

ARTIFICER

Redesigned by Zetesofos

A gnome sits hunched over a workbench, carefully using a needle and thread to weave runes into a leather satchel. The bag shudders as she completes her work, and a sudden, loud pop echoes through the room as a portal to an extra-dimensional space springs into being in the bag's interior. She beams with pride at her newly crafted *bag of holding*.

A troll growls in hunger as it looms over a dwarf, who slides a long, metal tube from a holster at his belt. With a thunderous roar, a gout of flame erupts from the tube, and the troll's growls turn into shrieks of panic as it turns to flee.

An elf scrambles up the castle's wall, Baron von Hendriks' men close behind her. As she clambers over the battlements, she reaches into her satchel, pulls out a vial and flings it at her pursuers. The bag bursts at their feet, trapping them in a thick, black glue as she makes her escape.

Makers of magic-infused objects, artificers are defined by their inventive nature. Like wizards, they see magic as a complex system waiting to be decoded and controlled through a combination of thorough study and investigation. Artificers, though, focus on creating marvelous new magical objects. Spells are often too ephemeral and temporary for their tastes. Instead, they seek to craft durable, useful items.

CUNNING INVENTORS

Every artificer is defined by a special craft. Artificers see mastering the basic methods of a craft as the first step to true progress, the invention of new methods and approaches. Some artificers are engineers, students of invention and warfare who craft deadly firearms that they can augment with magic. Other artificers are alchemists. Using their knowledge of magic and various exotic ingredients, they create elixirs and explosives to aid them on their adventures. While alchemy and engineering are the most common vocations, other trades do exist.

All artificers are united by their curiosity and inventive nature. To an artificer, magic is an evolving art with the leading edge of discovery and mastery that pushes further ahead with each passing year. Artificers value novelty and discovery. This penchant pushes them to seek a life of adventure. A hidden ruin might hold forgotten magic item or a beautifully crafted mirror perfect for magical enchantment.

INTENSE RIVALRIES

The artificers' drive to invent and expand their knowledge creates an intense drive to uncover new magic discoveries. An artificer who hears news of a newly discovered magic item must act fast to get it before any rivals do. Good-aligned artificers recover items on adventures or offer gold or wondrous items to those who possess items they are keen to own. Evil ones have no problem committing crimes to claim what they want.

Almost every artificer has at least one rival, someone whom they seek to outdo at every turn. By the same token, artificers with similar philosophies and theories band together into loose guilds. They share their discoveries and work together to verify their theories and keep ahead of their rivals.

CREATING AN ARTIFICER

When creating an artificer character, think about your character's background and drive for adventure. Does the character have a rival? What is the character's relationship with the artisan or artificer who taught the basics of the craft? Talk with your DM about the role played by artificers in the campaign, and what sort of organizations or NPC's you might have ties to.

QUICK BUILD

You can make an artificer quickly by following these suggestions. First, put your highest ability score into Intelligence, followed by Constitution or Dexterity. Second, choose the guild artisan background.

Third, choose the mending and firebolt cantrips, along with the following 1st-level spells: cure wounds, expeditious retreat, and magic missile.

Design Notes & Acknowledgement

The following class was initially designed several years ago, before the artificer came out in O5E's Tasha's Cauldron of Everything. Since then, I've taken inspiration from that document, as well as the Kibble's Artificer, and most recently the Gazette A5E Artificer.

The goal of this version was to provide a full-caster version of the artificer that nonetheless gave (what I hoped) a balanced option to allow such characters to lean more or less into the magic item crafter trope. Afterward, the goal was to provide the most flexible archetypes for a wide variety of themes.

THE ARTIFICER

Level	Proficiency Bonus	Features	Tricks Known
1st	+2	Spellcasting, Improvised Chemistry, Trademark Tools	-
2nd	+2	Infusions, Tinker's Tricks	2
3rd	+2	Artificer Archetype	2
4th	+2	Heroic Improvement, Industrial Focus	2
5th	+3	Trademark Tools	2
6th	+3	Artificer Archetype feature	3
7th	+3	Expert Improvisation	3
8th	+3	Heroic Improvement, Intellectual Caliber	3
9th	+4	Magic Item Adept	3
10th	+4	Artificer Archetype feature, Versatile Education	4
11th	+4	Prototype Architecture	4
12th	+4	Heroic Improvement, Maker's Mark	4
13th	+5	Magic Item Savant	4
14th	+5	Artificer Archetype feature	5
15th	+5	Prototype Architecture	5
16th	+5	Heroic Improvement	5
17th	+6	Magic Item Master	5
18th	+6	Infusion Mastery	6
19th	+6	Heroic Improvement	6
20th	+6	Soul of Artifice	6

ARTIFICER SPELLCASTING

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

CLASS FEATURES

HIT POINTS

Hit Dice: 1d8 hit points per artificer level

Hit Points at 1st Level: 8+ Constitution modifier hit points at 1st level

Hit Points at Higher Levels: 1d8 hit points plus constitution level at higher levels

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple Weapons, Hand Crossbow

Tools: Thieves' tools, tinker's tools, or one type of artisan's tools of your choice.

Saving Throws: Constitution, Intelligence

Skills: Engineering and two skills from: Arcana, History, Investigation, Insight, Medicine, Nature, Perception, Sleight of Hand

EQUIPMENT

You begin the game with 180 gold which you can spend on your character's starting weapons, armor, and adventuring gear. You can select your own gear or choose one of the following equipment packages. Also consult the Suggested Equipment section of your chosen background.

- **Blacksmith's Package** (cost 158 gold): Mace, scale mail, heavy shield, acid (vial), chain (10 feet), dungeoneer's pack, portable ram, sledgehammer, smith's tools, whetstone.
- **Locksmith's Package** (cost 160 gold): Dagger, 2 throwing daggers, leather brigandine, acid (vial), burglar's pack, caltrops (bag of 20), lock, steel mirror, thieves' tools, tinker's tools.
- **Scientist's Package** (cost 173 gold): Light crossbow and quiver with 20 bolts, 2 light hammers, leather brigandine, abacus, alchemist's supplies, ball bearings (bag of 1,000), 10 pieces of chalk, common clothes, healer's satchel, lantern (standard), merchant's scale, oil flask, scholar's pack.

SPELLCASTING

1st-level artificer feature

You've studied the workings of magic and how to cast spells, channeling the magic through objects. To observers, you don't appear to be casting spells in a conventional way; you appear to produce wonders from mundane items and crazy inventions.

TOOLS OF ARTIFICE

You are able to cast spells and infuse items using your tools which act as your spellcasting focus. These tools can be a sewing kit, smith's tools, thieves' tools, or any sort of artisan's tools. After you gain the ability to infuse items at 3rd level, you can also use any item bearing one of your infusions as tools of artifice. You must be proficient with the tools you use in this way.

CANTRIPS (0-LEVEL SPELLS)

You know two cantrips of your choice from the artificer spell list. At higher levels, you learn additional artificer cantrips of your choice, as shown in the Cantrips Known column.

When you gain a level in this class, you can replace one of the artificer cantrips you know with another cantrip from the artificer spell list.

SCHEMATICS

Whenever you learn an artificer spell you create a schematic, which serves as a blueprint that you reference to prepare your spells.

At 1st level, your collection of schematics contains four 1st-level artificer spells of your choice. Your book of schematics contains all the artificer spells you know, except your cantrips, which you maintain in your memory. See Schematic Book for more details.

PREPARING AND CASTING SPELLS

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

You prepare the list of artificer spells that are available for you to cast, choosing from the artificer spell list. When you do so, choose a number of artificer spells from your schematics equal to your Intelligence modifier + your artificer level. The spells must be of a level for which you have spell slots.

For example, if you are a 5th-level artificer, you have four 1st-level and two 2nd-level spell slots. With an Intelligence of 14, your list of prepared spells can include four spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell cure wounds, you can cast it using a 1st-level or a 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest by studying your schematics and your tools of artifice for at least 1 minute per spell level for each spell on your list.

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your artificer spells. Your magic comes from detailed formulas, runes, and equations that allow you to tap into the weave of magic. 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 an Artificer 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

LEARNING SPELLS OF 1ST LEVEL & HIGHER

Each time you gain an artificer level, you can create schematics for two artificer spells of your choice. The spells must be of a level for which you have the spell slots, as shown on the Artificer table. These spells are added to your Schematic Book.

SCHEMATIC BOOK

As you research new devices and infusions, you will add new spells to your schematic book. You might find schematics during your adventures, such as designs from other artificer's schematics, or by reverse engineering other artifice devices.

