



# ALTERNATE ARTIFICER



**HOMEBREW**

Become the Master of Arcane Invention You Were Meant to Be!

# THE ARTIFICER

A graying gnome hunched over his workbench, carefully adjusting the clockwork mechanism that would power his creation. Before him laid an automaton of intricate iron gears within a suit of plate armor, built to resemble a large gnome. As the tiny inventor affixed his signature mithril mustache to the face plate, a jolt of electric-blue magic flashed from the automaton. With a sharp motion, the Steel Defender sat upright and awaited the first command of its creator.

The goblin delicately made his way down the tunnel that he had booby-trapped with vials of noxious fumes and acids. This was the third time this year his clan had moved burrows to avoid being raided by adventuring parties, and the inventive goblin was determined to protect the newest home burrow. He was confident that *this time* he would stop the adventurers that always seemed to find their way to his home.

A young human woman, wearing a leather apron over her fine clothes, flexed the steel gauntlet she had just enchanted. As she closed her fist the gauntlet let forth a blinding arc of lavender lightning, destroying the table on the opposite side of the room. As the dust settled, she affixed the gauntlet to her now complete suit of Arcane Armor. When she revealed this, her latest creation, to her father, he would have no choice but to finally show her his approval.

## MASTERS OF INNOVATION

Relentless in their pursuit of innovation, artificers are defined by their insatiable curiosity and willingness to push the limits of arcane invention, even at great risk to themselves. For most artificers, they stake their personal value on the fruits of their experimentation, and they see mastering the basics of their chosen craft as the first step toward true greatness.

Deep down, the goal of every artificer is the discovery of a new groundbreaking invention, magical or otherwise. Some artificers are engineers, students of science and warfare, who bring their considerable intellect to bear to construct deadly weapons augmented with magic. Others view themselves as artists, combining the rigid formulas of arcane magic with the artisanal touch of their own specialized tools and spells.

## FIERCE RIVALRIES

Almost every artificer has a rival, most often another artificer who they seek to outdo at every turn. These intense rivalries are the sole motivation of some artificers, and outdoing their rival is more valuable than any fame or riches they could gain from their discoveries. Many are willing to risk everything they have to achieve a new breakthrough before their rival.

By the same token, artificers with similar philosophies and aims often band together in loose artisan's guilds. They share insights and discoveries, hoping to keep ahead of rival guilds by pooling resources and working as a team. However, even when working together, most artificers are protective of any insights they think could lead to a groundbreaking discovery.



## CREATING YOUR ARTIFICER

When creating an artificer, think about their background and drive for adventure. Who is their rival and what event started their feud? What is your artificer's relationship with the artisan who taught them the basics of their craft? Are they part of a guild? What role do artificers play in the campaign world? Do artificer guilds exist in all the major cities or are you the first person to pursue the path of arcane invention?

Most importantly, what does your artificer look like? Not all arcane inventors work with gears and grease. Is your artificer the student of a hag who uses weird magick to imbue totems of bone with arcane energy? Or, are you an enchanter who carves elvish runes into elaborate wooden wands and staffs?

### MULTICLASSING AND THE ARTIFICER

If your group uses the rule on multiclassing in the *Player's Handbook*, here's what you need to know if you choose the artificer as one of your classes.

**Ability Score Minimum.** As a multiclass character, you must have at least an Intelligence score of 13 to take a level in this class, or to take a level in another class if you are already an artificer.

**Proficiencies Gained.** If artificer isn't your initial class, here are the proficiencies you gain when you take your first level as an artificer: tinker's tools, light armor, medium armor, and shields.

**Spellcasting.** If you have a feature from another class that allows you to learn and cast spells, you can use your artificer spell slots to cast the spells you gained through that feature, and you can use those spell slots to cast your artificer spells.



## THE ARTIFICER

Level	PB	Features	Cantrips Known	Spells Known	1st	2nd	3rd	4th	5th	Infusions Known
1st	+2	Infusions, Specialization	—	—	—	—	—	—	—	2
2nd	+2	Spellcasting	2	2	2	—	—	—	—	3
3rd	+2	Specialization Feature	2	3	3	—	—	—	—	3
4th	+2	Ability Score Improvement	3	3	3	—	—	—	—	3
5th	+3	Specialization Feature	3	4	4	2	—	—	—	4
6th	+3	Adjustable Infusions, Tool Expertise	3	4	4	2	—	—	—	4
7th	+3	Flash of Genius	3	5	4	3	—	—	—	4
8th	+3	Ability Score Improvement	3	5	4	3	—	—	—	5
9th	+4	Specialization Feature	3	6	4	3	2	—	—	5
10th	+4	Magic Item Mastery (4)	4	6	4	3	2	—	—	5
11th	+4	Wondrous Invention	4	7	4	3	3	—	—	6
12th	+4	Ability Score Improvement	4	7	4	3	3	—	—	6
13th	+5	—	4	8	4	3	3	1	—	6
14th	+5	Arcane Breakthrough, Magic Item Mastery (5)	4	8	4	3	3	1	—	7
15th	+5	Specialization Feature	4	9	4	3	3	2	—	7
16th	+5	Ability Score Improvement	4	9	4	3	3	2	—	7
17th	+6	—	4	10	4	3	3	3	1	8
18th	+6	Magic Item Mastery (6)	4	10	4	3	3	3	1	8
19th	+6	Ability Score Improvement	4	11	4	3	3	3	2	8
20th	+6	Soul of Artifice	4	11	4	3	3	3	2	8

## CLASS FEATURES

### HIT POINTS

**Hit Dice:** 1d8 per artificer level

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

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

### PROFICIENCIES

**Armor:** Light armor, medium armor, shields

**Weapons:** Simple weapons, hand crossbows, (firearms)

**Tools:** Tinker's tools, one type of artisan's tools.

**Saving Throws:** Constitution, Intelligence

**Skills:** Choose two from Arcana, History, Insight, Investigation, Medicine, Nature, Sleight of Hand.

### EQUIPMENT

You start with the following equipment:

- a simple weapon and a set of artisan's tools of your choice
- (a) studded leather or (b) scale mail
- A light crossbow and 20 bolts
- Tinker's tools and a dungeoneer's pack

### QUICK BUILD

You can make an artificer quickly by using these suggestions. First, make Intelligence your highest ability score, followed by Dexterity. Second, choose the artisan background. Third, choose the *enhanced defense* and *repeating shot* Infusions.

## INFUSIONS

You have learned to imbue objects with your signature brand of magic in order to produce wondrous items. At 1st level, you learn two Infusions of your choice from the list at the end of this class. The Infusions Known column of the artificer table shows when you learn more Infusions of your choice.

At the end of a long rest, as long as you have tinker's tools, you can replace one Infusion you know with another Infusion of your choice, so long as you meet all of its prerequisites.

### INFUSING AN OBJECT

At the end of a long rest, you can use your tinker's tools to imbue an Infusion you know into a nonmagical object. To do so, you must be able to touch the object with your tools.

If the Infusion requires attunement, you can attune to the object the instant you infuse it, or you can forgo attunement so another creature can attune to it. To attune to the infused item later, you must follow the normal attunement process.

