

THE ARTIFICER

A 5E CHARACTER OPTION

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THE ARTIFICER

The sound of pestle on mortar fills the camp as an Aerenal elf grinds the herbs to enchant the waters which will fuel her potions for the day—pleasant smells arise after, filling the clearing and invigorating her comrades in arms-to-rise for the morning. She enchants the water boiling in her kettle and pours it over the ground roots in the container, sealing and swirling it for several minutes in her practiced hands. The elixir comes to life, and as she studies its milling churns, she notices and regards the reflection of her halfling comrade in the glassy sides of her bottle as he sits down to breakfast.

In deep concentration, a Zil gnome pours over the designs on their writing desk. Iron carapaces of motionless beasts lay behind them, waiting patiently for the latest design to give life. They finish the last ward on the design. In their shaking hands they hold the key to awakening life from nothing, in a way which will not break the treaties of the Last War.

Tinkering and prodding, a Khorovar human covered in rubbish prods, probes, and works to deliver a spell into his latest scavenged discovery. His mischievous smile makes his excitement palpable even under a layer of grime, as he pulls apart the springs and compartments—revealing the crystal he has been looking for which will add a ... bang to his creations. He holds it to the light to inspect the Rare Ingredient he's been searching for, encased in Khyber.

FORGE AND FIRE

The art of magic is more a science than an art. It is repeatable, reliable, and logical. Those who study the practice are rarely able to learn more than a few spells. Through diligent study, repeated practice, and exceptional talent, a handful of individuals are able to achieve perfection. In this perfection, some seek fame, others glory, others merely seek knowledge to know and know better. However, Artificers seek knowledge to create crafts of their own, and to extend these crafts for the benefit of others.

LEADERS OF DESIGN

Artificers are casters, magical adepts and arcanists who hope to extend their knowledge of magic to those without it. They are creatures who are drawn to architecture, the beauty of design, and where the foci of aesthetic and practicality meet. They are experts of magic who pull apart the fabric of the universe to understand the lines and how they weave, only to put them back together in a way that better the lives of their friends and family, and those who need them ... or worsen the lives of their enemies.

CREATING AN ARTIFICER

As you create an artificer, the most important aspect will be your relationship to your creations. Do they serve a means to an end for you, or is there deeper, intrinsic meaning to each creation? Why did you begin studying a craft?

Once you have your relationship, the next step is to determine what motivates you to continue pursuing a life of creation. Do you look to improve the lives of people around you? Are you tangled in an arms race with your House, and you must deliver results no matter the cost?

QUICK BUILD

You can make an artificer quickly by following these suggestions. First, Intelligence should be your highest stat, followed by Dexterity, and then Constitution. Then, choose the Clan Crafter or Cloistered Scholar background.



THE ARTIFICER

Level	Proficiency Bonus	Features	Max. Infusions Per Day	Cantrips Known	1st	2nd	3rd	4th	5th
1st	+2	Ardent Crafting, Signature Artifice	—	—	—	—	—	—	—
2nd	+2	Arcane Infusions, Spellcasting	1	3	2	—	—	—	—
3rd	+2	Artificer Specialization	1	3	3	—	—	—	—
4th	+2	Ability Score Improvement	1	3	3	—	—	—	—
5th	+3	Swift Infusion	2	3	4	2	—	—	—
6th	+3	Ardent Crafting	2	3	4	2	—	—	—
7th	+3	Artificer Specialization Feature	2	3	4	3	—	—	—
8th	+3	Ability Score Improvement	2	4	4	3	—	—	—
9th	+4		3	4	4	3	2	—	—
10th	+4	Indulgent Attunement	3	4	4	3	2	—	—
11th	+4	Artificer Specialization Feature	3	4	4	3	3	—	—
12th	+4	Ability Score Improvement, Ardent Crafting	3	4	4	3	3	—	—
13th	+5	—	4	4	4	3	3	1	—
14th	+5	—	4	4	4	3	3	1	—
15th	+5	Artificer Specialization Feature	4	4	4	3	3	2	—
16th	+5	Ability Score Improvement	4	4	4	3	3	2	—
17th	+6	—	5	5	4	3	3	3	1
18th	+6	Snapcaster	5	5	4	3	3	3	1
19th	+6	Ability Score Improvement, Ardent Crafting	5	5	4	3	3	3	2
20th	+6	Arcane Transmutation	5	5	4	3	3	3	2

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 armor, medium armor

Weapons: Simple weapons, heavy crossbows

Tools: Three tool proficiencies of your choice

Saving Throws: Constitution, Intelligence

Skills: Choose two from Arcana, History, Insight, Investigation, Medicine and Nature.

