

THE ARTIFICER

v5.1



INSPIRED BY UNEARTHED ARCANA: A NEW CLASS
FOR 5E DUNGEONS AND DRAGONS



ARTIFICER

A gnome sits hunched over a workbench, carefully using needle and thread to weave runes into a leather satchel. The bag shudders as she completes her work, and a sudden, loud pop echoes through the room as a portal to an extradimensional space springs into being in the bag's interior. She beams with pride at her newly crafted *bag of holding*.

A troll growls in hunger as it looms over a dwarf, who slides a long, metal tube from a holster at his belt. With a thunderous roar, a gout of flame erupts from the tube, and the troll's growls turn into shrieks of panic as it turns to flee.

An elf scrambles up the castle's wall, Baron von Hendriks' men close behind her. As she clambers over the battlements, she reaches into her satchel, pulls out three vials, mixes their contents into a small leather bag, and flings it at her pursuers. The bag bursts at their feet, trapping them in thick, black glue as she makes her escape.

Makers of magic-infused objects, artificers are defined by their inventive nature. Like wizards, they see magic as a complex system waiting to be decoded and controlled through a combination of thorough study and investigation. Artificers, though, focus on creating marvelous new magical objects. Spells are often too ephemeral and temporary for their tastes. Instead, they seek to craft durable, useful items.

CUNNING INVENTORS

Every artificer is defined by a specific craft. Artificers see mastering the basic methods of a craft as the first step to true progress, the invention of new methods and approaches. Some artificers are engineers, students of invention and warfare who craft deadly firearms and mechanical beings that they can augment with magic. Other artificers are alchemists. Using their knowledge of magic and various exotic ingredients, they create potions and draughts to aid them on their adventures. Alchemy and engineering are the two most common areas of study for artificers, but others do exist.

All artificers are united by their curiosity and inventive nature. To an artificer, magic is an evolving art with a leading edge of discovery and mastery that pushes further ahead with each passing year. Artificers value novelty and discovery. This penchant pushes them to seek a life of adventure. A hidden ruin might hold a forgotten magic item or a beautifully crafted mirror perfect for magical enhancement. Artificers win respect and renown among their kind by uncovering new lore or inventing new methods of creation.

INTENSE RIVALRIES

The artificers' drive to invent and expand their knowledge creates an intense drive to uncover new magic discoveries. An artificer who hears news of a newly discovered magic item must act fast to get it before any rivals do. Good aligned artificers recover items on adventures or offer gold or wondrous items to those who possess items they care keen to own. Evil ones have no problem committing crimes to claim what they want.

Almost every artificer has at least one rival, someone whom

they seek to outdo at every turn. By the same token, artificers with similar philosophies and theories band together into loose guilds. They share their discoveries and work together to verify their theories and keep ahead of their rivals.

CREATING AN ARTIFICER

When creating an artificer character, think about your character's background and drive for adventure. Does the character have a rival? What is the character's relationship with the artisan or artificer who taught them the basics of the craft? Talk to your DM about the role played by artificers in their campaign, and what sort of organizations and NPCs you might have ties to.

QUICK BUILD

You can make an artificer quickly by following these suggestions. First, make Intelligence your highest ability score, followed by Constitution or Dexterity. Second, choose the guild artisan background.

CLASS FEATURES

As an artificer, you gain the following class features

HIT POINTS

Hit Dice: 1d8 per artificer level

Hit Points at 1st Level: 8 + your Constitution modifier

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

PROFICIENCIES

Armor: Light and medium armor

Weapons: Simple weapons

Tools: Thieves' tools, two other tools of your choice

Saving Throws: Constitution, Intelligence

Skills: Choose three from Arcana, Deception, History, Investigation, Medicine, Nature, Religion, and Sleight of Hand

EQUIPMENT

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

- (a) any two simple weapons or (b) any martial melee weapon (if proficient)
- a light crossbow and 20 bolts
- (a) scale mail or (b) leather armor
- any set of artisan's tools
- thieves' tools and a dungeoneer's pack

ARTIFICER SPECIALIST

At 1st level, you focus your craft on a particular specialization: Alchemist, Armorer, Engineer, or Inventor, each of which are detailed at the end of the class description. Your choice grants you features at 1st level and again at 3rd, 7th, 14th, and 17th level.

THE ARTIFICER

Level	Proficiency Bonus	Features	Spells Known	1st	2nd	3rd	4th
1st	+2	Artificer Specialist, Magic Item Analysis	—	—	—	—	—
2nd	+2	Tool Expertise, Wondrous Invention	—	—	—	—	—
3rd	+2	Artificer Specialist feature, Spellcasting	3	2	—	—	—
4th	+2	Ability Score Improvement, Infuse Magic	4	3	—	—	—
5th	+3	Superior Attunement, Wondrous Invention	4	3	—	—	—
6th	+3	Productive Craftsman, Specialist improvement	4	3	—	—	—
7th	+3	Artificer Specialist feature	5	4	2	—	—
8th	+3	Ability Score Improvement	6	4	2	—	—
9th	+4	Specialist improvement	6	4	2	—	—
10th	+4	Wondrous Invention	7	4	3	—	—
11th	+4	Wondrous Invention Improvement	8	4	3	—	—
12th	+4	Ability Score Improvement	8	4	3	—	—
13th	+5	Use Magic Device, Superior Attunement improvement	9	4	3	2	—
14th	+5	Artificer Specialist feature	10	4	3	2	—
15th	+5	Wondrous Invention, Specialist improvement	10	4	3	2	—
16th	+5	Ability Score Improvement	11	4	3	3	—
17th	+6	Artificer Specialist feature	11	4	3	3	—
18th	+6	Specialist improvement	11	4	3	3	—
19th	+6	Ability Score Improvement	12	4	3	3	1
20th	+6	Soul of Artifice, Wondrous Invention	13	4	3	3	1

MAGIC ITEM ANALYSIS

Starting at 1st level, your understanding of magic items allows you to analyze and understand their secrets. You know the spells *detect magic* and *identify*, which are artificer spells for you, and you can cast them as rituals. You don't need to provide a material component when casting *identify*. You also learn the *mending* cantrip.

