

THE ARTIFICER REINVENTED

v1.2



A NEW INCARNATION OF THE ARTIFICER CLASS
FOR 5E DUNGEONS AND DRAGONS



THE ARTIFICER, REINVENTED

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

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

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

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

CUNNING INVENTORS

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

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

INTENSE RIVALRIES

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

Almost every artificer has at least one rival, someone whom

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

A REINVENTED CLASS

The class you are reading is a variant of our original Artificer, taking ideas from the new *Unearthed Arcana Artificer* released on February 28, 2019. It is designed to be less complicated, while still attempting to offer a fun level of customization.

CREATING AN ARTIFICER

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

QUICK BUILD

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

CLASS FEATURES

As an artificer, you gain the following class features

HIT POINTS

Hit Dice: 1d8 per artificer level

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

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

PROFICIENCIES

Armor: Light and medium armor

Weapons: Simple weapons, hand crossbows, heavy crossbows

Tools: Thieves' tools, tinker's tools, one other tool of your choice

Saving Throws: Constitution, Intelligence

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

EQUIPMENT

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

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

THE ARTIFICER

Level	Proficiency Bonus	Features	Infusions Known	Cantrips Known	1st	2nd	3rd	4th	5th
1st	+2	Artificer Specialist, Magic Item Analysis, Spellcasting	—	2	2	—	—	—	—
2nd	+2	Tool Expertise, Infuse Magic	2	2	2	—	—	—	—
3rd	+2	Store Spell	2	2	3	—	—	—	—
4th	+2	Ability Score Improvement	2	2	3	—	—	—	—
5th	+3	Artificer Specialist feature	3	2	4	2	—	—	—
6th	+3	Superior Attunement	3	2	4	2	—	—	—
7th	+3	The Right Cantrip for the Job	4	2	4	3	—	—	—
8th	+3	Ability Score Improvement	4	2	4	3	—	—	—
9th	+4	—	5	2	4	3	2	—	—
10th	+4	Artificer Specialist feature	5	3	4	3	2	—	—
11th	+4	Superior Attunement improvement	5	3	4	3	3	—	—
12th	+4	Ability Score Improvement	6	3	4	3	3	—	—
13th	+5	—	6	3	4	3	3	1	—
14th	+5	Use Magic Device	6	4	4	3	3	1	—
15th	+5	Artificer Specialist feature	7	4	4	3	3	2	—
16th	+5	Ability Score Improvement	7	4	4	3	3	2	—
17th	+6	—	7	4	4	3	3	3	1
18th	+6	Master Crafter	8	4	4	3	3	3	1
19th	+6	Ability Score Improvement	8	4	4	3	3	3	2
20th	+6	Soul of Artifice	8	4	4	3	3	3	2

ARTIFICER SPECIALIST

You have focused your craft on a particular specialization: Alchemist, Armorer, Golemancer, Gunsmith, or Wandslinger, each of which are detailed at the end of the class description. Your choice grants you features at 1st level and again at 5th, 10th, and 15th level.

MAGIC ITEM ANALYSIS

Your understanding of magic items allows you to analyze and understand their secrets. You know the spells *detect magic* and *identify*, which are artificer spells for you, and don't count against the number of spells you can prepare each day. You can cast these spells as rituals, and don't need to provide a material component when casting *identify*. You also learn the *mending* cantrip.

Additionally, you can use any spell scroll regardless of what spell it bears. Intelligence is your spellcasting ability for spells not found on your class's spell list. If the spell is of a higher level than you can normally cast, you must make an ability check using your spellcasting ability to determine whether you cast it successfully, as normal.

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.

TOOL REQUIREMENT

You produce your artificer spell effects through your tools, which you can use as a spellcasting focus. You must have some kind of artisan's tool in hand when you cast any spell with this Spellcasting feature, and you must be proficient with the tool to use it in this way. Because of your unique method of casting, you ignore the verbal components of spells. See chapter 5, "Equipment," in the *Player's Handbook* for descriptions of these tools.

CANTRIPS

At 1st level, you know two cantrips of your choice from the artificer spell list. 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 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 spell 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 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.

TOOL EXPERTISE

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

INFUSE MAGIC

At 2nd level, you learn how to produce unique magical effects through infusions. Some of these infusions can replicate the effects of spells, while others are effectively prototypes of permanent items.

