



NATURAL HISTORY & LORE - TOMES

Devoted to observation and scientific analysis, a battle emissary always travels with two large tomes for which they both read and also record into.

During each long rest, a battle emissary must spend a minimum of **1 hour** focusing on research and documentation.

Beginning at third level they have developed skills in the deep study and reasearch of the natural world, combat and the arcane. Their proficiency bonus is doubled in *Arcana*, *History* and *Nature*.

FORMULA RESEARCH AND COMPREHENSION

A battle emissary is able to cast a scroll spell of any level without having to roll a spell check ability. The cast is automatically successful.

IMPERATIVE EMISSARY ARCANA

At third level they learn the following four specific spells deemed as *imperative emissary arcana* that which supports their role and duties, for which they have **3 spell slots/long rest**:

<i>Produce Flame</i>	<i>Poison Spray</i>
<i>Identify®</i>	
<i>Comprehend Languages</i>	

ADVANCED ARCANA SCHOOL FOCUS

Beginning at 5th level they will select their chosen school of magic. All focus spells must be chosen from the same school, (abjuration, conjuration, divination, enchantment, evocation, illusion, necromancy or trasmutation). However, they choose spells from any spellcasting class (excluding Sorcerer specific spells) and do so at an advanced level as follows:

At 5th level choose two 3rd level spells for which you will have two spell slots.

At 11th level choose two 5th level spells for which you will have two spell slot.

At 15th level choose one 7th level spell for which you will have one spell slot.

If a spell from the chosen school does not exist at the designated level within a certain spellcasting class, either choose the next level available below it or choose spell(s) from a different class.

BEACON OF HOPE

Beginning at 6th level, once/long rest a Battle Emissary can cast *Beacon of Hope*.

NEW ARCHTYPE

FIGHTER, ELDRITCH KNIGHT VARIANT

BATTLE EMISSARY

Prerequisite: A Battle Emissary must have a minimum **15 Strength, 15 Intelligence, 15 Wisdom and 15 Charisma.**

MASTERY OF COMBAT, ARCANA, RESEARCH AND OBSERVATION

The Eldritch Knight Battle Emissary was developed by the *Sages of the Storm Owl Feather* for purposes of combining reconaissance (for use in study and research) and as a nemesis to all evil creatures, however, they are typically neutral good rather than lawful. Emissaries do not serve a diety. They serve the sages. This Fighter variant gains use of magic in a non-traditional way. Through disciplined focus they are able to combine martial combat with specialized wizardry. The Battle Emissary chooses from one specific school of magic, however, they chose those spells from any spellcasting class (except Sorcerer.) In addition to combat and magic skills, they vigorously study science, history, lore, artifacts, language, nature and events, which allows them to further comprehend scripture and formulas beyond traditional level. Through this focus, starting at 5th level they begin learning their chosen magic and will learn fewer spells overall, but the spells they do learn are higher than traditional eldritch knight spell levels.