Additionally, you can use any spell scroll regardless of what spell it bears. If the spell is not on your class's spell list, you must make an Intelligence check to determine whether you cast it successfully. The DC equals 10 + spell's level. On a failed check, the spell disappears from the scroll with no other effect.

TOOL EXPERTISE

Starting at 2nd level, your proficiency bonus is doubled for any ability check you make that uses any of the tool proficiencies you gain from this class.

WONDROUS INVENTION

At 2nd level, you create a magical invention of arcane brilliance that is able to copy the effects of a spell. Choose a cantrip or a 1st level spell from the Wizard spell list. You, and only you, can use the invention to cast that spell. Once you do, if the spell is not a cantrip you must then finish a long rest before you can use the invention again. If it is a cantrip, you cast the spell as appropriate for your level and can use it an unlimited number of times without having to rest.

Intelligence is your spellcasting ability for your inventions.

The invention must be a physical item of some kind, though it can look however you like as long as its form is appropriate for the effects of the spell. If the spell you chose requires a material component with a gold cost, you must provide that component when you complete work on the invention, and the component becomes part of it. If the spell normally consumes its material components when cast, you must provide those components any time you use the invention. If the spell conjures a creature, the creature may be a construct instead of whatever creature type is specified by the spell (your choice). Such constructs are immune to poison and the poisoned condition.

Crafting such an invention is a difficult task. When you gain an invention from this feature, it reflects long hours of study, tinkering, and experimentation that allowed you to finally complete it. You are assumed to work on the invention in your leisure time and to finish it when you level up.

You complete another invention of your choice when you reach certain levels in this class, choosing from the Wizard spell list. At 5th level you create an item with a spell of 2nd level or lower. At 10th level you create an item with a spell of 3rd level or lower. At 15th level you create an item with a spell of 4th level or lower. At 20th level you create an item with a spell of 5th level or lower. If you choose a spell of a level lower than the invention's maximum, the spell is cast at the inventions's maximum spell level.

If one of your Wondrous Inventions is destroyed you can build a new one with 1 day of work per level of the spell that the item could cast (eight hours each day) and 100 gp of raw materials per day, providing any material components with a gold cost as normal by the last day. The new invention can cast a different spell than the original, but is always cast at that invention's maximum spell level.

At 11th level, you can use one of your Wondrous Inventions an additional time before having to rest.

FLEX YOUR CREATIVITY: FLUFF VS CRUNCH

An artificer's inventions are meant to be one-of-a-kind, as no two artificers employ their knowledge of science and magic in the same way. You should try to think outside the box when creating your Wondrous Inventions and other inventive features. Artificer is a purposely complex class that demands a lot of creativity from its player.

Whatever the design of one of your inventions, what's important is its mechanical application. An Inventor may craft an attachment for their thunder cannon that fires a net, while an Alchemist might create a device that explodes into stringy goo when thrown, tying up those it hits. Both of these Wondrous Inventions have the same "crunch"; using them lets you cast the *web* spell; but they have different "fluff" to explain how you do so.

SPELLCASTING

As part of your study of magic, you gain the ability to cast spells at 3rd level. The spells you learn are limited in scope, primarily concerned with modifying creatures and objects or creating items.

SPELL SLOTS

The Artificer table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know three 1st-level spells of your choice from the artificer spell list (which appears at the end of this document).

The Spells Known column of the Artificer table shows when you learn more artificer spells of your choice from this feature. Each of these spells must be of a level for which you have spell slots on the Artificer table.

Additionally, when you gain a level in this class, you can choose one of the artificer spells you know from this feature and replace it with another spell from the artificer spell list. The new spell must also be of a level for which you have spell slots on the Artificer table.

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your artificer spells. You use your Intelligence whenever an artificer spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for an artificer spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Intelligence modifier.

SPELLCASTING FOCUS

You can use an arcane focus as a spellcasting focus for your artificer spells. See chapter 5, "Equipment," in the *Player's Handbook* for various arcane focus options.

INFUSE MAGIC

Starting at 4th level, you gain the ability to channel your artificer spells into objects for later use. When you cast an artificer spell with a casting time of 1 action, you can increase its casting time to 1 minute. If you do so and hold a nonmagical item throughout the casting, you expend a spell slot, but none of the spell's effects occur. Instead, the spell transfers into that item for later use if the item doesn't already contain a spell from this feature.

Any creature holding the item thereafter can use an action to activate the spell if the creature has an Intelligence score of at least 6. The spell is cast using your spellcasting ability, targeting the creature that activates the item. If the spell targets more than one creature, the creature that activates the item selects the additional targets. If the spell requires concentration, the creature that activates the item is the one who holds concentration on the spell.

If the spell has an area of effect, it is centered on the item. If the spell's range is self, it targets the creature that activates the item.

When you infuse a spell in this way, it must be used within 8 hours. After that time, its magic fades and is wasted.

You can have a limited number of infused spells at the same time. The number equals your Intelligence modifier.

ABILITY SCORE IMPROVEMENT

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

SUPERIOR ATTUNEMENT

At 5th level, your superior understanding of magic items allows you to master their use. You can now attune to up to four, rather than three, magic items at a time.

At 13th level, this limit increases to five magic items.

PRODUCTIVE CRAFTSMAN

At 6th level, your inventive knowledge allows you to create magic items more quickly. You can craft magic items twice as fast as normal.

The rules for magic item creation are detailed in the *Dungeon Master's Guide* (pg 128-129) or *Xanathar's Guide to Everything* (pg 128-129). Your DM determines how crafting works in your game.

CRAFTING RULES

The above feature is intended to be as rules agnostic as possible, able to work with any DM's rules for crafting. The intent is only to allow the artificer to make magic items more quickly.

The Arcane Athenæum has its own crafting rules available on thearcaneathenaeum.org and DMsGuild.com. With them, the Productive Craftsman feature only affects crafting when using the Arcana skill.

USE MAGIC DEVICE

By 13th 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, race, and level requirements on the use of magic items, and you no longer need to make a separate Intelligence check to use a spell scroll bearing a spell that is not on your class's spell list.

SOUL OF ARTIFICE

At 20th level, your understanding of magic items is unmatched, allowing you to mingle your soul with items linked to you. You can attune to up to six magic items at once. In addition, you gain a +1 bonus to all saving throws per magic item you are currently attuned to.

