

# Artificer for 5.5e

Masters of unlocking magic in everyday objects, artificers are supreme inventors. They see magic as a complex system waiting to be decoded and controlled. Artificers use tools to channel arcane power, crafting magical objects. To cast a spell, an artificer could use alchemist's supplies to create a potent elixir, calligrapher's supplies to inscribe a sigil of power on an ally's armor, or tinker's tools to craft a temporary charm. The magic of artificers is tied to their tools and their talents.

## 1.1 ARCANE SCIENCE

Magic and Science are one in the same in the modern understanding. An artificer takes the classical understanding of the arcane and incorporates it with other branches of technology to create more sustainable and efficient machines. The ability to infuse mundane objects with magic, and the ability to create items which do not require the massive amounts of power that magic requires are among the skills which artificers perfect.

## 1.2 SEEKERS OF NEW LORE

Nothing excites an artificer quite like uncovering a new metal or discovering a source of elemental energy. In artificer circles, new inventions and strange discoveries create the most excitement. Artificers who wish to make their mark must innovate, creating something fresh, rather than iterating on familiar designs.

This drive for novelty pushes artificers to become adventurers. Artificers seek the frontiers of civilization in hopes of making the next great discovery in arcane research, taking from technology in all different cultures to push the envelope of technology, searing their name into historical annals.

## 1.3 CREATING AN ARTIFICER

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

## 2 ARTIFICER

| Level           | Proficiency Bonus | Features   | Infusions Known | Infused Items | Cantrips Known | Spell Slots Per Level |   |   |   |   |
|-----------------|-------------------|--|-----------------|---------------|----------------|-----------------------|---|---|---|---|
| 1 <sup>st</sup> | +2                | Magical Tinkering, Spellcasting                  | -               | -             | 2              | 2                     | - | - | - | - |
| 2 <sup>nd</sup> | +2                | Infuse Items                                     | 4               | 2             | 2              | 2                     | - | - | - | - |
| 3 <sup>rd</sup> | +2                | Artificer Specialist, The Right Tool for The Job | 4               | 2             | 2              | 3                     | - | - | - | - |
| 4 <sup>th</sup> | +2                | Ability Score Improvement                        | 4               | 2             | 2              | 3                     | - | - | - | - |
| 5 <sup>th</sup> | +3                | Artificer Specialist Feature                     | 4               | 2             | 2              | 4                     | 2 | - | - | - |
| 6 <sup>th</sup> | +3                | Tool Expertise                                   | 6               | 3             | 2              | 4                     | 2 | - | - | - |

|                  |    |                              |    |   |   |   |   |   |   |   |
|------------------|----|------------------------------|----|---|---|---|---|---|---|---|
| 7 <sup>th</sup>  | +3 | Flash of Genius              | 6  | 3 | 2 | 4 | 3 | - | - | - |
| 8 <sup>th</sup>  | +3 | Ability Score Improvement    | 6  | 3 | 2 | 4 | 3 | - | - | - |
| 9 <sup>th</sup>  | +4 | Artificer Specialist Feature | 6  | 3 | 2 | 4 | 3 | 2 | - | - |
| 10 <sup>th</sup> | +4 | Magic Item Adept             | 8  | 4 | 3 | 4 | 3 | 2 | - | - |
| 11 <sup>th</sup> | +4 | Spell-Storing Item           | 8  | 4 | 3 | 4 | 3 | 3 | - | - |
| 12 <sup>th</sup> | +4 | Ability Score Improvement    | 8  | 4 | 3 | 4 | 3 | 3 | - | - |
| 13 <sup>th</sup> | +5 | -                            | 8  | 4 | 3 | 4 | 3 | 3 | 1 | - |
| 14 <sup>th</sup> | +5 | Magic Item Savant            | 10 | 5 | 4 | 4 | 3 | 3 | 1 | - |
| 15 <sup>th</sup> | +5 | Artificer Specialist Feature | 10 | 5 | 4 | 4 | 3 | 3 | 2 | - |
| 16 <sup>th</sup> | +5 | Ability Score Improvement    | 10 | 5 | 4 | 4 | 3 | 3 | 2 | - |
| 17 <sup>th</sup> | +6 | -                            | 10 | 5 | 4 | 4 | 3 | 3 | 3 | 1 |
| 18 <sup>th</sup> | +6 | Magic Item Master            | 12 | 6 | 4 | 4 | 3 | 3 | 3 | 1 |
| 19 <sup>th</sup> | +6 | Ability Score Improvement    | 12 | 6 | 4 | 4 | 3 | 3 | 3 | 2 |
| 20 <sup>th</sup> | +6 | Soul of Artifice             | 12 | 6 | 4 | 4 | 3 | 3 | 3 | 2 |

### 3 CLASS FEATURES

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As an artificer, you gain the following Class Features.

#### 3.1 HIT POINTS

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

**Hit Points at 1<sup>st</sup> Level.** 8 + your Constitution modifier

**Hit Points at Higher Levels.** 1d8 + your Constitution modifier per artificer level.

#### 3.2 STARTING PROFICIENCIES

You are proficient with the following items, in addition to any proficiencies provided by your Origin, Race, or Former Occupation.

**Armor.** Light Armor, Medium Armor

**Shields.** Light Shields, Medium Shields

**Weapons.** Simple Weapons, Light Arms, Heavy Arms

**Saving Throws.** Constitution, Intelligence

**Skill Training.** Thieves' Tools, Tinkerer's Tools, and one type of tool proficiency.

**Skills.** Choose three from Anthropology, Biology, Chemistry, Engineering, Handling, Investigation, Perception, Sleight of Hand, and Spellcraft.

#### 3.3 STARTING EQUIPMENT

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

- Any two simple weapons of your choice
- a light crossbow or (b) a palm pistol

- a light tactical vest or (b) a flak jacket
- Thieves' tools and tinkerer's tools

Alternatively, you may start with 5d4 x 100Lv to buy your own equipment.

### 3.4 MULTICLASSING

*Ability Score Minimum: Intelligence 13*

When you gain a level in a class other than your first, you only gain some of that class's starting proficiencies.

**Armor.** Light Armor, Medium Armor

**Shields.** Light Shields, Medium Shields

**Skill Specialties.** Thieves' Tools, Tinkerer's Tools

### 3.5 MAGICAL TINKERING

At 1st level, you learn how to invest a spark of magic into mundane objects. To use this ability, you must have thieves' tools or artisan's tools in hand. You then touch a Tiny nonmagical object as an action and give it one of the following magical properties of your choice:

- 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.

The chosen property lasts indefinitely. As an action, you can touch the object and end the property early.

You can bestow magic on multiple objects, touching one object each time you use this feature, though a single object can only bear one property at a time. The maximum number of objects you can affect with this feature 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.

### 3.6 SPELLCASTING

You have studied the workings of magic and how to channel it through objects. As a result, you have gained the 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 using mundane items or outlandish inventions.

#### 3.6.1 Tools Required

You produce your artificer spell effects through your tools. You must have a spellcasting focus—specifically thieves' tools or some kind of artisan's tool—in hand when you cast any spell with this

Spellcasting feature (meaning the spell has an 'M' component when you cast it). You must be proficient with the tool to use it in this way. See chapter 5, "Equipment," in the Player's Handbook for descriptions of these tools.

After you gain the Infuse Item feature at 2nd level, you can also use any item bearing one of your infusions as a spellcasting focus.

### **3.6.1.1 *The Magic of Artifice***

As an artificer, you use tools when you cast your spells. When describing your spellcasting, think about how you're using a tool to perform the spell effect. If you cast cure wounds using alchemist's supplies, you could be quickly producing a salve. If you cast it using tinker's tools, you might have a miniature mechanical spider that binds wounds. When you cast poison spray, you could fling foul chemicals or use a wand that spits venom. The effect of the spell is the same as for a spellcaster of any other class, but your method of spellcasting is special.

The same principle applies when you prepare your spells. As an artificer, you work with your tools and create the specialized items you'll use to produce your effects. If you replace cure wounds with heat metal, you might be altering the device you use to heal—perhaps modifying a tool so that it channels heat instead of healing energy.

Such details don't limit you in any way or provide you with any benefit beyond the spell's effects. You don't have to justify how you're using tools to cast a spell. But describing your spellcasting creatively is a fun way to distinguish yourself from other spellcasters.

### **3.6.2 Cantrips (0-Level Spells)**

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.

You can swap out one your cantrips prepared at the end of a long rest from a cantrip inscribed into your spell manual.

### **3.6.3 Spell Manual**

At 1<sup>st</sup> level, you have a spell manual containing five 1<sup>st</sup>-level Artificer spells of your choice. Your spell manual is the repository of your work, including your spells. This manual can take a form representative of your type of work, such as a sketch book or blueprint folder.

### **3.6.4 Preparing and Casting Spells**

The Artificer table shows how many spell slots you have to cast your Artificer spells of 1<sup>st</sup> 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. To do so, choose a number of artificer spells from your spell manual equal to your Intelligence modifier plus half your Artificer level (minimum of one spell). The spells must be of a level for which you have spell slots.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of Artificer spells requires time spent studying your spell manual, memorizing the incantations and motions you must make to cast the spell: at least 1 minute per spell level for each spell on your spell list.