The Infusion remains in an item indefinitely. If you die, the Infusion vanishes after a number of days have passed equal to your Intelligence modifier (minimum of 1 day). Infusions vanish immediately if you give up your knowledge of one to learn another or imbue the Infusion into another object.

You can infuse multiple objects at the end of each long rest, up to one for each Infusion you know. Each Infusion can be in only one object at a time, and no object can bear more than one Infusion. If you transfer an Infusion to a new object, any previous instance of that Infusion immediately ends.





### REPLICATE MAGIC ITEM

You can also use your Infusions to replicate magic items that you have studied. Over the course of a long rest, you can use tinker's tools to examine a magic item you can touch. At the end of that long rest, you can replace one of your Infusions Known with the knowledge of this magic item. After which, you can infuse an object with the properties of that magic item, following all the rules for your other Infusions.

You can use this feature to replicate any item of Common rarity. As you gain artificer levels you can use this feature to replicate items of increasing rarity: Uncommon at 5th level, Rare at 11th level, and finally Very Rare items at 17th level.

### SPECIALIZATION

At 1st level, choose one of the following Specializations that best represents the arcane research and inventions of your artificer: Alchemist, Armorer, Battle Smith, Forgewright, or Wandlinger, each of which is detailed at the end of the class.

Your Specialization grants features at 1st level, and again when you reach 3rd, 5th, 9th, and 15th level in this class.

### SPELLCASTING

At 2nd level, you can use your tools and your signature brand of magic to produce strange and wondrous spell effects from objects and tools that you imbue with arcane power.

### CANTRIPS

At 2nd level, you learn two cantrips of your choice from the artificer spell list. You learn an additional artificer cantrip of your choice when you reach 4th level and again at 10th level.

### SPELL SLOTS

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

For example, if you know the 1st-level spell *magic missile* and have a 1st-level and a 2nd-level spell slot available, you can cast *magic missile* using either spell slot.

### SPELLS KNOWN OF 1ST-LEVEL AND HIGHER

You know two 1st-level spells of your choice from the artificer spell list. The Spells Known column of the Artificer table shows when you learn more artificer spells of your choice. Each spell must be of a level for which you have spell slots. For example, when you reach 5th level in this class, you can learn one new artificer spell of either 1st or 2nd-level.

When you gain a level in this class, you can replace one of the artificer spells you know with another artificer spell for which you have spell slots.

### SPECIALIZATION SPELLS

Each Specialization has a list of Specialization Spells that you learn at the artificer levels noted in its description. These Specialization Spells count as artificer spells for you, but they don't count against your total number of Spells Known.

### SPELLCASTING ABILITY

Intelligence is the spellcasting ability for your artificer spells, as you use your knowledge of the arcane to cast spells. You use your Intelligence when a spell refers to your spellcasting ability, when you set a saving throw DC for an artificer spell, or when you make a spell attack roll for an artificer spell.

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

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

### SPELLCASTING FOCUS

You must use either your tinker's tools, a set of artisan's tools with which you are proficient, or an item bearing one of your Infusions as the spellcasting focus for your artificer spells.

While you have access to your tinker's tools, you know both the *mending* cantrip and *identify*, but they don't count against your number of Spells Known. You can use your tinker's tools to cast *identify* by spending a spell slot, or as a ritual spell.



## ABILITY SCORE IMPROVEMENT

When you reach 4th level, 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.

## ADJUSTABLE INFUSIONS

Beginning at 6th level, you can alter your Infusions on the fly. Over the course of a short rest, you can use tinker's tools to replace one of your Infusions Known with another Infusion of your choice or to learn to replicate one magic item you can touch. At the end of the short rest, you can imbue your new Infusion in an object you touch. If it requires attunement, you can follow the normal rules for attuning to your Infusions.

Once you replace one of your Infusions Known in this way you must finish a long rest before you can do so again.

## TOOL EXPERTISE

There are few who can match an artificer's innate talent with their tools of choice. Starting at 6th level, whenever you make an ability check that uses a tool with which you are proficient, you can add double your proficiency bonus to your roll.

## FLASH OF GENIUS

Beginning at 7th level, your analytical mind can offer potent insights and suggestions at a moment's notice. As a reaction, when you, or another creature you can see within 30 feet, makes an ability check or a saving throw, you can add your Intelligence modifier (minimum of +1) to the result of the roll.

You can use this feature a number of times equal to your Intelligence modifier (minimum of once), and you regain all expended uses when you finish a long rest.

## MAGIC ITEM MASTERY

You have gained a deep understanding of the inner workings of magic items, allowing you greater use of them. Starting at 10th level, you can attune to up to four magic items at once.

The number of magic items you can attune to at one time increases at 14th level (5 items) and at 18th level (6 items).

Finally, for you, crafting a magic item with a rarity of Common or Uncommon takes a quarter of the normal time and costs half the normal gold. When you reach 20th level, this bonus also applies to Rare and Very Rare magic items.

## ARCANE BREAKTHROUGH

Beginning at 14th level, your expert understanding of magic items allows you to attune to any magic item regardless of any alignment, class, race, spell, or level requirements.

## SOUL OF ARTIFICE

You imbue a spark of your own essence in the magic items you bear. At 20th level, you gain a +1 bonus to all saving throws for each magic item you are attuned to. In addition, if you are reduced to 0 hit points but not killed outright, you can choose to end your attunement to one magic item or Infusion, causing you to drop to 1 hit point instead of 0.

Moreover, if you are killed, any object that bears one of your Infusions counts as part of your body for the purposes of any spell that would bring you back to life.

## ARTIFICER SPELL LIST

When you learn an artificer spell, consult the list below. It is organized by spell level, not character level. The spells listed below can be found in the *Player's Handbook*, *Xanathar's Guide to Everything*\*, and *Tasha's Cauldron of Everything*\*\*.

### CANTRIPS (0 LEVEL)

*acid splash*  
*booming blade*\*\*  
*create bonfire*\*  
*fire bolt*  
*frostbite*  
*green-flame blade*\*\*  
*light*  
*lightning lure*\*\*  
*mage hand*  
*poison spray*  
*prestidigitation*  
*ray of frost*  
*shocking grasp*  
*thorn whip*  
*thunderclap*\*

*magic weapon*  
*pyrotechnics*\*  
*rope trick*  
*see invisibility*  
*skywrite*\*  
*spider climb*  
*web*

### 3RD LEVEL

*blink*  
*catnap*\*  
*create food and water*  
*daylight*  
*dispel magic*  
*elemental weapon*  
*flame arrows*\*  
*fly*  
*glyph of warding*  
*haste*  
*intellect fortress*\*\*  
*life transference*\*  
*lightning arrow*  
*protection from energy*  
*revivify*  
*sending*  
*slow*  
*tiny servant*\*  
*water breathing*

### 4TH LEVEL

*arcane eye*  
*dimension door*  
*elemental bane*  
*fabricate*  
*faithful hound*  
*freedom of movement*  
*greater invisibility*  
*resilient sphere*  
*secret chest*  
*stone shape*  
*summon construct*\*\*

### 5TH LEVEL

*animate objects*  
*arcane hand*  
*awaken*  
*creation*  
*far step*\*  
*greater restoration*  
*passwall*  
*skill empowerment*\*  
*transmute rock*\*  
*wall of light*  
*wall of stone*

### 1ST LEVEL

*absorb elements*\*  
*alarm*  
*catapult*\*  
*caustic brew*\*\*  
*color spray*  
*cure wounds*  
*detect magic*  
*disguise self*  
*ensnaring strike*  
*expeditious retreat*  
*faerie fire*  
*false life*  
*feather fall*  
*fog cloud*  
*grease*  
*heroism*  
*identify*  
*jump*  
*magic missile*  
*sleep*  
*witch bolt*

### 2ND LEVEL

*aid*  
*arcane lock*  
*blur*  
*continual flame*  
*cordon of arrows*  
*darkvision*  
*earthbind*  
*enhance ability*  
*enlarge/reduce*  
*heat metal*  
*invisibility*  
*lesser restoration*  
*levitate*  
*magic mouth*



## SPECIALIZATION

Choose one of the following Specializations: Alchemist, Armorer, Battle Smith, Forgewright, or Wandslinger.

