

Artificer Class

Version 2



Includes the Artificer Class, five vocations,
37 new spells, pregenerated characters,
and a wizard's arcane tradition

Maty L...

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

by Matthew Brown
Illustrations (except Iron Defender) by Mates Laurentiu



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A special thanks to Keith Baker and others who worked on the Eberron campaign for which this class guide and several of the spells it based off of.

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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 + 2 artisan tools

Saving Throws: Intelligence and Wisdom

Skills: Pick 4 for this list: Athletics, 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 thieves tools
- One artisan tools you are proficient in, a formula book, and a component pouch

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. One option is that only an artificer has the special training need to operate and maintain such a complex piece of machinery. If a firearm is not allowed the artificer may use crossbows in place of guns for the gunsmith vocation.

Infusions

You have an inner power to create temporary magic items. You can use these infusions initially to create common magic items but as your experience deepens you will be able to infuse items of greater power and rarity.

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. Each item requires a different amount of infusions, and there is a limit to the amount of infusion you can use to create a single item. 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 and maximum infusions per item is base on your Artificer level as shown in the Artificer table. You can create magic items listed in the magic item chart below by spending the number of infusions lists without going over the infusion maximum for your level.

You must have a suitable item to infuse power into. If you infuse an already magic item, its original magical properties will be suppressed during the time the infusion is active on the item.

Infuse Scrolls

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 infusions. 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.

The Artificer

Level	Proficiency Bonus	Features	Infusions	Max Infusions cost per item	Cantrips Known	Spell Slots Per Spell Level				
						1 st	2 nd	3 rd	4 th	5 th
1 st	+2	Infusions, Spell Formula, Expertise	4	2						
2 nd	+2	Spellcasting	4	2	3	2				
3 rd	+2	Vocation, Use Magic Item, Create Magic Item	6	3	3	3				
4 th	+2	Ability Score Increase	7	3	3	3				
5 th	+3	Instant Infusion, Tool Expertise	8	3	3	4	2			
6 th	+3	Wondrous Items	10	4	3	4	2			
7 th	+3	Vocation Feature, Homunculus	11	4	3	4	3			
8 th	+3	Ability Score Increase	12	4	3	4	3			
9 th	+4	Discover Formula	15	5	3	4	3	2		
10 th	+4	Extra Attunement	17	5	3	4	3	2		
11 th	+4	Use Magic Item Improvements	19	5	4	4	3	3		
12 th	+4	Ability Score Increase	22	6	4	4	3	3		
13 th	+5	Vocation Feature, 2 nd Homunculus	25	6	4	4	3	3	1	
14 th	+5	Extra Attunement	28	6	4	4	3	3	1	
15 th	+5		32	8	4	4	3	3	2	
16 th	+5	Ability Score Increase	35	8	4	4	3	3	2	
17 th	+6	Vocation Feature	38	8	4	4	3	3	3	1
18 th	+6	Extra Attunement	42	10	4	4	3	3	3	1
19 th	+6	Ability Score Increase	45	10	4	4	3	3	3	2
20 th	+6	Empowered	48	10	4	4	3	3	3	2

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 formula must be at or below your maximum infuse scroll level for your artificer 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, 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 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 writing 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 as spells 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.

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.

Magic Item Creation List

Infusion Cost	Magic Items	Minimal Artificer Level
2	Cantrip Scrolls, 1 st Level Scrolls, Potion of Climbing, and Potion of Healing	1
3	2 nd Level Scrolls, Potion of Growth, Potion of Greater Healing	3
4	3 rd Level Scrolls, Potion of Fire Breath, Potion of Water Breathing, +1 Armor or Shield, Wondrous Item 1 (formula required)	6
5	4 th Level Scrolls, Potion of Superior Healing, Potion of Mind Reading, Potion of Invisibility, +2 Armor or Shield, +1 Weapon or 20 Pieces of Ammunition, Wondrous Item 2 (formula required)	9
6	5 th Level Scrolls, +2 Weapon or 20 Pieces of Ammunition, Wondrous Item 3 (formula required)	12
8	+3 Armor or Shield, Wondrous Item 4 (formula required)	15
10	+3 Weapon or 20 Pieces of Ammunition, Wondrous Item 5 (formula required)	18

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. You 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 do not need to be copied into his formula book.