ARTIFICER SPECIALIZATIONS

Artificers pursue a variety of specializations, honing their skills to specific applications. Alchemy, armorsmithing, engineering, and inventing are presented here.

ALCHEMIST

An alchemist is an expert at combining exotic reagents to produce a variety of materials, from healing draughts that can mend a wound in moments to clinging goo that slows creatures down.

POTION MASTER

When you choose this specialization at 1st level, you gain proficiency with alchemist's supplies. Additionally, you can drink or administer a potion as a bonus action.

ALCHEMIST'S SATCHEL

At 1st level, you craft an Alchemist's Satchel, a bag of reagents that you use to create a variety of concoctions. The bag and its contents are both magical, and this magic allows you to pull out exactly the right materials you need for your Alchemical Formula options, described at the end of this specialization.

After you use one of those options, the bag reclaims the materials.

If you lose this satchel, you can create a new one over the course of three days of work (eight hours each day) by expending 100 gp worth of leather, glass, and other raw materials.

ALCHEMICAL FORMULAE

At 1st level, you learn three Alchemical Formula options of your choice. You learn one additional formula of your choice at 3rd, 6th, 9th, 15th, and 18th level.

To use any of these options, your Alchemist's Satchel must be within reach.

If an Alchemical Formula requires a saving throw, the DC is 8 + your proficiency bonus + your Intelligence modifier.

Additionally, when you learn a new formula you can choose one of the formulae you already know and replace it with another formula.

VOLATILE CONCOCTION

At 3rd level, as a bonus action on your turn you can concentrate the materials of a formula to create a more potent effect, spending more of your Alchemist's Satchel's resources than normal. The next formula you pull out of your Alchemist's Satchel has an increased effect, described below, which you choose at the time you pull it out. In addition to this effect, if the formula requires you to roll dice for damage or healing, the type of dice used by the formula is increased by one (for example, d6 becomes d8).

- A creature that must make a saving throw as a result of the formula does so at disadvantage.
- The duration of the effect of the formula is doubled.
- If the formula affects an area, the size of the area given in feet is doubled.
- You can ignore a restriction which prevents you from using the formula again within a certain time limit.
- If the formula normally disappears if not used within a certain period of time, that duration is multiplied by 5. The duration must originally be 1 minute or longer.

You can use this feature a number of times equal to your Intelligence modifier. You regain expended uses when you finish a long rest.

ALCHEMICAL TRAP

Starting at 7th level, you can spend one minute and expend one spell slot to create an Alchemist's Trap.

When you use this feature, select one of your Alchemical Formulae. You then use your inventive ingenuity to conceal the trap on a point either upon a surface or within an object that can be closed, such as a chest or barrel. The trap is well hidden and requires a successful Intelligence (Investigation) check against your spell save DC to be found. Your magic contains the formula and prevents it from fading.

You decide what triggers the trap when you place it as described by the *glyph of warding* spell. When triggered the chosen formula activates, centered on the trap or targeting the triggering creature.

You can have one Alchemical Trap active at a time. At 15th level you can have two. Traps exist until triggered or you attempt to construct more than your maximum, at which point the oldest disappears.

IMBIBED TOLERANCE

Starting at 14th level, you are immune to poison and the poisoned condition.

Additionally, you have advantage on rolls to resist any effects caused by your own formulae.

EXPERT CHEMIST

Starting at 17th level, when you use your Volatile Concoction feature you can select two effects instead of just one.

Additionally, you can expend a use of Volatile Concoction when creating an Alchemical Trap.

FORMULAE

Alchemical Acid. As an action, you can reach into your Alchemist's Satchel, pull out a vial of acid, and hurl the vial at a creature or object within 30 feet of you (the vial and its contents disappear if you don't hurl the vial by the end of the current turn). The vial shatters on impact. A creature must succeed on a Dexterity saving throw or take 1d6 acid damage. An object automatically takes that damage, and the damage is maximized.

This formula's damage increases by 1d6 when you reach certain levels in this class: 3rd level (2d6), 5th level (3d6), 7th level (4d6), 9th level (5d6), 11th level (6d6), 13th level (7d6), 15th level (8d6), 17th level (9d6), and 19th level (10d6).

Alchemical Fire. As an action, you can reach into your Alchemist's Satchel, pull out a vial of volatile liquid, and hurl the vial at a creature, object, or surface within 30 feet of you (the vial and its contents disappear if you don't hurl the vial by the end of the current turn). On impact, the vial detonates in a 5-foot radius. Any creature in that area must succeed on a Dexterity saving throw or take 1d6 fire damage.

This formula's damage increases by 1d6 when you reach certain levels in this class: 4th level (2d6), 7th level (3d6), 10th level (4d6), 13th level (5d6), 16th level (6d6), and 19th level (7d6).

Cushioning Gel. As a reaction, when you or a creature within 30 feet of you falls, you can reach into your Alchemist's Satchel, pull out a vial of thick blue liquid, and hurl it at a surface within 30 feet of you. On impact the vial detonates in a 5-foot radius, covering the surface with a soft protective gel. A creature that lands on this surface halves any damage taken from falling. After using this formula, you can't do so again for 1 minute.

Flash Ice. As an action, you can reach into your Alchemist's Satchel, pull out a vial of clear liquid, and pour it into a body of water (the vial and its contents disappear if you don't hurl the vial by the end of the current turn). Any water filling a 30-foot cube at the point of contact freezes to solid ice.

Creatures that were swimming in this area of the water when it freezes must make a Constitution saving throw. On a failed save they take 2d8 cold damage and are trapped in the ice. On a successful save the creature takes no damage and is pushed to the nearest space adjacent to the cube. A trapped creature can use an action to make a Strength saving throw to break free of the ice. The ice remains for 1 minute before melting.

Healing Draught. As an action, you can reach into your Alchemist's Satchel and pull out a vial of healing liquid. A creature can drink it as an action to regain 1d8 hit points. The vial then disappears. Once a creature regains hit points from this alchemical formula, the creature can't do so again until it finishes a long rest. If not used, the vial and its contents disappear after 1 hour. While the vial exists, you can't use this formula.

