

THE ARCANE TINKERER

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ARCANE TINKERERS ARE INVENTORS, ENGINEERS AND WIZARDS—USUALLY IN THAT ORDER. BY IMBUING MUNDANE OBJECTS WITH ARCANE POWER, THEY CAN CREATE TOOLS FOR ALMOST ANY OCCASION. WITH ENOUGH PRACTISE AND EXPERIMENTATION, ARCANE TINKERERS CAN USE THESE TOOLS TO ENHANCE ALREADY POWERFUL SPELLS, COMBINING THEIR MAGICAL AFFINITY WITH MECHANICAL EFFICIENCY. AS LONG AS THEY KEEP THEIR TOOLS IN GOOD WORKING ORDER, OF COURSE!

A GUIDE TO THE ARCANE TINKERER, A NEW CLASS FOR DUNGEONS & DRAGONS 5TH EDITION.
INCLUDES FULL DETAILS ON THE CLASS, PLUS 3 SUBCLASSES.
DESIGNED TO FIT THEMATICALLY ALONGSIDE THE ROCK GNOME RACE.

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ARCANE TINKERER

A young halfling peeks through the lock of a closed door. Stepping back, she flicks through her backpack, before selecting a long, green-tipped wand. She places it carefully into the lock, letting out a quiet chuckle as a thick, green gas fills the room. “Good night!” she whispers, then nods to the rest of her team: “we’re in.”

The travelling high-elfen tinkerer speeds along in a horseless carriage driven by arcane energy alone. A bandit’s arrow strikes his vehicle: the elf rolls his eyes, carefully lays the device he is working on aside, and pulls a lever by his desk. Instantly, the carriage vanishes from sight.

The castle’s portcullis crashes down ahead of the tiny gnomish woman, trapping her inside. She frowns and pulls out a small mechanical mouse, which she throws through a gap in the grating. The mouse spreads a pair of leathern wings and soars up into the gatehouse above. As the gnome turns to face her pursuers, she hears a faint click and the portcullis creaks open. She slides under the gap, breathing a sigh of relief.

Arcane tinkerers are inventors, engineers and wizards—usually in that order. By imbuing mundane objects with arcane power, they can create tools for almost any occasion. With enough practise and experimentation, arcane tinkerers can use these tools to enhance already powerful spells, combining their magical affinity with mechanical efficiency. As long as they keep their tools in good working order, of course!

ARCANO-MECHANICAL GENIUS:

Arcane tinkerers draw their power from their inventions. Often, they are first drawn to this specialism by a pet project or long-held obsession. Perhaps they want to build a mechanical familiar after deciding that they can enhance the power of the find familiar spell. Maybe they have spent years developing the perfect wand to help channel their arcane abilities. Over the years, an arcane tinkerer seeks to build on their inventions, improving them and developing their power as they learn more about their craft. Some specialise in enhancing their own form, some in building arcano-mechanical constructs and others in the construction of large, magically-driven vehicles to traverse the forgotten realms.

INSPIRED INVENTORS:

Arcane tinkerers are keen to constantly test the boundaries of the arcane. To their minds, there is always a tweak here or adjustment there that will get that little bit more out of a spell. Sure, firing three magic missiles is great, but if we alter the angle of this wand slightly, can we make it four? Or maybe twice that? Spells can misfire, but wands work every time! Unless they explode in your hand, of course—but that’s just an emergent property.

Looking for inventive solutions, often to problems that don’t even exist yet, is where arcane tinkerers thrive. And when those problems happen to actually appear, well, you couldn’t ask for a more enthusiastic ally!

CREATING AN ARCANE TINKERER:

The biggest two questions to ask yourself when you create an arcane tinkerer are: how did you come to study magic? And: how did you come to study mechanical constructs? You might have learnt both skills in the same place, or the study of one might have led into the study of the other. Are you just insatiably curious, a bit of a polymath? Were you a mechanic or a blacksmith by trade, and saw the application of magic as the next level of your craft? Maybe you discovered an incredible construct that you have spent years rebuilding, learning the spells and skills required as needed?

Next, what drove your character to adventure? Has their thirst for knowledge outgrown their home town? Maybe you have been tempted away from home by rumours of ancient artefacts, just waiting to be discovered and improved upon!

There might also be space for your character to run a shop in their downtime or ply their trade while on the move to make a bit of money between adventures, so it’s worth discussing your background and skills with your DM.

