

# TABLE NEEDS UPDATING

## THE ARTIFICER - REVISED V1.5



asters of unlocking magic in everyday objects, artificers are supreme inventors. They see magic as a complex system waiting to be decoded and controlled. Artificers use tools to channel arcane power, crafting temporary and permanent magical objects. To cast a spell, an artificer could use alchemist's supplies to create a potent elixir, calligrapher's supplies to inscribe a sigil of power on an ally's armor, or tinker's tools to craft a temporary charm. The magic of artificers is tied to their tools and their talents.

### 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 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

Nothing excites an artificer quite like uncovering a new metal or discovering a source of elemental energy. In artificer circles, new inventions and strange discoveries create the most excitement. Artificers who wish to make a mark must find something fresh, rather than uncover someone else's work. This drive for novelty pushes artificers to become adventurers. Elos' main travel routes and populated regions have long since been explored. Thus, artificers take to the edge of civilization in hopes of making the next great discovery in arcane research.

### 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 the basics of the craft? Talk to your DM about the role played by artificers in the 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, put your highest ability score in Intelligence, 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

**Armour:** Light Armour, Medium Armour and shields

**Weapons:** Simple Weapons, hand crossbows, heavy crossbows

**Tools:** Thieves' Tools tinker's tools, one type of artisan's tools of your choice

**Saving Throws:** Constitution, Intelligence

**Skills:** Choose two from Arcana, Deception, History, Investigation, Medicine, Nature, Perception, Religion, Performance and Sleight of Hand

#### STARTING EQUIPMENT

You start with the following items, plus anything provided by your background.

- (a) a handaxe and a light hammer or (b) any two simple weapons
- a light crossbow and 20 bolts
- (a) scale mail or (b) studded leather armour
- thieves' tools and a dungeoneer's pack

If you forgo this starting equipment, as well as the items offered by your background, you start with  $5d4 \times 10$  gp to buy your equipment.

### MAGICAL TINKERING

At 1st level, you learn how to invest a spark of magic in objects that would otherwise be mundane. To use this ability, you must have thieves' tools, tinker's tools, or other artisan's tools in hand. You then touch a Tiny nonmagical object as an action and give it one of the following magical properties of your choice:

- The object sheds bright light in a 5-foot radius and dim light for an additional 5 feet.
- Whenever tapped by a creature, the object emits a recorded message that can be heard up to 10 feet away. You utter the message when you bestow this property on the object, and the recording can be no more than 6 seconds long.
- The object continuously emits your choice of an odor or a nonverbal sound (wind, waves, chirping, or the like). The chosen phenomenon is perceivable up to 10 feet away.

- A static visual effect appears on one of the object's surfaces. This effect can be a picture, up to 25 words of text, lines and shapes, or a mixture of these elements, as you like

The chosen property lasts indefinitely. As an action, you can touch the object and end the property early. You can give the magic of this feature to multiple objects, touching one object each time you use the feature, and a single object can bear only one of the properties at a time. The maximum number of objects you can affect with the feature at one time is equal to your Intelligence modifier (minimum of one object). If you try to exceed your maximum, the oldest property immediately ends, and then the new property applies.

## THE ARTIFICER

Level	Proficiency Bonus	Features	Infusions Known	Infused Items	Cantrips	1st	2nd	3rd	4th	5th
1st	+2	Magical Tinkering, Spellcasting	—	—	2	2	—	—	—	—
2nd	+2	Infuse Item	3	3	2	2	—	—	—	—
3rd	+2	Artificer Specialist, Tool Expertise	3	2	2	3	—	—	—	—
4th	+2	Ability Score Improvement	4	2	2	3	—	—	—	—
5th	+3	Arcane Armament	4	2	2	4	2	—	—	—
6th	+3	Artificer Specialist feature	4	3	2	4	2	—	—	—
7th	+3	—	5	3	2	4	3	—	—	—
8th	+3	Ability Score Improvement	5	3	2	4	3	—	—	—
9th	+4	—	5	3	2	4	3	2	—	—
10th	+4	The Right Cantrip for the Job	5	3	3	4	3	2	—	—
11th	+4	—	6	4	3	4	3	3	—	—
12th	+4	Ability Score Improvement	6	4	3	4	3	3	—	—
13th	+5	—	6	4	3	4	3	3	1	—
14th	+5	Artificer Specialist Feature	6	4	4	4	3	3	1	—
15th	+5	—	7	4	4	4	3	3	2	—
16th	+5	Ability Score Improvement	7	5	4	4	3	3	2	—
17th	+6	—	7	5	4	4	3	3	3	1
18th	+6	Spell-Storing Item	7	5	4	4	3	3	3	1
19th	+6	Ability Score Improvement	8	5	4	4	4	3	3	2
20th	+6	Soul of Artifice/Forbidden Puppetry	8	5	4	4	3	3	3	2

## SPELLCASTING

You have studied the workings of magic, how to channel it through objects, and how to awaken it within them. As a result, you have gained a limited ability to cast spells. To observers, you don't appear to be casting spells in a conventional way; you look as if you're producing wonders through various items.

## TOOLS REQUIRED

You produce your artificer spell effects through your tools. You must have a spellcasting focus—specifically thieves' tools or some kind of artisan's tool—in hand when you cast any spell with this Spellcasting feature. You must be proficient with the tool to use it in this way. See chapter 5, "Equipment," in the Player's Handbook for descriptions of these tools. After you gain the Infuse Item feature at 2nd level, you can also use any item bearing one of your infusions as a spellcasting focus.

