

# THE WONDERMAKER

A WARLOCK PATRON

**JULIA PLUTA**

An Artificer-Themed Warlock Patron  
for the world's greatest roleplaying game





# CREDITS

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## ON THE COVER

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# THE WONDERMAKER

“Good, you’re here. Come in, come in,” the old man chattered as he gestured for Nira to enter. “How did the last batch work out for you?”

Nira pulled the small cylinder he’d given her from her pouch. “It worked like you said. As I spoke through it, my words entranced one of the gang members. He let me right into their lair.”

“Excellent! I’d hoped that would be the case. It’s so hard to find good test subjects!” He scurried to his workbench and picked up a small bauble that seemed to glow a variety of colors. “Behold! My newest creation!” he said as he handed it to Nira.

Nira looked the bauble over. “What does it do?”

The old man cackled. “It’s a little protective device I’ve designed. Activate it like I showed you with the others, and it will protect you from the elements! It’s genius, as usual!”

Nira added the bauble to her small collection of tools the old man had given her: The wristlet that fired bolts of force and the charming device. “I’ll see to it that this gets good use. Now, what ‘testing’ do you need to be done today?”

## INSPIRATIONS

Fiction is full of heroes who get their tools from a dedicated gadget-master. In the James Bond films, the character Q provides Agent 007 with dozens of gadgets that blur the lines between magic and technology with their unrealistic effects. In *The Adventures of Brisco County Jr.*, Professor Wickwire occasionally showed up to provide Brisco with some gadget to overcome his latest challenge. In *Final Fantasy XIV*, the master smith Gerolt helps the Warrior of Light by forging ever more powerful weapons in the course of their adventures.

If you’ve wanted to be an adventurer with a genius inventor benefactor, then the Wondermaker is the Otherworldly Patron for you.

## WONDERMAKER PATRON FEATURES

You have found a gifted artificer, inventor, tinkerer, smith, or some other famed crafter of fine things who serves as your patron, providing you with devices that function as a Warlock pact for you.

## BONUS SPELLS

When you take this Patron at first level, the following spells are added to the list of Warlock spells for you:

### WONDERMAKER BONUS SPELLS

Class Level	Spells
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1st	<i>absorb elements, cure wounds</i>
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3rd	<i>blur, magic weapon</i>
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5th	<i>haste, revivify</i>
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7th	<i>fabricate, stoneskin</i>
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9th	<i>animate object, Bigby’s Hand</i>
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### WONDERMAKER MAGIC

Because your magic comes from items given to you by your Patron, your Warlock class features, spells, and Eldritch Invocations take on slightly altered forms. Your spells are cast through gadgets or tools from your Patron, like an Artificer’s, and your invocations are devices that provide you with benefits. For example, your *charm person* spell may be cast through some sort of voice modulator and your *absorb elements* may be a magical shielding device that you can trigger, as Nira’s are in the introduction. Your Eyes of the Runekeeper invocation may be a pair of glasses that show you translations of any writing you read. The limit here is your imagination!

Finally, if you choose the Pact of the Chain as your Pact Boon or otherwise gain the *find familiar* spell, your familiar may be a construct instead of the types normally created by those effects.

## END-USER TRAINING

When you take this patron at first level, your patron spends time training you in the use of the technology at your disposal (see sidebar “Wondermaker Magic” for more information). Additionally, they teach you to use your tools to improvise solutions to problems. You gain proficiency in medium armor and your choice of thieves’ tools or tinker’s tools. If you are proficient in both of those tools already, you gain proficiency in an artisan’s tool of your choice instead. You may use a magic weapon or any artisan’s tool you are proficient with as a spellcasting focus for your Warlock spells. Finally, you know the *mending* cantrip, which does not count towards your known cantrips for this class.

## TECH SAVVY

Starting at first level, your guile lends itself to your ability to understand the world. You may add your Charisma modifier to any Intelligence check.

## INVOKED INFUSIONS

Starting at 6th level, you gain access to modifications that can be used to enhance items in your possession, or magic items from your patron. You can replace up to two of your Eldritch Invocations with Artificer Infusions (see *Tasha’s Cauldron of Everything* pp. 20–23 or *Eberron: Rising from the Last War* pp. 61–63) as if the Infusions were Eldritch Invocations. You can choose any infusions which do not have a level requirement, and up to one that requires Artificer 6th level. At 10th level, you can replace an additional Eldritch Invocation that requires Artificer 10th level or lower, and at 14th level, you can replace one more Invocation with an infusion with an Artificer level requirement of 14<sup>th</sup> or lower. You must meet all other requirements for an infusion. You may have a number of infused items at any time equal to the number of infusions you know.



## STYLE OVER SUBSTANCE

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At 10th level, you've learned to apply the "Rule of Cool" to gain the sort of insights your patron does when providing advice gained through careful study. As a reaction, when you or a creature within 30 feet of you makes a saving throw or ability check, you may add your Charisma modifier to that roll. You may use this ability a number of times equal to your proficiency bonus, regaining all uses after completing a long rest.

## MASTER GADGETEER

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At 14th level, you become an expert in using magical equipment. You are proficient in all magical weapons, including firearms if your campaign is using the optional firearms rules. When using a magical weapon that does not have the Heavy trait, you can use your Charisma bonus for attack and damage rolls instead of Strength or Dexterity.

Additionally, you may attune to magic items that require attunement by an Artificer as if you were an Artificer. You may also attune to 1 additional magic item, and you gain a bonus to all saving throws equal to half the number of items to which you are attuned, rounded down.

# A MASTER ENGINEER HAS YOUR BACK

The Wondermaker is a Warlock Patron for anyone who's ever considered that it would be cool to have your own Q, Lucius Fox, or Leonardo Da Vinci building incredible gadgets and tools for your adventuring character.

Inside, you'll find the complete Wondermaker subclass. The *Player's Handbook* or *Basic Rules*, and either *Tasha's Cauldron of Everything* or *Eberron: Rising from the Last War* are required to get the most from this subclass.

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