This formula's healing increases by 1d8 when you reach certain levels in this class: 3rd level (2d8), 5th level (3d8), 7th level (4d8), 9th level (5d8), 11th level (6d8), 13th level (7d8), 15th level (8d8), 17th level (9d8), and 19th level (10d8).

Poison Bomb. As an action, you can reach into your Alchemist's Satchel and pull out a glass vial filled with noxious gas, and hurl it at a point on the ground within 30 feet of you (the vial and its contents disappear if you don't hurl the vial by the end of the current turn). On impact the vial explodes and the area in a 10-foot radius around the point is filled with poisonous fog. When a creature enters this area for the first time on a turn or starts its turn there, that creature must make a Constitution saving throw. On a failed save the creature becomes poisoned. On subsequent turns the poisoned creature can repeat the save at the beginning of each of its turns so long as it is not in the fog, ending the effect on a success. Creatures are affected even if they hold their breath or don't need to breathe. The fog spreads around corners. It persists for 1 minute and then disappears or until a strong wind disperses the fog, ending the effect. After using this formula, you can't do so again for 1 minute.

Restraining Foam. As an action, you can reach into your Alchemist's Satchel and pull out a vial of yellow liquid, and hurl it at a point on the ground within 30 feet of you (the vial and its contents disappear if you don't hurl the vial by the end of the current turn). The vial bursts on impact and the contents expand into a quick-hardening adhesive that fills a 5-foot cube. Any creature in that area must succeed on a Strength saving throw or be restrained. As an action, the restrained target can make a Strength check, breaking out of the foam on a success. The foam can also be attacked and destroyed (AC 10; hp 5; immunity to poison and psychic damage). After using this formula, you can't do so again for 1 minute.

Smoke Stick. As an action, you can reach into your Alchemist's Satchel and pull out a stick that produces a thick plume of smoke. You can hold on to the stick or throw it to a point up to 30 feet away as part of the action used to produce

it. The area in a 10-foot radius around the stick is filled with thick smoke that blocks vision, including darkvision. The stick and smoke persist for 1 minute and then disappear. After using this formula, you can't do so again for 1 minute.

Swift Step Draught. As a bonus action, you can reach into your Alchemist's Satchel and pull out a vial filled with a bubbling, brown liquid. As an action, a creature can drink it. Doing so increases the creature's speed by 20 feet for 1 minute, and the vial disappears. If not used, the vial and its contents disappear after 1 minute. After using this formula, you can't do so again for 1 minute.

Tanglefoot Bag. As an action, you can reach into your Alchemist's Satchel and pull out a bag filled with writhing, sticky black tar and hurl it at a point on the ground within 30 feet of you (the bag and its contents disappear if you don't hurl the bag by the end of the current turn). The bag bursts on impact and covers the ground in a 5-foot radius with sticky goo. That area becomes difficult terrain for 1 minute, and any creature that starts its turn on the ground in that area has its speed halved for that turn. After using this formula, you can't do so again for 1 minute.

Thunderstone. As an action, you can reach into your Alchemist's Satchel and pull out a crystalline shard and hurl it at a creature, object, or surface within 30 feet of you (the shard disappears if you don't hurl it by the end of the current turn). The shard shatters on impact with a blast of concussive energy. Each creature within 10 feet of the point of impact must succeed on a Constitution saving throw or be knocked prone and pushed 10 feet away from that point.



ARMORER

Armorer's focus their ingenuity on bolstering their martial prowess. They forge arcane-powered suits of armor, which protect them and give them enhanced abilities.

ARMORER'S PROFICIENCY

At 1st level, you gain proficiency with martial weapons and heavy armor, and smith's tools.

POWER ARMOR

At 1st level, you construct a suit of magic Power Armor, granting you increased durability and physical ability. You convert an existing suit of armor that you are proficient with into your Power Armor. Your Power Armor can look however you want, and only you can wear it.

When you wear your Power Armor, you increase your Strength or Dexterity score by an amount equal to whatever your Intelligence modifier was at the time you constructed the armor, and your maximum in that ability score is increased by the same amount. Alternatively, you can choose to split this amount between both scores, increasing the maximum of that score by the same amount applied to it. If your Intelligence modifier changes you can recalculate these bonuses after a long rest.

Your Power Armor also allows you to double your carrying capacity and the weight you can push, drag, or lift.

If you lose your Power Armor, you can create a new suit over the course of three days of work (eight hours each day). You must have a suit of armor to build it from, which can be magical or mundane, and you must expend an additional amount of gp equal to the base cost of the type of armor you are building from. You can only have one suit of Power Armor at a time.

UPGRADES

Your expert craftsmanship allows you to improve your Power Armor's various attributes.

Starting at 3rd level, your armor gains the Power upgrade, and you choose two upgrades from the list at the end of this specialization (you cannot choose the same upgrade twice). The features and properties of your Power Armor permanently improve in that way. You apply one additional upgrade to your Power Armor at 6th level, 9th level, 15th level, and 18th level. You cannot apply an upgrade more than once, unless the upgrade's description says otherwise.

Additionally, when you apply a new upgrade you can choose one of the upgrades already applied to your armor and replace it with another upgrade. You cannot replace the Power upgrade. If you have to create new armor, you can choose new upgrades to apply to it at the time of its construction.

EXTRA ATTACK

Beginning at 7th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

REINFORCED ARMOR

Beginning at 14th level, you reinforce your armor magically. The armor has hit points equal to twice your Artificer level + your Intelligence modifier. Whenever you take damage that is not psychic or poison, the armor takes the damage instead. If this damage reduces the armor to 0 hit points, you take any remaining damage. While the armor has 0 hit points, it can't absorb damage, but whenever you complete a short rest, the armor regains a number of hit points equal to twice your Intelligence modifier.

The armor regains its hit points after a long rest.

WARFORGED ARMORERS

The current iteration of the warforged race gains no benefit from wearing armor. Instead, warforged receive the Integrated Protection ability, which allows them to spend time altering their body structure and change their defensive mode, giving them a unique method of calculating AC.