## CANTRIPS

At 1st level, you know two cantrips of your choice from the artificer spell list below. At higher levels, you learn additional artificer cantrips of your choice, as shown in the Cantrips Known column of the Artificer table. When you gain a level in this class, you can replace one of the artificer cantrips you know with another cantrip from the artificer spell list.

## PREPARING AND CASTING SPELLS

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

You prepare the list of artificer spells that are available for you to cast, choosing from the artificer spell list. When you do so, choose a number of artificer spells equal to your Intelligence modifier + half your artificer level, rounded down (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 5th-level artificer, you have four 1st-level and two 2nd-level spell slots. With an Intelligence of 14, your list of prepared spells can include four spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell *cure wounds*, you can cast it using a 1st-level or a 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of artificer spells requires time spent in tinkering with your spellcasting focuses: at least 1 minute per spell level for each spell on your list.

### SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your artificer spells; your understanding of the theory behind magic allows you to wield these spells with superior skill. 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

### RITUAL CASTING

You can cast an artificer spell as a ritual if that spell has the ritual tag and you have the spell prepared.

## ARTIFICER SPELL LIST

Here's the list of spells you consult when you learn an artificer spell. The list is organized by spell level, not character level. If a spell can be cast as a ritual, the ritual tag appears after the spell's name.

### CANTRIP (0 LEVEL)

*acid splash*  
*dancing lights*  
*fire bolt*  
*guidance*  
*light*  
*mage hand*  
*mending*  
*message*  
*poison spray*  
*predigitation*  
*ray of frost*  
*resistance*  
*shocking grasp*  
*spare the dying*  
*thorn whip*

### 1ST LEVEL

*alarm(ritual)*  
*arcane weapon (see end of the document)*  
*cure wounds*  
*detect magic(ritual)*  
*disguise self*  
*expeditious retreat*  
*false life*  
*grease*  
*identify(ritual)*  
*jump*  
*longstrider*  
*sanctuary*  
*shield of faith*

### 2ND LEVEL

*aid*  
*alter self*  
*arcane lock*  
*blur*  
*continual flame*  
*darkvision*  
*enhance ability*  
*enlarge/reduce*  
*heat metal*  
*invisibility*  
*lesser restoration*  
*levitate*  
*magic mouth(ritual)*  
*magic weapon*  
*protection from poison*  
*rope trick*  
*see invisibility*  
*spider climb*

### 3RD LEVEL

*blink*  
*dispel magic*  
*elemental weapon*  
*fly*  
*gaseous form*  
*glyph of warding*  
*haste*  
*protection from energy*  
*revivify*  
*water breathing(ritual)*  
*water walk(ritual)*

### 4TH LEVEL

*arcane eye*  
*fabricate*  
*freedom of movement*  
*Leomund's secret chest*  
*Mordenkainen's faithful hound*  
*Mordenkainen's private sanctum*  
*Otiluke's resilient sphere*  
*stone shape*  
*stoneskin*

### 5TH LEVEL

*animate objects*  
*Bibgy's hand*  
*creation*  
*greater restoration*  
*wall of stone*

## INFUSE ITEM

At 2nd level, you gain the ability to imbue mundane items with certain magical infusions. The magic items you create with this feature are effectively prototypes of permanent items.

### INFUSIONS KNOWN

When you gain this feature, pick three artificer infusions to learn, choosing from the “Artificer Infusions” section at the end of the class’s description. You learn additional infusions of your choice when you reach certain levels in this class, as shown in the Infusions Known column of the Artificer table.

Whenever you gain a level in this class, you can replace one of the artificer infusions you learned with a new one.

### INFUSING AN ITEM

Whenever you finish a long rest, you can touch a nonmagical object and imbue it with one of your artificer infusions, turning it into a magic item. An infusion works on only certain kinds of objects, as specified in the infusion’s description. If the item requires attunement, you can attune yourself to it the instant you infuse the item, or you can forgo attunement so that someone else can attune to the item. If you decide to attune to the item later, you must do so using the normal process for attunement (see “Attunement” in the Dungeon Master’s Guide, page 136).

Your infusion remains in an item indefinitely, but when you die, the infusion vanishes after a number of days have passed equal to your Intelligence modifier (minimum of 1 day). The infusion also vanishes if you give up your knowledge of the infusion for another one.

You can infuse more than one nonmagical object at the end of a long rest; the maximum number of objects appears in the Infused Items column of the Artificer table. You must touch each of the objects, and each of your infusions can be in only one object at a time. If you try to exceed your maximum number of infusions, the oldest infusion immediately ends, and then the new infusion applies.

## ARTIFICER SPECIALIST

At 3rd level, you choose the type of specialist you are: Alchemist, Artillerist or Puppet Master, each of which is detailed at the end of the class’s description. Your choice grants you features at 3rd level and again at 6th and 14th level.

### TOOL EXPERTISE

Starting at 3rd level, your proficiency bonus is doubled for any ability check you make that uses your proficiency with a tool.

### 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.

### ARCANE ARMAMENT

Starting at 5th level, you can attack twice, rather than once, whenever you take the Attack action on your turn, but one of the attacks must be made with a magic weapon, the magic of which you use to propel the attack.

## THE RIGHT CANTRIP FOR THE JOB

At 10th level, you gain the ability to make sure you have the right magical tool for a job. Whenever you finish a short or long rest, you can replace one of the artificer cantrips you know with another cantrip from the artificer spell list.