### 3.6.5 Ritual Casting

You can cast an artificer spell as a ritual if that spell has the ritual tag and you have the spell in your spell manual. You don't need to have the spell prepared.

### 3.6.6 Learning Spells

Each time you gain an artificer spell, you can add one artificer spell of your choice to your Spellbook. Each of these spells must be of a level for which you have spell slots, as shown on the Artificer table. On your adventures, you might find other spells that you can add to your spell manual.

#### 3.6.6.1 *Your Spell Manual*

The spells that you add to your Spellbook as you gain levels reflect the arcane research you conduct on your own, as well as intellectual breakthroughs you have had about the nature of the world. You could discover a spell recorded on a scroll in an evil wizard's chest, for example, or in a dusty tome in an ancient library.

##### 3.6.6.1.1 Copying a Spell into the Manual

When you find an artificer spell, you can add it to your Spellbook if it is of a spell level you can prepare and if you can spare the time to decipher and copy it.

Copying a spell into your spell manual involves reproducing the basic form of the spell, then deciphering the unique system of notation used by the artificer or wizard who wrote it. You must practice the spell until you understand the sounds or gestures required, then transcribe it into your spell manual using your own notation.

For each level of the spell, the process takes 2 hours and costs 500Lv. The cost represents the 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 the spell just like your other spells.

An artificer spell on a spell scroll can be copied just as spells in your spell manuals can be copied, however the spell scroll is destroyed.

Copying a spell from another artificer's manual who uses the Standard Notation only costs half the cost and takes half the time.

##### 3.6.6.1.2 Replacing the Manual

You can copy a spell from your own spell manual into another book—for example, if you want to make a backup copy of your spell manual. This is just like copying a new spell into your spell manual, but faster and easier since you understand your own notation and already know how to cast the spell. You need spend only 1 hour and 100Lv for each level of the copied spell.

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

### 3.7 INFUSE ITEM

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

#### 3.7.1 Infusions Known

When you gain this feature, pick four artificer infusions to learn, choosing from the "Artificer Infusions" section at the end of the class's description. 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.

You can copy infusions from another artificer's spell manual or a blueprint and add it to your repertoire. This has a similar process to copying a spell into your spell manual, but has a cost dependent on the Attunement cost, costing 250Lv per attunement slot (minimum 500Lv) and 1 hour of time per slot. The attunement cost is based on the blueprint's expertise level.

#### 3.7.2 Infusing an Item

Whenever you finish a long rest, you can touch a nonmagical object and imbue it with one of your artificer infusions, turning it into a magic item. An infusion works on only certain kinds of objects, as specified in the infusion's description.

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.

You can infuse more than one nonmagical object at the end of a long rest; the maximum number of objects appears in the Infused Items column of the Artificer table. You must touch each of the objects, and each of your infusions can be in only one object at a time. Moreover, no object can bear more than one of your infusions at a time. If you try to exceed your maximum number of infusions, the oldest infusion immediately ends, and then the new infusion applies.

If an infusion ends on an item that contains other things, like a bag of holding, its contents harmlessly appear in and around its space.

### 3.8 ARTIFICER SPECIALIST

At 3rd level, you choose the type of specialist you are, each of which is detailed at the end of the class's description. Your choice grants you features at 5th level and again at 9th and 15th level.

### 3.9 THE RIGHT TOOL FOR THE JOB

At 3rd level, you learn how to produce exactly the tool you need: with thieves' tools or artisan's tools in hand, you can magically create one set of artisan's tools in an unoccupied space within 5 feet of you. This creation requires 1 hour of uninterrupted work, which can coincide with a short or long rest. Though the product of magic, the tools are nonmagical, and they vanish when you use this feature again.

### 3.10 ABILITY SCORE IMPROVEMENT

At 4<sup>th</sup>, 8<sup>th</sup>, 12<sup>th</sup>, 16<sup>th</sup>, and 19<sup>th</sup> level you gain 6 ability score points which you can distribute towards your ability scores. When you distribute these points, you cannot spend more than 2 points on a single ability score, and you cannot willingly increase your Honor score.

Alternatively, you can choose to take a feat instead. When you take a feat, you gain a +1/+1/+1 to three of your stats and gain a feat. If the feat grants an increase of one of your ability scores, you cannot put one of your +1s into that stat.

### 3.11 TOOL EXPERTISE

Starting at 6<sup>th</sup> level, you gain Skill Expertise in any Skill Specialty you have which involves a tool.

### 3.12 FLASH OF GENIUS

Starting at 7<sup>th</sup> level, you gain the ability to come up with solutions under pressure. When you or another creature you can see within 30 feet of you makes an ability check or a saving throw, you can use your reaction to add your Intelligence modifier to the roll.

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

### 3.13 MAGIC ITEM ADEPT

When you reach 10<sup>th</sup> level, you achieve a profound understanding of how to use and make magic items:

- You gain an additional amount of attunement slots equal to your Intelligence modifier.
- You can craft a magic item at one quality tier below your current skill, taking you a quarter of the normal time and half as much of the usual cost.

### 3.14 SPELL-STORING ITEM

At 11<sup>th</sup> level, you learn how to store a spell in an object. Whenever you finish a long rest, you can touch one simple or martial weapon or one item that you can use as a spellcasting focus, and you store a spell in it, choosing a 1<sup>st</sup>- or 2<sup>nd</sup>-level spell from your spell manual that requires 1 action to cast (you need not have it prepared).

While holding the object, a creature can take an action to produce the spell's effect from it, using your spellcasting ability modifier. If the spell requires concentration, the creature must concentrate. The spell stays in the object until it's been used a number of times equal to twice your Intelligence modifier (minimum of twice) or until you use this feature again to store a spell in an object.

### 3.15 MAGIC ITEM SAVANT

At 14<sup>th</sup> level, your skill with magic items deepens more:

- You can deattune to magic items during a short rest.
- You can attune to magic items as if they all had the instant tag.

- You ignore all class, race, spell, and level requirements on attuning to or using a magic item.
- Attuning to tablo applications cost 1 fewer attunement.

### 3.16 MAGIC ITEM MASTER

You can choose a single item which you are attuned to with the Bonded base. Spending an hour personalizing the runes reduces the attunement cost of the entire item to 0. This feature can only be used on one item at a time. Using this item on a different item breaks the personalization runes you carved into the previous item.

### 3.17 SOUL OF ARTIFICE

At 20th level, you develop a mystical connection to your magic items, which you can draw on for protection:

- You gain a bonus to all saving throws equal to the attunement cost of your Bonded Personalized Rune as part of the Magic Item Master feature (maximum +6).
- If you are reduced to 0 hit points but not killed outright, you can use your reaction to end one of your artificer infusions, causing you to drop to 1 hit point instead of 0.

## 4 ARTIFICER SPECIALIZATIONS

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While artificers share some things in common, no two artificers are the same. When picking a specialization, consider why your character fits into this category and what makes them unique.

### 4.1 ALCHEMIST

An Alchemist is an expert at combining reagents to produce mystical effects. Alchemists use their creations to give life and to leech it away. Alchemy is the oldest of artificer traditions, and its versatility has long been valued during times of war and peace.

#### 4.1.1 Chemical Engineer

When you adopt this specialization at 3<sup>rd</sup> level, you gain Skill Specialty with Alchemist's Supplies. If you already have skill specialty, you gain Skill Expertise instead.

#### 4.1.2 Alchemist's Spells

Starting at 3<sup>rd</sup> level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Alchemist Spells table. Choose two of the three spells for each level: these count as artificer spells for you, but they don't get added to your spell manual, as these are intuitive spells to you.

Additionally, they don't count against the number of artificer spells you prepare.

##### 4.1.2.1 ALCHEMISTS SPELLS

| <i>Artificer Level</i> | <i>Spells</i>                            |
|------------------------|--|
| 3 <sup>rd</sup>        | Healing Word, Holy Acid, Ray of Sickness |



|                  |   |
|------------------|---|
| 5 <sup>th</sup>  | Eyeburn, Acid Puddle, Flaming Sphere            |
| 9 <sup>th</sup>  | Gaseous Form, Mass Healing Word, Abrasive Pulse |
| 13 <sup>th</sup> | Blight, Death Ward, Caustic Cloud               |
| 17 <sup>th</sup> | Cloud Kill, Raise Dead, Immolation              |

#### 4.1.3 Experimental Elixir

Beginning at 3rd level, whenever you finish a long rest, you can magically produce an experimental elixir in an empty flask you touch. Choose one of the elixir's from the table below. As an action, a creature can drink the elixir or administer it to an incapacitated creature.

Creating an experimental elixir requires you to have alchemist's supplies on your person, and any elixir you create with this feature lasts until it is drunk or until the end of your next long rest.

When you reach certain levels in this class, you can make more elixirs at the end of a long rest: two at 6th level and three at 15th level. Roll for each elixir's effect separately. Each elixir requires its own flask.