With the DM's permission, and at our suggestion, a warforged can still be an Armorer. Instead of building a suit of armor, their technical know-how and magical abilities allow them to modify and upgrade their own body. For such characters, their Power Armor still receives all the same bonuses and features, and upgrades can be applied as normal. The exception is the Expanded upgrade, which cannot be taken by warforged. This prevents them from changing their size category.

A warforged who does this can still change their Integrated Protection mode, but doing so effectively destroys their Power Armor and they must spend 3 days of work (8 hours each day) and a certain amount of gold to make new Power Armor for their new mode. The gold cost is 50 gp for the Darkwood Core mode, 800 gp for the Composite Plating mode, and 1,750 gp for the Heavy Plating mode.

OVERDRIVE

At 17th level, you can use a bonus action on your turn to temporarily boost the magic fueling your armor, granting you vastly increased capabilities at the cost of your stamina.

For 1 minute, your Strength and Dexterity scores and their maximums are increased by 6, and you double any speed you have. When your overdrive ends you suffer one level of exhaustion.

UPGRADES

These upgrades are presented in alphabetical order. You can apply an upgrade at the same time you meet its prerequisites.

Darkvision. While wearing your Power Armor, you have darkvision to a range of 60 feet. If you already have darkvision, this upgrade increases its range by 60 feet.

Climbing. While wearing your Power Armor you gain a climbing speed equal to your walking speed, and you can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free.

Cloaking. *Prerequisite: 6th level* While wearing your armor, you gain a bonus to Dexterity (Stealth) checks equal to your Intelligence modifier, and you can't be tracked except by magical means. You leave behind no tracks or other traces of your passage unless you want to. If your Power Armor normally grants disadvantage on stealth checks while wearing it, this upgrade removes that property.

Collapsible. *Prerequisite: 6th level* Your Power Armor can collapse into a case for easy storage. When transformed this way the armor is indistinguishable from a normal case and weighs 1/3 its normal weight. As an action you can don or doff the armor, allowing it to transform as needed.

Expanded. *Prerequisites: 9th level, heavy armor.* Your Power Armor is larger, making it a piloted suit. The armor's size

increases accordingly, and it weighs 8 times as much as normal but no longer counts against your carrying capacity. Though your size does not change, you are considered to be one size category larger while within it, and you have advantage on Strength checks and Strength saving throws while in your armor.

Flight. *Prerequisite: 9th level* You have a flying speed of 30 feet while wearing your Power Armor.

Force Blast. Your Power Armor gains an integrated ranged weapon set into its palm or chest, which you are proficient in. The weapon doesn't require ammunition, and fires blasts of arcane energy which deal 1d8 + Dex force damage. The weapon's normal range is 40 feet and its long range is 120 feet.

Hidden Compartment. Your Power Armor has a hidden compartment built into it, allowing you to secretly store up to 10 lbs of material. Discovering the compartment requires an Investigation check. The DC for this check is 8 + your proficiency modifier + your Intelligence modifier. It takes a bonus action to remove an object from the compartment, and another creature can do so only if they know that the compartment exists.

Integrated Weapon. You integrate a melee weapon into your armor. When you apply this upgrade you must have a weapon to integrate, and you must choose where on your armor the weapon is located. The weapon cannot have the Heavy property. As a bonus action you can activate the weapon, either fully discharging it into your hand or letting it remain integrated with your armor. If the weapon remains integrated then you must treat it as though you are wielding it with one hand, but you cannot be disarmed of it, and your hand remains free.

You can apply this upgrade multiple times, selecting a new weapon and new location on your armor to install it.

Power. When you hit with a melee weapon attack while wearing your Power Armor you deal bonus damage equal to one half your Artificer level, rounded up. If you have the Force Blast upgrade, attacks with it also benefit from this upgrade.

Recall. *Prerequisite: 15th level* When not being worn you can hide your Power Armor in a pocket dimension. As an action on your turn you can magically summon the armor and don it. You can use a bonus action to return the armor to the pocket dimension. While in the pocket dimension the armor cannot be affected by other abilities and cannot be interacted with in any way.

Reinforced. *Prerequisite: 9th level, heavy armor.* Your Power Armor is bulky and designed with extra weight and protection. The armor weighs 4 times as much as normal (but weighs its normal amount for you while you wear it). You have advantage on saving throws against effects that knock you prone or move you against your will, and you have resistance to bludgeoning, piercing, and slashing damage while wearing your Power Armor.

Resistance. Choose acid, cold, fire, force, lightning, necrotic, radiant, or thunder damage. While wearing your Power Armor you have resistance to that type of damage. You can change the damage type at the end of a short or long rest.

Sealed. *Prerequisite: 6th level.* As a bonus action on your turn you can environmentally seal your Power Armor, giving you an air supply for up to 1 hour and making it so that you cannot be affected by inhaled or contact poisons and effects like the *cloudkill* spell. You can use a bonus action on subsequent turns to end this effect. You can use up this air supply all at once or in several shorter increments, each one using a minimum of 1 minute from the duration. If you use up all your air and keep your armor sealed, or are underwater when this happens, you begin to suffocate as normal. Your armor regains 1 minute of air for every minute that you are not submerged and the armor is not sealed.

In addition to the above, you are also considered adapted to cold and hot climates while wearing your armor. You're also acclimated to high altitude, including elevations above 20,000 feet, and you ignore any of the drawbacks caused by a deep, underwater environment, while wearing your armor.

Self-Destruct. *Prerequisite: 18th level.* As an action, you can initiate a self-destruct sequence on your Power Armor. When you use this feature, you begin concentrating (as if you are concentrating on a spell). You can hold concentration in this way for 10 minutes. Once your concentration ends the armor immediately explodes and is destroyed. Each creature in a 20-foot radius sphere centered on the armor must make a Dexterity saving throw vs your spell save DC. A target takes 12d6 fire damage on a failed save, or half as much damage on a successful one. You can attempt to cancel the self-destruct before it explodes, ending concentration at any time, but must succeed on an Intelligence saving throw versus your own spell save DC. On a failure, the armor explodes anyway.

Speed. Choose one of your speeds. While wearing your Power Armor that speed increases by 10 feet. You may apply this upgrade multiple times and can choose a different speed each time.