### ALCHEMIST

Alchemy is a delicate art, tip the ratio of ingredients too far out of line and the effects could be disastrous. Alchemists are experts at combining exotic reagents to produce a variety of materials and effects. From healing draughts that can heal a wound in moments, to sticky goo that explodes when it comes in contact with flame. With the right reagents and a bit of luck, Alchemists use their wondrous Elixirs to give life to their allies and leech it away from their foes.

#### TOOLS OF THE TRADE

##### 1st-level Alchemist feature

You gain proficiency with alchemist's supplies. If you are already proficient with alchemist's supplies, you instead gain proficiency with another set of artisan's tools of your choice.

Moreover, while you have access to alchemist's supplies, you can use your action to cast the *acid splash* cantrip, using Intelligence as your spellcasting modifier. When you gain the Spellcasting feature, *acid splash* counts as an artificer spell for you, but doesn't count against your total Cantrips Known.

#### HOMUNCULUS

##### 1st-level Alchemist feature

Your alchemical experimentation has yielded for you a loyal Homunculus Servant. You determine its appearance, but its appearance has no effect on its abilities. It is friendly to you and your companions, and it obeys your commands to the best of its ability. It uses the Homunculus Servant stat block, which uses your proficiency bonus (PB) in several places.

In combat, your Homunculus acts during your turn. It can move and use its reaction on its own, but the only action it takes is the Dodge action unless you use a bonus action to command it to take an action from its stat block, or another action. If you are incapacitated, your Homunculus can take any action it chooses. If you die, your Homunculus turns to ash after a number of minutes equal to your artificer level.

If your Homunculus has died within the last hour, you can touch it with alchemist's supplies and expend a spell slot of 1st-level or higher to return to life at its maximum hit points.

At the end of a long rest, you can make a new Homunculus Servant using your alchemist's supplies. If you already have a Homunculus from this feature, the first one turns to ash.

#### ALCHEMIST SPELLS

##### 2nd-level Alchemist feature

You learn certain spells at the artificer levels noted in the table below. These don't count against your total number of Spells Known and can't be switched upon gaining a level.

Artificer Level	Spells
2nd	<i>healing word, inflict wounds</i>
5th	<i>acid arrow, flaming sphere</i>
9th	<i>gaseous form, mass healing word</i>
13th	<i>blight, death ward</i>
17th	<i>cloudkill, reincarnate</i>



### HOMUNCULUS SERVANT

*Tiny construct, neutral*

**Armor Class** 11 + PB (natural armor)

**Hit Points** 1 + two times your artificer level.

*(the Homunculus Servant has a number of Hit Dice [d4s] equal to your artificer level)*

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

STR	DEX	CON	INT	WIS	CHA
4 (-3)	15 (+2)	12 (+1)	10 (+0)	10 (+0)	7 (-2)

**Senses** darkvision 60ft., passive Perception 10 +PB

**Languages** understands the languages you speak

**Arcane Conduit.** When your Homunculus Servant is within 120 feet of you, it can deliver any spell you can cast that has a range of touch.

**Evasion.** If the Homunculus makes a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

**Might of the Master.** You add your PB to any ability check or saving throw your Homunculus makes.

#### Actions

**Acidic Spittle.** *Ranged or Melee Spell Attack:* your Intelligence modifier + PB to hit, range 30 ft., one target you can see. Hit: 2d4 + PB acid damage.

**Administer Elixir.** The Homunculus can administer an Elixir they are carrying to any creature within 5 feet.





## RESTORATIVE REAGENTS

### 9th-level Alchemist feature

You include revitalizing additives in all the Elixirs you create. When a creature uses one of your Elixirs on themselves or restores a creature's hit points with one, the target of the Elixir gains temporary hit points equal to your artificer level.

## MASTER ALCHEMIST

### 15th-level Alchemist feature

You have become a master among Alchemist artificers. You gain resistance to both acid and poison damage, and you are immune to the poisoned condition.

Moreover, you can create a copy of any Elixir you know as a bonus action on your turn. You must still expend a spell slot and follow all other rules for creating an Alchemical Elixir.

## CREATE MINOR ELIXIR

### Prerequisite: 3rd-level Alchemist artificer

Each time you select this Infusion, choose two Elixir effects to learn from the table. To produce an additional *minor elixir*, you must expend a spell slot of 1st-level or higher.

armor of agathys

grease

caustic brew\*\*

heroism

color spray

jump

cure wounds

longstrider

disguise self

sanctuary

fog cloud

sleep

## ALCHEMICAL ELIXIRS

### 3rd-level Alchemist feature

As your knowledge of alchemy has grown, you have learned to create potent Elixirs that mimic certain spell effects:

**Elixir Infusions.** Your total number of Infusions Known increases by one, but this extra Infusion must be from the list of Elixir Infusions at the end of this Specialization.

Your total number of Infusions Known increases by one again 9th level and at 15th level in this class. Both of these additional Infusions must also be chosen from the list of Elixir Infusions at the end of this Specialization.

**Creating an Elixir.** At the end of each long rest, you can use alchemist's supplies to create individual Tiny vials that contain a copy of each Elixir you know, without expending a spell slot. Elixirs produce the effect of their spell at its lowest level and become unusable at the end of your next long rest.

As an action, you can create another vial of an Elixir you know by expending the spell slot listed in its description. An Elixir can be used as part of the same action you create it.

**Using an Elixir.** As an action, any creature can drink an Elixir, administer an Elixir to a creature within its reach, or throw an Elixir at a point within 30 feet. When thrown, an Elixir produces its spell effect at the point of impact. If an Elixir spell requires concentration, the creature that drinks it must concentrate on the effect. Your Elixir spells use your artificer spell save DC and spellcasting modifier.

For example, if you learn the *create minor elixir* Infusion and choose *grease* and *sleep*, at the end of each long rest you prepare an *elixir of grease*, and an *elixir of sleep*. Creatures can then use these Elixirs to produce the spell effects.

## POTENT POTIONS

### 5th-level Alchemist feature

Whenever one of your Elixirs or an artificer spell cast by you deals acid, fire, necrotic, or poison damage, or restores hit points to a creature, you can add your Intelligence modifier (minimum of +1) to one of the damage or healing rolls.

