

Artificer

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UNEARTHED ARCANA 2024

THE ARTIFICER

THIS IS PLAYTEST MATERIAL This document 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!

WHAT'S INSIDE

A revised Artificer is the star of the show. Two new subclasses. Additional Magic Options. A new spell and a collection of magic items. More options for the Artificers specific enchantments

ARTIFICER

A Magical Crafter and an Inventor of Wonders

Artificers are visionaries who blend ingenuity and magic to push the boundaries of what is possible. To them, magic is not a mystery but a system, one of cogs and wheels, equations and energies, waiting to be decoded, reimagined, and harnessed in their spells and magic creations. Whether in the heart of a bustling city workshop, a secluded arcane lab, or a forge brimming with otherworldly power, artificers use their boundless creativity to shape the world around them. You can find everything you need to play one of these inventors in the next few sections.

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.

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 and two ranged martial weapons of your choice

Tool Proficiencies Thieves' Tools, Tinker's Tools, one type of Artisan's Tools of your choice and one Tool Proficiency 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 16GB; or (B) 150 GP

Optional Rule: Firearm Proficiency

The secrets of gunpowder-based weapons have been uncovered in various corners of the D&D multiverse. If your Dungeon Master allows the use of firearms, as described in the *Player's Handbook*, your Artificer is proficient with them.

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 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, except *Innovator's Resolve*. 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

DESIGN NOTE: ARTIFICER UPDATES

Here are the main updates in this class since its appearance in Tasha's Cauldron of Everything:

- Magical Tinkering now allows the Artificer to craft low-cost items quickly and allows to imbue small magical effects in objects.
- Spellcasting now allows the Artificer to change one cantrip after each Long Rest and grants one additional ritual.
- New Level 1 feature that grants proficiencies and weapon mastery or two cantrips and a bonus to ability checks.
- Infuse Item has been redesigned and renamed to Enchanting Item. The feature allows the Artificer to enchant non magical items and replicate any magic item of a qualifying rarity and item type.
- New subclass Options at Level 3
- Tool expertise is moved to Level 5 and gains two additional tool proficiencies and allows to use Intelligence for any ability check that uses a tool
- Enchantment Mastery replaces Tool Expertise and lets you turn a replicated magic item into a spell slot or enchant a magic item
- Flash of Genius is now used in response to an ability check or a saving throw failing.
- Magic item adept grants additional tool proficiencies and can create permanent magic items out of enchantments
- Spell-Storing Item has been changed to include level 3 Artificer spells and uses charges equal to the spell slots level
- Magic item servant grants additional tool proficiency
- Magic Item Master grants the ability to give a non magical object two of your artificer enhancements.
- Soul of Artifice no longer requires a Reaction to cheat death, and it restores you to 20 Hit Points instead of 1. The feature grants an additional benefit that now enhances ability checks.

LEVEL 1: MAGICAL TINKERING

You can create and imbue mundane objects with minor magical effects. You can use this feature a number of times equal to **your Artificer level + your Intelligence modifier (minimum of 1)**. You regain all expended uses when you finish a **Long Rest**, and you regain half of your expended uses (rounded up) when you finish a **Short Rest**. You also learn the **Mending** and **Prestidigitation** cantrips. If you already know these cantrips, you can choose different cantrips from the Wizard spell list instead. These cantrips count as Artificer spells for you and don't count against the number of cantrips you know. Intelligence is your spellcasting ability for them.

Magical fabrication:

As an action while holding Tinker's Tools, you can expend one use of your **Magical Tinkering** to create a mundane item in an unoccupied space within 5 feet of you. You can choose the item from the following list:

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

See the rules for the item in the Player's Handbook. The item lasts for 1 hour before vanishing. You can extend this duration by expending one additional use of your Magical Tinkering feature for each additional hour, up to a maximum duration of 8 hours. Each time you gain a level in this class, you can add two additional mundane items to your Magical Fabrication table. These items must be chosen from the Fast crafting Table or from the Adventuring Gear or Ammunition lists. When you create ammunition with this feature, you create 10 pieces per use of this feature. Starting at 10th level, you can also select items from the Weapons and Armor lists. Each time you gain a level in this class, you can **swap** one item from your Magical Fabrication table with another one that fulfills the condition. The maximum number of objects you can create with this feature at one time is equal to your Intelligence modifier + proficiency bonus (minimum of two objects).

Breath of magic:

You have learned to invest a spark of magic into mundane objects. To use this ability, you must hold either thieves' tools or artisan's tools. As an action, you can touch a Tiny non magical object and expend one use of your Magical Tinkering to imbue it with one of the following magical properties of your choice:

- The object sheds bright light in a 5-foot radius and dim light for an additional 10 feet.
- Whenever tapped by a creature, the object emits a recorded message that can be heard up to 10 feet away. You utter the message when you bestow this property on the object, and the recording can be no more than 6 seconds long.
- The object continuously emits your choice of an odor or a nonverbal sound (wind, waves, chirping, or the like). The chosen phenomenon is perceivable up to 10 feet away.
- A static visual effect appears on one of the object's surfaces. This effect can be a picture, up to 25 words of text, lines and shapes, or a mixture of these elements, as you like.

- Whenever tapped by a creature, the object can ignite or extinguish a candle, torch, or campfire of the creature's choice within 30 feet
- Whenever tapped by a creature, one of the object's surfaces (your choice) instantly cleans or soils a touched object no larger than 1 cubic foot.
- The object emits a gentle warmth or a refreshing chill, adjusting the temperature of nearby liquids and objects; if a container, it preserves food and drink for twice as long when chilled or heats them to a freshly cooked temperature within 10 minutes, maintaining warmth if the container radiates heat. When worn or carried, it grants advantage on saving throws against extreme heat or cold.

The chosen property lasts indefinitely. As an action, you can touch the object and end the property early.

You can bestow magic on multiple objects, touching one object each time you use this feature, though a single object can only bear one property at a time. The maximum number of objects you can affect with this feature at one time is equal to your Intelligence modifier (minimum of one object). If you try to exceed your maximum, the oldest property immediately ends, and then the new property applies, you can expend one additional use of your Magical Tinkering feature to create the non magical object required. If an item created with *Magical Fabrication* is enchanted using *Breath of Magic*, the item's duration matches the duration of the enchantment. If the enchantment ends, the item vanishes

Starting at 6th level, your mastery of magical tinkering improves. You can now imbue objects up to Large size, including magical items. Allowing an item to benefit from both its original magical properties and those granted by *Breath of Magic*. An object can also hold up to two magical effects simultaneously. If a new effect exceeds this limit, the oldest effect ends immediately.

LEVEL 1: INVENTOR'S RESOLVE

You have dedicated your craft by embracing one of the following specialized paths, each reflecting a cornerstone of artificer ingenuity.

Path of the Forged Warrior. Your training with your forged weapons and armor grants you versatility on the battlefield. You gain proficiency with heavy armor or Martial weapons. Additionally, your training with weapons allows you to use the mastery properties of two kinds of weapons of your choice with which you have proficiency, such as Clubs and Shortbows.

Whenever you finish a Long Rest, you can choose new weapons for their mastery properties. For example, you could switch to using the mastery properties of Daggers and Maces.

Path of the Arcane Knowledge. You know two extra cantrips from the Artificer spell list. In addition, your connection to the arcane gives you a bonus to your Intelligence (Arcana or History) checks. The bonus equals your Intelligence modifier (minimum of +1).

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). After you gain the Enchanting Item feature at 2nd level, you can also use any item bearing one of your enchantments as a spellcasting focus.

Cantrips. You know the Mending, Prestidigitation and two Artificer cantrips of your choice. Guidance or Fire Bolt 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.

Artificer Features

| Level | Proficiency Bonus | Class Features | Known Enchantments | Enchanted Items | Cantrips | Prepared Spells | 1st | 2nd | 3rd | 4th | 5th |
|-------|-------------------|--|--------------------|-----------------|----------|-----------------|-----|-----|-----|-----|-----|
| 1 | 2 | Magical Tinkering, Spellcasting, Innovator's Resolve | - | - | 2 | 3 | 2 | - | - | - | - |
| 2 | 2 | Arcane Companion, Enchanting Item | 4 | 2 | 2 | 4 | 2 | - | - | - | - |
| 3 | 2 | Artificer Subclass, Right Tool for the Job | 4 | 2 | 2 | 5 | 3 | - | - | - | - |
| 4 | 2 | Ability Score Improvement | 6 | 3 | 2 | 5 | 3 | - | - | - | - |
| 5 | 3 | Subclass feature, Tool Expertise | 6 | 3 | 2 | 7 | 4 | 2 | - | - | - |
| 6 | 3 | Enchantment Mastery | 6 | 3 | 2 | 7 | 4 | 2 | - | - | - |
| 7 | 3 | Flash of Genius | 8 | 4 | 2 | 9 | 4 | 3 | - | - | - |
| 8 | 3 | Ability Score Improvement | 8 | 4 | 2 | 9 | 4 | 3 | - | - | - |
| 9 | 4 | Subclass feature | 8 | 4 | 2 | 10 | 4 | 3 | 2 | - | - |
| 10 | 4 | Magic Item Adept | 10 | 5 | 3 | 10 | 4 | 3 | 2 | - | - |
| 11 | 4 | Spell-Storing Item | 10 | 5 | 3 | 11 | 4 | 3 | 3 | - | - |
| 12 | 4 | Ability Score Improvement | 10 | 5 | 3 | 11 | 4 | 3 | 3 | - | - |
| 13 | 5 | - | 12 | 6 | 3 | 12 | 4 | 3 | 3 | 1 | - |
| 14 | 5 | Magic Item Savant | 12 | 6 | 4 | 12 | 4 | 3 | 3 | 1 | - |
| 15 | 5 | Subclass Feature | 12 | 6 | 4 | 13 | 4 | 3 | 3 | 2 | - |
| 16 | 5 | Ability Score Improvement | 14 | 7 | 4 | 13 | 4 | 3 | 3 | 2 | - |
| 17 | 6 | - | 14 | 7 | 4 | 14 | 4 | 3 | 3 | 3 | 1 |
| 18 | 6 | Magic Item Master | 14 | 7 | 4 | 14 | 4 | 3 | 3 | 3 | 1 |
| 19 | 6 | Epic Boon | 16 | 8 | 4 | 15 | 4 | 3 | 3 | 3 | 2 |

| Level | Proficiency Bonus | Class Features | Known Enchantments | Enchanted Items | Cantrips | Prepared Spells | 1st | 2nd | 3rd | 4th | 5th |
|-------|-------------------|--|--------------------|-----------------|----------|-----------------|-----|-----|-----|-----|-----|
| 1 | 2 | Magical Tinkering, Spellcasting, Innovator's Resolve | - | - | 2 | 3 | 2 | - | - | - | - |
| 2 | 2 | Arcane Companion, Enchanting Item | 4 | 2 | 2 | 4 | 2 | - | - | - | - |
| 3 | 2 | Artificer Subclass, Right Tool for the Job | 4 | 2 | 2 | 5 | 3 | - | - | - | - |
| 4 | 2 | Ability Score Improvement | 6 | 3 | 2 | 5 | 3 | - | - | - | - |
| 5 | 3 | Subclass feature, Tool Expertise | 6 | 3 | 2 | 7 | 4 | 2 | - | - | - |
| 6 | 3 | Enchantment Mastery | 6 | 3 | 2 | 7 | 4 | 2 | - | - | - |
| 7 | 3 | Flash of Genius | 8 | 4 | 2 | 9 | 4 | 3 | - | - | - |
| 8 | 3 | Ability Score Improvement | 8 | 4 | 2 | 9 | 4 | 3 | - | - | - |
| 9 | 4 | Subclass feature | 8 | 4 | 2 | 10 | 4 | 3 | 2 | - | - |
| 10 | 4 | Magic Item Adept | 10 | 5 | 3 | 10 | 4 | 3 | 2 | - | - |
| 11 | 4 | Spell-Storing Item | 10 | 5 | 3 | 11 | 4 | 3 | 3 | - | - |
| 12 | 4 | Ability Score Improvement | 10 | 5 | 3 | 11 | 4 | 3 | 3 | - | - |
| 13 | 5 | - | 12 | 6 | 3 | 12 | 4 | 3 | 3 | 1 | - |
| 14 | 5 | Magic Item Savant | 12 | 6 | 4 | 12 | 4 | 3 | 3 | 1 | - |
| 15 | 5 | Subclass Feature | 12 | 6 | 4 | 13 | 4 | 3 | 3 | 2 | - |
| 16 | 5 | Ability Score Improvement | 14 | 7 | 4 | 13 | 4 | 3 | 3 | 2 | - |
| 17 | 6 | - | 14 | 7 | 4 | 14 | 4 | 3 | 3 | 3 | 1 |
| 18 | 6 | Magic Item Master | 14 | 7 | 4 | 14 | 4 | 3 | 3 | 3 | 1 |
| 20 | 6 | Soul of Artifice | 16 | 8 | 4 | 15 | 4 | 3 | 3 | 3 | 2 |

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 three level 1 Artificer spells. Cure Wounds, Faerie Fire 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 have always 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

Ritual Knowledge

You can cast any Artificer spell you have prepared as a ritual, provided that spell has the ritual tag and is on the Artificer spell list.

Additionally, you can prepare one additional spell with the ritual tag from the Artificer spell list. This spell must be of a level for which you have spell slots. It does not count against the number of spells you can prepare, but it can only be cast as a ritual and cannot be cast using a spell slot.

LEVEL 2: ARCANE COMPANION

When you finish a short or long rest while holding Tinker's Tools, you can summon a faithful companion by channeling your arcane ingenuity. As a Magic action, you can expend a spell slot to cast the *Find Familiar spell* without Material components.

When you create a familiar using this feature, it takes on the form of a mechanical construct or a small golem, its design showcasing your unique artistry. The familiar's type changes to Construct instead of Fey, Celestial, or Fiend, but it retains all other characteristics of a familiar created by the spell. Once you use this feature, you cannot do so again until you finish a long rest. This construct vanishes when you cast the *Find Familiar spell* again or when it is reduced to zero hit points, leaving only its remains behind. If your companion is destroyed, you can spend 10 minutes during a short or long rest repairing its remains to restore it with half its hit points. If the remains cannot be recovered, you must create a new companion as described above.

LEVEL 2: ENCHANT ITEM

You have learned arcane ways to enchant items to create magic items or even enhance those with your arcane knowledge.

Enchantments Known. When you gain this feature, choose four enchantments to learn from the Magic enchantment list (Artificer Level 2+) table (see the Dungeon Master's Guide for the items' descriptions). Bag of Holding, Enhanced Arcane Focus, Enhanced Defense, and Mind Sharpener are recommended.

Whenever you gain an Artificer level, you can replace enchantments you know with a new enchantment for which you qualify. You learn another enchantment of your choice when you reach certain Artificer levels, as shown in the known Enchantments column of the Artificer Features table. Once per long rest you can replace one enchantment you know with a new enchantment for which you qualify.

Enchanting an Item. When you finish a short or long rest while holding Tinker's Tools, you can enchant one or two *non magical* objects you touch, transforming them into magic items. Each enchantment is based on one of the enchantments you know for this feature. Once you use this feature, you cannot do so again until you finish a long rest. If an enchanted item requires attunement, you can attune to it immediately when you create it. If you choose to attune to the item later, you must follow the normal attunement process.

