

Homebrewed Class: Tinkerer

Design Notes

The following D&D 5E design of the Tinkerer class was created to provide a class that was proficient in building steam-punk type contraptions and a construct. The Tinkerer's inventions have effects similar to those normally accomplished through magical means. Overall, Tinkerers should be considered a support class, although they should still be able to hold their own in a fight with the use of their constructs.

TINKERER

A fidgety gnome rummages through his pack, looking for the correct part. A large construct sets before him, unmoving. With a slight yip of excitement, the gnome produces a couple of odd parts from his pack and begins to assemble them onto the construct.

Nearby, a ranger stares down an odd looking

tube attached to her bow. A rogue leaps 10' up into a nearby tree and hides. A warrior's sword crackles with energy as it is drawn from its sheath. A few short growls and shouts are heard from their pursuers as they approach from around a large boulder, followed by a loud explosion... and then silence.

The small gnome tightens the last screw and barks a command toward the construct. The construct whirs to life and barrels into the fight.

Such is the adventuring life of a Tinkerer. Without his little gadgets and his trusty construct, there would be a few more headstones in the nearby cemetery.

Intellectuals

Tinkerers are intellectuals. They typically avoid direct confrontation in favor of letting their inventions do the work for them. However, a skilled Tinkerer and his construct can make for quite the formidable adversary.

Key Mechanics: Inventions, Constructs, Absorbing Stones. These mechanics give the Tinkerer an Engineer feel, while focusing on specific tactics that involve special inventions.

The Tinkerer

Level	Proficiency		Inventions Known	Spare Parts	-- Invention Slots per Level --				
	Bonus	Features			1st	2nd	3rd	4th	5th
1st	+2	Inventions Level 1, Parts Recovery	3	4	1				
2nd	+2	Constructs, Construct Repair	3	5	2				
3rd	+2	Absorbing Stone	4	7	3				
4th	+2	Ability Score Improvement, Inventions Level 2	4	8	3	1			
5th	+3	Extra Attack	5	10	3	2			
6th	+3		5	11	4	2			
7th	+3	Parts Recovery	6	13	4	3			
8th	+3	Ability Score Improvement, Inventions Level 3	6	14	4	3	1		
9th	+4		7	16	5	3	1		
10th	+4	Masterpiece Selection	7	17	6	3	1		
11th	+4		8	19	6	3	2		
12th	+4	Ability Score Improvement	8	20	6	4	2		
13th	+5	Inventions Level 4	9	22	6	4	2	1	
14th	+5	Construct Cockpit	9	23	7	4	2	1	
15th	+5		10	25	8	4	2	1	
16th	+5	Ability Score Improvement	10	26	8	5	2	1	
17th	+6	Inventions Level 5	11	28	8	5	2	1	1
18th	+6	Construct Adventurer	11	29	8	5	3	1	1
19th	+6	Ability Score Improvement	12	31	8	5	3	2	1
20th	+6	Legendary Artifact	13	33	9	5	3	2	1

Class Features

As a Tinkerer, you gain the following class features.

Hit Points

Hit Dice: 1d8 per Tinker level

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

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

Proficiencies

Armor: Light, Medium armor

Weapons: Simple weapons, martial weapons

Tools: Tinkering kit, Alchemy kit

Saving Throws: Dexterity, Intelligence

Skills: Choose three from Arcana, History, Insight, Investigation, Medicine, Nature, Perception and Survival

Equipment

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

- (a) chain shirt or (b) leather armor
- (a) two Light Hammers or (b) a martial weapon
- (a) a dungeoneer's pack or (b) an explorer's pack
- a quiver of 20 bolts and (a) a heavy crossbow or (b) two hand crossbows

Multiclassing

Prerequisite: Intelligence 13

Proficiencies Gained: Tinker's Kit, Alchemy Kit

Spell (Invention) Slots: per page 164 of PHB, use the same rules as that of a ranger.

Inventions

Tinkerers rely on their intellect more so than their brawn in combat. Specifically, they create small inventions that can help adventurers in various ways. As the Tinkerer progresses in level, their Inventions become more durable and potent.

Inventions Known

At level 1, you have already mastered the skills to make your first set of Inventions. Select (3) Inventions of 1st-level from the Tinkerer Inventions list that you are considered proficient at building and repairing.

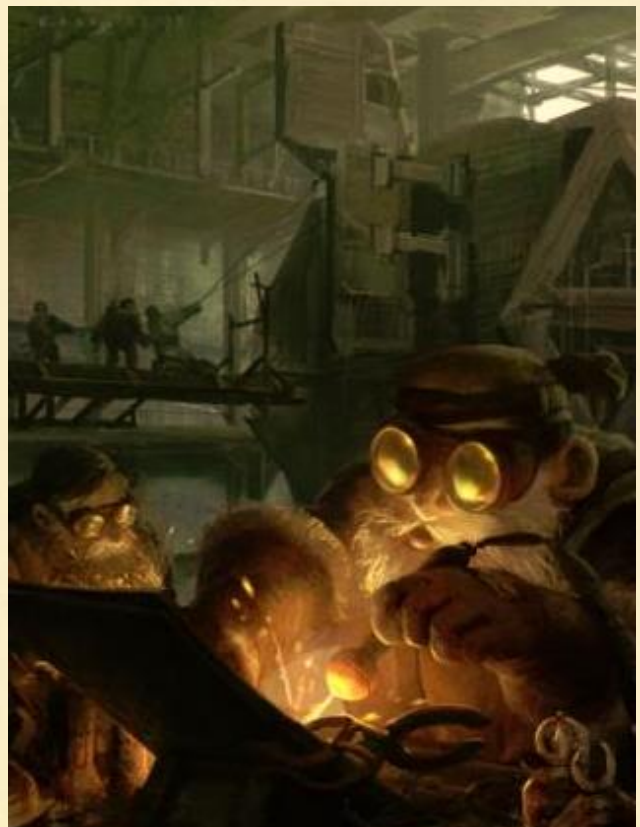
You learn more types of inventions at higher levels, as shown in the Inventions Known column of the Tinkerer Table.