You can create additional experimental elixirs by expending a spell slot of 1st level or higher for each one. When you do so, you use your action to create the elixir in an empty flask you touch, and you choose the elixir's effect from the Experimental Elixir table.

| <b><i>Elixir Type</i></b> | <b>Effect</b>   |
|---------------------------|---|
| <i>Healing</i>            | The drinker regains a number of hit points equal to 10 + your Intelligence modifier   |
| <i>Swiftness</i>          | The drinker's walking speed increases by 10 feet for 1 hour.  |
| <i>Resilience</i>         | The drinker gains a +1 bonus to AC for 10 minutes   |
| <i>Boldness</i>           | The drinker can roll a d4 and add the number rolled to every attack roll and saving throw they make for the next minute.  |
| <i>Flight</i>             | The drinker gains a flying speed of 10 feet for 10 minutes  |
| <i>Transformation</i>     | The drinker's body is transformed as if by the alter self spell. The drinker determines the transformation caused by the spell, the effects of which last for 10 minutes. |

#### 4.1.4 Alchemical Savant

At 5th level, you develop masterful command of magical chemicals, enhancing the healing and damage you create through them. Whenever you cast a spell using your alchemist's supplies as the spellcasting focus, you gain a bonus to one roll of the spell. That roll must restore hit points or be a damage roll that deals acid, fire, necrotic, or poison damage, and the bonus equals your Intelligence modifier (minimum of +1).

#### 4.1.5 Restorative Reagents

Starting at 9th level, you can incorporate restorative reagents into some of your works:

- Whenever a creature drinks an experimental elixir you created, the creature gains temporary hit points equal to 2d6 + your Intelligence modifier (minimum of 1 temporary hit point).
- You can cast lesser restoration without expending a spell slot and without preparing the spell, provided you use alchemist's supplies as the spellcasting focus. You can do so a number of times equal to your Intelligence modifier (minimum of once), and you regain all expended uses when you finish a long rest.

#### 4.1.6 Chemical Mastery

By 15th level, you have been exposed to so many chemicals that they pose little risk to you, and you can use them to quickly end certain ailments:

- You gain resistance to acid damage and poison damage, and you are immune to the poisoned condition.
- You can cast greater restoration and heal without expending a spell slot, without preparing the spell, and without material components, provided you use alchemist's supplies as the spellcasting focus. Once you cast either spell with this feature, you can't cast that spell with it again until you finish a long rest.
- You can add twice your proficiency bonus to Chemistry checks.

## 4.2 ARMORER

An artificer who specializes as an Armorer modifies armor to function almost like a second skin. The armor is enhanced to hone the artificer's magic, unleash potent attacks, and generate a formidable defense. The artificer bonds with this armor, becoming one with it even as they experiment with it and refine its magical capabilities.

### 4.2.1 Tools of the Trade

You gain proficiency with Heavy Armor and Heavy Shields. You also gain Skill Specialty with Smithing. If you already have this skill specialty, you gain Skill Expertise.

### 4.2.2 Armorer Spells

Starting at 3<sup>rd</sup> level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Armorer Spells table. Choose two of the three spells for each level: these count as artificer spells for you, but they don't get added to your spell manual, as these are intuitive spells to you.

Additionally, they don't count against the number of artificer spells you prepare.

#### 4.2.2.1 ARMORER SPELLS

| <b>Artificer Level</b> | <b>Spells</b>                                  |
|------------------------|--|
| 3 <sup>rd</sup>        | Magic Missile, Thunderwave, Shield of Faith    |
| 5 <sup>th</sup>        | Mirror Image, Ballistic Freeze, Crystal Shield |
| 9 <sup>th</sup>        | Hypnotic Pattern, Lightning Bolt, Gun Ward     |
| 13 <sup>th</sup>       | Fire Shield, Greater Invisibility, Stoneskin   |
| 17 <sup>th</sup>       | Passwall, Wall of Force, Phase Ward            |

### 4.2.3 Arcane Armor

Your metallurgical pursuits have led to you making armor a conduit for your magic. As an action, you can turn a suit of armor you are wearing into Arcane Armor, provided you have smith's tools in hand.

You gain the following benefits while wearing this armor:

- If the armor normally has a Strength requirement, the arcane armor lacks this requirement for you.

- You can use the arcane armor as a spellcasting focus for your artificer spells.
- The armor attaches to you and can't be removed against your will. It also expands to cover your entire body, although you can retract or deploy the helmet as a bonus action. The armor replaces any missing limbs, functioning identically to a limb it replaces.
- You can doff or don the armor as an action. The armor continues to be Arcane Armor until you don another suit of armor or you die.

#### 4.2.4 Armor Model

You can customize your Arcane Armor. When you do so, choose one of the following armor models: Guardian or Infiltrator. The model you choose gives you special benefits while you wear it.

Each model includes a special weapon. When you attack with that weapon, you can add your Intelligence modifier, instead of Strength or Dexterity, to the attack and damage rolls.

You can change the armor's model whenever you finish a short or long rest, provided you have smith's tools in hand.

##### 4.2.4.1 *Guardian.*

You design your armor to be in the front line of conflict. It has the following features:

**Thunder Gauntlets.** Each of the armor's gauntlets counts as a simple melee weapon while you aren't holding anything in it, and it deals 1d8 thunder damage on a hit. A creature hit by the gauntlet has disadvantage on attack rolls against targets other than you until the start of your next turn, as the armor magically emits a distracting pulse when the creature attacks someone else.

**Defensive Field.** As a bonus action, you can gain temporary hit points equal to your level in this class, replacing any temporary hit points you already have. You lose these temporary hit points if you doff the armor. You can use this bonus action a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

##### 4.2.4.2 *Infiltrator.*

You customize your armor for subtle undertakings. It has the following features:

**Lightning Launcher.** A gemlike node appears on one of your armored fists or on the chest (your choice). It counts as a simple ranged weapon, with a normal range of 90 feet and a long range of 300 feet, and it deals 1d6 lightning damage on a hit. Once on each of your turns when you hit a creature with it, you can deal an extra 1d6 lightning damage to that target.

**Powered Steps.** Your walking speed increases by 5 feet.

**Dampening Field.** You have advantage on Dexterity (Stealth) checks. If the armor normally imposes disadvantage on such checks, the advantage and disadvantage cancel each other, as normal.

##### 4.2.4.3 *Arcanomechanical*

You design your armor to allow for flexibility for, balancing sleekness, defense, and comfort.

Arcanomechanical armor can generally be made out of everyday clothes. It has the following features:

**Magical Defenses.** While wearing this armor, you have resistance to force damage.

**Dampening Field.** You have advantage on Dexterity (Stealth) checks. If the armor normally imposes disadvantage on such checks, the advantage and disadvantage cancel each other, as normal.

**Skintight.** Can be worn underneath regular, everyday clothes and gains the concealed property.

**AC Boost.** This armor has a different base, depending on its type. Light Arcanomechanical armor is 12, Medium is 15, and Heavy is 18.

#### 4.2.5 Extra Attack

You can attack twice, rather than once, whenever you take the Attack action on your turn.

#### 4.2.6 Armor Modifications

You learn how to use your artificer infusions to specially modify your Arcane Armor. That armor now counts as separate items for the purposes of your Infuse Items feature: armor (the chest piece), boots, helmet, and the armor's special weapon. Each of those items can bear one of your infusions, and the infusions transfer over if you change your armor's model with the Armor Model feature. In addition, the maximum number of items you can infuse at once increases by 2, but those extra items must be part of your Arcane Armor.

#### 4.2.7 Perfected Armor

Your Arcane Armor gains additional benefits based on its model, as shown below.

##### 4.2.7.1 *Guardian*

When a Huge or smaller creature you can see ends its turn within 30 feet of you, you can use your reaction to magically force the creature to make a Strength saving throw against your spell save DC, pulling the creature up to 30 feet toward you to an unoccupied space. If you pull the target to a space within 5 feet of you, you can make a melee weapon attack against it as part of this reaction.

You can use this reaction a number of times equal to your proficiency bonus, and you regain all expended uses of it when you finish a long rest.

##### 4.2.7.2 *Infiltrator*

Any creature that takes lightning damage from your Lightning Launcher glimmers with magical light until the start of your next turn. The glimmering creature sheds dim light in a 5-foot radius, and it has disadvantage on attack rolls against you, as the light jolts it if it attacks you. In addition, the next attack roll against it has advantage, and if that attack hits, the target takes an extra 1d6 lightning damage.

##### 4.2.7.3 *Arcanomechanical*

You gain resistance to all damage from spells.

## 4.3 ARTILLERIST

An Artillerist specializes in using magic to hurl energy, projectiles, and explosions on a battlefield.

### 4.3.1 Tool Proficiency

When you adopt this specialization at 3<sup>rd</sup> level, you gain Skill Specialty in Constructs – Engineering and Physics. If you already have these skill specialties, you gain skill Expertise, instead.

### 4.3.2 Artillerist Spells

Starting at 3<sup>rd</sup> level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Artillerist Spells table. Choose two of the three spells for each level: these count as artificer spells for you, but they don't get added to your spell manual, as these are intuitive spells to you.