The number of enchanted items you can create increases as you gain levels in this class, as shown in the *Enchanted Items* column of the Artificer Features table. You must touch each object you enchant, and each of your enchantments can only be applied to one object at a time. Additionally, no object can bear more than one of your enchantments at a time.

When replicating a magic item using your Artificer *Replicate magic Item* enchantment, you can expend a use of your *Magical Tinkering* feature to create the non magical object required. The duration of the non magical object matches the duration of your enchantment. If the enchantment ends, any magical fabrication used in its creation vanishes along with the enchantment. If you exceed your maximum number of enchanted items, the enchantment on the oldest item ends, and the new enchantment takes its place.

Duration. A magic item created by your enchantments functions exactly like the normal magic item, except its magic isn't permanent. When you die, the magic enchantment vanishes after 1d4 of days.

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.

Tool Proficiency. You also gain proficiency with one additional artisan's tool of your choice.

LEVEL 3: ARTIFICER SUBCLASS

You gain an Artificer subclass of your choice. The Alchemist, Armorer, Artillerist, Battle Smith and Rune Smith subclasses are 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 3: RIGHT TOOL FOR THE JOB

You gain the ability to create the exact tools you need. While holding thieves' tools or artisan's tools, you can magically produce two different sets of artisan's tools of your choice in an unoccupied space within 5 feet of you. This process requires 10 minutes of uninterrupted work, which can take place during a short or long rest. Though the product of magic, the tools are non magical, and they vanish when you use this feature again to create another set or until you choose to dismiss them as a free action.

In addition, the list of items you can create using your *Magical Tinkering* feature now includes artisan's tools, as described in the *Player's Handbook*.

Tool Proficiency. You also gain proficiency with one additional artisan's tool of your choice.

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 5: TOOL EXPERTISE

Your proficiency bonus is doubled for any ability check that uses your proficiency with a tool. Additionally, you can use your Intelligence modifier instead of the ability modifier normally required for a tool check a number of times equal to your Intelligence modifier (minimum of once). You regain all expended uses when you finish a Long Rest.

Tool Proficiency. You also gain proficiency with one additional artisan's tool of your choice.

LEVEL 6: ENCHANTMENT MASTERY

Your Enchanting Item feature improves as follows:

Drain Magic Enchantment: As a Bonus Action, you can touch a magic object within 5 feet of yourself that you enchanted with your *Replicate Magic Item* enchantment. The enchantment vanishes, converting the item back into a non magical object as you absorb its magical energy into a spell slot. The slot is Level 1 if the item is Common, Level 2 if the item is Uncommon or Level 3 if the item is Rare or Very 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.

Advanced Enchantments. Your mastery of enchantments allows you to imbue magic into almost any object, including those already magical, as long as the following conditions are met:

- The object is not cursed.
- The object does not hold charges.
- The object does not already hold an Artificer enchantment.
- The object has a rarity of rare or lower.

Each object can hold only one Artificer enchantment, and it must meet the prerequisites for that enchantment. When you enchant a magical item, it retains its original properties and gains the effects of your enchantment in addition to its existing abilities. You cannot use this feature to apply the *Replicate Magic Item* enchantment.

If both the magical item and the Artificer enchantment require attunement, they share a single attunement slot.

The maximum number of objects you can enchant using this feature at one time is equal to your Intelligence modifier (minimum of one). If you exceed this limit, the oldest enchantment ends immediately, and the new one takes effect.

Example: You can enhance a *Flame Tongue* weapon by granting it a +1 bonus to the weapons attack and damage rolls, further augmenting its fiery power. Similarly, if you have a +1 weapon and use the *Enhanced Weapon* enchantment to grant it an additional +1, granting the weapon a bonus of +2 to the weapons attack and damage rolls. However, you cannot combine enchantments with charges or use the *Replicate Magic Item* enchantment on a magic item, such as attempting to grant a *Ring of Protection* the abilities of a *Ring of Free Action* or grant a wand of fireballs the *Spell Guarding Staff* Artificer enchantment.

Tool Proficiency. You also gain proficiency with one additional artisan's tool of your choice.

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've achieved a profound understanding of how to use and make magic items, granting you the following benefits:

Additional Attunement. You can attune to up to four magic items at once.

Efficient Crafting: When crafting a magic item of common or uncommon rarity, the base crafting time for the item is halved, and the gold cost is reduced to half the usual amount.

Additionally, you can now use your *Enchantment Mastery* feature to enchant items with a rarity up to Very Rare with your Artificers *Enchantments*.

Permanent Enchantment. You can create a magic item using your Artificer enchantments. When you use an enchantment you have prepared to create a magic item, the crafting time is reduced to one-tenth of the normal time. If the enchantment you use is not the *Replicate Magic Item* enchantment, the rarity of the resulting item is determined by the level at which you gain access to the enchantment: enchantments available at 2nd level create uncommon magic items, enchantments available at 6th level create rare magic items, and enchantments available at 10th, 14th and 18th levels create very rare magic items.

Tool Proficiency. You also gain proficiency with one additional artisan's tool of your choice.

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 one spell in it, choosing a level 1, 2, or 3 Artificer spell that has a casting time of an action (you needn't have the spell prepared). While holding the object, a creature can take an action and expend a number of charges equal to the spell's level to produce the spell's effect from it, using your spellcasting ability modifier. If the spell requires Concentration, the creature must concentrate. The spell stays in the object until its charges are depleted and it gets a number of charges equal to twice your Intelligence modifier + 2 (minimum of two charges) or until you use this feature again to store a spell in an object.

LEVEL 14: MAGIC ITEM SAVANT

Your skill with magic items deepens, granting you the following benefits:

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

Arcane Resonants. When you finish a Short or Long Rest, you can focus on a magic item in your possession to attune to its resonance. You can cast the Identify spell on it without expending a spell slot or requiring material components. Once you cast Identify this way, you can't do so again until you finish a Long Rest.

Deep understanding: You can attune to and use magic items without being restricted by any prerequisites or requirements, including class, species, spellcasting ability, level, or other conditions.

Additionally, your *Efficient Crafting* feature applies to magic items of any rarity up to rare

Tool Proficiency. You also gain proficiency with one additional artisan's tool of your choice.

LEVEL 18: MAGIC ITEM MASTER

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

Perfectet enchantments. When you enchant a non magical object using your Artificer Enchantments, you can expend one use of your **Magical Tinkering** feature to grant the resulting magic item one additional, different enchantment. This additional enchantment does not count against your enchantment slots. If both the enchantments require attunement, they share an attunement slot. If you use the Replicate Magic Item enchantment, the additional enchantment cannot also be a Replicate Magic Item enchantment.

Additionally, your *Efficient Crafting* feature applies to magic items of any rarity you are able to enchant.

Tool Proficiency. You also gain proficiency with one additional artisan's tool of your choice.

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 one of your enchantments, changing your Hit Points to 20 instead of 0, you also gain resistance to all damage for a number of rounds equal to half your Intelligence modifier (rounded up, with a minimum of 1 round).

Magical Guidance. While you have Attunement to at least one magic item, you can add 1d6 to any ability check you make. You decide to add the die after rolling the d20, and you can use this benefit only once per turn.

Protection of the arcane You gain a +1 bonus to all saving throws per magic item you are currently attuned toup to a maximum of +6.
Masterful Enchantments: Your Enchantment Mastery feature now allows you to enchant magic items of any rarity with your Artificer Enchantments.

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.

DESIGN NOTE: SPELL LIST UPDATES

The Artificer spell list includes the following new spells:

- Cantrips: Elementalism, Minor Illusion, True Strike
- Level 1: Burning Hands, Healing Word, Illusory Script, Magic Missile, Tasha's Hideous Laughter
- Level 2: Arcane Vigor, Blindness/Deafness, Dragon's Breath, Homunculus Servant (appears in this UA), Melf's Acid Arrow, Mirror Image, Shatter
- Level 3: Counterspell, Fire Ball, Mass Healing Word
- Level 4: Death Ward, Vitriolic Sphere
- Level 5: Circle of Power, Contagion, Destructive Wave, Synaptic Static

The list includes only spells from the Player's Handbook and this article. If you have Tasha's Cauldron of Everything, Xanathar's Guide to Everything or other materials, your Artificer can continue to use the class's spells from those books.

CANTRIPS (LEVEL 0 ARTIFICER SPELLS)

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

LEVEL 1 ARTIFICER SPELLS

| Spell | School | Special |
|--------------------------|---------------|---------|
| Alarm | Abjuration | R |
| Burning Hands | Evocation | |
| Cure Wounds | Abjuration | |
| Detect Magic | Divination | C, R |
| Disguise Self | Illusion | |
| Expeditious Retreat | Transmutation | C |
| Faerie Fire | Evocation | C |
| False Life | Necromancy | |
| Feather Fall | Transmutation | |
| Grease | Conjuration | |
| Healing Word | Evocation | |
| Identify | Divination | R, M |
| Illusory Script | Illusion | R, M |
| Jump | Transmutation | |
| Longstrider | Transmutation | |
| Magic Missile | Evocation | |
| Purify Food and Drink | Transmutation | R |
| Sanctuary | Abjuration | |
| Tasha's Hideous Laughter | Enchantment | C |

LEVEL 2 ARTIFICER SPELLS

| Spell | School | Special |
|---|---------------|---------|
| Aid | Abjuration | |
| Alter Self | Transmutation | C |
| Arcane Lock | Abjuration | M |
| Arcane Vigor | Abjuration | |
| Blindness/Deafness | Transmutation | |
| Blur | Illusion | C |
| Continual Flame | Evocation | M |
| Darkvision | Transmutation | |
| Dragon's Breath | Transmutation | C |
| Enhance Ability | Transmutation | C |
| Enlarge/Reduce | Transmutation | C |
| Heat Metal | Transmutation | C |
| Homunculus Servant (appears in this UA) | Conjuration | R, M |
| Invisibility | Illusion | C |
| Knock | Transmutation | |
| Lesser Restoration | Abjuration | |
| Levitate | Transmutation | C |
| Magic Mouth | Illusion | R, M |
| Magic Weapon | Transmutation | |
| Melf's Acid Arrow | Evocation | |
| Mirror Image | Illusion | |
| Protection from Poison | Abjuration | |
| Rope Trick | Transmutation | |
| See Invisibility | Divination | |
| Shatter | Evocation | |
| Spider Climb | Transmutation | C |
| Web | Conjuration | C |

LEVEL 3 ARTIFICER SPELLS

| Spell | School | Special |
|------------------------|---------------|---------|
| Blink | Transmutation | |
| Counterspell | Abjuration | |
| Create Food and Water | Conjuration | |
| Dispel Magic | Abjuration | |
| Elemental Weapon | Transmutation | C |
| Fire Ball | Evocation | |
| Fly | Transmutation | C |
| Glyph of Warding | Abjuration | M |
| Haste | Transmutation | C |
| Mass Healing Word | Evocation | |
| Protection from Energy | Abjuration | C |
| Revivify | Necromancy | M |
| Water Breathing | Transmutation | R |
| Water Walk | Transmutation | R |

LEVEL 4 ARTIFICER SPELLS

| Spell | School | Special |
|--------------------------------|---------------|---------|
| Arcane Eye | Divination | C |
| Death Ward | Abjuration | |
| Fabricate | Transmutation | |
| Freedom of Movement | Abjuration | |
| Leomund's Secret Chest | Conjuration | M |
| Mordenkainen's Faithful Hound | Conjuration | |
| Mordenkainen's Private Sanctum | Abjuration | |
| Otiluke's Resilient Sphere | Abjuration | C |
| Stone Shape | Transmutation | |
| Stoneskin | Transmutation | C, M |
| Summon Construct | Conjuration | C, M |
| Vitriolic Sphere | Evocation | |

LEVEL 5 ARTIFICER SPELLS

| Spell | School | Special |
|---------------------|---------------|---------|
| Animate Objects | Transmutation | C |
| Bigby's Hand | Evocation | C |
| Circle of Power | Abjuration | C |
| Contagion | Necromancy | |
| Creation | Illusion | |
| Destructive Wave | Evocation | |
| Greater Restoration | Abjuration | M |
| Synaptic Static | Enchantment | |
| Wall of Stone | Evocation | C |

ARTIFICER SUBCLASSES

An Artificer subclass is a specialization that grants you features at certain Artificer levels, as specified in the subclass. This section presents the Alchemist, Archivist, Armorer, Artillerist, Battle Smith and Rune Smith.

ALCHEMIST

Craft Magic Elixirs and Potions

An Alchemist is a master of combining reagents to create powerful magical effects, blending science and sorcery in ways that predate even some of the oldest magical traditions. Among the earliest types of Artificers, Alchemists have honed the ancient craft of transforming materials to heal wounds, bolster allies, or drain the vitality of their foes. Their creations embody the delicate balance between life and destruction, making them indispensable on the battlefield and beyond

DESIGN NOTE: ALCHEMIST UPDATES

Here are the main updates in this subclass since its appearance in *Tasha's Cauldron of Everything*:

- **Alchemist Spells** has replaced *Ray of Sickness* with *Bane*, *Melf's Acid Arrow* with *Suggestion*, *Gaseous Form* with *Fear*, *Death Ward* with *Polymorph*, and *Blight* with *Vitriolic Sphere*. The *Spare the Dying* cantrip is now always known, and *Bless* is added to the Alchemist Spells. The Alchemist Spell list can now be changed after a Long Rest.
- **Tool Proficiency** now allows the Artificer to craft potions faster and grants additional proficiencies.
- **Experimental Elixir** has been renamed **Tears of Nigredo**. It now produces more elixirs, the healing of the Healing Elixir has increased, and Alchemists can choose an elixir's effect instead of rolling randomly. The elixir scales with a spell slot level, and a new 8th row in the table allows players to pick any elixir effect. Additionally, Experimental Elixirs are immune to *Dispel Magic* and *Antimagic Field*. Alchemists also gain **Potent Healing** at level 3, increasing the healing of spells and elixirs. The Alchemist can change poison to acid damage.

- **Alchemical Servant** has been replaced with **Blessing of Albedo**. It now grants temporary hit points equal to the Artificer level when an elixir is consumed, adds an option to deal damage when healing a creature or when an elixir is used, and improves elixirs. The Alchemist can impose disadvantage on creature's after dealing acid or poison damage and the Alchemical Servant feature has been integrated into the level 9 feature.
- **Restorative Reagents** has been renamed **Catalyst of Citrinitas**. It now grants new spells, includes extra damage when casting certain spells, and further enhances elixirs.
- **Chemical Mastery** has been renamed **Opus Magnum of Rubedo**. It now grants resistance to Acid, Fire, Force, and Necrotic damage, immunity to Poison damage and the *Poisoned* condition, and allows the Alchemist to ignore some damage immunities. In addition the alchemist can cast *Tasha's Bubbling Cauldron* without expending a spell slot. Additionally, the Alchemist can cast *Greater Restoration*, *Harm*, or *Heal* without expending a spell slot and gains enhancements to their elixirs.

LEVEL 3: TOOL PROFICIENCY

You gain proficiency with Alchemist's Supplies and your choice of either the Herbalism Kit or the Poisoner's Kit. If you are already proficient with Alchemist's Supplies, you instead gain proficiency with one other type of artisan's tools of your choice. In addition, when you brew a potion using the crafting rules in the Dungeon Master's Guide, the amount of time required to craft it is halved.