### SPELL-STORING ITEM

When you reach 18th level, you learn how to store a spell in an object for repeated use. Whenever you finish a long rest, you can touch one simple or martial weapon or an item that you can use as a spellcasting focus and store a spell in it, choosing one 1st- or 2nd-level spell from the artificer spell list that requires 1 action to cast (you don’t need to have the spell prepared). With the object in hand, a creature can take an action to produce the spell’s effect from it, using your spellcasting ability modifier. The spell stays in the object until it has been used a number of times equal to twice your Intelligence modifier (minimum of twice) or until you use this feature again.

### 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 SPECIALISTS

### ALCHEMIST

An Alchemist is an expert at combining exotic reagents to produce mystical effects. Among artificers, members of this subclass are the greatest healers, as well as the ones most adept at wielding dangerous chemicals.

### TOOLS OF THE TRADE

By the time you adopt this specialty at 3rd level, you’re deeply familiar with employing its tools.

**Proficiencies.** You gain proficiency with alchemist’s supplies and the herbalism kit, assuming you don’t already have them. You also gain alchemist’s supplies and an herbalism kit for free—the result of tinkering you’ve done as you’ve prepared for this specialization.

**Crafting.** If you craft a magic item in the potion category, it takes you a quarter of the normal time, and it costs you half as much of the usual gold.

### ALCHEMIST SPELLS

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Alchemist Spells table. These spells count as artificer spells for you, but they don’t count against the number of artificer spells you prepare.

#### Artificer Level Spell

1	<i>purify food and drink, ray of sickness</i>
2	<i>Melf’s acid arrow, web</i>
3	<i>create food and water, stinking cloud</i>
4	<i>blight, death ward</i>
5	<i>cloudkill, raise dead</i>

## ALCHEMICAL HOMUNCULUS

At 3rd level, you learn ancient methods for magically creating a special homunculus that is formed by alchemical substances.

Whenever you finish a long rest and your alchemist's supplies are with you, you can form this homunculus in an unoccupied space within 5 feet of you. If you already have a homunculus from this feature, the first one immediately dies.

The homunculus is friendly to you and your companions, and it obeys your commands. See this creature's game statistics in the Alchemical Homunculus stat block. You determine the homunculus's appearance, which includes wings and bits of alchemical equipment. Some alchemists prefer mechanical-looking birds, whereas others like winged vials or miniature cauldrons.

In combat, the homunculus shares your initiative count, but it takes its turn immediately after yours. The only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take one of the actions in its stat block or to take the Dash, Disengage, or Help action.

If the mending spell is cast on it, it regains 2d6 hit points. If it has died within the last hour, you can use your alchemist's supplies as an action to revive it, provided you are within 5 feet of it and you expend a spell slot of 1st level or higher. The homunculus returns to life with all its hit points restored.

## ALCHEMICAL HOMUNCULUS

*Tiny Construct, neutral*

**Armor Class** 13 (natural armor)

**Hit Points** equal to five times your level in this class + your Intelligence modifier

**Speed** 20ft., fly 30ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	15 (+2)	11 (+0)	10 (+0)	10 (+0)	7 (-2)

**Skills** Perception +4, Stealth +4

**Damage Immunities** acid, poison

**Condition Immunities** charmed, exhaustion, poisoned

**Senses** darkvision 60ft, passive Perception 10

**Languages** understands the languages you speak

**Might of the Master.** The following numbers increase by 1 when your proficiency bonus increases by 1: the homunculus's skill bonuses and the bonuses to hit and damage of its Acidic Spittle.

### Actions

**Acidic Spittle Ranged Weapon Attack:** +4 to hit, range 30ft., one target you can see. Hit 1d6+2 acid damage.

**Alchemical Salve (3/Day)** The homunculus produces a salve and touches one creature you designate. The target receives one of the following magical benefits of your choice:

**Buoyancy.** The target gains a flying speed of 10 feet for 10 minutes.

**Inspiration.** The target feels giddy and effective, gaining advantage on certain ability checks in the next hour. The target chooses the checks before or after rolling. The magic runs out after the target has used it on a number of checks equal to your Intelligence modifier (minimum of 1).

**Resilience.** The target gains a number of temporary hit points equal to  $2d6 + \text{your Intelligence modifier}$ .

## ALCHEMICAL MASTERY

At 6th level, your command of magical chemicals has become masterful, enhancing the healing and damage you create through them. When you cast a spell using your alchemist's supplies as the spellcasting focus, you gain a bonus to one roll of the spell. That roll must restore hit points or be a damage roll that deals acid or poison damage, and the bonus equals your Intelligence modifier (minimum of +1). In addition, you can cast lesser restoration without expending a spell slot, provided you use alchemist's supplies as the spellcasting focus. You can do so a number of times per day equal to your Intelligence modifier (minimum of once).

## CHEMICAL SERVANT

By 14th level, you have been exposed to so many chemicals and unlocked their secrets that they pose little risk to you, and you can use them to quickly end certain ailments. You gain resistance to acid damage and poison damage, and you are now immune to the poisoned condition. In addition, you can cast greater restoration once without expending a spell slot and without providing the material component, provided you use alchemist's supplies as the spellcasting focus. You regain the ability to do so when you finish a long rest.

## ARTILLERIST

An Artillerist specializes in using magic to create explosions and defensive positions, as well as magic-infused sidearms—especially wands—that can be used on the battlefield. Artillerists were valued by all the armies of the Last War.

## TOOLS OF THE TRADE

By the time you adopt this specialty at 3rd level, you're deeply familiar with employing its tools.