EQUIPMENT

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

- Any simple weapon and leather armor
- A light crossbow and 20 bolts
- A codex

- One tool set of your choice
- (a) a crafter's pack or (b) an explorer's pack

ARDENT CRAFTING

At 1st level, your crafting methods are superior, though volatile and hasty. You gain the ability to craft a number of common magical items per day equal to your Intelligence Modifier (minimum 1). You must have the correct schema, a tool set appropriate to the item, and materials appropriate to the item. When you craft in this way, you ignore half the material cost of any item you create. You can also choose to make a non-magical piece of equipment or item using Ardent Crafting. The crafting cost is limited by the maximum on the magical item you could normally make.

The item you craft in this way loses potency over a long rest, falls apart, or otherwise ceases to function. When your item falls apart, you can gather the materials to remake or repurpose for items later, if you are able. If the item was consumed, you must gather or use fresh ingredients to make a new one. At 6th level, when you perform Ardent Crafting, you can make one uncommon item once per short rest or long rest. At 12th you can make a rare item once per long rest. At 19th level, you can make a Very Rare item once per long rest. All items made in this way count toward your

total items you can make per day with Ardent Crafting, up to your Intelligence modifier (minimum 1).

In addition, at 1st level, you create your own codex, and learn to read, decipher, and create schema. Your codex contains your choice of two schema for non-magical items or non-living equipment worth 50 gp or less, and one schema for a common magical item. Your codex holds the research you need to use and apply spells, storing them for your work in both crafting and casting alike.

When you come across a new item of a rarity you can create with Ardent Crafting, you can spend time with it to divine its schema using a set of tools appropriate to the item. When you do so, you destroy the item to discover its secrets. For a common item, you must spend a short rest with it to learn how to recreate its effects. An uncommon item requires a long rest, a rare item requires a week, and a very rare item requires 30 days. If the item requires attunement, you must attune to the item to divine its properties. Once you have divined an item's schema, you can craft it so long as you meet the prerequisites. You can also create an item without a schema, using pieces of other designs, however mishaps are possible at the DM's discretion.

For more information on schema and item creation, refer to Chapter 2 "The Magical Economy" of *Wayfinder's Guide to Eberron* regarding cost of creation.

VARIANT: ARCANE ENCUMBRANCE

Encumbrance rules are vital to ensuring this class runs smoothly, however consider the following variant for this class:

Arcane Encumbrance. The items you craft from Ardent Crafting are unstable, and must be packed and transported with extra care. You gain a number of Ardent Crafting slots equal to your Intelligence score. Each rarity of an item takes up a certain number of slots, representing the amount of space it must take up to be carried safely.

ARCANE ENCUMBRANCE TABLE

Rarity	Slots Used
Common	1
Uncommon	2
Rare	3
Very Rare	4

SIGNATURE ARTIFICING

At 1st level, choose a number of items equal to half your proficiency bonus, rounded down, from the following items: Acid, Alchemist's Fire, Antitoxin, Potion of Climbing, Potion of Healing, or any single item worth 25 gp or less from the Adventuring Gear Table in Chapter 5 "Equipment" of the Player's Handbook.

You add these as schemas to your codex. You can craft one of these items free of crafting cost once per long rest. You must have the appropriate tools to do so.

SPELLCASTING

At 2nd level, you have learned to draw on arcane magic through rigorous study and practice to cast spells as a wizard does. See [Spells Rules](#) for the general rules of spellcasting, and see the end of this document for the Artificer Spells list.

SCHEMA EXPANDED

You add five spells of your choice to your codex from the Artificer Spells list. Your codex is the repository for artificer spells you know, except for your cantrips, which are fixed in your mind.

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 Spells 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 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 *alarm*, 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 studying your creations and codex: at least 1 minute per spell for each spell on your list.