REPLACING YOUR SCHEMATIC BOOK

The knowledge in your schematic book is too complex to keep entirely memorized, and if it is destroyed or lost you can't reproduce it. For this reason most artificers fiercely protect their schematic books and many write copies. You can copy a schematic from your own schematic book into another book. This is just like creating a new schematic only significantly faster and easier since you already understand your own notations.

You need only spend 10 minutes and 1 gold for each of your own schematics you copy into another book, or to create new schematics for a magic item you currently have infused.

DUPLICATING SCHEMATICS

You can attempt to create and add a new schematic to your schematic book by spending 1 hour studying another magic item (or artificer infusion) and gold equal to 1/10th of that item's cost in experiments and material tests (minimum 50 gp). At the end of the hour make an Arcana check (DC equal to item's crafting DC or Artificers Spell DC). On a success you create a new schematic of that item and add it to your schematic book, and on a failure the time and materials are wasted.

Alternatively, if you find a schematic for a magic item you can add it to your schematic book.

To add a schematic to your schematic book or to create a schematic of a magic item, you must meet the minimum level requirements as if you were crafting the item.

IMPROVISED CHEMISTRY

1st-level artificer feature

You can quickly turn inert chemicals into something violently reactive or useful in the moment. As a bonus action, you can create one of the following items:

<i>acid (vial)</i>	<i>alchemist's fire</i>
<i>black powder charge</i>	<i>ether (flask)</i>
<i>flash bomb</i>	<i>oil (1 pint flask)</i>
<i>paint pot</i>	<i>poison (basic)</i>
<i>smoke bomb</i>	<i>tanglefoot bag</i>
<i>torch</i>	<i>torch (alchemical)</i>

Items you make in this way are extremely unstable and must be used within 1 minute. If an item you created in this way is not used (activated, lit, thrown, or applied as appropriate to the item) by the end one minute it dissolves into useless sludge.

You can use this feature to create a number of items equal to your proficiency bonus. You regain all expended uses when you finish a Long Rest. You cannot regain expended uses in this way if you don't have access to tools of artifice.

Proficiency. You have proficiency on attack rolls to throw improvised items.

Saving Throw. The DC for any item created is equal to your Spell Save DC.

TRADEMARK DESIGN

1st-level artificer

Tools define an artificer's approach to invention, and shape the nature of your magic. Choose one of the following options. You gain proficiency with one of the associated tools. If you already have proficiency in any of those tools, you gain **Expertise** in it instead.

In addition, when you use the associated tools as your spellcasting foci, you gain the benefit listed by the chosen feature. You gain an additional trademark design at 5th level.

Chemist's Tools (*Alchemist's Supplies, Brewer's Supplies, or Cooks Supplies*). You are practiced with unstable and temperamental substances. While using any of these tools as your tools of artifice, you can change the damage type of any spell that deals acid, cold, fire, poison or necrotic damage into any other of these types. Once you use this feature a number of times equal to your Intelligence modifier, you cannot do so again until you finish a long rest.

Modeling Tools (*Cartographer's tools, painter's supplies, potter's tools, or woodcarvers tools*). You are efficient in drafting miniature prototypes in order to fine tune your inventions. While using any of these tools as your tools of artifice, if you cast a spell that requires an attack roll, you gain a +1 bonus to the attack roll, and you double the range.

Precision Tools (*calligrapher's supplies, jeweler's tools, thief's tools, or tinker's tools*). You're well versed with tools that require a delicate touch and attention to detail. While using any of these tools as your tools of artifice, whenever you cast an artificer spell from the abjuration or transmutation school you can maintain concentration while incapacitated.

Builder's Tools (*Carpenter's tools, glassblower's tools, mason's tools, or smith's tools*). You have reliable experience when working with sturdy materials, and know the limits things built with them can take under stress. While using any of these tools as your tools of artifice, whenever you cast a spell that deals damage, you can reroll one die. You must use the new result.

Tailor's Tools (*Cobbler's tools, leatherworker's tools, or sewing kit*). You have a keen understanding for the properties of flexible materials, and know how to weave your magic to take advantage of those patterns. While using any of these tools as your spell foci, whenever you cast an artificer spell that targets only yourself you gain temporary hit points equal to three times the spell's level.

INFUSIONS

2nd-level artificer feature

You can imbue mundane items with certain magical infusions, turning those objects into magic items.

LEARNING INFUSIONS

When you gain this feature, pick three artificer infusions to learn, choosing from the "Artificer Infusions" section at the end of the class's description. Whenever you would learn a new schematic from gaining a level in this class, you can choose to learn a new infusion instead.

INFUSING AN ITEM

Whenever you finish a **Long Rest**, you can imbue a nonmagical object you're holding with one of your artificer infusions, turning it into a magic item at the cost of your spell slots. An infusion works on only certain kinds of objects, as specified in the infusion's description. If the item requires attunement, you can attune yourself to it the instant you infuse the item. If you decide to attune to the item later, you must do so using the normal process for attunement (see the attunement rules in the *Dungeon Master's Guide*).

Your infusion remains in an item indefinitely, but when you die, the infusion vanishes after a number of days equal to your level. The infusion also vanishes if you replace your knowledge of the infusion.

You can infuse a total number of objects equal to your Proficiency bonus. You must touch each of the objects, and expend spell slots with a total level equal to the level for each infusion, based on the table below. Spell slots expended this way remain unavailable for the duration of the infusion.

Infusion Spell Slot

Infusion Level	Spell Slots Required
2nd	2
6th	3
10th	5
14th	7

Each of your infusions can be in only one object at a time. Moreover, no object can bear more than one of your infusions at a time. If you try to exceed your maximum number of infusions, the oldest infusion ends, and then the new infusion applies.

If an infusion ends on an item that contains other things, like a *bag of holding*, its contents harmlessly appear in and around its space.

TINKER'S TRICK

2nd-level artificer feature

Experimentation is the key to progress, and with your curiosity, you've discovered new skills and data. You gain one Tinker's Trick of your choice. These tricks are detailed at the end of the class description. The Tricks known column of the Artificer table shows when you learn more Tricks. Unless otherwise noted, you can gain each Tinker's Trick only once.

ARTIFICER ARCHETYPE

3rd-level artificer feature

Choose the type of specialist you are: Alchemist, Archivist, Armorer, Golemancer, or Magitechnician. Each of which is detailed after the class's description. Your choice grants you features at 6th level and again at 10th and 14th level.

INDUSTRIAL FOCUS

4th-level artificer feature

You have mastered a particular field, having either been self-taught, or passed down through formal mentors. Choose one of the following options:

ENGINEER

You gain proficiency in the Engineering skill. If you already have proficiency in the skill, you gain Expertise in it instead.

When you are crafting an item, you may reduce the crafting time by 1 increment (2 hours).

CURATOR

You gain proficiency in the Arcana skill. If you already have proficiency in the skill, you gain Expertise in it instead. In addition, whenever you make an Arcana check related to a magical object, treat a roll of 7 or lower on the d20 as an 8.

ANALYST

You gain proficiency in the Investigation skill. If you already have proficiency in the skill, you gain Expertise in it instead.

If you observe a creature for at least 1 minute, you automatically succeed on a Study check against them if their CR is lower than your level, and anytime you succeed on a Study check against a creature, learn if a creature was born naturally or artificially created.

HEROIC IMPROVEMENT

4th-level artificer feature

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you gain the following options.

Ability Score Increase. you can increase one ability score of your choice by 1, you can't increase an ability score above 20 using this feature.

Feat. You can select one feat of your choice, as long as you meet the prerequisites.

EXPERT IMPROVISATION

7th-level artificer feature

Your ability to manipulate mundane components and residual mana from other sources has been much more refined. Whenever you create any of the items listed in your Improvised Chemistry feature, you gain three of the chosen objects instead.

Additionally, if the object would deal damage, it deals an extra 1d6 damage.

INTELLECTUAL CALIBER

8th-level artificer feature

Your attitudes and academic manners have cemented how you and your intellect are perceived by your peers. Choose one of the following.

KOOKY ECCENTRIC

Your excitement for your work is infectious and most find your quirky methodology inescapably endearing. You have advantage on Charisma checks against creatures that are proficient in Arcana.

SPORADIC GENUS

Your mind is a chaos of knowledge, and you have forgotten more things than others have learned. When you make an Intelligence-based ability check and fail, you can reroll the d20. Once you use this feature, you cannot do so again until you finish a Short Rest or a Long Rest.

PRUDENT PIONEER

Just because you can, doesn't mean you should. You take great pains to consider the long term effects of your inventions, and who may use them. You may always use Intelligence when making Insight checks, and you have advantage on Insight checks with any creature proficient in Engineering or Artisan's tools.

