

Artificer Class Guide

Introduction:

A eberron™ inspired new class for the inclusion in any 5e campaign world.

by Matthew Brown



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Artificer Class

Role

An artificer is an individual who can wear many hats. He can take the role of a cleric or a wizard if the party is in need of either. He can take the place of the rogue in use of skills and understand complex traps. He can even apply protection to his party if the need is there. His vocation determines what he is best at but in a pinch, the artificer can handle fill any role in the party.

Basic Class Idea:

Master of knowledge

Artificers devote much of their time to the learn skills. He is a master of knowledge in many of its aspects and also in the creation and use of tools from many different disciplines. He is always looking for more knowledge either in the arcane arts or simply the mundane.

Fundamentals of Magic

An artificer has a keen mind and a fundamental understanding of magic in all its forms. To an artificer, the spells of a wizard or a cleric spell are no different, and understanding how to use both is a part of what he does every day. An artificer is always on the lookout for some new magical spell, some new glimmer of the fundamentals that make magic possible. He can create temporary magic items that can be useful in combat, either through his spells or with enough preparation through his infusions.

Class Features

Hit Points

Hit Die: 1d8 per Artificer Level

Hit Points at First Level: 8 + your Constitution Bonus

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per artificer level after 1st.

Proficiencies

Armor: Light Armor, Medium Armor, Shield

Weapons: Simple Weapons, Crossbows, Firearms (if used in Campaign)

Tools: Thieves Tools + 1 artisan tools

Saving Throws: Intelligence and Wisdom

Skills: Pick 3 for this list: Sleight of Hand, Stealth, Arcana,

History, Investigation, Insight, Medicine, Nature, Perception, Deception, Persuasion

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

- (a) a mace and a shield or (b) a light crossbow and a quiver with 20 bolts
- (a) a dungeoneer's pack or (b) an explorer's pack
- (a) scale mail or (b) leather armor and thief's tools
- One artisan tools you are proficient in and a formula book.

Firearms and Artificers

Many campaigns restrict firearms. Even if it is not available to other characters, it may still be allowed for Artificers. A DM must consider if they wish to allow just the artificer to be able to create and use firearms when the character decides to play an artificer. If so only the artificer has the special training need to operate and maintain such a complex piece of machinery. Anyone else who tries to use it will cause it to misfire, injuring themselves and possible others.

Infusions

You have an inner power to create temporary magic items. You can use these infusions initially to create scrolls but as your experience deepens you will be able to infuse potions, weapons and armor and, based on your vocation, more amazing things. You only have a limited amount of infusions each day and the magic items created by the infusions remain empowered until expended or the end of a long rest. At the end of a long rest, you may choose to expend any of your new infusions on enchanting items or hold the infusions for later in the day. After a short rest or a time period of ten minutes you can expend infusions to create additional temporary magic items. Your starting infusion count is based on your level as shown in the Artificer table.

Spell Formula

Formulas are the underlying magic knowledge that you use to build magic items. A spell formula is the understanding needed to infuse spells into a magic scroll but not to cast the spells themselves. For example, you cannot cast fireball directly but are able to create magic scrolls with fireball spell on them.

At 1st level, you start with 5 + Intelligence ability modifier spell formulas in your formula book and gains 2 additional every level. All formulae must be at or below your maximum spell formula level for your artificer level (this includes cantrips, you can only copy these cantrips into scrolls and cannot cast them at will.) You can also copy additional formulas into your formula book by examining a spell scroll, a spell book, another artificer's formula book, or spending an hour with someone who has the spell prepared. In the case of learning it from a scroll, this does not use up the scroll. Whenever

The Artificer

Level	Proficiency Bonus	Features	Infusions	Max Spell Formula Level	Cantrips Known	Spell Slots Per Spell Level				
						1 st	2 nd	3 rd	4 th	5 th
1 st	+2	Infusions, Spell Formula, Infuse Scroll, Expertise	2	1						
2 nd	+2	Spellcasting, Infuse Potion	2	1	3	2				
3 rd	+2	Vocation, Use Magic Item, Create Magic Item	2	2	3	3				
4 th	+2	Ability Score Increase	3	2	3	3				
5 th	+3	Infuse Magic Armor and Weapons	3	2	3	4	2			
6 th	+3	Vocation Expertise, Instant Infusion	4	2	3	4	2			
7 th	+3	Vocation Feature, Homunculus	4	3	3	4	3			
8 th	+3	Ability Score Increase	4	3	3	4	3			
9 th	+4	Infuse Uncommon Magic Items	4	3	3	4	3	2		
10 th	+4	Extra Attunement	5	4	3	4	3	2		
11 th	+4	Infuse Rare Magic Items, Advanced Use Magic Item	5	4	4	4	3	3		
12 th	+4	Ability Score Increase	5	4	4	4	3	3		
13 th	+5	Vocation Feature, 2 nd Homunculus	6	5	4	4	3	3	1	
14 th	+5	Infuse Very Rare Magic Items	6	5	4	4	3	3	1	
15 th	+5	Extra Attunement	6	5	4	4	3	3	2	
16 th	+5	Ability Score Increase	6	5	4	4	3	3	2	
17 th	+6	Vocation Feature	7	5	4	4	3	3	3	1
18 th	+6	Extra Attunement	7	5	4	4	3	3	3	1
19 th	+6	Ability Score Increase	7	5	4	4	3	3	3	2
20 th	+6	Empowered	8	5	4	4	3	3	3	2

another caster casts a spell for which the formula is not located in your formula book and is with your formula level range, as a reaction you can make an Arcana (Intelligence) skill check against the caster's spell DC. If successful you remember the details of the spell as a spell formula and can add it to your formula book. You can only remember one spell formula in this way and if you attempt to remember a second spell formula before placing the first in your formula book, you will forget the first. The cost for copying a formula into a formula book is a quarter that of a wizard spell at that level. It takes one hour to copy a spell formula into your formula and can be done as part of a long rest.

An artificer automatically knows the formula for all his known spells and does not need to keep these spell formula in his formula book, this includes spells he gained from multiclassing. Spells formula contained in an artificer's formula book are considered class spells for the purposes of casting spells from scrolls.

Artificer spells as formulas

Because artificer also cast spells and his maximum spell level from spell casting are usually below his maximum spell formula level, you can learn spell formulas for artificer spells you cannot cast a spell at your current level. Learning such a formula does not give you that ability to cast it as a normal spell until you reach the required level. If you picked such artificer spell formula while leveling you would not be

able to choose another to replace when reach the appropriate level to cast it normally.

Infuse Scroll

You can create scrolls that are bound to your inner power. Creating a scroll requires you to have the spell formula in your formula book and then charging the scroll with an infusion. These scrolls can cast by anyone that can normally cast it but it cannot be used by others to copy the spell into their spell books. At the end of a long rest, if not activated, the magical writing disappears from any unused scrolls.

Expertise

At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

Spellcasting

At 2nd level, you can cast Artificer spells. Artificer spells are generally cast on items. Artificers have a limited number of spell slots per day, based on their level. Like other spellcasters, artificers regain their expended spell slots after a long rest.

Preparing and casting spells

You must prepare a list of artificer spell. To do so, choose a number of artificer spells from your spell list equal to your Intelligence modifier plus one-half your artificer level (minimum of one spell). The spells must be of a level for which you have spell slots. You can change your list of prepared spells when you finish a long rest.

Spellcasting Ability

Intelligence is your spellcasting ability, you use intelligence whenever a spell refers to your spellcasting ability. An artificer's spells that have saving throws have their DC equal to 8 + your proficiency bonus + your Intelligence modifier.

Ritual Casting

You can cast spells with a ritual tag as a ritual and do not need to have the spell prepared. You cannot cast spells as rituals if you only know their spell formula.

Spellcasting Focus

An artificer cannot substitute a spell focus for the material components of a spell. They must have a spell component pouch in order to cast spells that require materials.

Cantrips

As part of his spellcasting feature, the Artificer also gain three cantrips, from his list of available cantrips. At 11th level, he can pick a fourth. You can use these cantrips at will. All the cantrips on the list of available cantrips are known as spell formula once he reaches this level, even if he doesn't pick them. They are not required to be copied into his formula book.

Infuse Potions

At 2nd level, you can craft potions with an infusion. You may pick a potion from the list below. If you are high enough artificer level you may create a batch of potions with a single infusion. The batch must all be the same type of potion. For Example, you cannot create a potion of climbing and growth in the same batch. If not consumed, at the end of a long rest, infused potions lose their magical properties.

Potion Infusions

Starting level	Potions	2x batch level	3x batch level	4x batch level
2 nd	Climbing, growth, or healing (2d4+2 healing)	4 th	8 th	13 th
3 rd	Mind reading or greater healing (4d4+4 healing)	7 th	12 th	18 th
5 th	Invisibility, water breathing, or superior healing (8d4+8 healing)	11 th	18 th	
7 th	Resistance	15 th		

Vocation

At 3rd level, an artificer needs to pick a specialization to go into. The study of magic and the properties of magic items is vast and complicated. By choosing a focus for his talents an Artificer can become a defining member of his party while still lending his assistance in other spheres. He can choose between the following:

Alchemist - A healer and creator of bombs.

Combat Engineer - A melee combatant who augments his armor, and creates combat Homunculus that fight alongside him in battle.

Elemental Binder - An artificer who binds elemental energy into items, and can summon elemental creatures to help him.

Gunsmith - A ranged expert who uses pistol and rifles with great skill.

Wand Adept - An artificer who creates a special wand to allowing him to be a more powerful caster.

Your choose grants you additional features at 3rd, 7th, 13th, and 17th level.

Use Magic Device

By 3rd level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class and race requirements on the use of magic items. All spells cast from scrolls are considered class spells. At 11th you may ignore level requirements.

Create Permanent Magic Item

Some campaigns allow Spellcasters to start creating magic items at 3rd level. If your campaign does, artificer will also be able to make items at the correct level but they also have a few advantages. First, they automatically can craft spell scrolls for any spell that they know as spell formula. They also know the formula for any potion that they can infuse but must wait for the appropriate level in order to create the magic item based on its rarity. Also if other magic items have spell prerequisites, having the spell formula for that spell will fulfill that requirement. The DM may also allow higher level artificers to reverse engineer formulas for existing magic items.

Infuse Magic Weapons and Armor

At 5th level, you can infuse armor or shield to make it magical. At 7th level, you can infuse weapons and ammunition. When infused a weapon or armor gains a +1 bonus as if it were a magical item and retain that property until you take a long rest. If you infuse an already magic item, its original magical properties will be suppressed during the time the infusion is active on the item.

Armor and Weapon Infusions

Starting level		2x batch level	3x batch level
5 th	+1 armor or shield	10 th	15 th
7 th	+1 weapon or 20 pieces of ammunition	12 th	17 th
11 th	+2 armor or shield	17 th	
13 th	+2 weapon or 20 pieces of ammunition	19 th	
17 th	+3 armor or shield		
19 th	+3 weapon or 20 pieces of ammunition		

At higher artificer levels you may increase the number items affected and bonus applied. You must touch all items you want to infuse at the time of infusion and all items must receive the same bonus.

Vocation Expertise

At 6th level, the artificer, the skill and tool proficiencies associated with your vocation gain expertise. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies. If the skill already has expertise they do not stack, instead, pick another skill from the skills available at level 1.

Instant Infuse Items

At 6th level, you can infuse a single item as an action instead of spending ten minutes. If the item requires activation, you can activate the item as a bonus action on the turn it was infused. You must then finish a long rest before using the ability again. You can't infuse rare magic items with this ability until 20th level, and never very rare. At 13th level, you can instant infuse twice per long rest without using an action point. At 20th level, all of your infusions can be cast as instant infusions.

Action Points

If your campaign uses action points, you may use an action point in order to gain another use of Instant Infuse Item before a long rest. You may continue to use action points gain additional uses of Instant Infuse Item as long as you have action points to spare. Action points are common in the Eberron Campaign Setting.

Homunculus

At 7th level, you learn to create a tiny magic construct from the homunculus list. Once selected the homunculus cannot be changed. If a homunculus is damaged or destroyed it can be repaired to full hit points after a long rest.

You gain a second homunculus at 13th level from the homunculus list. All homunculus can be repaired during the same long rest.

Infuse Uncommon Magic Item

At 9th level, you learn one magic item formula that is either common or uncommon. You may request an item that the artificer has seen or heard of or the DM will give you a list of 3 items to pick from, you may select one item from the list.

You may also create temporary common and uncommon Magic Items that you know the formula for. This can be done by spending an infusion. Items that are single use (such as potions) or permanent (such as a magical bow) will work just like stated. An item that uses charges will only have as many charges as it would gain daily. If the item has charges you may use more than one infusion (no additional time needed) at creation to increase the charge by its daily charge amount per additional infusion. This must be done at the time of creation. Items that have charges but do not regain charges at the start of the day, such as a necklace of fireballs, are general not allowed. Talk to your DM if you are interested in such an item. If the item needs attunement you can automatically attune the item during its creation to one person, who must be present. It can attune to another person during a short rest, like other magic items. A character cannot go over their limit of legal attunements.

Banning Temporary Magic items

Some items become too powerful when changed into temporary items. Many of these items are legendary and thus are not available for artificers. But the DMs may forbid certain items from become temporary items or may require the temporary item to need some rare substance in order to work.

If you are playing a campaign where the Player Character will not be able to craft magic items it is still possible to play this artificer class. In this case, when the character reaches 9th level and is supposed to receive his first formula, the character would receive two and would continue to receive one each level from then on. These formulas can only be used to create temporary magic items. Since the group would not receive formulas in treasure the artificer would still be able to progress with his infusion ability, the formula's rarity would be for an item appropriate for the level of the artificer.

