# ARTIFICERS
## OF
# EBERRON

**8 SUBCLASSES**

**On the Cover:** Male Artificer by Forrest Amel.

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*Any sufficiently advanced technology is indistinguishable from magic.*

*– Arthur C. Clarke*

# Introduction

Artifice touches the lives of all the citizens of Khorvaire. Infused crystals light the shopping districts while heated coils warm homes, and the beans for everyone's morning coffee are transported by elemental galleon. Among the upper classes, artifice controls the plumbing and moves childrens' toys. For the less fortunate, House Orien's elemental land carts deliver the letters that connect people with friends and family. Airships cross the skies, and the lightning rail connects cities in ways never before imagined. Magewright workshops sit beside tailors and cobblers, a typical sight in market squares across the continent.

**Driven by Curiosity.** Artificers aren't just craftsmen. They're all driven by two big questions: Why and How? Why does lightning strike the tallest structures? How can dragons fly, despite their great size? While in the past it was assumed lightning struck as a sign of divine anger, we now know that lightning is drawn to tall objects as a result of natural laws. Artificers allow their curiosity and their desire to innovate to drive everything they do, and Khorvaire has benefited from this greatly throughout history.

**A New Era.** Freed from the constraints of constant war, artifice has experienced a revolution as of late. New innovations and disciplines appear all the time and the field has never looked brighter.

# Arcane Saboteur

*"No."*

While other artificers pursue the lofty endeavors of crafting and perfecting magical wonders, the arcane saboteur is only interested in learning how to break them. The arcane saboteur specializes in disrupting and destroying magic and other's abilities.

### Stealth Proficiency

When you adopt this specialization at 3rd level, you gain proficiency in Stealth.

### Saboteur Spells

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Saboteur's Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

**Arcane Saboteur Spells**

| Artificer level | Spell |
| --- | --- |
| 3rd | *bane, hex* |
| 5th | *knock, shatter* |
| 9th | *counterspell, detection* |
| 13th | *dimension door, greater invisibility* |
| 17th | *destructive wave, geas* |

### Destabilize Structural Integrity

When you reach 3rd level, you deal double damage to objects, structures, and vehicles. As a bonus action, you can imbue all allies you can see within 30 feet of you with this ability for 1 minute.

Once you use this feature, you can't use it again until you finish a long rest.

### Magical Disjunction

Also at 3rd level, you learn to turn failing magic into bursts of damage. When a creature you can see within 30 feet fails a saving throw against a spell, loses concentration, or has a magic item it's holding suppressed by your dispel magic or Arcane Desynchronization feature, you can use your reaction to deal 2d6 force damage to that creature.

This damage increases by 1d6 at levels 5, 9, 13, and 17.

### Arcane Desynchronization

When you reach 5th level, you can break the connection between magic and creatures. When you hit a creature with an attack or it fails its saving throw against a spell cast by you, you can use your bonus action to force the creature to make an Intelligence saving throw. On a failed save, for the next 1 minute the creature either loses access to the magical properties of one item, or it loses the ability to concentrate on spells, your choice. The creature can repeat this saving throw at the end of each of its turns, ending the effect on a success.

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

**Written by Iam Pace**

**Adept Spell Sapper**

At 9th level, you've become an expert at using your spells for disruption. Whenever you cast *counterspell* or *dispel magic*, you can add your proficiency bonus to the ability check made to affect spells of higher level.

You also learn to drain magic to replenish your reserves. When you successfully end a spell with *counterspell* or *dispel magic*, you can absorb part of the spell's energy, regaining your lowest level expended spell slot. You can regain spell slots twice in this way, and regain all expended uses when you finish a short or long rest.

Additionally, when you cast *dispel magic* on a creature, it must succeed on an Intelligence saving throw or suffer one of the effects of your Arcane Desynchronization feature.

**Efficient Essence Disruption**

At 15th level, you learn to disrupt creatures' innate functions. As an action, you can target a creature you can see within 60 feet and choose one action (excluding attack actions) or trait you've seen that creature use or benefit from in the last minute. The creature must succeed on an Intelligence saving throw or be unable to use that action or trait for 1 minute. As an action on its turn, a creature can repeat the saving throw, ending the effect on a success. If you successfully disrupt a creature who already has a trait or action disrupted by this feature, that previous disruption ends and the new one takes effect instead.

For example, if a devil resists a spell with Magic Resistance in front of you, you can attempt to disrupt that trait for 1 minute.

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

# Delver

"*Keep your eyes open. And Don't. Touch. Anything.*"

The dungeon delver trades the workshop for the ruins of Eberron, specializing in hands-on abilities that emphasize survival. Their tools are used for examining traps, neutralizing threats, and disassembling delicate devices of ages past.

### Tool Proficiency

When you adopt this specialization at 3rd level you gain proficiency with cartographer's tools. If you already have this proficiency, you gain proficiency with one other type of artisan's tools of your choice.

### Delver Spells

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Delver Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

#### Delver Spells

| Artificer level | Spell |
| --- | --- |
| 3rd | *expeditious retreat, protection from good and evil* |
| 5th | *find traps, locate object* |
| 9th | *nondetection, protection from energy* |
| 13th | *locate creature, stoneshape* |
| 17th | *far step*[XGE], *passwall* |

### All Geared Up

Also at 3rd level, you always have the tools you need on hand. As an action, you can produce an item from your backpack that could be found in any Equipment Pack. You can use this feature a number of times equal to your Intelligence modifier (minimum 1). You regain all expended uses when you finish a long rest.