ARCANE TINKERER

Level	Proficiency Bonus	Features	Cantrips Known	Wands Crafted	Spell Slots	Slot Level	Inventions Created
1st	+2	Tinkerer's Tool Expert, Wand Magic, Wand Belt	1	1	1	1st	—
2nd	+2	Inventions	1	2	2	1st	2
3rd	+2	Arcano-Mechanical Specialist, Scrap Collector	1	3	2	2nd	2
4th	+2	Ability Score Improvement	2	4	2	2nd	2
5th	+3	—	2	5	2	3rd	3
6th	+3	Arcano-Mechanical Specialist Feature	2	6	2	3rd	3
7th	+3	—	2	7	2	4th	4
8th	+3	Ability Score Improvement	2	8	2	4th	4
9th	+4	—	2	9	2	5th	5
10th	+4	Arcano-Mechanical Specialist Feature	3	9	2	5th	5
11th	+4	Unique Invention	3	10	3	5th	5
12th	+4	Ability Score Improvement	3	10	3	5th	6
13th	+5	Unique Invention	3	11	3	5th	6
14th	+5	Arcano-Mechanical Specialist Feature	3	11	3	5th	6
15th	+5	Unique Invention	3	12	3	5th	7
16th	+5	Ability Score Improvement	3	12	3	5th	7
17th	+6	Unique Invention	3	13	4	5th	7
18th	+6	—	3	13	4	5th	8
19th	+6	Ability Score Improvement	3	14	4	5th	8
20th	+6	Technological Genius	3	14	4	5th	8

CLASS FEATURES

As an Arcane Tinkerer, you gain the following class features.

HIT POINTS

Hit Dice: 1d6 per Arcane Tinkerer level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per Arcane Tinkerer level after 1st.

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons, hand crossbows

Tools: Two sets of Artisan's Tools

Saving Throws: Intelligence, Dexterity

Skills: Choose three skills from Arcana, Investigation, History, Perception, Medicine and Sleight of Hand

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a hand crossbow and 20 bolts or (b) any simple weapon
- (a) a component pouch or (b) an arcane focus
- Tinkerer's tools
- (a) a scholar's pack or (b) an explorer's pack
- Leather armor, any simple weapon

TINKERER'S TOOLS EXPERT

You gain expertise in Tinkerer's Tools if you are already proficient; otherwise, you gain proficiency in Tinkerer's Tools.

WAND MAGIC

Your affinity for the arcane has given you the ability to cast a few essential cantrips. Given your natural gift for crafting wonderous objects, you can also carve wands which can be used to cast spells of 1st level and higher. See Using Wands below for more details on casting spells with wands.

CANTRIPS

You know one cantrip of your choice from the Arcane Tinkerer spell list. You learn additional Arcane Tinkerer cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Arcane Tinkerer table.

SPELL SLOTS

The Arcane Tinkerer table shows how many spell slots you have. The table also shows what the level of those spell slots is. To cast one of your Arcane Tinkerer spells of 1st level or higher using a wand, you must expend a spell slot.

As part of a long rest, you clean and repair your wands, regaining all spell slots. During a short rest, you can attempt to make repairs to your wands on the fly using a Tinkerer's Tools (Intelligence) roll. If you choose to do so, you are unable to stand watch effectively as you get absorbed in your work, granting you disadvantage on any perception checks and initiative rolls made during the short rest. You recover a number of spell slots equal to your roll divided by 5, rounded down, as shown by the table below:

WAND MAINTENANCE

Tinkerer's Tools Roll Number of Spell Slots Regained

Less than 5	0
5 to 9	1
10 to 14	2
15 to 20	3
More than 21	4

You cannot recover more spell slots than your current maximum.

WAND CRAFTING

At 1st level, you have crafted one wand. When crafting a wand, you can choose any spell from the Arcane Tinkerer spell list (see below) of a spell level no higher than what is displayed in the class table's Slot Level column for your level. When wielding the crafted wand, you may cast the spell you have chosen (see Wandcasting). The Wands Crafted column of the Arcane Tinkerer table shows when you can craft additional wands as you become more adept at maintaining them all. When you gain a level in the Arcane Tinkerer class, you can repurpose a previously crafted wand, changing the spell associated with it.

WANDCASTING

When wielding a wand you have crafted, you can cast the spell stored within, following the rules of the spell. The wand fulfils all component requirements of that spell, somatic, verbal and material. Casting a spell through a crafted wand requires the use of a spell slot, but the spell is cast one level higher than the spell slot used, if applicable. So, using a 1st level spell slot to cast magic missile would allow you to cast magic missile as a 2nd level spell.

Other characters can also use your wands to cast spells as above, if you allow them to do so. When another character casts a spell using one of your wands, it uses up one of your spell slots (as you supply the arcane power needed to activate it), but the spell is cast one level below the level of the spell slot, if applicable, to a minimum of 1st level. So, using one of your wands with a 2nd level spell slot to cast sleep would allow another player to cast sleep as a 1st level spell.

Additionally, while you are holding any of your wands, you can use the wand to fulfil all component requirements of any cantrips that you are able to cast.

WANDCASTING & SPELLCASTING ABILITY

Intelligence is your spellcasting ability for all Arcane Tinkerer cantrips and wandcast spells, so you use your Intelligence modifier wherever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for an Arcane Tinkerer spell you cast, and when making an attack roll with an Arcane Tinkerer spell. If another character uses one of your wands to cast a spell, it still uses your spellcasting ability, as you are providing the magical energy to channel through the wand.

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

Spell attack modifier = your proficiency bonus + your Intelligence modifier

WAND BELT

You wear a wand belt across your chest which has space to hold two wands of your choice in easy-to-access spaces. As a bonus action, you can swap any wand you are holding with a wand on your wand belt.