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/Arbalist - A ranged expert who uses pistols, muskets, or crossbows 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 item 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.

Magic Item Creation List

Wondrous Item Level	Infusion Cost	Formula Options	Minimum Artificer Level
1	4	Bag of Holding, Alchemy Jug, Boots of Springing and Striding, Cap of Water Breathing, Driftglobe, Eyes of the Eagle, Lantern of Revealing, Immovable Rod, Oil of Slipperiness, Ring of Swimming, Ring of Warmth	6
2	5	Boots of Elvenkind, Brooch of Shielding, Broom of Flying, Cloak of Protection, Elixir of Health, Gauntlet of Orge Power, Ring of Feather Falling, Ring of Mind Shielding, Ring of Water Walking, Wand of Secrets, Wand of the Warmage (+1),	9
3	6	Amulet of Health, Bracers of Archery, Bracers of Defense, Cloak of Displacement, Dagger of Venom, Javelin of Lightning, Portable Hole, Wings of Flight, Wand of Magic Missile, Wand of Web, Wand of the Warmage (+2),	12
4	8	Animated Shield, Boots of Speed, Belt of Frost Giant Strength, Carpet of Flying, Horn of Blasting, Horseshoes of Speed, Ring of Evasion, Ring of Telekinetic, Robe of Eyes, Rod of Security, Wand of the Warmage (+3)	15
5	10	Arrow of Slaying, Cloak of Arachnida, Ring of Regeneration, Ring of Spell Turning, Spellguard Shield, Scimitar of Speed	18

Tool Expertise

At 5th level, the artificer gains double the proficiency bonus on all tools that he is proficient including thieves tools. If you are already proficient in thieves tools, pick another skill and gain to be proficient in.

Instant Infuse Items

At 5th level, you can infuse a single item as an action instead of spending ten minutes or a short rest. 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 spend more than 5 infusions per item when instantly infusing an item. At 13th level, you can instant infuse twice per long rest.



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.

Wondrous Items

At 6th level, you learn a wondrous magic item formula from the list below. You must have the formula for any wondrous item in order to infuse it, any formula that you pick up that is not on this list can be assigned a value or just banned from use.

You gain a new formula every level thereafter. You may pick from any list that is your level or below.

If you are playing a campaign where the Player Character will not be able to craft magic items, these formulas can only be used to create temporary magic items.

The DM may add an item to this list as he see fits. If the item has daily charges, the item only has one days worth of charges in it (roll for charges). If the item has charges that don't recharge it is usually to strong to allow it to be infused with this ability. You may also require a rare reagent to limit the infusion of otherwise to powerful items.

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.

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 your limit to five. At 18th level you can attune to three more magical objects above the three item limit, increasing your limit to six.

Empowered

At 20th level, you can instantly infuse all of your infusions and spend up to 10 infusions per item.

Vocations

Charge Reservoirs

All vocations use an one or more items to store infusions in the form of charges that power some of it features. The acts of charging a reservoir is done like a normal infusion, but there is no restriction on the number of infusion you can put into the item. For every infusion you put into the charge reservoir, the item gains 1 charge. You may not instantly infuse a reservoir. Only the artificer can draw from the reservoir.

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.

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.

Maximize Healing Potions

At 3rd level, when you or an ally use a healing potions (any level) during a short rest, all rolls for the potions are considered a 4.

Charge Bombs

At 3rd level, you gain a charge reservoir in the form of a bag, backpack, belt or bandolier which you keep you keep many small vials. As an action, you add a few ingredients to a vial and charge the vial to be deadly concoctions by spending 3 charges. When you charge a vial, you throw it at a point (a square if you are using a grid map) on a floor with 40 feet. All creatures within 5 feet of that point him 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) 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 5d6 damage, and you can choose one the following augments to add to the bomb, this increase the cost by 1 charge:

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.