INFUSIONS KNOWN

When you gain this feature, pick two infusions to learn, choosing from the "Infusions" section at the end of the class description. You also know the Minor Wonder infusion for free, and it does not count against your number of known infusions.

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 infusions you learned with a new one.

USING YOUR INFUSIONS

Gaining an infusion bestows you with the knowledge needed to imbue an object with a certain magical property. When you first learn an infusion, you bestow its effects onto a magical or mundane object, either creating the object yourself or imbuing an existing object. Some infusions require a specific kind of object, as specified in the infusion's description. An object can only bear one infusion at a time.

Whenever you finish a long rest, you can transfer an infusion into another object. If you do, the old infusion immediately ends and then the new infusion applies.

Another creature can use your infused items, unless the infusion states otherwise. 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.

THE MAGIC OF ARTIFICE

Artifice is unlike any other magic. Instead of waving your hands around or shouting gibberish, you use your tools and inventions to create magical effects that perfectly mimic those of a spell. Except for the lack of verbal components, the effect of one of your spells is the same as any other class's; a *cure wounds* spell cast by an artificer is identical in its mechanical application to one cast by a cleric or druid, and is still considered a spell for all applications.

This principle applies when you create and prepare your spells as well, using your tools to create the specialized items you'll use to cast your spells. If you replace *cure wounds* with *shocking grasp*, you might be disassembling the device you used to heal and creating an offensive item in its place—perhaps a gauntlet that lets you channel a surge of electricity. You should try to think outside the box when determining how your spellcasting works. Remember that no two artificers should use magic or create inventions in exactly the same way.

STORE SPELL

Starting at 3rd level, you gain the ability to channel your artificer spells into objects for later use. When you cast an artificer spell with a casting time of 1 action, you can increase its casting time to 1 minute. If you do so and hold a nonmagical item throughout the casting, you expend a spell

slot, but none of the spell's effects occur. Instead, the spell transfers into that item for later use if the item doesn't already contain a spell from this feature.

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

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

You can have a limited number of stored spells at the same time. The number equals your Intelligence modifier (minimum of one item).

ABILITY SCORE IMPROVEMENT

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

SUPERIOR ATTUNEMENT

At 6th level, your superior understanding of magic items allows you to master their use. You can now attune to up to four, rather than three, magic items at a time.

At 11th level, this limit increases to five magic items.

THE RIGHT CANTRIP FOR THE JOB

At 7th level, you can ensure 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.

USE MAGIC DEVICE

By 14th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items.

MASTER CRAFTER

At 18th level, your mastery of crafting allows you to craft all items, including magic items, in a quarter of the usual time, not just those items which use the tools you gained from your specialization.

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

SOUL OF ARTIFICE

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

ARTIFICER SPECIALIZATIONS

Artificers pursue a variety of specializations, focusing on different inventions. Alchemy, armorsmithing, golemancy, gunsmithing, and wandslinging are presented here.

ALCHEMIST

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

TOOLS OF THE TRADE

You are deeply familiar with the tools of this specialization.

Proficiencies. When you choose this specialization at 1st level, 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. You keep these together in a case known as an Alchemist's Satchel.

Crafting. If you craft an item, including a magic item, with alchemist's supplies or the herbalism kit, it takes you a quarter of the normal time, and it costs you half as much of the usual gold.

Potion Master. You can drink or administer a potion as a bonus action.

ALCHEMICAL FORMULAE

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

You must have a free hand and access to your Alchemist's Satchel to use any of these formulae.

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

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

VOLATILE CONCOCTION

At 5th level, as a bonus action on your turn you can concentrate the materials of a formula to create a more potent effect. The next formula you use has an increased effect, described below, which you choose at the time you pull it out. In addition to this effect, if the formula requires you to roll dice for damage or healing, the type of dice used by the formula is increased by one (for example, d6 becomes d8).

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

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

IMBIBED TOLERANCE

Starting at 10th level, you have built up a natural resistance to chemicals and your own solutions. You have advantage on rolls to resist any effects caused by your own formulae, and resistance to the damage of your own formulae.

Additionally, you are immune to poison and the poisoned condition.