MAGIC ITEM ADEPT

9th-level artificer feature

You've achieved a profound understanding of how to use and make magic items:

- You can attune to up to four magic items at once.
- You ignore all class, race, spell, and level requirements on attuning to or using a magic item.
- Whenever you roll to regain charges on a magical item you are attuned to, it regains one additional charge.

VERSATILE EDUCATION

10th-level artificer feature

Your research focus has broadened your personal education beyond artifice. Whenever you learn a new artificer tinker's trick or replace an existing one, you can choose from wizard elective studies or rogue skill tricks.

PROTOTYPE ARCHITECTURE

11th-level artificer feature

Your tools have been customized to fit exactly your needs, and are unlike anything elsewhere. You gain one of the following prototype architectures. At 15th level, you gain a second prototype option.

Chemist's Tools: Volatile Reagents. Your reagents are highly energetic, and can overwhelm a creature's normal defenses. When using any of these tools as your tools of artifice, if you target a creature with a spell that requires a saving throw, you may roll 2d6. On a 2-4, the targets have advantage; 5-8 No effect; 9-12 targets have disadvantage.

Modeling Tools: Meticulous Iteration. Your devices have been crafted with exquisite planning and care, and able to compensate for many contingencies. When using any of these tools as your tools of artifice to cast a spell that targets an area, you can create an area that is excluded from the spells effects. This area consists of a number of 5-foot cubes equal to your intelligence modifier. Each cube of this area must touch another cube.

Precision Tools: Precision Pathways. You have incorporated several autonomous magical elements to help you cast spells more swiftly. When using any of these tools as your tools of artifice to cast an artificer spell that has a casting time of 1 action, you can expend a spell slot of one level higher to increase the to change the casting time to 1 bonus action for this casting.

Builder's Tools: Reinforced Junctions. You can modify your devices to ensure they can work at higher tolerances, and output more power. When you finish a long rest, choose two spells that you prepared. When using any of these tools as your tools of artifice to cast any of those spells, you may treat them as if you expended one higher spell slot level.

Apparel: Reactive Stitching. Your devices are worn like a second skin, and can often channel your magic in response to danger. When using any of these tools as your tools of artifice, you can cast a spell when you roll initiative, even if you are surprised, as long as the spell targets a single creature, and that creature is yourself.

MAKER'S MARK

12th-level artificer feature

Word of mouth is a powerful force, and sooner or later, curiosity of your inventions and discoveries has spread across the land. After a prominent adventuring career, you have an opportunity to define how people approach your research and industry.

DISRUPTIVE INNOVATOR

"When it ain't broke, take it apart". Just working was never good enough for you, but making things better is your passion, and you can often draw others to your projects. When you take the Recruit downtime activity, you have advantage on ability checks to attract Journeyman, Driver, and Researcher Hirelings.

AUSTERE RECLUSE

You prefer to cultivate an aura of intellectual mystery around your experiments, and to hoard your secrets and discoveries. When you take the Craft or Spellcraft downtime activity and fail, you can reroll the d20. Once you use this feature, you cannot do so again until you finish a Long Rest.

SHREWD PRAGMATIST

You live by the creed, "necessity is the mother of invention", and you strive to focus your efforts on the tools and conveniences of the community. When you use a tool kit to craft one or more items as part of the Service downtime activity, you can choose to make the roll with disadvantage.

On a success, you gain an additional number of karma points equal to your Intelligence modifier. Once you use this feature, you cannot use it again in the same settlement unless a new problem arises (Narrator's discretion).

MAGIC ITEM SAVANT

13th-level artificer feature

Your skill with magic items deepens:

- You can attune to up to five magic items at once.
- You have advantage on ability checks or saving throws when attempting to resist or exert control over sentient items.
- As a bonus action, when you touch a magic item that requires attunement, you can instantly attune to that item. Once you use this feature, you cannot do so again until you complete a [Long Rest](#).

MAGIC ITEM MASTER

17th-level artificer feature

Your skill with magic is unmatched.

- You can attune to up to six magic items at once.
- The maximum number of charges any magic item you are attuned to is increased by 1.
- You know the location of any magic item you are attuned to, as long as it is on the same plane. Otherwise, you know what plane it is on.
- While attuned to a magic item, another creature cannot attune to it unless you allow it, or you die.

INFUSION MASTERY

18th-level artificer feature

Your dedication to infusions has reached truly remarkable heights. Choose one of the following:

SWIFT INFUSION

During a short rest, you can infuse one nonmagical object you touch with an infusion, as long as it meets all the other requirements.

TWIN INFUSION

During a long rest, when you create an infusion, you can apply two different infusions to one object. The object must meet all other requirements for each infusion, but otherwise gains properties from both, with the exception that you cannot stack any +1 bonus to the same type of roll.

The resulting infusion uses only a single attunement slot. If both infusions use charges, the maximum number available is determined by whichever item has the greater amount (do not combine).

SOUL OF ARTIFICE

20th-level artificer feature

You have developed a mystical connection to your magic items, which you can draw on for protection:

ARCANE RESONANCE

You gain a +1 bonus to all saving throws per magic item you are currently attuned to.

SOUL CACHE

If you're reduced to 0 hit points but not killed outright, you can use your reaction to end one of your artificer infusions, causing you to drop to 1 hit point instead of 0. In addition, if you die, you may move your soul into the last item you were attuned to.

TINKER'S TRICKS

A curious mind is always turning. You start with one tinker's trick of your choice. Tinker's Tricks are detailed at the end of the class description. The Tricks Known column of the Artificer table shows when you learn more Tinker's Tricks.

ARTIFICER'S LORE

When you touch a magic item, either willingly or when hit by it, you are immediately aware that it's magical. If you hold such an item in your hand, you can cast *identify* on it as an action without spending a spell slot, even if you don't have the spell prepared.

You also gain advantage on any ability check to appraise an item's value, recall history, or understand the magical properties of a magical item.

BATTLEFIELD SMITHING

As a veteran combat-tinkerer you specialize in certain aspects of warfare. During a [Short Rest](#), you can spend 25% of an object's cost to permanently add one of the following modifications to a suit of nonmagical armor or a nonmagical weapon: camouflaged, flamboyant, spiked, stealthy, storage, quickdraw (weapon only), rebounding (thrown weapons only), stealthy, storage. An object can only have one additional modification.

COMMUNICATION LINK

Prerequisite: Ability to cast Message.

You can create a small communication link between any two similar objects, be it a necklace, earring, or a hand-held mirror. As long as both objects are within 120 feet of each other, any two creatures can use these objects to cast messages to each other. They do not need line of sight, but they do not function if there is any major barrier (at your Narrator's discretion).

CUSTOM MODIFICATIONS

You can create a small gadget to improve yourself or others mobility or vision. After a short or long rest, you can choose one creature, and one of the following skills: Perception, Athletics, Acrobatics, Stealth or Sleight of Hand. Whenever the creature makes an ability check with the chosen skill, they may roll a d4 and add the result to their roll.

This modification lasts until you use this feature again, or you finish a Long Rest.

MASTER CRAFTSMEN

Your efficiency in the workshop is succeeded by only a few. When you succeed in crafting a magical object, make a DC 25 ability check with the same tools. On a success, you also gain a common essence of the Narrator's choice, depending on the object crafted.

In addition, the time and cost in materials it takes to craft or repair non-magical items is reduced by half.

OMNITOOLS

You gain proficiency with three different artisan's tools or tool kits of your choice. If you are already proficient in any of your choices, you instead gain Expertise.

With a bit of arcane power and a lot of overengineering, your tools fold and flip into whatever you need them to be. You can use your tools of artifice as if they were any kind of artisan's tools or miscellaneous tool kits, even if you're not proficient.

POTION MASTER

During a Long Rest, you can produce a potion of common or uncommon quality, provided you have access to your alchemist supplies, and can afford the material cost.

The Potions lasts until your next long rest:

- 5th level - Greater Potion
- 11th Level - Superior Potion
- 17th Level - Supreme Potion

MODULAR MENDING

Prerequisite: Ability to cast Mending

When you use the mending cantrip on an object worth 10 gp or less, you can attempt to convert that object into another object that is roughly made of the same material and has an equal or lower cost. The resulting object is of a quality one degree lower (fine becomes normal).

REENGINEERING NATURE

An orderly mind can see all sorts of uses within the natural world. You may use Engineering in place of Survival when setting up camp or performing the Gather Components or Hunt & Gather journey activity. In addition, you may use the material components gained from the Gather Components journey activity for your spell inventions and other artificer features that require material components.