Potion Infusions

Infusion Cost	Potions
3	Potion of Hill Giant Strength
4	Potion of Gaseous Form, Elixir of Health, Potion of Fire Giant Strength
5	Potion of Invulnerability, Potion of Flying, Potion of Cloud Giant Strength
6	Potion of Supreme Healing, Potion of Storm Giant Strength

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 6d6 damage, and you can add the follow options to the list of augmentation for your bomb, this increase the cost by 2 charges:

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.

Deadly: Bomb does an extra 4d6 damage.



Double Augmentation

At 17th level, you bombs now do 7d6 damage and you may pick two augmentations for each bomb. You cannot pick the same augmentation twice.

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 a gem of value 5000gp or more 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.

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

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.



Your augmented armor is your vocation reservoir. The armor charges are used to power your augmented armor feature and some of your combat homunculus' abilities.

You can spend 4 charges from your armor to resist 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.

You can spend 2 charge when you make a strength ability check. When you do you make the ability check with advantage.

Engineer's Luck

At 7th level, any time you roll an ability check, you may add +1d6 to the roll. You may do this after the roll but before you know the results. After you use this ability you must take a short or long rest before using it again.

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. You may activate the homunculus by spending 5 infusions from your vocation reservoir, this also repairs all current damage even if was previously destroyed. The homunculus will remain activate until the end of a long rest. See the homunculus section for a list of possible combat homunculus. At 13th level, the combat homunculus can be improved by spending 7 infusions from your vocation reservoir.

Improved Engineer's Luck

At level 13th when you use machinist luck, you may add the bonus to any roll and the bonus is now a +1d8.

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 30 feet for 10 minutes at the cost of 5 charges from your armor.

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.

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. These orbs are your vocation reservoirs. You must infuse any other orbs that you wish to use that day with at least 1 infusion, or the orb remains dormant. It 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. Each orb is a separate reservoir and infusion from one reservoir cannot be used to power the other orbs.

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 Armor Binding

At 3rd level you can bind your elemental to armor. This process cost 3 charges from the orb. The armor becomes +1 and gains an ability based on the element augmenting it. At 7th level, this can be increased to a +2 at the cost of 1 additional charge. At 13th level it can be increased to a +3 at the cost of 3 additional charges. This makes the orb inactive until the elemental armor binding ends.

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

Air - The wearer gains thunder and lightning resistance and

can fly at 10 speed.

Water - The wear gains resistance 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 Weapon Binding

At 7th level, as an action, you can take the energy from an orb and bind it into a weapon. This process cost 4 charges from the orbs reservoir. This makes the weapon a +1 and changes the type of damage it does. This can be increased to a +2 at the cost of 1 additional charge and does an addition 1d4 damage At 13th level it can be increased to a +3 at the cost of 3 additional charges and does an addition 2d4 damage. This makes the orb inactive until the elemental weapon binding ends.

Fire - Damage is fire and critical cause the target to be at disadvantage until your next turn on attacks and causing an addition 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 13th level you can summon forth the elemental from one of your orbs at the cost of 5 charges from the orb, as if cast conquer elemental as a 5th level spell, except that if you loss concentration the elemental will automatically be dismissed and will never attack you and the spell does not need concentration. Unlike the spell the elemental will always be the same one, it will be friendly to you and will remember its encounters with you. For each additional charge from the orb and the elemental spell levels increase by 1. This makes the orb inactive until the elemental is lost or dismissed. You cannot call forth another elemental from any orb until the first is lost or dismissed.



Personal Wand

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

Elemental Vehicle Binding

At 17th level you may bind your elemental to a vehicle at the cost of 6 charges from your orbs reservoir. 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.) This makes the orb inactive until the elemental vehicle binding ends.

Gunsmith (Arbalist)

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. Alternatively this vocation can focus on crossbows.

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 learn 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/Crossbow

At 3rd level, you learn to construct and repair muskets, pistols and crossbows. You can describe it any way you want but the stats are given in the DMG. You can augment two of your firearms or crossbows, These weapons are your reservoirs . Each weapon it a separate reservoir and infusion from one reservoir cannot be used to power the other gun. It takes one week to modify which weapon you are augmenting.

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.