Reverse Engineering Magic items

This is an option that the DM may present to their Artificer in order increase their magic item creation ability. When the reach the appropriate level to create temporary magic items they may reverse engineer the formula to create a magic item from an example. This would give them the ability to create a temporary versions for the group to use and, if the campaign allows, to recreate other items of that type. Reverse Engineering will cost both an investment of time and gold, usually a quarter of the creation cost and time for the item. The DM may ban any item from being reverse engineered.

Extra Attunement

At 10th level you can attune to one more magical object above the three item limit, increasing the limit to four. At 15th level you can attune to two more magical objects above the three item limit, increasing his limit to five. At 18th level you can attune to three more magical objects above the three item limit, increasing his limit to six.

Infuse Rare Magic Item

At 11th level you learn a single formula that is rare. You can also make temporary rare magic items following the rules for uncommon magic items. Such items cost 2 infusions.

Infuse Very Rare Magic Item

At 14th level, you can create a single formula that is very rare. You can also make temporary very rare magic items following the rules for uncommon magic items. Such items cost 3 infusions.

Empowered

At 20th level, you can instantly infuse all of your infusions without using action points. See the instant infusion section for more information. You can also infuse rare magic items instantly and with only one infusion, and very rare with two charges.

Vocations

Alchemist

Role

The alchemist is a professional at creating salves and ointments to carry healing infusions to heal wounds. They are also just as adept at creating destructive concoctions that can be hurled at opponents. The Alchemist can both be a healer in a group or the ranged attacker and can do some of both at the same time.

Bonus Proficiency

At 3rd level, you gain proficiency with Medicine and Alchemist Tools. If you are already proficient with Medicine you may choose another skill available to you at level 1. Medicine is still the skill you gain expertise with the vocation expertise feature at 6th level. If you are already proficient with Alchemist Tools you may choose another set of artisan tools. Alchemist tools are still the tool you gain expertise with the vocation expertise feature at 6th level.

Vocation Spells

At 3rd level, you can cast Cure Wounds, Healing Word, Prayer of Healing, and Mass Healing Word spells. You learn these spells when your maximum spell slot level is equal to the level of the spell. You also learn the cantrip acid splash. These spells cannot be learned by other Artificers except as spell formulas. They are always prepared and don't count against your maximum prepared spells per day.

Superior Potion Infusion

At 3rd level, when you infuse potions, you can infuse one additional potion per batch more than normal artificers.

Infuse Bomb

At 3rd level, you can also infuse deadly concoctions with your infusion points. Each infusion produces two bombs. When you activate a bomb, you throw it at a point (a square if you are using a grid map) on a floor with 90' feet. All creatures within 5 feet of that point must make a successful dexterity save your versus spellcasting DC. Any creature that fails the roll takes 4d6 fire, cold, or acid damage (your choice at the time of infusion) All creatures must take the same type and amount of damage. All that succeed take half damage.

Augment Bomb

At 7th level, your bombs now do 6d6 damage, and you can choose one the following augments to add to the bomb:

Healing: Instead of damaging, your Bomb heals all creatures for half the damage roll, no save throw is needed.

Flash: All creatures that fail their saving throw are blinded for

1 round.

Poison: All creatures that fail their saving throw are poisoned for 1 round.

Selective: You may choose one creature not to be affected that would normally be at the time of activating the bomb.

The Augmentation is selected when the bombs are infused. You may select different augmentation for each bomb you infuse.

Greater Potion Infusion

At 7th level, you may add the following potions to your list of possible. These potions are not affected by your superior potion infusion ability.

Potion Infusions

Potions	2x batch level	3x batch level
Potion of Gaseous Form, Elixir of Health	11 th	18 th
Potion of Supreme Healing (12d4+20 healing), Potion of Invulnerability, Potion of Flying	15 th	

Superior Taste

Starting at 13th level, you may also learn formulas for potions by just sipping the potion. This will allow you to write down the formula down if you can create magic items of the rarity. This does not use up the potion.

Additional Bomb Augmentation

At 13th level, your bombs now do 8d6 damage, and you can add the follow options to the list of augmentation for your bomb:

Increase Radius: The radius of affected creatures is 15 feet.

Grappled: All creatures that fail their saving throw are restrained as per the Web spell.

Frightening: All creatures that fail their saving throw are frightened of you as per the Fear spell.

Double Augmentation

At 17th level, you bombs now do 10d6 damage and you may pick two augmentations for each bomb.

Philosopher's Stone

At 17th level, you create a special stone the when activated will produce three effects. While the stone is active you will not age. At the beginning of each of your turns, you will gain 5 hit points if you are not at your hit point maximum. You can also shatter the stone to cast True Resurrection on a

creature. This ends the rest of the stone's effects until a new stone is made. If you die while carrying the stone, the stone also shatters and resurrects you as per True Resurrection. Once you create a philosopher's stone, you are unable to create another for a week. Creating a stone while another one is active will cause the first stone shatter. It takes a long rest and 5000gp gem in order to create a stone.

Combat Engineer

Role

The Combat Engineer creates augmented armor, allow for great protection as well as the ability to use any armor. Later he also creates a combat homunculus to aid him in battle.

Bonus Proficiency

At 3rd level, you gain proficiency with Athletics and Tinker's tools. If you are already proficient with Athletics you may choose another skill available to you at level 1. Athletics is still the skill you gain expertise with the vocation expertise feature at 6th level. If you are already proficient with Tinker's tools you may choose another set of artisan tools. Tinker's tools are the tools you gain expertise with the vocation expertise feature at 6th level. You also gain proficiency in heavy armor and martial weapons.

Vocation Spells

You can cast Searing Smite, Thunderous Smite, Staggering Smite and Banishing Smite spells. You learn these spells when your maximum spell slot level is equal to the level of the spell. These spells cannot be learned by other Artificers except as spell formulas. They are always prepared and don't count against your maximum prepared spells per day.

Augment Armor

You may enhance your armor with special augmentation to increase speed and strength. Augmented armor has the magic bonus equal to the maximum bonus you can infuse on armor at your level.

While in your augmented armor you are considered both a construct and a humanoid for the purposes of spells. Spell that effect constructs or humanoids will effect you. You can only have one piece of armor declared as your augmented armor and switching the armor takes a week tinkering with the new armor.

While wearing the armor you gain a bash attack, This attack is a light melee attack but does not require a free hand to use. It does 1d4 bludgeoning damage. You may charge while wearing your augmented armor. After a dash move, as a bonus action, you may use your bash attack. If your armor is enchanted the bash attack is considered magical and gain the armor enchantment bonus as a weapon enchantment bones.

You can place infusions directly into the armor as charges. The armor charges are used to power your augmented armor feature and some of your combat homunculus' abilities. You can place an infusion charge into your armor during anytime

you can normally use an infusion and the charge remains used or the infusion expires. You get one armor charge per infusion.

You can spend an armor charge to minimize damage. As a reaction, when you take damage you after the damage has been rolled, you become resistance to all damage until the start of your next turn. The first attack you make on your next turn is energized. It does 1d6 extra force damage per attack from an enemy that you resisted damage. If you do not hit successfully on your next turn, the bonus damage is lost. At 7th level, this damage is increased to 1d10. At 13th level, this damage is increased to 2d8. At 17th level, this damage is increased to 2d10.

Machinist Luck

At 7th level, any time you roll a 1 on a save, attack, or skill checks you may re-roll it if you have another ability that grants a re-roll on a 1 you may take advantage on the re-roll.

Combat Homunculus

At 7th level, you learn to create a magic construct from the combat homunculus list. Once selected the combat homunculus cannot be changed. If it only damaged you can spend one infusion during a short rest to repair it to full health. If the combat homunculus is damaged or destroyed it can be repaired to full hit points after a long rest. See the homunculus section for a list of possible combat homunculus. At 13th level, the combat homunculus is improved.

Improved Machinist Luck

At level 13th when you use machinist luck, you gain an armor charge, you lose this charge at the end of a long rest if it is not used. Your bash attack also gains your strength modified as a bonus to its damage even if you use it as an offhand attack.

Improved Augment Armor

At level 17th while in your augmented armor, you gain immunity to the being grappled, exhausted, and prone. You also can fly at a speed of 15 feet.

Elemental Binder

Role

The elemental binder uses a special understanding of the elements, he is a master of capturing their power and harnessing them. He uses specially created orbs to hold the power until he uses it.

Bonus Proficiency

At 3rd level, you gain proficiency with Nature and one Vehicle (Land, Sea, or Air). If you are already proficient with Arcane you may choose another skill available to you at level 1. Arcana is still the skill you gain expertise with the vocation expertise feature at 6th level. Vehicles (Land, Sea, or Air) is

still the tools you gain expertise with the vocation expertise feature at 6th level, and you may select any vehicle you are proficient in. You also gain Primordial as language, or you may pick any other one if primordial is already known.

Vocation Spells

You can cast Searing Smite, Elemental Bane, Conjure Minor Elementals and Conjure Elemental spells. You learn these spells when your maximum spell slot level is equal to the level of the spell. These spells cannot be learned by other Artificers except as spell formulas. They are always prepared and don't count against your maximum prepared spells per day.

Infuse Elemental Orb

At 3rd level, you gain one crystal orb about the size of an apple. Inside the sphere is a lattice of energy. The energy can be of type fire, water, earth, or air chosen at the time on creation. Each Orb contains the essence of an elemental and glows with its power therein. After a long rest, you automatically energize one of your orbs without using an infusion. You must then infuse any other orbs that you wish to use that day with one infusion, else the orb remains dormant, but can still be infused later in the day as per infusion rules. If the orb is destroyed the Artificer must recreate it by spending 100gp in materials and spending one week recreating the orb. The elemental in the orb is always the same and generally is friendly to you as long as it is not abused. At 7th, 13th, and 17th level you receive another orb that must be of an elemental type you have not picked before.

You may use the orb for a process called elemental binding, the process takes one round, and you must touch the weapon, armor or vehicle. You can end the binding at will, but the orb cannot be used for the another binding for one hour. The binding will remain as long as the orb remain infused if not ended before then. You can only use each elemental orb for one binding at a time. Binding a magical item will cause all current enchantments and infusions on the item to be suspended until the binding is removed. While the item be bound any enchantment or infusion cast of the item will automatically fail. If the item the elemental is bound to is destroyed or the elemental is summoned and is killed, the elemental will need three days of rest and the orb will remain dormant for three days and cannot be infused.

While the orb is infused you can cast a cantrip depending on the energy type of the orb:

Fire - Fire Bolt

Water - Frostbite

Earth - Acid Splash

Air - Shocking Grasp

Elemental Weapon Binding

At 3rd level, as an action, you can take the energy from an orb and bind it into a weapon. This makes the orb inactive until the energy is returned. This makes the weapon a +1 and changes the type of damage it does. This increases to a +2

at 7th level and does an additional 1d4 damage. Finally, this increases to a +3 at 13th level and does an additional 2d4 damage.

Fire - Damage is fire and critical cause the target to be at disadvantage until your next turn on attacks and causing an additional 2d4 of fire damage.

Earth - Damage is acid and a successful hit requires the target to make a Strength save versus the artificer's spell DC or be knocked prone.

Air - Damage is either lightning or thunder and choose one of the following:

- Two-handed or versatile melee weapon bound can be used in one hand while using two handed damage.
- One-handed Melee weapon bound gains the light property.
- Light weapon bound gains the finesse property.
- Ranged weapon can be fired at maximum range without disadvantage.

Water - Damage is cold and enemy is encased in ice on a critical hit, target takes an additional 2d4 frost damage and the target is restrained next turn.

Call Forth Elemental

At 7th level you can summon forth the elemental from one of your orbs, as if cast conquer elemental as a 5th level spell, except that if you lose concentration the elemental will automatically be dismissed and will never attack you. Unlike the spell the elemental will always be the same one, it will be friendly to you and will remember its encounters with you. Once concentration is lost or the elemental is dismissed, the elemental will return to its orb and the orb will become dormant until the next long rest at which time it will be fully healed. At 13th level the elemental no longer require concentration and the spell is considered 6th level. At 17th level the spell is considered 7th level. You cannot call forth another elemental until the first is lost or dismissed.

Elemental Armor Binding

At 13th level you can bind your elemental to armor. The armor becomes +2 and gains an ability based on the element augmenting it. At level 17th the armor gains a +3 enchantment.

Fire - The wearer becomes immune to fire damage. Enemy that hit the wearer, that turn take 1d8 fire damage, this damage is only applied once a turn per attacker.

Earth - The wearer gains resistance to bludgeoning, slashing, and piercing damage, and immune to acid damage. He also gain a 20 burrow speed.

Air - The wearer gains thunder and lightning immunity and can fly at 20 speed.

Water - The wear becomes immune to cold, cannot drown and gains a swim speed of 40: They also gain proficient in one save of your choice that he is currently not proficient in.

Elemental Vehicle Binding

At 17th level you may bind vehicles. The vehicle will travel at twice its normal speed and not need to be piloted. (All skill/tool checks would be made as if you made them.)

Gunsmith

Role

The gunsmith can craft and maintain black powder firearms. Even if your campaign does not normal include firearms, it might still be allowed to have a few people who know the secret.