Additionally, they don't count against the number of artificer spells you prepare.

#### 4.3.2.1 ARTILLERIST SPELLS

| <b>Artificer Level</b> | <b>Spells</b>                                |
|------------------------|--|
| 3 <sup>rd</sup>        | Shield, Thunderwave, Arcane Weapon           |
| 5 <sup>th</sup>        | Heat Metal, Shatter, Magic Weapon            |
| 9 <sup>th</sup>        | Fireball, Flame Rounds, Gun Ward             |
| 13 <sup>th</sup>       | Ice Storm, Wall of Fire, Tower of Refraction |
| 17 <sup>th</sup>       | Cone of Cold, Wall of Force, Conjure Volley  |

### 4.3.3 Cannon Automaton

At 3<sup>rd</sup> level, you learn how to create a magical cannon which can move on its own. Using your spellcasting focus, you can take an action to magically create a Small or Tiny automaton in an unoccupied space on a horizontal surface within 5 feet of you. A small automaton occupies its space, and a Tiny one can be held in one hand.

Once you create a cannon, you can't do so again until you finish a long rest or until you expend a spell slot of 1<sup>st</sup> level or higher. You can only have one cannon at a time and can't create one while your cannon is present.

A cannon is a magical object. Regardless of size, the automaton has an AC of 18 and a number of hit points equal to 5 times your artificer level. It is immune to poison damage and psychic damage, and all conditions. If it is forced to make an ability check or a saving throw, treat all its ability scores as 10. If the mending spell is cast on it, it regains 2d6 hit points. It breaks after 1 hour or when it is reduced to 0 hit points. You can also destroy it early as an action.

When you create the automaton, you decide its appearance and whether it has legs. You also decide which type it is, choosing a form from the options on the table below. On each of your turns, you can take a bonus action to cause the cannon to activate if you are within 60 feet of it. As part of the bonus action, you can direct the cannon to walk or climb up to 15 feet to an unoccupied space, provided it has a way of locomoting.

#### 4.3.3.1 Flamethrower

The cannon exhales fire in an adjacent 15-foot cone that you designate. Each creature in that area must make a Dexterity Saving Throw against your spell save DC, taking 2d8 fire damage on a failed save, or half as much on a successful one. The fire ignites any flammable objects in the area that aren't being worn or carried.

#### 4.3.3.2 Force Ballista

Make a ranged spell attack, originating from the cannon, at one creature within 120 feet of it. On a hit, the target takes 2d8 force damage, and if the target is a creature, it is pushed up to 5 feet away from the cannon.

#### 4.3.3.3 *Protector*

The cannon emits a burst of positive energy that grants itself and each creature of your choice within 10 feet of it a number of temporary hit points equal to 1d8 + your Intelligence modifier (minimum of +1).

#### 4.3.3.4 *Firearm Body*

You can attach any firearm you have to the construct. The firearm is fired from the automaton, making a spell attack roll. The firearm must be reloaded as an action and you must be able to touch the automaton.

#### 4.3.4 *Finite State Automata*

Starting at 5<sup>th</sup> level, when you make a Cannon Automaton, you can provide it with a set of instructions which make it more proficient at doing a particular type of task but make another task less optimized. When you create an automata, you may choose one of the following modes.

##### 4.3.4.1 *Agile Configuration*

The speed of your automaton becomes 30 feet.

*Drawback:* The automaton has hit points equal to three times your Artificer level.

##### 4.3.4.2 *Rapid Fire Configuration*

The automaton can make two attacks so long as the same creature is not targeted twice.

*Drawback:* The automaton cannot move.

##### 4.3.4.3 *Automatic Configuration*

The automaton does not require a bonus action to attack, attacking the nearest hostile enemy on your turn.

*Drawback:* While you are more than 60 feet from your turret, the turret will simply attack the nearest creature.

##### 4.3.4.4 *Sentry Configuration*

You and your allies have half cover while within 10 feet of a cannon you create with your Cannon Automaton, as a result of a shimmering field of magical protection that the cannon emits.

*Drawback:* The cannon's damage is decreased by 1d8

##### 4.3.4.5 *Fatal Configuration*

The automaton's damage rolls all increase by 1d8.

*Drawback:* The cannon's size is medium and the cannon's AC is 10.

#### 4.3.5 *Explosive Cannon*

Starting at 9th level, every automaton you create is more destructive:

- The cannon's damage rolls all increase by 1d8, including adding your own firearm.
- As an action, you can command the cannon to detonate if you are within 60 feet of it. Doing so destroys the cannon and forces each creature within 20 feet of it to make a Dexterity saving throw against your spell save DC, taking 3d8 force damage on a failed save or half as much

damage on a successful one. If you created the cannon using a spell slot of 2<sup>nd</sup> level or higher, the explosion does an extra 1d8 force damage for every level above 1<sup>st</sup>.

#### 4.3.6 Twin Cannons

Starting at 15<sup>th</sup> level, you can now have two cannons at the same time. You can create two with the same action (but not the same spell slot), and you can activate both of them with the same bonus action. You determine whether the cannons are identical to each other or different. You can't create a third cannon while you have two.

#### 4.3.7 Improved Design

Starting at 15<sup>th</sup> level, when you create an automaton without using a spell slot, you may ignore the drawback of the configuration. You can also create a cannon in this way using a 3<sup>rd</sup> level spell slot or higher.

### 4.4 BATTLE SMITH

Armies require protection, and someone has to put things back together if defenses fail. A combination of protector and medic, a Battle Smith is an expert at defending others and repairing both material and personnel. To aid in their work, Battle Smiths are usually accompanied by a steel defender, a protective companion of their own creation. Many soldiers tell stories of nearly dying before being saved by a Battle Smith and a steel defender.

#### 4.4.1 Tool Proficiency

When you adopt this specialization at 3<sup>rd</sup> level, you gain Specialty in Smithing. If you already have this skill specialty, you gain skill Expertise, instead.

#### 4.4.2 Battle Smith Spells

Starting at 3<sup>rd</sup> level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Battle Smith Spells table. Choose two of the three spells for each level: these count as artificer spells for you, but they don't get added to your spell manual, as these are intuitive spells to you.

Additionally, they don't count against the number of artificer spells you prepare.

##### 4.4.2.1 BATTLE SMITH SPELLS

| <b>Artificer Level</b> | <b>Spells</b>  |
|------------------------|--|
| 3 <sup>rd</sup>        | Heroism, Shield, Shield of Faith                     |
| 5 <sup>th</sup>        | Branding Smite, Warding Bond, Ballistic Freeze       |
| 9 <sup>th</sup>        | Aura of Vitality, Conjure Barrage, Gun Ward          |
| 13 <sup>th</sup>       | Aura of Purity, Fire Shield, Fabricate               |
| 17 <sup>th</sup>       | Banishing Smite, Mass Cure Wounds, Steel Wind Strike |

#### 4.4.3 Steel Defender

By 3<sup>rd</sup> level, your tinkering has borne you a faithful companion, a steel defender. It is friendly to you and your companions, and it obeys your commands. See this creature's game statistics in the steel defender stat block in Appendix B, which uses your proficiency bonus (PB) in several places. You determine the creature's appearance and whether it has two legs or four; your choice has no effect on its game statistics.

In combat, the defender shares your initiative count, but it takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take another action. That action can be one in its stat block or some other action. If you are incapacitated, the defender can take any action of its choice, not just Dodge.

If the mending spell is cast on it, it regains 2d6 hit points. If it has died within the last hour, you can use your smith's tools as an action to revive it, provided you are within 5 feet of it and you expend a spell slot of 1st level or higher. The steel defender returns to life after 1 minute with all its hit points restored.

At the end of a long rest, you can create a new steel defender if you have your smith's tools with you. If you already have a steel defender from this feature, the first one immediately perishes. The defender also perishes if you die.

#### 4.4.4 Extra Attack

Starting at 5th level, you can attack twice, rather than once, whenever you take the Attack action on your turn.

#### 4.4.5 Arcane Jolt

At 9th level, you learn new ways to channel arcane energy to harm or heal. When either you hit a target with a magic weapon attack or your steel defender hits a target, you can channel magical energy through the strike to create one of the following effects:

- The target takes an extra 2d6 force damage.
- Choose one creature or object you can see within 30 feet of the target. Healing energy flows into the chosen recipient, restoring 2d6 hit points to it.

You can use this energy a number of times equal to your Intelligence modifier (minimum of once), but you can do so no more than once on a turn. You regain all expended uses when you finish a long rest.

#### 4.4.6 Improved Defender

At 15th level, your Arcane Jolt and steel defender become more powerful:

- The extra damage and the healing of your Arcane Jolt both increase to 4d6.
- Your steel defender gains a +2 bonus to Armor Class.
- Whenever your steel defender uses its Deflect Attack, the attacker takes force damage equal to 1d4 + your Intelligence modifier.

### 4.5 BOMB MAKER

A bomb maker is the ultimate bomb maker and a fairly good bomb thrower, too, creating various bombs to control the field.