## CREATE GREATER ELIXIR

### Prerequisite: 5th-level Alchemist artificer

Each time you select this Infusion, choose one Elixir effect to learn from the table below. To produce an additional *greater elixir*, you must expend a spell slot of 2nd-level or higher.

barkskin

flame blade

blindness/deafness

invisibility

darkvision

lesser restoration

dragon's breath\*

levitate

enhance ability

mirror image

enlarge/reduce

spider climb

## CREATE ADVANCED ELIXIR

### Prerequisite: 9th-level Alchemist artificer

Each time you select this Infusion, choose one Elixir effect to learn from the table below. To produce additional *advanced elixirs*, you must expend a spell slot of 3rd-level or higher.

animate dead

haste

blink

meld into stone

daylight

remove curse

fireball

stinking cloud

gaseous form

water breathing



## CREATE EXPERT ELIXIR

*Prerequisite: 13th-level Alchemist artificer*

Each time you select this Infusion, choose one Elixir effect to learn from the table below. To produce an additional *expert elixir*, you must expend a spell slot of 4th-level or higher.

<i>banishment</i>	<i>greater invisibility</i>
<i>blight</i>	<i>polymorph (self only)</i>
<i>death ward</i>	<i>sickening radiance</i>
<i>freedom of movement</i>	<i>vitriolic sphere*</i>
<i>giant insect</i>	<i>watery sphere*</i>

## CREATE MASTERWORK ELIXIR

*Prerequisite: 17th-level Alchemist artificer*

Each time you select this Infusion, choose one Elixir effect to learn from the table below. To make additional *masterwork elixirs*, you must expend a spell slot of 5th-level or higher.

<i>antilife shell</i>	<i>greater restoration</i>
<i>cloudkill</i>	<i>heal</i>
<i>dawn</i>	<i>immolation</i>
<i>globe of invulnerability</i>	<i>true seeing</i>

## ARMORER

Of all the Specializations that an artificer can pursue, that of the Armorer is the most defensively-minded. With a focus on becoming a bastion of magics and metal, Armorers modify a set of armor to function as their second skin. They focus their signature magic through this armor to unleash potent attacks and generate formidable arcane defenses. An Armorer views their armor as an extension of their body, and as they refine their magical abilities, inventor and armor become one.

### TOOLS OF THE TRADE

*1st-level Armorer feature*

You gain proficiency with smith's tools and heavy armor. If you are already proficient with smith's tools, you instead gain proficiency with another set of artisan's tools of your choice.

### ARCANE GAUNTLET

*1st-level Armorer feature*

You can forge for yourself a wondrous weapon of war known as an Arcane Gauntlet. At the end of a long rest, you can use smith's tools to create an Arcane Gauntlet, choosing for it to be a Lightning Cannon or Thunder Gauntlet. It is a simple weapon only usable by you, and you use your Intelligence, in place of Strength or Dexterity, for its attack and damage rolls.

You can only have one Arcane Gauntlet at a time. Creating a second causes the magic of the first to immediately dispel.

**Lightning Cannon.** Your Arcane Gauntlet gains the ranged (90/300) property. On hit, it deals 1d6 lightning damage, and once per turn, when you hit with a Lightning Cannon attack, you can cause it to deal an additional 1d6 lightning damage.

**Thunder Gauntlet.** Your Arcane Gauntlet remains a melee weapon. On hit, it deals 1d8 thunder damage, and any target hit by this Gauntlet has disadvantage on attack rolls against targets other than you until the start of your next turn.



### ARMORER SPELLS

*2nd-level Armorer feature*

You learn certain spells at the artificer levels noted in the table below. These don't count against your total number of Spells Known and can't be switched upon gaining a level.

Artificer Level	Spells
2nd	<i>shield, thunderwave</i>
5th	<i>mirror image, shatter</i>
9th	<i>lightning bolt, thunder step*</i>
13th	<i>fire shield, storm sphere*</i>
17th	<i>destructive wave, wall of force</i>

### ARCANE ARMOR

*3rd-level Armorer feature*

You expand the magic of your Arcane Gauntlet to encompass a full suit of armor. At the end of a long rest, you can use your smith's tools to transform a set of armor into Arcane Armor. This armor incorporates your Arcane Gauntlet, is only usable by you, and while wearing it you gain the following benefits:

- If the set of armor normally has a Strength requirement, your Arcane Armor lacks this requirement for you.
- You can use your Arcane Armor as a spellcasting focus.
- Your Arcane Armor attaches to you and can't be removed against your will. It expands to cover your entire body, and functionally replaces any missing limbs or body parts.
- You can don or doff your Arcane Armor as an action, and can retract or deploy the helmet as a bonus action.
- You can use a bonus action to grant yourself temporary hit points equal to your Intelligence modifier (minimum of 1).





## ARMORER ADEPT

### 5th-level Armorer feature

You can use magical armor as Arcane Armor. Though, any innate magical bonuses to Armor Class from magic armor, Infusions, or other features don't stack. You must choose one.

Finally, you can attack twice, instead of once, whenever you take the Attack action on your turn, and you can cast one of your artificer cantrips in place of one of your attacks.

## MODULAR ARMOR

### 9th-level Armorer feature

Your Arcane Armor counts as multiple items for the purpose of your Infusions: armor (the chest piece), boots, helmet, and the gauntlets (weapon), and each item can bear one Infusion.

Also, your number of Infusions Known increases by 2, but these extra Infusions must be applied to your Arcane Armor.

## MASTER ARMORER

### 15th-level Armorer feature

You have become a master of Armorer artifice. You gain the benefits listed below while wearing your Arcane Armor:

- You gain a flying speed equal to your walking speed.
- You adjust your Arcane Armor so that you have access to both your Lightning Launcher and Thunder Gauntlet.
- Your Lightning Launcher now deals 2d6 damage, and your Thunder Gauntlet now deals 2d8 damage.

## BATTLE SMITH

A combination of protector and medic, Battle Smith artificers are experts at defending others and repairing both material and personnel. To aid in their work, Battle Smiths construct and modify their Steel Defender, a one-of-a-kind companion.

## TOOLS OF THE TRADE

### 1st-level Battle Smith feature

You gain proficiency with smith's tools and in heavy armor. If you are proficient in smith's tools, you gain proficiency in another set of artisan's tools of your choice.

## CONSTRUCT & CREATOR

Battle Smiths are famous for their Steel Defenders, which are as unique as the artificers that created them. Some resemble polished and sophisticated servants, while others serve as battlefield mounts.

## STEEL DEFENDER

### 1st-level Battle Smith feature

You have created for yourself a faithful construct, known as a Steel Defender. It is friendly to you and your allies and obeys your orders. Your Steel Defender's game statistics are found in the Steel Defender stat block on the following page, which uses your proficiency bonus (PB) in multiple places.

In combat, your Steel Defender acts during your turn. It can move and use its reaction on its own, but it only uses the Dodge action on its turn unless you use your bonus action to order it to take an action in its stat block, or another action. If you are incapacitated, your Steel Defender acts on its own.

If your Steel Defender has died within the last hour, you can touch it with your smith's tools and expend an artificer spell slot to return it to life with its maximum hit points.