### Early Warning System

At 5th level, you've constructed a device that alerts you to incoming danger. You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be Blinded, Deafened, or Incapacitated.

### Dungeon Map

At 3rd level, you are a master of exploring tombs and dungeons. You use your cartographers tools to predict the composition of the world's most dangerous places. You have advantage on Intelligence (Investigation) and Wisdom (Perception) checks to detect traps, and advantage on Intelligence (History) checks to recall information related to ruins, tombs, dungeons, and other ancient structures.

You've also learned to use your analytical skills to help dismantle dangers. Whenever you make a skill check to disarm a trap, you can use your Intelligence modifier in place of whichever ability that skill normally uses. For example, a Dexterity (Sleight of Hand) check becomes an Intelligence (Sleight of Hand) check for you.

### Written by Chris Hopper

## Practical Instruction

At 9th level, your practical knowledge gives you a keen eye for enemy weaknesses and potential dangers. As an action, you can choose one creature within sight and deduce information about it from your adventures, including type of creature and any damage immunities, resistances, and vulnerabilities.

Once you have used this ability, you can't use it again until you finish a long rest.

Additionally, you can use your deductions about a creature to give allies practical instructions.

When a creature you've deduced information about deals damage to a creature you can see within 60 feet that can hear you, you can use your reaction to half that damage. Alternatively, if an ally you can see and who can hear you deals damage to a creature you have deduced information about, you may use your reaction to give that creature vulnerability to all of that attack's damage.

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

## Disruptor Field

At 15th level, you've developed a method of neutralizing magical dangers with your artificer's tools. When activated as an action, your cartographer's tools and thieves tools spin in a widening circle around you, like points on a compass, etching a glowing field centered on you. This magical aura extends in a 60-foot radius around you for the next minute. Magical traps are disabled while they are in the field's area.

At the start of each hostile creature's turn, if it within the aura and concentrating on a spell it must make a Concentration check with a DC equal to your spell save DC, losing concentration on a failed save. If a creature in the aura casts a harmful spell with you as the target, it must succeed on a Wisdom saving throw or the spell fails. On a successful save, the spell works as normal.

Additionally, whenever a creature attempts to use a legendary action within the field, it must make a Wisdom saving throw. On a failed save, the legendary action fails and has no effect, and the legendary action point is not spent. On a success it works as normal.

Once you have activated your disruptor field, you cannot do so again until you finish a long rest.

# Grenadier

"*You* might *want to cover your ears.*"

The grenadier lies somewhere between the alchemist and the artillerist, pragmatically borrowing concepts and schematics from both schools. They are master demolitionists capable of constructing and imbuing arcane explosives called grenades to create a variety of effects in devastating fashion. Grenadiers were invaluable during The Last War, breaking apart enemy formations and sundering great war machines. With the war over, they now see heavy use in mining and excavation.

### Tool Proficiency

When you adopt this specialization at 3rd level, you gain proficiency with alchemist's supplies. If you already have this proficiency, you gain proficiency with one other type of artisan's tools of your choice.

### Grenadier Spells

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Grenadier Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you have prepared.

**Grenadier Spells**

| Artificer level | Spell |
| --- | --- |
| 3rd | *catapult, shield* |
| 5th | *misty step, shatter* |
| 9th | *fireball, lightning bolt* |
| 13th | *dimension door, ice storm* |
| 17th | *cloudkill, telekinesis* |

### Cabalistic Grenades

Beginning at 3rd level, whenever you finish a long rest, you can use your alchemist's supplies to magically produce a number of grenades equal to your Intelligence modifier (minimum 1). When you do, you choose if each grenade is an accelerant grenade or inhibitor grenade, and it gains an effect of your choice from the Grenade Options table. Grenades last until used or until the end of your next long rest.

As an action, a creature can throw a grenade at a point within 30 feet. The range of grenades increases to 45 feet at level 6, and 60 feet at level 15.

### Grenade Options

**Accelerant Grenade.** When you create an accelerant grenade, you choose one option each from the Accelerant Type and Accelerant Explosion columns on the Grenade Options table. When the accelerant grenade is thrown, creatures in its explosion area must succeed on a saving throw or take damage of the specified type. On a successful save they take half as much damage. Area and damage of the explosion are determined by your Accelerant choice, while damage type and saving throw are determined by Explosion Type choice.

Accelerant Grenade damage increases by 1d6 at 6th level, and 2d6 at 15th level.

**Inhibitor Grenade.** When you create an inhibitor grenade, you choose one effect

from the Inhibitor Condition column on the Grenade Options table. When the inhibitor grenade is thrown, it explodes in a 10-foot-radius sphere, and all creatures in the area are affected by the chosen condition for the next minute unless they succeed on a saving throw, the type of which is determined by the condition. Creatures affected by an inhibitor grenade can repeat the saving throw at the end of each of their turns, ending the condition on a success.

