

THE ARTIFICER'S HANDBOOK

A RESOURCE TO HELP ARTIFICERS IN THE WORLD'S GREATEST ROLEPLAYING GAME

This supplement organizes magic items relevant to the artificer specialization options included in February 2019's *Unearthed Arcana* article, "The Artificer Revisited" and shows the resources required to craft them in an easy format to reference. Also included is a compilation of optional rules based on downtime activities listed in the *Dungeon Master's Guide* and *Xanathar's Guide to Everything*, as well as some original optional rules to make being an artificer as easy and exciting as possible.

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The Artificer's Handbook

The latest iteration of the Artificer class includes features that reduce cost of crafting certain objects based on the specialist option you choose at 3rd level.

To optimize crafting, this reference guide has organized all magic items relevant to each specialist option in the *Dungeon Master's Guide* and *Xanathar's Guide to Everything*, along with the costs required to make these items with the efficiency of the artificer. Also included are several optional rules to modify your crafting experience, including rules from the *DMG* and *XGtE*.

Optional Rules: Restrictions

Below are two optional rules that place restrictions on what sorts of items you can craft. Work with your DM to determine if either of these would enhance the campaign.

Level Limitations

Using this rule, your artificer level determines how rare of a potion you can create. You can create any potion for which you meet the level requirement, as shown on the Level Limitations table below.

Level Limitations

Item Rarity	Minimum Artificer Level
Common	3rd
Uncommon	3rd
Rare	6th
Very rare	11th
Legendary	17th

This rule and the table above come from the "Crafting a Magic Item" downtime activity, found in the *DMG* (p. 128). It creates a firm barrier between each rarity to reflect your growth in the techniques of crafting magic items.

To make this rule less restrictive, you can choose to make the minimum level be based on player level, instead of artificer level.

The Search for Ingredients

This rule involves a more story-based limitation. Using this rule, you must first acquire a special component essential to the magic item you wish to create, typically by facing a creature. The ingredient may be a part of the creature, such as a

hill giant's toenail used to make a *potion of hill giant strength*, or the creature may merely safeguard an object, such as a beholder guarding a crystal you need to turn into a wand.

The Magic Item Ingredients table suggests the challenge rating of a creature that the artificer would face to acquire the materials to craft a magic item.

Magic Item Ingredients

Item Rarity	CR Range
Common	1-3
Uncommon	4-8
Rare	9-12
Very rare	13-18
Legendary	19+

This rule comes from page 128 of *Xanathar's Guide to Everything* as part of the "Crafting a Magic Item" downtime activity. Though it restricts the magic items you can make, it also encourages adventuring to seek the ingredients you require, which can lead to fun side quests, or being resourceful and thinking about what you can make based on what you have recently fought.

Specialist Guides

Below you will find the relevant guides for both artificer specialist options and their trades.

Xanathar's Guide to Crafting

The costs for crafting magic items used in this supplement can be found on page 129 of *Xanathar's Guide to Everything*. Other rules for the costs of creating magic items can be found on page 129 of the *Dungeon Master's Guide*. Should you prefer those rules, you may make your own quick reference guide following the guidelines of those found in this supplement.

Alchemist

The alchemist excels at crafting potions, salves, and toxins. Their *Tools of the Trade* feature halves the amount of gold required to craft magic potions, and reduces the time needed to craft them down to a quarter of the original time.

Alchemist Crafting Guide

The table below includes details relevant to crafting potions. It is worth noting that while *Tools of the Trade* reduces the cost and time to make these items, the rules for crafting magic items in *Xanathar's Guide to Everything* already halve these values for consumable items. This halving happens before *Tools of the Trade* is applied.

Alchemy Costs

Item Rarity	Time	GP
Common	0.125 workweeks (1 day)	12.5
Uncommon	0.25 workweeks (2 days)	50
Rare	1.25 workweeks (12 days)	500
Very Rare	3.125 workweeks (31 days)	5,000
Legendary	6.25 workweeks (62 days)	25,000

Potions by Rarity

The following is a list of all potions, as well as the page of the *Dungeon Master's Guide* where you will find them.

Common

Potion of climbing (p. 187)

Uncommon

Oil of slipperiness (p. 184)

Philter of love (p. 184)

Potion of animal friendship (p. 187)

Potion of fire breath (p. 187)

Potion of growth (p. 187)

Potion of hill giant strength (p. 187)

Potion of poison (p. 188)

Potion of resistance (p. 188)

Potion of water breathing (p. 188)

Rare

Elixir of health (p. 168)

Oil of etherealness (p. 183)

Potion of clairvoyance (p. 187)

Potion of diminution (p. 187)

Potion of fire giant strength (p. 187)

Potion of frost giant strength (p. 187)

Potion of gaseous form (p. 187)

Potion of heroism (p. 188)

Potion of invulnerability (p. 188)

Potion of mind reading (p. 188)

Potion of stone giant strength (p. 187)

Very Rare

Oil of sharpness (p. 184)

Potion of cloud giant strength (p. 187)

Potion of flying (p. 187)

Potion of invisibility (p. 188)

Potion of longevity (p. 188)

Potion of speed (p. 188)

Potion of vitality (p. 188)

Legendary

Potion of storm giant strength (p. 187)

Brewing Potions of Healing

According to *Xanathar's Guide to Everything*, *potions of healing* are different from other potions regarding their creation. Creating these potions requires an herbalism kit. The times and costs for making these potions have been calculated below.

The entry for a *potion of healing* can be found on page 187 of the *DMG*.