Distracting Shot

At 3rd level, after you hit another creature with a shot from your weapon, you can spend 2 weapon charges to attempt a distracting shot. The target must make a successful Constitution saving throw versus you casting DC or be at disadvantage either their next attack roll or saving throw.

Elemental Shot

At 3rd level, after you hit another creature, you can spend 3 charges from the weapon's reservoir to do additional 4d6 damage of your choice of fire, cold, thunder, lightning, or acid damage. You can increase the damage at 7th level by spending 1 additional charge. At 13th you can spend up to 2 additional charges. At 17th you can spend up to 4 addition charges. This damage increases by 2d6 for each additional charge spent. 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 reservoir weapon with your action, you may take a second shot as part of the attack action, ignoring the loading property of the weapon. If you are using two one-handed weapon 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 2 charges into your gun's reservoir. You lose this weapon charge at the end of a long rest if you have not use it. Both ranges of the weapon is four times its normal 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.

Infuse Personal Wand

You can now create a personal wands that have spell 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 two 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.



Your wand is your vocation reservoir. 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.

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 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 infused to a scroll. Between long rests, you may activate a single major spell formula from your wand using the standard charges for that spell level. At 17th level you may active 2 major spell formulas from your wand before needing a long rest.



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. Between long rests, you may activate a single greater spell formula from your wands using the standard charges for that spell level.

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 can be improved at 13th level. Once you choose your homunculus you cannot change it. It can be the target of any spell that can target constructs.

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 charges to use. Activating these abilities requires your reaction.

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 4 reservoir charges) 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 Iron Defender gains a multi-attack with a bite and claw when commanded to attack. You can increase the Iron's Defender poison breaths damage increases to 42 (12d6) in a 40-foot cone by spending 2 addition charges.

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 4 reservoir charges) 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 the suppression grid can be increase to 5d6 by spending 2 addition charges. 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 4 reservoir charges) 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 if you spend 2 additional charges.

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 mouth the device has spout. 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 4 reservoir charges: 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 4 reservoir charges: 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 4 reservoir charges: 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 4 reservoir charges: 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. You can still use the original charge ability if you wish.

Ruby: 1 target within 90 feet takes 2d10 fire damage with a failed Dexterity saving throw.

Spend 6 reservoir charges: 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 6 reservoir charges: Fire 10 bolts at up to 6 targets with 120 feet range takes 1d4+1 force damage. You may fire multiple bolts at a target.

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

Spend 6 reservoir charges: Fire a line of frost that is 60 feet long. Targets with 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 with 40 feet range takes 2d6 acid damage and 1d6 acid damage at the start of its next turn with a failed Constitution saving throw.

Spend 6 reservoir charges: Fire a cone of acid that is 60 feet long. Targets with 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), one skill, and thieves' tools. Multiclassing into artificer requires an Intelligence of 13 or more.

Class Features

If you multiclass into both rogue and artificer you only gain the expertise feature once at level one.

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.

Infusions

Infusions are not shared with other class and only your artificer levels count towards calculating your infusion per long rest and the maximum infusions when creating a magic item.

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, EEPPG - 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 use your vocation's reservoirs charge's 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 spellcaster. If a spell or spell-like ability 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, undead, or elemental 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 target construct, undead, or elemental 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 ring)

Duration: 10 minutes

The ring becomes enchanted, allowing the person wearing it to 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 a construct made out of metal, you do 8d12 acid damage (creatures immune/resistance to acid still take full damage). The creature can make a Constitution save versus your spell DC to take half damage.

Against a metallic non-magic weapon, the weapon is destroyed. Worn items allow the wearer to make a Dexterity save versus your spell DC to avoid rust damage.

Against a metallic non-magic armor or shield, the armor or shield loses 1d4 to AC. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed.

Worn items allow the wearer to make a Dexterity 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's effects to one successful hit.

Skill Enhancement

1st-level Transmutation

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S

Duration: 1 round

The piece of clothing worn by the target becomes enchanted, allowing the target 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 higher slot is used.