LIVING MACHINERY

You have a keen talent for repairing as well as harvesting the organs of living creatures. You have advantage on Intelligence (Medicine) checks to treat injuries, or learn about a time or cause of death.

In addition, you have advantage on such checks when harvesting organs from a magical creature's corpse.

ARTIFICER VOCATIONS

The nature of artificing requires a level of focus, either in tools or designs. Some specialize in weapons, while others pursue more esoteric constructions, with a variety of applications.

ALCHEMIST

While many freelance alchemists have developed an esoteric and experimental skillset, Rynn has boasted a niche set of practiced alchemists. Mentored in specific skills, these alchemists take to adventuring and often do so in the pursuit of rare ingredients and techniques to add to their knowledge base.

ARTS OF THE APPARATUS

3rd-level Alchemist feature

You gain proficiency with Alchemist tools, Poisoner's Kit, and Herbalism kit. If you already have proficiency in any of these tools, you gain Expertise in it instead.

ARCANE SERUM

3rd-level Alchemist feature

Whenever you finish a short or long rest, you can produce one or more *arcane serums* equal to your Intelligence modifier (minimum 1) in one or more empty flasks. For each container, choose an artificer spell you know that targets a single creature, and expend a spell slot equal to the spell's level or higher.

As an action, any creature can use the serum on themselves, or administer it to an unconscious creature. When they do, they become the target of the spell. If the spell requires concentration, the creature must concentrate. A creature cannot be under the effect of more than one *arcane serum* at a time.

Creating an *arcane serum* requires you to have alchemist supplies on your person, and any serum you create lasts for 24 hours, or until used.

GRENADIER

2nd-level Alchemist feature

During a short or long rest, you can expend one or more spell slots to produce alchemical grenades. For each *1st-level* spell slot expended, you can produce two grenades, plus one extra grenade for each spell level higher than 1st. An alchemical grenade is a tiny object with an AC 10, 1 hit point and lasts for up to 24 hours or until detonated.

As an action, you or another creature can throw a grenade up to 20 feet, detonating on impact. When a grenade detonates, each creature or object within 10 feet must succeed on a Dexterity saving throw against your spell save DC or take 2d8 points of either bludgeoning or piercing damage (your choice).

You can combine two or more grenades to create a single, more powerful explosive. When you do so, increase the damage by 1d8 for each grenade added to the first, up to a maximum of 10d8.

IMPROVISED EXPLOSIVES

6th-level Alchemist feature

When you gain this feature, choose four Formula options of your choice (see "Formulas" below). You may learn three additional formulas at 10th level, and again at 14th level. Each time you gain a level in this class, you can also replace one formula known with a different one.

After creating a grenade (or combining several to make a more powerful one), you can reduce the damage by 1d8. If you do, you may apply one of your formulas to that grenade. A grenade cannot have more than one formula unless explicitly stated.

ADMIXTURE

10th-level Alchemist feature

When you create an *arcane serum*, you may choose two different Artificer spells you know of 5th level or lower and combine them into a single serum. The creature that uses this serum gains the benefits of both spell effects for the duration, using the shorter duration. The effects count as one spell for the purpose of maintaining concentration.

To create an admixture, you must expend a spell slot that equals the combined level of each spell you want to cast. For example, if you wish to create an Admixture of *Expeditious Retreat*, a 1st-level spell and *Invisibility*, a 2nd-level spell, you must expend a 3rd-level spell slot. The resulting serum gives the user the benefits of both spells that lasts for 1 minute, or until the user loses concentration.

MUTAGEN

14th-level Alchemist feature

A creature cannot lose concentration on a spell effect gained through an *arcane serum* you produced as a result of taking damage.

FORMULAS

The formulas are presented in alphabetical order.

Adhesive. The grenade creates an area of difficult terrain for 1 minute. The first time a creature enters the area, or starts its turn in the area it must succeed on a Strength saving throw or have its speed reduced to 0 until the start of their next turn.

Arcane. The grenade deals force damage.

Blasting Agent. The grenade's radius is increased by 10 ft. Can be combined with another formula.

Concussion. The grenade deals thunder damage, and the target must also succeed on a Constitution saving throw or become deafened and unable to take reactions until the start of your next turn.

Corrosive. The grenade deals acid damage, and creates an area of corrosive mist that lasts for 1 minute or until a strong wind disperses it. Any creature that enters the area or starts their turn in the mist there takes 1d6 acid damage.

Flash. The target must also make a Constitution saving throw or become blinded until the start of your next turn.

Cryonic. The grenade deals cold damage and creates an area of difficult terrain that lasts for 1 minute. The first time a creature enters the area, or starts its turn in the area, it must succeed on a Dexterity saving throw, or fall prone.

High Explosive. Each creature that fails their save is pushed 10 feet away and is knocked prone. Can be combined with another formula.

Incendiary. The grenade deals fire damage and ignites any flammable unattended objects. Creatures that succeed on their initial saving throw still take half damage, but suffer no other effects.

Miniaturized. The grenade can be used as ammunition with a ranged weapon attack. Can be combined with another formula.

Sapper. The grenade deals three times as much damage to unattended objects and structures. Can be combined with another formula.

Smoke. The grenade creates an area of thick smoke that lasts for 1 minute or until a strong wind disperses it. The area is considered heavily obscured. Can be combined with another formula.

Timed. The grenade can be set to detonate after a preset time, up to an hour later. Can be combined with another formula.

Toxic. The grenade deals poison damage and must also succeed on a Constitution saving throw or become poisoned until the start of your next turn.

Voltaic. The grenade deals lightning damage, and creatures that fail the saving throw cannot take reactions until the end of your next turn.

ARCHIVIST

Archivists specialize in researching and recovering lost or stolen magical objects. Such items are often heavily guarded or incredibly dangerous. The archivists who work to “recover” such items do so usually for their own curiosity, but often also as part of organized efforts to control or safeguard them.

ERUDITE CUSTODIAN

2nd-level Archivist feature

Your time spent researching and cataloging artifacts of all sorts of rarities has given you extensive experience in magical affairs. You gain the following Benefits:

- Choose two of the following skills: Arcana, Culture, Engineering, History, Nature, or Religion. You become proficient in those skills. If you already have proficiency in the skill, you gain Expertise in it instead.
- You can read, write, and sign two additional languages of your choice.
- You have advantage on rolls made to perform the Research downtime activity.

ARCHIVIST SPELLS

2nd-level Archivist feature

You always have certain spells prepared after you reach particular levels in this class, as shown in the Archivist Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

Archivist Spells

Artificer Level	Spells
3rd	<i>knock, locate object</i>
5th	<i>tongues, dispel magic</i>
7th	<i>arcane eye, secret chest</i>
9th	<i>legend lore, passwall</i>

TREASURE HUNTER

6th-level Archivist feature

Recovering lost magic items often brings you into remote locations, and you've learned to adapt to the obstacles of adventuring. You immediately gain any two options of your choice from either Rogue Skill Tricks or Ranger Exploration Knacks.

In addition, Whenever you learn a new artificer tinker's trick or replace an existing one, you may choose an option from Rogue Skills Trick or Ranger Exploration Knacks.

ARTIFACT CARETAKER

10th-level artificer feature

You have a keen sense for the maintenance and stewardship of magic items, and are repaid in kind. During a Short Rest, you may touch a magic item that has charges that would normally recharge on a Long Rest. That item may immediately regain charges as if it had taken a Long Rest. Once you use this feature, you cannot do so again until you finish a Long Rest.

CURATED REPLICA

14th-level artificer feature

With careful study and meticulous diagrams, you can copy almost any magic item you discover. When you create an infusion during a long rest, you can choose to copy the properties of any magic item you are attuned to instead.

If you could normally produce an infusion of this item, you can do so without expending spell slots.

Otherwise, it counts as a 14th-level infusion. This feature does not duplicate any properties of sentience; nor any effects of a curse.

ARMORER

An artificer who specializes as an Armorer modifies armor to function almost like a second skin. The armor is enhanced to hone the artificer's magic, unleash potent attacks, and generate a formidable defense. The artificer bonds with this armor, becoming one with it even as they experiment with it and refine its magical capabilities.

ARCANE ARMOR

2nd-level Armorer feature

Your metallurgical pursuits have led to you making armor a conduit for your magic. After you finish a Long Rest, you can turn a suit of armor you are wearing into Arcane Armor, provided you have smith's tools in hand. You gain the following benefits while wearing this armor:

- You can use the arcane armor as a spellcasting focus for your artificer spells.
- You ignore any Strength requirement of the armor. The armor attaches to you and can't be removed against your will. It also expands to cover your entire body, although you can retract or deploy the helmet as a bonus action. The armor replaces any missing limbs, functioning identically to a limb it replaces.
- You can doff or don the armor as an action. The armor continues to be Arcane Armor until you don another suit of armor or you die.