Potion of Healing Creation

Type	Time	Cost
Healing	1 short rest	12 gp, 5 sp
Greater Healing	0.25 weeks (2 days)	50 gp
Superior Healing	0.75 weeks (7 days)	500 gp
Supreme Healing	1 week (10 days)	5,000 gp

Nonmagical Alchemy Guide

Xanathar's Guide to Everything includes expanded rules for using tools, including options for items that can be crafted with alchemist's supplies (XGtE, p. 78). The Nonmagical Alchemy table applies the benefits of *Tools of the Trade* to these items, though they are not technically magic items. At your DM's discretion, you may use the following table. Each item requires one short rest to create, and the cost is deducted from the raw materials you are carrying (see XGtE).

All items on this table can be found on Chapter 5 of the *Player's Handbook*.

Nonmagical Alchemy

Item	Cost
Acid (vial)	6 gp, 2 sp, 5 cp
Alchemist's fire (flask)	12 gp, 5 sp
Antitoxin (vial)	12 gp, 5 sp
Oil (flask)	2 cp
Perfume (vial)	1 gp, 2 sp, 5 cp
Soap (2 bars)	1 cp

Workweeks and Crafting Time

The time needed to craft a magic item is represented in *Xanathar's Guide to Everything* in workweeks. Since these have been reduced to fractions, both that fraction and a number of days have been listed in tables that display the amount of time needed to craft a magic item. The number of days is an approximation that assumes a workweek is 10 days and rounded down, based on the Forgotten Realms setting's use of the tenday. If your campaign setting uses a different measurement of time, you may find out how many days of work are required in that setting by multiplying the amount of days in 1 week in that setting by the fraction in the Workweeks column.

The amount of days in the Workweeks column assumes that those days each include 8 hours of work. Depending on your campaign and your DM, you may work on these items in smaller increments, such as working for a couple of hours during each long rest. If you do this, you should keep track of how many hours are required to complete the project, rather than the days.

Artillerist

The artillerist is an alchemist who spends their career developing magical weapons to aid themselves and others in combat and defense. Their *Tools of the Trade* feature halves the amount of gold required to craft magic wands, and reduces the time needed to craft them down to a quarter of the original time.

Optional Rule: Spell Replication

Many wands grant their wielders the ability to cast one or more spells. As an optional rule, artificers in your campaign may need to know or otherwise have access to a spell, such as through a spell scroll, to create a wand that can cast that spell. If such a spell is inaccessible, it may be substituted by a special item fitting of the wand's effects, such as using a blue dragon's scale to make a *wand of lightning bolts*. To expand on this idea, see the optional rule, "The Search for Ingredients" earlier in this supplement or the "Crafting an Item"

downtime activity on page 128 of *Xanathar's Guide to Everything*.

Optional Rule: Expanded Wand Options

As an artificer, your innovative spirit can fuel the creation of items that may not be found anywhere else. As an optional rule, you can craft a wand that allows its wielder to cast a spell that you know or otherwise have access to while creating the wand, such as through a spell scroll.

A wand created this way has an amount of charges equal to your Intelligence modifier plus your proficiency bonus at the time of crafting the wand, and it regains an amount of charges equal to your intelligence modifier daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into dust and is destroyed.

The rarity of the wand, as well as the cost and time needed to create it, depend on the level of the spell that the wand allows its wielder to cast, as shown in the Expanded Wand Options table.

Expanded Wand Options

Spell Level	Rarity
Cantrip	Common
1st	Uncommon
2nd	Rare
3rd	Very Rare
4th	Legendary

Artillerist Crafting Guide

The table below includes details relevant to crafting wands. The reduced cost and time from your *Tools of the Trade* feature is already applied here for easy reference.

Wand Costs

Rarity	Workweeks	GP
Common	0.25 (2 days)	25
Uncommon	0.5 (5 days)	100
Rare	2.5 (25 days)	1,000
Very Rare	6.25 (62 days)	10,000
Legendary	12.5 (125 days)	50,000

Wands by Rarity

The following is a list of all magic items that count as wands, as well as what book they can be found in, and what page of that book.

Common

Wand of conducting (XGtE, p. 140)

Wand of pyrotechnics (XGtE, p. 140)

Wand of scowls (XGtE, p. 140)

Wand of smiles (XGtE, p. 140)

Uncommon

Wand of magic detection (DMG, p. 211)

Wand of magic missiles (DMG, p. 211)

Wand of secrets (DMG, p. 211)

Wand of the war mage, +1 (DMG, p. 212)

Wand of web (DMG, p. 212)

Rare

Wand of binding (DMG, p. 209)

Wand of enemy detection (DMG, p. 210)

Wand of fear (DMG, p. 210)

Wand of fireballs (DMG, p. 210)

Wand of lightning bolts (DMG, p. 211)

Wand of paralysis (DMG, p. 211)

Wand of the war mage, +2 (DMG, p. 212)

Wand of wonder (DMG, p. 212)

Very Rare

Wand of polymorph (DMG, p. 211)

Wand of the war mage, +3 (DMG, p. 212)

Credits

This supplement was written and formatted by Griffin Porche.

The artificer class was designed by Jeremy Crawford with Keith Baker, Mike Mearls, Ben Petrisor, and James Wyatt, and published by Wizards of the Coast in the article “The Artificer Revisited”.

Rules for crafting magic items were taken from *Xanathar’s Guide to Everything* and the *Dungeon Master’s Guide* modified by rules offered in “The Artificer Revisited”.