**Proficiencies.** You gain proficiency with smith's tools and woodcarver's tools, assuming you don't already have them. You also gain those tools for free—the result of tinkering you've done as you've prepared for this specialization. In addition, you gain the ability to use rods, staffs, and wands as spellcasting focuses for your artificer spells. You also gain a nonmagical, wooden wand for free, which you've carved in your spare time.

**Crafting.** If you craft a magic item in the wand category, it takes you a quarter of the normal time, and it costs you half as much of the usual gold.

## ARTILLERIST SPELLS

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Artillerist Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

Artificer Level	Spell
1	<i>shield, thunderwave</i>
2	<i>scorching ray, shatter</i>
3	<i>fireball, wind wall</i>
4	<i>ice storm, wall of fire</i>
5	<i>cone of cold, wall of force</i>

## ARCANE TURRET

At 3rd level, you learn how to create a magical turret. With your smith's tools in hand, you can take an action to magically summon a Medium turret in an unoccupied space on a horizontal surface within 5 feet of you.

The turret is a magical object that occupies its space and that has crablike legs. It has an AC of 18 and a number of hit points equal to five times your artificer level. It is immune to poison damage, psychic damage, and all conditions. If it is forced to make an ability check or a saving throw, treat all its ability scores as 10 (+0). If the mending spell is cast on it, it regains 2d6 hit points. It disappears if it is reduced to 0 hit points or after 10 minutes. You can dismiss it early as an action.

When you summon the turret, you decide which type it is, choosing from the options on the Arcane Turrets table. On each of your turns, you can take a bonus action to cause the turret to activate if you are within 60 feet of it. As part of the same action, you can direct the turret to walk or climb up to 15 feet to an unoccupied space.

You can summon a turret once for free and must finish a long rest before doing so again. You can also summon the turret by expending a spell slot of 1st level or higher. If you summon a second turret, the first turret disappears.

As an action, you can command your turret to detonate if you are within 60 feet of it. Doing so destroys the turret and forces each creature within 10 feet of it to make a Dexterity saving throw against your spell save DC, taking 3d6 force damage on a failed save or half as much damage on a successful one.

## ARCANE TURRETS

### Turret Activation

**Flamethrower** The turret exhales fire in an adjacent 15-foot cone that you designate. Each creature in that area must make a Dexterity saving throw against your spell save DC, taking 1d8 fire damage on a failed save or half as much damage on a successful one. The fire ignites any flammable objects in the area that aren't being worn or carried.

**Force Ballista** Make a ranged spell attack, originating from the turret, at one creature or object within 120 feet of it. On a hit, the target takes 2d8 force damage, and if the target is a creature, it is pushed up to 5 feet away from the turret.

### Turret Activation

**Defender** The turret emits a burst of positive energy that grants itself and each creature of your choice within 10 feet of it a number of temporary hit points equal to  $1d8 +$  your Intelligence modifier (minimum of +1).

## WAND PROTOTYPE

By 6th level, you now regularly experiment with channeling different types of magic through wands. Whenever you finish a long rest and your woodcarver's tools are with you, you can touch a nonmagical, wooden wand and turn it into a magic item. When you do so, you invest it with one artificer cantrip of your choice—even one you don't know—that has a casting time of 1 action. As an action, you can cause the magic wand to produce the cantrip, using your spellcasting ability modifier (other creatures are unable to use the wand's magic). The wand loses this magic when you finish your next long rest. Any damage roll you make for a cantrip in the wand gains a bonus equal to your Intelligence modifier (minimum of +1). When you reach 14th level in this class, you can invest the wand with two cantrips at the end of a long rest.

## FORTIFIED POSITION

Starting at 14th level, you're a master at conjuring a well-defended emplacement. You and your allies have half cover while within 10 feet of a turret you create with Arcane Turret, as a result of a shimmering field of magical protection that the turret emits. You can also now summon a second turret for free and must finish a long rest before doing so again. If you summon the second turret while the first is still present, the first one doesn't disappear, and each turret can be of a different type (if you summon a third turret, the first turret vanishes). Moreover, you can use one bonus action to activate both turrets.

## PUPPET MASTER

A powerful artificer who wields multiple puppets that do their bidding.

### TOOLS OF THE TRADE

By the time you adopt this specialty at 3rd level, you're deeply familiar with employing its tools.

**Proficiencies.** You gain proficiency with smith's tools and woodcarver's tools, assuming you don't already have them. You also gain those tools for free—the result of tinkering you've done as you've prepared for this specialization.

**Crafting.** If you craft a magic item in the scrolls category, it takes you a quarter of the normal time, and it costs you half as much of the usual gold.

### PUPPET MASTER SPELLS

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Puppet Master Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

## Artificer Level Spell

1	<i>puppet, unseen servant</i>
2	<i>cloud of daggers, hold person</i>
3	<i>enemies abound, tiny servant</i>
4	<i>freedom of movement, shadow puppet</i>
5	<i>animate objects, hold monster</i>

## PUPPET MAKER

You gain the ability to make and repair combat puppets. A puppet takes 3 days of work to build, costing a certain amount of gold listed in the Craftable Puppets table below.

Puppets can only be healed through repair during a short or long rest. Each puppet may use its hit die during a short rest to regain hitpoint. The puppet regains full hitpoints and half its hit die at a long rest. If a puppet is reduced to 0 hitpoints, it is destroyed. To repair a destroyed puppet, you must spend 4 hours repairing it and pay the repair cost.