Inventions Ability

Intelligence is your Invention Ability. You use your Intelligence whenever an Invention refers to an Invention Ability. In addition, you use your Intelligence modifier when setting the save DC for an Invention and when making an attack with one.

Save DC = 8 + your proficiency bonus + your Intelligence Modifier

Attack Modifier = your proficiency bonus + your Intelligence modifier



Spare Parts

A Tinkerer always carries around various spare parts so that he can quickly make something useful in a pinch. The number of Spare Parts that you carry with you increases as you level up. The Tinkerer table shows the maximum quantity of Spare Parts that you carry at any time.

To build or activate an Invention, you must use a number of Spare Parts equal to the Invention Level. The required Spare Parts are consumed by the chosen Invention.

So for example, building or activating a 5th level Invention will require 5 Spare Parts.

You are able to replenish/repair all of your Spare Parts after a long rest, with the exception of components listed in **BOLD** in the Invention Descriptions. Those items must be purchased, scavenged or obtained with other methods (per DM discretion).

Parts Recovery

At level 1, you have already learned to repair some of the broken or damaged parts from your used or broken inventions.

Once per day, when you finish a short rest, you may replenish a portion of your Spare Parts inventory. You may choose a number of Spare Parts equal to 1/2 of your level (rounded down).

Constructs

Constructs are, well, Constructs. At level 2, you will have completed your first Construct. Select (1) Type from the Constructs Table that you are considered proficient at building and repairing.

Your Construct acts on your initiative. **As an Action**, you can command your Construct to take the Attack, Dash, Disengage, Dodge or Help action. Any non-combat action may be limited (per DM discretion) depending upon the type of Construct.

Once you have the Extra Attack feature, you can make one Attack yourself when you instruct your Construct to take the Attack action.

You can only operate 1 construct at a time, and the construct will only follow your commands. The construct will always stay within 10' feet of you, unless directed otherwise. If not given any specific orders, it will defend itself and follow you.

As you advance in level, you continue to tinker with your Construct to make it more durable.

Refer to the Constructs Table for details pertaining to your chosen Construct.

All Constructs have Disadvantage on Stealth checks and are immune to Charm, Necrotic, Poison, Psychic, Radiant and Frightened.

A construct cannot be Healed via potions or spells.

A construct understands basic common + 1 other language known by you, but cannot read or speak.

You may choose to tear-down and rebuild your construct into a different type at any time, but it will cost 250 GP of materials and a number days equal to:

12 – your proficiency modifier – your Intelligence modifier (minimum of 1 day)

Construct Repair

Your Construct does not regain HP during a short/long rest. It must be repaired.

Your Construct can partially repair itself, but this is a tedious and loud process. Any creature within 100' will hear the sound of the construct repairing itself. Also, creatures within 100' cannot benefit from a long rest while the construct is repairing itself.

For every hour that your construct spends repairing itself, it repairs 1/8 of its max HP. A construct cannot repair itself beyond 75%. The remaining 25% must be repaired by you.

At level 2, you will have become familiar enough with your chosen Construct that you are skilled at repairing it.

As an action, you can use your Spare Parts inventory to repair your construct, where:

1 Part = 1d4+1 HP repaired

The number of Spare Parts that you can use per Action to repair will increase as you level:

2nd level: 2 parts = 2d4+2 HP

6th level: 4 parts = 4d4+4 HP

10th level: 6 parts = 6d4+6 HP

14th level: 8 parts = 8d4+8 HP

Absorbing Stone

When you reach 3rd level, you will have created your first Absorbing Stone. These stones act as receptors for elemental effects. Whenever you take Cold, Fire, Force, Lightning, Necrotic or Radiant damage, this stone retains the essence of the elemental energy equal to the amount of damage taken. The maximum amount of stored energy equals 16. This stone can then be used later with various inventions that require an Absorbing Stone.

In addition, you gain resistance to one of the listed damage types of your choice. You may change the resistance to a different type once per day during a short/long rest.

The storage capacity of the Absorbing Stone increases to 30 at 6th level, 48 at 9th level, 70 at 12th level, and 96 at 15th level.

The stone can only be destroyed by a single bludgeoning hit that results in 20 HP's of damage or more. The stone can be replaced with a gem worth 1,000 GP or more and 8 uninterrupted hours of the Tinkerers time.

Ability Score Improvement

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

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Masterpiece Selection

Eventually, you master the Tinkering craft and can begin making a grand Masterpiece worthy

of only the greatest of Tinkerers.

Masterpieces are specialized inventions that can require years of research and development. At level 10, you can select (1) item from the Masterpiece Table that you want to design.