LEVEL 3: ALCHEMIST SPELLS

When you reach an Artificer level listed in the Alchemist Spells table, the corresponding spells are always prepared for you and do not count against the number of spells you can prepare. Whenever you finish a long rest, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be a Abjuration, an Enchantment or a Necromancy spell from the artificer, cleric, or druid spell list.

| Artificer Level | Spells |
|-----------------|--|
| 3rd | Spare the Dying, Bane, Bless, Healing Word |
| 5th | Flaming Sphere, Suggestion |

| | |
|------|-----------------------------|
| 9th | Fear, Mass Healing Word |
| 13th | Polymorph, Vitriolic Sphere |
| 17th | Cloudkill, Raise Dead |

LEVEL 3: TEARS OF NIGREDO

Corroding Poison. When you deal Poison damage to a creature, you can choose to have it deal Acid damage instead.

Creating an Experimental Elixir. Whenever you finish a long rest while holding Alchemist's Supplies, you can use them to magically produce elixirs. You can choose to:

- **Produce Two Random Elixirs:** You can use that tool to magically produce two random elixirs or one chosen for two rolled ones from the Experimental Elixir table. When you create a random elixir you roll for each potion on the Experimental Elixir table for the elixir's effect, which is triggered when someone drinks the elixir
- **Produce a Chosen Elixir:** You can sacrifice the creation of two random elixirs to instead produce one potion. When you do so, you choose its effect from the Experimental Elixir table rather than rolling. The potion's effect is triggered when someone drinks the elixir
- **Creating Additional Elixirs:** As a Magic action while holding Alchemist's Supplies, you can expend one spell slot to create another elixir. When you do so, you choose its effect from the Experimental Elixir table rather than rolling. For every two levels of the spell slot used (rounded up), you create an additional elixir of the same type. The potion effect gets stronger per artificer spell slot level that was used for its creation as it's shown in the Experimental Elixir table.

The elixir appears in a vial, and the vial vanishes when the elixir is drunk or poured out. If any elixir remains when you finish a Long Rest, the elixir and its vial vanish after an hour.

When you reach certain Artificer levels, you can make an additional elixir at the end of each Long Rest without expending a spell slot: you can create a total of four at level 5, six at level 9, and 8 at level 15.

Drinking an Elixir. As a Bonus Action, a creature can drink the elixir or administer it to another creature within 5 feet of itself.

Potent Healing. When you roll dice for an ability, spell or a creature consumes one of your elixirs to restore hit points, that creature regains additional Hit Points equal to your proficiency bonus. If you roll a 1 or 2 on a dice roll to restore hit points to another creature, you can use the maximum roll instead. You can use this feature only once per turn.

Unyielding Brew: Your Experimental Elixirs are unaffected by antimagic fields or effects like *dispel magic*, as their effects are fortified through chemical and alchemical processes rather than relying solely on magic.

EXPERIMENTAL ELIXIR

| D8 | Effect | Scaling (spell slot used) |
|----|---|--|
| 1 | Healing. The drinker regains hit points equal to <i>1d8 + your Intelligence modifier</i> and gains temporary hit points equal to your Intelligence modifier. These temporary hit points can stack with other sources of temporary hit points. If the drinker already has temporary hit points from this elixir, the old ones are replaced by the new ones. | When a spell slot is used to create this potion, add one additional die for each spell slot level. Additionally, for every even spell slot level, the die size increases by one step, up to a maximum of a d12. |
| 2 | Swiftness. The drinker's Speed increases by 10 feet for 8 hours. | When a spell slot was used to create this potion, the speed is increase by 5 feet for each spell slot level |
| 3 | Resilience. The drinker gains a +1 bonus to AC for 10 minutes. | When a spell slot was used to create this potion, increase its duration by 1 hour for each spell slot level |
| 4 | Boldness. The drinker can roll 1d4 and add the number rolled to every attack roll and saving throw they make for the next 10 minutes. | When a spell slot was used to create this potion, increase its duration by 1 hour for each spell slot level |
| 5 | Flight. The drinker gains a Fly Speed of 10 feet for 10 minutes | When a spell slot was used to create this potion, the speed is increase by 5 feet for each spell slot level |
| 6 | Swift Reactions The drinker gains a +2 bonus to initiative rolls, the effects of which last for 10 minutes. | When a spell slot was used to create this potion, increase its duration by 1 hour for each spell slot level |
| 7 | Mental Resistance: The drinker gains a bonus equal to your Intelligence modifier on saving throws against the charmed and frightened conditions for the next 10 minutes. If the drinker is already affected by either condition, they can immediately repeat the saving throw with advantage upon drinking the potion. For the duration of the elixir, they can repeat the saving throw with advantage at the start of each of their turns. | When a spell slot was used to create this potion, increase its duration by 1 hour for each spell slot level. Additionally, for every even spell slot level, they gain a +1 bonus on the saving throw, up to a maximum of a +3. |
| 8 | You determine the elixir's effect by choosing one of the other rows in this table. | |

LEVEL 5: BLESSING OF ALBEDO

Alchemical Reflexes. Once per round when a creature you can see within 60 feet of you drinks one of your elixirs while you are holding your Alchemist's Supplies, you can cast a cantrip that deals Acid, Fire, Necrotic, or Poison damage, or a 1st-level spell that restores hit points. The spell must have a casting time of one action or bonus action and, if it is a 1st-level spell, it expends a spell slot as normal. You can use this feature a number of times equal to your Intelligence modifier (minimum of 1), and you regain all expended uses when you finish a long rest.

Arcane Potion. When you use a spell slot to create an elixir, you can imbue it with the effects of an Artificer spell that you can prepare and that meets the following criteria:

- The spell's level is equal to or lower than the expended spell slot.
- The spell has a casting time of 1 action.
- The spell has a range of Self.
- The spell either does not deal damage, or it does not require concentration and deals Acid, Fire, or Poison damage.

When a creature drinks the elixir, the spell activates, allowing the creature to cast it as an Attack action as if they were the caster. If the creature has the Multiattack action, they can replace one of their attacks with the spell. The spell uses your spellcasting ability modifier and your spell save DC. If the spell requires Concentration, it lasts for its full duration without requiring Concentration, but the effect ends early if the creature becomes unconscious.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest. The maximum number of elixirs you can affect with this feature at one time is equal to your Intelligence modifier (minimum of one elixir). In addition, you learn one additional spell of your choice from the Bard or Cleric spell lists for a spell level you can prepare spells. The chosen spell must have a casting time of one action and a range of Self, and it counts as an Artificer spell for you. When you gain an Artificer level, you can change the spell with a different one that fulfills the conditions.

Elixir of Life and Death. Once per turn, when you roll dice to restore hit points to another creature within 60 feet, the following effects occur:

- Both you and the healed creature gain temporary hit points equal to the spell slot used plus your Intelligence modifier.
- You can choose one creature within 60 feet. The chosen creature takes **Acid, Necrotic, or Poison damage** (your choice) equal to the total hit points restored by the spell.

Additionally, when you deal Acid or Poison damage to a creature, it must make a Constitution saving throw against your spell save DC. On a failed save, the creature has disadvantage on all ability checks until the end of your next turn. If the creature is already Poisoned, it instead has disadvantage on all saving throws until the end of your next turn.

Rapid Aid: As a bonus action, you can throw up to two elixirs you created with your Experimental Elixir feature to a friendly creature within 60 feet of you. The target can use its reaction to immediately drink one of the elixirs, gaining its effects. Elixirs thrown this way cannot benefit from the Arcane Potion feature. If the target is unwilling or unable to use its reaction, the elixir lands harmlessly at their feet. You can use this bonus action a number of times equal to your Intelligence modifier (minimum of 1), and you regain all expended uses when you finish a long rest.

LEVEL 9: CATALYST OF CITRINITAS

With golden radiance, your alchemical power reaches new heights, blending destruction and restoration into a single art.

Alchemical Eruption. When you deal Acid, Fire, Necrotic, or Poison damage to a creature, or restores hit points to it, you can cause an eruption of Force energy. This eruption deals 1d6 + your Intelligence modifier Force damage to the target or another creature within 60 feet of it. This damage die increases to 2d8 at level 15. Additionally, when you roll damage for a spell or ability that deals Acid, Fire, Necrotic, Poison, or Force damage, when you roll a 1 or 2 on a damage die, you can use the maximum roll instead. You can use this feature only once per turn.

Alchemist research. You learn two additional spells of your choice from the Artificer, Bard, Cleric, Druid, or Wizard spell lists for which you can prepare spells. The chosen spell must have a casting time of one action and a range of Self, and it counts as an Artificer spell for you.

Fortify. Whenever a creature drinks an elixir you created with the Experimental Elixir feature, the creature gains Temporary Hit Points equal to your Intelligence modifier plus your Artificer level.

Improved Formula When you create an elixir, double the base effect described in the Experimental Elixir table.

Purifying Elixirs. You can cast *Lesser Restoration* and *Protection from Poison* without expending a spell slot and without preparing the spell, provided you use Alchemist's Supplies as the Spellcasting Focus. You can cast either spell a combined number of times equal to your Intelligence modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

LEVEL 15. OPUS MAGNUM OF RUBEDO

You gain the following benefits:

Chemical Resistance. You gain resistance to acid, cold, fire, force, and necrotic damage. Additionally, you are immune to poison damage and the poisoned condition.

Conjured Cauldron. You can cast *Tasha's Bubbling Cauldron* without expending a spell slot, without preparing the spell, and without Material components, provided you use Alchemist's Supplies as the Spellcasting Focus or you create an Experimental Elixir, treating it as if a 6th-level spell slot was expended.. Once you use this feature, you can't use it again until you finish a Long Rest.

Essence of Alchemie: You can cast *Greater Restoration*, *Harm* and *Heal* without expending a spell slot, without preparing the spell, and without providing the material component, provided you use alchemist's supplies as the spellcasting focus. Once you cast either spell with this feature, you can't cast that spell with it again until you finish a long rest.

Enhanced Elixirs: You can amplify the potency of an existing elixir by expending spell slots as a Magic action. For each artificer spell slot you expend, the elixir gains one additional effect from the Experimental Elixir table. However, spell slots used in this way cannot be used to imbue the elixir with a spell's effect using your Arcane Elixir feature. Once you use this feature, you can't do so again until you finish a long rest

Philosopher's stone. When you cast a spell or use an Experimental Elixir to restore hit points to a creature, you can forgo rolling the dice for the healing. Instead, use the highest number possible for each die.

If the creature has the poisoned condition, the condition ends when you restore hit points to it or it drinks one of your **Experimental Elixirs**. In addition when you deal Acid, Fire or Necrotic damage to a creature, you ignore its immunity to that damage type.

ARCHIVIST

For centuries, chroniclers and librarians have sought the best way to store vast amounts of information. While scrolls and books were once the pinnacle, the first Archivists envisioned something greater: a way to store knowledge within a living or artificial mind. What library could rival an archive capable of accessing information in seconds?

Now, Archivists specialize in preserving knowledge and creating magical intelligences. Though their techniques are still evolving, they are at the forefront of arcane innovation, reshaping the future of information storage and discovery.

LEVEL 3: TOOL PROFICIENCY

You gain proficiency with Calligrapher's supplies and your choice of either the Forgery kit or Navigator's Tools. If you already have proficiency with Calligrapher's supplies, you gain proficiency with one other type of Artisan's Tools of your choice. In addition, when you craft a magic item in the scroll category using the crafting rules in the Dungeon Master's Guide, the amount of time required to craft it is halved. .

ARCHIVIST SPELLS

Starting at 3rd level, you always have specific spells prepared once you reach certain levels in this class, as shown in the **Archivist Spells** table. These spells count as artificer spells for you but do not count against the number of artificer spells you can prepare. Whenever you finish a long rest, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be a Divination or an Enchantment spell from the artificer, warlock, or wizard spell list.

| Artificer Level | Spell |
|-----------------|---|
| 3rd | Vicious Mockery, Comprehend Languages, Dissonant Whispers, Witch Bolt |
| 5th | Detect Thoughts, Suggestion |
| 9th | Hypnotic Pattern, Slow |
| 13th | Charm Monster, Phantasmal Killer |
| 17th | Dominate Person, Modify Memory |

LEVEL 3: ARTIFICIAL MIND

At 3rd level, you discover how to awaken a mind inside an object. When you finish a long rest, you can write mystical symbols on a Tiny, non magical object, awakening an Artificial Mind inside it. The object becomes magical and functions as your spellcasting focus. If you create a new Artificial Mind, the previous one immediately ceases to function. The Artificial Mind grants the following benefits while on your person:

The magic item has the following properties:

Telepathic Advisor. Your Artificial Mind telepathically provides you with advice and insights on various topics. While the item is on your person, you gain a bonus to Charisma checks and Initiative rolls equal to your Intelligence modifier (minimum of +1). You gain proficiency in two skills of your choice from the Artificial Mind table. If you are already proficient in a chosen skill, you gain expertise in it instead. The skills available to choose from are determined by the item's primary material, as shown in the Artificial Mind table, reflecting the nature of the mind's knowledge.

Manifest Mind As a Bonus Action, you can manifest the Artificial Mind as a spectral presence in an unoccupied space within 60 feet of you. The mind is intangible and has hit points equal to four times your intelligence modifier (minimum 1) and an armor class of 12 plus your intelligence modifier, it emits dim light in a 10-foot radius, and can see and hear with 120 feet of darkvision. As an action, you can perceive through the mind's senses instead of your own, maintaining this connection as if concentrating on a spell. As a Bonus Action, you can move the mind up to 30 feet to an unoccupied space. The mind can pass through creatures but not objects. The spectral mind ceases to manifest if it is ever more than 300 feet away from its magic item or if you dismiss it as a bonus action. When you cast an Artificer spell, you can choose to cast it from the mind's space.

You can manifest the mind a number of times equal to your Intelligence modifier, regaining all uses on a long rest. Twice per long rest as a bonus action you can grant your Artificial Mind immunity against all damage for one minute.

Information Overload. As an Action, you can channel overwhelming data through your Artificial Mind, targeting a creature within 30 feet of the manifested mind or you. The creature must make an Intelligence saving throw against your spell save DC. On a failed save, the creature takes 1d8 Psychic damage, and the next attack roll against it has advantage until the end of your next turn. On a successful save, the target takes half as much damage and suffers no additional effects. The damage increases when you reach higher levels in this class: 2d8 at 5th level, 3d8 at 11th level, and 4d8 at 17th level.

When a creature fails the saving throw, you can expend a spell slot to deal extra damage: 2d8 for a 1st-level slot, plus 1d8 for each additional level.

Artificial Mind

| Main Material | Skill Proficiencies | Suggested Appearance |
|------------------------------------|--|--|
| Animal (parchment, leather, meat) | Animal Handling, Insight, Medicine, Perception, Survival | A beast or a humanoid visage with antler |
| Mineral (glass, stone, gem, metal) | Deception, Intimidation, Performance, Persuasion | A constructs or golem-like face |
| Plant (paper, wood) | Arcana, History, Investigation, Nature, Religion | A bespectacled visage or a treant |

All artificial Minds gain this following trait in addition:

Arcane Preservation: The Artificial Mind Continues to function normally within an antimagic field or when subjected to a *dispel magic* spell, as its enhancements are deeply ingrained in its physical structure.