## CRAFTABLE PUPPETS

Puppet	Level Required	Build Cost	Repair Cost	Contraptions
Shrew	3rd	100gp	20gp	1
Jackdaw	5th	200gp	40gp	2
Turtle	7th	500gp	80gp	2
Nightblade	9th	700gp	120gp	3
White Fang	11th	1000gp	160gp	3
Golem	14th	1500gp	250gp	3
Blade Maiden	17th	2000gp	350gp	4

## CONTROL PUPPETS

At 3rd level you gain the ability to control puppets offensively using magical threads. You create a Shrew puppet as your first puppet. You may control one puppet at 1st level.

You may use either your action or bonus action to control your puppets. When you Control Puppets as an action, each puppet gains an action, a move action, and a reaction. When you Control Puppets as a bonus action, each puppet gains either an action, a move action, or a reaction. Your puppets act on your turn and may not move further than 60ft away from you.

You may control 2 puppets at 6th level, 3 puppets at 12th level, 4 puppets at 16th level and 5 puppets at 20th level.

## SUMMONING SCROLLS

Your puppets are usually quite large and heavy. To avoid carrying them around all day, you are able to summon them through the use of summoning scrolls. Everytime you build a puppet, you create a summoning scroll linked with that puppet. As a bonus action, you may summon a puppet using this scroll.

## MIX N' MATCH

At 3rd level, you learn how to adapt your puppets to have different contraptions stored within them. The number of contraptions a puppet may have is found in the Craftable Puppets table. Contraptions triggered by actions consume the puppet's action. You may not fit a puppet with the same contraption multiple times. Each contraption costs 100gp to fit to a puppet, plus any additional cost indicated by the contraption itself.

You may choose from the following:

### Poisoned Blades

This puppets attacks deal an additional 1d4 poison damage.

**Blade Poison:** Any creature struck by the puppet must make a DC 13 Constitution saving throw or else become Poisoned for 1 minute. If a creature succeeds the saving throw, it cannot be afflicted with the puppet's poison again for 24 hours.

The DC increases by 1 at 6th(14), 12th(15), 16th(16) and 20th(17) levels.

### Robust Construction

You increase this puppets health by an amount equal to twice your Artificer level.

### Fire Blast

You attach a blasting contraption into the puppet's chest. As an action, the puppet blasts a 15ft cone of fire and shrapnel in front of it. Any creature caught within the blast must make a Dexterity saving throw vs your spell save DC. On a failed save, the creature takes 2d4 piercing damage, 2d4 fire damage, and is pushed back 10ft. On a successful save, the creature takes half damage. The puppet then may not use this ability again until you have taken a short or long rest.

The piercing and fire damage increases by 1d4 at 6th(3d4), 12th(4d4), 16th(5d4) and 20th(6d4) levels.

### Armour Plating

This contraption costs an additional 100gp. You reinforce this puppet with better materials which allows it to block more damage. The puppet gains +2 AC.

### Reach

You extend the limbs of the puppet. The puppets melee attacks gain Reach.

### Consuming

This contraption costs an additional 200gp. You create a compartment inside the puppet which can hold one creature equal to the puppets size or smaller. A creature may climb inside the compartment, giving them total cover. While inside the compartment, you may operate the puppet as normal and may see as if through the puppets eyes.

Additionally, if the compartment is empty, the puppet may attempt to consume a creature. As an action, the puppet targets a medium creature within 5ft. The target must make a DC 13 Dexterity saving throw. On a failed save, the creature is engulfed by the puppet and becomes Restrained. The creature has full cover and may still attack the puppet. At the end of their turn, a creature trapped within the puppet may make a DC 13 Strength saving throw to break free. The puppet then may not use this ability again until you have taken a short or long rest.

The DC of the Dexterity saving throw increases by 1 at 6th(14), 12th(15), 16th(16) and 20th(17) levels.

## **Iron Maiden**

*This puppet must have the Consuming contraption to take Iron Maiden.*

As an action, the puppet's limbs detach, revealing numerous hidden blades, which then strike through various holes in the puppet. Any creature within the puppet must make a DC 15 Dexterity saving throw. On a failed save, the creature takes 4d8 piercing damage, and half as much damage on a success. The puppet then may not use this ability again until you have taken a short or long rest.

The piercing damage increases by 1d8 at 6th(5d8), 12th(6d8), 16th(7d8) and 20th(8d8) levels.

## **Charging**

You outfit the puppet with a battering ram used to strike down creatures. If the puppet moves at least 20ft and attacks an enemy, on a successful hit, the target takes an additional 2d4 bludgeoning damage and must make a DC 13 Strength saving throw. On a failed save, the target is knocked prone.

The bludgeoning damage increases by 1d4 at 6th(3d4), 12th(4d4), 16th(5d4) and 20th(6d4) levels.

## **Kamikaze**

*You must be at least 6th level to take this contraption.*

You rig the puppet to explode with black powder and pay an additional 50gp cost for the materials. As an action, this puppet self detonates, erupting into a ball of flames. A 3rd level fireball appears centred on the puppet as per the Fireball spell. After this, the puppet is considered destroyed and the contraption is removed.

The spell increases by one level at 12th(4), 16th(5) and 20th(6) levels.

## **Extra Attack**

*You must be at least 6th level to take this contraption.*

This contraption costs an additional 200gp. You fit your puppet with additional limbs. The puppet gains one additional attack on it's turn.

The number of additional attacks increases to two when you reach 16th level in this class. **Reactive**

*You must be at least 6th level to take this contraption.*

You give your puppet better joints. The puppet gains one additional reaction per turn.

The number of additional reactions increases to two when you reach 16th level in this class.