The design and prototype process takes brainpower, time, material and money. At 10th level, roll with your Tinker's Kit proficiency with Advantage and record the number. Each time you level up again, reroll with your Tinker's Kit proficiency and add the new number to the total. Once the total reaches 55, your Masterpiece will be complete.

Construct Cockpit

At level 14, you modify one of your medium-sized constructs to include a barricaded cockpit for one person of your size. The construct increases to one size larger than you (if needed), but all of its other stats remain unchanged.

As an action, you can use half of your movement to enter/exit your construct.

While inside the construct:

- 1) You are immune to physical attacks
- 2) You can continue to command your construct as normal
- 3) Applying or using any type of Invention or Repair is not possible
- 4) You can only see/hear what the construct sees/hears. As such, any skill pertaining to seeing/hearing is made with the Constructs abilities/modifiers
- 5) If the Construct drops to 0 HP's, then you exit to an area within 5' of the Construct and are prone. Any damage remaining after the Construct drops to 0 HP's carries over to you.

Construct Adventurer

At level 18, your standard constructs begin to bore you, so you set out to prove the naysayers wrong. After countless hours of research and trial and error, you finally created a one-of-a-kind masterpiece: a Construct Adventurer!

Create a new PC at level 15 (or any lower level that you wish). It can never exceed level 15. This new PC has the abilities, skills and

personality that you specify. The only thing missing will be the Racial traits. But hey, you are a master Tinkerer! Make up your own Racial traits for your new invention.

Only the following limitations will apply to your custom racial traits:

Ability Score Increase: You can only increase one ability by 2, OR two abilities by 1

Size: Small or Medium are your only choices. Sorry, no Giants or Pixies.

Age: It is a construct. It does not have an age. Just keep its parts in good working condition and it will live forever!

You can choose to command it to never leave your side, set it free or anything in between. The gods must be jealous!

Legendary Artifact

At level 20, you have reached the legendary status of such famed names as Drizz't Do'Urden, Elminster or Khelben 'Blackstaff' Arunson. Your inventions and exploits are well known throughout the realm. But now it is time to finally present to the world your greatest masterpiece. All of your previous inventions will pale in comparison to this new and mighty artifact!

Work with your DM to create a unique artifact of your choosing, but be sure to implement something particular to your Tinkering prowess.



Constructs

Type	Description	HP	AC	Attack (uses Tinker stats)	Stats	Speed	At Higher Levels
Tank	A medium-sized metal orb construct with protruding spiked shields.	20 HP per Tinker Level; Max of 400	18	To Hit: Prof Mod + INT, Melee 1d6+Prof Mod	STR 14, DEX 12, CON 16, INT 2, WIS 1, CHA 6	30'	Extra Attack at 11th level
Sniper	A tall (7-8') skinny insect like construct (medium) with a horizontally mounted longbow	10 HP per Tinker Level; Max of 200	14	To Hit: Prof Mod + INT, Ranged 1d8+Prof Mod	STR 12, DEX 16, CON 14, INT 2, WIS 1, CHA 6	35'	Extra Attack at 11th level
Demolisher	A medium-sized metal orb construct with protruding weapons (user's choice, but damage is fixed)	15 HP per Tinker Level; Max of 300	16	To Hit: Prof Mod + INT, Melee 2d6+Prof Mod	STR 14, DEX 13, CON 15, INT 2, WIS 1, CHA 6	30'	Extra Attack at 11th level
Medic	A small metal orb construct with several small holes from which tiny & delicate grippers sprout to apply bandages or cauterize wounds.	5 HP per Tinker Level; Max of 100	12	Heal 1d4+Prof Mod, OR To Hit: Prof Mod+INT Melee: 1d4+Prof Mod	STR 13, DEX 16, CON 13, INT 2, WIS 1, CHA 6	30'	Extra Heal at 5th, 11th and 17th levels
Guardian	A medium-sized insect-like construct with four shields as legs.	30 HP per Tinker Level; Max of 600	20	NA - Can only use a Reaction to impose Disadvantage on an attack on an ally within 5'	STR 14, DEX 10, CON 18, INT 2, WIS 1, CHA 6	25'	Resistant to 1 type of damage at 5th, 11th and 17th levels
Transport	A huge construct in a shape of users choice that can carry up to 10 humanoid or 2,400 pounds. Must be of vehicle type: land or water.	15 HP per Tinker Level; Max of 300	12	NA	NA	40'	At 5th, 11th and 17th levels: Can grow 10' in one direction, carry 2 more people & haul 800 more pounds
Mount	A large-sized construct (or medium if you are considered small) in a shape of users choice than can carry you and an additional 200 pounds. Cannot be a swimming or flying mount.	10 HP per Tinker Level; Max of 200	14	To Hit: Prof Mod + INT, Melee 1d4	STR 12, DEX 16, CON 14, INT 2, WIS 1, CHA 6	40'	Ability Score Improvement at 5th, 11th and 17th levels
Servant	A medium-sized humanoid construct of users choice that performs remedial tasks as that of a servant. Can learn to speak a # of words equal to your INT mod.	5 HP per Tinker Level; Max of 100	10	To Hit: Prof Mod + INT, Melee 1d4	STR 10, DEX 10, CON 10, INT 4, WIS 1, CHA 8	30'	At 5th, 11th and 17th levels: Can learn to speak 1 additional word.