Bonus Proficiency

At 3rd level you gain proficiency with Perception and Gun Smith Tools. If you are already proficient with Perception you may choose another skill available to you at level 1. Perception is still the skill you gain expertise with the vocation expertise feature at 6th level. If you are already proficient with Gun Smith Tools you may choose another set of artisan tools. Gun Smith Tools is still the tool you gain expertise with the vocation expertise feature at 6th level.

Gunsmith Tools

Gun Smith tools cost 25gp and allow you to fix your firearms and craft your own firearms and firearm ammunition. It weighs 1 pound.

Vocation Spells

You can cast Hunter's Mark, Lightning Arrow, Conjure Barrage, and Conjure Volley spells. You learn these spells when your maximum spell slot level is equal to the level of the spell. These spells cannot be learned by other Artificer's except as spell formulas. They are always prepared and don't count against your maximum prepared spells per day.

Augmented Firearm

At 3rd level, you learn to construct and repair muskets and pistols are proficient in using it. You can describe it any way you want but the stats are given in the DMG. You can augment two of your firearms, giving you a +2 on attacks with these firearms. This bonus does not stack with archery training when using your firearms. If you have the ranged feats such as crossbow expert or sharpshooter you can use them with Musket and Pistols as appropriate for size and handiness. The two firearms allows gain an magical enhancement bonus equal to the maximum bonus you can apply to weapons when infusing them. It takes one week to modify which firearms you are augmenting.

You can also use an infusions to get weapon charges. This can be done anytime you can use an infusion and disappear after a long rest. You get one charge per infusion used.

Stun Shot

At 3rd level, after you hit another creature with a shot from your firearm, you can spend 1 weapon charge to attempt a stun shot. The target must make a successful Constitution saving throw versus you casting DC or be stunned until the end of your next turn. At 7th level this also knock the target prone, at 13th this paralyzes the target as well.

Elemental Shot

At 3rd level, after you hit another creature, you can spend one weapon charge to do additional 3d6 damage of your choice of fire, cold, thunder, lightning, or acid damage. This damage increases to 5d6 at 7th, 7d6 at 13th, and 9d6 at 17th. You may choose to do this damage after a hit has been confirmed.

Double Tap

At 7th level if you successful hit a creature with a shot from your firearms with your action, you may take a second shot as part of the attack action, ignoring the loading property of the firearm. If you are using two one-handed firearms you may double tap with your off-hand weapon on your bonus action if you did not double tap on your attack action.

Sniper

At 13th level when you roll a critical with an attack from your firearms, you gain one weapon charge. You lose this weapon charge at the end of a long rest if you have not use it. You also do not take disadvantage when shooting at maximum range.

Sharp Shooter

At 17th level, you critical on a roll of 19 or 20.

Wand Adapt

Role

The Wand Adapt is one who uses his the power of his infusion and spell formulas to go beyond the power of just creating scrolls. He knows how to create wands that allow him to more control his power and increase it beyond that of his brother artificers.

Bonus Proficiency

At 3rd level you gain proficiency with Arcana and Woodcarver's tools. If you are already proficient with Arcane you may choose another skill available to you at level 1. Arcane s is still the skill you gain expertise with the vocation expertise feature at 6th level. If you are already proficient with Woodcarver's tools, you may select an additional artisan tool to be proficient in. Woodcarver's tools is still the tools you gain expertise with the vocation expertise feature at 6th level.

Infuse Personal Wand

You can now create a personal wands that have spell

Personal Wand

Level	Charges per Infusion	Overcharge Bonus	Number of Cantrip Formulas	Max Spell Formula Level	Spell Formulas in Wand	Number of Major Spell Formulas	Number of Greater Spell Formulas
3 rd	2	1	1	2	2		
4 th	2	1	1	2	2		
5 th	2	2	1	2	2		
6 th	2	2	1	2	3		
7 th	3	3	2	3	3		
8 th	3	3	2	3	3		
9 th	3	3	2	3	4		
10 th	4	4	2	4	4		
11 th	4	4	2	4	4		
12 th	4	4	2	4	5		
13 th	5	5	2	5	5	1	
14 th	5	5	3	5	5	1	
15 th	5	5	3	5	6	1	
16 th	5	6	3	5	6	1	
17 th	5	6	3	5	6	2	1
18 th	5	6	3	5	7	2	1
19 th	5	7	3	5	7	2	1
20 th	5	7	3	5	7	2	1

formula already enchanted into them. You can place spell formulas that you know into the wand. At 3rd level your wand can have two spell formula in them and every three levels there after you may add an addition spell formula, to a maximum of seven spell formulas at level 18. Your wand may also contain single cantrip formula in addition to the spell formulas in the wand, this cantrip formula can be from any class spell list. At 7th level, you gain a second cantrip formula that you can place on your wand. At 13th you can place a third cantrip. You don't need to know the cantrip formulas beforehand and they are added to you formula book automatically. The wand is keyed to the owner life force and cannot be used by anyone else.

At the end of a long rest you may change one spell formulas in one of your wand to another formula in your formula book. You start 3rd level with a wand. If you lose the wand you can replace it by spending 7 days work using woodworking tools and using 100gp of exotic woods. You may create your wand to be the size of a staves and then the wand can be used as a staff in combat, and can be enchanted as a normal weapon.

You can infuse the wand, creating charges that can be used to cast the spell formula in it. For every infusion used, the wand gain the amount of charges equal to the maximum level of scroll you can create. (Chart above added for convenience) Like infusions these wand charges disappear at the end of a long rest. You can activate any spell formula that is in that wand, and the wand uses charges equal to the level you cast the formula at. For example, if you activate your wand to cast magical missile as a first level spell, the wand would lose one charge. Magic Missile can also be activated as a second level spell, then the wand would lose two charges. Using cantrips does not use up a charge. You cannot activate your wand to cast a spell that is a higher level than you can normal cast as an infusion. This wand may also be the subject of the artificer spell Power Surge.

Overcharge Wand

At 3rd level, after a long rest, when you put the first infusion into your personal wand, your wand gains additional charges. The amount is shown in the chart above.

Wand Metamagic

At 7th level, you can pick a one metamagic option available to a sorcerer. You pick a second one at 13th and a third at 17th. You can only use the metamagic option when activating a wand, staff, or rod. This includes activating your personal wand. Instead of using sorcery points, you instead expend extra wand charges, 1 charge per sorcery point. Any reference to charisma modifiers in the metamagic description replace with your intelligence modifier.

Major Spell Formula

At 13th level you can add 6th and 7th level spells into your formula book as major spell formula. The major spell formulas can only be used through your wand, and cannot be added to a scroll. You can store a single major formula to your wand on top of the standard spell formula maximum and your cantrip formulas. Between long rests, you may activate a single major spell formula from your wands using the standard charges for that spell level (thus exceeding your normal spell formula limit.)

Greater Spell Formula

At 17th level you can add 8th and 9th level spells into your formula book as greater spell formula. The greater spell formula can only be used through your wand, and cannot be added to a scroll. You can store a single greater spell formula to your wand on top of the standard spell formula maximum, your major spell formulas, and your cantrip formulas. Between long rests, you may activate a single greater spell formula from your wands using the standard charges for that

spell level. You may store a second major spell formula into your wand at this level. You may activate your major spell formulas a second time between long rests.

Artificer Class Options

Homunculus

These homunculus are available to all artificers as a class feature at 7th level and 13th level. Once you choose your homunculus you cannot change it. You may not pick the same homunculus at both levels. If the homunculus is damaged or destroyed you can completely repair it after your next long rest.

Levitating Lantern

This Homunculus is a simple light source that hovers in the air. It can be command by voice or hand gesture. It normal follows you around, but can be commanded to move up to 200' away at 30' a round. It can be set to 4 levels of brightness. Bright is 60' light radius. Normal is 30' light radius. Dim is 15' light radius. Off is completely turns the light off. The bright setting is strong enough to trigger light sensitivity. The Homunculus has hit points equal to 10+your level, every other stat is the same as yours. It does not skills, cannot attack, and cannot use tools. It generally looks like a glow bug, a lantern, or a sphere. But is can look like any item of tiny size.

Mechanical Arm

This Homunculus is an extra arm that can manipulate objects, but cannot use a weapon or shield. This allows you to use a second interaction per turn without costing an action. The Mechanical Arm cannot be target separately and uses your skills when manipulating objects.

Windup Lookout

This Homunculus is small creature. It can be used for scouting or guarding a camp. It normal follows you around, but can be commanded to move up to 200' away at 30' a round. It has hit points equal to 10+ your level, every other stat is the same as yours. It has both stealth and perception equal to your level + and double your proficiency bonus. It generally look like a small animal but can look like any mobile object of tiny size. When alert it will either sound an alarm or return to you and acknowledge that it has located something. It can be set to alert on all creatures or a specific creature type/race.

Travel Trunk

This Homunculus is a medium sized chest with feet. It will follow directly behind you unless told to stay. It has hit points equal to 10+ your level, every other stat is the same as the artificer. It has an extra-dimensional space similar to a bag of holding and has follows the same rules. It has not skills, cannot attack, and cannot use tools. When asked for an item, that item will appear at the top of the items in the chest so that the item does not need to be searched for. It has a movement speed of 30', and cannot climb vertical surfaces.

Spell Container

This Homunculus can hold a touch spell for a single round in order to convey it to a friendly target. You cast the spell upon the Homunculus and then whisper to it the intended target. The Homunculus will then move 30' toward the target, if it reaches it, it will wait in the same square as the target. During that character's round, the character can use the spell container on the needed item in his possession or himself as a bonus action. At the start of your turn, it will loss the spell if it has not been used and attempt to return to the artificer at 30' per round. Either way the spell has been considered cast. It has hit points equal to 10+artificer's level, every other stat is the same as the artificer. It does not have skills, cannot attack and cannot use tools. It generally looks like a bug or bird. But is can look like any item of tiny size.

Dedicated Wright

This construct is only available in campaigns where characters can create magic items. This Homunculus normal does not travel with Artificer but instead stays home and works on the creation of magic items. It can be given access to a formula and then will complete item the item for it masters. The cost and materials for creating the item must be given to the Wright before it can begin. On any day that the artificer does not work on the creation of a magic item the wright may apply half a day's work to the item it has been given to construct. It will only know how to create one item at a time, so it must be instructed by its owner before another type of item can be created, although it can make more than one of the item without instruction as long as it has the needed materials available. The artificer can take over the creation at any time, and the homunculus can be given partially completed items to work on. It has hit points equal to 10+ your level, every other stat is the same as the artificer and is shaped like a small humanoid.

Combat Homunculus

These homunculus are available to combat engineer as a vocation feature at 7th level and are upgraded at 13th level. Once you choose your homunculus you cannot change it. If the homunculus is damaged you can repair it with a infusion, using the normally rules for applying infusions. If the homunculus is damaged or destroyed you can completely repair it after your next long rest.

Your Homunculus obeys your command as the best as it can. It rolls for initiative like any other creature, but you determine its actions, decisions, attitudes, and so on. If you are incapacitated or absent then the Homunculus will follow the last orders it was given. Afterwards it will try to find and protect you to the best of it ability. All combat Homunculus have an ability that requires spending 1 armor charge to use. Activating these abilities requires your reaction to charge the Homunculus.

Iron Defender

You gain a homunculus with the following stats:

Armor Class 13 + your proficiency bonus

Hit Points 5 x artificer's level

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	3 (-4)	11 (0)	1 (-5)

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses dark vision 120 ft., passive Perception 10

Languages understands the languages of the artificer but can't speak

Pounce If the iron defender moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC (13 + your proficiency bonus) Strength saving throw or be knocked prone. If the target is prone, the iron can make one bite attack against it as a bonus action.

Actions

Bite Melee Weapon Attack: + (5 + your proficiency bonus) to hit, reach 5 ft., one target. Hit: (1d8 + 3 + your proficiency bonus) piercing damage.

Grease (as per spell 3 times a day, range is 5ft), save is versus you artificer saving throw DC.

Poison Breath (spend 1 armor charge) The iron defender exhales poisonous gas in a 30-foot cone. Each creature in the area must make a Constitution saving throw versus your artificer's Spell Saving DC, take 28 (8d6) poison damage on a failed save, or half as much damage on a successful one.

During a short rest you may infuse the iron defender with one infusions to bring it to full health and restore all uses of its grease ability. During a long rest you may do this without using a point.



Improved Iron Defender

At 13th level the Iron Defender is improved: AC increase by 1, speed increases by 10, Strength/Dex/Con goes up by 2 (Damage and to hit increase by 1, Pounce DC increases by 1, increase hit points to 6x artificer level, AC goes up by an additional 1), and its bite dice becomes 1d10. The Irons Defender poison breaths damage increases to 42 (12d6) in a 40-foot cone. The Iron Defender gains a multi-attack with a bite and claw when commanded to attack.

Flame Turret

You can throw a special box you have prepared into a square and within 30 feet of you as an bonus action. On the next turn it will deploy as a turret. You can also pick up the turret as a bonus action if you are adjacent to it, returning it to the throwable box state.

Armor Class 13 + your proficiency bonus

Hit Points 7 x artificer's level

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	16 (+3)	3 (-4)	13 (+1)	1 (-5)

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, restrained, prone

Senses blindsight 30 ft., passive Perception 11

Languages understands the languages of the artificer but can't speak

Suppression Field The flame turret will hit every enemy creature within 10 feet with 7 (2d6) fire damage at the beginning of its turn. They may make a DEX save versus your artificer saving DC to take half. If they move within 10 feet during their move they also take the damage at that time.

Actions

Bolt Ranged Spell Attack: + (5 + your proficiency bonus) to hit, reach 30 ft., one target. Hit: 10 (3d6) fire damage.