CANTRIPS

At 2nd level, you know three cantrips of your choice from the Artificer Spell list. You learn additional artificer cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Artificer table.

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your artificer spells. You use your Intelligence whenever a 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 or when making a spell attack roll.

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

Spell attack modifier = your proficiency bonus + your Intelligence modifier

SPELLCASTING FOCUS

You can use tinker's tools, other tool kits in which you are proficient, or one of your creations as a spellcasting focus for your artificer spells.

Your Codex

The spells that you add to your codex as you gain levels reflect the constant progress and tinkering you conduct in order to make newer and more innovative technology. You might find other spells during your adventures by studying their nature from magical objects. Discovering relics of years long past in order to make way for a brighter future.

Copying a Spell into the Codex. When you find an artificer spell of 1st level or higher, you can add it to your codex if it is of a spell level you can prepare, and if you can spare the time to decipher and copy it.

Copying that spell into your codex involves reproducing the basic form of the spell, then deciphering the unique system of notation used by the enchanter who created the item. You must practice the spell until you understand the mechanisms which guide it, then transcribe it into your codex using your own notation.

For each level of the spell, the process takes 2 hours and costs 50gp. The cost represents material components you expend as you experiment with the spell to master it, as well as the fine inks you need to record it. Once you have spent this time and money, you can prepare and infuse the spell, just like your other spells.

Replacing the Book You can copy a spell from your own codex into another book--for example, if you want to make a backup copy of your codex. This is just like copying a new spell into your codex, but faster and easier, since you understand your own notation and already know how to infuse the spell. You need spend only 1 hour and 10 gp for each level of the copied spell.

If you lose your codex, you can use the same procedure to transcribe the spells that you have prepared into a new codex. Filling out the remainder of your codex requires you to find new spells to do so, as normal. For this reason, many artificers keep backup codex in a safe place.

Your Codex's Appearance Your codex is a unique compilation of spells, designs, and architecture, with its own decorative flourishes and margin notes. You choose the form that this book takes.

LEARNING SPELLS OF 1ST LEVEL AND HIGHER

Each time you gain an artificer level, you can add one artificer spell of your choice to your codex for free. This spell must be of a level for which you have spell slots, as shown on the Artificer table. On your adventures, you might find other artificer spells by divining the schema from items. If these spells are of a level you can prepare as per the Artificer table, you can add them to your codex.

INFUSE ITEM

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

INFUSING AN ITEM

Whenever you finish a long rest, you can touch a non-magical object and imbue it with a spark of magic. You infuse the item with one of your prepared artificer spells by expending a spell slot as though casting it. When you do so, any creature carrying or wielding the item can cast the infused spell. This item is known as an Infusion.

When the bearer of the item casts from an Infusion, it does so as though it is the caster of the spell, choosing targets and range as normal, and using its action or bonus action (as per the spell) to do so.

If the spell requires a spell attack or saving throw, it uses your spell attack roll or spell save DC.

You can Infuse more than one non-magical object at the end of a long rest, up to your maximum as shown in the Maximum Infusions per Day column of the artificer table. You must touch each of the objects, each object can only hold up to one spell. You cannot exceed your maximum number of Infusions.

Infusions last until you Infuse new items. If you do not Infuse any new items after a long rest, you can choose for the existing Infusions to persist.

ARTIFICER SPECIALIZATION

At 3rd level, you zero in on your specialized craft, choosing one of the following: Alchemist, Homonculist, or Saboteur. This choice grants you additional options at 7th, 11th, and 15th level.

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. You cannot increase an ability score above 20 using this feature.

SWIFT INFUSION

At 5th level, your practice in the art of infusing power into an item has granted you an accelerated workspace. You can now Infuse an item after a short or long rest.

You are still limited by your maximum number of Infusions per day.

INDULGENT ATTUNEMENT

At 10th level, you ignore the attunement requirements on items for the purposes of divining schema from items. In addition, you can attune to 4 items instead of 3.

SNAPCASTER

At 18th level, you can Infuse an item as an action or bonus action.

In addition, you gain one renewed use of your Infusion ability after a short rest.

ARCANE TRANSMUTATION

At 20th level, your experience with devices allows you to not only enchant, infuse, and craft them but also transmute them. Once per day, you can convert one item into another of the same rarity or lower for which you have a schema.