Common Traits/Flaws
Disadvantage on Stealth. Immunity to Charm, Necrotic, Poison, Psychic, Radiant and Frightened.

Masterpiece

Type	Description	Stats	Features, Traits or Flaws	Maintenance Costs
Air Ship	Users Choice, but limited to a max crew size of 20 & carrying capacity of 8,000 pounds.	Steel: 500 HP AC = 16, Speed = 35' Wood: 400 HP AC = 14, Speed = 50' Either option is equipped with 2 Ballista (DMG page 255)	Steel: vulnerable to Lightning Wood: vulnerable to Fire	See 'Running a Business' table on page 129 of the DMG. Use Trading Post cost of 10 gp per day with 4 skilled & 2 unskilled hirelings.
Construct Work Shop	Users Choice, but able to employ enough workers to produce up to 1d4 Constructs per month*.	Refer to Constructs Table	* +1 to monthly production if you are present during normal working hours * -1 to monthly production when you are not present during normal working hours	See 'Running a Business' table on page 129 of the DMG. Use Trading Post cost of 10 gp per day with 4 skilled & 2 unskilled hirelings.
Stronghold	Refer to 'Building a Stronghold' table on page 128 of the DMG. Select any combination of buildings that total 75,000 gp or less.			See 'Running a Business' table on page 129 of the DMG. See also 'Maintenance Costs' on page 127 of DMG for appropriate costs.
Very Rare Magic Item	Users choice. Work with your DM to construct a custom magic item that is similar to any Very Rare magic item in the DMG.			NA

TINKERER INVENTIONS

1ST LEVEL

Alarming Trap
Boot Springs
Bravery Dart
Caltrop Trap
Cauterizer
Cattle Prod
Elemental Charge
Ensnaring Trap
Entangling Trap
Glow Stick Grenade
Healing Dart
Magic Monocles
Poison Dart
Scope
Smoke Trap
Tranquilizer Dart

2ND LEVEL

Antitoxin Dart
Arrow Trap
Branding Rod
Ethereal Monocle
Flash Bang Trap
Glue Trap
Hallucinatory Dart
Night Vision Monocle
No-Lock
Stick-um
X-Ray Monocle

3RD LEVEL

Adrenalin Dart
Elemental Weapon
Fire Trap
Nauseating Trap
Stoner's Cloud Trap

4TH LEVEL

Elemental Ward
Flame Thrower
Healing Shower
Staggering Trap

5TH LEVEL

Devastating Grenade
Magnetic Construct
Volley Cluster

General Mechanics

TRAPS: Unless the creature is specifically looking for traps, all traps automatically trigger as soon as a creature enters the designated area of the trap. Otherwise, the DC to spot the trap equals your Save DC. Traps cannot be thrown.

GRENADES: Unless noted otherwise, all grenades have a range of 60 feet. Grenades cannot be set up as traps.

DARTS: Darts have the normal range per the PHB (20/60 feet). Darts can also be used with a range of touch and no need for an Attack roll on a willing creature.

COMPONENTS: All components are readily available in your Tinker's Kit inventory, unless the component is listed in **BOLD CAPS**. These items must be secured / found prior to applying the invention. These items include: **ANTITOXIN, ARROWS/BOLTS, ALCHEMIST'S FIRE, DARTS, HEALING POTIONS and POISON.**

INVENTION

DESCRIPTIONS

ADRENALIN DART

Level: 3

Casting Time: 1 Action

Range: 60 feet

Components: DART, caffeine shot

Duration: up to 1 minute

Based on: Haste spell

Roll a Ranged Attack (using your DEX or INT modifier). On a hit, for the duration the target's speed is doubled, it gains a +2 bonus to AC, it has advantage on DEX saving throws, and it gains an additional action on each of its turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.

When the spell ends, the target can't move or take actions until after its next turn, as a wave of lethargy sweeps over it.

On a miss, the dart lands within 5 feet of the target. The dart can then be picked up and administered by anyone as a bonus action. This dart has no effect on undead or constructs.

ALARMING TRAP

Level: 1

Casting Time: 1 minute

Range: 30 feet (Optional)

Components: A fine wire, a tiny tin cup with a bell inside

Duration: 8 hours or until triggered / disarmed

Based on: Alarm Spell

You set this trap against unwanted intrusion. Choose a door, a window, or an area within range that is no larger than a 20-foot cube. Until the duration ends, a tiny bell alerts you whenever a tiny or larger creature trips the wire. When you set the trap, you can inform any creatures within the area so that they won't set off the alarm. You also choose whether the alarm is local to the wire or runs back to a designated location no further than 30'.

ANTITOXIN DART

Level: 2

Casting Time: 1 Action

Range: 60 feet

Components: DART, ANTITOXIN (vial), mushroom powder

Duration: Instant

Based on: Lesser Restoration spell

Roll a Ranged Attack (using your DEX or INT modifier). On a hit, the target can end either one disease or one condition afflicting it. The condition can be Blinded, Paralyzed or Poisoned that originated from a physical attack.

On a miss, the dart lands within 5 feet of the target. The dart can then be picked up and administered by anyone as a bonus action. This dart has no effect on undead or constructs.