Suppression Grid (spend 1 armor charge) The flame turret lays a 30' square field of fire that is 5 foot high, you can choose of the the grid form in midair. Any enemy starting their turn or cross the grid will take 4d6 fire damage. They may make a Dexterity saving throw versus your Spell Saving DC to take half damage. The grid area is also considered difficult terrain and requires 2 foot movement for every foot traveled.

Improved Flame Turret

At 13th level the flame turret is improved: AC increases by 2, hit points goes up to 8 x artificer level, and damage increases to 3d6 for anyone in 10 feet and damage increases to 5d6 for the bolt and suppression grid actions. The turret can now do damage as fire, cold, acid, poison, thunder, or lightning. you can command it to change as a bonus action and this can also be done at the time a turret is commanded to attack a

target. This effects the suppression field, bolt, and suppression grid abilities, all three must be the same type of damage. The saving throws change to a Constitution saving throw for poison and cold damage.

Golem Hand

You create a flying stone hand, this hand can fly up to 30 feet away from you or up in the air. It can hold an object and interact with them. If the item requires attunement it must be attuned to you.

Armor Class 13 + your proficiency bonus
Hit Points 5 x artificer's level
Speed 30 ft fly.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+2)	14 (+2)	5 (-3)	15 (+2)	1 (-5)

Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, restrained, prone
Senses blindsight 30 ft., passive Perception 11
Languages understands the languages of the artificer but can't speak

Actions

Use item The golem hand uses the it it is currently holding. It cannot activate magic items.
Use weapon It can hold a one handed weapon, in which case it can be commanded to attack. It will make a single attack each turn with the weapon using your bonus and proficiency.
Use shield It can hold a shield in which can it can apply the shield bonus to a single target that it is adjacent to if they don't already have a shield bonus.
Force Hand (spend 1 armor charge) A large hand of force appears around the Golem Hand and grasps at a target with 10' of it. A target Huge or smaller must make a Strength Save versus your spell Casting DC. On a failed save they take 27 (6d8) force damage and is restrained until the end of your next turn. On a successful save, they take half damage and are not restrained.

Improved Golem Hand

At 13th level the golem hand can be improved. When it attacks it can make two attacks with its weapon. If it uses a shield it will bash a target that it is improving, it does damage as a mace, and it will do a single attack a round. The Force Hand now does 54 (12d8) force damage.

Rune Drone

This eldritch device has a look similar to a spider, it has 8 legs and a chassis that houses a gem, instead of a mount the device has spout and a multitude of small black gems are in place of its eyes. The gem is a special crystal that aligns the rune drone to a certain type of energy. The crystal can be changed as part of a short rest. The rune drone can make one spell attack on its action, the effects are

determined on the current crystal installed. All saving throws are made versus your spell casting DC.

Armor Class 12 + your proficiency bonus
Hit Points 3 x artificer's level
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	14 (+2)	10 (+1)	5 (-3)	11 (+1)	1 (-5)

Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, restrained, prone
Senses blindsight 30 ft., passive Perception 11
Languages understands the languages of the artificer but can't speak

Actions

Ruby: 1 target within 60 feet takes 1d10 fire damage with a failed Dexterity saving throw.
Spend 1 armor charge: 1 target with 60 feet and all creatures within 30 feet takes 4d10 fire damage with a failed Dexterity saving throw, or half on a successful one.
Amethyst: 1 target with 120 feet takes 1d4+1 force damage.
Spend 1 armor charge: Fire 6 bolts at up 4 targets with 120 feet takes 1d4+1 force damage. You may fire multiple bolts at a target.

Sapphire: 1 target with 40 feet takes 1d6 cold damage and has disadvantage on its next attack with a failed Constitution saving throw.
Spend 1 armor charge: Fire a line of frost that is 40 feet long. Targets with 4d6 cold damage on a failed Constitution saving throw, or half on a successful one. Targets that fail there saving throw are also stunned until the end of your next turn.

Emerald: 1 target with 40 feet takes 1d6 acid damage and 1d4 acid damage at the start of its next turn with a failed Constitution saving throw.
Spend 1 armor charge: Fire a cone of acid that is 40 feet long. Targets with 4d6 acid damage on a failed Constitution saving throw, or half on a successful one. Targets that fail there saving throw are also also take 4d4 acid damage at the start of it next turn.

Improved Rune Drone

At 13th level the Rune Drone is improved: AC increase by 1, speed increases by 10, Strength/Dex/Con goes up by 2 (increase hit points to 5x artificer level, AC goes up by an additional 1). It also gains the ability to climb speed of 30 feet.

Ruby: 1 target within 90 feet takes 2d10 fire damage with a failed Dexterity saving throw.
Spend 1 armor charge: 1 target with 90 feet and all creatures within 40 feet takes 8d10 fire damage with a failed Dexterity saving throw, or half on a successful one.
Amethyst: Fire 2 bolts at up 2 targets with 120 feet takes 1d4+1 force damage. You may fire multiple bolts at a target.

Spend 1 armor charge: Fire 10 bolts at up to 6 targets within 120 feet. Each target takes 1d4+1 force damage. You may fire multiple bolts at a target.

Sapphire: 1 target within 40 feet takes 2d6 cold damage and has disadvantage on its next attack with a failed Constitution saving throw.

Spend 1 armor charge: Fire a line of frost that is 60 feet long. Targets within 8d6 cold damage on a failed Constitution saving throw, or half on a successful one. Targets that fail their saving throw are also stunned until the end of your next turn.

Emerald: 1 target within 40 feet takes 2d6 acid damage and 1d6 acid damage at the start of its next turn with a failed Constitution saving throw.

Spend 1 armor charge: Fire a cone of acid that is 60 feet long. Targets within 6d6 acid damage on a failed Constitution saving throw, or half on a successful one. Targets that fail their saving throw are also also take 6d4 acid damage at the start of its next turn.

Multiclassing

Multiclassing proficiencies

If you multiclass into an artificer you gain the following proficiencies: Light armor, medium armor, shields, simple weapons, crossbows, firearms (if used in the campaign)

Class Features

If you multiclass into both rogue and artificer you only gain the expertise feature once at level one. You can gain both vocation expertise at 6th level of artificer and expertise at 6th level of rogue.

Spells

For total spell slots, your artificer count half your artificer level (round down.) This is like how paladin or ranger count their level for multiclass spell slots.

Spells for Other Classes

Although these spells are meant for an artificer, a few could be made available to a wizard. Here is the suggest spells to add to the wizards spell list. Control Construct, Inflict Damage, Magic Armor, Reconstruct, Repair Damage, and Total Repair.

Spellcasting

This list is the spells an artificer's know. Also included a description and the location of the spell text.

Cantrips

Spell name	Description	Location
Insightful Strike	Use Intelligence modifier with personal weapons	ACG pg. 22
Blade Ward	Resistance to weapon damage	PHB pg. 218
Dancing Lights	Create colored orbs	PHB pg. 230
Guidance	Bonus on skill checks	PHB pg. 248
Light	Create ball of light	PHB pg. 255
Mending	Fix damage items	PHB pg. 259
Resistance	Bonus to saves	PHB pg. 272
True Strike	Bonus to attacks	PHB pg. 284

1st Level Spells

Spell name	Description	Location
Ablative Armor	Quickly make ally resistance to weapon damage	ACG pg. 18
Abundant Ammunition	Create endless supply of ammunition	ACG pg. 18
Absorb Elements	Resistance to elemental damage and extra elemental damage next attack	EEPG pg. 15
Armor of Agathys	Gain temporary hit points and hurt other that take them away	PHB pg. 215
Binding Snare	Trap that Immobilizes enemies.	ACG pg. 19
Cannibalize Scroll	Take the power of a scroll to cast another spell.	ACG pg. 20
Detect Magic	See Magic Auras	PHB pg. 231
Glamoured Armor	Make armor look like clothes or other armor	ACG pg. 21
Identify	Gain information about magical items	PHB pg. 252
Indisputable Possession	Item teleports to owner's hand	ACG pg. 22
Inflict Damage	Inflict damage to constructs through touch	ACG pg. 22
Lucky Blade	Makes it easier to hit on one attack	ACG pg. 22
Magic Armor	Temporarily enchant armor	ACG pg. 22
Minor Construct	Creates a minor construct to help in combat	ACG pg. 23
Shield of Faith	Create magic shield around person	PHB pg. 275
Repair Damage	Touch construct to heal it	ACG pg. 24
Repairing Word	Heal construct quickly at a distance	ACG pg. 24
Skill Enhancement	Take advantage on skill check	ACG pg. 24
Skill Proficiency	Gain proficiency in a skill	ACG pg. 25
Tool Proficiency	Gain proficiency in a tool	ACG pg. 25
Transmute Metal	Change metal into another type	ACG pg. 25

2nd Level Spells

Spell name	Description	Location
Arcane Lock	Magically lock an item	PHB pg. 215
Armor Proficiency	Donner gains proficiency in the armor or shield.	ACG pg. 19
Baneful Armor	Temporarily enchant armor with special effect against a creature type	ACG pg. 19
Continual Flame	Create light than never expires.	PHB pg. 227
Enhance Ability	Gain benefit based on a ability.	PHB pg. 237
Elemental Armor	Temporarily Enchant Armor with elemental damage	ACG pg. 21
Gravity Snare	Traps that slows movement and pulls in enemies	ACG pg. 21
Heat Metal	Heat metal to painful temperatures	PHB pg. 250
Humanoid Essence	Remove certain construct restriction and immunities	ACG pg. 21
Knock	Open locks with a loud knock	PHB pg. 254
Magic Weapon	Temporarily enchant a weapon	PHB pg. 257
Mental Strike	Use a mental ability for a weapon's modifier	ACG pg. 23
Resistance Proficiency	Gain a save proficiency	ACG pg. 19
Toughen Construct	Gives AC and temporary hit points to a construct	ACG pg. 25
Weapon Proficiency	Welder gains proficiency in the weapon.	ACG pg. 26

3rd Level Spells

Spell name	Description	Location
Baneful Weapon	Temporarily enchant a weapon with special effect against a creature type	ACG pg. 19
Blast Rod	Create a temporary rod that does force damage	ACG pg. 20
Elemental Snare	Trap that explodes with elemental damage	ACG pg. 21
Elemental Weapon	Temporarily enchant a weapon with elemental damage	PHB pg. 237
Flame Arrows	Temporarily enchant arrows to do fire damage	EEPG pg. 18
Glyph of Warding	Create a permanent glyph as a trap.	PHB pg. 245
Keen Weapon	Temporarily enchant a weapon to increase its chance to critical hit	ACG pg. 22
Power Surge	Rod, wand or staff gains extra temporary charges	ACG pg. 23
Protection from Energy	Resistance to one type of elemental damage	PHB pg. 270
Remove Restrictions	Suspend restrictions on one magic item	ACG pg. 24
Stone Construct	Construct gains physical damage resistance	ACG pg. 20
Wall of Sand	Create a wall of sand	EEPG pg. 23
Wall of Water	Create a wall of water	EEPG pg. 23

4th Level Spells

Spell name	Description	Location
Censure Elementals	Create a talisman to keep elementals away	ACG pg. 20
Combat Homunculus	Summon a combat Homunculus to aid you in battle	ACG pg. 20
Fabricate	Craft items from materials	PHB pg. 239
Iron Construct	Construct gains physical and fire resistance and advantage on magic saves	ACG pg. 22
Malfunction	Within a small area all constructs are confused	ACG pg. 22
Rapid Repair	Construct gains fast healing 5	ACG pg. 24
Reconstruct	Reactivate a destroyed construct	ACG pg. 24
Rusting Grasp	Damage to iron creatures, weapons, and armor	ACG pg. 24
Spell Snare	Trap the counters enemies spells	ACG pg. 24

5th Level Spells

Spell name	Description	Location
Animate Objects	Turn inanimate objects into constructs	PHB pg. 213
Banishing Snare	Trap causes targets to be banished to another plane.	ACG pg. 19
Control Construct	Take control of a construct	ACG pg. 20
Creation	Create temporary items out of nothing	PHB pg. 229
Swift Quiver	Create endless supply of ammunition	PHB pg. 279
Total Repair	Greatly heal a construct	ACG pg. 20
Wall of Force	Create a wall of force	PHB pg. 285
Wall of Stone	Create a wall of stone	PHB pg. 287

* PHB – Player's Handbook, EEPG - Elemental Evil Player's companion, ACG – Artificer Class Guide (this document)

New Spells

Note an artificer's spells are always cast using some sort of object as a medium. For spells that target a person, assume that the spell is cast on some item the person is carrying. If the spell has a duration it can be ended prematurely by removing the object from the person. For new spells that target an item, this item may be given removed and passed around to others and will provide it benefit to whomever is wearing it at the moment. Constructs are considered items.

Ablative Armor

1st-level Abjuration

Casting Time: 1 reaction

Range: 60 feet

Components: V, S

Duration: 1 round

Until the start of your next turn, the targeted suit of armor or

clothes provides resistance to piercing, slashing, and bludgeoning damage to the wearer.

Abundant Ammunition

1st-level Conjuration (summoning)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a single piece of ammunition)

Duration: 8 hours

When cast on a container such as a quiver or a pouch the container always contains the ammunition used to cast the spell. The ammunition exists for one round once taken before vanishing. If, after casting this spell, you cast a spell or infusion that enhances projectiles on the container, all projectiles this spell conjures are affected by the spell or infusion.