ALCHEMIST SPECIALIZATION

As an alchemist, your methods are calculated, scientific, and based in practical experimentation. There is a procedure and an understanding to the natural philosophy that guides the world, and there is always a reason beneath the ebbs and flows of magic.

Understanding, maintaining, and applying the knowledge of the craft is what drives Alchemists to complete their work. Alchemists are the masters of solidifying arcane knowledge into not only the potions and elixirs, but substances, crystals, and mists as well. All of which comes down to gold, in the end. This precious metal holds power far beyond the socio-political landscape, and you are unraveling its properties one at a time.

SECRETS OF ALCHEMY

When you choose this Specialization at 3rd level, you begin perfecting your life's work to discover the secrets of Alchemy. You do not need raw materials to produce magical effects, instead expending gold directly when using your Ardent Crafting.

You can also convert nonliving, non-magical raw materials directly into gold. Doing so requires an alchemy kit and time. You can convert up to 10 gp of material per hour spent working.

When you use your Ardent Crafting to craft a *consumable* common item, the item does not degrade at the end of a long rest. You still need to gather materials (or have the equivalent gold cost) to make the consumable item.

You gain proficiency with alchemist supplies. If you are already proficient with alchemist supplies, you instead double your proficiency bonus on any Ability check related to using your alchemist supplies.

SWIFT ADMINISTRATION

When you choose this Specialization at 3rd level, you can use your bonus action to administer potions and other consumables.

EFFICIENT CREATIONS

At 7th level, you learn to generate more arcana from a single item. Whenever you convert materials directly into gold, or vice versa, you can now convert 100 gp of the item's value per hour spent working.

ALCHEMICAL ADEPT

At 11th level, your work in the field has given you invaluable experience with creations arcane. Your ability to divine the schema from consumable items and add their spells to your codex as spells you can prepare and cast extends to arcane spells beyond the artificer spell list.

When you divine the schema from a consumable item with a spell not listed in your artificer spell list, you can add it to your codex as per the normal prerequisites of adding spells, and prepare and cast it as though it is on your artificer spell list. You may add a number of spells in this way equal to your Intelligence modifier.

TIMELESS CREATIONS

At 15th level, you begin to discover the secrets of immortality. Your consumable creations from Ardent Crafting no longer degrade over time. In addition, you perfect a schema for a phylactery of your own design.



HOMONCULIST

The memories of blade against iron and steel are all too recent and tangible. The age of warforged creation might be over, but the curiosity which first created automated life has not diminished. There are those who seek to create companions which mimic life. Those like you.

As a Homonculist, you push the political envelope, toeing the terms and securities of the treaties which ended the Last War, all in the name of knowledge, ambition, or just in service of a contract. Under the broad scope of creation afforded to you through study, trial and error, and countless ruined attempts, you design and build a creature. Only to rebuild again and again, seeking the perfect companion. The work is never ending, but Homonculists never find it less satisfying.

ARTIFICER'S CONSTRUCT

When you take this Specialization at 3rd level, the designs you have spent nearly every waking moment on literally spring to life.

You gain a construct as a companion, using the "Homonculus Focus" statblock, choosing one from **Tank**, **Ballista**, and **Striker**. You additionally choose a "Homonculus Shape" to modify this.

You add your proficiency bonus to the construct's AC, attack rolls, and damage rolls.

Actions. On your turn, you can verbally command the construct where to move, requiring no action on your part. It acts on your initiative. As an Action, you can command the construct to perform the Attack, Dash, Disengage, or Help action. The construct obeys your commands as best as it can so long as you are within 60ft. of one another. If an action you command would move your construct more than 60ft. from you, your construct does its best to follow the command as given, awaiting orders until it is within 60 ft. of you again, and using its movement to return to this range on its initiative to receive further commands.

If you do not or cannot issue a command, the construct uses the Dodge action.

Items Your construct is a creature but not a character, and cannot attune to magical items.

Hit Points. Your construct gains a number of hit points which correspond to the stat block you choose. It gains an additional number of hit points equal to your artificer level x its Constitution modifier.