ARROW TRAP

Level: 2

Casting Time: 1 Action

Range: 30 feet

Components: ARROWS/BOLTS, springs, wire

Duration: 8 hours

Based on: Cordon of Arrows spell

You rig up four pieces of nonmagical ammunition – arrows or crossbow bolts – in the ground, in a tree or on a wall. The trip wire can be anywhere within 30 feet of the arrows/bolts. You can choose to release all 4 pieces of ammunition from 1 trip wire, or to have 4 separate trip wire locations. Whenever a creature trips the wire, one piece (or all) of ammunition flies up to strike it. The creature must succeed on a Dexterity saving throw or take 1d6 piercing damage.

At Higher Levels: When you apply this invention using a spell slot of 3rd level or higher, the amount of ammunition that can be affected increases by two for each slot level above 2nd.

BOOT SPRINGS

Level: 1

Casting Time: 1 Action

Range: Touch

Components: Coil Springs, Wire

Duration: 1 minute

Based on: Jump spell

You apply this invention to a willing creature. The creature's jump distance is tripled until the duration ends. See PHB, page 182, for details on jump limitations.

BRANDING ROD

Level: 2

Casting Time: 1 Action

Range: 5 feet

Components: Tinderbox, Sulphur and a Tuning Rod

Duration: up to 1 minute

Based on: Heat Metal spell

Roll a Melee Attack (using your STR or INT modifier). On a hit, the target takes 2d8 fire damage and has your signature branded onto its skin. Alternatively, you can choose to strike a manufactured metal object, such as a metal weapon or a suit of heavy or medium metal armor, that you can see within range. You cause the object to glow red-hot. Any creature in physical contact with the object takes 2d8 fire damage.

If a creature is holding or wearing the object and takes the damage from it, the creature must succeed on a CON saving throw or drop the object if it can. If it doesn't drop the object, it has disadvantage on attack rolls and ability checks until the start of your next turn.

At Higher Levels: When you apply this invention using a slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

BRAVERY DART

Level: 1

Casting Time: 1 Action

Range: 20/60 feet

Components: DART, Whiskey Shot

Duration: Up to 1 minute

Based on: Heroism

Roll a Ranged Attack (using your DEX or INT modifier). On a hit, the creature is imbued with bravery. Until the duration ends, the creature is immune to being frightened and gains temporary hit points equal to your INT ability modifier at the start of each of its turns. When the spell

ends, the target loses any remaining temporary hit points. On a miss, the dart lands within 5 feet of the target. The dart can then be picked up and administered by anyone as a bonus action. This dart has no effect on undead or constructs.

At Higher Levels: When you apply this invention using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

CALTROP TRAP

Level: 1

Casting Time: 1 Action

Range: NA

Components: Caltrops, Wire, Springs

Duration: Once triggered, up to 1 minute

Based on: Hail of Thorns spell

The first time a creature steps into the trapped area, a rain of caltrops are slung in a 5 foot radius for 1d10 piercing damage. In addition to this damage, the target of the attack and each creature within 5 feet of it must make a Dexterity saving throw. A creature takes 1d6 piercing damage on a failed save, or half as much damage on a successful one. The area of effect becomes difficult terrain and any creature who enters takes 1d4 piercing damage.

At Higher Levels: If you cast this spell using a spell slot of 2nd level or higher, the initial damage increases by 1d10 for each slot level above 1st (to a maximum of 5d10).

CATTLE PROD

Level: 1

Casting Time: 1 Action

Range: Touch

Components: A tuning rod, **ABSORBING STONE**

Duration: Instant

Based on: Inflict Wounds

Make a melee attack against a creature you can reach. On a hit, the target takes up to 3d10 elemental damage (your choice). The amount of energy stored in the Stone is reduced by the amount of damage. The damage cannot exceed the charge remaining in the Absorbing Stone.

At Higher Levels: When you apply this Invention using a slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.

CAUTERIZER

Level: 1

Casting Time: 1 Action

Range: Touch

Components: Tuning rod, Sulphur, Tinderbox

Duration: Instant

Based on: Cure Wounds

You place the heated rod upon a wound of a creature. It regains a number of hit points equal to 1d8 + your INT ability modifier, but has disadvantage on its next attack. Once a creature is healed in this way, it cannot benefit from it again until the next day. This invention has no effect on undead or constructs.

At Higher Levels: When you apply this invention using a slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.

DEVASTATING GRENADE

Level: 5

Casting Time: 1 action

Range: 60 feet

Components: **ABSORBING STONE**, ball bearings, caltrops, magnesium sulphate, puddy

Duration: Instant

Based on: Destructive Wave

You pack all of the components around your absorbing stone and hurl it at a target within range. Upon impact, a huge burst of energy erupts in a 30-foot radius. Each creature within the blast radius must succeed on a CON saving throw or take 5d6 slashing damage, as well as any stored energy from the Absorbing Stone up to a maximum of 5d6 in elemental damage (of your choice), and be knocked prone. A creature that succeeds on its saving throw takes half as much damage and isn't knocked prone.

ELEMENTAL CHARGE

Level: 1

Casting Time: 1 Action

Range: Touch

Components: **ABSORBING STONE**

Duration: until the charge is used

Based on: Elemental Weapon

A nonmagical weapon you touch with a charged Absorbing Stone becomes an elemental weapon.

Choose the amount of energy to transfer into the weapon and one of the following damage types: Cold, Fire, Force, Lightning, Necrotic or Radiant. For the duration, the weapon draws from the stored energy and deals an extra 1d4 damage of the chosen type when it hits. Once the stored energy is depleted, the effect ends.