## **Resistant**

*You must be at least 6th level to take this contraption.*

This contraption costs an additional 100gp. You outfit your puppet with resistance to one type of damage or may remove fire vulnerability. This contraption may be taken multiple times.

## **Extensive**

*You must be at least 6th level to take this contraption.*

You are able to control this puppet up to 90ft away from you.

## **Burrowing**

*You must be at least 12th level to take this contraption.*

This contraption costs an additional 100gp. This puppet gains a burrow speed of 30ft.

## **Flying**

*You must be at least 12th level to take this contraption.*

This contraption costs an additional 100gp. This puppet gains a fly speed of 30ft.

## **Lightning Touch**

*You must be at least 12th level to take this contraption.*

You outfit this puppet with an explosive charge of lightning. As an action, the puppet may discharge the lightning in a 5ft radius around it. Every creature within range must make a Dexterity saving throw vs your spell save DC. On a failed save, the target takes 6d6 lightning damage and is stunned until the start of their next turn. On a successful save, the target takes half damage.

The damage increases by 2d6 at 16th(8d6) and 20th(10d6) levels.

## **Medical**

*You must be at least 12th level to take this contraption.*

This contraption costs an additional 200gp. This puppet is outfitted with magical healing. It gains two castings of Cure Wounds as a 3rd level spell. It regains these spells on a long rest.

## **Shielding**

*You must be at least 12th level to take this contraption.*

This contraption costs an additional 200gp. You outfit this puppet with strong fan-like shields. When standing next to this puppet, you gain +2 to AC and advantage on Dexterity saving throws vs area of effect spells.

## **Incapacitating Blades**

*You must be at least 16th level to take this contraption.*

*This puppet must have the Poisoned Blades contraption to take Incapacitating Blades.*

This contraption costs an additional 500gp. You upgrade the poison on your puppet's weapons, replacing the Blade Poison from Poisoned Blades. Any creature struck by the puppet must make a DC 16 Constitution saving throw or else become Incapacitated for 1d4 rounds. If a creature succeeds the saving throw, it cannot be afflicted with the puppet's poison again for 24 hours. The creature may make a saving throw against the effect at the end of it's turns.

The DC increases to 17 at 20th level.

## **Autonomous**

*You must be at least 16th level to take this contraption.*

This contraption costs an additional 500gp. When Controlling Puppets with a bonus action, this puppet instead acts as if you had used an action.

## PUPPET SHOW

At 6th level, you learn how to command your puppets to deflect attacks around their master. As an action, you may cause your puppets to come to your aide, landing at an available square within 5ft of you. While in this stance, your speed becomes 0. If you are targeted by an attack, you may instead choose one of your puppets to be targeted instead. You may use your action on each of your following turns to maintain the Puppet Show.

## PUPPET SHOW OF 100 PUPPETS

Starting at 14th level, you may use your action to create a macabre show with your puppets that confuses and disturbs enemies. Each creature of your choosing within 10ft of your puppets must make a Wisdom saving throw vs your spell save DC. On a failed save, the creature becomes Frightened of your puppets for 1 minute and takes 6d8 psychic damage. On a success, they take half as much damage. The creature may make a Wisdom saving throw at the end of its turn to end the effect.

## FORBIDDEN PUPPETRY

At 20th level, instead of Soul of Artifice, you learn how to turn yourself into a puppet using forbidden magic. You become immune to Charmed, Poisoned, and Fatigue. You do not need to sleep, eat or drink. You gain 4 contraption slots. When you Control Puppets as a bonus action, you may instead choose 2 actions instead of 1.

When you reach 0 hitpoints, you do not go Unconscious. Instead, you become destroyed and may be repaired for 500gp at any blacksmith or Puppet Master. As long as your body can be repaired, you cannot die.

# PUPPETS

## SHREW

*Small construct, no alignment*

**Armor Class** 12

**Hit Points** 13 (2d8 + 3)

**Speed** 25ft.

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

**Damage Vulnerability** fire

**Damage Immunities** poison, psychic

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, paralysed, poisoned

**Senses** None

**Languages** Mimicks Puppet Master

**Puppet**. This construct cannot act without a Puppet Master.

**Contraption Slot**. This construct has 1 contraption slot.

**Antimagic Susceptibility** The construct is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the construct must succeed on a Constitution saving throw against the caster's spell save DC or become Incapacitated for 1 minute.

## Actions

**Claw. Melee Weapon Attack:** +3 to hit, reach 5ft., one target. *Hit 5 (1d6 + 2) slashing*

**Bite. Melee Weapon Attack:** +3 to hit, reach 5ft., one target. *Hit 6 (1d8 + 2) piercing*

## JACKDAW

Medium construct, no alignment

Armor Class 13

Hit Points 27 (3d8 + 3)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	16 (+3)	-	-	-

**Damage Vulnerability** fire

**Damage Immunities** poison, psychic

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, paralysed, poisoned

**Senses** None

**Languages** Mimicks Puppet Master

**Puppet.** This construct cannot act without a Puppet Master.

**Contraption Slot.** This construct has 2 contraption slots.

**Antimagic Susceptibility** The construct is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the construct must succeed on a Constitution saving throw against the caster's spell save DC or become Incapacitated for 1 minute.