Unmanned. *Prerequisite: 18th level.* You can control your Power Armor telepathically, allowing it to move and fight without you inside it. You can use an action to take control of your armor for up to 1 hour or until your concentration is broken (as if you are concentrating on a spell). You can see, hear, and speak through the armor as though you were in it. You must remain on the same plane of existence as the armor to use this feature. The DM determines which of your features and abilities can be used while you are controlling the armor in this way.

The armor's stats are identical to yours as if you were wearing it, except its Intelligence score is 1, its Wisdom score is 10, and its Charisma score is 1. The armor is considered a construct, is immune to poison and the poisoned condition, and operates as though under the effects of the *mind blank* spell. While controlling the armor in this way your body proper is incapacitated, and you are deaf and blind with regard to your own senses. When your concentration ends the armor becomes inert and you suffer one level of exhaustion. If the armor drops to 0 hit points while you are controlling it the armor is immediately destroyed and you suffer a psychic backlash. Roll your maximum hit dice (without spending any) as if you were rolling to regain health, adding your Constitution modifier as normal; you suffer psychic damage equal to the amount rolled.



ENGINEER

Masters of mechanical engineering, engineers can forge living constructs powered by a combination of science and magic.

MASTER METALLURGIST

When you choose this specialization at 1st level, choose smith's tools or tinker's tools. You gain proficiency with that tool.

MECHANICAL SERVANT

At 1st level, your research and mastery of your craft has allowed you to produce a mechanical servant. The servant is a construct that obeys your commands without hesitation. Though magic fuels its creation, the servant is not magical itself.

Select a Medium or smaller beast with a challenge rating of 1/4 or less. The servant uses that beast's game statistics, but it can look however you like, as long as its form is appropriate for its statistics. It has the following modifications:

- It is a construct instead of a beast.
- It does not require air, food, drink, or sleep.
- It uses your proficiency bonus rather than its own.
- It can't be charmed.
- It is immune to poison damage and the poisoned condition.
- It gains darkvision with a range of 60 feet if it doesn't have it already.
- It loses its Multiattack action, if it has one.
- It understands the languages you can speak when you create it, but it can't speak.
- It has its own death saving throw meter.
- If you are the target of a melee attack and the servant is within 5 feet of the attacker, you can use your reaction to command the servant to respond, using its reaction to make a melee attack against the attacker.

Your servant takes its turn on your initiative. On each of your turns, you can use a bonus action to verbally command the servant as long as it can hear you. You decide what action the servant will take and where it will move, or you can issue a general command, such as to guard a particular individual or attack a particular creature. The servant obeys your orders to the best of its ability until the command is fulfilled. If you issue no commands, or are incapacitated, the servant defends you and itself against hostile creatures. Your servant can use your Wondrous Inventions as long as its form is appropriate for the invention, casting the spell from the invention as if you had cast it.

When you cast *mending* on the servant, you can expend one spell slot to heal the servant. The servant regains 1d8 hit points per level of the spell slot expended plus your Intelligence modifier. At 3rd level, and every odd-numbered level thereafter you gain in this class, your servant gains an additional hit die and increases its hit points accordingly.

If the servant is killed, it can be returned to life via normal means, such as with the *revivify* spell. In addition, over the course of a long rest, you can repair a slain servant if you have access to its body. It returns to life with 1 hit point at the end of the rest. If the servant is beyond recovery, you can build a new one with one week of work (eight hours each day) and 200 gp of raw materials. Your new servant can use a different beast statistic from the original one. It has an additional amount of hit dice based on your level, as described above, and its hit points are increased accordingly.

AUGMENTATIONS

You learn how to augment your servant, altering its statistics in some way.

Starting at 3rd level, choose two different augmentations from the list at the end of this specialization. Your servant's statistics change in that way. You apply one additional augmentation to your servant at 6th level, 9th level, 15th level, and 18th level, chosen from the augmentation list. You can select the same augmentation more than once.

If you build a new servant, you can choose new augmentations to apply to it.

IMPROVED CHASSIS

At 7th level, your increased knowledge allows you to improve your servant, modifying its form and increasing its size. You are assumed to finish these improvements during a short or long rest after you reach 7th level.

Select a Large or smaller beast with a challenge rating of 2 or less. Your servant now uses that beast's game statistics, but it can look however you like, as long as its form is appropriate for its statistics. You can choose new augmentations for your servant, and it follows all the other rules outlined in the Mechanical Servant feature, including the rules on gaining hit dice. If you must build a new servant, the cost of raw materials increases to 1,000 gp.

Additionally, you can use your Infuse Magic feature on your servant, casting the spell into the servant and allowing the servant to cast it regardless of the servant's Intelligence. Only the servant can cast the spell infused into it.

UNSTOPPABLE ENGINE

At 14th level, your servant can push itself beyond its normal limits in a time of need. When your servant is reduced to 0 hit points but not killed outright, it can drop to 1 hit point instead. Once your servant uses this feature, it can't do so again until you finish a short or long rest.

MECHANICAL GUARDIAN

At 17th level, your servant can magically absorb damage directed at you. While your servant is within 60 feet of you it can use its reaction when you take damage, and half of that damage (rounded up) is transferred to the servant. Additionally, you have a +2 bonus to your AC if your servant is conscious and within 5 feet of you.

AUGMENTATIONS

These augmentations are presented in alphabetical order.

Ability Improvement. Increase one of the servant's ability scores by 2, or increase 2 of its ability scores by one.

Defense. The servant gains a +1 bonus to AC.

Hidden Compartment. The servant has a hidden compartment built into it, allowing you to secretly store some amount of material. A Small or smaller servant can store 2 lb of material, a Medium servant can store 10 lbs, and a Large servant can store 25 lbs. Discovering the compartment requires an Investigation check. The DC for this check is 8 + your proficiency modifier + your Intelligence modifier. It takes a bonus action to remove an object from the compartment, and another creature can do so only if they know that the compartment exists.

Locomotion. The servant gains a new form of movement; either a base walking speed, fly speed, climb speed, swim speed, or burrow speed. The new speed is 30 feet.

Proficiency. The servant gains proficiency in any combination of skills or saving throws equal to your Intelligence modifier. When your modifier changes, your servant gains or loses proficiencies after the next short or long rest.