EXPERT CHEMIST

Starting at 15th level, when you use your Volatile Concoction feature you can select two effects instead of just one.

FORMULAE

Alchemical Acid. As an action, you hurl a vial of acid at a creature or object within 30 feet of you. The vial shatters on impact. A creature must succeed on a Dexterity saving throw or take 1d6 acid damage. An object automatically takes that damage, and the damage is maximized.

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

Alchemical Fire. As an action, you hurl a vial of alchemist's fire at a creature, object, or surface within 30 feet of you. On impact, the vial detonates in a 5-foot radius. Any creature in that area must succeed on a Dexterity saving throw or begin to burn. A burning creature takes 1d4 fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.

This formula's damage increases by 1d4 when you reach certain levels in this class: 5th level (2d4), 10th level (3d4), 15th level (4d4), and 19th level (5d4).

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

Flash Ice. As an action, you pull out a vial of clear liquid and pour it into a body of water. Any water filling a 30-foot cube at the point of contact freezes to solid ice. Creatures that were swimming in this area of the water when it freezes must make a Constitution saving throw. On a failed save they take 2d8 cold damage and are trapped in the ice. On a successful save the creature takes no damage and is pushed to the nearest space adjacent to the cube. A trapped creature can use an action to make a Strength saving throw to break free of the ice. The ice remains for 1 minute before melting.

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

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

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

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

Smoke Stick. As an action, you pull out a stick that produces a thick plume of smoke. You can hold on to the stick or throw it to a point up to 30 feet away as part of the action used to produce it. The area in a 10-foot radius around the stick is filled with thick smoke that blocks vision, including darkvision. The stick and smoke persist for 1 minute and then disappear. After using this formula, you can't do so again for 1 minute.

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

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

Thunderstone. As an action, you pull out a crystalline shard and hurl it at a creature, object, or surface within 30 feet of you. The shard shatters on impact with a blast of concussive energy. Each creature within 10 feet of the point of impact must succeed on a Constitution saving throw or be knocked prone and pushed 10 feet away from that point.

ARMORER

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

TOOLS OF THE TRADE

You are deeply familiar with the tools of this specialization.

Proficiencies. When you choose this specialization at 1st level, you gain proficiency with martial weapons, heavy armor, shields, and smith's tools, assuming you don't already have them. You also gain smith's tools for free—the result of tinkering you've done as you've prepared for this specialization.

Crafting. If you craft an item, magic or mundane, with smith's tools, it takes you a quarter of the normal time, and it costs you half as much of the usual gold.

POWER ARMOR

At 1st level, you construct a suit of Power Armor from an existing suit of armor that you are proficient with, granting you increased durability and physical ability. Your Power Armor can look however you want, and only you can wear it. Though magic fuels its creation, it is not itself magical, and your power armor is considered to be a suit of armor of the kind it is built from.

When you wear your Power Armor, your Strength score or Dexterity score (your choice when you construct the armor) is equal to your Intelligence score. If your Intelligence score is lower than the chosen ability, your armor does not affect it.

Your Power Armor allows you to double your carrying capacity and the weight you can push, drag, or lift. Additionally, when you deal damage with a melee weapon attack while wearing your Power Armor you deal bonus damage equal to one half your artificer level, rounded up.

When you gain the Infuse Magic feature, you can apply up to a number of infusions to your Power Armor equal to your Intelligence modifier, not just one.

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

EXTRA ATTACK

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

REINFORCED ARMOR

At 10th level, you reinforce your armor magically. The armor has hit points equal to twice your Artificer level + your Intelligence modifier. Whenever you take damage that is not psychic or poison, the armor takes the damage instead. If this damage reduces the armor to 0 hit points, you take any remaining damage. While the armor has 0 hit points, it can't absorb damage, but whenever you complete a short rest, the armor regains a number of hit points equal to twice your Intelligence modifier.

Injury and contact poisons only affect you if the weapon bearing them affects your own hit points, not just the armor's.

OVERDRIVE

At 15th level, you can use a bonus action on your turn to temporarily boost the magic fueling your armor, granting you vastly increased capabilities at the cost of your stamina.

For 1 minute, you gain a bonus to your Strength and Dexterity scores equal to your Intelligence modifier, and the maximums of those abilities is increased by the same amount. You also double any speed you have. When your overdrive ends you suffer one level of exhaustion.