LEVEL 5: MIND NETWORK

At 5th level, you've learned how to use your artifices to access minds, both to communicate and to harm.

Mind Network You can telepathically communicate with any creature within 60 feet that carries an item bearing one of your Artificer enhancements.

Initiative Sync: After rolling initiative as a reaction, you can **swap initiative scores** with one willing creature that's connected through your Mind Network. You cannot make this swap if you or the chosen creature is incapacitated. You can use this Reaction a number of times equal to your Intelligence modifier (minimum of once), regaining all expended uses when you finish a long rest.

Mind Shield: While your Artificial Mind item is on your person, You can use a bonus action to grant you and all creatures within 15 feet of you that are carrying one of your enchanted items advantage on saves against Stunned, Charmed, and Frightened conditions for the next minute . You can use this bonus action a number of times equal to your intelligence modifier. You regain all uses after finishing a long rest.

Psychic Impulse. Once per turn, when you hit a creature with an Artificer cantrip, you can choose to:

- Push it 10 feet in a straight line.
- Immediately use Information Overload against that creature

Quiet Mind. You can cast any spell from your Archivist spell list without requiring Verbal, Somatic, or non-consumable Material components. Spells that require a specific Material component with a cost or that consume the Material component still require that component. You can use this feature to cast a spell in this way twice per long rest.

LEVEL 9: PURE INFORMATION

Your Artificial Mind is able to receive and transmit more information than ever before.

Arcane knowledge. You have unlocked secrets from diverse magical traditions. You can prepare spells from the Bard, Warlock, or Wizard spell lists, in addition to your Artificer spells, provided they are from the Divination or Enchantment schools. These spells count as Artificer spells for you.

Mind Overload. If you expend a spell slot for Information Overload, the target must succeed on an Intelligence saving throw against your spell save DC or be stunned until the end of your next turn. On a successful save, the target's movement speed is halved until the end of its next turn.

Mind Break. When you cast an Artificer spell using your Mind Network as the spellcasting focus, or when you use your Information Overload feature, you can ignore a creature's immunity to the charmed condition, as well as its immunity and resistance to psychic damage, for that spell or feature.

Neuroportation. As a bonus action while your Artificial Mind item is on your person, you can transform into pure electricity, teleporting to the unoccupied space nearest to the spectral mind or to an item bearing one of your artificer enchantments, where you physically reappear.

You can use this ability once without expending a spell slot, and you regain the ability to do so after finishing a long rest. Alternatively, you can use this ability by expending a spell slot of 2nd level or higher. When you teleport using this feature, you gain resistance to all damage against the next attack that hits you before the start of your next turn or until the resistance is consumed.

LEVEL 15: BOUNDLESS KNOWLEDGE

Your Artificial Mind achieves unparalleled cognitive and psychic capabilities, granting you the following benefits:

Enhanced Mind Network: The range of your Mind Network feature increases, allowing you to telepathically communicate with any willing creature within 120 feet that is carrying an item you have enchanted. Additionally, creatures within 120 feet of each other that carry your enchanted items can telepathically communicate with one another, even if they do not share a line of sight, forming a shared mental network. You and all creatures connected through your Mind Network gain advantage on initiative rolls. Additionally, each creature in the network gains a bonus to their initiative rolls equal to the total number of different creatures in the network that are within range and carrying one of your enchanted items.

Perfect Mind Shield: While your Artificial Mind item is on your person, the range of your Mind Shield to 60 feet and every creature gains psychic resistance

Psychic Singularity: As an action, you can unleash a surge of psychic energy through your Artificial Mind. Each creature of your choice within 30 feet of the manifested mind or you must make an Intelligence saving throw against your spell save DC. On a failed save, a creature takes 6d8 psychic damage, its movement speed is halved, and it has disadvantage on Intelligence, Wisdom, and Charisma saving throws until the end of your next turn. On a successful save, the creature takes half as much damage, cannot take reactions until the end of its next turn, and has disadvantage on its next attack roll.

Once you use this feature, you can't do so again until you finish a long rest.

Infinite Recall: Your Artificial Mind grants you unparalleled cognitive clarity and perfect memory. While your Artificial Mind item is on your person, you can use your reaction to reroll an Intelligence ability check, an Intelligence saving throw, or an attack roll that uses your Intelligence modifier. You must use the new roll. You can use this reaction a number of times equal to your Intelligence modifier (minimum of once), and you regain all expended uses when you finish a long rest.

Mental Domination. You can cast *Mass Suggestion* and *Otto's Irresistible Dance* without expending a spell slot, without preparing the spell, and without providing material components, provided you use Calligrapher's supplies or your Mind Network as the spellcasting focus. Once you cast either spell using this feature, you can't cast that spell with this feature again until you finish a long rest.

ARMORER

An Artificer who specializes as an Armorer refines their craft to transform their armor into an extension of themselves, creating a suit that functions as a second skin. Through intricate enchantments and careful modifications, the armor becomes a vessel to amplify the Artificer's magical abilities, channeling their arcane power with precision. It not only provides exceptional defense but also empowers the wearer to unleash devastating attacks, turning the Armorer into a formidable force on the battlefield. As once written in a letter by Mordenkainen, it's uncertain what's more terrifying on the battlefield: an enraged barbarian tearing their enemies apart or an Armorer quietly crushing them with cold precision in their arcane armor.

DESIGN NOTE: ARMORER

Here are the main updates in this subclass since its appearance in *Tasha's Cauldron of Everything*:

- **Tools of the Trade** now allows the Artificer to craft armor faster and grants additional proficiencies.
- **Armorer Spells** has replaced *Magic Missile* with *Ensnaring Strike* and *Shatter* with *Pass without Trace*. The Armorer also learns the *Shocking Grasp* cantrip and can change their spell list when leveling up.
- **Arcane Armor** now increases hit points, improves initiative, functions in an anti-magic field, cannot be dispelled by *Dispel Magic*, retains its magical properties, and can be treated as not being worn.

- **Armor Model** includes a new armor option: *Dreadnought*. In the *Guardian* model, *Defensive Field* can now affect other creatures and grants temporary hit points when bloodied rather than having limited uses. The *Guardian's Thunder Gauntlets* impose a stronger penalty on enemies. The *Infiltrator* model no longer has disadvantage on Stealth while wearing heavy armor and has enhanced Stealth capabilities. All armor models now gain **Weapon Mastery** options and additional damage types to choose from.
- **Extra Attack** at level 5 allows casting a cantrip in place of one of the attacks.
- **Arcane Smite** allows at level 5 the Artificer to expend spell slots to deal additional damage and apply various effects on hit.
- **Armor Modifications** now provides more customization options.
- **Improved Weapon** grants a +1 to the armorers weapon attack and damage rolls
- **Perfected Armor** improves the damage of *Thunder Gauntlets* and *Lightning Launchers*. The *Guardian's Defensive Field* can now deal damage and the guardian can apply a *Disruptive Pulse* effect on multiple enemies with one attack. The Guardians' reaction was improved. The *Infiltrator* gains increased movement options, an enhanced mark feature, and additional damage bonuses.

LEVEL 3: TOOLS OF THE TRADE

You gain proficiency with heavy armor and Smith's Tools. You also gain proficiency with either Leatherworker's Tools or Weaver's Tools. If you are already proficient with Smith's Tools, you instead gain proficiency with one other type of artisan's tools of your choice.

In addition, when you craft non magical armor or magic armor of common rarity, the time required to craft it is halved. Starting at 5th level, this benefit extends to magic armor of uncommon rarity. At 11th level, it applies to rare magic armor, and at 17th level, it applies to very rare and legendary magic armor.

LEVEL 3: ARMORER SPELLS

Starting at 3rd level, when you reach an artificer level specified in the **Armorer Spells** table, the corresponding spells are always prepared for you. These spells count as artificer spells for you but do not count against the number of spells you can prepare. Whenever you gain an artificer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be a Evocation or an Necromancy spell from the artificer, paladin, or sorcerer spell list.

ARMORER SPELLS

| Artificer Level | Spells |
|-----------------|---|
| 3 | Shocking Grasp, Ensnaring Strike, Thunderwave |
| 5 | Mirror Image, Pass without Trace |
| 9 | Hypnotic Pattern, Lightning Bolt |
| 13 | Fire Shield, Greater Invisibility |
| 17 | Passwall, Wall of Force |

LEVEL 3: ARCANES ARMOR

As a Magic action while holding Smith's Tools, you can transform a suit of armor you are wearing into Arcane Armor. This transformation lasts until you don another suit of armor or you die. While wearing your Arcane Armor, you gain the following benefits:

Arcane Initiative: You can give yourself a bonus to your initiative rolls equal to your Intelligence modifier.

Arcane Preservation: The armor continues to function normally within an antimagic field or when subjected to effects like *dispel magic*, as its enhancements are deeply ingrained in its physical structure. This does not include the effects of your Artificer enchantments .

Arcane Plating: Your hit point maximum increases by 6, and it increases by 2 for every artificer level you gain.

Form-Fitting Mode. As an action, you can make the armor form-fitting, allowing it to be worn under clothing. While form-fitting, it is treated as if you are not wearing it, granting you only access to the Features granted by the arcane armor's model. As a bonus action, you can return the armor to its full protective form, regaining its benefits.

Additionally, you can use a minor illusion to alter its appearance, switching between casual clothing and its original design.

Inherited Properties: The armor retains all of its original properties and benefits, including any bonuses to AC or other effects, when it becomes your Arcane Armor.

No Strength Requirement. If the armor normally has a Strength requirement, you can ignore it. You also do not suffer penalties for failing to meet the Strength requirement of the armor used for your Arcane Armor.

Second Skin. The armor attaches to you and cannot be removed against your will. It covers your entire body but allows you to retract or deploy its helmet as a Bonus Action. The armor replaces any missing limbs, functioning identically to the limbs it replaces. Its weight becomes negligible for you. You can also don or doff the armor as a Utilize action.

Spellcasting Focus. You can use the Arcane Armor as a Spellcasting Focus for your Artificer spells.

LEVEL 3: ARMOR MODEL

You can customize your Arcane Armor. When you do so, choose one of the following armor models: Dreadnaught, Guardian, or Infiltrator. The model you choose gives you special benefits while you wear it. Each model includes a special weapon which gets one of its weapon masteries of your choice, when you choose your Armor Model. (you can use this property, and it doesn't count against the number of properties you can use with Weapon Mastery) When you attack with that weapon, you can add your Intelligence modifier, instead of Strength or Dexterity modifier, to the attack and damage rolls. You can change the armor's model whenever you finish a Short or Long Rest if you have Smith's Tools in hand. The weapon integrated into your Arcane Armor counts as a valid material component for any spell requiring a weapon, even if the spell specifies a gold cost for the weapon. Additionally, you can use the weapon as a spellcasting focus for your Artificer spells

Dreadnaught.

You design your armor to become a towering juggernaut in battle. It has the following features:

Armor Flail. An iron ball on a chain appears on one of your armor's gauntlets and has the following traits:

Weapon Category: Simple Melee

Damage on a Hit: 1d10 Bludgeoning or Force plus the ability modifier used for the attack roll (you choose the damage type when you attack)

Properties: Heavy, Reach

Mastery: Cleave, Push or Topple

Giant Stature. As a bonus action, you transform and enlarge your armor for 1 minute. For the duration, your reach increases by 5 feet, and you have advantage on Strength checks and Strength saving throws. Additionally, you can use your Intelligence modifier instead of Strength for these checks and saves. You also add 1d4 to all your melee weapon damage rolls. If your size is smaller than Large, you become Large, along with anything you're wearing. If there isn't enough room for you to increase your size, your size doesn't change. You can use this bonus action a number of times equal to your Intelligence modifier (minimum of once). You regain all expended uses after finishing a long rest.

Wrecking Ball. If you hit a creature that is no more than one size larger than you with your flail, you can either push the creature up to 10 feet directly away from you or pull it up to 10 feet toward you.

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 has the following traits:

Weapon Category: Simple

Properties: Light Finesse

Mastery: Slow, Nick or Topple

Melee Damage on a Hit: 1d8 Thunder or Bludgeoning plus the ability modifier used for the attack roll (you choose the damage type when you attack)

Distracting Pulse When you hit a creature with a gauntlet attack, it has disadvantage on attack rolls against targets other than you and subtracts half your proficiency bonus (rounded down) from those attack rolls until the start of your next turn. Each of the armor's gauntlets counts as a simple melee weapon with which you are proficient, and while your hands are free, you can treat attacks made with the gauntlets as unarmed strikes.

Defensive Field As a bonus action, you can grant temporary hit points equal to your Artificer level + twice your Intelligence modifier (minimum of 1) to a creature you can see within 30 feet of you. A creature cannot gain temporary hit points from this feature while they already have temporary hit points. While you are bloodied, granting another creature temporary hit points with this feature also grants you the same amount. Any temporary hit points granted by Defensive Field are lost if you doff the armor.

Infiltrator

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

Lightning Launcher. A gemlike node appears on one of the armor's gauntlets or on the armor's chest (your choice). It has the following traits:

Weapon Category: Simple Ranged

Mastery: Vex, Push or Nick

Damage on a Hit: 2d4 Lightning or Piercing plus the ability modifier used for the attack roll (you choose the damage type when you attack)

Properties: Light, Finesse,

Range: 120/300 feet

Lightning Jolt. Once per turn when you hit a creature with your Lightning Launcher, you can deal an extra 2d6 Lightning damage to that target. This damage increases to 3d6 at 10th level and 4d6 at 15th level.

Powered Steps. Your Speed increases by 5 feet and you can fall from heights equal to twice your walking speed without taking fall damage.

Dampening Field. You have Advantage on Dexterity (Stealth) checks. If the armor normally imposes disadvantage on Dexterity (Stealth) checks, the arcane armor doesn't. When you make a Dexterity (Stealth or sleight of hand check), you can add your Intelligence modifier to the roll.

Adaptive Camouflage. When in dim light or darkness, you have the Invisible condition to any creature that relies on Darkvision to see you in that Darkness, unless they are within 10 feet of you and creatures have disadvantage on Wisdom (Perception) checks to detect you.

LEVEL 5: EXTRA ATTACK

You can attack twice instead of once whenever you take the Attack action on your turn.

In addition, you can cast one of your cantrips that has a casting time of an action in place of one of those attacks.

LEVEL 5: ARCANES SMITE

Once per turn when you hit a creature with your arcane armors special weapon, you can expend a spell slot to deal an extra 1d8 Force damage to the target, plus another 1d8 per level of the spell slot, and you can give the target one of the following effects (your choice):

- If the creature is Huge or smaller, you can give it the Prone condition
- The creature can't use its reaction until the end of your next turn.
- The creature's speed is reduced by 10 feet, and it can't teleport or move to another plane of existence until the end of your next turn.

LEVEL 9: Armor Modifications

At 9th level, you learn to use your enchantments to specially modify your Arcane Armor. The armor now counts as separate non magical items for the purposes of your enchantment features: armor (the chest piece), boots, bracers (arms), gauntlets, helmet, Spellcasting focus (core) and the armor's special weapon. Each of these items can bear one of your enchantments, and the enchantments transfer seamlessly if you change your armor's model using the *Arcane Model* feature. Additionally, you know two additional enchantments and the maximum number of items you can enchant at once increases by 2, but these extra items must be part of your Arcane Armor.