ARMOR MODEL

2nd-level Armorer feature

You can customize your Arcane Armor. When you do so, choose one of the following armor models: Guardian or Infiltrator. The model you choose gives you special benefits while you wear it.

Each model includes a special weapon. When you attack with that weapon, you can add your Intelligence modifier, instead of Strength or Dexterity, to the attack and damage rolls.

You can change the armor's model whenever you finish a Short Rest or Long Rest, provided you have smith's tools in hand.

Guardian. You design your armor to be in the front line of conflict. It has the following features:

Thunder Gauntlets. Each of the armor's gauntlets counts as a simple melee weapon while you aren't holding anything in it, and it deals 1d8 thunder damage on a hit. A creature hit by the gauntlet has disadvantage on attack rolls against targets other than you until the start of your next turn, as the armor magically emits a distracting pulse when the creature attacks someone else.

Defensive Field. As a bonus action, you can gain temporary hit points equal to your Intelligence modifier plus twice your level in this class, replacing any temporary hit points you already have. You lose these temporary hit points if you doff the armor. You can use this bonus action a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a Long Rest.

Infiltrator. You customize your armor for subtle undertakings. It has the following features:

Lightning Launcher. A gemlike node appears on one of your armored fists or on the chest (your choice). It counts as a simple ranged weapon, with a normal range of 90 feet and a long range of 300 feet, and it deals 1d6 lightning damage on a hit. Once on each of your turns when you hit a creature with it, you can deal an extra 1d6 lightning damage to that target.

Powered Steps. Your walking speed increases by 5 feet.

Dampening Field. You gain proficiency in the Stealth skill. If you are already proficient, you instead gain Expertise. Also, you ignore any disadvantage on stealth checks you would gain from wearing your armor.

TOOLS OF THE TRADE

2nd-level Armorer feature

You gain proficiency with heavy armor. You also gain proficiency with leather workers tools, smith's tools, and tinker's tools. If you already have proficiency in any of these tools, you gain Expertise in it instead.

EXTRA ATTACK

6th-level Armorer feature

You can attack twice, rather than once, whenever you take the Attack action on your turn.

ARMOR MODIFICATIONS

10th-level Armorer feature

You learn how to use your artificer infusions to specially modify your Arcane Armor. That armor now counts as separate items for the purposes of your Infuse Items feature: armor (the chest piece), boots, helmet, and the armor's special weapon. Each of those items can bear one of your infusions, and the infusions transfer over if you change your armor's model with the Armor Model feature.

In addition, you may apply one infusion you know to your armor, without expending spell slots. You are considered attuned to that item without using one of your attunements while you are wearing the armor.

PERFECTED ARMOR

14th-level Armorer feature

Your Arcane Armor gains additional benefits based on its model, as shown below.

Guardian. When a Huge or smaller creature you can see ends its turn within 30 feet of you, you can use your reaction to magically force the creature to make a Strength saving throw against your spell save DC, pulling the creature up to 30 feet toward you to an unoccupied space. If you pull the target to a space within 5 feet of you, you can make a melee weapon attack against it as part of this reaction.

You can use this reaction a number of times equal to your proficiency bonus, and you regain all expended uses of it when you finish a long rest.

Infiltrator. Any creature that takes lightning damage from your Lightning Launcher glimmers with magical light until the start of your next turn. The glimmering creature sheds dim light in a 5-foot radius, and it has disadvantage on attack rolls against you, as the light jolts it if it attacks you. In addition, the next attack roll against it has advantage, and if that attack hits, the target takes an extra 1d6 lightning damage.

GOLEMANCER

Golemancers utilize arcane magic to empower their creations. Utilizing their knowledge, they seek to create powerful constructs to assist them with their projects and to protect them from danger.

TOOLS IN RELIEF

2nd-level Golemanncer feature

You gain proficiency with Smith's Tools, Potter's Tools, and Woodworker's tools. If you already have proficiency in any of these tools, you gain Expertise in it instead.

You also learn the *mending* cantrip if you don't already know it.

ARCANE GOLEM

2nd-level Golemanncer feature

Your tinkering has borne you a companion, an arcane golem. It's friendly to you and your golems, and it obeys your commands. See its game statistics in the stat blocks below, which uses your proficiency bonus (PB) in several places. When you create your golem, choose a type: Steel Defender, Mechanized Prowler, or War Engine. You determine the creature's appearance and whether it has two legs or four; your choice has no effect on its game statistics.

In combat, the golem shares your initiative count, and acts during the artificer's turn. It can move and use its own reactions and bonus actions, but they can only take the Dash, Disengage, Dodge or "Energize" actions unless you take a bonus action on your turn to command it to take another action. That action can be one in its stat block or some other action. If you are incapacitated, the golem can take any action of its choice, not just those listed above.

If the *mending* spell is cast on the golem it regains 2d6 hit points. If it has died within the last hour, you can use your smith's tools as an action to revive it, provided you are within 5 feet of it and you expend a spell slot of 1st level or higher. The golem returns to life after 1 minute with 1 hit point.

At the end of a long rest, you can power one golem of your choice, if you have more than one available.

Starting at 3rd level, your golem can use infusions you create. If they require attunement, they use your attunement slots. If the infused item is a weapon, it can use your proficiency bonus and spellcasting modifier for the attack and damage roll.

Whenever you gain an ability score increase, your golem may also increase one of its attributes by 2.

SPELL CONDUIT

2nd-level Golemanncer feature

When you cast a spell on your turn, your golem can use its reaction to deliver the spell as if you cast it from its location, if you are within 120 feet of it.

If that spell you cast normally has a target of self, it can instead target your golem, if it is within range.

AUTONOMOUS COMPANION

6th-level Golemanncer feature

Your magical connection to your golem grows, allowing you to coordinate faster and to work better as a team with all your allies. You no longer need to use your bonus action to command your golem. Instead, as long as you are not incapacitated, you can direct them to take an action simply with verbal or physical signs that require no action.

Additionally, when your golem overloads when you are not incapacitated and they can see or hear you, they do not automatically move toward and attack the nearest creature. You instead choose where the golem moves on your turn and which creature they attack with their signature attack

ANIMUS ENGINE

10th-level Golemanncer feature

You can empower your golems signature attack, increasing the damage it deals by an additional 1d8 damage when it hits. Starting at 14th level, this damage is increased to 2d8.

PEERLESS CONSTRUCT

14th-level Golemanncer feature

You're able to complete several modifications to your golem that have been mere prototypes until now. Gain the following options:

Integrated Infusion

Choose one infusion from the Artificer's list, you may apply that feature to your golem, and it does not require attunement.

Improved Chassis

Your golem gains an improved feature, as listed on their stat block.

DRIVE

Golems are dangerous constructs. Though relatively safe at low power, they can risk being overloaded during stressful situations. Each golem's drive is a measure of their power load and synchronicity. As a golem's drive increases, they gain access to powerful new features, but they also become more difficult for an artificer to control.

As an action, the golem can take the Energize bonus action to increase its drive by 1. The artificer can also take a bonus action, expend a spell slot, and add an 1d4 per spell level. There is no maximum to the level of drive a golem can gain, but drive returns to 0 one minute after the last round it gained drive. A Golem can spend drive to use features listed on its stat block.

OVERLOAD

If your golem has 10 or more drive and is not incapacitated, they run the risk of overloading. You can make an Intelligence (tools) check (no action required) to try to stop the golem from overloading. To make the check, the golem must not be incapacitated, and the golem must be able to see or hear the artificer. The DC for the check equals 5 + the golem's drive. On a success, the golem acts normally on their turn. On a failure, or if the artificer doesn't make the check, the golem enters a overload.

When a golem enters overloads, they immediately move up to their speed toward the nearest creature and attack that creature with their signature attack (see below), dealing extra damage equal to half their drive if the attack hits. If at least one ally and one enemy are nearest and equidistant to the golem, the artificer's player rolls any die. On an odd number, the golem attacks an ally. On an even number, the golem attacks an enemy. The artificer's player determines which specific ally or enemy the golem engages (and can choose their own character if they wish).

A golem who can't reach a creature to attack while overloaded uses the Dash action to move as far as they can toward the nearest creature. If a golem can't sense any potential targets, they move as far as they can in a random direction determined by the GM, avoiding danger.

When a golem that has overloaded resolves their action or ends their turn, their drive drops to 0 and they are no longer overloaded.