Senses. The servant gains blindsight or tremorsense to a range of 30 feet, or increases the range of its darkvision, blindsight, or tremorsense by 10 feet.

Speed. Increase one of the servant's existing speeds by 10.

Telepathy. The servant gains telepathy to a range of 100 feet, or increases its telepathy range by 20 feet.

INVENTOR

An inventor's creative genius is unparalleled. Obsessed with tinkering and modifying anything they can get their hands on, inventors use their knowledge to craft amazing inventions like firearms.

MASTER TINKER

When you choose this specialization at 1st level, you gain proficiency with tinker's tools.

THUNDER CANNON

At 1st level, you forge a deadly firearm using a combination of arcane magic and your knowledge of metallurgy. This firearm is called a Thunder Cannon. It is a ferocious weapon that fires leaden bullets that can punch through armor with ease.

You are proficient with the Thunder Cannon. The firearm is a two-handed ranged weapon with the Loading property that deals 2d6 piercing damage, and its damage is considered magical (though the weapon itself is not). Its normal range is 150 feet, and its maximum range is 500 feet. If you lose your Thunder Cannon, you can create a new one over the course of three days of work (eight hours each day) by expending 100 gp worth of metal and other raw materials.

ARCANE MAGAZINE

At 1st level, you craft a leather bag used to carry your tools and ammunition for your Thunder Cannon. Your Arcane Magazine includes the powders, lead shot, and other materials needed to keep that weapon functioning.

You can use the Arcane Magazine to produce ammunition for your gun. At the end of each long rest, you can magically produce up to 40 rounds of ammunition with this magazine. After each short rest, you can produce up to 10 rounds. Your Arcane Magazine can hold a maximum of 50 rounds of ammunition.

If you lose your Arcane Magazine, you can create a new one as part of a long rest, using 25 gp of leather and other raw materials.

MODIFICATIONS

Your obsessive tinkering has given you the skills to make constant refinements to your Thunder Cannon.

Starting at 3rd level, your Thunder Cannon permanently gains the Thunder Monger modification, and you choose three additional modifications from the list at the end of this specialization. You learn one additional modification at 6th level, 9th level, 15th level, and 18th level.

At the end of a short or long rest, you can apply two of your modifications to your Thunder Cannon to alter its properties. You can only have two modifications applied to your Thunder Cannon at a time, unless the modification states otherwise, and applying a modification removes an existing one. You cannot have the same modification applied more than once at a time. Your Thunder Cannon remains modified in this way until you change it at the end of another short or long rest.

Permanent modifications cannot be swapped or removed unless you build a new Thunder Cannon, and do not count towards your maximum number of modifications.

Additionally, when you learn a new modification you can choose one of the modifications you already know and replace it with another modification.

If a modification allows you to make any sort of ranged attack with your Thunder Cannon you must expend a round of ammunition when you make the attack.

EXPERT INVENTOR

Starting at 7th level, your research and mastery of your craft allow you to create even more impressive Wondrous Inventions. When you create a new Wondrous Invention, you can copy the effects of a spell from any class's spell list, but otherwise must follow the normal rules for creating a Wondrous Invention.

When you gain this feature you also create a new Wondrous Invention. The invention can copy the effects of a spell of 2nd level or lower.

ADVANCED TINKERING

At 14th level, your familiarity with your Thunder Cannon has allowed you to permanently improve it in some way. Your Thunder Cannon permanently gains one of your known modifications.

MASTER INVENTOR

At 17th level, your inventive mastery is without peer. You can use each of your Wondrous Inventions twice before having to rest.

When you gain this feature you also create a new Wondrous Invention. The invention can copy the effects of a spell of 4th level or lower.

Additionally, the number of non-permanent modifications you can apply to your Thunder Cannon, and the number of modifications you can apply after a rest, increases to three.

MODIFICATIONS

These modifications are presented in alphabetical order. You can learn a modification at the same time you meet its prerequisites. Only you can use modifications that require an action to use.

Bayonet. You affix a short blade to the barrel of your Thunder Cannon, allowing you to make a melee weapon attack with it while holding your Thunder Cannon. The bayonet is a finesse weapon that deals 1d6 piercing damage, and has the versatile property (1d8). When you apply this modification you can choose to mount a dagger or shortsword you have instead of the regular bayonet. Mounted daggers gain versatile (1d6), and shortswords gain versatile (1d8). A bayonet also has the heavy property if your Thunder Cannon has the Long Barrel modification. You are proficient with any mounted weapon.

Blast Wave. *Prerequisite: 9th level.* As an action, you can make a special attack with your Thunder Cannon. Rather than making an attack roll, you unleash force energy in a 15-foot cone from the gun. Each creature in that area must make a Strength saving throw against your spell save DC. On a failed save, a target takes 2d6 force damage and is pushed 10 feet away from you. This damage increases by 1d6 when you reach certain levels in this class: 13th level (3d6) and 17th level (4d6).

Brace. *Prerequisite: 15th level* You do not make ranged attack rolls at disadvantage while prone with your Thunder Cannon. In addition, you have advantage on ranged attack rolls made with your Thunder Cannon as long as you are prone and do not move during the same turn that you attack. Cannot be combined with the Handheld modification.

Disguise. *Prerequisite: 6th level* As a bonus action on your turn you can magically collapse your Thunder Cannon into another object such as a spyglass, case, or cane. Only magic can reveal its true form. You can use another bonus action to return it to a firearm.

Double Barrel. *Prerequisite: 6th level* When you use an action on your turn to make an attack with your Thunder Cannon, you can use a bonus action to make an additional ranged attack with your Thunder Cannon. This attack cannot be an attack granted by another modification.

Elemental. *Prerequisite: 6th level* When you apply this modification to your Thunder Cannon, choose acid, cold, fire, or lightning. Your Thunder Monger damage is the chosen type instead of thunder.

Explosive. *Prerequisite: 18th level* As an action, you can make a special attack with your Thunder Cannon. Rather than making an attack roll, you launch an explosive round from the gun. The round detonates in a 30-foot radius sphere at a point within your Thunder Cannon's maximum range. Each creature in that area must make a Dexterity saving throw against your spell save DC. On a failed save, a target takes 4d8 fire damage.