Armor Proficiency

2nd-level Transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a belt buckle)

Duration: 1 hour

The armor or shield become enchanted allow the person donning it to be proficient with the armor or shield. This gives no other ability to use it. For example a creature with strength 11 creature still cannot properly don plate mail.

At Higher Levels. For each level above a 1st level slot, the duration of the enchantment lasts for an additional hour.

Baneful Armor

2nd-level Transmutation

Casting Time: 1 bonus action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

A shield or suit of armor becomes magical and gains +1 bonus to AC. If the armor or shield was already magical, the original enchantment is suppressed until the spell ends.

Choose one creature type (use the ranger list for enemy types), when you are hit by a creature of that type they must make a DC save versus Wisdom or be frightened of the wearer for 1 minute. Once the creature makes a successful save he is immune to this effects, if the spell is recast, the creature would once again be affected by the spell.

At Higher Levels. When you cast this spell using a spell slot of 4th level the bonus increase to +2. the creature also takes 2d6 force damage on the first failed save. When you cast this spell using a spell slot of 6th level the bonus increase to +3. the creature also takes 4d6 force damage on the first failed save.

Baneful Weapon

3rd-level Transmutation

Casting Time: 1 bonus action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

A weapon becomes magical and gains +1 bonus to attack rolls. If the weapon was already magical, the original enchantment is suppressed until the spell ends.

Choose one creature type (use the ranger list for enemy types) at time of casting, when you hit a creature of that type they take 1d10 addition damage.

At Higher Levels. When you cast this spell using a spell slot of 5th level the bonus increase to +2. The additional damage increases to 2d10. When you cast this spell using a spell slot of 7th level the bonus increase to +3. The additional damage increases to 3d10.

Binding Snare

1st-level Enchantment

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a pinch of granite dust)

Duration: 24 hours

You enchant a 10 feet square surface (ceilings or walls are possible) with a magic trap. It will be set off when someone casts a spell within 30 feet of the trap or the target of a spell is with 30 feet. When the trap is set off all targets with the target area must make a successful strength save your versus spell casting DC. All targets that fail there saving throws are immobilized until the end of their next round. If all possible targets fail there saving throws, the trap resets and can go off next round (same conditions as above to trigger), otherwise the spell ends. If the trap resets at least once all saving throws made against it are made with advantage. Leaving the trap area does not set it off. When created the caster may pick up to 5 targets that will not set it off and will not be affected by it. The trap can be spotted and disabled like a normal trap with the DC being the caster's spell save DC.

At Higher Levels. For each level above a 1st slot, 1 additional person can pass their saving throw before the trap spell ends. You also increase the number of resets needed before the targets have advantage on their saving throw by 1. You can also pick 1 additional target for the spell to ignore.

Banishing Snare

5th-level Enchantment

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a pinch of pepper)

Duration: 24 hours

You enchant a 10 feet square surface (ceilings or walls are possible) with a magic trap. It will be set off when someone moves into a square of the trap or passes over the trap at a height of 10 feet or less. When the trap is set off all targets with the target area must make a successful charisma save your versus spell casting DC. If the target that fail is native to another plane of existence, they return to that plane. Otherwise the target that fail there saving throws are banished for 10 rounds at most. If all possible targets fail there saving throws, the trap resets and can go off next round (same conditions as above to trigger), otherwise the spell ends and all previous banished targets return at the end of their next round. If the trap resets at least once all saving throws made against it are made with advantage. Leaving the trap area does not set it off. When created the caster may pick up to 5 targets that will not set it off and will not be affected by it. The trap can be spotted and disabled like a normal trap with the DC being the caster's spell save DC.

At Higher Levels. For each level above a 5th slot, 1 additional person can pass their saving throw before the trap spell ends. You also increase the number of resets needed before the targets have advantage on their saving

throw by 1. You can also pick 1 additional target for the spell to ignore.

Blast Rod

3rd-level Evocation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a metal rod)

Duration: 1 hour

By channeling energy into a metal rod, you are able to store it for later use as ray attacks of force damage. The amount of energy the rod holds 4 charges of force damage.

Activating it is an action that emits a ray as an attack using Intelligence modifier as its attack modifier to a maximum of 60'. Before rolling the attack roll, you must determine how much energy to release in charges. For each charge used you do 2d8 force damage on a hit. Regardless of whether the ray hits or not, the charges are expended are lost.

At Higher Levels. For each level above a 3rd slot, you increase the charges by 1.

Cannibalize Scroll

1st-level Transmutation

Casting Time: Varies (see below)

Range: Varies (see below)

Components: Varies (see below)

Duration: Varies (see below)

You cast a 0th, 1st, or 2nd level spell you have as a spell formula in your formula book. The material component requires a scroll of equal level or higher (either a permanent scroll or an infused one.) The range, components, and duration are the same as the spell formula. The casting time is greater of the scroll casting time or the spell formulas casting time to a minimum of 1 action.

At Higher Levels. If you cast with a 2nd level slot you may cast a 3rd or 4th level spell you have as a spell formula in your formula book. If you cast with a 3rd level slot you may cast a 5th level spell you have as a spell formula in your formula book.

Censure Elementals

4th-level Transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 minute

You touch an amulet or necklace and enchant it to repulse elementals. While worn the amulet or necklace causes all elements that come within 30' to make a wisdom saving throw against the artificer's saving throw DC. If the elemental fails its saving throw, it is turned for 1 minute or until it takes any damage.

A turned elemental must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For

its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the elemental can use the Dodge action.

Combat Homunculus

4th-level Transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 hour

You gain one of the combat homunculus as stated in the Class Options stated above. It will disappear when concentration is lost or it drops to 0 hit points. You also get 1 armor charge to use on that Homunculus' charge ability.

At Higher Levels. If you use a 5th level spell slot, the combat homunculus is improved.



Control Construct

5th-level Enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

You attempt to trick a construct that you can see into thinking you are its creator. The target must be a construct and not free-willed but the spell works even if the target is normally immune to being charmed. It must succeed on a Wisdom saving throw or be charmed by you for the duration of the spell. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw. While the target is charmed, You can issue commands to the creature verbally (requiring a bonus action), which it does its best to obey. You can specify a simple and general course of action, such as 'Attack that creature,' 'Run over there,' or 'Fetch that object.' If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability. Each time the target

takes damage, it makes a new Wisdom saving throw against the spell. If the saving throw succeeds, the spell ends.

Elemental Armor

2nd-level Transmutation

Casting Time: 1 bonus action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

A shield or suit of armor becomes magical and gains +1 bonus to AC. If the armor or shield was already magical, the original enchantment is suppressed until the spell ends.

Choose one elemental type (fire, cold, acid, thunder, or lightning), when you are hit by a melee attack you do 1d6 damage to the creature that hit you if he hasn't hit you since the start of your turn.

At Higher Levels. When you cast this spell using a spell slot of 4th level the bonus increase to +2. the creature also takes 2d6 damage on the first successful. When you cast this spell using a spell slot of 6th level the bonus increase to +3. the creature also takes 4d6 damage on the first successful attack.

Elemental Snare

3rd-level Enchantment

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a pinch of salt)

Duration: 24 hours

You enchant a 10 feet square surface (ceilings or walls are possible) with a magic trap. It will be set off when someone moves into a square of the trap or passes over the trap at a height of 10 feet or less. When the trap is set off all targets with the target area and those within 20 feet outside the trap must make a successful strength save your versus spell casting DC. All targets that fail there saving throws take 8d6 damage, the type is determined at the time the spell is cast and can be fire, cold, acid, thunder, or lightning. On a successful save they take half damage. If all possible targets fail there saving throws, the trap resets and can go off next round (same conditions as above to trigger), otherwise the spell ends. If the trap resets at least once all saving throws made against it are made with advantage. Leaving the trap area does not set it off. When created the caster may pick up to 5 targets that will not set it off and will not be affected by it. The trap can be spotted and disabled like a normal trap with the DC being the caster's spell save DC.

At Higher Levels. For each level above a 3rd slot, 1 additional person can pass their saving throw before the trap spell ends. You also increase the number of resets needed before the targets have advantage on their saving throw by 1. You can also pick 1 additional target for the spell to ignore.

Glamoured Armor

1st-level Illusion

Casting Time: 1 action

Range: Touch

Components: V, S, M (A piece of velvet)

Duration: 8 hour

A suit of armor or clothes becomes enchanted allowing the wear to make it appear as normal clothes or another suit of armor. As a bonus action during the duration the wearer can change the appearance. The wearer can choose it color, style, and accessories but the weight and bulk remains the same.

Gravity Snare

2nd-level Enchantment

Casting Time: 1 minute

Range: Touch

Components: V, S, M (one foot of purple thread)

Duration: 24 hours

You enchant a 10 feet square surface (ceilings or walls are possible) with a magic trap. It will be set off when someone moves into a square of the trap or passes over the trap at a height of 10 feet or less. When the trap is set off all targets with the target area and those within 20 feet outside the trap must make a successful strength save your versus spell casting DC. All targets that fail there saving throws are pulled to the closet square in the trap and have their movement reduced by half on their next round. They also take 2d6 bludgeoning damage. If all possible targets fail there saving throws, the trap resets and can go off next round (same conditions as above to trigger), otherwise the spell ends. If the trap resets at least once all saving throws made against it are made with advantage. Leaving the trap area does not set it off. When created the caster may pick up to 5 targets that will not set it off and will not be affected by it. The trap can be spotted and disabled like a normal trap with the DC being the caster's spell save DC.

At Higher Levels. For each level above a 2nd slot, 1 additional person can pass their saving throw before the trap spell ends. You also increase the number of resets needed before the targets have advantage on their saving throw by 1. You can also pick 1 additional target for the spell to ignore.

Humanoid Essence

2nd-level Transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

The construct becomes a living creature, able to be healed by healing spell. The construct also loses immunity to physical damage from non-magical weapons that are not adamantine. He loses his immunity to poison damage and the poison condition. The spell has no effect on creatures

who are not constructs. A unwilling target must make a constitution saving throw to avoid the effect. If he fails he may make another roll at the end each of his turns.

Indisputable Possession

1st-level Abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

The targeted item can be called back to your hand as a bonus action while the spell is in effect. If the item is out of your possession for longer than 5 minutes the spell automatically ends. If the item is being held by another person they can make a wisdom save in order to stop the item from leaving their hand. If the save succeeds the spell immediately ends. The item must be of a size that can be carried by a normal medium sized person in two hands.

Inflict Damage

1st-level Transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Make a melee attack against a construct you can reach. On a hit, the construct takes 3d12 force damage. This spell will not effect non-construct targets.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increase by 1d12 per level above the 1st.

Insightful Strike

Abjuration Cantrip

Casting Time: 1 bonus action

Range: Touch

Components: V, S

Duration: 1 minute

The weapon become enchanted allow the artificer using it to substitute Intelligence for strength or dexterity modifier when attacking and damaging with the weapon. The weapon also become magical, if it isn't already. The spell ends if the cantrip is recast or the weapon leaves the artificer's hands.

Iron Construct

4th-level Transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

The Construct gains resistance to piercing, slashing, bludgeoning, and fire damage for the duration of the spell. He also gains advantage on any saving throws against spell

and other magical effects. This spell has no effect on non-constructs.

Keen Weapon

3rd-level Transmutation

Casting Time: 1 bonus action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

A weapon becomes magical and gains +1 bonus to attack rolls. If the weapon was already magical, the original enchantment is suppressed until the spell ends.

When attacking with the weapon you critically hit with a roll of 19 or 20.

At Higher Levels. When you cast this spell using a spell slot of 5th level the bonus increase to +2. When you cast this spell using a spell slot of 7th level the bonus increase to +3. You critically hit with a roll of 18 - 20.

Lucky Blade

1st-level Transmutation

Casting Time: 1 reaction or bonus action

Range: 60 feet

Components: V

Duration: 1 round

The weapon become enchanted allow the person attacking with it to take advantage on the first attack before the end their next turn. It is considered magical for this attack.

Magic Armor

1st-level Transmutation

Casting Time: 1 bonus action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

A shield or suit of armor becomes magical and gains +1 bonus to AC. If the weapon was already magical, the original enchantment is suppressed until the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 3rd level the bonus increase to +2. When you cast this spell using a spell slot of 5th level the bonus increase to +3.

Malfunction

5th-level Enchantment

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 minute

This spell causes construct to act strangely. Each construct in a 10-foot-radius sphere centered on a point you choose within range must succeed on a Wisdom saving throw when you cast this spell or be affected by it.

An affected target can't take reactions and must roll a

d12 at the start of each of its turns to determine its behavior for that turn.

1: The construct uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action this turn.

2-3: The construct doesn't move or take actions this turn.

4-5: The construct moves and attacks its closest ally.

6-8: The construct uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn.

9-10: The construct attacks itself with one of its melee attacks, picked randomly. Roll for attack against its own AC.

11-12: The construct can act and move normally. At the end of its turns, an affected target can make a Wisdom saving throw. If it succeeds, this effect ends for that target.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the radius of the sphere increases by 5 feet for each slot above 4th.

Mental Strike

2nd-level Abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a glass shard)

Duration: 4 hours

The weapon become enchanted allow the person using it to substitute Intelligence, Wisdom or Charisma modifier for strength or dexterity modifier when attacking and damaging with the weapon, chosen when the spell is cast. The weapon also become magical, if it isn't already.

At Higher Levels. For each level above a 2nd level slot, you increase the duration by 4 hours.