Steel Defender

Medium construct

Armor Class 13 plus PB (natural armor)

Hit Points 7 + 7 times artificer's level (the golem has a number of d8 Hit Dice equal to their artificer's level) + (the golem has a number of Hit Dice (d8s) equal to your artificer level)

Speed 30 ft.;

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	4 (-3)	10 (+0)	6 (-2)

Saving Throws: Str +2 plus PB, Con +2 plus PB

Skills: Athletics +2 plus PB, Perception +0 plus PB x 2

Damage Immunities: poison

Condition Immunities: charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10 + PB

Languages understands the languages you speak

Challenge --- **Proficiency Bonus (PB)** equals your bonus

Vigilant. The defender can't be surprised.

Forceful Rebuke (Improved). Whenever the defender uses Deflect Attack, the attacker takes force damage equal to 1d6 + your Intelligence modifier.

Actions

Force Empowered Rend (Signature Attack) Melee Weapon Attack: your spell attack modifier to hit, reach 5 ft., one target you can see. *Hit:* 1d6 + PB force damage.

3rd Level: Overwhelming Attack (2 Drive). The golem makes a signature attack. On a hit, the attack deals an extra PB damage, and the target can't take reactions until the start of the golem's next turn.

6th Level: Crushing Grip (5 Drive). The golem makes a signature attack. On a hit, the attack deals its normal effects, and the target is grappled (escape DC 10 plus PB). While grappled, the target is restrained and the golem can't bite another target.

10th Level: Force Pulse (8 Drive). The golem pulses a blast of arcane force in a 10-foot radius. Each creature in that area must make a DC 10 plus PB Strength saving throw, taking PBd6 force on a failed saving throw.

Repair (3/Long Rest). The magical mechanisms inside the defender restore 2d8 + PB hit points to itself.

Reactions

Deflect Attack. The defender imposes disadvantage on the attack roll of one creature it can see that is within 5 feet of it, provided the attack roll is against a creature other than the defender.

Mechanized Prowler

Medium construct

Armor Class 15 plus PB (natural armor)

Hit Points 6 + 6 times artificer's level (the golem has a number of d8 Hit Dice equal to their artificer's level)l + (the golem has a number of Hit Dice (d8s) equal to your artificer level

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+2)	14 (+2)	14 (+2)	4 (-3)	10 (+0)	6 (-2)

Saving Throws: Dex +2 plus PB, Con +2 plus PB

Skills: Acrobatics +2 plus PB, Perception +0 plus PB x2, Stealth +2 plus PB

Damage Immunities: poison

Condition Immunities: charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10 + PB

Languages understands the languages you speak

Challenge --- **Proficiency Bonus (PB)** equals your bonus

Agile. The prowler ignores nonmagical difficult terrain.

Disrupting Jolt (Improved). When the prowler hits a creature with Force Empowered Lash, the creature grants advantage to the next attack against it before the start of the prowler's next turn..

Actions

Force Empowered Lash (Signature Attack) Melee Weapon Attack: your spell attack modifier to hit, reach 10 ft., one target you can see. *Hit:* 1d10 + PB force damage.

3rd Level: Pouncing Attack (2 Drive). The golem can move up to its speed and makes a signature attack. On a hit, the target must make a Strength saving throw (DC 10 plus PB) or be knocked prone.

6th Level: Reeling Snare (5 Drive). The golem makes a signature attack with a reach of 20 feet. On a hit, the attack deals its normal effects, and the target is grappled (escape DC 10 plus PB). The target remains grappled as long as the golem remains within 20 feet of the creature. While grappled, it can only target the grappled creature, may pull the target 10 feet closer to it as an action, or when it uses its signature attack.

10th Level: Sweeping Lash (8 Drive). The golem whips their lash around them. It can make its signature attack against each creature within reach. On a hit, each target takes additional PB damage.

Repair (3/Long Rest). The magical mechanisms inside the defender restore 2d8 + PB hit points to itself or to one construct or object within 5 feet of it.

Reactions

Skirmisher. The prowler can move up to half its speed as a reaction when an enemy ends its turn within 5 feet of it. This movement doesn't provoke opportunity attacks.

War Engine

Medium construct

Armor Class 13 plus PB (natural armor)

Hit Points 8 + 8 times artificer's level (the golem has a number of d8 Hit Dice equal to their artificer's level)l + (the golem has a number of Hit Dice (d8s) equal to your artificer level

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	4 (-3)	10 (+0)	6 (-2)

Saving Throws: Str +2 plus PB, Con +2 plus PB

Skills: Athletics +2 plus PB, Perception +0 plus PB x 2

Damage Immunities: poison

Condition Immunities: charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10 + PB

Languages understands the languages you speak

Challenge --- **Proficiency Bonus (PB)** equals your bonus

Battle Frame. The engine counts as a mount, and treats the artificer as a rider. While mounted, the rider has total cover from attackers. The rider can use the golems' senses and skills to interact with the environment. The rider cannot be dismounted as long as the engine has 1 hit point.

Powerful (Improved). The engine has advantage on Strength checks, Strength saving throws, and Attack rolls.

Actions

Force Empowered Slam (Signature Attack) Melee Weapon Attack: your spell attack modifier to hit, reach 5 ft., one target you can see. *Hit:* 1d8 + PB force damage.

3rd Level: Battering Attack (2 Drive). The golem makes a signature attack. On a hit, the attack deals an extra PB damage, and the target is pushed back 10 feet.

6th Level: Rocket Fist (5 Drive). The golem makes a signature attack against one creature within 30 feet. On a hit, they take 3d8 + PB force damage.

10th Level: Juggernaut (8 Drive). The golem rushes forward pushing or tramping foes. Move up to your speed in a straight line, you may move through a creature's space if it is your size or smaller. Each creature you pass through must make a Strength saving throw or take PBd6 damage, and are pushed 10 feet and knocked prone.

Repair (3/Long Rest). The magical mechanisms inside the defender restore 2d8 + PB hit points to itself or to one construct or object within 5 feet of it.

Reactions

Shelter Pilot. When the rider is subjected to an effect that allows a Dexterity saving throw to take only half damage, the engine can use its reaction to have the rider take no damage on a successful saving throw, and only half damage on a failed saving throw.

MAGITECHNICIAN

Magitechnicians are eccentric and unpredictable. As inventors of unique and experimental arcane devices, they are often seek to push the boundaries of their devices, and find new potential for their magic.

EXPERIMENTAL MIND

3rd-level artificer feature

You learn an additional artificer cantrip of your choice. Also, when you level up, you learn one additional schematic of your choice, of a level you can cast.

ARCANE OPTIMIZATION

3rd-level artificer feature

You have learned to regain some of your magical energy tinkering with your tools and devices. Once per day when you finish a Short Rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your artificer level (rounded up), and none of the slots can be 6th level or higher.

For example, if you're a 4th-level artificer, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots

LIVING WORKSHOP

6th-level artificer feature

You are accomplished with a broad stretch of different tools, and have incorporated many of their benefits into your artifice. Choose one additional Trademark Tool feature. You may always apply that feature to any artificer spell you cast, with or without those as your tools of artifice.

OVERCLOCK

10th-level artificer feature

You can reroute arcane energy from your other devices to cast a spell with a powerful effect. When you cast an artificer spell of 5th level or lower, you may choose one of the following options:

Adaptive Circuits. You have advantage on attack rolls, ability checks, and saving throws that you make as part of casting this spell.

Chain Reaction. You deal maximum damage with the spell.

Dimensional Vortex. When casting a spell that targets an area, you can change the area effect of the spell to one of the following: a 30-foot radius sphere, a 60-foot cone, 30-foot cube, or a 200-foot line.

Probability Flux. The first saving throw a creature makes against the spell has disadvantage.

Recycling Capacitor. You regain a spell slot one level lower than used to cast this spell.

Harmonic Resonator. If the spell has a duration greater than instantaneous, it does not require concentration.

Transposition Matrix. You can cause the spell to originate within 300 feet of a point you choose.

Temporal Stabilizer. If the spell has a duration greater than instantaneous, it is increased by 1 hour.

When the spell ends, Roll a d6. On a result of 5 or lower, you lose spell slots with a total level (rounded up) equal to half the level of the spell cast.

JURY RIG

14th-level artificer feature

As an action, you may quickly reconfigure several of your devices to prepare a spell you normally don't have the schematics for. Roll 3d6. Until you finish a long rest, you forget a number of prepared spells that have a combined spell level equal to that roll or higher.

For example, if the roll's total is 9, spells that have a combined level of at least 9, which could mean one 9th-level spell, three 3rd-level spells, or some other combination. You can cast your chosen spell until you use this feature again, as long as you have a spell slot expending a spell slot as normal.