At the end of a long rest, you can magically create a new Steel Defender with your smith's tools. When you do so, any previous Steel Defenders are immediately rendered inert.

Upon its creation, you choose the shape of your Steel Defender, which can affect its abilities in and out of combat:

**Humanoid** Your Steel Defender is the size of a Medium humanoid creature. It is proficient with shields, and it has humanoid hands that it can use to perform basic tasks.

**Quadruped** Your Steel Defender resembles a Large beast of your choice. Its speed increases by 10 feet, and it can be ridden as a trained mount as if it was a trained mount, only by its creator.



## STEEL DEFENDER

Medium or Large construct, neutral

**Armor Class** 12 + PB (natural armor)

**Hit Points** 5 + five times your artificer level  
(the Steel Defender has a number of Hit Dice [d10s] equal to your artificer level)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	4 (-3)	10 (+0)	6 (-2)

**Damage Immunities** poison

**Condition Immunities** charmed, exhausted, poisoned

**Senses** darkvision 60 ft., passive Perception 10 + PB

**Languages** understands the languages you speak

**Might of the Master.** You add your PB to any ability check or saving throw the Steel Defender makes.

**Vigilant.** The Steel Defender cannot be surprised.

### Actions

**Rend.** *Melee Weapon Attack:* your Intelligence modifier + PB to hit, reach 5 ft., one target you can see. Hit: 1d8 + PB force damage.

**Repair.** The Steel Defender can expend one of its Hit Dice to restore 1d10 +PB hit points to itself or to one construct or object within 5 feet of it.

### BATTLE SMITH SPELLS

2nd-level Battle Smith feature

You learn certain spells at the artificer levels noted in the table below. These don't count against your total number of Spells Known and can't be switched upon gaining a level.

#### Artificer Level Spells

2nd	sanctuary, shield of faith
5th	lesser restoration, warding bond
9th	aura of vitality, counterspell
13th	aura of purity, death ward
17th	circle of power, mass cure wounds

### BATTLE READY

3rd-level Battle Smith feature

You have trained to stand alongside your Steel Defender in battle. You can use your Intelligence, in place of Strength or Dexterity for attack and damage rolls you make with magic weapons, or any weapon that bears one of your Infusions.

### INFUSION BEARER

5th-level Battle Smith feature

You have designed your Steel Defender to bear your most potent Infusions. Your Steel Defender can bear any Infusion that is meant for boots, cloaks, gauntlets, helms, or suits of armor. Though, it can only bear one Infusion at a time.

### MINOR UPGRADE

5th-level Battle Smith feature

You have improved the offensive capabilities of your Steel Defender. Choose one of the Minor Upgrades below:

**Minor Arcanum.** You imbue your Steel Defender with a 1st-level artificer spell with a casting time of one action. As a bonus action, you can order your Steel Defender to cast the imbued spell at 1st-level, using your spellcasting modifier.

Your Steel Defender has a number of charges of the spell equal to your Intelligence modifier (minimum of 1), and it regains all expended charges when you finish a long rest.

**Martial Offense.** The damage of your Steel Defender's Rend becomes 1d10, and when you command it to take the Rend action it can make two Rend attacks instead of one. It can replace either Rend attack with a grapple or shove.

### ADJUSTABLE UPGRADES

9th-level Battle Smith feature

You can adjust your Steel Defender's Upgrades to face the challenges at hand. Each time you finish a long rest, you can use your smith's tools to replace one of your Steel Defender's Upgrades with another Upgrade gained at the same level.

### GREATER UPGRADE

9th-level Battle Smith feature

You can imbue your Steel Defender with wondrous abilities and features. Choose one of the Greater Upgrades below:

**Limited Sentience.** You improve the cognitive abilities of your Steel Defender. Its Intelligence score becomes a 10. It also gains proficiency with a set of tools of your choice and learns to speak, read, and write two languages of your choice.

**Modular Construction.** Your Steel Defender can bear up to two Infusions, though the Infusions must be meant for different types of objects. For example, your Steel Defender could be infused with an Infusion meant for a suit of armor and an Infusion meant for a helm, but not two Infusions that are both meant to be used on suits of armor.

**Reinforced Plating.** You improve the structure of your Steel Defender. It gains resistance to bludgeoning, piercing, and slashing damage from all non-magical attacks.

### MASTERWORK UPGRADE

15th-level Battle Smith feature

You imbue your Steel Defender with wondrous abilities and powers. Choose one of the Masterwork Upgrades below:

**Arcane Ward.** Creatures of your choice within 15 feet of your Steel Defender are resistant to damage from spells.

**Self-Destruct.** You embed a powerful arcane explosive in your Steel Defender. As a bonus action, you can order your Steel Defender to self-destruct, destroying itself and forcing creatures within 20 feet to make a Dexterity saving throw. Creatures take force damage equal to your Steel Defenders remaining Hit Dice on a failed save, or half as much damage on a success. Once this feature is used, your Steel Defender cannot be revived until the end of your next long rest.

**Major Arcanum.** You imbue your Steel Defender with a 3rd-level artificer spell with a casting time of one action. As a bonus action, you can order your Steel Defender to cast the imbued spell at 3rd-level, using your spellcasting modifier.

Your Steel Defender has a number of charges of the spell equal to your Intelligence modifier (minimum of 1), and it regains all expended charges when you finish a long rest.



## FORGEWRIGHT

While most artificers are primarily inventors that take up a life of adventure to test experiments in the field, those known as Forgewrights seek out battle for its own sake. Reveling in the thrill of combat, they combine their innovation with their skill as warriors to forge their signature Arcane Armament.

### TOOLS OF THE TRADE

*1st-level Forgewright feature*

You gain proficiency with martial weapons and smith's tools. If you're already proficient with smith's tools, you instead gain proficiency with another set of artisan's tools of your choice.

### ARCANE ARMAMENT

*1st-level Forgewright feature*

Over the course of 1 hour, which can be during a short or long rest, you can use smith's tools to transform one melee weapon you touch into your Arcane Armament. While you wield your Arcane Armament, you gain the benefits below.

You can only have one Arcane Armament at a time, and enchanting a second causes the magic of the first to end.

- You can use your Intelligence, in place of Strength or Dexterity, for attack and damage rolls with the weapon.
- The weapon is considered magical if it was not already, and you gain a +1 bonus to attack and damage rolls with it unless the base weapon granted a higher bonus. This bonus increases at 9th level (+2) and 15th level (+3).

### FORGEWRIGHT SPELLS

*2nd-level Forgewright feature*

You learn certain spells at the artificer levels noted in the table below. These don't count against your total number of Spells Known and can't be switched upon gaining a level.

Artificer Level	Spell
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2nd	<i>compelled duel, zephyr strike*</i>
-----	---------------------------------------

5th	<i>cloud of daggers, misty step</i>
-----	-------------------------------------

9th	<i>blinding smite, conjure barrage</i>
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13th	<i>fire shield, staggering smite</i>
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17th	<i>conjure volley, steel wind strike*</i>
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## FORGE OF WAR

*3rd-level Forgewright feature*

Your Arcane Armament gains both the thrown (20/60) and returning properties. When thrown, your Arcane Armament instantly returns to your hand after every ranged attack.