### Actions

**Slash.** *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit 6* (1d8 + 2) slashing

**Dart.** *Ranged Weapon Attack:* +5 to hit, range 40/120ft., one target. *Hit 5* (1d4 + 3) piercing

## TURTLE

Medium construct, no alignment

Armor Class 18

Hit Points 63 (7d8 + 4)

Speed 15ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	18 (+4)	-	-	-

**Damage Vulnerability** fire

**Damage Immunities** poison, psychic

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, paralysed, poisoned

**Senses** None

**Languages** Mimicks Puppet Master

**Puppet.** This construct cannot act without a Puppet Master.

**Contraption Slot.** This construct has 2 contraption slots.

**Antimagic Susceptibility** The construct is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the construct must succeed on a Constitution saving throw against the caster's spell save DC or become Incapacitated for 1 minute.

### Actions

**Slam.** *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit 7* (1d8 + 3) bludgeoning

## NIGHTBLADE

Medium construct, no alignment

Armor Class 14

Hit Points 48 (6d8 + 3)

Speed 30ft.

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

**Damage Vulnerability** fire

**Damage Immunities** poison, psychic

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, paralysed, poisoned

**Senses** None

**Languages** Mimicks Puppet Master

**Puppet.** This construct cannot act without a Puppet Master.

**Contraption Slot.** This construct has 3 contraption slots.

**Antimagic Susceptibility** The construct is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the construct must succeed on a Constitution saving throw against the caster's spell save DC or become Incapacitated for 1 minute.

### Actions

**Twin Blades.** Melee Weapon Attack: +6 to hit, reach 5ft., one target. Hit 12 (2d8 + 4) slashing

**Double Dart.** Ranged Weapon Attack: +6 to hit, range 40/120ft., one target. Hit 8 (2d4 + 4) piercing

## WHITE FANG

Medium construct, no alignment

Armor Class 15

Hit Points 64 (8d8 + 3)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	-	-	-

**Damage Vulnerability** fire

**Damage Immunities** poison, psychic

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, paralysed, poisoned

**Senses** None

**Languages** Mimicks Puppet Master

**Puppet.** This construct cannot act without a Puppet Master.

**Contraption Slot.** This construct has 3 contraption slots.

**Antimagic Susceptibility** The construct is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the construct must succeed on a Constitution saving throw against the caster's spell save DC or become Incapacitated for 1 minute.

### Actions

**Multiattack** This puppet can make one bite attack and one claw attack.

**Claw.** Melee Weapon Attack: +6 to hit, reach 5ft., one target. Hit 9 (2d6 + 3) slashing

**Bite.** Melee Weapon Attack: +6 to hit, reach 5ft., one target. Hit 8 (1d10 + 3) piercing

## GOLEM

*Large construct, no alignment*

**Armor Class** 19

**Hit Points** 90 (10d8 + 4)

**Speed** 25ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	18 (+4)	-	-	-

**Damage Vulnerability** fire

**Damage Immunities** poison, psychic

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, paralysed, poisoned

**Senses** None

**Languages** Mimicks Puppet Master

**Puppet.** This construct cannot act without a Puppet Master.

**Contraption Slot.** This construct has 3 contraption slots.

**Antimagic Susceptibility** The construct is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the construct must succeed on a Constitution saving throw against the caster's spell save DC or become Incapacitated for 1 minute.

### Actions

**Slam.** *Melee Weapon Attack:* +8 to hit, reach 5ft., one target. *Hit* 15 (2d10 + 5) bludgeoning

## BLADE MAIDEN

*Medium construct, no alignment*

**Armor Class** 16

**Hit Points** 80 (10d8 + 3)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	20 (+5)	16 (+3)	-	-	-

**Damage Vulnerability** fire

**Damage Immunities** poison, psychic

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, paralysed, poisoned

**Senses** None

**Languages** Mimicks Puppet Master

**Puppet.** This construct cannot act without a Puppet Master.

**Contraption Slot.** This construct has 4 contraption slots.

**Antimagic Susceptibility** The construct is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the construct must succeed on a Constitution saving throw against the caster's spell save DC or become Incapacitated for 1 minute.

### Actions

**Multiattack** This puppet can make two slash attacks.

**Slash.** *Melee Weapon Attack:* +8 to hit, reach 5ft., one target. *Hit* 13 (2d8 + 5) slashing plus 4 (2d4) necrotic

# ARTIFICER INFUSIONS

Artificers have invented numerous magical infusions that rapidly create magic items. To the untrained, artificers seem like wonderworkers, accomplishing in hours what others need weeks to complete.

The description of each infusion tells you the type of item that can receive it. The description also tells you if the resulting magic item requires attunement.

Some infusions specify a minimum artificer level. You can't learn such an infusion until you are at least that level. Unless an infusion's description says otherwise, you can't learn the infusion more than once.

## BOOTS OF THE WINDING PATH

*Prerequisite: 4th-level artificer*

*Item: A pair of boots (requires attunement)*

While wearing these boots, a creature can teleport up to 15 feet as a bonus action to an unoccupied space the creature can see. The creature must have occupied that space at some point during the current turn.

## ENHANCED DEFENSE

*Item: A suit of armor or a shield*

A creature gains a +1 bonus to Armor Class while wearing (armor) or wielding (shield) the infused item.

The bonus increases to +2 when you reach 12th level in this class.

## ENHANCED WEAPON

*Item: A simple or martial weapon*

This magic weapon grants a +1 bonus to attack and damage rolls made with it.

The bonus increases to +2 when you reach 12th level in this class.

## MANY-HANDED POUCH

*Prerequisite: 4th-level artificer*

*Item: 2–5 pouches*

The infused pouches all share one interdimensional space of the same capacity as a single pouch. Thus, reaching into any of the pouches allows access to the same storage space.