INVENTIONS

Your expertise with arcane objects has led you to create dozens of interesting items over the course of your career. As you hone your craft, you are able to create permanent, magically imbued items and constructs, supplementing your abilities and powers.

At 2nd level, you gain two permanent inventions from the invention list detailed below. When you reach certain levels in the Arcane Tinkerer class, you gain access to additional inventions as you optimise the maintenance of previous items, as detailed in the Inventions column of the Arcane Tinkerer table.

When you gain a level in Arcane Tinkerer, you can also choose to deconstruct one of your inventions, creating another from its parts.

ARCANO-MECHANICAL SPECIALIST

At 3rd level, you begin to specialise in a more niche field of arcane tinkering: Construct Expert, Invention Expert or Vehicle Expert, each of which is detailed below. This choice grants you features at 3rd level and then at 6th, 10th and 14th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

UNIQUE INVENTION

At 11th level, you reach a breakthrough with one of your longer-running experiments. You can choose one unique invention from the unique invention list below. You receive additional unique inventions at 13th, 15th and 17th level. You can change unique inventions when you gain a level in the Arcane Tinkerer class.

TECHNOLOGICAL GENIUS

At 20th level, your intelligence allows you to piece things together at lightning speed. Your Intelligence score increases by 4. Your maximum for your Intelligence score is now 24. In addition, whenever you make a skill check that allows you to add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

ARCANO-MECHANICAL SPECIALTIES

CONSTRUCT EXPERT

CLOCKWORK COMPANION CRAFTER

From 3rd level you can spend 8 hours crafting a Modron familiar. This requires metal scrap material with a total value of 50gp, which you could find in the form of discarded weapons or armour, or buy directly from a merchant. Sustaining and maintaining your Modron servant is hard work, so you can't have more than one Modron servant at a time.

MONODRONE CONSTRUCTION

From 3rd level, when you craft a clockwork companion using the Clockwork Companion Crafter feature, you can choose to gain the service of a Monodrone imbued with an arcane spirit. Appearing in an unoccupied space within range, the Monodrone has the statistics listed in the Monster Manual, including the Axiomatic Mind and Disintegrate traits. It obeys only you and shares an arcane bond with you. It cannot be fooled or forced into following the orders of any other creature.

You add your proficiency bonus to the Monodrone's AC, attack rolls and saving throws. Its HP equals its normal maximum or 4 times your Arcane Tinkerer level, whichever is higher.

Unlike other Monodrones, it can understand and speak common and can be given complex instructions, rather than only being able to focus on a single task. It acts independently of you when not following a specific command. In combat, it rolls its own initiative and acts on its own turn but cannot make an attack. When you are able to make an attack on your turn, you can instead forgo one attack to allow the Monodrone to make use of one of its own attacks. The Monodrone can equip and use items, including your wands. If a Monodrone casts a spell using one of your wands, it can cast it as if you were the caster for the purposes of your Wand Magic feature, but you must use an action on your turn to activate the wand.

While your Monodrone is within 100 feet of you, you can communicate with it telepathically.

DUODRONE CONSTRUCTION

From 6th level, when you craft a clockwork companion using the Clockwork Companion Crafter feature, you can choose one of two options:

You can choose to construct a Monodrone, as detailed in the Monodrone Construction feature, with the addition that it can now also make a single melee or ranged attack of its own, without forgoing any of your attacks, on its turn.

Or you can choose to gain the service of a Duodrone imbued with an arcane spirit. Appearing in an unoccupied space within range, the Duodrone has the statistics listed in the Monster Manual, including the Axiomatic Mind and Disintegrate traits. It obeys only you and shares an arcane bond with you. It cannot be fooled or forced into following the orders of any other creature.

You add your proficiency bonus to the Duodrone's AC, attack rolls and saving throws. Its HP equals its normal maximum or 4 times your Arcane Tinkerer level, whichever is higher.

Unlike other Duodrones, it can understand and speak common and can be given complex instructions, rather than only being able to focus on a pair of tasks. It acts independently of you when not following a specific command. In combat, it rolls its own initiative and acts on its own turn but cannot make an attack. When you are able to make an attack on your turn, you can instead forgo one attack to allow the Duodrone to use its reaction to make a single melee or ranged attack. The Duodrone can equip and use items, including your wands. If a Duodrone casts a spell using one of your wands, it can cast it as if you were the caster for the purposes of your Wand Magic feature, but you must use an action on your turn to activate the wand.

While your Duodrone is within 100 feet of you, you can communicate with it telepathically.

TRIDRONE CONSTRUCTION

From 10th level, when you craft a clockwork companion using the Clockwork Companion Crafter feature, you can choose one of two options:

You can choose to construct a Duodrone, as detailed in the Duodrone Construction feature, with the addition that it can now also make a single melee or ranged attack of its own, without forgoing any of your attacks, on its turn. If you choose to forgo one attack on your turn to allow the Duodrone to attack, it can now also use its multi-attack feature in place of a single melee or ranged attack.