Your Armament can also bear one Infusion unless it was already a magic item before becoming your Armament.

### ARCANE JOLT

*5th-level Forgewright feature*

You can channel magic through your Armament in combat. When you hit a target with your Arcane Armament you can expend a spell slot to deal additional force damage equal to 1d6 per level of the spell slot, up to a maximum of 6d6.

### EXTRA ATTACK

*5th-level Forgewright feature*

You can attack twice, rather than once, when you take the Attack action on your turn. Moreover, you can cast one of your artificer cantrips in place of one of those attacks.

### IMPROVED ARCANE JOLT

*9th-level Forgewright feature*

The magic of your Arcane Armament empowers its strikes. Each time you hit a creature with a weapon attack with your Arcane Armament you deal an additional 1d6 force damage.

This force damage does not count against the maximum amount of damage you can deal with your Arcane Jolt feature.

### MASTER FORGEWRIGHT

*15th-level Forgewright feature*

You have become a master among Forgewright artificers and can extend the power within your Arcane Armament to allies. As an action, you can hold aloft your Arcane Armament and, choose a number of weapons equal to your Intelligence modifier (minimum of 1) within 30 feet, one of which can be your Arcane Armament. For the next minute these weapons deal an additional 1d6 force damage on hit.

Once you use this feature you must finish a long rest before you can use it again. If you have no uses of this feature left, you can expend an artificer spell slot of 3rd-level or higher to use this feature again.



## WANDSLINGER

Wandslingers use their ingenuity and artistic minds to craft wondrous arcane weapons. What they lack in flexibility and subtlety, they make up for in overwhelming arcane firepower. Wandslingers are marked by their signature Arcane Sidearm. For some, these are intricately carved wands or staffs, and for others, they are expertly crafted runic iron cannons.

### TOOLS OF THE TRADE

#### 1st-level Wandslinger feature

You gain proficiency with woodcarver's tools. If you are already proficient with woodcarver's tools, you instead gain proficiency with another set of artisan's tools of your choice.

### ARCANE SIDEARM

#### 1st-level Wandslinger feature

You have constructed for yourself a Wandslinger's signature weapon. At the end of a long rest, you can use woodcarver's tools to craft an Arcane Sidearm. It resembles a Tiny object of your choosing, though its appearance has no effect on its abilities. Many Wandslingers craft Sidearms that resemble delicate wands, ornate rods, or even eldritch cannons.

Your Arcane Sidearm is a simple weapon with the ranged (120/300) property, and you use your Intelligence, instead of your Dexterity, for its attack and damage rolls. On hit, it deals force damage equal to 1d10 + your Intelligence modifier.

When you gain the Spellcasting feature at 2nd level, your Arcane Sidearm can be used as a spellcasting focus by you.

You can only have one Arcane Sidearm at a time. Creating another Arcane Sidearm renders that magic of the first inert.

### QUICKDRAW

#### 1st-level Wandslinger feature

You have honed your reflexes so that you can nearly always strike first. When you roll initiative and are not surprised or incapacitated, you can use your reaction to make one attack with your Arcane Sidearm, or another magic wand, rod, or staff that you are holding before any other creatures act.

### WANDSLINGER SPELLS

#### 2nd-level Wandslinger feature

You learn certain spells at the artificer levels noted in the table below. These don't count against your total number of Spells Known and can't be switched upon gaining a level.

Artificer Level	Spells
2nd	<i>shield, thunderwave</i>
5th	<i>blur, shatter</i>
9th	<i>counterspell, lightning bolt</i>
13th	<i>vitriolic sphere*</i> , <i>wall of fire</i>
17th	<i>cone of cold, wall of force</i>

### ARCANE DUELIST

#### 3rd-level Wandslinger feature

You have begun to master the signature abilities of an arcane duelist. As a bonus action on each of your turns, you can use your Arcane Sidearm to use one of the abilities listed below.

If one of these abilities forces a creature to make a saving throw, it does so against your artificer Spell save DC.

### SHOCKING BURST

Your Arcane Sidearm conjures a burst of lightning at a point you can see within 60 feet, forcing creatures within 5 feet to make a Dexterity saving throw. Creatures take 2d6 lightning damage on a failure, and half as much damage on a success.

### THUNDEROUS BLAST

Your Arcane Sidearm emits a blast of magic in an adjacent 15-foot cone. Any creatures in that area must succeed on a Dexterity saving throw or take 2d6 thunder damage.

Any Large or smaller creature that fails this saving throw is also knocked back 10 feet away from you in a straight line.

### WANDSLINGER'S WARD

Your Arcane Sidearm produces a field that grants you, or a creature of your choice within 10 feet of you, temporary hit points equal to your Intelligence modifier (minimum of 1).

### SPELL SLINGER

#### 5th-level Wandslinger feature

You wield your Arcane Sidearm with deadly skill. When you use your action to make an attack with your Arcane Sidearm, you can make two attacks instead of just one. These attacks can target two targets or the same target.

As you gain artificer levels, the number of Arcane Sidearm attacks you make as part of a single action increases: at 11th level (3), and 17th level (4).

### EXPERT DUELIST

#### 9th-level Wandslinger feature

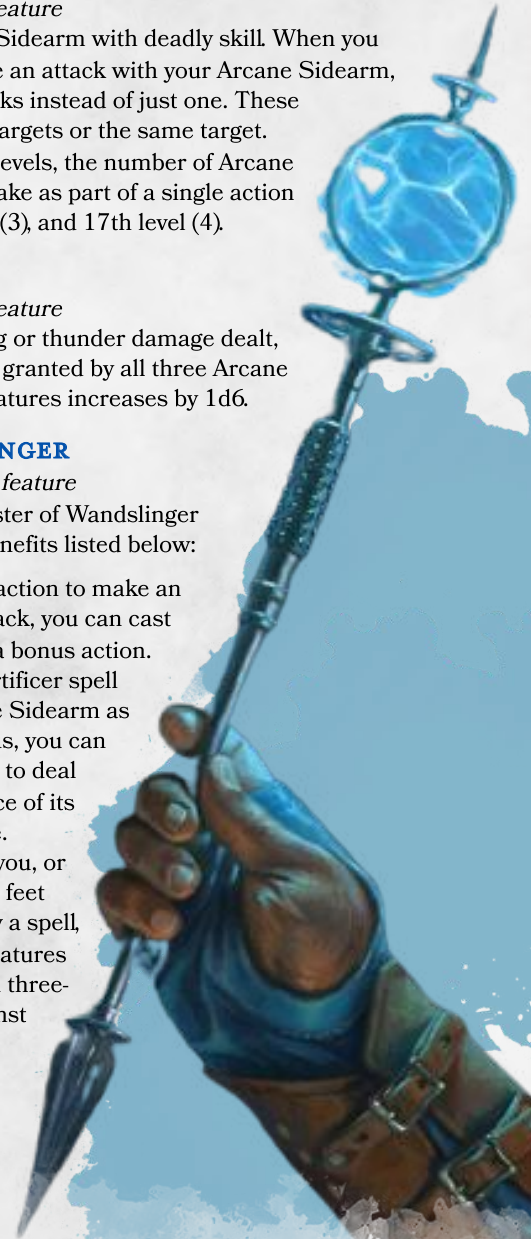
The amount of lightning or thunder damage dealt, or temporary hit points granted by all three Arcane Duelist bonus action features increases by 1d6.