A pouch operates as long as it is within 100 miles of another one of the pouches; the pouch is otherwise empty and won't accept any contents.

If this infusion ends, the items stored in the shared space move into one of the pouches, determined at random. The rest of the pouches become empty.

## RADIANT WEAPON

*Prerequisite: 8th-level artificer*

*Item: A simple or martial weapon (requires attunement)*

This magic weapon grants a +1 bonus to attack and damage rolls made with it. While holding it, the wielder can take a bonus action to cause it to shed bright light in a 30-foot radius and dim light for an additional 30 feet. The wielder can extinguish the light as a bonus action.

As a reaction immediately after being hit by a melee attack, the wielder can cause the attacker to be blinded until the end of the attacker's next turn, unless the attacker succeeds on a Constitution saving throw against your spell save DC. Once used, this reaction can't be used again until the wielder finishes a short or long rest.

## REPLICATE MAGIC ITEM

*Prerequisite: See below*

Using this infusion, you replicate a particular magic item. You can learn this infusion multiple times; each time you do so, choose a different magic item that you can make with it, picking from the Replicable Magic Items tables below. If a table has a level in its title, you must be of at least that level in this class to choose an item from the table.

In the tables, an item's entry tells you whether the item requires attunement. See the item's description in the Dungeon Master's Guide for more information about it, including the type of object required for its making.

## REPLICABLE MAGIC ITEMS

Magic Item	Attunement
<i>Alchemy Jug</i>	No
<i>Bag of Holding</i>	No
<i>Cap of water breathing</i>	No
<i>Cloak of the manta ray</i>	No
<i>Goggles of night</i>	No
<i>Lantern of revealing</i>	No
<i>Rope of climbing</i>	No
<i>Sending stones</i>	No
<i>Wand of magic detection</i>	No
<i>wand of secrets</i>	No

## REPLICABLE MAGIC ITEMS (12TH-LEVEL ARTIFICER)

Magic Item	Attunement
<i>Boots of elvenkind</i>	No
<i>Boots of striding and springing</i>	Yes
<i>Boots of the winterlands</i>	Yes
<i>Bracers of archery</i>	Yes
<i>Brooch of shielding</i>	Yes
<i>Cloak of elvenkind</i>	Yes
<i>Cloak of protection</i>	Yes
<i>Eyes of charming</i>	Yes
<i>Eyes of the eagle</i>	Yes
<i>Gauntlets of ogre power</i>	Yes
<i>Gloves of missile snaring</i>	Yes
<i>Gloves of swimming and climbing</i>	Yes
<i>Gloves of thievery</i>	No
<i>Hat of disguise</i>	Yes
<i>Headband of intellect</i>	Yes
<i>Helm of telepathy</i>	Yes
<i>Medalltion of thoughts</i>	Yes
<i>Periapt of wound closure</i>	Yes

Magic Item	Attunement
Pipes of haunting	No
Pipes of the sewers	Yes
Quiver of Ehlonna	No
Ring of jumping	Yes
Ring of mind shielding	Yes
Ring of water walking	No
Slippers of spidering climbing	Yes
Winged boots	Yes

## REPLICABLE MAGIC ITEMS (16TH-LEVEL ARTIFICER)

Magic Item	Attunement
Amulet of health	Yes
Belt of hill giant strength	Yes
Boots of levitation	Yes
Boots of speed	Yes
Bracers of defence	Yes
Cloak of the bat	Yes
Dimensional shackles	No
Gem of seeing	Yes
Horn of blasting	No
Ring of free action	Yes
Ring of protection	Yes
Ring of the ram	Yes

## RESISTANT ARMOR

Prerequisite: 8th-level artificer

Item: A suit of armor (requires attunement)

While wearing this armor, a creature has resistance to one of the following damage types, which you choose when you infuse the item: acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder.

## RETURNING WEAPON

Item: A simple or martial weapon with the thrown property

This magic weapon grants a +1 bonus to attack and damage rolls made with it, and it returns to the wielder's hand immediately after it is used to make a ranged attack.

## NEW SPELLS

### ARCANE WEAPON

1st-level transmutation

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S

**Duration:** Concentration, up to 1 hour

You channel arcane energy into one simple or martial weapon you're holding, and choose one damage type: acid, cold, fire, lightning, poison, or thunder. Until the spell ends, you deal an extra 1d6 damage of the chosen type to any target you hit with the weapon. If the weapon isn't magical, it becomes a magic weapon for the spell's duration. As a bonus action, you can change the damage type, choosing from the options above.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, you can maintain your concentration on the spell for up to 8 hours.

### PUPPET

1st-level enchantment

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** S

**Duration:** Instantaneous

Your gesture forces one humanoid you can see within range to make a Constitution saving throw. On a failed save, the target must move up to its speed in a direction you choose. In addition, you can cause the target to drop whatever it is holding. This spell has no effect on a humanoid that is immune to being charmed.

### SHADOW PUPPET

4th Level, Enchantment

**Casting Time:** 1 action

**Range:** 60ft

**Components:** S

**Duration:** Concentration, up to 1 minute

You cast your shadow out and latch onto the shadows of up to 3 creatures within range of size Large or smaller. The target must make a Dexterity saving throw. On a fail, the target comes under your control and must mimick your movements. If you attempt to do something out of the physical constraints of the target, such as running faster than their movement speed or flying if they cannot, the spell ends for that target. At the end of their turn, or when they take damage, a target may make a Strength saving throw to break free.

**At Higher Levels:** You may target one additional creature for each slot level above 4th.