Or you can choose to gain the service of a Tridrone imbued with an arcane spirit. Appearing in an unoccupied space within range, the Tridrone has the statistics listed in the Monster Manual, including the Axiomatic Mind and Disintegrate traits. It obeys only you and shares an arcane bond with you. It cannot be fooled or forced into following the orders of any other creature.

You add your proficiency bonus to the Tridrone's AC, attack rolls and saving throws. Its HP equals its normal maximum or 4 times your Arcane Tinkerer level, whichever is higher.

Unlike other Tridrones, it can understand and speak common and can be given complex instructions, rather than only being able to focus on three single tasks. It acts independently of you when not following a specific command. In combat, it rolls its own initiative and acts on its own turn but cannot make an attack. When you are able to make an attack on your turn, you can instead forgo one attack to allow the Tridrone to use its reaction to make a single melee or ranged attack. The Tridrone can equip and use items, including your wands. If a Tridrone casts a spell using one of your wands, it can cast it as if you were the caster for the purposes of your Wand Magic feature, but you must use an action on your turn to activate the wand.

While your Tridrone is within 100 feet of you, you can communicate with it telepathically.

QUADRONE CONSTRUCTION

From 14th level, when you craft a clockwork companion using the Clockwork Companion Crafter feature, you can choose one of two options:

You can choose to construct a Tridrone, as detailed in the Tridrone Construction feature, with the addition that it can now also make a single melee or ranged attack of its own, without forgoing any of your attacks, on its turn. If you choose to forgo one attack on your turn to allow the Tridrone to attack, it can now also use its multi-attack feature in place of a single melee or ranged attack.

Or you can choose to gain the service of a Quadrone imbued with an arcane spirit. Appearing in an unoccupied space within range, the Quadrone has the statistics listed in the Monster Manual, including the Axiomatic Mind and Disintegrate traits. It obeys only you and shares an arcane bond with you. It cannot be fooled or forced into following the orders of any other creature.

You add your proficiency bonus to the Quadrone's AC, attack rolls and saving throws. Its HP equals its normal maximum or 4 times your Arcane Tinkerer level, whichever is higher.

Unlike other Quadrone, it can understand and speak common and can be given complex instructions, rather than only being able to focus on four specific tasks. It acts independently of you when not following a specific command. In combat, it rolls its own initiative and acts on its own turn but cannot make an attack. When you are able to make an attack on your turn, you can instead forgo one attack to allow the Quadrone to use its reaction to make a single melee or ranged attack. The Quadrone can equip and use items, including your wands. If a Quadrone casts a spell using one of your wands, it can cast it as if you were the caster for the purposes of your Wand Magic feature, but you must use an action on your turn to activate the wand.

While your Quadrone is within 100 feet of you, you can communicate with it telepathically.

INVENTION EXPERT

INVENTION MAINTENANCE ROUTINE

At 3rd level you gain an additional 2 inventions from the inventions list. You gain another additional 2 inventions at 6th, 10th and 14th level.

VEHICLE EXPERT

TINKERER'S HAVERSACK

At 3rd level, you have crafted an extradimensional storage space in the shape of a backpack. The backpack is the size of a normal backpack and has just two central pouches.

The first pouch has the same capacity on the inside as a normal backpack and follows the standard rules on object interaction when removing things from it or placing things into it.

The second pouch, when opened, reveals a small keyhole. When the correct key is placed into the hole and the password is spoken - both of which are created or chosen at the time the bag is created - the bag unfolds into a wooden crate, 10ft wide, 8ft high and 15ft long, with a door at one end and a window in the middle of each of the long ends. This process requires 1 minute to complete. Opening the door to the crate requires usage of the same key and password.

Inside the crate is a 15ft by 10ft room, suitable in height for medium creatures. On the left, under one of the windows, is large wooden chest, which contains the remaining contents of the backpack. Items placed into this chest are also accessible in the other pouch of the backpack when the crate is stowed away.

On the right sits another, larger chest. At the far end, a table spans the width of the room with several chairs. Above the table, shelves line the wall to the ceiling. The right hand side of the table has a selection of buttons and levers laid out on a control panel and a larger chair sits bolted in front of it.

A small ladder sits adjacent to the door, which leads into an extradimensional room above. The upper room has the same dimensions as the room below, but contains 3 sets of bunk beds for up to 6 medium creatures to rest in.

Sitting at the controls, a trained operator can pull on the levers to allow the crate to move. Pulling on the various levers causes 3 pairs of legs to emerge from the sides of the crate. These legs give the crate a movement speed of 35ft per round, or 4mph. A scrying rune on the front of the crate gives the operator a 120ft wide cone of vision from the front, based on the operator's senses. The crate can be operated up to 12 hours a day by a skilled operator before the magic it runs on is spent and it must recharge for 12 hours.

Pressing the final button on the control panel causes the crate to fold back into a backpack. The door opens and all living creatures, except the operator, are ejected from the crate within 10ft of the door, landing prone. The operator is deposited safely on their feet at the entrance to the crate. Over the course of a single round, the crate returns to its backpack form. All objects stored in the crate which are not in the wooden chest remain where they are and are inaccessible from the outside.