### MASTER WANDSLINGER

#### 15th-level Wandslinger feature

You have become a master of Wandslinger artifice. You gain the benefits listed below:

- When you use your action to make an Arcane Sidearm attack, you can cast an artificer spell as a bonus action.
- When you cast an artificer spell and use your Arcane Sidearm as the spellcasting focus, you can choose for that spell to deal force damage in place of its normal damage type.
- As a reaction when you, or a creature within 10 feet of you, is targeted by a spell, you can grant all creatures within 10 feet of you three-quarters cover against the triggering spell.
- You can choose for your Arcane Duelist bonus actions to deal force damage in place of their normal damage.



## ARTIFICER INFUSIONS

Below are the Infusions available to an artificer. If an Infusion has an artificer level prerequisite, you can learn it at the same time that you meet the prerequisite. Your Infusions use your artificer spellcasting ability and your artificer Spell save DC.

### ARM LAUNCHER

*Item: A glove or gauntlet*

This tiny magical launcher can be loaded with a Tiny object, including but not limited to; ball bearings, a vial of acid, or holy water. As a bonus action, the wearer can activate the launcher and make a ranged weapon attack at a target up to 20 feet away. The launcher can be reloaded as an action.

### ENHANCED ARCANE FOCUS

*Item: A rod, staff, or wand (requires attunement)*

This item grants the user +1 bonus to spell attack rolls, and they can ignore half cover when making spell attacks.

This bonus increases at 11th level (+2) and 17th level (+3).

### ENHANCED DEFENSE

*Item: A suit of armor or a shield*

This item grants the user +1 bonus to their armor class while wearing (armor) or wielding (shield) this infused item.

This bonus increases at 11th level (+2) and 17th level (+3).

### ENHANCED WEAPON

*Item: A simple or martial weapon*

This magic weapon grants the user a +1 bonus to any attack and damage rolls they make with this infused weapon.

This bonus increases at 11th level (+2) and 17th level (+3).

### FEATHERWEIGHT BELT

*Item: A belt or cloak (requires attunement)*

When worn, this magic belt reduces the user to one-tenth of their weight without decreasing their physical abilities.

At 11th level, it reduces the wearer to one-hundredth of their weight without decreasing their physical abilities.

### FEATHERWEIGHT WEAPON

*Item: A heavy or two-handed weapon (requires attunement)*

This magic weapon loses the heavy property if it had it. If it did not have the heavy property, it gains the light property.

At 11th level, this weapon grants a +1 bonus to its attack and damage rolls. This bonus increases to +2 at 17th level.

### GOGGLES OF CLEARSIGHT

*Item: A pair of goggles or glasses*

While wearing these goggles, the wearer can see through areas that are lightly obscured by magical or mundane phenomena without disadvantage on Perception checks.

In addition, the wearer no longer suffers the negative effects of the *Sunlight Sensitivity* trait, and they have advantage on saving throws to resist becoming blinded.

### POWER WHIP

*Item: A whip or chain*

This magic weapon grants a +1 bonus to attack and damage rolls made with it, and its damage die becomes a 1d8.

This bonus increases at 11th level (+2) and 17th level (+3).

### REPEATING SHOT

*Item: A ranged weapon (requires attunement)*

This magic weapon ignores the loading property if it has it. If you load no ammunition into the weapon it produces its own, creating magic ammunition when you make a ranged attack. The ammunition vanishes after it either hits or misses.

At 11th level, this weapon grants a +1 bonus to its attack and damage rolls. This bonus increases to +2 at 17th level.

### RETURNING WEAPON

*Item: A weapon with the thrown property*

After making a ranged attack this magic weapon, regardless if the attack hits or misses its target, it instantaneously returns to its wielder's hand.

At 11th level this weapon grants a +1 bonus to its attack and damage rolls. This bonus increases to +2 at 17th level.

### HOMING WEAPON

*Prerequisite: 5th-level artificer*

*Item: A weapon with the ranged or thrown property*

The wielder of this magic weapon ignores the disadvantage imposed when attacking at the weapon's long range.

At 11th level it gains a +1 bonus to its attack and damage rolls. This bonus becomes +2 at 17th level.

### IMMOVABLE BOOTS

*Prerequisite: 5th-level artificer*

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

When the wearer is standing on a flat surface, it can use an action to activate the boots, magically fixing the wearer in place. Until the wearer uses an action to deactivate the boots, they do not move, even if they are defying gravity.

A creature can use an action to make a DC 30 Strength check, separating the boots from the surface on a success.



## INFILTRATOR ARMOR

*Prerequisite: 5th-level artificer*

*Item: A suit of armor (requires attunement)*

This magic suit of armor retains its weight but is formfitting and wearable under clothes. The wearer of this armor has advantage on any Dexterity (Stealth) checks.

If this armor normally imposes disadvantage on Stealth checks, the advantage and disadvantage cancel each other.

## LIGHT BLADE

*Prerequisite: 5th-level artificer*

*Item: A sword hilt or wand (requires attunement)*

While grasping the object, the wielder can use a bonus action to cause a blade of pure radiance to spring into existence, or disappear, from the end of this object. While the blade exists, this magic item is considered a simple melee weapon with the finesse property, and it deals 1d8 radiant damage on hit.

The luminous blade emits bright light in a 15-foot radius and dim light for an additional 15 feet beyond that radius.

At 11th level, this weapon grants a +1 bonus to its attack and damage rolls. This bonus increases to +2 at 17th level.

## MIND SHARPENER

*Prerequisite: 5th-level artificer*

*Item: A suit of armor or robes*

This item can send a jolt to the wearer to refocus their mind. The item has 4 charges. When the wearer fails a Constitution saving throw to maintain concentration on a spell, they can use their reaction to spend 1 of the item's charges to succeed instead. The item regains all expended charges at dawn.

## MINOR ARCANE ITEM

*Prerequisite: 5th-level artificer*

*Item: a Tiny item or tool (requires attunement)*

You imbue this object with a minor amount of arcane power. Each time you imbue this Infusion into an object, you choose a 1st-level artificer spell you know to imbue. A creature that holds the item can cast the spell imbued within, using the spell's normal casting time and your spellcasting ability.

If the spell requires concentration, that creature holding the item must concentrate on the spell for its duration.

This item holds a number of charges of the imbued spell equal to your Intelligence modifier (minimum of 1), and it regains all expended charges each day at dawn.

## RADIANT WEAPON

*Prerequisite: 5th-level artificer*

*Item: A melee weapon (requires attunement)*

As a bonus action, the wielder can cause this weapon to emit bright light in a 30-foot radius, and dim light 30 feet beyond that. The wielder can extinguish the light as a bonus action.

This magical weapon has 4 charges. When its wielder hits a creature with this weapon, it can expend 1 charge and force its target to make a Constitution saving throw. On a failure, it is blinded until the beginning of your next turn. This weapon regains all expended charges at dawn.