## Grenade Options

| Accelerant Type | Explosion Type | Inhibitor Type |
| --- | --- | --- |
| Acid (Dex) | 1d6 (20 ft r. sphere) | Blinded (Con) |
| Cold (Con) | 2d6 (15 ft r. sphere) | Deafened (Con) |
| Fire (Dex) | 3d6 (10 ft r. sphere) | Frightened (Wis) |
| Lightning (Dex) | 4d6 (5 ft r. sphere) | Poisoned (Con) |
| Poison (Con) | | Prone (Str) |
| Thunder (Con) | | Restrained (Str) |

### Imbue Grenade

Beginning at 5th level, when you throw a grenade you can expend a spell slot to imbue it with an extra effect from the options below. Expending a higher level spell slot imbues a more powerful effect.

**Leavening Agent.** Increase the duration of conditions inflicted by the grenade by a number of 1 minute increments equal to the level of the spell slot expended.

**Extra Charge.** Increase the grenade's damage by a number of d6s equal to the level of spell slot expended.

**Mortar Shot.** Increase the grenade's range by a number of 30-foot increments equal to the level of spell slot expended.

**Volatile Reactant.** Increase the grenade's area of effect by a number of 10-foot radius increments equal to the level of spell slot expended.

**Potent Catalyst.** Increase the grenade's DC by an amount equal to the level of spell slot expended.

### Master of Bombardment

Starting at 9th level, you have learned how to mix even more volatile explosives. When you create a grenade, you can choose its type twice and combine their effects. If you combine two accelerant grenades, both inflict their respective damage and damage type. If you combine two inhibitor grenades, the explosion inflicts both conditions. If you combine an accelerant and inhibitor grenade, both the damage and condition effect occur.

If you combine two types with a different explosion area or saving throw, roll a d6 and consult the Unstable Mixture table below to determine which you use.

### Unstable Mixture

| d6 | Effect |
| --- | --- |
| 1 | Saving Throw and area of effect of the first choice |
| 2 | Saving Throw and area of effect of the first choice |
| 3 | Saving Throw of the first choice and area of effect of the second choice |
| 4 | Saving Throw of the second choice and area of effect of the first choice |
| 5-6 | You choose the Saving Throw and area of effect |

### Micro-Guidance Augmentation

Beginning at 15th level, your savvy understanding and implementation of aerodynamics and shaped charges have allowed you to detonate your grenades in a desired shape to avoid collateral damage.

You are now immune to the effects of your own grenades. Additionally, when you throw a grenade, you can choose a number of creatures up to your Intelligence modifier (minimum of one). The chosen creatures automatically succeed on their saving throws against the grenade, and they take no damage if they would normally take half damage on a successful save.

# Jetstep

*"Preparing for liftoff."*

A jetstep is a master of transportation, ever pushing the limitations of speed. An artificer of this specialization is always looking for better ways to move, be it faster, cheaper, or easier to maintain over long journeys. When pushed into battle, jetsteps rely on one of the oldest laws of combat: you can't hit what you can't catch.

Most jetsteps belong to House Cannith or House Orien, the inventors and operators respectively of the lightning rail. Some anecdotes state that the Orien Lightning Rail was originally designed by a group of jetsteps collaborating to create a vessel of unparalleled speed.

## Tool Proficiency

When you adopt this specialization at 3rd level, you gain proficiency with cobbler's tools. If you already have this proficiency, you gain proficiency with one other type of artisan's tools of your choice.

## Jetstep Spells

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Jetstep Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

**Jetstep Spells**

| Artificer level | Spell |
|---|---|
| 3rd | *expeditious retreat, longstrider* |
| 5th | *misty step, spider climb* |
| 9th | *haste, thunder step*XGE |
| 13th | *dimension door, freedom of movement* |
| 17th | *far step*XGE, *steel wind strike*XGE |

## Velocity Boots

At 3rd level, you develop a prototype pair of jet-powered boots, allowing you to navigate the battlefield with ease. While wearing these boots, your movement speed is increased by 10 feet.

Your boots are an extremely volatile creation. When your boots are damaged, they malfunction with a burst of flame, dealing 2d6 fire damage to you and each creature within 5 feet of you. You can repair or create a new set of boots at the end of a long rest spent working with your cobbler's tools. Creating a new pair of boots in this way causes the previous pair to cease functioning, as the prototype magic deteriorates without your constant maintenance.

When you gain certain levels in this class, both the speed bonus granted and damage dealt by your boots increases: at 6th level (15 feet, 3d6 fire damage), 10th level (20 feet, 4d6 fire damage), 14th level (25 feet, 5d6 fire damage), and 18th level (30 feet, 6d6 fire damage).

Height:
*As Expected*

Velocity:
*Exceeds Expectations*

Safety:
*...Questionable...*

**Written by E.R.F Jordan**

## Overclock Boots

At 5th level, you learn to imbue your boots with incredible power for short periods of time at the cost of their integrity. As an action, you can touch your boots with your cobbler's tools to enter a state of heightened speed. For 1 minute, you gain the following benefits:

- The bonus movement speed granted by your boots is tripled.

- You have a flying speed equal to your walking speed. While flying in this way, you do not provoke attacks of opportunity.

- You have advantage on Dexterity (Acrobatics) checks and Dexterity saving throws.

When the overclock duration ends, the boots malfunction. You gain none of the benefits associated with your boots until you spend time repairing them.

As your design improves, you can overclock more often before your boots malfunction: twice at 10th level, and three times at 15th level.