The crate has an AC of 10 and 100 HP. If the crate is ever reduced to below 50HP, all living creatures are ejected as above, including the operator, as it reverts to backpack form to repair. Over the course of 8 hours, the crate repairs itself.

The backpack is immune to all non-magical damage. Attacks that target the Arcane Tinkerer do not automatically target the backpack, but area of effect spells deal damage to the backpack equal to the damage taken by the Arcane Tinkerer. If the backpack is destroyed, the Arcane Tinkerer must spend 8 hours and 200gp of wooden or metal scrap to craft a new one. All items stored in the crate when the backpack is destroyed are scattered in a 20ft radius. As long as it isn't destroyed, the backpack fully repairs over 8 hours.

ADDITIONAL VEHICULAR ROOMS

At 6th level, you can add an additional extradimensional floor to your vehicle, from the list of rooms below. You can add another room at level 10 and 14.

ALCHEMIST'S LAB

This room is split into two. On one side is a small greenhouse for growing herbs or other plants. On the other side is an alchemical workbench.

While in this room, you have access to Alchemist's Supplies and you have advantage on all checks made using Alchemist's Supplies.

In addition, you can create a number of Alchemical Healing Potions equal to your intelligence modifier each day (minimum of 1). As an action, a character can drink one of these potions to regain HP equal to your intelligence modifier plus your proficiency bonus.

These potions lose their potency after 8 hours.

TAVERN

This room must be the entrance to your vehicle. Other rooms can be pushed up to higher floors to accommodate this. The room has a bar along one wall with 4 stools and a shelf for standing along the other wall. At the back of the room sits a brewing still and cooking equipment.

While in this room, you have access to Brewer's Supplies and Cook's Utensils and you have advantage on all checks made using either.

You can create homebrewed beer and homecooked meals in here during a short rest. If entertaining a patron in your tavern, you can offer them one of your homebrewed drinks or homecooked meals for free to gain advantage on all persuasion checks for 1 hour.

In addition, while taking a short rest in this room, any character who uses a hit die to regain hitpoints can heal an additional amount equal to your intelligence modifier.

MAP ROOM

In the middle of this room is a 7ft diameter table containing a map of the local area. The map covers an area $\frac{1}{2}$ a mile in radius from the vehicle, showing basic terrain features. 1 inch on the map shows approximately 60ft, so small buildings of 10ft or so are just about recognisable. The map does not show creatures and cannot display invisible objects or features. Illusory terrain appears real on this map. Along the back wall of the room sit bookshelves containing mapmaking information and tools.

While in this room, you have access to Cartographer's Tools and Navigator's Tools and you have advantage on all checks made using both.

In addition, if you spend a short rest studying the map, you can ignore difficult terrain in the local area while travelling and you cannot get lost. You are also able to discern safer or stealthier routes through the area, where applicable.

MINIATURE FORGE

This room contains a selection of workbenches and tools with a small, magically powered forge sitting at one end.

While in this room, you have access to Smith's Tools, Jeweler's tools and Glassblower's Tools and you have advantage on all checks made using any of these tools.

In addition, you can sharpen or hone one weapon during a long rest. Any weapon sharpened or honed in this way deals additional damage equal to your proficiency modifier. This ability lasts 24 hours.

ARTISTS WORKSHOP

This room contains various easels, workbenches and art supplies, as well as a small space to display artistic works.

While in this room, you have access to Mason's Tools, Painter's Supplies, Potter's Tools and Woodcarver's Tools and have advantage on all checks using these tools.

In addition, you can use any of these tools to craft a small work of art over the course of 8 hours. Make a roll using the chosen tools. This is the approximate value of the object created. On a die roll of 20, the value is doubled.

CLOTHIERS WORKSHOP

This room contains a small loom and equipment for manipulating cloth or leather clothing.

While in this room, you have access to Weaver's Tools and Leatherworker's Tools and have advantage on all checks with both of these tools.

In this room, you can resize light armour and clothing to fit any medium creature. In addition, during a short rest you can reinforce clothing and light armour. The wearer of the reinforced armour and clothing gains a +2 bonus to AC until they are next damaged.

CLIMBING UPGRADE

At 6th level, your vehicle now also has a climb speed of 35ft per round. While climbing, gravity within the vehicle remains oriented towards the vehicle floor.

WATERTIGHT PANELS

At 10th level, your vehicle has water resistant wooden panels installed, increasing its HP to 150 and giving it a swim speed of 35ft per round.

LEVITATION FIELD

At 14th level, your vehicle has a fly speed of 35ft. While flying, gravity within the vehicle remains oriented towards the vehicle floor. The vehicle cannot hover. If it runs out of energy while airborne, the vehicle reverts to a backpack, as detailed above. If the vehicle reverts to a backpack while airborne, all occupants are ejected with the spell "Feather Fall" cast on them.