Skill Proficiency

1st-level Transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a glove)

Duration: 1 hour

The gloves become enchanted, allowing 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 adamantite 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

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

Armor: Light Armor, Medium Armor, Shield

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

Tools Thieves Tools (Expertise), Smith's Tools, 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. 4 infusions per day

Infusion Save DC: 13

Infusion Attack modifier: +5

Artificer Features

Infusions: By spending infusions, you can create magic items during a long or short rest or when you have 10 minutes. They last until used up or the end of your next long rest. You may pick any spell in your spell formula list for scroll creation. Each item you create has a cost shown below.

Infusion Cost	Items
2	Cantrip Scrolls, 1 st Level Scrolls, Potion of Climbing, and Potion of Healing

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 and 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.

Shield Bash Melee Weapon Attack: + 4 to hit, reach 5 ft., one target. Hit: 1d4 + 2 bludgeoning damage.

Bonus Action

Shield Bash Melee Weapon Attack: + 4 to hit, reach 5 ft., one target. Hit: 1d4 bludgeoning damage.

Options

Infusions. 6 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 infusions, you can create magic items during a long or short rest or when you have 10 minutes. They last until used up or the end of your next long rest. You may pick any spell in your spell formula list for scroll creation. Each item you create has a cost shown below.

Infusion Cost	Items
2	Cantrip Scrolls, 1 st Level Scrolls, Potion of Climbing, and Potion of Healing
3	2 nd Level Scrolls, Potion of Growth, Potion of Greater Healing

You can also spend infusions to charge your augmented armor. You get 1 charge per infusion and you are not capped on how many infusion you want to put in the armor as charges. As a reaction, you spend 4 charges from your armor when you take damage you, after the damage has been rolled, you become resistant to the damage and all new damage until the start of your turn. When you roll a strength ability check you may spend 2 charges to roll with advantage.

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 and Weapon Proficiency. You are proficient with heavy armor and Martial weapons 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)

Halfling 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.

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 (lightfoot 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 4d6 fire,cold, or acid damage, 90' range, 5' radius, dexterity save DC 14 for half.

Options

Infusions. 8 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)

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 infusions, you can create magic items during a long or short rest or when you have 10 minutes. They last until used up or the end of your next long rest. You may pick any spell in your spell formula list for scroll creation. Each item you create has a cost shown below.

Infusion Cost	Items
2	Cantrip Scrolls, 1 st Level Scrolls, Potion of Climbing, Potion of Growth, Potion of Greater Healing
3	2 nd Level Scrolls, Potion of Growth, Potion of Greater Healing

You can also spend infusions to charge your bomb belt. You get 1 charge per infusion and you are not capped on how many infusion you want to put in the armor as charges. You can spend 3 charges to create 1 bomb.

While taking a short or long rest, whenever you or an ally drink a healing potions. All d4's are considered 4s.

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 I 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 Ranged Weapon Attack: +7/+9 (insightful strike) to hit, range (40/120), one target, loading Hit: 1d12+2/1d12+4 (insightful strike) piercing damage. May use bonus action to ignore reload and 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. 11 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 infusions, you can create magic items during a long or short rest or when you have 10 minutes. They last until used up or the end of your next long rest. You may pick any spell in your spell formula list and can read the scroll to cast it.

Infusion Cost	Items
2	Cantrip Scrolls, 1 st Level Scrolls, Potion of Climbing, and Potion of Healing
3	2 nd Level Scrolls, Potion of Growth, Potion of Greater Healing
4	3 rd Level Scrolls, Potion of Fire Breath, Potion of Water Breathing, +1 Armor or Shield, Bag of Holding, Eyes of the Eagle

You can also spend infusions to charge your augmented musket. You get 1 charge per infusion and you are not capped on how many infusions you want to put in the musket as charges. You can use 2 charges to cause your hit target to take disadvantage on their next attack if they fail a constitution saving throw against your spell DC. You can use 3 charges to do 4d6 extra fire, cold, thunder, lightning, or acid damage when you hit your target with your musket. You can increase the damage to 6d6 by spending 1 additional charge.

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 artificing. 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.

STR	DEX	CON	INT	WIS	CHA
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. 15 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 infusions, you can create magic items during a long or short rest or when you have 10 minutes. They last until used up or the end of your next long rest. You may pick any spell in your spell formula list for scroll creation. Each item you create has a cost shown below.