## Master of Mobility

At 9th level, you further develop your boots to give you even greater mobility. When you gain this feature, choose one of the following effects. You gain the benefits of the chosen effect while wearing your boots. Additionally, you may change which effect you benefit from at the end of a long rest spent working with your cobbler's tools.

**Climb.** You have a climbing speed equal to your walking speed.

**Swim.** You have a swimming speed equal to your walking speed.

**Glide.** Your jump distance is tripled. Additionally, the damage you take from falling is halved.

## Perfected Design

At 15th level, you perfect the design of your boots, turning their flaws into strengths. Your boots no longer deal damage to you when they malfunction.

Additionally, you can now voluntarily trigger a malfunction as an action. When you detonate your boots in this way, roll a d6. On a roll of 5 or 6, your boots remain undamaged, but can't voluntarily malfunction again for 1 minute.

Test ~~132~~ 133

*Only slightly singed. I'm sure it will work this time. Will report back with results...*

Test 146

*Did not work. Sharn authorities have insisted on fire crews for all future tests. Note to self: invent formula to regrow eyebrows*

*– Second note to self. Invent flame retardent socks*

# Minimancer

*"They are not cute. Well, okay, they are kinda cute."*

While most artificers invest all their genius into one big invention, such as a big gun or a bulky construct, the Minimancer shuns such narrow focus. The Minimancer is constantly churning out small automatons which can perform a myriad of independent functions. These minibots can be used to assist the artificer, enhance the abilities of allies, serve as distractions, or bring the hurt directly to the enemy.

### Minimancer Spells

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Minimancer Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

**Minimancer Spells**

| Artificer level | Spell |
| --- | --- |
| 3rd | *catapult, shield* |
| 5th | *continual flame, heat metal* |
| 9th | *sending, tiny servant*[XGE] |
| 13th | *fabricate, Otiluke's resilient sphere* |
| 17th | *Bigby's hand, creation* |

### Experimental Minibots

Beginning at 3rd level, whenever you finish a long rest, you can magically produce an experimental minibot. See this creature's game statistics in the minibot stat block. Roll on the Experimental Minibot table for the minibot's properties.

Creating an experimental minibot requires you to have smith's tools on your person and any minibot you create with this feature lasts until it is destroyed, has completed its function as specified in the Experimental Minibots table, or until the end of your next long rest.

When you reach certain levels in this class, you can make more minibots at the end of a long rest: two at 6th level and three at 15th level. Roll for each minibot's effect separately.

You can create additional experimental minibots by expending a spell slot of 1st level or higher for each one. When you do so, you use your action to create the minibot out of a tiny object you touch with your smith's tools, and you choose the minibot's effect from the Experimental Minibots table.

Minibots are created in an idle state, meaning that their primary function hasn't been activated. While idle, they can be stored in your pocket or allowed to roam in your space, clamoring in and out of your pockets or fooling around at your feet. They can assist you in minor tasks such holding an ink well, handing you a tool from your bag, or preparing a sandwich while you work.

You can activate a minibot's function as a bonus action. When you do so, it immediately starts to execute its function to the best of its ability and cannot be deactivated. As part of the activation, you can issue a simple command to your minibot, such as specifying its target or how to move. You can have a number of minibots active equal to your artificer level divided by 3, rounded down. In combat, your minibots share your initiative count, but they take their turns immediately after yours.

**Written by Sven Truckenbrodt**

# Experimental Minibots

| d6 | Function |
|---|---|
| 1 | **Attacker.** The minibot gains an Attack action. It uses your spell attack bonus and deals bludgeoning, piercing, or slashing damage (your choice) equal to 3d6 + your Intelligence modifier. The minibot disintegrates after it successfully hits a target or has been active for 1 minute, whichever happens first. |
| 2 | **Helper.** The minibot gains the Help action. The minibot disintegrates after it has performed three Help actions or has been active for 1 minute, whichever happens first. |
| 3 | **Distracter.** The minibot emits a shrill siren noise audible out to 100 feet. A creature that starts its turn within 30 feet of the minibot must succeed on a Constitution saving throw against your artificer spell save DC or become deafened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success. The minibot disintegrates after it has been active for 1 minute. |
| 4 | **Greaser.** The minibot can leak oil onto the ground in any space it moves into. When the grease appears, each creature standing in its area must succeed on a Dexterity saving throw against your artificer spellcasting DC or fall prone. A creature that enters the area or ends its turn there must also succeed on a Dexterity saving throw or fall prone. The minibot disintegrates after it has leaked 20 square feet worth of oil or has been active for 1 minute, whichever happens first. |
| 5 | **Spell Storer.** When you create this minibot, you can store a spell in it. The spell can be of 1st level, 2nd level, or a cantrip, and must have a casting time of one action or bonus action, and a range of self or touch. If the spell is not a cantrip, you must expend components and spell slots as usual. The minibot can cast the stored spell as an action, using your spellcasting bonus or save DC. It disintegrates after it casts the spell or has been active for 1 minute, whichever happens first. |
| 6 | **Retriever.** The minibot gains the Search and Use an Object actions. It can also activate a magic item as an action, including magic items you are attuned to. When activated, you specify one thing for the minibot to interact with and how. For example, the minibot can open an unlocked door, use a key, stow or retrieve an item, or pour out the contents of a vial. The minibot can't carry more than 10 pounds. As a bonus action, you can issue additional commands to it that are part of its function. The minibot disintegrates after it has been active for 1 minute. |

## Secondary Functionality

At 5th level, you add two secondary functions to your minibots. As a reaction, you can command a minibot within 60 feet of you to carry out one of the functions below:

- **Protect.** When you see a creature being attacked, you can command one of your minibots to interpose itself. Your minibot moves up to twice its movement speed. If it reaches the space of the target, the attack is directed at the minibot instead of the intended target.