LEVEL 9: IMPROVED WEAPON

The weapon of the arcane armor gains a +1 to its attack and damage rolls. When you reach level 18 the bonus increases to +2.

LEVEL 15: PERFECTED ARMOR

All of your Arcane Armor configurations gain the following benefit:

Arcane Might. Once per round when you cast a spell that has a casting time of an action, you can immediately make one attack with the Arcane Armors weapon against a creature within reach.

Improved frame. When you make a Dexterity saving throw or ability check, you can use your Intelligence for it instead of dexterity and your carrying capacity is doubled while you wear your arcane armor.

Perfect Weapon Mastery. Through countless battles, you have refined your combat techniques with your Arcane Armor to unmatched precision. When you make an attack with your Arcane Armor's integrated weapon, you can replace its current weapon mastery property with sap, vex or any other mastery available for that weapon. You can use this feature only three times per turn.

Dreadnaught.

The damage die of your Armor Flail increases to 2d6 bludgeoning damage. Additionally, when you activate your Giant Stature, your speed and reach increases by 10 feet, your size can increase to Large or Huge (your choice), and you gain a fly speed equal to your walking speed. The additional damage granted by Giant Stature also increases to 1d6.

Crushing Swing. As a bonus action, you can make an additional melee attack with your Armor Flail, dealing 1d4 + your intelligence modifier bludgeoning damage. If you hit a creature that is no more than one size larger than you you can give the target the Prone condition. When you don't knock a creature prone with this Attack, its movement is halved. If this Bonus Action attack reduces a creature to 0 hit points or you land a critical Hit against it, you can immediately make another attack against a different target within reach.

Giant recovery. When you roll for initiative or finish a short rest, you regain two uses of your Giant Stature.

Restless march Once per long rest, you can cast *Freedom of Movement* as a bonus action on your self without expending a spell slot. You can cast it without requiring components, and you don't need to have the spell prepared.

Guardian.

The damage die of your Thunder Gauntlets increases to 1d10, and each gauntlet can be treated as a separate weapon for your Armor Modifications feature. If your Thunder Gauntlets have two different enchantments, you must choose one to remain active while the other enchantment ends when you change your Armor model.

Charged Field. When a creature makes a melee Attack against you or another creature that has temporary Hit points from your Defensive field, they take force damage equal to twice your intelligence modifier.

Elemental Shield: Once per long rest, you can cast *Fire Shield* as a bonus action without expending a spell slot. You can cast it without requiring components, and you don't need to have the spell prepared.

Improved Disruptive Pulse. When you hit a creature with your thunder gauntlets, you can choose one other creature within 30 feet of you that you can see. That creature has disadvantage on attack rolls against targets other than you and subtracts 1d6 from those rolls until the start of your next turn. You can affect a number of creatures at a time with this feature up to a number equal to half your proficiency bonus (rounded down).

Gravity Surge. When a creature within 30 feet of you starts its turn more than 5 feet away or targets another creature with an attack, you can use your reaction to force it to make a Strength saving throw against your spell save DC.

- **On a failed save:** You pull the creature to an unoccupied space within 5 feet of you (or the nearest unoccupied space). Then you can reduce the creature's speed to 0 and attacks against it have advantage until the end of your next turn. Immediately after pulling the creature you can make a melee weapon attack or cast a cantrip that has the casting time of one action as part of the same reaction, with advantage on the attack roll.
- **On a successful save:** The creature's speed is halved, and its attack rolls against targets other than you have disadvantage until the end of your next turn.

If the creature makes an attack roll against a target other than you before the end of its turn: All of its attack rolls and saving throws are reduced by 1d4 until the end of your next turn.

You can use this feature a number of times equal to your Intelligence modifier (minimum of 1), and you regain all expended uses when you finish a short or long rest. Additionally once per long rest when you roll initiative, you can regain two expended uses of Gravity Surge.. As a bonus action, you can regain all expended uses of Gravity Surge. Once you use this bonus action, you can't do so again until you finish a long rest.

Infiltrator.

The damage die of your Lightning Launcher increases to 2d6. A creature that takes lightning damage from your Lightning Launcher glimmers with magical light until the start of your next turn. The creature sheds dim light in a 5-foot radius, has disadvantage on attack rolls against you, and takes 3d6 lightning damage if it willingly moves 5 feet or more before the start of your next turn.

Your walking speed is increased by 10 feet and you gain a climbing and swimming Speed equal to your walking Speed. Additionally on your turn, you can take one of the following actions as a Bonus Action: Dash, Disengage, Hide or Utilize.

Stormbound Mark. As a bonus action, you can mark a target you can see. While the target is marked, your attack rolls with your Lightning Launcher deal an additional lightning damage equal to your intelligence modifier and you score a critical hit on a roll of 18, 19 or 20 on the d20. When you crit a marked creature, you add one weapon damage dice to the damage role

ARTILLERIST

Wield Destructive Power from Afar.

An Artillerist specializes in harnessing arcane forces to unleash destructive energy, creating golems and constructs to fire powerful projectiles and dominating the battlefield with precise, controlled explosions. Some say their inspiration came from nature, while others believe it was sparked by arcane forces. Still, many believe their true muse was a wizard who once screamed in a cramped hut, "I DON'T CARE HOW SMALL THE ROOM IS, I CAST FIREBALL!"

DESIGN NOTE: ARTILLERIST UPDATES

Here are the main updates in this subclass since its appearance in Tasha's Cauldron of Everything:

- Artillerist Spells has been updated. Eldritch Blast is added at 3rd level and the artillerist can change their spell list when leveling up.
- Tool Proficiency now allows the Artificer to craft magical wands faster and grants additional proficiencies.
- Eldritch Cannon has been improved:
 - The cannon is now a construct instead of an object and one canon that lasts until the next long rest is granted for free
 - The cannon now possesses Arcane Preservation, allowing it to function in an antimagic field and resist Dispel Magic.
 - It gains additional immunities and benefits from Arcane Bond, applying the Artificer's Proficiency Bonus to its checks and saving throws.
 - New options: Vile Launcher and Gravitic Pulse.
- Arcane Firearm has been adjusted:
 - Damage scaling has been improved, increasing from a d4 to a d8 at higher levels.
 - The ability now allows rerolling 1s on spell damage dice.
 - Once per Long Rest, the Artificer can upcast a spell as if using a higher-level spell slot.
- Explosive Cannon now enhances multiple Eldritch Cannon effects:
 - Flamethrower can fire in a cone or line.
 - Force Ballista pushes targets further and deals more damage.
 - Protector deals Lightning damage to melee attackers who hit protected targets.
 - the canon can explode as a reaction or bonus action
- Fortified Position has been improved:
 - The Artillerist can now maintain two Eldritch Cannons simultaneously and activate both with the same Bonus Action.
 - Cannons gain a +1 bonus to their saving throw DC, attack rolls, and damage rolls.
 - The range and dice of the force ballista and Protector improves.
 - Shimmering Field Projection is increased by 5 feet
 - Gains Arcane Barrage which allows casting Disintegrate and Chain Lightning once per Long Rest without expending a spell slot.

LEVEL 3: TOOL PROFICIENCY

You gain proficiency with Woodcarver's Tools and your choice of either Flutes or the Pan Flutes. If you already have proficiency with Woodcarver's Tools, you gain proficiency with one other type of artisan's tools of your choice.

In addition, when you craft a magic wand of *common* or *uncommon* rarity, the time required to craft it is halved. At 5th level, this benefit extends to wands of *rare* rarity. At 11th level, it applies to *very rare* wands, and at 17th level, it applies to *legendary* wands.

LEVEL 3: ARTILLERIST SPELLS

Starting at 3rd level when you reach an artificer level specified in the **Artillerist Spells** table, the corresponding spells are always prepared for you. These spells count as artificer spells for you but do not count against the number of spells you can prepare. Whenever you gain an artificer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be a Conjuraton or an Evocation spell from the artificer, sorcerer , or warlock spell list.

ARTILLERIST SPELLS

| Artificer Level | Spells |
|-----------------|-------------------------------------|
| 3 | Eldritch Blast, Shield, Thunderwave |
| 5 | Scorching Ray, Shatter |
| 9 | Fireball, Wind Wall |
| 13 | Ice Storm, Wall of Fire |
| 17 | Cone of Cold, Wall of Force |

LEVEL 3: ELDRITCH CANNON

Whenever you finish a long rest while holding Woodcarver's Tools or Smith's Tools, you can use a Magic action to create a Small or Tiny Eldritch Cannon in an unoccupied space on a horizontal surface within 5 feet of you. The cannon's game statistics are provided below, and you determine its appearance, including whether it has legs or wheels. The cannon lasts until it is reduced to 0 hit points or you finish a long rest, you can dismiss it early as a Magic action. Once you create a cannon, you cannot create another until you finish a long rest, unless you expend a spell slot to create one. If you create a cannon by expending a spell slot, it lasts for 1 hour or until it is reduced to 0 hit points, after which it vanishes. You can have only one cannon at a time and can't create one while your cannon is present.

Repairing the Eldritch cannon. If the *Mending* spell is cast on your Eldritch Cannon, it regains 2d6 hit points.

Eldritch Cannon

Small or Tiny Construct

Armor Class: 13+ your Intelligence modifier (minimum 1)

Hit Points 5 + five times your Artificer level (the cannon has a number of Hit Dice [d8s] equal to your Artificer level)

(casting *Mending* on the cannon restores 2d6 Hit Points to it)

Speed: 30 feet. climb 10 feet

| Stat | | Mod | Save |
|------|----|-----|------|
| Str | 14 | +2 | +2 |
| Dex | 12 | +1 | +1 |
| Con | 14 | +2 | +2 |
| Int | 04 | -3 | -3 |
| Wis | 10 | +0 | +0 |
| Cha | 06 | -2 | -2 |

Immunities: Poison and Psychic damage, Charmed, Exhaustion, Feared, Poisoned

TRAITS: Arcane Preservation: The cannon continues to function normally within an antimagic field or when subjected to a *dispel magic* spell, as its enhancements are deeply ingrained in its physical structure.

Arcane Bond: Add your Proficiency Bonus to any ability check or saving throw the cannon makes.

Shared space: The Eldritch Cannon can occupy the space of a willing creature that is at least one size larger than itself by climbing onto it or being held. While sharing a space in this way, the cannon moves with the creature and does not provoke opportunity attacks. The creature carrying the cannon can use an action to detach it, placing it in an adjacent unoccupied space.

Activate Cannon. While the cannon is within 60 feet of you, you can command it as a bonus action to activate one of its effects: Flamethrower, Force Ballista, Protector, Vile Launcher, or Gravitic Pulse (described below). You can also direct it to move up to 30 feet before or after using its effect. If you don't issue a command, the cannon repeats its last given command if possible; otherwise, it takes the Dodge action.

Flamethrower. The cannon exhales a blast of fire in a *15-foot cone*. Each creature in that area must make a Dexterity saving throw against your spell save DC, taking *2d8 fire damage* on a failed save, or half as much on a successful one. Flammable objects in the area that aren't being worn or carried ignite.

Force Ballista. The cannon fires one arcane projectile as it makes a ranged spell attack originating from the cannon using your spell attack modifier, targeting a creature or object within *120 feet*. On a hit, the target takes *2d8 force damage*, and if it is a creature, it is *pushed up to 5 feet* away from the cannon. If the attack misses, the target still takes damage equal to your Intelligence modifier.

Protector. The cannon emits a burst of positive energy that grants itself and each creature of your choice within *10 feet* of it a number of Temporary Hit Points equal to *1d8 plus your Intelligence modifier* (minimum of 1).

Vile Launcher. The cannon launches a vial filled with slick liquid at a point you choose within *60 feet*. When the vial shatters, the liquid spreads across a 10-foot-radius circle centered on the target point, turning the area into difficult terrain for a number of rounds equal to half your Intelligence modifier rounded down (minimum of 1). Any creature that starts its turn in the area or enters it must succeed on a *Dexterity saving throw against your spell save DC* or fall *prone*.

Gravitic Pulse. The cannon releases a gravitational surge. Choose either a *5-foot radius Sphere* centered on the cannon or a *15-foot cone* originating from it. Each creature in the chosen area must succeed on a *Strength saving throw against your spell save DC*. On a failed save, a creature is pulled *10 feet toward the cannon* or pushed *10 feet away* (your choice). Flying creatures have disadvantage on this saving throw.

Eldritch Cannon Limitation. Your Eldritch Cannon cannot hold or use magic items with charges. Additionally, it shares your attunement slots. Any magic items attuned to the cannon count toward your maximum number of attuned items.

LEVEL 5: ARCANES FIREARM

When you finish a long rest, you can use Woodcarver's Tools to carve special sigils into a rod, staff, or wand, transforming it into your arcane firearm. The sigils disappear from the item if you carve them onto a different object, but otherwise, they remain indefinitely.

You can use your arcane firearm as a spellcasting focus for your Artificer spells. When you cast an Artificer spell through the firearm, You can add your Intelligence modifier and an additional 1d4 to that spell's damage rolls. This bonus damage increases to 1d6 at level 11 and

1d8 at level 17. Additionally, when you roll damage for an Artificer spell, you can reroll any result of 1 on the damage dice, but you must use the new roll. Once per long rest, when you cast an artificer spell that deals damage using your Arcane Firearm and a spell slot, you can cast it as if using a spell slot one level higher than the slot expended.

LEVEL 9: EXPLOSIVE CANNON

Every Eldritch Cannon you create is now more destructive. You gain the following benefits:

Detonate. As a bonus action or as a reaction when your cannon is reduced to 0 Hit Points, you can command the cannon to detonate if you are within 60 feet of it. Doing so destroys the cannon and forces each creature within 20 feet of it to make a Dexterity saving throw against your spell save DC, taking 3d12 Force damage on a failed save or half as much damage on a successful one.

Enhanced eldritch Cannon:

Force Ballista: The cannon's damage increases to *3d8+your Intelligence modifier* and the cannon pushes a creature an additional 5 feet.

Flamethrower: The cannon's damage rolls increase by *1d8*, and it gains the ability to release its fire in one of two shapes: a *30-foot cone* or a *60-foot line that is 5 feet wide*. Choose the shape each time the cannon fires.

Protector: Protective Retaliation. When a creature attacks a target that has temporary hit points granted by your Protector Cannon with a melee attack, the attacker takes *lightning damage equal to your Intelligence modifier* (minimum of 1).

Vile Launcher: The cannon can now launch vials filled with two different types of liquid, which you choose each time it fires:

- **Sticky Liquid:** When the vial shatters, the liquid spreads across a 10-foot-radius circle centered on the target point, turning the area into difficult terrain for a number of rounds equal to half your Proficiency bonus rounded up. A creature that starts its turn in the area or enters it must succeed on a *Strength saving throw against your spell save DC* or *become restrained until the end of its turn*. A restrained creature can use its action to make a Strength check against your spell save DC, freeing itself on a success.
- **Slick Liquid:** When the vial shatters, the liquid spreads across a 20-foot-radius circle centered on the target point, turning the area into difficult terrain for a number of rounds equal to half your Proficiency bonus rounded up. A creature that starts its turn in the area or enters it must succeed on a *Dexterity saving throw against your spell save DC* or *fall prone*.