At 11th level, this weapon grants a +1 bonus to its attack and damage rolls. This bonus increases to +2 at 17th level.

## REPULSION GAUNTLETS

*Prerequisite: 5th-level artificer*

*Item: A pair of gloves or gauntlets (requires attunement)*

These magical gauntlets have 4 charges. When their wearer hits a creature with an unarmed strike or gauntlet attack, it can expend 1 charge and force a Large or smaller target to make a Strength saving throw. On a failed save, the creature is knocked back 15 feet in a straight line. These gauntlets regain all of their expended charges at dawn.

At 11th level, this weapon grants a +1 bonus to its attack and damage rolls. This bonus increases to +2 at 17th level.

## REPULSION SHIELD

*Prerequisite: 5th-level artificer*

*Item: A shield (requires attunement)*

This magic shield has 4 charges. When the wielder is hit by a melee attack, they can force a Large or smaller attacker to make a Strength saving throw. On a failed save, the attacker is knocked back 15 feet in a straight line and falls prone. The shield regains all of its expended charges at dawn.

At 11th level this magic shield grants a +1 bonus to Armor Class. This Armor Class bonus increases to +2 at 17th level.

## ARMOR OF MAGICAL STRENGTH

*Prerequisite: 11th-level artificer*

*Item: a suit of armor (requires attunement)*

This magical armor grants its wearer a +1 bonus to its Armor Class, and its wearer can also use its Intelligence, in place of Strength, for Strength-based ability checks or saving throws.

This armor also has 4 charges. As a reaction when the wearer would be knocked prone or moved against their will, they can expend 1 charge to remain standing or not move. The armor regains all of its expended charges at dawn.

At 17th level, this armor grants a +2 bonus to Armor Class.

## BOOTS OF THE WINDING PATH

*Prerequisite: 11th-level artificer*

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

The wearer of these magical boots can use a bonus action to teleport up to 15 feet to an unoccupied space they can see.

## CHAMELEON ARMOR

*Prerequisite: 11th-level artificer*

*Item: a suit of armor (requires attunement)*

This armor grants its wearer a +1 bonus to its Armor Class.

This armor also has 4 charges. While wearing this armor the wearer can use an action to expend charges and cast one of the following spells, targeting only themselves: *invisibility* (2 charges) or *greater invisibility* (4 charges). This magical armor regains all of its expended charges daily at dawn.

At 17th level, this armor grants a +2 bonus to Armor Class.

## ELEMENTAL WEAPON

*Prerequisite: 11th-level artificer*

*Item: A melee weapon (requires attunement)*

You infuse this magic weapon with elemental energy. Upon infusion, choose a command word and one of the following damage types: acid, cold, fire, poison, or lightning. As a bonus action, the wielder can speak the weapon's command word and cause elemental energy to burst forth from the weapon until the command word is spoken again. On hit, the weapon deals an additional 1d6 of the chosen elemental damage.

At 17th level, the bonus elemental damage becomes 2d6.



### GREATER ARCANE ITEM

*Prerequisite: 11th-level artificer*

*Item: a Tiny item or tool (requires attunement)*

You imbue this object with a greater amount of arcane power. Each time you imbue this Infusion into an object, you choose a 2nd-level artificer spell you know to imbue. A creature that holds the item can cast the spell imbued within, using the spell's normal casting time and your spellcasting ability.

If the spell requires concentration, that creature holding the item must concentrate on the spell for its duration.

This item holds a number of charges of the imbued spell equal to your Intelligence modifier (minimum of 1), and it regains all expended charges each day at dawn.

### HELM OF AWARENESS

*Prerequisite: 11th-level artificer*

*Item: A helm, hat, or diadem (requires attunement)*

The wearer of this helm gains a bonus to its initiative rolls equal to your Intelligence modifier (minimum of +1), and cannot be surprised, so long as they are not incapacitated.

### RESISTANT ARMOR

*Prerequisite: 11th-level artificer*

*Item: A suit of armor (requires attunement)*

This magical armor grants its wearer a +1 bonus to its Armor Class, and its wearer has resistance to one of the following damage types; acid, cold, fire, lightning, necrotic, poison, radiant, or thunder (your choice upon Infusion).

At 17th level, this armor grants a +2 bonus to Armor Class, and you can choose for this magical armor to grant its wearer resistance to psychic or force damage.

### RING OF THE ELEMENTS

*Prerequisite: 11th-level artificer*

*Item: A ring (requires attunement)*

Upon infusing this magic ring you select one of the following damage types: acid, cold, fire, poison, lightning, or thunder.

When the wearer casts a spell of 3rd-level or lower that deals that damage type, it can activate the ring to cause its spell to deal maximum damage to one target of that spell.

Once the wearer uses this ring to maximize the damage of a spell it cannot be used again until the next dawn.

At 17th level, it can be used on spells of 5th-level or lower.

### GAUNTLETS OF THE GUARDIAN

*Prerequisite: 17th-level artificer*

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

These magic gauntlets are infused with wondrous arcane power. As a reaction when a Huge or smaller creature ends its turn within 30 feet of the wearer, it can force that creature to make a Strength saving throw. On a failed save, the target is pulled 30 feet toward the wielder to an unoccupied space of its choice. If they pull the creature within 5 feet, the wielder can make a single melee weapon attack against it.

### HELM OF MIND SHIELDING

*Prerequisite: 17th-level artificer*

*Item: A helm, hat, or diadem (requires attunement)*

The wearer of this magic helm gains resistance to psychic damage and immunity to both the charmed and frightened conditions and magic that allows another creature to read their thoughts or telepathically communicate with them.

### MASTERWORK ARCANE ITEM

*Prerequisite: 17th-level artificer*

*Item: a Tiny item or tool (requires attunement)*

You imbue this object with wondrous arcane power. Each time you imbue this Infusion into an object, you choose a 3rd-level artificer spell you know to imbue. A creature that holds the item can cast the spell imbued within, using the spell's normal casting time and your spellcasting ability.

If the spell requires concentration, that creature holding the item must concentrate on the spell for its duration.

This item holds a number of charges of the imbued spell equal to your Intelligence modifier (minimum of 1), and it regains all expended charges each day at dawn.

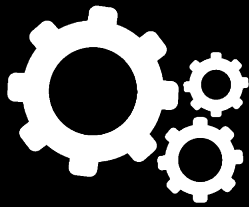
### MASTERWORK HOMUNCULUS

*Prerequisite: 17th-level artificer*

You have discovered the secrets to the creation of life. You learn the *clone* spell. It counts as an artificer spell for you, but it doesn't count against your total number of Spells Known. You can cast *clone* without expending a spell slot as long as you have the material components available. Your clone only takes 12 days to reach maturity, but you can only have one.

If you replace this Infusion with another at any point before your clone reaches maturity, the spell immediately fails.





# THE ALTERNATE ARTIFICER

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Become the master of arcane invention you were meant to be! Includes a slew of Infusions and Five Specializations: Alchemist, Armorer, Battle Smith, Forgewright, and Wandslinger.

Version 2.4.0 - Created by [/u/laserllama](#)

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Expanded Options for the Alternate Artificer, including additional Infusions and ten new Specializations can be [Found Here](#)

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