- **Detonate.** You can command one of your minibots to move up to its movement speed and detonate. Any creature within 5 feet of the detonating minibot must make a Dexterity saving throw against your artificer spellcasting DC. A creature takes 5d6 fire damage on a failed save, or half as much damage on a successful one. The fire ignites any flammable objects in the area that aren't being worn or carried.

## Upgraded Minibots.

Starting at 9th level, whenever you create a minibot you can integrate one upgrade to enhance its functionality. You choose the upgrade from the Minibot Upgrades table. Additionally, any attacks performed by a minibot now count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

## Minimaster.

At 15th level, when you use a bonus action to activate a minibot, you can simultaneously activate any number of minibots.

### Minibot Upgrades

| Upgrade | Function |
| --- | --- |
| Speed Gyros | The minobot's speed is increased to 40 ft. |
| Communicator | You can transmit your voice through the minibot while it is within 300 feet of you. The minibot transmits all sound within 30 feet of it back to you. |
| Mufflers | The minibot gains a +10 bonus to Dexterity (Stealth) checks. |
| Propeller | The minibot gains a flying speed equal to its movement speed. |

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## MINIBOT

*Tiny Construct, No Alignment*

**Armor Class** 15
**Hit Points** 1
**Speed** 15 ft., Climb 15 ft.

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

**Senses** passive perception 10
**Languages** understands the language of its creator but can't speak

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**Axiomatic Mind.** The minibot can't be compelled to act in a manner contrary to its programming and instructions.

**Disintegration.** When the minibot is reduced to 0 hit points or completes its function, whether successful or not, it disintegrates into a scattering of tiny screws, gears and springs.

### ACTIONS

The minibot can only take the Dash, Disengage, Dodge and Hide actions, unless otherwise specified in the minibot's function according to the Experimental Minibots table.
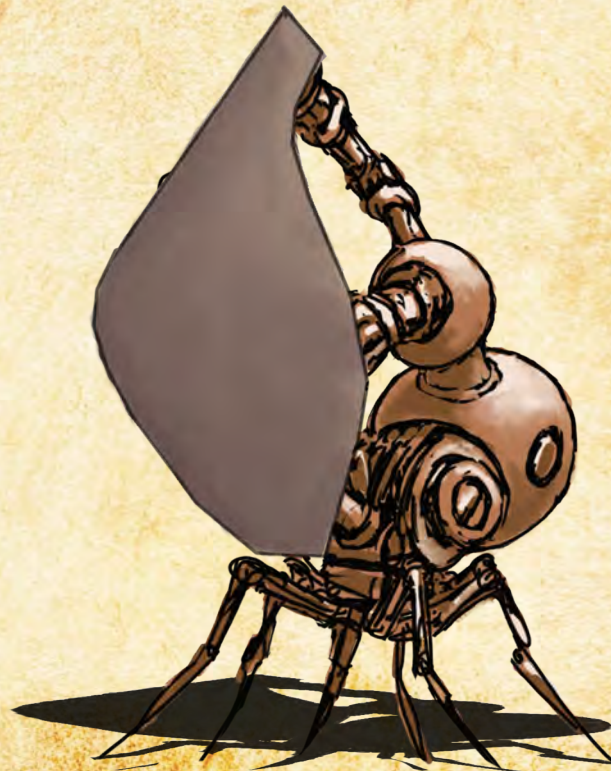
# Spell Scavenger

*"Don't try this at home, kids."*

The spell scavenger has devoted themselves to magical tinkering, using tools and components to eke additional power from their tools. These artificers covet magical items above all else, and use them to extend their spell diversity beyond the range of their peers by transferring their power and modifying their spell focuses.

### Tool Proficiency

When you take this specialization at 3rd level you gain proficiency with one type of artisan's tools of your choice. You also gain that artisan's tool for free.

### Scavenger Spells

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Spell Scavenger Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

**Spell Scavenger Spells**

| Artificer level | Spell |
| --- | --- |
| 3rd | *absorb elements*XGE, *chaos bolt*XGE |
| 5th | *locate object, Nystul's magic aura* |
| 9th | *remove curse, counterspell* |
| 13th | *fabricate, Leomund's secret chest* |
| 17th | *legend lore, skill empowerment*XGE |

### Enhance Focus

At 3rd level, you learn how to modify and enhance your spell focuses to produce additional effects when casting. When you finish a short or long rest, you can touch one of your artificer's tools to enhance it with an additional ability of your choice from the options below and give it 1 charge. If a focus has been previously enhanced, you can replace that enhancement with a new one, and you can restore 1 expended charge. You can have a number of focuses enhanced in this way equal to your Intelligence modifier (minimum 1).

Whenever you cast an artificer spell using an enhanced focus, you can expend its charge to activate its enhancement. The focus is still considered an enhanced focus even if it has no charges remaining.