#### 4.5.1 Tool Proficiency

When you adopt this specialization, you gain skill specialty in Grenade Lore and Grenade Crafting. If you already have skill specialty in these, you gain skill expertise instead.



## 4.5.2 Bomb Maker Spells

Starting at 3<sup>rd</sup> level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Bomb Maker Spells table. Choose two of the three spells for each level: these count as artificer spells for you, but they don't get added to your spell manual, as these are intuitive spells to you.

Additionally, they don't count against the number of artificer spells you prepare.

### 4.5.2.1 BOMB MAKER SPELLS

| <b>Artificer Level</b> | <b>Spells</b>                                |
|------------------------|--|
| 3 <sup>rd</sup>        | Pulse Wave, Catapult, Sleep                  |
| 5 <sup>th</sup>        | Ballistic Freeze, Darkness, Web              |
| 9 <sup>th</sup>        | Pull of Agaras, Mass Kneel, Fireball         |
| 13 <sup>th</sup>       | Wall of Fire, Gravity Well, Arcane Rocket    |
| 17 <sup>th</sup>       | Control Winds, Synaptic Static, Cone of Cold |

## 4.5.3 Unstable Projectile

Starting at 3<sup>rd</sup> level, whenever you finish a short rest, you can magically produce a projectile expending nothing more than natural materials found everywhere, infusing them with arcane energy to create bombs. These bombs last for an hour before they become inert, or until they are thrown as an action.

Creating an unstable projectile requires you to have tinkerer's tools on your person. When you reach certain levels in this class, you make more bombs at the end of a short rest: two at 6<sup>th</sup> level and three at 15<sup>th</sup> level.

You can create additional projectiles by expending a spell slot of 1<sup>st</sup> level or higher for each one. When you do so, you use an action, but as part of that action you can throw it immediately. This projectile uses your spell save DC.

Choose four of the following options. These are your bombs known. You learn an additional two bombs at 6<sup>th</sup> level, and an additional two at 15<sup>th</sup> level.

### 4.5.3.1 Grenade

You create an explosive grenade which acts like a Mark I grenade, dealing 4d6 piercing (flak) damage on a failed Dexterity Saving Throw.

### 4.5.3.2 Flash Grenade

You create a grenade to blind a creature within range, acting like a Mark I Flash Grenade on a failed Wisdom Saving Throw.

### 4.5.3.3 Stun Grenade

You create a grenade to stun a creature within range, acting like a Mark I Stun Grenade on a failed Constitution Saving Throw.

### 4.5.3.4 Smoke Grenade

You create a smoke grenade, acting like a Mark I Smoke Grenade.

#### **4.5.3.5 *Klaprys Grenade***

You create a radioactive grenade which acts like a Mark 1 K-Nade, causing minor radiation poisoning on a failed Constitution Saving Throw.

#### **4.5.3.6 *Cryo-Grenade***

You create a grenade which on impact with a surface or creature explodes, drastically dropping the temperature of the area and firing out liquid nitrogen. This grenade explodes in a 5-foot radius, dealing 3d6 cold damage and halving that creature's speed until the end of their next turn on a failed Constitution Saving Throw.

#### **4.5.3.7 *Static Grenade***

You create a grenade which on impact with a surface or creature creates a blast of volatile electric energy. Each creature in a 20-foot radius must make a Dexterity Saving Throw or take 2d8 lightning damage. Creatures which are not on the ground or are made of a conductive material take double the damage.

#### **4.5.3.8 *Molotov Grenade***

You create a grenade which creates a field of fire when it strikes a surface. Each creature within a 10-foot radius must make a Dexterity Saving Throw or take 2d10 fire damage. A creature that fails their save is also lit on fire and takes 1d10 fire damage at the start of each of their turns until they put out the fire as an action.

#### **4.5.3.9 *Pulse Grenade***

You create a grenade which brings creatures to their knees. Each creature within a 15-foot radius must make a Strength Saving Throw or be knocked prone. Creatures which succeed on the save are instead knocked off-balance.

#### **4.5.3.10 *Sonic Pulse***

You create a grenade which creates an incredibly loud sound. Each creature within a 30-foot radius must make a Dexterity Saving Throw or become deafened and take 1d6 thunder damage.

#### **4.5.3.11 *Electromagnetic Grenade***

You create a grenade to disable electronics. Each non-magical object within a 20-foot radius which runs on electricity is disabled until it is rebooted.

### **4.5.4 *Precise Lobbing***

Starting at 5<sup>th</sup> level, you are much better at chucking projectiles exactly where you need them to go, and keeping your allies safe in the process. You gain the following features:

- Your throw distance increases by 20 feet
- You can have grenades explode on uneven or sloped surfaces
- You can have grenades explode in the air by timing them correctly.
- You can exclude a number of allies from the blast of your grenades equal to your Intelligence modifier.

#### 4.5.5 Powder Packer

Starting at 9<sup>th</sup> level, you can channel your higher-level magic into making better grenades. When making a grenade using your Unstable Projectile feature, you gain the following abilities:

- You add 1d12 damage of the grenade's type to the damage for each spell level above 1<sup>st</sup> you use.
- Your grenades created during a short rest last up to 8 hours and have the power of your highest spell slot level.

#### 4.5.6 Ambidangerous

Starting at 15<sup>th</sup> level, you can throw two grenades as part of an action.

### 4.6 ENCHANTER

An enchanter is an expert at creating magical items and specializes in reducing the mental toll which items have and make them usable for others.

#### 4.6.1 Enchanter's Apprentice

You have been practicing your enchanting for some time and have moved beyond beginner status much quicker than others of a similar strength. You are now an apprentice level enchanter.

You progress much quicker in general, and at higher levels achieve the following ranks:

At 6<sup>th</sup> level, you become a journeyman level enchanter, at 10<sup>th</sup> level you become an Expert level enchanter, and at 18<sup>th</sup> level you become a Master Level Enchanter.

#### 4.6.2 Enchanter Spells

Starting at 3<sup>rd</sup> level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Enchanter Spells table. Choose two of the three spells for each level: these count as artificer spells for you, but they don't get added to your spell manual, as these are intuitive spells to you.

Additionally, they don't count against the number of artificer spells you prepare.

##### 4.6.2.1 ENCHANTER SPELLS

| <b>Artificer Level</b> | <b>Spells</b>                                |
|------------------------|--|
| 3 <sup>rd</sup>        | Arcane Weapon, Detect Magic, Identify        |
| 5 <sup>th</sup>        | Alter Self, Heat Metal, Expanded Mind        |
| 9 <sup>th</sup>        | Remove Curse, Glyph of Warding, Tiny Servant |
| 13 <sup>th</sup>       | Fabricate, Secret Chest, Fire Shield         |
| 17 <sup>th</sup>       | Awaken, Animate Objects, Creation            |

#### 4.6.3 Studied Runologist

At 3<sup>rd</sup> level, you are very familiar with runes. Over the course of a minute, you can study a magic item and discern its properties and how to use them, including whether the item is cursed.

#### 4.6.4 Material Efficient

At 3<sup>rd</sup> level, when you are in the process of creating a magic item, you waste no basic materials when crafting at an enchanter's workbench and have very limited waste when working with more volatile materials. Additionally, you complete enchantments in half the time of a normal enchanter.

#### 4.6.5 Expanded Mind

At 5<sup>th</sup> level, as part of your continuous testing of magical experiments, you have become accustomed to having a lot of attunements. You gain an additional amount of attunement slots equal to your proficiency bonus.

#### 4.6.6 Fast Hands

At 9<sup>th</sup> level, when a magic item gives you an ability to use as an action, you can instead use a bonus action. You may do this a number of times equal to your Intelligence modifier.

#### 4.6.7 Infusions

At 15<sup>th</sup> level, you gain an additional two Infusions Known and Infused Items which must be used for the Replicate Magic Item Infusion.

### 4.7 FIREARM ENGINEER

#### 4.7.1 Tool Proficiency

When you adopt this specialization at 3<sup>rd</sup> level, you gain Skill Specialty in Firearm Creation and Firearm Repair. If you already have these skill specialties, you gain skill Expertise, instead.

#### 4.7.2 Firearm Engineer Spells

Starting at 3<sup>rd</sup> level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Firearm Engineer Spells table. Choose two of the three spells for each level: these count as artificer spells for you, but they don't get added to your spell manual, as these are intuitive spells to you.

Additionally, they don't count against the number of artificer spells you prepare.

##### 4.7.2.1 FIREARM ENGINEER SPELLS

| <b>Artificer Level</b> | <b>Spells</b>                                  |
|------------------------|--|
| 3 <sup>rd</sup>        | Arcane Weapon, Guiding Bolt, Hail of Thorns    |
| 5 <sup>th</sup>        | Darkvision, Scorching Ray, Invisibility        |
| 9 <sup>th</sup>        | Flame Rounds, Breaching Blast, Lightning Arrow |
| 13 <sup>th</sup>       | MISS*, Fabricate, Freedom of Movement          |
| 17 <sup>th</sup>       | Antilife Shell, Holy Weapon, Dragonskin        |

\*MISS = *Missile Interception Security System*

#### 4.7.3 Arcane Firearm

Starting at 3<sup>rd</sup> level, you can make a firearm into a magical firearm over the course of a long rest. For the purposes of overcoming resistance, this weapon counts as magical. Additionally, you can use your arcane firearm as a spellcasting focus for your artificer spells.