Mending. Your construct does not heal on its own. Instead you mend it by spending time with it, healing 1 hit point for each 10 minutes applying and fixing its chassis. If you know the *Mending* cantrip, you heal 1 hp per use of *Mending* instead. At the DM's discretion, spare parts and materials could be necessary to the upkeep and repair of your construct. You can also apply swifter magical healing by using your spell slots to mend your construct 2d6 hp for each level of spell slot you expend to mend it. This magical healing has a range of touch.

Mending Beyond Repair. When your homonculus reaches 0 hit points, it is unconscious and rolls death saving throws as normal. If your homonculus dies, it falls apart. If you are able to gather its chassis, you can work to bring it to 1 hp over the course of 8 working hours, provided you have the appropriate tools. If you are unable to collect its body, you must spend a week seeking out the right components and parts to rebuild it. You can then rebuild over the course of 8 hours.

Building a Homonculus Your homonculus may share commonalities with other constructs, but this design is yours. Its parts are made up of pieces which have come into your life, and you have chosen them specifically for its creation. Primary materials of wood and stone, curios you have stumbled upon, and dramatic embellishments of your own design are featured. You choose how your homonculus appears.

HOMONCULUS SHAPE

Choose one of the following, representing the form. The shape will also direct your flavor in how it attacks, moves, behaves, and how Aspects of Design will be applied.

Bear, Bull, Horse: Your construct as Advantage on Strength-based checks to avoid falling prone and to charge, and its speed increases by 10 ft.

Armadillo, Pangolin, Turtle: Your construct gains +1 AC.

Octopus, Snake: Your construct has Advantage on Strength-based checks made to grapple and swim.

Ape, Panther: Your construct has Advantage on Strength-based checks made to climb and balance, and gains a climb speed equal to its movement.

TANK

Medium construct, lawful neutral

Armor Class 14(Constructed Armor)

Hit Points Artificer level x 5

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	18 (+4)	6 (-2)	9 (-1)	4 (-3)

Heavyweight. When this construct would be dropped to 0 hp, it can use its reaction to roll a DC10 Constitution saving throw. If it succeeds, it drops to 1 hp instead.

Armored Design. You add your half your Intellect modifier, rounded down, (minimum 1) to your construct's AC.

Condition Immunities Charmed, exhaustion, frightened, poisoned

Senses passive Perception 9

Languages One shared with its creator, but cannot speak

Actions

Slam. *Natural Weapon Attack:* + 2 to hit, reach 5ft., one target. *Hit* 1d4 + 2 bludgeoning damage

BALLISTA

Medium construct, lawful neutral

Armor Class 12 (Constructed Armor)

Hit Points Artificer level x 3

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	12 (+1)	6 (-2)	9 (-1)	4 (-3)

Easy Ammunition Your ballista construct is built to handle any tiny object as ammunition.

Scope Shot. You add half your Intelligence modifier, rounded down, (minimum 1) to your construct's *Ranged Ballista Attack* rolls and ranged damage rolls.

Condition Immunities Charmed, exhaustion, frightened, poisoned

Senses passive Perception 9

Languages One shared with its creator, but cannot speak

Actions

Slam. *Natural Weapon Attack:* + 2 to hit, reach 5ft., one target. *Hit* 1d4 + 2 + your proficiency bludgeoning

Ranged Ballista Attack. +4, Range: 120'/300', one target. *Hit* 1d4 + 4 bludgeoning damage.

STRIKER

Medium construct, lawful neutral

Armor Class 13 (Constructed Armor)

Hit Points Artificer level x 4

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+2)	14 (+2)	6 (-2)	9 (-1)	4 (-3)

Heavy Hitter. This creature can be equipped with weapons. If it has no weapons, treat its weapon die as a d6, as shown below. If you take Aspects of Design which improve its damage die, treat the damage die as one die size larger.

Tactical Striking. You add half your Intelligence modifier, rounded down, (minimum 1) to your construct's weapon and *Slam* attack and damage rolls.

Condition Immunities Charmed, exhaustion, frightened, poisoned

Senses passive Perception 9

Languages One shared with its creator, the homonculus cannot speak

Actions

Slam. *Natural Weapon Attack:* + 4, reach 5ft., one target. *Hit* 1d6 + 4 bludgeoning damage

ASPECT OF DESIGN

At 3rd level, you gain two Aspects of Design to apply to your construct so long as you meet the prerequisites. A level prerequisite refers to your level in this class.