**Written by Chris Hopper**

## Focus Enhancements

**Empowered.** When you roll damage for the spell, you can reroll a number of damage dice up to your Intelligence modifier (minimum of 1). You must keep the new rolls.

**Homing.** If the spell requires an attack roll, it ignores cover and you don't need line of sight to your target.

**Inverted.** The spell's damage changes to its counterpart: from fire to cold, acid to poison, force to psychic, lightning to thunder, and radiant to necrotic, or vice versa.

**Still.** If the spell that is being cast has a somatic component, you may choose to ignore the somatic requirement and cast it without movement.

**Tenacious.** If the spell forces creatures to make a saving throw to resist its effects, roll 1d4. Your spell save DC is increased by the result for the first saving throw made by each creature against the spell.

If an enhanced focus has no charges, you can still activate its enhancements but risk an unexpected side effect as a result. Each time you use an enhanced focus with no charges, roll a d4. On a 1 or 2, the spell focus causes a random side effect from the table below, using your spell save DC where necessary. This decreases to a roll of 1 at 9th level. You may possess a number of enhanced spell foci equal to your Intelligence Modifier.

## Side Effects

| d10 | Effect |
| --- | --- |
| 1 | The stones, sand, grass, or other substrate around you rise as if gravity has temporarily lost hold, then fall harmlessly to the ground. |
| 2 | You must use your bonus action to complete the spell, or it fails and the spell slot is expended. |
| 3 | Energy lances up the focus, dealing 1d6 lightning damage to you per level of spell used. |
| 4 | Toxic gas shoots out of the focus in a 30 foot cone towards the original target. Creatures in the cone must succeed on a Constitution saving throw or take 1d6 poison damage per level of spell slot used. |
| 5 | A burst of bright light forces everyone within 60 feet who can see the focus to make a Constitution saving throw or become blinded until the end of their next turn. |
| 6 | You must succeed on a Dexterity saving throw or your move speed is halved and you cannot use bonus actions. These effects last for one minute. |
| 7 | You must succeed on a Wisdom saving throw or be affected by the sleep spell for 10 minutes. |
| 8 | A jet of acid shoots out in a 60 foot line in the direction of the original target. Each creature in the line must succeed on a Dexterity saving throw or take 1d6 acid damage per level of spell slot used. |
| 9 | A blizzard surrounds you in a 60 foot radius for the next minute, limiting visibility in the area to 10 feet. When the blizzard appears, creatures in the area must succeed on a Dexterity saving throw or be knocked prone by the sudden blast of wind and ice. |
| 10 | You regain 2d10 hit points. |

## Recharge

Beginning at 5th level, you've learned a bit about the inner workings of magic items and how to power them. As an action, you can touch a magic item and expend spell slots to recharge it. The minimum level of spell slot you must expend is shown on the table below. If the item has charges, it regains a number of expended charges equal to the number of spell slots you expended of the minimum level or higher. If it has an ability that recharges daily or after a long rest, you must expend two spell slots of minimum level or higher to recharge it.

| Item Rarity | Min. Spell slot level |
|---|---|
| Common | 1 |
| Uncommon | 2 |
| Rare | 3 |
| Very Rare | 4 |

## Scavenge Schema

Beginning at 9th level, you're able to examine a magic item with your artificer's tools and temporarily imprint a schema of its effects onto one of your enhanced foci. During a long rest, choose a magic item of common or uncommon rarity to examine and make an Intelligence (Arcana) check against the table below:

| Item Rarity | DC |
|---|---|
| Common | 10 |
| Uncommon | 15 |

On a failure, the item ceases to function for the next hour. On a success, a schema of the magic item is imprinted onto one of your enhanced foci. While holding that enhanced focus, you can use it as if it had the active effects of that magic item. Once used, the schema is burned out of your focus and cannot be used again.

An enhanced focus can store one schema at a time. The schema remains imprinted until it's used, you attempt to imprint a new schema onto the same focus, or you change that spell focus's enhancement option.

## Spell Capture

At 15th level, you have developed the ability to capture spells within your enhanced focuses. When targeted by a spell that requires a saving throw, if your saving throw is successful you may use your reaction to capture that spell in an enhanced focus, provided it is of a spell level you are capable of casting. Before your next long rest, you may choose to activate the captured spell, casting it at a target of your choice without expending a spell slot.

You can only have one spell captured at a time, and if a second spell is absorbed this way, the first is lost. If you absorb a spell in an enhanced focus that has a schema imprinted on it, the schema is destroyed in the process.

*What a lovely bauble! ...On a scale of one to pitchforks, how upset would you be if you didn't get it back?*

# Strongarm

*"Oh. A locked door. Cute."*

As the Last War raged, medical tents across Khorvaire were increasingly flooded with people who'd lost arms and legs. Houses Jorasco and Cannith discovered that combining cutting edge artifice with healing allowed them to replace missing limbs with artificial constructs of wood and metal. Many were grateful for this restored functionality, but a few saw potential for more. 'Strongarms' improved drastically on the base design, and quickly came to inspire fear and awe with their mechanically enhanced limbs capable of crushing bone and bending metal.

Many Strongarms hide what they are in public, their enhancements a reminder of the war most people would rather forget. Others use their strength in fighting pits and as gang enforcers. Almost all continue to tinker, ever improving on the merger of man and machine.