#### 4.7.4 Mystical Attachments

Starting at 3<sup>rd</sup> level, you can create weapon attachments for your firearms on the fly, enhancing them with magical properties. As a bonus action, you can manifest an attachment onto your gun that you know. These attachments last for 1 hour or until dispelled. Once you have used this feature once, you must complete a long rest or use a 1<sup>st</sup> level spell slot to regain its use. Your weapon may have 2 mystical attachments at a time.

Choose three of the attachments listed in Appendix A. You gain an additional three attachment choices at 6<sup>th</sup>, 9<sup>th</sup>, and 15<sup>th</sup> level. You may also learn attachments by finding blueprints for them.

Not every gun can support every attachment and it is up to your DM if a gun can hold the following attachments. You cannot have more than one attachment per category on a firearm at the same time.

#### 4.7.4.1.1 Copying Down Additional Attachments

When copying down an attachment into your spell manual via blueprint, it requires a different amount of time, depending on the level requirements. Reference the table below for costs.

| LEVEL REQUIREMENT      | MATERIAL COST | WORK TIME |
|------------------------|---------------|-----------|
| <b>NONE</b>            | 1500Lv        | 6 Hours   |
| <b>6<sup>TH</sup></b>  | 3000Lv        | 12 Hours  |
| <b>9<sup>TH</sup></b>  | 4500Lv        | 24 Hours  |
| <b>15<sup>TH</sup></b> | 9000Lv        | 120 Hours |

Additionally, you may attempt to make a blueprint for an attachment you do not have. If this is the case, it takes five times as much cost and resources to develop, workshop, and complete. If you have a physical version of the attachment, it only takes two times as many resources and time.

#### 4.7.5 Extra Attack

Beginning at 5th Level, you can Attack twice, instead of once, whenever you take the Attack action on Your Turn.

#### 4.7.6 Projectile Spells

Starting at 9<sup>th</sup> level, when you use a firearm as your spellcasting focus, if the spell you are casting has a range of at least 30 feet and deals damage, you can replace the range with the range of your weapon's normal range.

Additionally, when you cast an artificer spell through your firearm, roll a d8, and you gain a bonus to one of the spell's damage rolls equal to the number rolled.

#### 4.7.7 Custom Weapons

Starting at 15<sup>th</sup> level, you can now attach up to four attachments to a weapon. Additionally, you may create two weapon attachments without using a spell slot before requiring a long rest.

## 5 ARTIFICER INFUSIONS

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There are a number of artificer infusions which can be learned, and this list is constantly expanding. Talk to your DM about adding a custom Infusion. Your DM may also reward custom infusions as rewards for certain storylines.

### 5.1 ARCANES PROPULSION ARMOR

*Prerequisites: A suit of armor*

#### 5.1.1 Infused Propulsion Rune

*Attunement 5, Artificer Infusion (Level 6)*

The wearer of this armor gains these benefits:

- The armor cannot be removed against the wearer's will.
- The wearer's walking speed increases by 5 feet.
- The armor includes gauntlets, each of which is a magic melee weapon that can be wielded only when the hand is holding nothing. The wearer is proficient with the gauntlets, and each one deals 1d4 force damage on a hit and has the thrown property, with a normal range of 20 feet and a long range of 60 feet. When thrown, the gauntlet detaches and flies at the attack's target, then immediately returns to the wearer and reattaches.

#### 5.1.2 Greater Infused Propulsion Rune

*Attunement 7, Artificer Infusion (Level 14)*

The wearer of this armor gains these benefits:

- The armor cannot be removed against the wearer's will.
- If the wearer is missing any limbs, the armor replaces those limbs—hands, arms, feet, legs, or similar appendages. The replacements function identically to the body parts they replace.
- The wearer's walking speed increases by 10 feet.
- The armor includes gauntlets, each of which is a magic melee weapon that can be wielded only when the hand is holding nothing. The wearer is proficient with the gauntlets, and each one deals 1d8 force damage on a hit and has the thrown property, with a normal range of 20 feet and a long range of 60 feet. When thrown, the gauntlet detaches and flies at the attack's target, then immediately returns to the wearer and reattaches.

### 5.2 ARMOR OF MAGICAL STRENGTH

*Prerequisites: A suit of armor*

#### 5.2.1 Infused Strength Rune

*Attunement 3, Artificer Infusion*

This armor has 6 charges. The wearer can expend the armor's charges in the following ways:

- When the wearer makes a Strength check or a Strength saving throw, it can expend 1 charge to add a bonus to the roll equal to its Intelligence modifier.
- If the creature would be knocked prone, it can use its reaction to expend 1 charge to avoid being knocked prone and become off-balance instead.

The armor regains 1d6 expended charges daily at dawn.

### 5.2.2 Greater Infused Strength Rune

*Attunement 5, Artificer Infusion (Level 10)*

When the wearer makes a Strength check or a Strength saving throw, it can add a bonus to the roll equal to its Intelligence modifier. Additionally, the creature is immune to the prone condition. When they would be knocked prone, they instead are only off-balance.

## 5.3 BOOTS OF THE WINDING PATH

*Prerequisites: A pair of boots*

### 5.3.1 Infused Binding Path Rune

*Attunement 2, Artificer Infusion (Level 6)*

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.

## 5.4 ENHANCED ARCANE FOCUS

*Prerequisites: An arcane focus*

### 5.4.1 Infused Focus Rune

*Attunement 1, Artificer Infusion*

While holding this item, a creature gains a +1 bonus to spell attack rolls. In addition, the creature ignores half cover when making a spell attack.

### 5.4.2 Greater Infused Focus Rune

*Attunement 3, Artificer Infusion (Level 10)*

While holding this item, a creature gains a +2 bonus to spell attack rolls. In addition, the creature ignores half cover when making a spell attack.

### 5.4.3 Superior Infused Focus Rune

*Attunement 5, Artificer Infusion (Level 14)*

While holding this item, a creature gains a +3 bonus to spell attack rolls. In addition, the creature ignores half cover and three-quarters cover when making a spell attack.

## 5.5 ENHANCED DEFENSE

*Prerequisites: A suit of armor or a shield*

### 5.5.1 Infused Defense Rune

*Attunement 2, Artificer Infusion*

A creature gains a +1 bonus to Armor Class while wearing (armor) or wielding (shield) the infused item.

### 5.5.2 Greater Infused Defense Rune

*Attunement 4, Artificer Infusion (Level 10)*

A creature gains a +2 bonus to Armor Class while wearing (armor) or wielding (shield) the infused item.

### 5.5.3 Superior Infused Defense Rune

*Attunement 6, Artificer Infusion (Level 14)*

A creature gains a +3 bonus to Armor Class while wearing (armor) or wielding (shield) the infused item.

## 5.6 ENHANCED WEAPON

*Prerequisites: A weapon*

### 5.6.1 Infused Striking Rune

*Attunement 2, Artificer Infusion*

While holding this item, a creature gains a +1 bonus to attack and damage rolls made with it.

### 5.6.2 Greater Infused Striking Rune

*Attunement 4, Artificer Infusion (Level 10)*

While holding this item, a creature gains a +2 bonus to attack and damage rolls made with it.

### 5.6.3 Superior Infused Striking Rune

*Attunement 8, Artificer Infusion (Level 14)*

While holding this item, a creature gains a +3 bonus to attack and damage rolls made with it.

## 5.7 HELM OF AWARENESS

*Prerequisites: A helmet*

### 5.7.1 Infused Awareness Rune

*Attunement 3, Artificer Infusion (Level 10)*

While wearing this helmet, a creature has advantage on initiative rolls. In addition, the wearer can't be surprised, provided it isn't incapacitated.

## 5.8 HOMUNCULUS SERVANT

*Prerequisites: A gem or crystal worth at least 100gp*

You learn intricate methods for magically creating a special homunculus that serves you. The item you infuse serves as the creature's heart, around which the creature's body instantly forms.



You determine the homunculus's appearance. Some artificers prefer mechanical-looking birds, whereas some like winged vials or miniature, animate cauldrons.

The homunculus is friendly to you and your companions, and it obeys your commands. See this creature's game statistics in the Homunculus Servant stat block, which uses your proficiency bonus (PB) in several places.

In combat, the homunculus shares your initiative count, but it takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take another action. That action can be one in its stat block or some other action. If you are incapacitated, the homunculus can take any action of its choice, not just Dodge.

The homunculus regains 2d6 hit points if the mending spell is cast on it. If it dies, it vanishes, leaving its heart in its space. If you or the homunculus dies, it vanishes, leaving its heart in its space.