WARFORGED ARMORERS

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

With your DM's permission, and at our suggestion, a warforged can still be an Armorer. Instead of building a suit of armor, they modify and upgrade their own body, and their "Power Armor" still receives all the same bonuses and features. Similarly, a warforged's body can be treated like armor for the purposes of infusions which require a suit of armor to be used.

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

GOLEMANCER

Golemancers can forge living constructs of stone powered by a combination of science and magic. They can use these servants for various tasks, from mounts to protective guardians.

TOOLS OF THE TRADE

You are deeply familiar with the tools of this specialization.

Proficiencies. When you choose this specialization at 1st level, you gain proficiency with stonemason's tools, assuming you don't already have them. You also gain stonemason's tools for free—the result of tinkering you've done as you've prepared for this specialization.

Crafting. If you craft an item, magic or mundane, with stonemason's tools, it takes you a quarter of the normal time, and it costs you half as much of the usual gold.

CONSTRUCTED SERVANT

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

Select a Medium or smaller beast with a challenge rating of 1/2 or less. The servant uses that beast's game statistics, but it can look however you like, as long as its form is appropriate for its statistics. It has the following modifications:

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

Whenever you gain the Ability Score Improvement class feature from this class, your servant's abilities also improve. Your servant can increase one ability score of your choice by 2, or it can increase two ability scores of your choice by 1. As normal, your servant can't increase an ability score above 20 using this feature unless its description specifies otherwise. If you build a new servant, you can improve its stats in the same way appropriate for your level.

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

When you cast *mending* on the servant, you can expend one spell slot to heal the servant. The servant regains 1d8 hit points per level of the spell slot expended plus your Intelligence modifier.

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

IMPROVED CHASSIS

At 5th level, your increased knowledge allows you to improve your servant, modifying its form and increasing its size. You are assumed to finish these improvements during a short or long rest after you reach 5th level.

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

You can now use your Spell Storing feature on your servant, casting the spell into the servant and allowing the servant to cast it. You can also use any infusion on your servant that requires a suit of armor. The servant then benefits from the infusion as if it were wearing armor.

BODY BUILDING MATERIALS

The Golemancer specialization assumes that your Constructed Servant is an arcane-powered golem made of stone, hence the proficiency in stonemason's tools. However, like golems themselves, servants can be constructed out of different materials than this. You may prefer to have a steampunk-styled servant, forged from metal and powered by an internal furnace. Or perhaps you have a wild idea for a servant that is a giant wooden puppet, powered by transmutation magic.

You can build your servant out of other materials, such as metal, wood, clay, or anything else you can think of. There is no mechanical difference between servants made from materials different than stone, but instead of gaining features with stonemason's tools, your features instead work with a different tool appropriate for the material in question. Metal, for example, would suggest skill with smith's tools, while wood would suggest woodworker's tools. Work with your DM to determine what tool would best fit the type of golemancer you are.

UNSTOPPABLE ENGINE

At 10th level, your servant can push itself beyond its normal limits in a time of need. When your servant is reduced to 0 hit points but not killed outright, it can drop to 1 hit point instead. Once your servant uses this feature, it can't do so again until you finish a short or long rest.

MECHANICAL GUARDIAN

At 15th level, your servant can magically absorb damage directed at you. While your servant is within 60 feet of you it can use its reaction when you take damage, and half of that damage (rounded up) is transferred to the servant. Additionally, you have a +2 bonus to your AC if your servant is conscious and within 5 feet of you.

GUNSMITH

Gunsmiths forge firearms powered by a combination of science and magic, allowing them to fight from a great distance.

TOOLS OF THE TRADE

You are deeply familiar with the tools of this specialization.

Proficiencies. When you choose this specialization at 1st level, you gain proficiency with firearms and smith's tools, assuming you don't already have them. You also gain smith's tools for free—the result of tinkering you've done as you've prepared for this specialization.

Crafting. If you craft an item, magic or mundane, with smith's tools, it takes you a quarter of the normal time, and it costs you half as much of the usual gold.

Arcane Magazine. You craft a leather bag used to carry your smith's tools and ammunition for your firearms, known as an Arcane Magazine. Your magazine includes the powders, lead shot, and other materials needed to keep your weapons functioning.