Minor Construct

1st-level Transmutation

Casting Time: 1 action

Range: 5 feet

Components: V, S, M (a small heap of scrap)

Duration: Concentration, up to 1 minute

You create a minor construct in a space in range. While active you can command it as a bonus action. You can command it to do a move and action as if it were its turn. It will crumb to pieces when concentration is lost or it drops to 0 hit points. The appearance is up to you, but it will always be tiny with one slashing attack.

Minor Construct

Armor Class 13

Hit Points 12

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	14 (+2)	1 (-5)	10 (0)	1 (-5)

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses dark vision 60 ft., passive Perception 10

Languages understands the languages of the artificer but can't speak

Actions

Bite or Claw Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: (1d4 + 1) slashing damage.

At Higher Levels. For each level above a 1st level slot, you increase the Dexterity by 2 (increasing AC, to hit, and damage by 1). It also gains 6 extra hit points.

Power Surge

3rd-level Abjuration

Casting Time: 1 action

Range: Touch

Components: S, M (a drop of mercury)

Duration: 10 minutes

The wand, rod, or staff gains the equivalent of a 3rd level spell in additional magic temporary charges. The item must be one that uses and can regain charges. These charges are expended first and disappear when the duration of the spell lapses.

For example a wand of magic missile, each charge represents a 1st level spell so the wand would gain 3 charges, a wand of fireball though is a 3rd level spell so it gains only 1 charge. For a wand adapts personal wand, it would gain 3 charges and a wand of wonder would get 1 charge. Partial charges are lost.

At Higher Levels. For higher level slot, you increase the charges by to an equivalent charges equal spell level.

Rapid Repair

4th-level Transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

The targeted construct heals for 5 hit points at the end of your turn. This spell has no effect on non-construct targets. If the construct becomes unconscious, they are healed one more time on your turn and then the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the healing increases by 1 point per turn for each slot level above 1st.

Reconstruct

4th-level Transmutation

Casting Time: 1 hour

Range: Touch

Components: V, S, M (a ruby worth 500gp which is consumed)

Duration: Instantaneous

You touch a construct that was destroyed no more than a year ago, the target reactivates with a quarter of its hit points.

Remove Restrictions

4th-level Transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a ruby worth 500gp which is consumed)

Duration: 1 hour

All restrictions on the touched magic item are removed. It can be used by any person, even removing the need to be a spell casters. If a spell or dragonmark (for Ebberon campaigns) is needed to activate the item this requirement is not removed.

Repair Damage

1st-level Transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

The touched construct heals for 1d10 + your spellcasting ability modifier. This spell has no effect on non-construct targets.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d10 for each slot level above 1st.

Repairing Word

1st-level Transmutation

Casting Time: 1 bonus action

Range: 60 feet

Components: V

Duration: Instantaneous

The construct heals for 1d6 + your spellcasting ability modifier. This spell has no effect on non-construct targets.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d6 for each slot level above 1st.

Resistance Proficiency

2nd-level Abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a small silver of crystal)

Duration: 10 minutes

The ring become enchanted allow the person wearing them be proficient in one save chosen by you at the time of casting.

At Higher Levels. For each level above a 2nd level slot, you make pick an additional save for the person wearing the ring to be proficient in.

Rusting Grasp

4th-level Transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (a pinch of rusted iron)

Duration: Concentration, up to 1 minute

You can make an attack with your weapon against an item or creature.

Against a ferrous creature or an construct made out of metal you do 3d12 acid damage (creatures immune/resistance to acid still take full damage)

Against a metallic non-magic weapon you the weapon is destroyed. Items held allow the holder to make a DEX save versus your spell DC to avoid rust damage.

Against a metallic non-magic armor or shield the armor or shield losses 1d4 to AC, Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. Items held allow the holder to make a DEX save versus your spell DC to avoid rust damage.

Against a metal surface or rock up to a 3' radius of a non-magic metal touched is destroyed. You may only apply the spell affects to one successful hit.

Skill Enhancement

1st-level Transmutation

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S

Duration: 1 round

The gloves become enchanted allow the person wearing them to take advantage of all skill rolls until the end of their next turn.

At Higher Levels. The spell can be cast as a reaction if a 2nd level or high slot is used.

Skill Proficiency

1st-level Transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a thimble full of oil)

Duration: 1 hour

The gloves become enchanted allow the person wearing them to be proficient in one skill chosen by you at the time of casting.

At Higher Levels. For each level above a 1st level slot, the duration of the enchantment lasts for an additional hour.

Spell Snare

4th-level Enchantment

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a spider's web)

Duration: 24 hours

You enchant a 10 feet square surface (ceilings or walls are possible) with a magic trap. It will be set off when someone casts a spell within 30 feet of the trap or the target of a spell is within 30 feet. When the trap is set off the trap will attempt to counterspell the spell being cast. make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a success, the creature's spell fails and has no effect and the trap resets and can go off next round (same conditions as above to trigger), otherwise the spell ends. If the trap resets at least once then your spellcasting ability check is made with disadvantage. When created the caster may pick up to 5 targets whom spells will not be affected by it. The trap can be spotted and disabled like a normal trap with the DC being the caster's spell save DC.

At Higher Levels. For each level above a 4th slot, You also increase the number of resets needed before your spellcasting ability check is made with disadvantage by 1. You can also pick 1 additional target for the spell to ignore.

Stone Construct

3rd-level Transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

The Construct gains resistance to piercing, slashing, and bludgeoning damage for the duration of the spell.

Tool Proficiency

1st-level Transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a sprinkle of iron shavings)

Duration: 2 hours

The tools become enchanted allow the person using them be proficient in tools.

At Higher Levels. For each level above a 1st slot, the duration of the enchantment lasts for an additional 2 hours. When using a 4th level slot the user can be consider proficient long enough to contribute a day of work to craft items that take an entire day's work. He can be the only one to use the tools that day for it to count.

Total Repair

5th-level Transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

The touched construct heals for 60 hit points. This spell has no effect on non-construct targets. The spell also ends blindness, deafness, and any diseases affecting the target.

Toughen Construct

2nd-level Transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

The construct gains 15 temporary hit points, also the AC of the construct cannot be less than 16 no matter what type of armor it is wearing.

At Higher Levels. For each level of spell slot above a 2nd level slot, the amount of temporary hit points increases by 10.

Transmute Metal

1st-level Transmutation

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (powdered metal the same as spell)

Duration: Concentration, Up to 1 hour

Transmutes one type of metal to another. Commonly used on metal weapons and armor but can be used on any metal the would be about the quantity of a medium weapon or armor. For simplicity here are the common transmutation and their effect.

Silver Weapon - Overcomes damage resistance on some outsiders, undead, and lycanthropes.

Adamantine Weapon - Overcomes damage resistance on some constructs and those wearing adamantine armor and becomes unbreakable.

Adamantine Armor - *Critical* hits become normal hits unless struck by an adamantine weapon.

Mithril Armor - Removes disadvantage to stealth checks from wearing certain armor.

The item must be in an allies possession when targeted by the spell. Other types on metal are available, you could for example change a bag of copper coins to gold.

Weapon Proficiency

2nd-level Transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a strip of leather)

Duration: 1 hour

The weapon become enchanted allow the person welding it to be proficient with the weapon. This gives no other ability to use it. For example a small creature still cannot properly wield a heavy weapon.

At Higher Levels. For each level above a 1st level slot, the duration of the enchantment lasts for an additional hour.

Pregenerated Characters

Human Artificer 1

You're a newly trained artificer fresh from the workshop of his master, ready to take on the world and gain untold knowledge that awaits you in the great ruins and dungeons that are out there.

Background (Guild Artisan)

You started at an early age, apprenticing yourself out to the master armorer of the king of your land. You poured yourself into your study for many years, before you or your master realized your a gift. Though he has heard of those with your skill, the number is few and he has little to help you except a few books. With those in hand he sends you off to develop your skills.

Guild membership. You are a member of the Armorer's, locksmith, and fine smith guild. Trained to the level of Journeyman, you seek to enhance your wares with the magic gift you where born with.

Personality Trait. For you the very beginning you have realized that only perfectionist achieve the higher level of master.

Ideal. I've worked hard to get where I am, and with my new talents I can be the best.

Bond. One day I will return to my guild to be the master that I was meant to be.

Flaw. I'm never satisfied with what I have, I always yearn for more.

Stats

Medium humanoid (human), Neutral

Armor Class 17 (scale mail and shield)

Hit Points 10 (Hit Dice 1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	16 (+3)	12 (+1)	11 (+0)

Proficiencies (+2 proficiency bonus)

Saving Throws Int +5, Wis +3

Skills Perception (Expertise) +5, Insight +3, History +5
Arcana +5, Medicine +3

Armor: Light Armor, Medium Armor, Shield

Weapons: Simple Weapons, Crossbows, Firearms (if used in Campaign)

Tools Thieves Tools (Expertise), Smith's Tools, Tinker Tools.

Languages Common, Dwarvish, Orc

Actions

Attack. You can attack when you take an this action, using the following:

Mace Melee Weapon Attack: + 4 to hit, reach 5 ft., one target. Hit: 1d6 + 2 bludgeoning damage.

Options

Infusions. 2 infusions per day

Infusion Save DC: 13

Infusion Attack modifier: +5

Artificer Features

Infusions: You can create a scroll during a long or short rest or when you have 10 minutes. You may pick any spell in your spell formula list and can read the scroll to cast it.

Infusions. 2 infusions per day

Infusion Save DC: 12

Infusion Attack modifier: +4

Spell Formulas.

1st level: Magic Missile, Cure Wounds, Healing Word, Charm Person, Feather Fall, Disguise Self, Sleep, Comprehend Languages

Equipment

Mace, Shield, explorer's pack, scale mail, smith tools, thieves' tool, formula book, money (20gp)

Dwarf Artificer 3 (Combat Engineer)

You're a veteran of a decade long war that nearly caused your people to lose their homeland to invaders. You spent your time keep the troops in arms and armor, repairing what you could and salvaging what you couldn't.

Background (Soldier)

You are trained in the art of blacksmithing, kand have recently left the army but you still retain the rank of sergeant.

Military Rank. You have earned the rank of sergeant from your training in the dwarven army. After the last war, you decided to try your hand out of the army.

Personality Trait. You are unflinching, you can stared down and danger and not blink.

Ideal. Your nation and your people are all that matters.

Bond. Your honor is your life.

Flaw. My hatred for my enemies knows no bounds, My desire for retribution far outweighs my ability to show mercy.

Stats

Medium humanoid (hill dwarf), Lawful Neutral

Armor Class 20 (plate mail and shield)

Hit Points 29 (Hit Dice 3d8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	16 (+3)	14 (+2)	11 (+1)	8 (-1)

Proficiencies (+2 proficiency bonus)

Saving Throws Int +4, Wis +3

Skills Perception (Expertise) +5, Athletics (Expertise) +6, Intimidation +1, Medicine +3, History +4, Arcana +4

Armor: Light Armor, Medium Armor, Augmented Armor, Shield

Weapons: Simple Weapons, Crossbows, Firearms (if used in Campaign), Battle Axe, War Hammer

Tools Thieves Tools (Expertise), Smith's Tools, Vehicles (Land), Gaming Dice, Tinker Tool's, Cartographer's tool

Languages Common, Dwarvish

Actions

Attack. You can attack when you take an this action, using the following:

Battle Axe Melee Weapon Attack: + 4 to hit, reach 5 ft., one target. Hit: 1d8 + 2 slashing damage.

Options

Infusions. 2 infusions per day

Infusion Save DC: 12

Infusion Attack modifier: +4

Spellcasting

Spell Save DC: 12

Spell Attack modifier: +4

Spell Slots: 1st level (3)

Dwarf Features

Darkvision: You can see 60' in dim light as bright light, and 30' in darkness as dim light. You cannot see color in darkness.

Dwarven Resilience: You have advantage on poison saves, and are resistant to poison damage.

Stonecutting: You may make an Intelligence (History) check on stone to find it origin. You add +2 (proficiency bonus) on this check.

Artificer Features

Infusions: By spending an infusion, you can create a scroll during a long or short rest or when you have 10 minutes. You may pick any spell in your spell formula list and can read the scroll to cast it.

You can also create a potion during a long or short rest or when you have 10 minutes, using an infusion. You can choose to create a climbing, growth, healing (2d4+2), mind-reading, or greater healing potion (4d4+4).

You can instantly spend infusions through your augmented armor to minimize damage. As a reaction, when you take damage you, after the damage has been rolled, you take the minimal possible damage for rolls (all rolls are consider 1's but keep track of the full damage) and bonus damage is considers a +1 if is greater than +1, this lasts until the start of you next turn. The first attack that hits on your next turn is energized it does an the extra damage that was rolled (damage roll minus the minimal damage you took) force

damage. If you do not hit successful on your next turn, the bonus damage is lost.

Infusions. 2 infusions per day

Infusion Save DC: 12

Infusion Attack modifier: +4

Spell Formulas.

1st level: Magic Missile, Cure Wounds, Inflict Wounds, Bane, Feather Fall, Disguise Self, Sleep, Thunder Wave plus all 1st level artificer spells

2nd level: Spiritual Weapon

Augmented Armor. You are always proficient with your armor and you are considered an construct for the purpose of spell while wearing it.

Use Magic Device. You may ignore class and race requirements when using a magic item.

Spellcasting Ability: You may cast spell from the artificer's spell list. When you take a long rest you may choose 3 spells from the entire list of spells plus your vocation spells that are at least your highest level spell slot. Other rules are found in the Player's Handbook.

Spell Save DC: 12

Spell Attack modifier: +4

Spell Slots: 1st level (3)

Cantrips. You gain three cantrips that can be cast at will.