At Higher Levels: When you apply this invention using a slot of 2nd level or higher, the damage increases by 1d4 for every slot level above 1st.

ELEMENTAL WARD

Level: 4

Casting Time: 1 action

Range: 10 feet

Components: tuning rod, **ABSORBING STONE**, wire

Duration: 1 round

Based on: NA - Custom

You plant the invention into the ground within 5 feet. The area within a 10-foot radius sphere becomes warded against elemental effects. Any creatures/objects inside the sphere have resistance to Cold, Fire, Force, Lightning, Necrotic and Radiant damage. The charges within the stone are reduced by the amount of damage resisted. Once the stone reaches 0 charges, the effect ends.

AOE damage resistance is divided equally among all creatures within the warded area.

ELEMENTAL WEAPON

Level: 3

Casting Time: 1 Action

Range: Touch

Components: **ABSORBING STONE**

Duration: up to 1 hour

Based on: Elemental Weapon

A nonmagical weapon you touch with a charged

Absorbing Stone becomes an elemental weapon.

Choose the amount of energy to transfer into the weapon and one of the following damage types: Cold, Fire, Force, Lightning, Necrotic or Radiant. For the duration, the weapon draws from the stored energy and has a +1 bonus to attack rolls and deals an extra 3d4 damage of the chosen type when it hits. Once the stored energy is depleted, the effect ends.

At Higher Levels: When you apply this invention using a slot of 4th level, the bonus to attack rolls increases to +2 and the extra damage increases to 4d4. When you use a slot of 5th level, the bonus increases to +3 and the extra damage increases to 5d4.

ENSNARING TRAP

Level: 1

Casting Time: 1 Action

Range: NA

Components: A vine or twig, a tiny flask of miracle grow

Duration: Once triggered, up to 1 minute

Based on: Ensnaring Strike

The first time a creature steps into the trapped area, a writhing mass of thorny vines spring up at the trigger point, and the target must succeed on a Strength saving throw or be restrained by the magical vines until the spell ends. A Large or larger creature has advantage on this saving throw. If the target succeeds on the save, the vines break and shrivel away.

While restrained by this trap, the target takes 1d6 piercing damage at the start of each of its turns. A creature restrained by the vines or one that can touch the creature can use its action to make a Strength check against your INT save DC. On a success, the target is freed.

At Higher Levels: If you apply this invention using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

ENTANGLING TRAP

Level: 1

Casting Time: 1 Action

Range: NA

Components: Miracle Grow, wire, a spring, tiny flask and a ball bearing

Duration: Once triggered, up to 1 minute

Based on: Entangle Spell

The first time a creature steps into the trapped area, a tiny flask springs into the air and erupts in a 20-foot radius. Grasping weeds and vines sprout from the ground in the effected area. For the duration, these plants turn the ground in the area into difficult terrain.

A creature in the area when the trap is triggered must succeed on a Strength saving throw or be restrained by the entangling plants until the spell ends. A creature restrained by the plants can use its action to make a Strength check against your spell save DC. On a success, it frees itself.

When the spell ends, the conjured plants wilt away.

ETHEREAL MONOCLE

Level: 2

Casting Time: 1 Action

Range: Touch

Components: monocles, yellow/grey dye

Duration: 1 Hour

Based on: See Invisibility spell

The monocle is applied to a willing creature. For the duration, the target can see invisible creatures and objects as if they were visible, and it can see into the Ethereal Plane. Ethereal creatures and objects appear ghostly and translucent.

FIRE TRAP

Level: 3

Casting Time: 1 Action

Range: NA

Components: Sulphur, **ALCHEMIST'S FIRE**, tinderbox, wire

Duration: Instant

Based on: Fireball spell

The first time a creature steps into the trapped area, a bright streak flashes from beneath it and then blossoms with a low roar into an explosion

of flame.

Each creature in a 20-foot radius must make a DEX saving throw. A target takes 8d6 fire damage on a failed save, or half as much damage on a successful one. The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

At Higher Levels: When you set this trap using a slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

FLAME THROWER

Level: 4

Casting Time: 1 action

Range: 30 feet

Components: Sulphur, magnesium sulfate, metal scraps, wire, tinderbox

Duration: Instant

Based on: Aganazzar's Scorcher

A line of roaring flame 30 feet long and 5 feet wide emanates from you in a direction you choose.

Each creature in the line must make a DEX saving throw. A creature takes 4d8 fire damage on a failed save, or half as much damage on a successful one.

FLASH BANG TRAP

Level: 2

Casting Time: 1 Action

Range: 10 feet

Components: Magnesium Sulfate, Tinderbox

Duration: up to 1 minute

Based on: Blindness/Deafness spell

Once triggered, all creatures within a 10 foot radius must make a CON saving throw. If it fails, then the target is blinded and deafened for the duration. At the end of each of its turns, the target can make a Constitution saving throw. On a success, the effect ends.

GLOW STICK GRENADE

Level: 1

Casting Time: 1 Action

Range: 60 feet

Components: Glow worms, water and clay flask

Duration: up to 1 minute

Based on: Faerie Fire spell

Each creature in a 20-foot radius within range must make a DEX saving throw. On a fail, the creature is outlined in a glowing hue. For the duration, objects and affected creatures glow.

Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.