Grappling Hook. As an action, you can fire a grappling hook from your Thunder Cannon using the cannon's normal and maximum ranges. You can use a bonus action while the hook is extended to reel the hook back in 15 feet. If you grapple onto an object that weighs more than you, you instead move toward the object when you reel the hook in. You are considered proficient with the grappling hook.

You can also use the grappling hook to attempt to grapple a creature at range that is no more than one size category larger than you. To do so, make a ranged weapon attack contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (target's choice). If successful, the target is grappled. A target can use their action to end the grapple by making a Strength (Athletics) or Dexterity (Acrobatics) check versus your spell save DC. A target that weighs less than you can be reeled in by the grappling hook, but only if the target fails a Strength saving throw versus your spell save DC each time you attempt to move it.

You cannot fire the grappling hook again until it is fully reeled back in.

Handheld. The Thunder Cannon loses the two-handed property and gains the light property, and can be used with two-weapon fighting. It now deals 2d4 piercing damage. If the Thunder Cannon has any other active modification that deals d6 damage (such as Thunder Monger) the damage changes to d4. Cannot be combined with the Long Barrel modification.

Long Barrel. Your Thunder Cannon gains the heavy property. Its normal range becomes 300 feet, and its maximum range becomes 750 feet. Cannot be combined with the Handheld or Short Barrel modifications.

Piercing. *Prerequisite: 15th level* As an action, you can make a special attack with your Thunder Cannon. Rather than making an attack roll, you cause the gun to unleash a bolt of lightning, 5-feet wide and 30-feet long. Each creature in that area must make a Dexterity saving throw against your spell save DC. On a failed save, a target takes 4d6 lightning damage.

This damage increases to 6d6 when you reach 19th level in this class.

Repeating. *Prerequisite: 18th level* As an action, you can unleash a volley of attacks against one or more creatures within 10 feet of a point you can see within your weapon's range. The number of attacks you can make is equal to your Intelligence modifier, and multiple attacks can be made against the same target. You do not add your Dexterity modifier to the damage of these attacks. You must have ammunition for each attack, as normal, and you make a separate attack roll for each attack. These attacks cannot be attacks granted by another modification.

Scope. You do not suffer disadvantage on attack rolls made to attack a target beyond your Thunder Cannon's normal range.

Short Barrel. You shorten your Thunder Cannon's barrel, severely limiting its range but making it easier to fire it in close quarters. Your Thunder Cannon's normal range becomes 30 feet, and its maximum range becomes 90 feet. Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls made with your Thunder Cannon. Cannot be combined with the Long Barrel modification.

Silencer. Your Thunder Cannon makes no noise when firing. This modification does not silence special attacks made through other modifications, such as the Thunder Monger.

Stock. You gain a +2 bonus to ranged attack rolls made with your Thunder Cannon.

Thunder Monger. As an action, you can make a special attack with your Thunder Cannon that deals an extra 1d6 thunder damage on a hit.

This extra damage increases by 1d6 when you reach certain levels in this class: 5th level (2d6), 7th level (3d6), 9th level (4d6), 11th level (5d6), 13th level (6d6), 15th level (7d6), 17th level (8d6), and 19th level (9d6).

ALTERNATE STARTING EQUIPMENT

When you create an Artificer, you receive equipment based on a combination of those available to Artificers (as detailed at the beginning of this class description) and your background. Alternatively, you can start with a number of gold pieces, shown below, and spend them on items from the lists in Chapter 5 of the Player's Handbook.

STARTING WEALTH FOR ARTIFICERS

Funds

5d4 x 10 gp

MULTICLASSING

When you advance in level, and at your DM's discretion, you may take the option to multiclass into an Artificer. You must meet the following prerequisites to qualify for an Artificer.

MULTICLASSING PREREQUISITES

Ability Score Minimum

Intelligence 13

PROFICIENCIES

When you first multiclass into Artificer, you gain only some of the class's starting proficiencies as shown below.

Proficiencies Gained

Light armor, one skill from the class's skill list, one tool of your choice

SPELL SLOTS

When determining spell slots, you add one third (rounded down) of your Artificer levels to the levels of your other classes as described on page 164 of the *Player's Handbook*. Use the resulting total to determine your spell slots by consulting the Multiclass Spellcaster table on page 165 of the *Player's Handbook*.

2ND LEVEL

- *Aid*
- *Alter self*
- *Arcane lock*
- *Blur*
- *Continual flame*
- *Darkvision*
- *Enhance ability*
- *Enlarge/reduce*
- *Find trap*
- *Invisibility*
- *Knock*
- *Lesser restoration*
- *Levitate*
- *Locate object*
- *Magic mouth*
- *Magic weapon*
- *Nystul's magic aura*
- *Protection from poison*
- *Rope trick*
- *See invisibility*
- *Silence*
- *Spider climb*

3RD LEVEL

- *Blink*
- *Catnap*
- *Dispel magic*
- *Elemental weapon*
- *Fly*
- *Gaseous form*
- *Glyph of warding*
- *Haste*
- *Leomund's tiny hut*
- *Life transference*
- *Magic circle*
- *Meld into stone*
- *Nondetection*
- *Protection from energy*
- *Remove curse*
- *Revivify*
- *Sending*
- *Slow*
- *Tiny Servant*
- *Tongues*
- *Water breathing*
- *Water walk*

4TH LEVEL

- *Arcane eye*
- *Death ward*
- *Elemental bane*
- *Fabricate*
- *Freedom of movement*
- *Greater invisibility*
- *Leomund's secret chest*
- *Locate creature*
- *Mordenkainen's faithful hound*
- *Mordenkainen's private sanctum*
- *Otiluke's resilient sphere*
- *Stone shape*
- *Stoneskin*

ARTIFICER SPELLS

1ST LEVEL

- *Alarm*
- *Cure wounds*
- *Disguise self*
- *Expeditious retreat*
- *False life*
- *Feather fall*
- *Illusory script*
- *Jump*
- *Longstrider*
- *Protection from evil and good*
- *Sanctuary*
- *Shield*
- *Shield of faith*
- *Snare*
- *Tenser's floating disk*
- *Unseen servant*

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