Infusion Cost	Magic Items
2	Cantrip Scrolls, 1 st Level Scrolls, Potion of Climbing, and Potion of Healing
3	2 nd Level Scrolls, Potion of Growth, Potion of Greater Healing
4	3 rd Level Scrolls, Potion of Fire Breath, Potion of Water Breathing, +1 Armor or Shield, Bag of Holding, Immovable Rod, Ring of Swimming
5	4 th Level Scrolls, Potion of Superior Healing, Potion of Mind Reading, Potion of Invisibility, +2 Armor or Shield, +1 Weapon or 20 Pieces of Ammunition, Broom of Flying

You can also spend infusions to charge your augmented both your fire and air orbs. You get 1 charge per infusion and you are not capped on how many infusion you want to put in each orb as charges.

While your fire orb has charges you can cast fire bolt as an cantrip. You can spend 3 charges to elemental bind one piece of armor. The wearer gains resistance to fire damage. Enemy that hit the wearer, that turn take 1d8 fire damage, this damage is only applied once a turn per attacker. The armor become a +1, this can be increased to +2 by spending 4 charges.

You can spend 4 charges to elemental bind one weapon with fire. This overrides an enchantment on the weapon and causes it to be a +1 weapon that does fires damage and does an additional 1d4 fire damage above it normal damage. Criticals cause the target to be at disadvantage until your next turn on attacks and causing an addition 2d4 of fire damage. The orb becomes inactive until the weapon binding is dismissed.

When you infuse your air orb you can cast shocking grasp as an cantrip. While your air orb has charges you can cast

fire bolt as a cantrip. You can spend 3 charges to elemental bind one piece of armor. The wearer gains thunder and lightning resistance and can fly at 10 speed. The armor becomes a +1, this can be increased to +2 by spending 4 charges.

You can spend 4 charges to elemental bind one weapon with air. This overrides an enchantment on the weapon and causes it to be a +1 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 infuse a single item once per day in an action instead of taking a short rest or 10 minutes, you then may activate that item as a bonus action. You cannot instantly infuse your orbs.

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 ave followed the god of magic and now that it has been destoryed 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. 19 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 infusions, you can create magic items during a long or short rest or when you have 10 minutes. They last until used up or the end of your next long rest. You may pick any spell in your spell forumla list for scroll creation. Each item you create has a cost shown below.

Infusion Cost	Magic Items
2	Cantrip Scrolls, 1 st Level Scrolls, Potion of Climbing, and Potion of Healing
3	2 nd Level Scrolls, Potion of Growth, Potion of Greater Healing
4	3 rd Level Scrolls, Potion of Fire Breath, Potion of Water Breathing, +1 Armor or Shield, Boots of Springing and Striding, Lantern of Revealing, Ring of Swimming
5	4 th Level Scrolls, Potion of Superior Healing, Potion of Mind Reading, Potion of Invisibility, +2 Armor or Shield, +1 Weapon or 20 Pieces of Ammunition, Cloak of Protection, Broom of Flying, Wand of Secrets (1d3 charges)

You have a personal wand that you use to cast spells from. You can also spend infusions to charge your personal wand orbs. You get 1 charge per infusion and you are not capped on how many infusion you want to put in your wand as 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 change out 1 spell in your personal wand for any spell formula you know when you take a long rest.

You infusion a single item once per day in an action instead of take a short rest or 10 minutes, you then may activate that item as a bonus action. You cannot instantly infuse your wand.

Wand Metamagic: When you use a wand, staff or rod that uses charges, including you personal wand, you may use 1 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, race, 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)

Other Classes Options

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

This is another option to pick for wizard as an arcane tradition.

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 two formula, from the wondrous items of the artificer, your wizard level must be five or more the levels above the minimum level required for an artificer. If the characters cannot make magic items these formula can only be used to create temporary magic items.

Wonderous item Infusions

Spell Slot	Wondrous Item Level
3 rd	Wondrous Items 1
5 th	Wondrous Items 2
7 th	Wondrous Items 3
9 th	Wondrous Items 4

When the character reaches 15th level and every level, the character would receive one additional formula.



Avatar Art

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