Taking the Strongarm Specialty fully replaces one of your flesh and blood arms, and is often viewed as an extreme measure. If your character needs a reason for this action, select or roll from the following table.

## Strongarm Origins Table

| d6 | Reason |
|----|--------|
| 1 | My original arm was maimed or lost in the Last War. |
| 2 | I believe that the merger of man and machine is the future. |
| 3 | I was used as a test subject in a medical experiment. |
| 4 | I was born without an arm. This is the first time I've had two. |
| 5 | I needed strength to accomplish my goals. This was a necessary sacrifice. |
| 6 | I don't know. I just woke up without an arm and this in its place. |

## Strongarm Spells

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Strongarm Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

**Strongarm Spells**

| Artificer level | Spell |
|-----------------|-------|
| 3rd | *absorb elements*[XGE], *thunderwave* |
| 5th | *branding smite, flame blade* |
| 9th | *blinding smite,haste* |
| 13th | *staggering smite, stoneskin* |
| 17th | *creation, steel wind strike*[XGE] |

**Written by William Lawler**

### Self-Modified

Beginning at 3rd level, you replace one of your arms with an artificial construct. When you create it, it looks freshly built, with exposed runes, wires, and crystals.. As you gain levels in Artificer, the mechanical arm begins to look sleeker and more finished, until you perfect its construction at level 15.

This arm counts as your spellcasting focus. You may use infusions on it as if it were non-magical, but any infusions cast on it vanish when you finish a long rest.

Your new mechanical arm gives you several benefits.

- You gain proficiency in the Athletics and Intimidation skills.

- You have advantage on Strength saving throws.

- Your unarmed attacks with this arm deal damage equal to 1d4 + your Strength modifier. The damage die increases to 1d6 at 5th level, 1d8 at 9th level, and 1d10 at 15th level.

### Well-Armed

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

### Strength of Arms

At 9th level, your mechanical arm's grip strength has been enhanced beyond mortal levels. Creatures grappled by your mechanical arm are also restrained until the grapple ends.

In addition, unarmed attacks made with your mechanical arm count as magical for the purposes of overcoming resistances and immunities.

### Man and Machine

At 15th level, your arm has been upgraded to its final state, allowing it to reinforce the rest of your body using the power of your own spells. When you expend a spell slot to cast an artificer spell, you may choose to gain resistance to all bludgeoning, piercing, and slashing damage until the start of your next turn.

You can use this ability three times, and regain all expended uses when you finish at long rest.
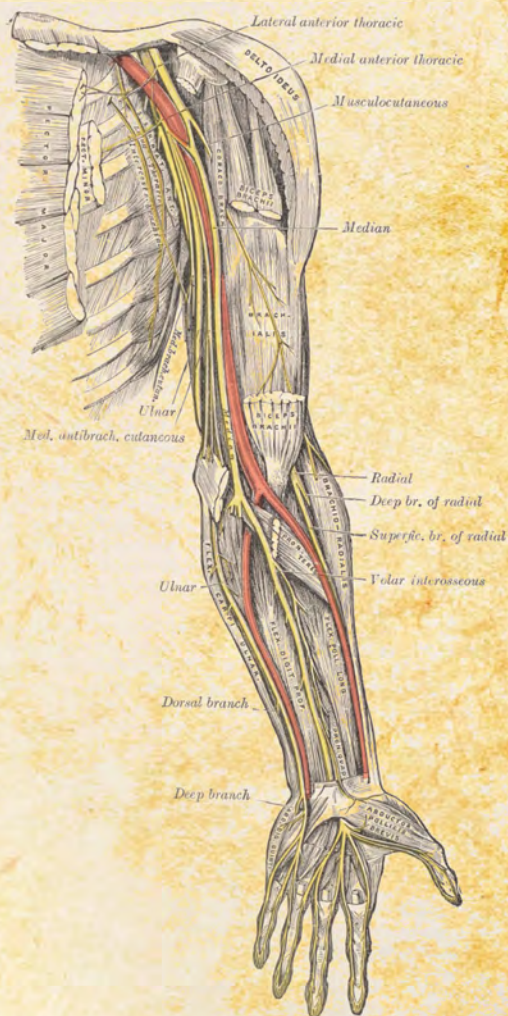


*The wires and cabling have to match up perfectly with the nerves and muscles of a real arm, or the whole construct is useless.*

# Wordsmith

*"You know what they say. 'Pen is mightier than the sword' and all that."*

A wordsmith shapes the world with their words, constructing and deconstructing with sharp eyes and sharper quills. Wordsmiths shape battlefields with their imaginations and nature itself with some persuasion. Many wordsmiths amass large libraries, oral histories, or snippets of song, collecting possibilities and perspectives on reality. Knowledge is power, and the most powerful wordsmiths can alter reality as easily as they can describe it.

### Tool Proficiency

When you adopt this specialization at 3rd level, you gain proficiency with calligrapher's supplies. If you already have this proficiency, you gain proficiency with one other type of artisan's tools of your choice.

