, and can cast it without expending a spell slot a number of times equal to your Intelligence modifier.

You regain all uses when you finish a long rest.

MAGICAL MIGHT

Also at 7th level, your spellcasting abilities improve. You can choose to use your proficiency bonus in place of your Intelligence modifier when calculating your spell save DC and spell attack modifier, up to a maximum of +5.

RAPID CASTING

At 10th level, you become able to swiftly alternate between magical and martial attacks. When you cast a spell, you can make one weapon attack as a bonus action.

LASTING IMBUEMENT

Also at 10th level, your Imbued Weapon feature improves. When you use it, you now deal bonus damage on a number of attacks equal to the slot level used.

INVOKER'S RECOVERY

At 15th level, you learn a bit of the wizard's skill for regaining spent spell slots. When you take a short rest, you can recover spell slots with a total number of levels equal to one-third your fighter level.

EVOCATION EXPERTISE

Also at 18th level, your skill with evocation magic exceeds all expectations. All your evocation spells of 1st level or higher deal one additional die of damage.

KNIGHT-INVOKER SPELLCASTING

Level	Cantrips Known	Spells Known	1st	2nd	3rd	4th
3rd	3	3	2	—	—	—
4th	3	4	3	—	—	—
5th	3	4	3	—	—	—
6th	3	4	3	—	—	—
7th	3	5	4	2	—	—
8th	3	6	4	2	—	—
9th	3	6	4	2	—	—
10th	4	7	4	3	—	—
11th	4	8	4	3	—	—
12th	4	8	4	3	—	—
13th	4	9	4	3	2	—
14th	4	10	4	3	2	—
15th	4	10	4	3	2	—
16th	4	11	4	3	3	—
17th	4	11	4	3	3	—
18th	4	11	4	3	3	—
19th	4	12	4	3	3	1
20th	4	13	4	3	3	1

BLADES THAT GO BOOM?

There are a few cantrips that involve making a weapon attack (sometimes called bladetrips, or SCAGtrips after the book where they first appeared). Knight-Invokers can make reasonable use of them, but the spells are intrinsically hard to balance, so the subclass isn't written with an expectation that a player uses them.

KNIGHT-INVOKER QUIRKS

The following are some optional quirks for a player of this Domain to choose from.

d6 Quirk

- 1 You decorate your armor with mystic runes and sigils.
- 2 Your weapon's hilt is refashioned from a magic wand.
- 3 You look down on pure wizards as "mere theorists".
- 4 You prefer to use magic for any mundane task you can manage, even lighting fires or cleaning clothes.
- 5 You carry a spellbook with you at all times, even if you don't really use it.
- 6 You never told your parents you flunked out of wizard school.

CHANGE LOG

V0.2

- Buffed Imbued Weapon (from 1d6 to 1d6/2d6)
- Nerfed Magical Might
- Added quirks

V0.1

- Initial Draft!

CREDITS & REFERENCES:

- Knight-Invoker created by [somanrobots](#)
[Discord](#) | [Patreon](#)

Spells

- spell list

Art

- Rowan Kenrith (Throne of Eldraine Key Art), by Magali Villeneuve © Wizards of the Coast LLC

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