Gravitic Pulse : The range of your Gravitic Pulse *increases by 15 feet*, and creatures that fail the saving throw are also *knocked prone*.

LEVEL 15: FORTIFIED POSITION

You're a master at forming well-defended emplacements using your Eldritch Cannon. You gain the following benefits:

Double Firepower. You can now have two cannons at the same time. You can create two with the same Magic action (but not with the same spell slot), and you can activate both of them with the same Bonus Action, ordering them to use the same activation option or different ones. You can't create a third cannon while you have two.

Enhanced Firepower. The cannon gains a +1 bonus to its saving throw DC, attack rolls, and damage rolls.

Enhanced Core: The dice for your *Force Ballista* and *Protector canon* increases from *1d8* to *1d10* and their range is doubled.

Shimmering Field Projection. You and your allies have Half Cover while within 15 feet of your Eldritch Cannon.

Arcane Barrage. You can cast Disintegrate and Chain Lightning without expending a spell slot, without preparing the spell, and without Material components, provided you use Woodcarver's Tools or your arcane firearm as the Spellcasting Focus. Once you cast either spell with this feature, you cannot cast that spell with it again until you finish a long rest.

BATTLE SMITH

Commanding a Construct Guardian, the Battle Smith is a master of defense and restoration. With a keen mind for both combat and care, they excel at shielding their allies, mending broken gear, and healing wounds. At their side is the Arcane Defender, a loyal construct of their own brilliant design. This magical creation can be forged from a wide array of materials, with each one uniquely crafted to reflect the ingenuity and personality of its creator. Whether built of steel, crystal, or enchanted wood, every Arcane Defender is a testament to the Battle Smith's skill, standing as a worthy rival to the golems conjured by even the most accomplished of wizards.

DESIGN NOTE: BATTLE SMITH UPDATES

Here are the main updates in this subclass since its appearance in *Tasha's Cauldron of Everything*:

Battle Smith Spells has replaced Branding Smite with Shining Smite, Aura of Vitality with Blinding Smite, Aura of Purity, Fire Shield with Staggering Smite. The Battle Smith can now swap one prepared spell from this list whenever they gain an Artificer level, selecting a new spell from the Evocation or Necromancy school from the Artificer, Cleric, or Paladin spell lists. The battle smith learns the Mage Hand Cantrip.

Tool Proficiency now allows the Artificer to craft weapons faster and grants additional proficiencies.

Battle Ready grants following benefits in addition:

Iron Resolve increases hit points and grants healing upon finishing a short rest.

Tactical Mind provides an initiative bonus equal to Intelligence modifier.

Steel Defender was changed to **Arcane Defender**, improved durability and abilities

It no longer requires a bonus action to command basic attacks when sacrificing one of your own attacks from the Attack action.

It can now function normally within *Antimagic Field* and *Dispel Magic* effects.

It gains a new *Channel Magic* feature, which allows it to deliver *Artificer* touch-range spells.

At higher levels, it gains *Fortified Defender*, improving AC, HP, and its *Deflect Attack* ability.

Arcane Smite allows the Battle Smith to expend spell slots to deal extra Force damage and impose additional conditions when either they or their Arcane Defender hit a target.

Advanced Arcane Core improves the Arcane Defender's versatility, granting damage, healing, and protective options when hitting a target, usable a number of times per long rest equal to the Battle Smith's Intelligence modifier.

Extra Attack now allows the Battle Smith to command the Arcane Defender to attack or cast a cantrip in place of one of their attacks.

Improved Defender (Level 15) enhances the Arcane Defender's survivability and support abilities, improving its AC, extra attack, deflection ability, and energy channeling. Additionally, the *Shared Spells* feature allows self-targeting spells to apply to both the Battle Smith and their Arcane Defender.

LEVEL 3: TOOL PROFICIENCY

You gain proficiency with Smith's Tools and your choice of either the Herbalism Kit or the Poisoner's Kit. If you already have proficiency with Smith's Tools, you gain proficiency with one other type of artisan's tools of your choice.

In addition, when you craft a non magical weapon or a magic weapon of *common* rarity, the time required to craft it is halved. At 5th level, this benefit extends to magic weapons of *uncommon* rarity. At 11th level, it applies to *rare* magic weapons, and at 17th level, it applies to *very rare* and *legendary* magic weapons.

LEVEL 3: BATTLE SMITH SPELLS

When you reach an artificer level specified in the **Battle Smith Spells** table, the corresponding spells are always prepared for you. These spells count as artificer spells for you but do not count against the number of spells you can prepare. Whenever you gain an artificer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be an Evocation or an Necromancy spell from the artificer, cleric, or paladin spell list.

BATTLE SMITH SPELLS

| Artificer Level | Spells |
|-----------------|-----------------------------------|
| 3 | Mage Hand, Heroism, Shield |
| 5 | Shining Smite, Warding Bond |
| 9 | Blinding Smite, Conjure Barrage |
| 13 | Aura of Purity, Staggering Smite |
| 17 | Banishing Smite, Mass Cure Wounds |

LEVEL 3: BATTLE READY

Your combat training and your experiments with magic have paid off in multiple ways:

Arcane Empowerment. When you attack with a magic weapon, you can use your Intelligence modifier instead of your Strength or Dexterity modifier for the attack and damage rolls. Additionally, you can use this weapon as an arcane focus for your spells.

Iron Resolve. Your hit point maximum increases by 3, and it increases by 1 for every artificer level you gain. When you finish a short rest, you regain hit points equal to your Intelligence modifier (minimum of 1).

Martial Training You gain proficiency with all martial weapons. If you already have proficiency with all martial weapons, you instead gain proficiency with two types of tools of your choice.

Tactical Mind. Your keen ability to assess tactical situations allows you to act quickly in battle. You can give yourself a bonus to your initiative rolls equal to your Intelligence modifier.

LEVEL 3: ARCANES DEFENDER

Your tinkering has borne you a companion, an Arcane Defender (see the stat block). You determine the defender's appearance, materials and whether it has two legs or four; your choices don't affect the defender's game statistics. The Arcane Defender is Friendly to you and your allies and obeys you. It vanishes if you die.

The Defender in Combat. In combat, the defender acts during your turn. It can move and take its Reaction on its own, but the only action it takes is the Dodge action unless you take a Bonus Action to command it to take an action. You can also sacrifice one of your attacks when you take the Attack action to command the defender to take the Force-Empowered Rend action. If you have the Incapacitated condition, the defender acts on its own and isn't limited to the Dodge action.

Restoring or Replacing the Defender. If the *Mending* spell is cast on it, it regains a number of *Hit Points equal to 3d4 plus your Intelligence modifier*. If the defender has died within the last hour, you can take a Magic action to touch it and expend a spell slot. The defender returns to life after 1 minute with all its Hit Points restored. Whenever you finish a Long Rest, you can create a new Arcane Defender if you have Smith's Tools in hand. If you already have a defender from this feature, the first one vanishes.

Once per long rest, if your Arcane Defender has died within the last hour, you can use a Magic action to touch it and expend a spell slot to revive it instantly. The defender regains hit points equal to your Intelligence modifier plus a number of hit dice equal to twice the level of the spell slot expended.

Arcane Defender

Small or Medium Construct

AC 14+ your Intelligence modifier (minimum 1)

HP 5 + your Intelligence modifier + five times your Artificer level (the defender has a number of Hit Dice [d8s] equal to your Artificer level)

Speed: 40 ft.

| Stat | | Mod | Save |
|------|----|-----|------|
| Str | 14 | +2 | +2 |
| Dex | 12 | +1 | +1 |
| Con | 14 | +2 | +2 |
| Int | 04 | -3 | -3 |
| Wis | 10 | +0 | +0 |
| Cha | 06 | -2 | -2 |

Immunities **Damage:** Poison, Psychic
Condition: Charmed, Exhaustion, Feared, Poisoned
Senses Darkvision 60 ft., Passive Perception 10
Languages Understands the languages you know
CR None (XP 0; PB equals your Proficiency Bonus)

TRAITS :

- Arcane Bond.** Add your Proficiency Bonus to any ability check or saving throw the defender makes.
- Arcane Preservation:** The defender continues to function normally within an antimagic field or when subjected to a *dispel magic* spell, as its enhancements are deeply ingrained in its physical structure.
- Powerful Frame:** The defender can carry a creature one size larger than itself, and its carrying capacity is doubled.

ACTIONS:

- Force-Empowered Rend.** Melee Attack Roll: Bonus equals your spell attack modifier, reach 5 ft.
 Hit: 1d8 + 2 plus your Intelligence modifier Force damage
- Repair (3/Day).** The defender, or one Construct or object it can see within 5 feet of it, regains a number of Hit Points equal to 2d8 plus your Intelligence modifier.

REACTIONS

- Deflect Attack:** Trigger: A creature the defender can see within 5 feet of it makes an attack roll targeting a different creature.
Response: The attacking creature has disadvantage on the attack roll, and the target of the attack gains a bonus of 1d4 to its AC until the start of the defender's next turn.
- Channel Magic.** Trigger: You cast an Artificer cantrip or 1st-level spell with a range of touch while your defender is within 120 feet of you.

Response: The defender delivers the spell through its touch.

LEVEL 5: EXTRA ATTACK

You can attack twice instead of once whenever you take the Attack action on your turn.

In addition, you can command your arcane defender to take an action or cast one of your cantrips that has a casting time of an action in place of one of those attacks.

LEVEL 5: ARCANESMITE

Once per turn when either you hit a target with an attack roll using a magic weapon or your Arcane Defender hits a target, you can expend a spell slot to deal an extra 1d8 Force damage to the target, plus another 1d8 per level of the spell slot, and you can give the target one of the following effects (your choice):

- if the creature is Huge or smaller, you can give it the Prone condition
- the creature can't use its reaction until the end of your next turn.
- The creature's speed is reduced by 10 feet, and it can't teleport or move to another plane of existence until the end of your next turn.

LEVEL 9: ADVANCED ARCANESMITE

When either you hit a target with an attack roll using a magic weapon or your Arcane Defender hits a target, you can channel magical energy through the strike to create one of the following effects:

- **Destructive Energy.** The target or another creature you can see within 30 feet of the target takes an 3d6 plus your intelligence modifier Force damage
- **Protective Energy.** You and your allies gain a +1 bonus to AC and saving throws while they are within 15 feet of your Defender until the end of your next turn.
- **Restorative Energy.** Choose one creature or object you can see within 30 feet of the target. Healing energy flows into the chosen recipient, restoring Hit Points equal to 3d6 plus your intelligence modifier to it.

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

Enhanced magic channel. Your defender's *Channel Magic* feature improves, allowing it to deliver spells of 2nd level or lower.

LEVEL 15: IMPROVED DEFENDER

Your Arcane Jolt and Arcane Defender have become more powerful, granting these benefits:

Fortified Defender. Your Arcane Defender gains a +2 bonus to Armor Class and gains additional HP equal to your artificer level.

Improved Attack. When you command your Arcane Defender to take the Force-Empowered Rend action, the defender can use it twice.

Improved Deflection. Whenever your Arcane Defender uses its Deflect Attack, the attacker takes Force damage equal to 1d4 plus your Intelligence modifier. Additionally the defender protects a willing creature you can see within 30 feet of your defender for one round. While the target is within 15 feet of your defender, it gains a +1 bonus to AC and saving throws, and it has resistance to all damage. Also, each time it takes damage, the defender takes half of the same amount of damage. The protection ends early if you or your defender drops to 0 hit points or if the target becomes separated by more than 30 feet of the defender.

Improved arcane Core. The extra damage and healing of your advanced arcane core increase to 5d6. The bonus from protective energy increases to +2. In addition the range of your energy is doubled.

Shared Spells. When you cast a spell that has a range of self, you can also affect your arcane defender with the spell if the defender is within 30 feet of you.

RUNESMITH

Masters of an ancient and nearly forgotten art, Runesmiths delve into the secrets of arcane tradition through the power of runes. These Artificers carve intricate sigils and inscribe mystical symbols onto objects, imbuing them with magic that transcends time. Through their study of forgotten lore and mastery of lost techniques, Runesmiths manipulate the very fabric of the weave, wielding a unique form of magic that blends creation and destruction in perfect harmony. Their craftsmanship turns everyday tools into vessels of immense power, channeling the legacy of an age long past.

LEVEL 3: TOOL PROFICIENCY

You gain proficiency with Mason's tools and Woodcarver's Tools. If you already have proficiency with Mason's tools, you gain proficiency with one other type of artisan's tools of your choice.

In addition, when you craft a Staff up to a rarity of common, the time required to craft it is halved. At 5th level, this benefit extends to magic Staves of uncommon rarity. At 11th level, it applies to rare magic Staves, and at 17th level, it applies to very rare and legendary magic Staves.

LEVEL 3: RUNESMITH SPELLS

When you reach an artificer level specified in the **Runesmith Spells** table, the corresponding spells are always prepared for you. These spells count as artificer spells for you but do not count against the number of spells you can prepare. Whenever you gain an artificer

level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be an Evocation or an Necromancy spell from the artificer, cleric, or wizard spell list.

RUNE SMITH SPELLS

| Artificer Level | Spells |
|-----------------|--------------------------------|
| 3 | Light, Alarm, Illusory Script |
| 5 | Arcane Lock, Silence |
| 9 | Animate Dead, Glyph of Warding |
| 13 | Fire Shield, Stone Shape |
| 17 | Animate Objects, Awaken |

LEVEL 3: MYSTIC INSCRIPTION

At the end of a long rest, you can use Woodcarver's Tools to carve mystical sigils into a ring, rod, staff, wand, or spellcasting focus, transforming it into your Rune Focus. This process imbues the object with ancient power, allowing it to serve as the focus for your spellcasting. The sigils disappear if you carve them onto a different object, but otherwise, they remain indefinitely.

You can use your Rune Focus to cast both your Rune Magic spells and your Artificer spells.

LEVEL 3: RUNE MAGIC

Through your studies and experiments with ancient runes, you have unlocked a mysterious and forgotten type of magic. By inscribing runes with precision and intent, you manipulate the weave itself, gaining access to new spells and magical powers.

Cantrips You learn two cantrips of your choice from the Druid spell list. For example, Guidance and Starry Wisp are recommended. Whenever you gain a level in this class, you can replace one of these cantrips with another cantrip of your choice from the Sorcerer or Druid spell list.

At 10th level, you learn an additional Druid cantrip of your choice.

Spell Slots The Rune Magic table shows how many spell slots you have to cast your Rune Magic spells of 1st level and higher. You regain all expended spell slots when you finish a long rest.

Prepared Spells of Level 1+. You prepare a separate list of spells, referred to as your Rune Magic spells, distinct from your Artificer spells. These spells represent the ancient magic you channel through your runes.

You prepare two Druid spells of 1st or 2nd level, chosen from the Enchantment, Evocation, or Transmutation schools. These spells must be of a level for which you have spell slots. For example, Thunderwave and Hold Person are recommended.

The number of Rune Magic spells you prepare increases as you gain levels in this class, as shown in the Prepared Spells column of the Rune Magic table.

Whenever the number of prepared spells increases, choose additional spells from the Druid spell list that belong to the Enchantment, Evocation, or Transmutation schools, until the number of spells you prepare matches the table. These spells do not count against your Artificer spells prepared.