INVENTIONS

HELMET OF ALARM

You have created an adapted version of the Alarm spell specifically for hats, helmets and other headgear that allows you to register when other creatures are nearby. Choose one piece of headwear. While wearing the headgear, the wearer cannot be surprised. You can change the headgear this effect is applied to during a long rest.

HELMET OF IMPROVED ALARM

Requires 5th level, Helmet of Alarm Invention

You have created an improved version of the Helmet of Alarm. You are now able to get a sense of direction and distance on targets nearby. While wearing the headgear, the wearer gets advantage on all Initiative rolls. You can change the headgear this effect is applied to during a long rest, though you must apply the effect to the same headgear as the Helmet of Alarm invention.

HELMET OF SUPERIOR ALARM

Required 9th level, Helmet of Improved Alarm Invention

You have created a superior version of the Helmet of Alarm. You now know precisely where nearby creatures are, regardless of obstruction. You gain Blindsight out to a range of 25ft. You can change the headgear this effect is applied to during a long rest, though you must apply the effect to the same headgear as the Helmet of Alarm invention.

GOGGLES OF DARKVISION

You have crafted a pair of goggles that imbue the wearer with improved Darkvision out to a 120ft range. In addition, this Darkvision can see through magical darkness. *Your intention was to see through walls, but it's a start! And this version doesn't cause that weird melting thing.*

GOGGLES OF IMPROVED DARKVISION

Requires 5th level, Goggles of Darkvision Invention

While wearing these goggles, the wearer can see Invisible creatures and objects out to a 120ft range. This effect can only be applied to the goggles created by the Goggles of Darkvision Invention.

GOGGLES OF SUPERIOR DARKVISION

Requires 11th level, Goggles of Improved Darkvision Invention

While wearing these goggles, the wearer gains True Seeing out to 120ft. This effect can only be applied to the goggles created by the Goggles of Darkvision Invention.

BOOTS OF RETREAT

You can imbue one pair of boots with additional speed, allowing the wearer to take the dash action as a bonus action. You can change the boots this effect is applied to during a long rest.

BOOTS OF IMPROVED RETREAT

Requires 5th level, Boots of Retreat Invention

While wearing these boots, your base speed increases by +15ft. You can change the boots this effect is applied to during a long rest, but it must be applied to the same boots as the Boots of Retreat Invention.

BOOTS OF SUPERIOR RETREAT

Requires 7th level, Boots of Improved Retreat Invention

While wearing these boots, your base speed increases by an additional +15ft. You can change the boots this effect is applied to during a long rest, but it must be applied to the same boots as the Boots of Retreat Invention.

ARCANEWEAVE CLOTHING

You can reinforce a single item of clothing or armour with magically strengthened thread. This item of clothing allows you to gain an AC of 13 + Dexterity modifier. You can change the clothing or armour this effect is applied to during a long rest.

ARCANEWEAVE SHIELDING

Requires 5th level, Arcaneweave Clothing

You can further strengthen the arcaneweave along one of your arms, granting a transient arcane shield that responds to enemy attacks. You gain a +3 bonus to AC as long as you have one hand free when being attacked. You can change the clothing or armour this effect is applied to during a long rest, but it must be applied to the same item as the Arcaneweave Clothing Invention.

ARCANEWEAVE RESISTANCE

Requires 9th level, Arcaneweave Shielding

You can imbue your arcaneweave threads to grant resistance to one damage type of your choice for whoever is wearing the item of clothing chosen. You can change the damage type of the resistance during a long rest. You can change the clothing or armour this effect is applied to during a long rest, but it must be applied to the same item as the Arcaneweave Shielding Invention.

CLOAK OF FEATHER FALL

You can imbue one cloak with weightlessness. You no longer take falling damage, so long as you fall at least 20ft. For falls of 20ft or less, the cloak does not have time to activate. *You incorporated this as a failsafe after the cloak inflated each time you took a particularly large step.*

AMULET OF ABSORB ELEMENTS

Requires 3rd level

You craft an amulet imbued with the Absorb Elements spell. While wearing the amulet, you can cast the Absorb Elements spell at will as a first level spell.

GLOVES OF EASY ENTRY

Choose one pair of gloves. When attempting to pick a lock, which you can now do without Thieves' Tools, you can make an Intelligence Check + Proficiency against the DC of the lock. On a success, the fingers of these gloves can extend into the lock and transform into the required key, unlocking the lock. You can change the gloves this effect is applied to over a long rest.

GLOVES OF EASIER ENTRY

Requires 5th level, Gloves of Easy Entry Invention

You improve on your Gloves of Easy Entry. Whenever you make a lock picking check using the gloves, you can make an Intelligence Check + Double your Proficiency Bonus against the DC of the lock when determining success.

GLOVES OF IMMEDIATE ENTRY

Requires 9th level, Gloves of Easier Entry Invention

As an action, while wearing your Gloves of Easy Entry, when you lay both your hands on a door you can see, you can teleport through the door, regardless of whether the door is locked or barred, appearing immediately adjacent to the door on the other side. *Probably sensible to check what's on the other side before you do this?*

RING OF IMPROVED MAGE HAND

Requires 3rd level

You craft a ring imbued with the Mage Hand spell. While wearing the ring, you can cast the Mage Hand cantrip at will with some additional benefits. The hand created can carry 20lb of weight and has a range of 60ft.