Ritual Casting: You can cast a spell as a ritual in you have it prepared.

Prepared Spells

Cantrips: Insightful Strike, Guidance, Mending

1st-level spells: Repair Damage, Shield of Faith, Transmute Metal, Searing Smite, Thunderous Smite

Equipment

Battle Axe, Shield, explorer's pack, Plate mail (augmented), smith tools, Dice set, thieves' tool, formula book, money (50gp)

Halving Artificer 5 (Alchemist)

You're worked as an adviser to a great king. Though many years of hard study you became the one he relied upon for many subjects of knowledge, now your wanderlust has set in you are ready to see the world.

Background (Sage)

You are trained in the art of alchemist, though you know much knowledge from many different areas.

Researcher. If you don't know the answer to a question you know where to find it.

Personality Trait. I am smarter than everyone one around me, but I have patients to explain anything and everything to others.

Other Class Options

Ideal. Knowledge is the path to a fulfilling life.

Bond. I work to build a great library in my homeland that I may return to when I retire.

Flaw. Most people scream when they see a demon, I stop and take notes.

Stats

Small humanoid (lightflit halfling), Chaotic Good

Armor Class 16 (Studded leather)

Hit Points 29 (Hit Dice 5d8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	18 (+4)	12 (+1)	16 (+3)	10 (+0)	12 (+1)

Proficiencies (+3 proficiency bonus)

Saving Throws Int +6, Wis +3

Skills Perception +3, Stealth (Expertise) +10, Medicine (Expertise) +6, History +6, Arcana +6, Investigation +6

Armor: Light Armor, Medium Armor, Shield

Weapons: Simple Weapons, Crossbows, Firearms (if used in Campaign)

Tools Thieves Tools (Expertise), Alchemist's Tools, Cartographer's tool

Languages Common, Dwarvish, Halfling, Primordial

Actions

Attack. You can attack when you take an this action, using the following:

Dagger Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 1d4 + 4 piercing damage.

Light Crossbow Ranged Weapon Attack: +7 to hit, range (80/320), one target, loading Hit: 1d8+4 piercing damage.

Bomb 2d6 fire, cold, or acid damage, 90' range, 5' radius, dexterity save DC 14 for half.

Options

Infusions. 3 infusions per day

Infusion Save DC: 14

Infusion Attack modifier: +6

Spellcasting

Spell Save DC: 14

Spell Attack modifier: +6

Spell Slots: 1st level (4), 2nd level (2)

Halfling Features

Lucky: You may reroll a 1 on a attack roll, saving throw, or ability check. You must keep the new roll

Brave: You have advantage on saves against being frightened.

Halfling Nimbleness: You may move through space with creatures that are medium or larger.

Natural Stealthy: You may attempt to hide when obscured by a creature that are medium or larger.

Artificer Features

Infusions: By spending an infusion, you can create a scroll during a long or short rest or when you have 10 minutes. You may pick any spell in your spell formula list and can read the scroll to cast it.

You can also create a potion during a long or short rest or when you have 10 minutes, using an infusion. You can choose to create three climbing, three growth, three healing (2d4+2), two mind-reading, two greater healing potion (4d4+4), two invisibility, two water breathing, or two superior healing potions (8d4+8)

You can create two bombs with an infusion during a long or short rest or when you have 10 minutes, These do 2d6 fire, acid, or cold chosen when you make them. You start out with two bombs at the end of a long rest without spending an infusion.

You can use 1 infusion during a long or short rest or when you have 10 minutes give a piece of armor or shield a +1 bonus until the end of a long rest.

Spell Formulas.

1st level: Magic Missile, Inflict Wounds, Hunter's Mark, Feather Fall, Disguise Self, Sleep, Thunder Wave plus all 1st level artificer spells

2nd level: Spiritual Weapon, Cordon of Arrows, Invisibility plus all 2nd level artificer spells

Use Magic Device. You may ignore class and race requirements when using a magic item.

Spellcasting Ability: You may cast spell from the artificer's spell list. When you take a long rest you may choose 5 spells from the entire list of spells plus your vocation spells that are at least your highest level spell slot. Other rules are found in the Player's Handbook.

Spell Save DC: 14

Spell Attack modifier: +6

Spell Slots: 1st-level (4), 2nd-level (2)

Cantrips. You gain three cantrips that can be cast at will.

Ritual Casting: You can cast a spell as a ritual in you have it prepared.

Prepared Spells

Cantrips: True Strike, Guidance, Mending

1st-level spells: Cure Wounds, Skill Enhancement, Shield of Faith, Healing Word

2nd-level spells: Baneful Armor, Prayer of Healing, Resistance Proficiency, Magic Weapon

Equipment

Light Crossbow, 4 Daggers, 60 bolts, Ink, Leather Armor, Alchemist's tools, Explorer's kit, thieves' tool, formula book, money (12gp)

Elf Artificer 7 (Gunsmith)

You live in the wilds, by your own hands. You have learned the ways of nature and understand your place in it. One day you came upon a dwarven caravan who was destroyed by a wandering monster. You found your greatest treasure there, a rifle. You learned how to use it and became an artificer.

Background (Outlander)

You have spent most of your life out in the woods and that is where you feel at home.

Wanderer. You have a natural sense of the land, and you know how to find game to feed yourself and up to 5 people.

Personality Trait. I have learned my lessons from nature, and learned them well.

Ideal. If nature tells us anything, it's that the strong survive and the weak perish.

Bond. My rifle gives me the advantage in the woods, I will protect it as it protects me.

Flaw. Most people are not to be trusted, they are mostly just looking for the advantage.

Stats

Medium humanoid (High Elf), Neutral

Armor Class 16 (breastplate)

Hit Points 51 (Hit Dice 7d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	18 (+4)	14 (+2)	9 (-1)

Proficiencies (+3 proficiency bonus)

Saving Throws Int +7, Wis +5

Skills Perception (Expertise) +8, Stealth (Expertise) +8, Medicine +5, Athletics +3, Survival +5, Nature +7, Arcana +7

Armor: Light Armor, Medium Armor, Shield

Weapons: Simple Weapons, Crossbows, Firearms, Longsword, Shortsword, Longbow, Shortbow

Tools Thieves Tools, Gunsmithing Tools (expertise), Cartographer's tool

Languages Common, Elven, Drow

Actions

Attack. You can attack when you take an action, using the following:

Shortsword Melee Weapon Attack: +5/+7 (insightful strike) to hit, reach 5 ft., one target. Hit: 1d6+2/1d6+4 (insightful strike) slashing damage.

Musket +1 Ranged Weapon Attack: +8/+10 (insightful strike) to hit, range (40/120), one target, loading Hit: 1d12+3/1d12+5 (insightful strike) piercing damage. May use bonus

action to attack twice if first attack hits.

Frost Bite Ranged spell Attack: range 60, one target. 2d6 frost damage and disadvantage on next attack, DC 15 Constitution Save for half damage and no disadvantage.

Options

Infusions. 3 infusions per day

Infusion Save DC: 15

Infusion Attack modifier: +7

Spellcasting

Spell Save DC: 15

Spell Attack modifier: +7

Spell Slots: 1st level (4), 2nd level (3)

Elf Features

Darkvision: You can see 60' in dim light as bright light, and 30' in darkness as dim light. You cannot see color in darkness.

Trance: You only need 4 hours rest, and it is done through a trance like meditation.

Fey Ancestry: You have advantage on saving throws when being charmed and magic can't put you to sleep.

Artificer Features

Infusions: By spending an infusion, you can create a scroll during a long or short rest or when you have 10 minutes. You may pick any spell in your spell formula list and can read the scroll to cast it.

You can also create a potion during a long or short rest or when you have 10 minutes, using an infusion. You can choose to create three climbing, three growth, three healing (2d4+2), two mind-reading, two greater healing potion (4d4+4), one invisibility, one water breathing, one superior healing potions (8d4+8), or one resistance potion.

You can use 1 infusion during a long or short rest or when you have 10 minutes give a piece of armor, shield, weapon or ammunition a +1 bonus until the end of a long rest.

You can use a single infusion once per day in an action instead of take a short rest or 10 minutes.

You can use an infusion instantly to stun and knock prone a target hit by your musket. You can use an infusion instantly to do 5d6 extra fire, cold, thunder, lightning, or acid damage when you hit your target with your musket.

Spell Formulas.

1st level: Magic Missile, Longstrider, Feather Fall, Speak with animals, Jump, plus all 1st level artificer spells

2nd level: Spiritual Weapon, Pass with Trace, Invisibility, Blur plus all 2nd level artificer spells

3rd level: Haste

Use Magic Device. You may ignore class and race requirements when using a magic item.

Spellcasting Ability: You may cast spell from the artificer's spell list. When you take a long rest you may choose 7

spells from the entire list of spells plus your vocation spells that are at least your highest level spell slot. Other rules are found in the Player's Handbook.

Spell Save DC: 15

Spell Attack modifier: +7

Spell Slots: 1st level (4), 2nd level (3)

Cantrips. You gain four (one from the wizard list for being elf) cantrips that can be cast at will.

Ritual Casting: You can cast a spell as a ritual in you have it prepared.

Prepared Spells

Cantrips: True Strike, Guidance, Insightful Strike, Frost Bite

1st level spells: Abundant Ammunition, Skill Enhancement, Shield of Faith, Hunter's Mark

2nd level spells: Baneful Armor, Elemental Armor, Resistance Proficiency, Enhance Ability

Equipment

Musket, Shortsword, 20 bullets, trap, Breastplate, Alchemist's tools, Explorer's kit, thieves' tool, gunsmith's tools, formula book, money (4gp), windup lookout (see homunculus section)

Dragonborn Artificer 9 (Elemental Binder)

You live separated from all distraction to practice the art of artificery. You have become a master at manipulating the elements and now seek to expand your knowledge by traveling abroad.

Background (Hermit)

You have spent most of your life in a cave that you have built into a workshop. Only traveling out to get the resource you need to live and research.

Elemental Expert. You have more knowledge of the elements than any other person alive. You gain advantage on any skill roll that has to do with the elemental planes, creatures or magic.

Personality Trait. I have been separated so long, I rarely speak.

Ideal. Logic is paramount, you must never let it be overshadowed by emotion.

Bond. I still seek more enlightenment for my studies, but it eludes me.

Flaw. I lack the understandings of social graces.

Stats

Medium humanoid (Blue Dragonborn), Lawful Neutral

Armor Class 19 (Half plate and shield)

Hit Points 51 (Hit Dice 9d8)

Speed 30 ft.

12 (+1) 14 (+2) 14 (+2) 18 (+4) 12 (+1) 13(+1)

Proficiencies (+4 proficiency bonus)

Saving Throws Int +8, Wis +5

Skills Medicine +5, Religion +8, Nature +12 (expertise), Arcana +12 (expertise), Insight +12 (expertise), Perception +5

Armor: Light Armor, Medium Armor, Shield

Weapons: Simple Weapons, Crossbows, Firearms (if used in Campaign)

Tools Thieves Tools, Vehicle (Air) (expertise), Cartographer's tool

Languages Common, Draconic

Actions

Attack. You can attack when you take an this action, using the following:

Mace Melee Weapon Attack: +5/+ 8 (insightful strike) to hit, reach 5 ft., one target. Hit: 1d6+1/1d6+4 (insightful strike) slashing damage.

Lightning Breath Ranged spell Attack: range 30 line, 3d6 lightning damage, DC 16 Dexterity Save for half damage.

Shocking Grasp Melee spell Attack: +8 to hit, one target. 2d8 lightning damage and has advantage if the target is wearing metal armor, target cannot take reactions until the start of its next turn. (if air orb is infused)

Fire Bolt Ranged spell Attack: +8 to hit, range 120, one target 2d10 fire damage (if fire orb is infused)

Options

Infusions. 4 infusions per day

Infusion Save DC: 16

Infusion Attack modifier: +8

Spellcasting

Spell Save DC: 16

Spell Attack modifier: +8

Spell Slots: 1st level (4), 2nd level (3), 3rd level (2)

Dragonborn Features

Damage Resistance: You are resistant to lightning damage.

Artificer Features

Infusions: By spending an infusion, you can create a scroll during a long or short rest or when you have 10 minutes. You may pick any spell in your spell formula list and can read the scroll to cast it.

You can also create a potion during a long or short rest or when you have 10 minutes, using an infusion. You can choose to create three climbing, three growth, three healing (2d4+2), two mind-reading, two greater healing potion (4d4+4), one invisibility, one water breathing, one superior healing potions (8d4+8), or one resistance potion.

You can use 1 infusion during a long or short rest or when you have 10 minutes to give a piece of armor, shield, weapon or ammunition a +1 bonus until the end of a long rest.

You can infusion an elemental orb during a long or short rest or when you have 10 minutes. At this level you have a fire

STR	DEX	CON	INT	WIS	CHA
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orb and air orb. You can infuse one orb each day for free the second requires the use of an infusion.

You can create magic items that you know the formula for that last until the end of a long rest or until consumed. You know the following formulas: Bag of Holding and Broom of flying.

When you infuse your fire orb you can cast fire bolt as an cantrip. You can elemental bind one weapon with fire. This overrides an enchantment on the weapon and causes it to be a +2 weapon that does fire damage and does an additional 1d4 fire damage above its normal damage. Criticals cause the target to be at disadvantage until your next turn on attacks and causing an additional 2d4 of fire damage. Until the energy is returned to the orb it becomes inactive. You may also summon a fire elemental, which requires concentration to keep. It will last until lost or dismissed. Doing this will cause the orb to become inactive until your next long rest. See page 125 of the monster manual for stats.