Changing Your Prepared Spells. When you gain a Level or finish a long rest, you can replace one spell on your Rune Magic spell list with another Druid spell of the Enchantment, Evocation, or Transmutation schools, provided you have spell slots of its level.

For example, if you're a 5th-level Artificer, you can prepare three Sorcerer and/or Druid spells of 1st, 2nd, or 3rd level from those schools.

Rune Magic. If you have the Rune Magic feature from the Rune Smith subclass and the Spellcasting feature, you can use the spell slots you gain from Rune Magic to cast spells you have prepared from classes with the Spellcasting feature, and you can use the spell slots you gain from the Spellcasting feature to cast Rune spells you have prepared.

The spell slots you gain from Rune Magic are determined by your Artificer level, as shown in the Rune Magic table.

Spellcasting Ability. Intelligence is your spellcasting ability for your Rune Magic spells.

Spellcasting Focus. You can use an object that was turned into a Rune Focus with Mystic Inscription and or Woodcarver's Tools as a spellcasting focus for your Rune Magic spells.

Rune Magic Table

| Artificer Level | Cantrips | Prepared Spells | 1st level Spell slots | 2nd level Spell slots | 3rd level Spell slots | 4th level Spell slots | 5th level Spell slots | 6th level Spell slots | 7th level Spell slots | 8th level Spell slots | 9th level Spell slots |
|-----------------|----------|-----------------|-----------------------|-----------------------|-----------------------|-----------------------|-----------------------|-----------------------|-----------------------|-----------------------|-----------------------|
| 3 | 2 | 2 | 1 | 1 | - | - | - | - | - | - | - |
| 4 | 2 | 2 | 1 | 1 | - | - | - | - | - | - | - |
| 5 | 2 | 3 | - | 1 | 1 | - | - | - | - | - | - |
| 6 | 2 | 3 | - | 1 | 1 | - | - | - | - | - | - |
| 7 | 2 | 4 | - | - | 1 | 1 | - | - | - | - | - |
| 8 | 2 | 4 | - | - | 1 | 1 | - | - | - | - | - |
| 9 | 2 | 5 | - | - | 1 | 1 | 1 | - | - | - | - |
| 10 | 3 | 5 | - | - | 1 | 1 | 1 | - | - | - | - |
| 11 | 3 | 6 | - | - | - | 1 | 1 | 1 | - | - | - |
| 12 | 3 | 6 | - | - | - | 1 | 1 | 1 | - | - | - |
| 13 | 3 | 7 | - | - | - | - | 1 | 1 | 1 | - | - |
| 14 | 3 | 7 | - | - | - | - | 1 | 1 | 1 | - | - |

| | | | | | | | | | | | |
|----|---|----|---|---|---|---|---|---|---|---|---|
| 15 | 3 | 8 | - | - | - | - | 1 | 1 | 1 | 1 | - |
| 16 | 3 | 8 | - | - | - | - | 1 | 1 | 1 | 1 | - |
| 17 | 3 | 9 | - | - | - | - | - | 1 | 1 | 1 | 1 |
| 18 | 3 | 9 | - | - | - | - | - | 1 | 1 | 1 | 1 |
| 19 | 3 | 10 | - | - | - | - | - | 1 | 1 | 1 | 1 |
| 20 | 3 | 10 | - | - | - | - | - | 1 | 1 | 1 | 1 |

LEVEL 5: RUNE SERVANT

When you cast a spell using your Rune Focus, you can inscribe a temporary rune on yourself or an ally within 30 feet, granting one of the following benefits for 1 minute or until triggered.:

- **Rune of Absorption:** The creature gains temporary hit points equal to your artificer level. These hit points last until they are depleted or the rune fades.
- **Rune of Elemental Protection:** Advantage on the next saving throw that would deal acid, cold, fire, lightning, or thunder damage
- **Rune of Stability:** The creature gains advantage on the next saving throws against being grappled, restrained, or knocked prone

You can use this feature a number of times equal to your proficiency bonus per long rest and each creature can only benefit from one rune at a time.

Runic Enhancement: Once per long rest, you can imbue an object with runes for 10 minutes, granting it the effects of Detect Magic or See Invisibility.

LEVEL 9: RUNE WARD

Runeward Creation: You can inscribe a protective ward onto an object or creature using your Rune Focus. This ward lasts for 1 hour or until triggered:

Rune Ward Effekt. When the warded creature is hit by an attack, the damage dealt to the creature by that attack is reduced by an amount equal to your Intelligence modifier. If the creature becomes bloodied, the ward then disappears and grants the creature temporary hit points equal to your artificer level for the next minute or until they are depleted

You can create this ward a number of times equal to your Intelligence modifier (minimum 1) per long rest.

Empowered Glyphs: When a creature triggers one of your Rune Savant effects, you can choose to grant temporary hit points or deal force damage equal to your Intelligence modifier to one creature you can see within 30 feet of you. You can do this a number of times equal to your Intelligence modifier (minimum 1) per long rest.

LEVEL 15: MASTER OF RUNES

You have unlocked the secrets of the most powerful runic magics, granting you unparalleled mastery.

Quickend runes. When you cast a Rune spell and inscribe a rune on a creature, you can apply an additional rune to the same creature or apply the same rune to a different creature of your choice within 30 feet.

Runic Convergence: Once per long rest, as an action, you can inscribe a rune on a surface within 5 feet of you, channeling its power into an area. Choose one of the following effects. Each creature of your choice within 30 feet gains the benefits of the chosen rune for 1 minute:

- **Rune of Peace.** Creatures have advantage on saving throws against spells and magical effects. At the end of each of their turns, they regain 1d8 hit points. A creature cannot regain these hit points if it is incapacitated.
- **Rune of War.** Creatures have advantage on Death saving throws, a +1 bonus to attack rolls, and deal an extra 1d6 force damage on one damage roll per turn.

ARTIFICER ENCHANTMENTS

Artificer enchantments are extraordinary processes that rapidly turn a non magical object into a magic item or improve an already existing one. The description of each of the following enchantment details the type of object that can receive it, along with whether the resulting magic item requires attunement.

Some enchantments specify a minimum artificer level. You can't learn such enchantments until you are at least that level.

Unless an enchantment's description says otherwise, you can't learn an enchantment more than once.

Arcane Lockpick

Item: A set of thieves' tools or an artisan's tool

While holding this item, the user gains the following benefits:

The infused tool grants a +1 bonus to ability checks made to pick locks or disable traps.

The bonus increases to +2 when you reach 10th level in this class additionally the user can detect magical traps and wards within 30 feet as if they had cast Detect Magic. This detection ability does not require concentration and lasts for 1 minute. Once this ability is used, it cannot be used again until the user finishes a short or long rest.

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 wearer can add his Intelligence modifier to Dexterity and Strength ability checks and saving throws.

- The armor includes gauntlets that are each considered a +1 magic melee weapon. You are proficient with these gauntlets, and each one deals 1d8 force damage on a hit. The gauntlets can only be wielded when the hand is empty, and they gain a bonus equal to your Intelligence modifier to their attack and damage rolls. They have the finesse, light, and thrown properties, with a normal range of 20 feet and a long range of 60 feet.

The gauntlets also possess the Slow Weapon Mastery feature. When thrown, the gauntlet detaches and flies to strike its target, then immediately returns to you 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.

Arcanists Lens

Item: goggles or glasses

While wearing this item, the user gains the following benefits:

You have advantage on Arcana and Investigation checks.

You gain darkvision out to a range of 60 feet. If you already have darkvision, its range increases by 30 feet.

At Level 10, the wearer can cast *Identify* and *Detect Magic* once per day without expending a spell slot.

Armor of Magical Strength

Item: A suit of armor (requires attunement)

While wearing this armor, the wearer has advantage on Strength checks and Strength saving throws. Additionally, the armor has 6 charges, which the wearer can expend in the following ways:

Arcane Attacks. You can use your Intelligence modifier instead of your Strength modifier for the attack and damage rolls of your Unarmed Strikes. In addition, when you use the Grapple or Shove option of your Unarmed Strike, you can use your Intelligence modifier instead of your Strength modifier to determine the save DC.

Enhanced Strength: When the wearer makes a Strength check or Strength saving throw, they can use their Intelligence modifier instead of their Strength modifier. Then they can expend 1 charge to add a bonus to the roll equal to their Intelligence modifier. The charge can be expended after seeing the roll but before the outcome is determined.

Steady Stance: If the wearer would be moved against their will or knocked prone, they can use their reaction to expend 1 charge to resist the effect, preventing both the movement and being knocked prone.

The armor regains 1d6 expended charges daily at dawn

Armor of Tools

Item: A suit of armor

This suit of armor has been magically enhanced to integrate artisan's tools and thieves' tools into its structure. As an action, the wearer can touch a set of tools (artisan's or thieves' tools) to integrate it into the armor. The tools remain integrated for 24 hours or until the wearer removes them as an action. The armor can hold up to five different sets of tools at any one time.

While a set of tools is integrated into the armor, the wearer can add their Intelligence modifier to any ability checks made with those tools. The wearer must have at least one hand free to use the tools, and the tools are still treated as magical items, functioning for any task they would typically be used for.

Bloodthirsty weapon

Prerequisite: 6th-level artificer

Item: A melee weapon (requires attunement)

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

Lifedrinker: When you deal damage to a creature that isn't a construct or undead, you regain hit points equal to the amount of damage you dealt.

Bloodied Fury: While you are bloodied you add 1d4 to attack rolls made with this weapon. On a hit you deal 1d6 additional necrotic damage. When you deal necrotic damage regain 1d4 hit points at the end of your turn.

The bonus increases to +2 when you reach 10th level in this class

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.

In addition, the wearer's movement speed isn't reduced by difficult terrain.

Bracers of Arcane Precision

Item: bracers (requires attunement by a spellcaster)

These bracers are imbued with precise magical energy, enhancing the wearer's spellcasting accuracy and defensive reflexes.

Spellcasting Precision: Once per turn, when you make a spell attack roll, you can expend 1 charge to gain advantage on the attack roll.

Arcane Protection: When you are targeted by a ranged weapon attack or a spell, you can use your reaction to expend 1 charge and impose disadvantage on the attack roll.

The bracers have 4 charges and regain 1d4 expended charges daily at dawn. Additionally, these bracers can be used as an arcane focus.

Bracers of Elemental Resistance

Prerequisite: 6th-level artificer

Item: bracersr (requires attunement)

The wearer gains resistance to two damage types of their choice: Fire, Cold, Lightning, Acid, or Poison. The type is chosen when the bracers are attuned and cannot be changed.

Bracers of Empowered Strikes

Item: bracersr (requires attunement)

While wearing these bracers without armor, the wearer's unarmed strikes are considered magical for the purpose of overcoming resistance and immunity to non magical attacks and damage. Additionally, the wearer's unarmed strikes deal an extra 1d4 damage of a type chosen between: acid, bludgeoning cold, fire, lightning, thunder, or force damage.

Bracers of Reckless Strikes

Item: bracers

The bracers have 4 charges. When you make your first attack on your turn, you can expend 1 charge to enter a reckless state for 1 minute. While in this state, you have advantage on melee weapon attack rolls and unarmed strikes during your turn, but attack rolls against you have advantage until the start of your next turn.

This effect ends early if you fall unconscious or use a bonus action to end it. The bracers regain 1d4 expended charges daily at dawn. When you reach 10th level in this class, you gain a +1 to damage and attack rolls.

Elemental Weapon

Prerequisite: 10th-level artificer

Item: A simple or martial weapon

Choose acid, cold, fire, lightning, or thunder. The weapon deals an additional 1d6 damage of the chosen type on a hit.

The damage increases to 2d4 when you reach 14th level in this class and 2d6 at 18th level

Ethereal Steps

Prerequisite: 6th-level artificer

Item: A pair of boots

While wearing these boots, your walking speed increases by 10 feet.

The boots have 4 charges. As a bonus action, or as a reaction immediately after being hit by a melee attack, you can expend 1 charge to cast the *Misty Step* spell without using a spell slot. The boots regain all expended charges at dawn.

Enhanced Arcane Focus

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

While holding this item, a creature gains +1 bonus to spell attack rolls. In addition, the creature ignores half cover when making a spell attack.

The bonus increases to +2 when you reach 10th level in this class.

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.

The bonus increases to +2 when you reach 10th level in this class and +3 at 18th level.

Enhanced Weapon

Item: A simple or martial weapon

This magic weapon grants a +1 bonus to attack and damage rolls made with it. The bonus increases to +2 when you reach 10th level in this class and +3 at 18th level.

Helm of Awareness

Prerequisite: 6th-level artificer

Item: A helmet (requires attunement)

While wearing this helmet, you gain a bonus to initiative rolls equal to your Intelligence modifier and have advantage on initiative rolls. Additionally, you can't be surprised while wearing the helmet, provided you aren't incapacitated.

Mind Sharpener

Item: A suit of armor, robes or rings

The enchanted item can send a jolt to the wearer to refocus their mind. The item has 5 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+1 expended charges daily at dawn.

The number of charges increases to 7 when you reach 10th level in this class and 9 at 18th level.

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 daily at dawn.

The bonus increases to +2 when you reach 14th level in this class

Repeating Shot

Item: A simple or martial weapon with the ammunition property

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. In addition, the creature ignores half cover when making a ranged weapon attack.

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.

The bonus increases to +2 when you reach 10th level in this class

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 at dawn.

When you reach Level 10 in this class, If you are subjected to a spell or effect that allows you to make a Dexterity saving throw to take half damage, you can use your reaction to expend 1 charge to take no damage if you succeed on the saving throw, interposing your shield between yourself and the source of the effect.

Additionally, when forced to make a Dexterity saving throw against a spell or harmful effect, you can expend 1 charge to add your shield's AC bonus to the saving throw. If you do, you have disadvantage on the next attack roll you make before the end of your next turn.

The bonus increases to +2 when you reach 18th level in this class

Resistant Armor

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: Bludgeoning, Piercing, and Slashing damage.

When you reach 6th level in this class, you can also choose from acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder. You gain one additional resistance of your choice at 10th, 14th and 18th level.

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

The bonus increases to +2 when you reach 10th level in this class and +3 at 18th level.

Robe of the Warmage

Prerequisite: 6th-level Artificer

Item: A robe or cloak (requires attunement)

While wearing this robe, you gain a +1 bonus to AC and saving throws while concentrating on a spell. The robe has 3 charges. When you are hit by an attack or fail a saving throw while concentrating on a spell, you can use your reaction and expend 1 charge to gain a +2 bonus to your AC against that attack or a +4 bonus to that saving throw. You regain all expended charges at dawn.

At 14th level in this class, you gain a bonus to your AC and saving throws of +2 while concentrating on a spell and the robe's number of charges increases by a number equal to your spellcasting modifier (minimum of 1).

Runestone of Retaliation

Item: A stone or gemstone (requires attunement by a artificer, barbarians, Fighter, monks, Paladin, Ranger or rogue)

This rune can be magically engraved onto a piece of armor, a ring, a shield, or a weapon using an action. While holding or wearing the engraved item and attuned to the rune, you gain the following benefits:

Mark of Retaliation: When you take the Attack action against a creature with a weapon attack or unarmed strike, you can mark it for 1 minute as part of the attack, regardless of whether the attack hits or misses, and the mark remains until the effect ends or you mark another creature. If a marked creature attacks a creature other than you or forces another creature to make a saving throw, your next attack against the marked creature before the end of your next turn is a guaranteed critical hit. If the marked creature dies, you can move the mark to a different creature as part of your next Attack or as a bonus action. You can mark a creature twice. You regain all uses after a short or long rest. While holding or wearing the engraved item, you gain a +1 bonus to attack and damage rolls against marked creatures.

