

Flavorful Infusions: additional infusions for the revised artificer.



Preface

The new revised artificer is great and the infusion mechanic is flavorful, but the selection of infusions is lacking. In my current campaign I DM for a group that includes an artificer, I have homebrewed some additional infusions for him to play with. I have decided to share these so other artificers can also use them. The infusions have been play tested but they are far from perfect, keep that in mind when using them. I shall continue working on these as my campaign progresses. I shall update this document in the future with balance changes and new infusions. Most infusions are designed with flavor in mind, however some infusions influence combat.

Infusions

Disarming Device

Item: A rope, whip or chain (requires attunement)

As an action, you can attempt to disarm a creature within 30 feet. The creature must make a Strength saving throw against your spell save DC, with advantage if he is holding the weapon with both hands. On a failure the creature drops his weapon and you pull it 30 feet into your direction. Magic weapons cannot be disarmed.

Orb of Light Absorption

Item: A black rock or stone

As an action, you can use this item to snuff out all non-magical light in a 120 feet radius.

Magnifying Optic

Item: A monocle, a pair of glasses or an artificial eye. (requires attunement)

Looking through the Magnifying Optic will enable a 8x magnification, allowing the artificer to discern details from a great distance. Using the optic you can also, as an action, look through the eyes of the *Alchemical Homunculus* or the *Arcane Turret* if it is within 120 feet of your location. During this time, you are deaf and blind with regard to your own senses.

Optic of Reading

Item: A monocle, a pair of glasses or an artificial eye. (requires attunement)

When you create this infused item choose a single language. Using the Optic of Reading you can read (not hear) texts written in this language without issue. Furthermore the Optic of Reading allows you to read more efficiently. You read texts three times as fast as normal and you have advantage on remembering anything you have read while using the Optic of Reading.

You can choose an additional language to read when you reach level 12 in this class.

Quill of Illusion

Item: A quill

The artificer can use the Quill of Illusion to cast the *illusionary script* cantrip. After using the Quill of Illusion once it needs to recharge. During a short rest the artificer can take some time to recharge the Quill of Illusion.

Sheath of Cloaking

Item: A sheath

You infuse your weapon's sheath with illusionary magic. The sheath becomes invisible, including any weapon it holds, allowing the artificer to hide his weapon while it is stowed. Anyone searching for the sheath must succeed on a Investigation check versus your spell save DC in order to find it.

Emergency Armor

Item: A suit of armor

You infuse your armor with the means to prevent you from dying. When you are reduced to 0 hitpoints while wearing the Emergency Armor you are automatically stabilized.

Aquatic Armor

Item: A suit of armor (requires attunement)

You adapt your armor to better suit a aquatic environment. While wearing the Aquatic Armor you gain swimming speed equal to your movement and you can breathe underwater for 10 minutes.

Auto Loader

Prerequisite: 5th-level artificer

Item: A blowpipe, hand crossbow or light crossbow (requires attunement)

When infused with the Auto Loader the weapon ignores the *loading* property.

Vocal Enhancer

Item: A fake tooth, a microphone or a mouthpiece

While wearing the Vocal Enhancer you can create one of the following effects:

- You can make your voice three times as loud.
- You can alter how your voice sounds, masking your true voice.
- You can attempt to imitate a voice of another person. In order to do so you must succeed on a DC14 performance check. Should you succeed a creature can make a Insight check versus your spell save DC to uncover the ruse.
- Should you decide to sing the Vocal Enhancer mechanically alters any wrong note, turning it into the correct note.

Auto Loader

Prerequisite: 5th-level artificer

Item: A blowpipe, hand crossbow or light crossbow (requires attunement)

When infused with the Auto Loader the weapon ignores the *loading* property.

Boots of Running Fast

Item: A pair of boots (requires attunement)

While wearing the Boots of Running Fast your speed is increased by 10 feet.

Object of Switching

Prerequisite: 5th-level artificer

Item: Any mundane object (requires attunement)

As an action, you can activate the Object of Returning for 1 hour, while it is active you need to concentrate on it (as in concentrating on a spell). At the moment you lose your concentration or you decide to end the spell you immediately switch places with the Object of Returning if it is within 120 feet of your location.

Tongue of the Frog

Item: Your tongue

As an action or reaction, you can shoot out your tongue like a frog. The tongue is sticky and can grab any object within 30 feet and return it to you. The tongue cannot grab objects that are being held or stowed by another creature.

Arcane Ammunition

Item: A ranged weapon

You infuse a ranged weapon with the ability to create its own bolts, arrows or bullets so you never run short of ammunition. These munitions are magic in nature and grant a +1 bonus to attack and damage rolls.

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