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

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

GUNSMITHING

At 1st level, you forge a deadly firearm, using a combination of arcane magic and your knowledge of metallurgy, choosing from the Firearms table below. See pg 267 of the *Dungeon Master's Guide* for information about firearms and their properties. Firearms are considered martial weapons. They are complex devices which cannot be crafted normally, and you can only have one firearm at a time.

You can use your firearm as a spellcasting focus for your artificer spells. When you gain the Infuse Magic feature, you can apply more than one infusion to your firearm, up to your Intelligence modifier.

If you must repair or replace your firearm, you can do so over the course of three days of work (eight hours each day), expending metal and other raw materials worth a certain amount of gold pieces. The cost to repair your firearm is one half the cost indicated in the Firearms table. Replacing a lost or destroyed firearm costs the full amount. You can also convert your firearm into another type of firearm in the same time for the full cost of the new type.

FIREARMS

Name	Cost	Damage	Weight	Properties
Blast Cannon	500 gp	2d8 piercing	6 lb.	Ammunition (range 20/60), loading, two-handed
Hand Cannon	250 gp	2d4 piercing	3 lb.	Ammunition (range 40/120), light*, loading
Repeating Cannon	500 gp	2d4 piercing	8 lb.	Ammunition (range 80/240), burst fire, reload (30 shots), two-handed
Thunder Cannon	500 gp	2d6 piercing	10 lb.	Ammunition (range 150/450), loading, two-handed

* A firearm with the light property can be used with two-weapon fighting. You must still have a hand free to reload the firearm before you can attack with it again.

EXPERT MARKSMAN

At 5th level, once per turn you can deal extra damage to one creature you hit with your firearm. The extra damage is equal to your Artificer level.

IMPROVED CRITICAL

Beginning at 10th level, your ranged attacks score a critical hit on a roll of 19 or 20 with your firearm.

PENETRATING SHOT

At 15th level, your tinkering with your firearm allows you to place shots which penetrate even into the deepest armor. When you make a ranged attack with your firearm and hit, you can choose to deal extra damage to the target. The extra damage is equal to the result of your roll minus the target's AC.

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

FIREARMS IN DUNGEONS AND DRAGONS

Firearms are a controversial concept in Dungeons and Dragons. Some people love the idea of introducing such technology to the worlds of D&D, and cite the fact that firearms were known as early as the 1400s, while rapiers were not invented until the 1500s. Others think firearms should remain far away from the game, and speak to a style of world that they don't want to play in. Neither of these preferences is wrong, and it's important to keep this in mind when choosing this subclass.

You may wish to use the Gunsmith subclass due to its mechanical benefits rather than the flavor of using firearms. Note that your firearms do not need to be powered by gunpowder. Like the Artificer as a whole, the way you flavor your firearm can have a large impact on how the Gunsmith feels and is received. A firearm could be powered by gunpowder, or it could be a steam-powered cannon or an arcane-charged item utilizing bursts of energy. It could be fueled by electricity or simply be a special kind of crossbow. Even if your group is adamantly against any kind of gun, you can still find common ground and work together to figure out how the mechanics of the Gunsmith can work in the setting you are playing in.

WANDSLINGER

A wandslinger specializes in using conventional arcane focuses, but are able to empower simple spells into deadly long-ranged attacks. Wandslingers are often highly valued in times of war.

TOOLS OF THE TRADE

You are deeply familiar with the tools of this specialization.

Proficiencies. When you choose this specialization at 1st level, you gain proficiency with woodcarver's tools, assuming you don't already have them. You also gain woodcarver's tools for free—the result of tinkering you've done as you've prepared for this specialization.

Crafting. If you craft an item, magic or mundane, with woodcarver's tools, it takes you a quarter of the normal time, and it costs you half as much of the usual gold.

Spellcasting Focus. You gain the ability to use rods, staves, 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.

WAND PROTOTYPE

At 1st level, you can 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 cast the cantrip from the wand (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.

INCREASED CANTRIP RANGE

At 5th level, your expertise with arcane focuses allows you to extend the range of simple spells. Any offensive cantrip you cast through a rod, staff, or wand gains a long range equal to four times the cantrip's normal range. A cantrip is considered offensive if it requires you to make a ranged attack roll or if it forces a creature to make a saving throw. You can target a creature with the cantrip if the creature is within the cantrip's long range. If the creature is beyond the cantrip's normal range, you make the attack roll with disadvantage, or the creature makes its saving throw with advantage (whichever applies to the cantrip).