GRIP OF RETURNING

You can bind the hilt, shaft or grip of any weapon, shield or arcane focus with this runscribed leather strap. As a bonus action, you can summon the chosen item back to you. As long as the item is on the same plane, it teleports immediately into your free hand. You can change the item this strap is applied to during a long rest.

GRIP OF INSTANT RETURNING

Requires 5th level, Grip of Returning Invention

You can now summon any item you have applied your Grip of Returning to as an Object Interaction (i.e. the same as drawing a weapon) rather than a bonus action.

DOUBLE GRIPS OF INSTANT RETURNING

Requires 7th level, Grip of Instant Returning Invention

You can now bind the grip of two different weapons, shields or foci, granting the abilities of your Grip of Instant Returning to both of them, as well as allowing them to be summoned across planes. Summoning both items at once requires only a single object interaction.

IMPROVED WAND BELT

Your wand belt can now hold an addition wand, for a total of 3.

SUPERIOR WAND BELT

Requires 5th level, Improved Wand Belt Invention

Your wand belt can now hold another additional wand, for a total of 4.

MAXIMISED WAND BELT

Requires 7th level, Superior Wand Belt Invention

Your wand belt can now hold a further additional wand, for a total of 5.

NEVERENDING QUIVER

You create a small, enchanted quiver. When taking the attack action, you can draw one item of ammunition as part of the action. This can be an arrow, a bolt, a dart or a sling stone. The quiver never runs out of ammunition.

IMPROVED NEVERENDING QUIVER

Requires 5th level, Neverending Quiver Invention

The enchanted quiver you have crafted now contains +1 ammunition when you draw from it. The ammunition disappears after impacting the target.

SUPERIOR NEVERENDING QUIVER

Requires 9th level, Improved Neverending Quiver Invention

The enchanted quiver you have crafted now contains +2 ammunition when you draw from it. The ammunition disappears after impacting the target.

RING OF WATER BREATHING

While wearing this ring, the wearer is able to breathe water.

RING OF THE DEPTH STRIDER

Requires 5th level, Ring of Water Breathing Invention

You improve your Ring of Water Breathing. Whilst wearing this ring, you can breathe water and have a swim speed equal to your walking speed.

RING OF WATER BENDING

Requires 7th level, Ring of the Depth Strider Invention

You improve your Ring of the Depth Strider. Whilst wearing this ring, you can breathe water and have a swim speed equal to your walking speed. You can also cast the Wall of Water spell at-will without expending a spell slot.

UNIQUE INVENTIONS

ARCANO-MECHANICAL EXOSKELETON

You have studied the spell *Tensor's Transformation* and used it to develop a powerful, magically enhanced exoskeleton, which you can wear over clothing or light armour. While wearing this exoskeleton, your base speed increases by 5ft, your carrying capacity is doubled and you can add double your proficiency modifier to Athletics checks.

Additionally, as an action, you can cause the exosuit to fully encase you, further enhancing your abilities:

- You have advantage on all spell attack rolls.
- You have proficiency in Strength and Constitution saving throws.
- When you cast any spell on a turn, you can cast a cantrip as a bonus action.

These abilities last for 1 minute or until you dispel them as an action. You must finish a long rest before you can activate the suit again.

IRRESISTIBLE MUSIC BOX

You have crafted a small music box, which, when opened, can cause one of two effects. You have also crafted 6 pairs of earplugs, which when inserted, render the wearer Deafened until they use a bonus action to remove them.

You can choose for the box to play a strangely hypnotic music for 1 minute, casting the *Irresistible Dance* spell on all creatures within 30ft of the box who are able to hear.

Or, you can choose to record a suggested activity. When the box is opened, the box functions as the spell, *Mass Suggestion*, cast as a 6th level spell, with the recorded command used as the suggestion. When recording the command, you can select creatures you wish to be immune to the effect.

Once either effect has occurred, you cannot use the box again until after a long rest.

PORTAL WAND

While wielding this wand, you can cast the *Arcane Gate* spell once per long rest with a couple of changes. You can now open up to 3 portals at once, all linked to each other, and they last for 1 hour, as long as the wand isn't destroyed.

GRAVITY REVERSING BOOTS

Requires 13th level

While wearing these boots you gain a fly speed equal to your base movement speed. In addition, as an action you can reverse gravity in a cylinder centered on you. This functions as the *Reverse Gravity* spell, but it does not affect you, the radius of the cylinder is only 10ft, and the area of effect moves with you. This effect lasts 1 minute.

You can only activate the boots once per long rest.

CLOCKWORK SWORD

Requires 13th level

You craft a mechanical longsword, which you are considered proficient with. The longsword is considered to be a magical weapon when wielded in melee.