Whenever you gain a new level in this class, you can replace one of your older Aspect of Design choices for a new one. If you do so, the construct can no longer perform or meet the requirements of the replaced Aspect.

An Aspect of Design will note if it can be chosen multiple times.

You gain additional Aspects of Design at 7th, 11th, and 15th level.

- **Bodyguard.** Your construct is protective of you. Whenever you are the target of an attack roll that either you or your construct can see, and are within 5ft. of one another, you can use your Reaction to have the construct impose Disadvantage on the attack roll. If the attack roll hits, you can opt to deal any resulting damage to the construct instead of yourself.
- **Critical Striker.** (Prerequisite 15th level) When your construct makes an attack roll, and the die shows a 19 or 20, the attack roll counts as a critical hit.
- **Eidetic.** Your construct is equipped with a globe which allows it to store moments in the form of moving, silent images paired with snippets of sound. As an Action you can trigger this ability, which thereafter stores a number of minutes equal to your artificer level of visual and audio information.

- **Far Commander.** (Prerequisite 7th level) You can command your construct when it is within 120ft. of you (rather than within 60ft.)
- **Helpful.** (Prerequisite 7th level) You can use a bonus action to command your construct to take the Dash, Disengage, or Help Action on its turn.
- **Knowledgable.** You have designed your construct to hold secrets and details by the very source of power which fuels it. You have advantage on any Intelligence (Arcana) and Intelligence (History) check made to recall arcane lore and history.
- **Large.** (Prerequisite 7th level) Your construct is a Large creature, and doubles its carrying capacity. If your construct is one size larger than you, you can treat it as a mount.
- **Magical Resilience.** (Prerequisite 15th level) Your construct's own magical field protects it. It gains resistance to damage from magical sources.
- **Militaristic.** (Prerequisite 11th level) Whenever you command your construct to take the Attack action, the construct can make two *Slam* attacks.
- **Sensory Input** You maintain a connection with your construct from a distance and are able to magically perceive through its visual senses.
- **Small.** (Prerequisite 7th level) Your construct is a Small creature, and halves its carrying capacity.
- **Siegebreaker.** Whenever your construct deals damage to an object, the damage it deals is doubled.
- **Shielded.** Your construct gains a +2 bonus to AC.

- **Skilled.** Your construct gains proficiency in your choice of three of the following skills: Acrobatics, Athletics, Sleight of Hand, or Stealth. You can also choose from your choice of a tool set or language.
- **Spellbound.** Your construct has been ingrained with magical abilities. It can cast a cantrip, which must be chosen from the wizard's spell list when this Aspect of Design is taken. You can command your construct to cast this cantrip as an Action. The construct uses your artificer spell attack or spell save DC, if applicable.
- **Thick Chassis.** *(Prerequisite 7th level)* When determining your construct's hit points, you increase the multiplier by 1. If it is 3, treat it as 4. If it is 5, treat it as 6. You can take this Aspect multiple times.
- **Volatile.** *(Prerequisite 15th level)* Whenever your construct would roll an attack roll with advantage, and both results would hit, it deals an additional die of damage.

IMPROVED DESIGN

At 7th level, your construct gains resistance against non-magical slashing, bludgeoning, and piercing damage.

CONSTRUCT PUPPETEER

At 11th level, you learn to focus your arcane talents on smaller objects. You can cast *Animate Objects* once per long rest without expending a spell slot. Intelligence is your spellcasting ability for this spell.

INGENUITIVE DESIGN

When you reach 15th level in this class, you have taught your construct a number of default commands. You can issue a command to your construct without using an action or bonus action a number of times equal to your Intelligence modifier (minimum 1) per long rest.

SABOTEUR

Where there is destruction, there is new creation, and no one knows this better than the salvagers and trickery artists who make up saboteurs. The manipulation of technology at its most basic functions draws on wartime tactics, espionage, and the pursuit of outmaneuvering the mechanics.

As a saboteur, your life's work revolves around the disassembling of devices to create new and useful things for yourself and yours. Some are drawn to this life of scrapping and salvaging to support their communities in wartorn areas. Others are expertly trained spies recovering from life after the war. For others, it's a dangerous and explosive hobby they've found quite useful.