EMPOWERED CANTRIPS

At 10th level, when you cast a cantrip using any rod, staff, or wand you can add your Intelligence modifier to the damage it deals on a hit (minimum of +1). This extra damage is in addition to the extra damage from your Wand Prototype feature.

Additionally, when a creature succeeds on a saving throw against your cantrip, the creature takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

MASTER OF MAGICAL IMPLEMENTS

Starting at 15th level, rods, staves, and wands that you are wielding have no risk of being destroyed when you use the item's last charge.

Additionally, if you are attuned to such an item, that item regains 1 additional expended charge daily at dawn.

INFUSIONS

Artificers can create amazing magical inventions and infuse mundane items with arcane power. To the untrained, artificers seem like wonderworkers, accomplishing in hours what others need weeks to complete.

The description of each infusion tells you how it works. Some infusions require certain prerequisites before you can learn them, such as a minimum artificer level or a particular specialization. You can't learn such an infusion unless you meet all the indicated prerequisites. Unless an infusion's description says otherwise, you can't learn the infusion more than once.

Your infusions can look however you want, so long as their form and design is appropriate for the infusion and the effect. For example, they could be complex mechanical contraptions, arcane-charged crystals, or runes placed onto an object. You might apply an infusion by tinkering with scrap parts, or holding an object and directly infusing it with magical power.

ACCLIMATIZED ARMOR

Prerequisite: 7th level Item: A suit of armor.

A creature wearing the armor is considered adapted to cold and hot climates. The creature is also acclimated to high altitude, including elevations above 20,000 feet, and ignores any of the drawbacks caused by a deep underwater environment.

AIR SUPPLY

Prerequisite: 7th level

As a bonus action, you can give yourself you an air supply for up to 1 hour, making it so that you cannot drown or suffocate or be affected by inhaled poisons and effects like the *cloudkill* spell. You can use a bonus action on subsequent turns to end this effect. You can use up this air supply all at once or in several shorter increments, each one using a minimum of 1 minute from the duration. Once you use up all your air supply you must begin breathing as normal. Your air supply regains 1 minute of air for every minute that you are not submerged in water or using the air supply.

BOOTS OF THE WINDING PATH

Prerequisite: 5th level

Item: A pair of boots

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.

CLOAKED ARMOR

Prerequisite: 7th level, Armorer subclass

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

DISGUISED WEAPON

Item: A weapon

You or one creature you designate at the time you infuse the weapon can use a bonus action while holding the weapon to magically transform it into another object. The object must be similar in size and general shape to the weapon. For example, a sword or bow could be transformed into a cane, but you could not transform those weapons into an object like a hat. The weapon is indistinguishable from the chosen item while transformed, but glows with transmutation magic through *detect magic*. You or the designated creature can use another bonus action to return the weapon back to its normal form.

ELEMENTAL SHOT

Prerequisite: 7th level, Gunsmith subclass

When you learn this invention, choose one of the following damage types: acid, cold, fire, or lightning. The extra damage dealt by your Expert Marksman feature and Penetrating Shot feature is the chosen damage type.

When you complete a short or long rest, you can change the type of damage to a different type of damage. Only you can use this infusion.

ENHANCED DEFENSE

Item: A nonmagical suit of armor or a nonmagical shield

A creature wearing the infused armor or wielding the infused shield gains a +1 bonus to their Armor Class.

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

ENHANCED WEAPON

Item: A nonmagical simple or martial weapon

An infused weapon becomes magical, and 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.

INTEGRATED ITEM

Prerequisite: Armorer subclass

Item: A weapon or shield

You modify your armor to include an integrated weapon or shield. When you apply this upgrade you must have an item to integrate, and you must choose an appropriate area on your armor the item is located, such as the forearm. The item cannot have the Heavy property.

You can activate the item on your turn as a bonus action. You can either fully discharge the item into your hand or let it remain integrated with your armor. If the item remains integrated then you must treat it as though you are wielding it with one hand, but you cannot be disarmed of it, and your hands remain free.