When you infuse your air orb you can cast shocking grasp as a cantrip. You can elemental bind one weapon with air. This overrides an enchantment on the weapon and causes it to be a +2 weapon that does lightning or thunder damage and does an additional 1d4 damage of that type above its normal damage. Depending on the weapon type it gains another ability. Two handed or versatile melee weapon bound can be used in one hand while using two handed damage. One Handed Melee weapon bound gains the light property. Light Weapon bound gains the finesse property. and ranged weapon can be fired at maximum range without disadvantage. You may also summon a fire elemental, which requires concentration to keep. It will last until lost or dismissed. Doing this will cause the orb to become inactive until your next long rest. See page 124 of the monster manual for stats.

You can use a single infusion once per day in an action instead of take a short rest or 10 minutes.

Spell Formulas.

1st level: Magic Missile, Feather Fall, Cure Wounds, False Life, Witch Bolt plus all 1st level artificer spells

2nd level: Spiritual Weapon, Flaming Sphere, Hold Person, Misty Step plus all 2nd level artificer spells

3rd level: Haste, Fire Ball, Dispel Magic plus all 3rd level artificer spells

Use Magic Device. You may ignore class and race requirements when using a magic item.

Spellcasting Ability: You may cast spell from the artificer's spell list. When you take a long rest you may choose 7 spells from the entire list of spells plus your vocation spells that are at least your highest level spell slot. Other rules are found in the Player's Handbook.

Spell Save DC: 15

Spell Attack modifier: +7

Spell Slots: 1st level (4), 2nd level (3)

Cantrips. You gain three cantrips that can be cast at will.

Ritual Casting: You can cast a spell as a ritual if you have it prepared.

Prepared Spells

Cantrips: True Strike, Guidance, Insightful Strike

1st level spells: Searing Smite, Skill Enhancement, Shield of Faith, Magic Armor

2nd level spells: Baneful Armor, Elemental Armor, Enhance Ability

3rd level spells: Blast Rod, Elemental Weapon

Equipment

Fire Orb, Air Orb, Shortsword, Breastplate, Cartographer's tools, Explorer's kit, thieves' tool, formula book, money (6gp), Levitating Lantern (see homunculus section)

Gnome Artificer 11 (Wand adapt)

You lived in a community that worshiped the god of Magic. You learned a dark secret in your studies shared by the leadership of your order. One day they were attacked for this secret and put to ruin. Now you alone carry this secret while seeking to restore your order.

Background (Acolyte)

You have spent most of your life in community of cleric and mages that have followed the god of magic and now that it has been destroyed you are forced to live on your own.

Shelter of the Faithful. You can seek help from temples and religious order with similar beliefs.

Personality Trait. I am utterly serene, even in the face of disaster.

Ideal. If you know yourself, there's nothing left to know.

Bond. Should my discovery come to light, it could bring ruin to the world.

Flaw. I harbor dark, bloodthirsty thoughts that my isolation and meditation failed to quell.

Stats

Small humanoid (Rock Gnome), Chaotic Neutral

Armor Class 19 (Half plate and shield)

Hit Points 71 (Hit Dice 11d8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	20 (+5)	12 (+1)	12 (+1)

Proficiencies (+4 proficiency bonus)

Saving Throws Int +9, Wis +5

Skills Religion +9, Insight +9, Sleight of Hand +6, Perception +5, Arcana +13 (Expertise), History +13 (Expertise)

Armor: Light Armor, Medium Armor, Shield

Weapons: Simple Weapons, Crossbows, Firearms (if

used in Campaign)

Tools Thieves Tools +6, Woodworking Tools (Expertise), Tinker Tools (Expertise)

Languages Common, Gnomish, Celestial, Draconic

Actions

Attack. You can attack when you take an this action, using the following:

Short Sword *Melee Weapon Attack*: +6/+ 9 (insightful strike) to hit, reach 5 ft., one target. Hit: 1d6+2/1d6+5 (insightful strike) slashing damage.

Eldritch Blast *Range spell Attack*: +9 to hit, one target. 1d10 force damage. You create three bolts at this level and they can be cast at different targets (from wand).

Fire Bolt *Ranged spell Attack*: +8 to hit, range 120, one target 2d10 fire damage (from wand).

Options

Infusions. 5 infusions per day

Infusion Save DC: 17

Infusion Attack modifier: +9

Spellcasting

Spell Save DC: 17

Spell Attack modifier: +9

Spell Slots: 1st level (4), 2nd level (3), 3rd level (3)

Gnome Features

Artificer Lore: You may add your proficiency bonus to any History (Intelligence) check for magic items.

Tinker: You may make small item clockwork items.

Artificer Features

Infusions: By spending an infusion, you can create a scroll during a long or short rest or when you have 10 minutes. You may pick any spell in your spell formula list and can read the scroll to cast it.

You can also create a potion during a long or short rest or when you have 10 minutes, using an infusion. You can choose to create four climbing, four growth, four healing (2d4+2), three mind-reading, three greater healing potion (4d4+4), two invisibility, two water breathing, two superior healing potions (8d4+8), or one resistance potion.

You can use 1 infusion during a long or short rest or when you have 10 minutes to give a piece of two pieces of armor, shields, weapons, or 40 ammunition a +1 bonus or one piece of armor, shield, weapon or 20 ammunition a +2 bonus until the end of a long rest.

You can create magic items that you know the formula for that last until the end of a long rest or until consumed. You know the following formulas: Staff of Healing (with 1d6+4 charges per 2 infusions, max 10), Wand of Magic Missile (with 1d6+1 charges per infusion, max 7), Wand of Lightning Bolt (with 1d6+1 charges per 2 infusions, max 7) and Broom of flying and a clock of protection.

You can use 1 infusion during a long or short rest or when you have 10 minutes to charge your personal wand, the first infusion give you 8 charges while every additional infusion gives you 4 charges. With it you can cast Magic Missile (1

charge), Hex (1 charge), Fire Ball (3 charges), and Polymorph (4 charges). You also can cast Eldritch Blast and Fire Bolt as cantrips.

You can use a single infusion once per day in an action instead of take a short rest or 10 minutes.

Wand Metamagic: When you use a wand, staff or rod that uses charges, including you personal wand, you may use one more charge and cast the spell with the careful spell metamagic, allow you to have 5 targets of your spell automatically pass their save.

Spell Formulas.

1st level: Magic Missile, Feather Fall, Cure Wounds, False Life, Hex plus all 1st level artificer spells

2nd level: Spiritual Weapon, Flaming Sphere, Hold Person, Misty Step plus all 2nd level artificer spells

3rd level: Haste, Fire Ball, Dispel Magic plus all 3rd level artificer spells

4th level: Polymorph, Wall of Fire

Use Magic Device. You may ignore class and race requirements and level requirements when using a magic item.

Spellcasting Ability: You may cast spell from the artificer's spell list. When you take a long rest you may choose 8 spells from the entire list of spells plus your vocation spells that are at least your highest level spell slot. Other rules are found in the Player's Handbook.

Cantrips. You gain three cantrips that can be cast at will.

Ritual Casting: You can cast a spell as a ritual in you have it prepared.

Prepared Spells

Cantrips: True Strike, Guidance, Insightful Strike

1st level spells: Skill Proficiency, Shield of Faith, Magic Armor

2nd level spells: Magic Weapon, Resistance Proficiency, Enhance Ability

3rd level spells: Blast Rod, Baneful Weapon, Power Surge

Equipment

Shortsword, Breastplate, Tinker tools, Woodworking Tool's, Explorer's kit, thieves' tool, formula book, money (8gp), Windup Lookout (see homunculus section)

Spells for Other Classes

Although these spells are meant for an artificer, a few could be made available to other classes.

Wizard: Control Construct, Inflict Damage, Magic Armor, and Repair Damage.

Cleric, Paladin: Magic Armor

Magewright

Wizard Class Option

This is another option to pick when pick an arcane tradition at level 2.

Magewright Summary

Magewright Summary

Wizard Level	Arcane Tradition Feature
2 nd	Infuse Potions, Infuse Scrolls, Spell Patterns, Artificer's Spells
6 th	Infuse weapons and armor, Use Magic Device
10 th	Superior artificer
14 th	Master artificer

Infuse Potions

Starting at 2nd level, you can produce magic potions. During a short or long rest or anytime you spend 10 minutes focusing your magic on a vial of mundane water and expend a spell slot to transform it into a potion. Once you have expended a spell slot to create a potion, you cannot regain that slot until the potion is consumed or after a long rest, at which time the potion loses its effectiveness. You can create up to three potions at a time; creating a fourth potion causes the oldest currently active one to immediately lose its potency. If that potion has been consumed, its effects immediately end.

The spell slot you expend determines the type of potion you can create. See chapter 7 of the Dungeon Master's Guide for complete rules on potions.

Potion Infusions

Spell Slot	Potions
1 st	Climbing, growth, or healing (2d4+2 healing)
2 nd	Mind reading or greater healing (4d4+4 healing)
4 th	Invisibility, water breathing, or superior healing (8d4+8 healing)
5 th	Resistance

Infuse Scrolls

At 2nd level, you can also tap into your reserves of magical energy to create spell scrolls. You can use your Arcane Recovery ability to create a scroll instead of regaining expended spell slots.

During a short rest or long rest or anytime you can spend 10 minutes with parchment, quill, and ink to create a spell scroll containing one spell chosen from those you know or have the spell formula for. Subtract the spell's level from the total levels worth of slots you regain using Arcane Recovery. This reduction to your Arcane Recovery applies until you use the scroll and then finish a long rest.

Spell Formula

You can learn any spell as spell formula to be used with your infuse scroll ability. You keep these in a formula in a special formula book which can be the same as your spell book. All formula's must be at or below your maximum spell level for your wizard level and never above 5th level (this includes cantrips, you can only copy these cantrips into scrolls and cannot cast them at will.)

You can copy additional formulas into your formula book by examining a spell scroll, a spell book, an artificer's formula book, or spending an hour with someone who has the spell prepared. In the case of learning it from a scroll, this does not use up the scroll. Whenever another caster casts a spell for which the formula is not located in your formula book and is with your formula level range, as a reaction you can make an Arcane (Intelligence) check against the caster's spell DC. If successful you remember the details of spell as a spell formula and can add it to your formula book. You can only remember one spell formula in this way and if you attempt to remember a second spell formula before placing the first in your formula book, you will forget the first. The cost and time for copy a formula into a formula book is a quarter that of a wizard spell at that level.

Artificer Spells

As you level you get access to a limited number of artificer spells. These spells can be choose we you gain new spells from leveling or if you gain access to them to copy them into your spell book (such as finding a scroll with one of the spell ascribed on it.) They are considered wizards spells for you but cannot be learned by wizards who choose another arcane tradition.

Armor and Weapon Infusions

Spell level	Spell
1 st	Skill Proficiency, Glamoured Armor
2 nd	Baneful Armor, Elemental Armor
3 rd	Baneful Weapon, Keen Weapon
4 th	Combat Homunculus, Reconstruct
5 th	Total Repair, Control Construct

Infuse Weapons and Armor

Beginning at 6th level, you can produce magic weapons and armor. During a short or long rest or anytime you spend 10 minutes focusing your magic on a weapon, suit of armor, shield, or bundle of twenty pieces of ammunition, and expend a spell slot to infuse it with magical energy. The magic item retains its enhancement until the end of a long rest or until used (in the case of magic ammunition). If the item was already magical the old enhancements are suspended until the infusion ends. You can infuse only one item at a time; if you infuse a second one, the first immediately loses its potency. Once you have expended a spell slot to create such an item, you cannot regain that slot until the item loses its infusion.

The spell slot you expend determines the type of weapon, armor, or shield you can create.

Armor and Weapon Infusions

Spell Slot	
2 nd	+1 armor or shield
3 rd	+1 weapon or 20 pieces of ammunition
4 th	+2 armor or shield
5 th	+2 weapon or 20 pieces of ammunition
6 th	+3 armor or shield
8 th	+3 weapon or 20 pieces of ammunition

Use Magic Device

By 6th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class and race requirements on the use of magic items. At 14th you may ignore level requirements.

Superior Artificer

Starting at 10th level, you can create a second magic weapon, suit of armor, shield, or bundle of ammunition using your Infuse Weapons and Armor ability. Attempting to infuse a third item causes the oldest one to immediately lose its potency.

You can also create one additional potion or scroll using Infuse Potions or Infuse Scrolls.

Master Artificer

On reaching 14th level, your mastery of arcane magic allows you to produce a variety of magic items. You can create a single item for an formula you know. During a short or long rest or anytime you spend 10 minutes focusing your magic, and expend a spell slot based on the items rarity to infuse it with magic. You can infuse only one item at a time;

if you infuse a second one, the first immediately loses its potency. Once you have expended a spell slot to create such an item, you cannot regain that slot until the item loses its infusion. At 14th level you also gain three formula, an common, an uncommon, and a rare formula. If the characters cannot make magic items these formula can only be used to create temporary magic items.

Magic item Infusions

Spell Slot	Formula Rarity
2 nd	Common
4 rd	Uncommon
6 th	Rare
8 th	Very Rare

If you are playing a campaign where the Player Character will not be able to craft magic items it is still possible to use the Magewright option. In this case when the character reaches 15th level and every level, the character would receive two formulas. These formulas can only be used to create temporary magic items. Since the group would not receive formulas in treasure the artificer would still be able to progress with his Master Artificer ability, the formula's rarity would be for an item appropriate for level of Magewright.