GLUE TRAP

Level: 2

Casting Time: 1 Action

Range: NA

Components: super glue, spring, ball bearing, appropriately sized flask

Duration: up to 1 minute

Based on: Hold Person

Once triggered, all Medium or smaller creatures within a 10 foot radius must make a DEX saving throw. If it fails, the target is restrained for the duration. At the end of each of its turns, the target can make a STR saving throw. On a success, the effect ends on the target.

At Higher Levels: When you apply this invention using a slot of 3rd level or higher, the trap effects creatures of 1 size greater for each slot level above 2nd.

HALLUCINATORY DART

Level: 2

Casting Time: 1 Action

Range: 60 feet

Components: **DART**, mushroom powder

Duration: up to 1 minute

Based on: Crown of Madness spell

Roll a Ranged Attack (using your DEX or INT modifier). On a hit, the target must succeed on a CON saving throw or become drugged for the duration. While the target is drugged in this way, a madness glows in its eyes.

The drugged target must use its action before moving on each of its turns to make a melee attack against a creature other than itself. The target can act normally on its turn if no creatures

are within its reach.

The target can make a CON saving throw at the end of each of its turns. On a success, the effect ends.

On a miss, the dart lands within 5 feet of the target. The dart can then be picked up and administered by anyone as a bonus action. This dart has no effect on undead or constructs.

HEALING DART

Level: 1

Casting Time: 1 Bonus Action

Range: 20/60 feet

Components: DART, HEALING POTION

Duration: Instant

Based on: Healing Word

Roll a Ranged Attack (using your DEX or INT modifier). On a hit, the creature regains hit points equal to the type of healing potion used. On a miss, the dart lands within 5 feet of the target. The dart can then be picked up and administered by anyone as a bonus action. This dart has no effect on undead or constructs.

HEALING SHOWER

Level: 4

Casting Time: 1 action

Range: 5 feet

Components: HEALING POTION, incense, miracle grow, scroll case

Duration: 1d4 rounds

Based on: NA - custom

This invention must be set upon any flat surface for the duration. For the duration, a sphere of healing mist continues to shower the area in a 10 foot radius. All creatures who end their turn inside the mist can roll for healing equal to the healing potion.

MAGIC MONOCLES

Level: 1

Casting Time: 1 Action

Range: Self

Components: A set of tinted monocles

Duration: Concentration, up to 10 minutes

Based on: Detect Magic

For the duration, you can see the aura of magic within 30 feet of you. If you see magic in this way, a faint aura appears around any visible creature or object in the area that bears magic, and you learn its school of magic, if any, by the color of the aura.

The monocles can penetrate most barriers, but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

MAGNETIC CONSTRUCT

Level: 5

Casting Time: 1 action

Range: Touch

Components: CONSTRUCT (medium or larger), tuning rod, wire, ABSORBING STONE

Duration: up to 1 minute

Based on: NA - custom

This invention can only be applied to a medium or larger construct. Once applied, the construct becomes a giant magnet. Any unsecured object made of ferrous metal that comes within 30 feet of the magnet is automatically attracted and flies toward the magnet. Metal weapons deal ½ damage. It requires a STR check (equal to your save DC) to free a stuck item. Any creature within range that is holding a ferrous metal item must make a STR saving throw at the start of its turn to hold on to it.

Once the damage to the magnetized construct equals the amount of charge in the stone, the effect ends and the Absorbing Stone is depleted of charges.

NAUSEATING TRAP

Level: 3

Casting Time: 1 action

Range: NA

Components: feces, Sulphur, tinderbox, wire, parchment

Duration: up to 1 minute

Based on: Stinking Cloud spell

The first time a creature steps into the trapped area, 20-foot-radius sphere of yellow, nauseating gas forms. The cloud spreads around corners, and its area is heavily obscured. The cloud

lingers in the air for the duration.

Each creature that is completely within the cloud at the start of its turn must make a CON saving throw. On a failed save, the creature spends its action that turn retching and reeling. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw.

A moderate wind (at least 10 miles per hour) disperses the cloud after 4 rounds. A strong wind (at least 20 miles per hour) disperses it after 1 round.

NIGHT VISION MONOCLE

Level: 2

Casting Time: 1 Action

Range: Touch

Components: monocles, blue/red/yellow dye

Duration: 8 hours

Based on: Darkvision

You apply the monocle to a willing creature. For the duration, that creature has darkvision out to a range of 60 feet.

At Higher Levels: When you apply this invention using a spell slot of 3rd level or higher, the duration increases by 8 hours for each slot level above 2nd.

NO-LOCK

Level: 2

Casting Time: 1 Action

Range: Touch

Components: Soft puddy, incense stick

Duration: Instant

Based on: Knock

Choose an object that you can see within range. The object can be a door, a box, a chest, a set of manacles, a padlock, or another object that contains a mundane means that prevents access. As an action, you place the puddy into the locking mechanism and light the incense. The incense can burn for a length of time between 6 and 60 seconds (your choice). Upon detonation, any mundane lock is blown open. If the object has multiple locks, only one of them is effected per No-Lock.

When you cast the spell, a loud explosion, audible from as far away as 300 feet, emanates from the target object. Any creatures within 5 feet of the lock take 1d4 force damage.