## 5.9 MIND SHARPENER

*Prerequisites: A suit of armor or robes*

### 5.9.1 Infused Concentration Rune

*Attunement 4, Artificer Infusion*

The infused item can send a jolt to the wearer to refocus their mind. The item has 3 charges. When the wearer fails a Constitution saving throw to maintain concentration on a spell, the wearer can use its reaction to expend 1 of the item's charges to succeed instead. The item regains 1d3 expended charges daily at dawn.

### 5.9.2 Greater Infused Concentration Rune

*Attunement 5, Artificer Infusion (Level 6)*

The infused item can send a jolt to the wearer to refocus their mind. The item has 4 charges. When the wearer fails a Constitution saving throw to maintain concentration on a spell, the wearer can use its reaction to expend 1 of the item's charges to succeed instead. The item regains 1d4 expended charges daily at dawn.

### 5.9.3 Superior Infused Concentration Rune

*Attunement 6, Artificer Infusion (Level 14)*

The infused item can send a jolt to the wearer to refocus their mind. The item has 6 charges. When the wearer fails a Constitution saving throw to maintain concentration on a spell, the wearer can use its reaction to expend 1 of the item's charges to succeed instead. The item regains 1d4+2 expended charges daily at dawn.

## 5.10 RADIANT WEAPON

*Prerequisites: A weapon*

### 5.10.1 Infused Radiant Rune

*Attunement 2, Artificer Infusion*

With this magic weapon the wielder can take a bonus action to cause it to shed bright light in a 10-foot radius and dim light for an additional 10 feet. The wielder can extinguish the light as a bonus action.

The weapon has 2 charges. As a reaction immediately after being hit by an attack, the wielder can expend 1 charge and 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. The weapon regains 1d2 expended charges daily at dawn.

### 5.10.2 Greater Infused Radiant Rune

*Attunement 4, Artificer Infusion (Level 6)*

This magic weapon 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 20-foot radius and dim light for an additional 20 feet. The wielder can extinguish the light as a bonus action.

The weapon has 4 charges. As a reaction immediately after being hit by an attack, the wielder can expend 1 charge and 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. The weapon regains 1d4 expended charges daily at dawn.

### 5.10.3 Superior Infused Radiant Rune

*Attunement 7, Artificer Infusion (Level 14)*

This magic weapon grants a +2 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.

The weapon has 6 charges. As a reaction immediately after being hit by an attack, the wielder can expend 1 charge and 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. The weapon regains 1d4+2 expended charges daily at dawn.

## 5.11 REPEATING SHOT

*Prerequisites: A ranged weapon which uses ammunition*

### 5.11.1 Infused Repeating Shot Rune

*Attunement 3, Artificer Infusion*

This magic weapon ignores the loading property on light bows. Additionally, you can reload a weapon which falls under light arms with the reload property as a bonus action.

If you load no ammunition in the weapon, it produces its own, automatically creating one piece of magic ammunition when you make a ranged attack with it. The ammunition created by the weapon vanishes the instant after it hits or misses a target.

### 5.11.2 Greater Infused Repeating Shot Rune

*Attunement 5, Artificer Infusion (Level 10)*

This magic weapon ignores the loading property. Additionally, you can reload a weapon with the reload property as a bonus action.

If you load no ammunition in the weapon, it produces its own, automatically creating one piece of magic ammunition when you make a ranged attack with it. The ammunition created by the weapon vanishes the instant after it hits or misses a target.

## 5.12 REPLICATE MAGIC ITEM

You can recreate a magic item that you either have studied or handled before. You create a temporary version of that item that lasts as long as this infusion lasts. However, that item is not permanent and can be dispelled.

It is up to your DM's discretion the items which you can replicate, but generally you must have studied the item or enchantment, and it must be within reason for your Enchanting Level.

## 5.13 REPULSION SHIELD

*Prerequisites: A shield*

### 5.13.1 Infused Repulsion Rune

*Attunement 3, Artificer Infusion*

The shield has 3 charges. While holding it, the wielder can use a reaction immediately after being hit by a melee attack to expend 1 of the shield's charges and push the attacker up to 15 feet away. The shield regains 1d3 expended charges daily at dawn.

### 5.13.2 Greater Infused Repulsion Rune

*Attunement 5, Artificer Infusion (Level 6)*

A creature gains a +1 bonus to Armor Class while wielding this shield.

The shield has 4 charges. While holding it, the wielder can use a reaction immediately after being hit by a melee attack to expend 1 of the shield's charges and push the attacker up to 20 feet away. The shield regains 1d4 expended charges daily at dawn.

### 5.13.3 Superior Infused Repulsion Rune

*Attunement 9, Artificer Infusion (Level 14)*

A creature gains a +2 bonus to Armor Class while wielding this shield.

The shield has 6 charges. While holding it, the wielder can use a reaction immediately after being hit by a melee attack to expend 1 of the shield's charges and push the attacker up to 30 feet away. The shield regains 1d4+2 expended charges daily at dawn.

## 5.14 RESISTANT ARMOR

*Prerequisite: a suit of armor*

### 5.14.1 Infused Resistance Rune

*Attunement 4, Artificer Infusion (Level 6)*

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

### 5.14.2 Greater Infused Resistance Rune

*Attunement 7, Artificer Infusion (Level 18)*

While wearing this armor, a creature has resistance to two of the following damage types, which you choose when you infuse the item: acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder.

## 5.15 RETURNING WEAPON

*Prerequisites: A weapon with the thrown property*

### 5.15.1 Infused Returning Rune

*Attunement 1, Artificer Infusion*

This weapon returns to the wielder's hand immediately after it is used to make a ranged attack.

### 5.15.2 Greater Infused Returning Rune

*Attunement 3, Artificer Infusion (Level 6)*

This weapon returns to the wielder's hand immediately after it is used to make a ranged attack. This weapon has a +1 to attack and damage rolls.

### 5.15.3 Superior Infused Returning Rune

*Attunement 5, Artificer Infusion (Level 14)*

This weapon returns to the wielder's hand immediately after it is used to make a ranged attack. This weapon has a +2 to attack and damage rolls.

## 5.16 SPELL REFUELING RING

*Prerequisite: A ring*

### 5.16.1 Infused Refuel Ring

*Attunement 2, Artificer Infusion*

While wearing this ring, the creature can recover one spell slot as an action. The recovered slot can be of 1<sup>st</sup> level. Once used, the ring can't be used again until the next dawn.

### 5.16.2 Greater Infused Refuel Ring

*Attunement 4, Artificer Infusion (Level 6)*

While wearing this ring, the creature can recover one spell slot as an action. The recovered slot can be of 3<sup>rd</sup> level or lower. Once used, the ring can't be used again until the next dawn.

#### 5.16.3 Superior Infused Refuel Ring

*Attunement 6, Artificer Infusion (Level 14)*

While wearing this ring, the creature can recover one spell slot as an action. The recovered slot can be of 5<sup>th</sup> level or lower. Once used, the ring can't be used again until the next dawn.

#### 5.16.4 Ultimate Infused Refuel Ring

*Attunement 8, Artificer Infusion (Level 18)*

While wearing this ring, the creature can recover one spell slot as an action. The recovered slot can be of 6<sup>th</sup> level or lower. Once used, the ring can't be used again until the next dawn.

### 5.17 SPELL SPLITTING FOCUS

Prerequisite: An arcane focus

#### 5.17.1 Infused Splitting Ring

*Attunement 3, Artificer Infusion*

While using this focus, the caster can split a spell which only effects one target to affect a second target. The spell can be no higher than 1<sup>st</sup> level.

#### 5.17.2 Greater Infused Splitting Ring

*Attunement 5, Artificer Infusion (Level 6)*

While using this focus, the caster can split a spell which only effects one target to affect a second target. The spell can be no higher than 3<sup>rd</sup> level.

#### 5.17.3 Infused Splitting Ring

*Attunement 7, Artificer Infusion (Level 14)*

While using this focus, the caster can split a spell which only effects one target to affect a second target. The spell can be no higher than 5<sup>th</sup> level.

#### 5.17.4 Infused Splitting Ring

*Attunement 10, Artificer Infusion (Level 18)*

While using this focus, the caster can split a spell which only effects one target to affect a second target.

## 6 APPENDICES

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### 6.1 APPENDIX A – ATTACHMENTS

#### 6.1.1 Sights

##### 6.1.1.1 Red Dot Sight

This weapon's range is increased by 10 feet.

##### 6.1.1.2 Advanced Optical Scope

This weapon's range is increased by 50%, but the weapon gains the long-range property out to 10 feet. When this weapon is fired by a creature, that creature has a -5 to their passive perception against all other targets until the end of their next turn.

##### 6.1.1.3 2x Scope

*Requirements: tactical rifle, assault rifle, sniper rifle*

This weapon's range is doubled, but the weapon gains the long-range property to 30 feet and the steady property. When this weapon is fired by a creature, that creature has a -5 to their passive perception against all other targets until the end of their next turn.

##### 6.1.1.4 4x Scope

*Requirements: tactical rifle, sniper rifle, level 6*

This weapon's range is quadrupled to a maximum long-range of 2640 feet, but this weapon gains the long-range property out to 90 feet and the steady property. When this weapon is fired by a creature, that creature has a -10 to their passive perception against all other targets until the end of their next turn.