You can replace the item with a different one at the end of a long rest. You can learn this infusion more than once, choosing a different area of your armor to store the new item. Only you can use this infusion.

MAGICAL SERVANT

Prerequisite: 7th level, Golemancer subclass

You infuse your constructed servant with the knowledge of one cantrip that you know, allowing the servant to cast it as an action. The servant casts the cantrip as if it were your level, using your spellcasting ability.

You can replace the cantrip with a different one at the end of a long rest.

MANY-HANDED POUCH

Prerequisite: 5th level

Item: 2-5 pouches

The infused pouches all share one 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.

MINOR WONDER

Item: A tiny, nonmagical object

You can infuse an object with one of the following properties, which lasts indefinitely.

- 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.

A single object can bear only one of these properties at a time, and you can use an action to touch an infused object and end the effect early.

Unlike other infusions, you can infuse multiple objects at a time without needing to finish a long rest, touching one object each time you wish to bestow a property onto it. The maximum number of objects you can infuse 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.

QUICKENED ARMOR

Item: A suit of armor

A creature wearing the infused armor increases any speed they have by 10 feet.

QUICK-CHANGE ARMOR

Prerequisite: 7th level, Armorer subclass

Your Power Armor can be donned and doffed as an action. While you are not wearing it, your armor is stored in another form that weighs no more than 10 pounds, and is no larger than a case.

When you reach 15th level in this class, your armor can instead be stored in a pocket dimension when not being worn. While in the pocket dimension, the armor cannot be interacted with in any way unless you use your action to summon it. Only you can use this infusion.

RADIANT WEAPON

Prerequisite: 9th level

Item: A nonmagical simple or martial weapon

The weapon becomes magical and 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.

RESISTANT ARMOR

Prerequisite: 9th level

Item: A suit of armor

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

REPEATING FIREARM

Prerequisite: 7th level, Gunsmith subclass

When you use an action on your turn to make a ranged attack with your firearm or cast a spell using your firearm as the focus, you can use a bonus action to make an additional ranged attack with it. Only you can use this infusion.

REPLICATE SPELL

Prerequisite: See below

Choose a spell from any class's spell list. A spell you choose must be of a level you can create, as shown on the Replicable Spell table, or a cantrip. You can cast that spell as if it were an artificer spell for you, though you do not add it to your list of known spells. You must use the infused item as a spellcasting focus for the spell, expending a spell slot as normal. Only you can use this infusion.

You can learn this infusion more than once, choosing a different spell each time.

REPLICABLE SPELL

Spell Level	Required Artificer level
1st	2nd
2nd	7th
3rd	12th
4th	15th
5th	19th

RETURNING WEAPON

Item: A nonmagical simple or martial weapon with the thrown property

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

SCOPE

Prerequisite: 7th level, Gunsmith subclass

Your firearm's normal and long ranges are doubled.

SILENCER

Prerequisite: Gunsmith subclass

Your firearm makes no noise when you make a ranged weapon attack with it.

ALTERNATE STARTING EQUIPMENT

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

STARTING WEALTH FOR ARTIFICERS

Funds

5d4 x 10 gp

MULTICLASSING

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

MULTICLASSING PREREQUISITES

Ability Score Minimum

Intelligence 13

PROFICIENCIES

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

Proficiencies Gained

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

SPELL SLOTS

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

ARTIFICER SPELLS

CANTRIPS (0 LEVEL)

- *Acid splash*
- *Dancing lights*
- *Fire bolt*
- *Guidance*
- *Light*
- *Mage hand*
- *Mending*
- *Message*
- *Poison spray*
- *Prestidigitation*
- *Ray of frost*
- *Resistance*
- *Shocking grasp*
- *Spare the dying*
- *Thorn whip*

1ST LEVEL

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

2ND LEVEL

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

3RD LEVEL

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

4TH LEVEL

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

5TH LEVEL

- *Animate objects*
- *Bigby's hand*
- *Creation*
- *Greater restoration*
- *Passwall*
- *Skill empowerment*
- *Wall of stone*

A friendly shoutout to KibblesTasty for making a fantastic version of his own artificer.

Keep up the awesome work, Kibbles!

They say all artificers must have a rivalry. In a way, I suppose I'm just fulfilling the class fantasy.



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