Once you use this feature, you cannot do so again until you complete a short or long rest.

WIP

Enhanced (Cyborg Artificer)

Artillerist

ARTIFICER INFUSIONS

Artificer infusions are how some artificers can rapidly turn a nonmagical object into a magic item, though not permanently. The following infusions are in addition to those listed at the end of the Artificer description in Tasha's Guide to Everything.

Some infusions specify a minimum artificer level. You can't learn such an infusion until you are at least that level. Unless an infusion's description says otherwise, you can't learn an infusion more than once.

ARCANE FIREARM

Item: A ranged weapon (requires attunement)

While holding this weapon, a creature gains a +1 bonus to attack and damage rolls, as well as spell attack rolls when using it as a focus. When used to cast a spell that requires you to make an attack roll, that spell's range is doubled.

ARCANE PROPULSION ARMOR

Prerequisite: 14th-level artificer

Item: A suit of armor (requires attunement)

The wearer of this armor gains these benefits:

- The wearer's walking speed increases by 5 feet.
- The armor includes gauntlets, each of which is a magic melee weapon that can be wielded only when the hand is holding nothing.
- The wearer is proficient with the gauntlets, and each one deals 1d8 force damage on a hit and has the thrown property, with a normal range of 20 feet and a long range of 60 feet. When thrown, the gauntlet detaches and flies at the attack's target, then immediately returns to the wearer and reattaches.
- The armor can't be removed against the wearer's will.
- If the wearer is missing any limbs, the armor replaces those limbs—hands, arms, feet, legs, or similar appendages. The replacements function identically to the body parts they replace.

ARMOR OF MAGICAL STRENGTH

Item: A suit of armor (requires attunement)

This armor has 6 charges. The wearer can expend the armor's charges in the following ways:

- When the wearer makes a Strength check or a Strength saving throw, it can expend 1 charge to add a bonus to the roll equal to the Artificer's Intelligence modifier.
- If the creature would be knocked prone, it can use its reaction to expend 1 charge to avoid being knocked prone.

The armor regains 1d6 expended charges when the wearer completes a long rest.

BOOTS OF QUICK ACTION

Item: A pair of boots (requires attunement)

These boots have 4 charges. As a bonus action, the wearer can expend 1 charge to take the Dash, Dodge, or Disengage Action. The boots regain 1d4 expended charges after a long rest.

BOOTS OF THE WINDING PATH

Prerequisite: 6th-level artificer

Item: A pair of boots (requires attunement)

While wearing these boots, a creature can teleport up to 15 feet as a bonus action to an unoccupied space the creature can see. The creature must have occupied that space at some point during the current turn.

CLOAK OF CONCEALMENT

Prerequisite: 6th level artificer

Item: Cloak (requires attunement)

As an action, you can become invisible until you move, take an action, bonus action, or a reaction.

ENHANCED ARCANE FOCUS

Item: A rod, staff, or wand (requires attunement)

While holding this item, a creature gains a +1 bonus to spell attack rolls. In addition, the creature ignores half cover when making a spell attack. You may increase this bonus to +2 with a 10th-level infusion.

ENHANCED DEFENSE

Item: A suit of armor or a shield

A creature gains a +1 bonus to Armor Class while wearing (armor) or wielding (shield) the infused item. You may increase this bonus to +2 with a 10th-level infusion.

ENHANCED WEAPON

Item: A simple or martial weapon

This magic weapon grants a +1 bonus to attack and damage rolls made with it.

You may increase this bonus to +2 with a 10th-level infusion.

FORCEFUL WEAPON

Prerequisite: 6th level artificer

Item: A simple or martial weapon (requires attunement)

This magic weapon grants a +1 bonus to attack and damage rolls made with it.

This weapon has 4 charges. When the wielder hits a creature or object with an attack, they can spend 1 charge to deal an extra 1d8 force damage and force them to make a Strength saving throw. On a failure, they are pushed 10 feet.

GLOVES OF HEALING

Prerequisite: 6th level artificer

Item: Gloves (requires attunement)

While wearing these gloves, a creature gains an Advantage with Intelligence (Medicine) checks. These gloves have 4 charges. As an action, the wielder can touch a creature while wearing the gloves and heal them for 1d8 + your Intelligence modifier hit points. The gloves regain 1d4 expended charges after a long rest.

HELM OF AWARENESS

Prerequisite: 10th-level artificer

Item: A helmet (requires attunement)

While wearing this helmet, a creature has advantage on initiative rolls. In addition, the wearer can't be surprised, provided it isn't incapacitated.

HOMUNCULUS SERVANT

Item: A gem or crystal worth at least 100 gp

You learn intricate methods for magically creating a special homunculus that serves you. The item you infuse serves as the creature's heart, around which the creature's body instantly forms.

You determine the homunculus's appearance. Some artificers prefer mechanical-looking birds, whereas some like winged vials or miniature, animate cauldrons.

The homunculus is friendly to you and your companions, and it obeys your commands. See this creature's game statistics in the Homunculus Servant stat block, which uses your proficiency bonus (PB) in several places.

In combat, the homunculus 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 another action. That action can be one in its stat block or some other action. If you are incapacitated, the homunculus can take any action of its choice, not just Dodge.

The homunculus regains 2d6 hit points if the mending spell is cast on it. If you or the homunculus dies, it vanishes.. leaving its heart in its space.

MIND SHARPENER

Item: A suit of armor or robes

The infused item can send a jolt to the wearer to refocus their mind. The item has 4 charges. When the wearer fails a Constitution saving throw to maintain concentration on a spell, the wearer can use its reaction to expend 1 of the item's charges to succeed instead. The item regains 1d4 expended charges when the wearer completes a long rest

MINOR GADGET

Prerequisite: 10th level artificer

Item: A wand, rod, or weapon (requires attunement)

Choose an artificer cantrip, 1st-level spell, or 2nd level spell. Your chosen object can then be used to cast the chosen spell by spending either 1, 2, or 3 charges respectively. The object holds 5 charges, and regains 1d4 expended charges after a long rest.

Homunculus Servant

Medium construct

Armor Class 13

Hit Points 1 + your intelligence modifier + your artificer level.

Speed 20 ft., fly 30 ft

STR	DEX	CON	INT	WIS	CHA
12 (+2)	14 (+2)	14 (+2)	4 (-3)	10 (+0)	6 (-2)

Saving Throws: Dex +2 plus PB

Skills: Perception +0 plus PB x2, Stealth +2 plus PB

Damage Immunities: poison

Condition Immunities: charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10 + PB

Languages understands the languages you speak

Challenge --- **Proficiency Bonus (PB)** equals your bonus

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

Actions

Force Strike. *Melee Weapon Attack.* your spell attack modifier to hit, reach 10 ft., one target you can see.

Hit. 1d4 + PB force damage.

Repair (3/Long Rest). The magical mechanisms inside the defender restore 2d8 + PB hit points to itself or to one construct or object within 5 feet of it.

Reactions

Channel Magic. The homunculus delivers a spell you cast that has a range of touch. The homunculus must be within 1 20 feet of you.

NECKLACE OF LIFE-SAVING

Prerequisite: 10th-level artificer

Item: A necklace (requires attunement)

This item has 4 charges. When a creature with this item starts its turn at 0 hit points, it may regain hit points equal to twice your artificer level, instead of making a death saving throw.

The item regains 1d4 expended charges when the wearer completes a long rest

RADIANT WEAPON

Prerequisite: 6th-level artificer

Item: A simple or martial weapon (requires attunement)

This magic weapon grants a + 1 bonus to attack and damage rolls made with it. While holding it, the wielder 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. The wielder can extinguish the light as a bonus action.

The weapon has 4 charges. As a reaction immediately after being hit by an attack, the wielder can expend 1 charge and cause the attacker to be blinded until the end of the attacker's next turn, unless the attacker succeeds on a Constitution saving throw against your spell save DC. The weapon regains 1d4 expended charges when the wearer completes a long rest

REPAIR MATRIX

Prerequisite: Golemancer

When you create this infusion, you must attach it to a golem under your control. Your golem can use the Repair Action up to three additional times between rests. You may increase this to six additional times (9 total) if you use a 10th-level infusion.

REPEATING SHOT

Item: A simple or martial weapon with the ammunition property (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, and it ignores the loading property if it has it. If you load no ammunition in the weapon, it produces its own, automatically creating one piece of magic ammunition when you make a ranged attack with it. The ammunition created by the weapon vanishes the instant after it hits or misses a target.