##### 6.1.1.5 Thermal Scope

*Requirements: tactical rifle, assault rifle, sniper rifle, level 9*

This weapon's range is increased by 50%, but the weapon gains the long-range property out to 30 feet. When this weapon is fired by a

creature, that creature has a -5 to their passive perception against all other targets until the end of their next turn. Additionally, the creature can see creatures through the scope which are heavily or lightly obscured by non-magical means.

##### 6.1.1.6 Hawkeye Scope

*Requirements: tactical rifle, sniper rifle, level 15*  
*Attunement: Instant Hawkeye Rune, Attunement 4*

As a bonus action, you can quadruple the weapon's range to a maximum long-range of 2640 feet. Your eyes zoom in as if you were looking directly down the barrel. While in this mode, all attacks against you have advantage. You can revert to normal vision as a bonus action.

#### 6.1.2 Barrels

##### 6.1.2.1 Extended Barrel

*Requirements: a pistol, tactical rifle, assault rifle, submachine gun, light machine gun, sniper rifle, or slug-based shotgun*

The long range on this weapon is increased by 60 feet.

##### 6.1.2.2 Rapid Fire

*Requirements: any weapon with the burst property, level 9*

This weapon deals an additional weapon damage dice, but fires twice as much ammo per round.

##### 6.1.2.3 Snub Nose

*Requirements: a revolver*

The barrel of this weapon shrinks, lowering the range by 10 feet but gaining the close-quarters property.

##### 6.1.2.4 Pristine Barrel

*Requirements: a weapon which has the misfire property, level 9*

This weapon no longer has the misfire property.

#### **6.1.2.5 Delay Burst Mechanism**

*Requirements: a non-slug shotgun, level 9*

This weapon gains an alternate firing mode which delays the spread by 10 feet. When firing this way, choose a point within 10 feet, and the spray of the weapon originates from that point in the same direction.

#### **6.1.2.6 Heating Chamber**

*Requirements: level 6*

Before the weapon exits the barrel of the weapon, it is heated significantly. The weapon's damage become fire damage.

#### **6.1.2.7 Poison Diffusion Chamber**

*Requirements: level 9*

The weapon gains a slot on it to load poison onto the bullets. You may apply poison to the bullets as a bonus action by pouring a vial of poison into this chamber.

#### **6.1.2.8 Kinetic Barrel**

*Requirements: tactical rifles, sniper rifles, level 15*

This barrel stores potential energy that is wasted when firing to propel bullets harder. This weapon gains the siege tag and ignores damage reduction to ballistics damage.

### **6.1.3 Muzzles**

#### **6.1.3.1 Suppressor**

*Requirements: A semi-automatic pistol, tactical rifle, assault rifle, submachine gun, or sniper rifle.*

Firing this weapon while you are hidden does not give away your location, but still alerts enemies that you are somewhere within 120 feet. If you have not already, subtract 5 from your current Stealth score.

#### **6.1.3.2 Anechoic Silencer**

*Requirements: A semi-automatic pistol, tactical rifle, assault rifle, submachine gun, or sniper rifle, level 9*

Firing this weapon does not alert enemies of your location.

#### **6.1.3.3 Duckbill Choke**

*Requirements: a non-slug shotgun with the spray tag, level 6*

This weapon fires in a wider cone, hitting all creatures in a 120-degree cone.

### **6.1.4 Body**

#### **6.1.4.1 Bayonet**

*Requirements: tactical rifle, assault rifle, (small version: pistol)*

This weapon has a melee weapon attached to it which you can use an Attack as part of the Attack action to make a melee spell attack. On a hit, this weapon deals 1d6 piercing damage + your spellcasting ability modifier.

On a smaller weapon, such as a pistol, the bayonet only deals 1d4 piercing damage + your spellcasting ability modifier.

#### **6.1.4.2 Flashlight**

This weapon has a flashlight attached to the front of the barrel, making it easier to see enemies through non-magical darkness. You can see in a cone in front of you 30 feet of bright light and 30 feet of dim light.

#### **6.1.4.3 Weavethreaded Flashlight**

*Requirements: level 9*

This weapon has a flashlight attached to the front of the barrel, making it easier to see enemies through magical and non-magical darkness. You can see in a cone in front of you 30 feet of bright light and 30 feet of dim light.

#### **6.1.4.4 Laser Sight**

*Requirements: Level 6*

This weapon no longer has the long-range property if the property is less than 15 feet. If the weapon already lacks this property, the weapon gains the close-quarters property. You have disadvantage on stealth rolls while you are aiming this weapon.

#### **6.1.5 Underbarrel**

##### **6.1.5.1 Foregrip**

*Requirements: submachine gun or light machine gun*

This weapon gains the pinpoint property. If the weapon already had the pinpoint property, it's pinpoint threshold for this weapon is lowered to 4.

##### **6.1.5.2 Tripod**

*Requirements: A weapon with the steady property, level 9*

As an action, you can lay out a tripod against a solid horizontal surface, holding the weapon in place. While doing so, you gain the benefit of the steady property in 2 rounds instead of 1 minute.

#### **6.1.6 Stock**

##### **6.1.6.1 Midrange Stock**

*Requirements: A non-revolver weapon being held in two hands which lacks the steady property.*

As a bonus action while taking the attack action with this weapon, you can move take the dash action. This weapon gains the long-range property out to 15 feet. If this weapon already has the long-range property, it's range increases by 15 feet to a max of 30 feet.

##### **6.1.6.2 Tactical Stock**

*Requirements: A non-revolver weapon being held in two hands, level 6*

As a bonus action while taking the attack action with this weapon, you can move half your walking speed. This does not count as movement for the purposes of the steady property.

##### **6.1.6.3 CQC Stock**

*Requirements: A non-revolver weapon being held in two hands which lacks the long-range or steady property, level 6*

This weapon gains the close-quarters property.

##### **6.1.6.4 Focus Stock**

*Requirements: A two handed weapon*

This weapon gains the steady tag.

#### **6.1.7 Handle**

##### **6.1.7.1 Quickdraw**

*Requirements: A two-handed weapon*

As part of an object interaction, you can swap this weapon with another held item.

##### **6.1.7.2 Monkey Grip**

*Requirements: A submachine gun or assault rifle with the two-handed tag, level 6*

This weapon loses the two-handed property and instead gains the one-hand-training property.

##### **6.1.7.3 Magnetic Grip**

*Requirements: level 9*

You produce a magical set of gloves which are magnetically attracted to the gun. While wearing these gloves, creatures have disadvantage on rolls to disarm you. Additionally, using a 1<sup>st</sup> level spell slot or higher, you can recall the gun to you if it is within 30 feet. If another creature is holding the weapon or it is blocked by some obstacle, roll a *Pry* – Intelligence check contested against a *Pry* – Strength check of the thing holding your weapon.



#### **6.1.7.4 Quick Eject Grip**

*Requirements: pistol, level 9*

You can reload this weapon as a bonus action.

### **6.1.8 Magazine**

#### **6.1.8.1 Extended Mags**

*Requirements: a magazine-based weapon*

The magazine size of this weapon is increased by 50%.

#### **6.1.8.2 XTRA Extended Mags**

*Requirements: a magazine-based weapon, level 9*

The magazine size of this weapon is doubled. This weapon gains the slow-loading property.

#### **6.1.8.3 Fast Mags**

*Requirements: a magazine-based weapon*

Every other reload with this weapon may be done using a bonus action.

#### **6.1.8.4 Drum Magazine**

*Requirements: Any weapon with the belt-fed property, level 6*

This weapon stores its round in a drum barrel magazine. The weapon gains the reload property with weapon's ammo capacity is halved and it gains the slow loading property.

#### **6.1.8.5 Speed Loader**

*Requirements: A revolver, level 6*

This weapon can be reloaded as a bonus action.

## 6.2 APPENDIX B – STEEL DEFENDER

Steel Defender

*Medium construct*

**Armor Class** 15 (natural armor)

**Hit Points** 2 + your Intelligence modifier + five times your artificer level (the defender has a number of Hit Dice [d8s] equal to your artificer level)

**Speed** 40 ft.

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

**Saving Throws** Dex +1 plus PB, Con +2 plus PB

**Skills** Athletics +2 plus PB, Perception +0 plus PB × 2

**Damage Immunities** poison

**Condition Immunities** [charmed](#), [exhaustion](#), [poisoned](#)

**Senses** darkvision 60 ft., passive Perception 10 + (PB × 2)

**Languages** understands the languages you speak

**Proficiency Bonus (PB)** equals your bonus

**Vigilant.** The defender can't be surprised.

### Actions (Requires Your Bonus Action)

**Force-Empowered Rend.**

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

**Repair (3/Day).**

The magical mechanisms inside the defender restore 2d8 + PB hit points to itself or to one construct or object within 5 feet of it.

### Reactions

**Deflect Attack.**

The defender imposes disadvantage on the attack roll of one creature it can see that is within 5 feet of it, provided the attack roll is against a creature other than the defender.