After a short or long rest, you can use an action to move the engraving to a different eligible item. If you unattune from the rune, the engraving vanishes and reappears as a glowing symbol on the nearest non magical stone or rock.

When the engraved Item requires attunement, than the Rune will Share the same attunement slot of the engraved Item.

The bonus increases to +2 when you reach 10th level in this class and you gain an additional use of Mark of Retaliation.

Runestone of Time

Prerequisite: 6th-level artificer

Item: A gem (requires attunement)

As a Magic Action you can integrate this Rune in a arcane Focus, granting it following Effekt:

You can give yourself a bonus to your initiative rolls equal to your Spellcasting modifier, up to a maximum of +3.

When you reach Level 14 in this class, the maximum bonus this item can grant to your initiative increases to +6. Additionally, a creature gains +1 bonus to spell attack rolls and your Spell DC. In addition, twice per day, after making an ability check but before the outcome is determined, you can change the result of your roll to 10.

Spell Guarding Armor

Prerequisite: 6th-level artificer

Item: heavy armor (requires attunement)

This suit of armor is engraved with ancient runes, granting it mystical abilities. While wearing this armor, the wearer has advantage on saving throws against spells and magical effects.

When you reach Level 10 in this class, you gain a bonus of +1 to your. Additionally once per day, when the wearer fails a saving throw against a spell, they can use their reaction to reroll the saving throw. They must use the new roll.

Spell Guarding Staff

Prerequisite: 14th-level artificer

Item: A rod, staff or wand

This staff is engraved with ancient runes, granting it mystical abilities. While holding this staff, the wearer gains the following benefits: When you are affected by a spell or magical effect, you can expend 1 charge as a reaction to gain a bonus of 1d6 on the saving throw, or a bonus to your AC against the effect. While holding this staff, you gain a +1 bonus to spell attack rolls and your spell save DC. You ignore half cover when making a spell attack.

The staff has 4 charges and regains all expended charges at dawn.

Spell-Refueling Ring

Prerequisite: 6th-level artificer

Item: A ring (requires attunement)

While wearing this ring, the creature can recover one expended spell slot as an action. The recovered slot can be of 3rd level or lower. Once used, the ring can't be used again until the next dawn.

When you reach 18th level in this class, you can recover one additional spell slot of 5th level or lower. when you use the ring.

Quiver of Spectral Arrows

Item: A quiver (requires attunement)

This magic quiver grants a +1 bonus to attack and damage rolls made with ranged weapon attacks that use its created arrows. It has 4 charges and you can expend one charge as a bonus action to create 10 spectral arrows of one of the following types.

Arrow of Frost: The target must succeed on a Dexterity saving throw (DC = 10 + your proficiency bonus) or have its movement speed reduced by 15 feet until the end of its next turn as frost begins to encase it.

Arrow of Flames: The arrow deals 1d4 additional fire damage and the target must succeed on a constitution saving throw or is burned until the end of its next turn.

Arrow of Storms: The target must succeed on a strength saving throw of 10 + your PB or it's pushed 10 feet back in a straight line away from you.

Arrow of Tremors: When this arrow strikes a target, the ground in a 10-foot radius centered on the target trembles violently. All creatures in the area must succeed on a Constitution saving throw (DC = 10 + your proficiency bonus) or have their movement speed reduced by 5 feet until the end of their next turn. Additionally, any creature in the area that is concentrating on a spell must succeed on a Constitution saving throw (same DC) to maintain concentration.

A creature can only be affected by the special effects of one spectral arrow per turn. The quiver regains all expended charges daily at dawn.

The arrows created by the quiver vanish right after it hits or misses a target.

When you reach 10th level in this class, the bonus to attack and damage rolls increases to +2, and the quiver gains 8 charges instead of 4.

Replicate Magic Item

Using this enchantment, you replicate a particular magic item. You can learn this enchantment multiple times, but you can't replicate a magic item more than once; each time you do so, choose a magic item that you can make with it, picking from the Replicable Items tables, but you can't choose the same item twice. A table's title tells you the level you must be in the class to choose an item from the table. Alternatively, You can only use this enchantment on a non magical object and not on another magic item. 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 or more information about it, including the type of object required for its making.

| Replicable Magic Items (2nd-Level Artificer) | |
|--|-------------------|
| Magic Item | Attunement |
| Alchemy Jug | No |
| Bag of Holding | No |
| Cap of Water Breathing | No |
| Goggles of Night | No |
| Rope of Climbing | No |
| Sending Stones | No |
| Wand of Magic Detection | No |
| Wand of Secrets | No |
| Common Armor, Ring, Wand, Weapon, or Wondrous Item that isn't cursed, a potion or a spell scroll (you can learn this option multiple times and must select a different item each time; each item selected counts as a different enchantment) | Varies |

| Replicable Magic Items (6th-Level Artificer) | |
|--|-------------------|
| Magic Item | Attunement |
| Animated Shield | Yes |
| Boots of Elvenkind | No |
| Cloak of Elvenkind | Yes |
| Cloak of the Manta Ray | No |
| Eyes of Charming | Yes |
| Gloves of Thievery | No |
| Lantern of Revealing | No |
| Pipes of Haunting | No |
| Ring of Jumping | Yes |
| Ring of Mind Shielding | Yes |
| Ring of Vengeance (appears in this UA) | Yes |
| Ring of Water Walking | No |
| Uncommon Armor or Weapon that isn't cursed or able to store spells (you can learn this option multiple times and must select a different item each time; each item selected counts as a different enchantment) | Varies |

| Replicable Magic Items (10th-level artificer) | |
|---|-------------------|
| Magic Item | Attunement |
| Boots of Striding and Springing | Yes |
| Boots of the Winterlands | Yes |
| Bracers of Archery | Yes |
| Brooch of Shielding | Yes |
| Cloak of Protection | Yes |
| Eyes of the Eagle | Yes |
| Gauntlets of Ogre Power | Yes |
| Gloves of Missile Snaring | Yes |
| Gloves of Swimming and Climbing | Yes |
| Hat of Disguise | Yes |
| Headband of Intellect | Yes |
| Helm of Telepathy | Yes |
| Medallion of Thoughts | Yes |
| Necklace of Adaptation | Yes |
| Periapt of Wound Closure | Yes |
| Pipes of the Sewers | Yes |
| Quiver of Ehlonna | No |
| Slippers of Spider Climbing | Yes |
| Ventilating Lungs (Eberron: Rising from the Last War) | Yes |
| Winged Boots | Yes |

| | |
|--|--------|
| Uncommon Ring, Staff or Wand 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 enchantment) | Varies |
|--|--------|

| Replicable Magic Items (14th-level artificer) | |
|---|-------------------|
| Magic Item | Attunement |
| Amulet of Health | Yes |
| Arcane Propulsion Arm (Eberron: Rising from the Last War) | Yes |
| Armguard of the Versatile Sentinel (appears in this UA) | Yes |
| Belt of Hill Giant Strength | Yes |
| Boots of Levitation | Yes |
| Boots of Speed | Yes |
| Bracers of Defense | Yes |
| Cloak of the Bat | Yes |
| Dimensional Shackles | No |
| Gem of Seeing | Yes |
| Horn of Blasting | No |
| Ring of Free Action | Yes |
| Ring of Protection | Yes |
| Ring of the Ram | Yes |
| Rare Armor, Weapon, Rod or Staff that isn't cursed or able to store spells (you can learn this option multiple times and must select a different item each time; each item selected counts as a different enchantment. You can have no more than three Rare items created by Replicate Magic Item enchantment at a time.) | varies |

| Replicable Magic Items (18th-level artificer) | |
|---|-------------------|
| Magic Item | Attunement |
| Armor Of Invulnerability | Yes |
| Cauldron of Rebirth | Yes |
| Cloak of Arachnida | Yes |
| Crystal Ball | Yes |
| Defender | Yes |
| Efreeti Chain | Yes |
| Obsidian Steed Figurine of Wondrous Power | No |
| Horseshoes of a Zephyr | No |
| Ioun Stone of Intellect | Yes |
| Ioun Stone of Leadership | Yes |
| Ring of Spell Turning | Yes |
| Robe of Stars | Yes |
| Scarab of Protection | Yes |
| Staff of Fire | Yes |
| Staff of Frost | Yes |
| Staff of Thunder and Lightning | Yes |
| Staff of Power | Yes |
| Sword of Answering | Yes |
| Very Rare Armor, Weapon, and Ring that isn't cursed or able to store spells | varies |

(you can learn this option multiple times and must select a different item each time; each item selected counts as a different enchantment. You can have no more than three Very Rare and two Legendary items created by Replicate Magic Item enchantment at a time.)

New Spell

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.

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.

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.

| | MOD | SAVE | | MOD | SAVE | | MOD | SAVE |
|--------|-----|------|--------|-----|------|--------|-----|------|
| Str 4 | −3 | −3 | Dex 15 | +2 | +2 | Con 12 | +1 | +1 |
| Int 10 | +0 | +0 | Wis 10 | +0 | +0 | Cha 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

New Magic Items:

Armguard of the Versatile Sentinel

Very Rare, wondrous item (requires attunement by a Barbarian, Fighter, Monks or Paladin)

This finely crafted armguard doubles as a shield, offering exceptional protection and versatility. Emblazoned with the symbol of an eye, it sharpens your awareness and reflexes while freeing your hand for other tasks.

Properties

Integrated Shield: While you are not wielding a shield, this armguard functions as a magical +2 shield, granting you a total bonus of +4 to AC while worn. The hand it is attached to remains free, allowing you to wield two-handed weapons or perform somatic spell components.

Enhanced Awareness: You have advantage on initiative rolls and Wisdom (Perception) checks while wearing this armguard.

Unyielding Grip: The armguard magically secures itself to your forearm, making it impossible to disarm or remove against your will unless you are incapacitated.

Swift Defense: When you are hit by an attack or forced to make a Dexterity Saving throw, you can use your reaction and expend 1 charge to create a magical barrier that bolsters the shield's protection. Until the start of your next turn, you gain a +2 bonus to your AC and Dexterity Saving throws, including against the triggering attack or saving throw. The armguard has 5 charges and regains 1d4 + 1 expended charges daily at dawn.

Details:

AC Bonus: +4 (this includes the armguard's +2 shield bonus).

Weight: 6 pounds.

Ring of the Mystra's blessing

Legendary, wondrous item (requires attunement by a Artificer, Paladin, or Ranger)

This ring enhances your connection to magic, granting the following benefits while you are attuned to it:

Enhanced Spellcasting: Your spellcasting progression is improved, allowing you to use the spell slot table of the following classes, based on your own:

- **Artificer:** You use the Wizard spell slot table.
- **Paladin:** You use the Cleric spell slot table.
- **Ranger:** You use the Druid spell slot table.

Expanded Prepared Spells: You can prepare two additional spells for each level of spell slots you have access to. These additional spells must be chosen from the expanded spell list associated with your class, as follows:

- **Artificer:** You can choose from the Wizard spell lists, and the chosen spells count as Artificer spells for you.
- **Paladin:** You can choose from the Cleric spell lists, and the chosen spells count as Paladin spells for you.
- **Ranger:** You can choose from the Druid spell lists, and the chosen spells count as Ranger spells for you.

Whenever you gain a new spell slot level or your number of prepared spells increases, you can select your additional prepared spells from these expanded spell lists. Additionally, when you replace a prepared spell, you may select its replacement from these spell lists.

Return to Normal Spellcasting: If you don't wear the ring or unattune from it, you lose the additional prepared spells and spell slots granted by it. Your spellcasting progression and prepared spells return to their normal state as determined by your class.

Ring of Vengeance

Very Rare, wondrous item (requires attunement by a Artificer, Barbarian, Fighter, Monk, Paladin, Ranger or Rogue)

While wearing this attuned ring, you can mark a creature when you hit it with a weapon attack or unarmed strike. The mark lasts for 1 minute or until the marked creature dies or you mark another creature. You gain the following benefits and drawbacks while the mark is active:

- **Mark of Vengeance:** When the marked creature attacks a creature other than you or forces another creature to make a saving throw, its attack rolls and its saving throw DC is reduced by 1d4 until the beginning of its next turn. Additionally the next time you hit the marked creature with an attack before the end of your next turn, the attack becomes an automatic critical hit.
- **Unyielding Pursuit:** At the start of your next turn you gain extra movement equal to half your walking speed. You can only use the extra movement to move towards the marked creature
- **Cinder eyes:** The marked creature cannot benefit from the invisible condition against you. Additionally, you have advantage on Wisdom (Perception) and Wisdom (Survival) checks to track or locate the marked creature while it is within 120 feet of you. You also gain advantage on attack rolls against the marked creature and a +1 bonus to the attack's damage roll. However, the marked creature has advantage on its first attack roll against you on each of its turns.

You can mark a number of creatures equal to your proficiency bonus

You regain all uses when you finish a short or long rest

Arcane Potion spell list

| <u>Erlernbar</u> | <u>Möglich dem trunk hinzu zu fügen</u> |
|---------------------------|---|
| 1st level Spells | 1st level Spells |
| Burning Hands | Burning Hands |
| Color Spray | Color Spray |
| Comprehend Languages | Comprehend Languages |
| Detect Evil and Good | Detect Evil and Good |
| Detect Magic | Detect Magic |
| Detect Poison and Disease | Detect Poison and Disease |
| Disguise Self | Disguise Self |
| False Life | False Life |
| Goodberry | Goodberry |
| Speak with Animals | Speak with Animals |
| Thunderwave | |
| 2nd level Spells | 2nd level Spells |
| Alter Self | Alter Self |
| Blur | Blur |

| | |
|--------------------------|--------------------------|
| Detect Thoughts | Detect Thoughts |
| Gust of Wind | Gust of Wind |
| Locate Animals or Plants | Locate Animals or Plants |
| Locate Object | Locate Object |
| Mirror Image | Mirror Image |
| Pass without Trace | Pass without Trace |
| See Invisibility | See Invisibility |
| 3rd level Spells | 3rd level Spells |
| Aura of Vitality | Aura of Vitality |
| Blink | Blink |
| Fear | Fear |
| Lightning Bolt | |
| Speak with Plants | Speak with Plants |
| Spirit Guardians | |
| Vampiric Touch | |
| 4th level Spells | 4th level Spells |
| Aura of Life | Aura of Life |

| | |
|--------------------------|--------------------------|
| Aura of Purity | Aura of Purity |
| Conjure Minor Elementals | Conjure Minor Elementals |
| Conjure Woodland Beings | |
| Divination | Divination |
| Fire Shield | Fire Shield |
| Fount of Moonlight | |
| Locate Creature | Locate Creature |
| 5th level Spells | 5th level Spells |
| Antilife Shell | Antilife Shell |
| Circle Of Power | Circle Of Power |
| Cone Of Cold | |
| Destructive Wave | |
| Dispel Evil and Good | Dispel Evil and Good |
| Mislead | Mislead |
| Tree Stride | Tree Stride |
| Yolande's Regal Presence | |