REPLICATE MAGIC ITEM

Using this infusion, you replicate a particular magic item. You can learn this infusion multiple times; each time you do so, choose a magic item that you can make with it, picking from the Replicable Items tables. A table's title tells you the level you must be in the class to choose an item from the table. Alternatively, you can choose the magic item from among the common magic items in the game, not including potions or scrolls.

In the tables, an item's entry tells you whether the item requires attunement. See the item's description in the *Dungeon Master's Guide* for more information about it, including the type of object required for its making.

REPLICABLE ITEMS (2ND-LEVEL ARTIFICER)

Infusion Level	Attunement?
<i>Alchemy jug</i>	No
<i>Bag of holding</i>	No
<i>Cap of waterbreathing</i>	No
<i>Goggles of night</i>	No
<i>Rope of climbing</i>	No
<i>sending stones</i>	No
<i>wand of magic detection</i>	No

REPLICABLE ITEMS (6TH-LEVEL ARTIFICER)

Infusion Level	Attunement?
<i>Boots of elvenkind</i>	No
<i>Cloak of elvenkind</i>	Yes
<i>Cloak of the manta ray</i>	No
<i>Eyes of charming</i>	Yes
<i>Gloves of thievery</i>	No
<i>Lantern of revealing</i>	No
<i>Pipes of haunting</i>	No
<i>Ring of water walking</i>	No

REPLICABLE ITEMS (10TH-LEVEL ARTIFICER)

Infusion Level	Attunement?
<i>Boots of striding and springing</i>	Yes
<i>Boots of the winterlands</i>	Yes
<i>Bracers of archery</i>	Yes
<i>Brooch of shielding</i>	Yes
<i>Cloak of protection</i>	Yes
<i>Eyes of the eagle</i>	Yes
<i>Gauntlets of ogre power</i>	Yes
<i>Gloves of missile snaring</i>	Yes
<i>Gloves of swimming and climbing</i>	Yes
<i>Hat of disguise</i>	Yes
<i>Headband of intellect</i>	Yes
<i>Helm of telepathy</i>	Yes
<i>Medallion of thoughts</i>	Yes
<i>Necklace of adaptation</i>	Yes
<i>Periapt of wound closure</i>	Yes
<i>Pipes of the sewers</i>	Yes
<i>Quiver of the Hunt</i>	Yes
<i>Ring of jumping</i>	Yes
<i>Ring of mind shielding</i>	Yes
<i>Slippers of spider climbing</i>	Yes
<i>Winged boots</i>	Yes

REPLICABLE ITEMS (14TH-LEVEL ARTIFICER)

Infusion Level	Attunement
<i>Amulet of health</i>	Yes
<i>Belt of hill giant strength</i>	Yes
<i>Boots of levitation</i>	Yes
<i>Boots of speed</i>	Yes
<i>Bracers of defense</i>	Yes
<i>Cloak of the bat</i>	Yes
<i>Dimensional shackles</i>	Yes
<i>Gem of seeing</i>	Yes
<i>Horning of blasting</i>	Yes
<i>Ring of free action</i>	Yes
<i>Ring of protection</i>	Yes
<i>Ring of the ram</i>	Yes

REMOTE WEAPON

Prerequisite: 6th level artificer

Item: A simple or martial weapon

This magic weapon grants a + 1 bonus to attack and damage rolls made with it. You can use a bonus action to cause the weapon to float or move on its own at a speed of 20 feet. It can move up to 300 feet away from you. You can attack with it normally, attacking from the weapon's location, but you must use your own senses.

REPULSION SHIELD

Prerequisite: 6th-level artificer

Item: A shield (requires attunement)

A creature gains a +1 bonus to Armor Class while wielding this shield.

The shield has 4 charges. While holding it, the wielder can use a reaction immediately after being hit by a melee attack to expend 1 of the shield's charges and push the attacker up to 15 feet away. The shield regains 1d4 expended charges daily after a long rest.

RESISTANT ARMOR

Prerequisite: 6th-level artificer

Item: A suit of armor (requires attunement)

While wearing this armor, a creature has resistance to one of the following damage types, which you choose when you infuse the item: acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder.

RETURNING WEAPON

Item: A simple or martial weapon with the thrown property

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

RING OF EFFORT

Item: A ring (requires attunement)

The ring has 4 charges. While wearing this ring, a creature can expend a charge to add 1d4 to one d20 roll they have just made, but before they know the result. The ring regains 1d4 expended charges after a long rest.

RING OF PURITY

Prerequisite: 10th level artificer

Item: A ring (requires attunement)

The ring has 4 charges. As an action, you can expend 1 charge to cast *lesser restoration* on yourself. The ring regains 1d4 expended charges after a long rest.

ARTIFICER SPELLS

Cantrips (0 level)

Arcane Bolt^{TR}
Acid Splash
Blade Ward^{TR}
Caustic Spray^{TR}
Create Bonfire^{XGE}
Dancing Lights
Dimensional Pocket^{TR}
Eagle Eye^{TR}
Fire Bolt
Force Wave^{TR}
Forked Lightning^{TR}
Frostbite^{XGE}
Light
Lightning Lure^{TR}
Mage Hand
Magic Stone^{XGE}
Mending
Message
Poison Spray
Prismatic Bolt^{TR}
Resistance^{TR}
Ray of Frost
Shocking Grasp
Spare the Dying
Swordburst^{TR}
Thorn Whip
Thunderclap^{XGE}
True Strike^{TR}

1st Level

Absorb Elements*
Alarm
Burning Hands
Catapult*
Chromatic Orb
Cure Wounds
Detect Magic
Disguise Self
Earth Tremor*
Expeditious Retreat
Faerie Fire
False Life
Feather Fall
Fog Cloud
Grease
Hail of Thorns
Ice Knife*
Identify
Jump
Longstrider
Mage Armor
Magic Missile

Ray of Sickness
Shield
Snare
Tasha's Caustic Brew**
Tenser's Floating disk
Thunderwave
Unseen Servant

2nd Level

Aid
Alter Self
Aganazzar's Scorcher*
Arcane Lock
Continual Flame
Cordon of Arrows
Darkvision
Dragon's Breath*
Enhance Ability
Enlarge/Reduce
Earthbind*
Gust of Wind
Invisibility
Knock
Lesser Restoration
Levitate
Locate Object
Protection from Poison
Pyrotechnics*
Magic Weapon
Melf's Acid Arrow
Misty Step
Nystul's Magic Aura
Ray of Enfeeblement
Rope Trick
Scorching Ray
See Invisibility
Shatter
Silence
Spider Climb
Web

3rd Level

Blink
Catnap*
Clairvoyance
Daylight
Dispel Magic
Erupting Earth*
Fireball
Flame arrows*
Fly
Gaseous Form
Glyph of Warding
Haste
Intellect Fortress**
Leomund's Tiny Hut
Lightning Bolt

Magic Circle
Nondetection
Protection from Energy
Revivify
Sending
Slow
Stinking Cloud
Thunderstep*
Tiny Servant*
Vampiric Touch
Water Breathing
Water Walk

4th Level

Arcane Eye
Blight
Elemental Bane*
Dimension Door
Fabricate
Fire Shield
Freedom of Movement
Greater Invisibility
Leomund's Secret Chest
Locate Creature
Mordenkainen's
Private Sanctum
Mordenkainen's
Faithful Hound
Otiluke's Resilient Sphere
Polymorph
Sickenening Radiance*
Stone Shape
Stoneskin
Summon Construct**
Wall of Fire

5th Level

Animate Objects
Cloudkill
Cone of Cold
Conjure Volley
Contagion
Creation
Elevation*
Greater Restoration
Hold Monster
Mass Cure Wounds
Passwall
Skill Empowerment*
Teleportation Circle
Transmute Rock*
Wall of Force
Wall of Stone

6th Level

Arcane Gate
Chain Lightning
Contingency
Create homunculus
Disintegrate
Drawmij's Instant Summons
Flesh to Stone
Globe of Invulnerability
Guards and Wards
Heal
Otiluke's Freezing Sphere
Primordial Ward
Scatter
Sunbeam
True Seeing
Wall of Ice

7th Level

Delayed Blast Fireball
Forcecage
Plane Shift
Prismatic Spray
Regenerate
Reverse Gravity
Sequester
Simulacrum
Teleport

8th Level

Antimagic Field
Clone
Demiplane
Earthquake
Incendiary Cloud
Telepathy
Sunburst

9th Level

Gate
Invulnerability
Imprisonment
Mass Heal
Prismatic Wall
Timestop

*Available in *Xanathar's Guide to Everything*

**Available in *Tasha's Cauldron of Everything*