POISON DART

Level: 1

Casting Time: 1 Action

Range: 60 feet

Components: DART, POISON

Duration:

Based on: Ray of Sickness

Roll a Ranged Attack (using your DEX or INT modifier). On a hit, the target takes 2d8 poison damage and must make a CON saving throw. On a failed save, it is also poisoned until the end of your next turn. On a miss, the dart lands within 5 feet of the target. The dart can then be picked up and administered by anyone as a bonus action. This dart has no effect on undead or constructs.

At Higher Levels: When you apply this invention using a slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

SCOPE

Level: 1

Casting Time: 1 Bonus Action

Range: Touch

Components: monocles, scroll case

Duration: Up to 1 hour

Based on: NA

You apply this invention onto a bow or crossbow within reach.

Until the invention ends, the scope adds +2 to all attack rolls made with the bow/crossbow. The scope also grants advantage on any Wisdom (Perception) or Wisdom (Survival) checks to find a target within range of the weapon.

The bonus associated with a Scope does not apply to targets within 30 feet of the wielder.

At Higher Levels: When you apply this invention using a slot of higher level, the scope last for a longer duration:

- 2nd level = 2 hours
- 3rd level = 4 hours
- 4th level = 8 hours
- 5th level = 24 hours

SMOKE TRAP

Level: 1

Casting Time: 1 Action

Range: NA

Components: Tinderbox, Sulphur and parchment

Duration: Once triggered, up to 1 hour

Based on: Fog Cloud spell

The first time a creature steps into the trapped area, a 20-foot-radius sphere of smoke is triggered. The sphere spreads around corners, and its area is heavily obscured (anyone affected by this is considered blind). It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

At Higher Levels: When you cast this spell using an Invention slot of 2nd level or higher, the radius of the smoke increases by 20 feet for each slot level above 1st.

STAGGERING TRAP

Level: 4

Casting Time: 1 action

Range: NA

Components: wire, magnesium sulphate, ball bearings, tinderbox

Duration: up to 1 minute

Based on: Staggering Smite

The first time a creature steps into the trapped area, an explosion erupts in a 10' radius. The triggering creatures takes 4d6 bludgeoning damage. In addition, all creatures within the blast radius must make a WIS saving throw. On a fail, they take 1d6 Psychic damage, suffer disadvantage on attack rolls/ability checks and cannot take reactions until the end of its next turn.

STICK-UM

Level: 2

Casting Time: 1 Action

Range: Touch

Components: mushroom powder, superglue

Duration: Up to 1 hour

Based on: Spider Climb spell

Until the duration ends, one willing creature you apply the invention to gains the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving its hands free. The target also gains a climbing speed equal to its walking speed.

STONER'S CLOUD TRAP

Level: 3

Casting Time: 1 action

Range: NA

Components: Tinkerweed, tinderbox, wire

Duration: up to 1 minute

Based on: Slow

The first time a creature steps into the trapped area, a cloud of green smoke forms a 20-foot radius. Each target must succeed on a CON saving throw or be affected for the duration.

An affected target's speed is halved, it takes a -2 penalty to AC and DEX saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn.

If the creature attempts to cast a spell with a casting time of 1 action, roll a d20. On an 11 or higher, the spell doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the spell. If it can't, the spell is wasted.

An affected creature makes another CON saving throw at the end of its turn. On a successful save, the effect ends for it.

TRANQUILIZER DART

Level: 1

Casting Time: 1 Action

Range: 60 feet

Components: DART, Faerie dust

Duration: 1 minute

Based on: Sleep spell

Roll a Ranged Attack (using your DEX or INT

modifier). On a hit, the creature drifts into a magical slumber. Roll 5d8, the total is how many hit points can be affected. If the roll is greater than the HP's of the creature, then the creature falls unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake.

On a miss, the dart lands within 5 feet of the target. The dart can then be picked up and administered by anyone as a bonus action. This dart has no effect on undead or constructs.

Undead and creatures immune to being charmed aren't affected by this spell.

VOLLEY CLUSTER

Level: 5

Casting Time: 1 action

Range: Touch

Components: arrows/bolts, wire, scroll case

Duration: Instant

Based on: Conjure Volley spell

You attach a small cluster of arrow/bolts to a nonmagical ranged/thrown weapon. Once the weapon is fired/thrown, each creature in a 40-foot-radius, 20-foot-high cylinder centered on the target point must make a DEX saving throw. A creature takes 8d8 additional piercing damage on a failed save, or half as much damage on a successful one.

X-RAY MONOCLE

Level: 2

Casting Time: 1 Action

Range: 10 feet

Components: monocles, white/blue dye

Duration: 1 minute

Based on: Find Traps spell

You gain the ability to see through objects within 10 feet of you. Your vision is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead or 3 feet of wood or dirt.

CREDITS

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Images:

http://i6.photobucket.com/albums/y210/Frukat_hka/image-281643-full_zpse437ad2b.jpg

http://www.tradecardsonline.com/im/showDeck/deck_id/614095

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Homebrewed Crafting - Blacksmith

<http://www.dmsguild.com/product/216529/Homebrewed-Crafting--Blacksmith>

Homebrewed Crafting - Herbalism

<http://www.dmsguild.com/product/216525/Homebrewed-Crafting--Herbalism>

Homebrewed Spellcasting – Magic Pool

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Revisions:

5-26-17 Added MULTICLASSING and CREDITS sections. Added page numbers.

9-30-17 Added 'Other Resources' section