Whichever you are, you find a certain solace in the anarchy which springs from your deeds.

MECHANICAL DISSONANCE

When you choose the Saboteur Specialization at 3rd level, your relationship with your creations becomes one of opportunity and timing. Infusions and devices you make from Ardent Crafting respond to you as the caster even if you are not wielding the item at the time.

In order to cast from an item in this way, you must be and remain within 60 ft. of the item. Additionally you must be able to satisfy the verbal or somatic components for the duration of the spell. If the spell requires Concentration, you must maintain Concentration. The spell uses your spell attack bonus or saving throw, if required.

The origin point of the spell becomes your Infusion or Ardent Craft. Any range of distance required by the spell must be from the origin. Any spell with a range of "self" now targets the item.

SABOTAGE FAMILIARITY

At 3rd level when you take this specialization, you gain proficiency in thieves tools and trap-making kits. If you already have proficiency in thieves tools, gain double proficiency instead.

In addition, you gain proficiency on checks made to search for traps and hazards.

EXPANDED ARCANA

At 7th level, your knowledge of how to undermine and engage your enemies becomes broadened by experience. You learn two spells of your choice to your spellbook from any spell list. These spells must be of the evocation or transmutation schools, and of a level you can cast (or lower). As you gain levels in the artificer class, you can trade one of these spells out for another spell, with the same prerequisites as above.

DOUBLE THREAT

At 11th level, you can Infuse a trap with two spells instead of one. You must use a separate Action to activate each one. If the spells' durations coincide, the DM can optionally determine if they have random or chaotic effects with one another.

QUICKENED TRAPPING

At 15th level, when another creature ends its turn, you can activate one of your Infusions as a reaction. You can do this a number of times per day equal to your Intelligence modifier (minimum 1).

ARTIFICER SPELLS

CANTRIPS (0 LEVEL)

Acid Splash
Blade Ward
Mage Hand
Mending
Mold Earth
Produce Flame
Shape Water
Shocking Grasp
Thunderclap

1ST LEVEL

Absorb Elements
Alarm
Armor of Agathys
Color Spray
Cure Wounds
Detect Magic
Expeditious Retreat
Feather Fall
Fog Cloud
Grease
Identify
Jump
Longstrider
Mage Armor

Magic Missile
Shield
Silent Image
Snare
Tenser's Floating Disc
Thunderwave

2ND LEVEL

Arcane Lock
Arcanist's Magic Aura
Blur
Darkness
Darkvision
Enhance Ability
Find Traps
Heat Metal
Invisibility
Knock
Levitate
Locate Object
Magic Mouth
Magic Weapon
Mirror Image
Protection from Poison
See Invisibility
Shatter
Silence

Spider Climb
Warding Wind
Web

3RD LEVEL

Counterspell
Daylight
Dispel Magic
Elemental Weapon
Flame Arrows
Glyph of Warding
Leomund's Tiny Hut
Lightning Arrow
Magic Circle
Nondetection
Protection from Energy
Sending
Stinking Cloud
Tongues
Water Breathing
Waterwalk

4TH LEVEL

Arcane Eye
Confusion
Dimension Door
Elemental Bane

Fabricate
Fire Shield
Freedom of Movement
Hallucinatory Terrain
Locate Creature
Mordenkainen's Private
Sanctum
Otiluke's Resilient Sphere
Secret Chest
Stone Shape

5TH LEVEL

Animate Objects
Antilife Shell
Awaken
Circle of Power
Conjure Elemental
Creation
Passwall
Planar Binding
Scrying
Swift Quiver
Teleportation Circle
Transmute Rock
Wall of Force

MULTICLASSING

Prerequisites: Intelligence 13

Proficiencies gained: One set of Artisan's tools

CRAFTER'S PACK

A backpack, a small hammer, flint and steel, a small set of vials, a bag of 1000 nails, a small knife, a chisel, a set of tongs

CREDITS



Phantom Rollbooth is a community dedicated to tabletop roleplaying games, and the people who make them. We help support our community members through <https://www.patreon.com/phantomrollbooth/posts> and organize streaming on <https://www.twitch.tv/phantomrollbooth>. Come join our community on Dischord at <https://discord.gg/Nmfn4Me!>.

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