In addition, you can use an action to activate the sword. When activated, you can make a melee spell attack against a target of your choice within 5 feet of the sword. On a hit, the target takes 3d10 force damage. Until the spell ends, you can use a bonus action on each of your turns to move the sword up to 20 feet to a spot you can see and repeat this attack against the same target or a different one. You must let go of the sword to be able to move it. This effect lasts for up to 1 minute.

Once activated, you cannot activate the sword again until after a long rest.

RING OF TELEPORTATION

Requires 13th level

While attempting to optimise long range teleportation, you developed a more magically efficient method of short-range teleportation. While wearing this ring, you can cast *Misty Step* at will without expending a spell slot.

ROD OF THE MECHANIC

Requires 13th level

When activated, you can summon an Iron Cobra or Stone Defender to aide you. The construct obeys all your commands for up to 1 hour, whereby it collapses into dust. You can summon other CR4 constructs, at the DM's discretion. You can only activate this ability once per long rest.

ANTIMAGIC DISC

Requires 15th level

You have crafted a small metal disc infused with the *Antimagic Field* spell. Upon pressing the centre of the disc, a 10ft radius sphere extends from it, mirroring the *Antimagic Field* spell. The difference is that the disc is the target, rather than you. The disc is a simple, finesse, thrown melee weapon with a range of 30ft/60ft; it deals 1d4 damage. The field lasts for 1 hour and requires you to complete a long rest before using it again.

CIRCLET OF FEEBLEMIND

Requires 15th level

You may place this circlet upon any restrained or incapacitated creatures head. If you do, that creature is considered to be under the effect of the *Feeblemind* spell, except that it takes no damage and must make it's saving throw with disadvantage. The spell does not require concentration to maintain. Removing the circlet immediately lifts the effect. If they succeed on their saving throw, they are immune to this effect for 24hrs.

CONTROL WEATHER VANE

Requires 15th level

You can place this odd-looking weather vane down on a floor or surface. When placed, the vane casts the spell Control Weather, with the conditions chosen by you. The spell does not require concentration from you, but lasts only 4 hours. The conditions take 10 minutes to change, after which, you can move the device freely. You can only activate this device once per long rest.

MIND SHIELDING HELMET

Requires 15th level

While wearing this bizarre contraption on your head, you are permanently under the effects of the Mind Blank spell.

FRIGHTFUL CONTRAPTIONS

Requires 15th level

You can cast the Antipathy (Sympathy) spell on an object once per long rest without expending a spell slot.

TIME STOPPING POCKET WATCH

Requires 17th level

You have created a functioning pocket watch, allowing you to tell the time of day regardless of location. You have also enchanted it with a modified Time Stop spell. As an action, you can press a small button on the side of the watch to freeze time for everyone except you and a few allies. Immediately after your turn, you and up to 6 creatures within 30ft can take an additional turn, in any order, as time freezes for everyone else for approximately 6 seconds.

You must finish a long rest before you can activate the watch again. It still tells time, though.

IMPRISONING ORB

Requires 17th level

You create a small orb filled with coiled silver chains. You can make a spell attack roll to direct the orb towards a target within 30ft. On a hit, the chains fly out, wrapping themselves fully around the target, restraining them and preventing all willing movement of the target, including teleportation, as long as the spell continues. You are able to carry or move the target as usual. This effect lasts for 1 hour before the chains retract and the orb must recharge. You must finish a long rest before you can throw the orb again.

ARCANE TINKERER SPELLS

CANTRIPS:

Acid Splash
Blade Ward
Dancing Lights
Fire Bolt
Lightning Lure
Mage Hand
Magic Stone
Mending
Ray of Frost
Resistance
Thunderclap

1ST LEVEL

Absorb Elements
Alarm
Bane
Bless
Color Spray
Create or Destroy Water
Cure Wounds
Detect Magic
Expeditious Retreat
Floating Disk
Grease
Identify
Jump
Longstrider
Mage Armor
Magic Missile
Shield
Silent Image
Thunderwave
Unseen Servant

2ND LEVEL

Acid Arrow
Arcane Lock
Blur
Darkness
Enhance Ability
Enlarge/Reduce
Heat Metal
Invisibility
Knock
Magic Weapon
Mirror Image
Pyrotechnics
Rope trick
Silence

3RD LEVEL

Blink
Counterspell
Create Food & Water
Dispel Magic
Elemental Weapon
Fly
Haste
Leomund's Tiny Hut
Lightning Arrow
Major Image
Meld into Stone
Nondetection
Sending
Slow
Thunder Step
Tongues
Water Breathing

4TH LEVEL

Arcane Eye
Conjure Minor Elemental
Dimension Door
Fabricate
Freedom of Movement
Leomund's Secret Chest
Mordenkainen's Private Sanctum
Stone Shape
Stoneskin
Vitriolic Sphere

5TH LEVEL

Animate Objects
Arcane Hand
Cloudkill
Conjure Elemental
Creation
Legend Lore
Mass Cure Wounds
Passwall
Scrying
Seeming
Telekinesis
Teleportation Circle
Transmute Rock
Wall of Force
Wall of Stone