### Wordsmith Spells

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Wordsmith Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

**Wordsmith Spells**

| Artificer level | Spell |
|---|---|
| 3rd | dissonant whispers, illusory script |
| 5th | skywrite, zone of truth |
| 9th | hypnotic pattern, sending |
| 13th | dimension door, hallucinatory terrain |
| 17th | mislead, seeming |

### Our Heroes' Story Continues

Beginning at 3rd level, whenever you finish a long rest, you can use calligrapher's supplies to magically produce a daily report on a sheet of paper, parchment, or vellum you touch. The report is an accurate account of the previous day's activities based on your perspective and memory, including information expressed to you by others. Roll on the Daily Report table for the report's effect, which is triggered when someone reads the report. As an action, a creature that can read at least one language can skim the report for relevant details.

Any daily report you create with this feature remains until read by another creature or you finish a long rest, at which point the ink fades away and the sheet of paper, parchment, or vellum it was written on returns to a blank state. Using calligrapher's supplies you may copy the report's contents onto a nonmagical surface, which takes 1 hour and costs 1 gp to represent the ink used to record it. This copied report does not have the effects below.

**Written by Ashton Duncan**

When you reach certain levels in this class, you can make more copies of the daily report at the end of a long rest, spreading your knowledge to more readers. You can produce up to two daily reports at 6th level and three at 15th level. Roll for each report's effect on the reader separately. Each report requires its own sheet of paper, parchment, or vellum.

You can create additional daily reports by expending a spell slot of 1st level or higher for each one. When you do so, you use your action to create a report on an empty sheet of paper, parchment, or vellum, and you choose the report's effect from the Daily Report table.

### Daily Report

| d6 | Effect |
|----|--------|
| 1 | **Informed.** The reader has advantage on Wisdom (Perception) and Intelligence (Investigation) checks made for the next hour. |
| 2 | **Intentional.** For the next minute, whenever the reader rolls a 1 on the d20 for an attack roll, ability check, or saving throw, they can reroll the die and must use the new roll. |
| 3 | **Prepared.** The reader immediately finds one item of their choice from the Adventuring Gear table in the Player's Handbook packed within their belongings. This item must cost less than 25 gp, and cannot be ammunition, an arcane focus, a druidic focus, or a holy symbol. |
| 4 | **Motivated.** For the next minute, whenever the reader makes an attack roll or saving throw, they can roll a d4 and add the number rolled to the attack roll or saving throw. |
| 5 | **Resilient.** The reader gains a +1 bonus to AC for the next 10 minutes. |
| 6 | **Recall.** The reader has advantage on Intelligence (History) checks made in the next 8 hours. |

## The Pen is the Sword

At 5th level, the world is your canvas. When you finish a long rest, you can use calligrapher's tools to ink special sigils on an object or your own body, turning it into your arcane focus. The ink disappears from the object or body if you later inscribe them somewhere else. The sigils otherwise last indefinitely.

## Prose and Cons

Starting at 9th level, you can embed subliminal messages and symbolism into your work. When a creature reads a daily report you created, you may choose to replace its effect from the Daily Report table with one of the two options below. The effect is triggered immediately and that daily report's text fades away.

- The reader must succeed on a Wisdom saving throw against your spellcasting DC or be affected by the *suggestion* spell. You decide what the suggestion is when this is triggered.

- The reader takes psychic damage equal to 4d6 + your Intelligence modifier.

## Oeuvre Maneuvers

At 15th level, you call upon your vast body of work and every piece of knowledge and talent squirreled away in your memory, unleashing it on reality.

- You gain resistance to psychic damage and you are immune to the charmed condition.

- You can cast *legend lore* or *wall of force* without expending a spell slot or material components, provided you use calligrapher's supplies as the spellcasting focus. Once you cast either spell with this feature, you must finish a long rest before you can do so again.

# The Artificer's Career

Some artificers prefer to tinker alone, far from distractions, as they perfect their craft. Many do not take this route, instead practicing their skills for a fee among the towns and cities of Khorvaire. This normally takes the form of an independent workshop, but may also take the form of craftspeople guilds or academic institutions such as the Library of Korranberg or Morgrave University. Many artificers also work either directly or indirectly with a Dragonmarked house, especially house Orien or House Cannith.

Practicing artifice for profit (perhaps represented by the Guild Artisan background) confers several benefits.

Many artificers who practice as craftspeople earn a wage. Between 1st and 5th level, an artificer would most likely be a novice, earning enough to fund a modest lifestyle. In large cities, they would compete with other artificers and magewrights for business, but in a smaller city or rural area, they might be the only game in town, or even the area.

Between 6th and 10th level, an artificer would be considered a journeyman. In a large workshop, they might be allowed to take on more advanced projects, or sent to retrieve components from other locales. More independently minded artificers might begin to be approached with business proposals or commissions for custom orders. They might earn an amount equivalent for a comfortable lifestyle.

Above level 10, a player character would be a master artificer. They might retrieve legendary ingredients from dangerous locales, be approached by wealthy patrons for special projects, or even work for royalty. These artificers might often be approached by other artificers and magewrights looking for apprenticeships. They can use their skills to have a wealthy lifestyle.

Of course, such a career is not without its challenges. Use the following table to see what complications might arise in your artificing career.

## Career Complications

| d20 | Complication |
| --- | --- |
| 1 | House Cannith wants you to sign a retainer, and they're being very insistent. |
| 2 | There's signs of rust monsters in the basement. |
| 3 | A man brings in rare components in exchange for money, but refuses to say where he got them. |
| 4 | Another artificer is plagiarizing your ideas. |
| 5 | The guard needs a mysterious item examined. It is unstable and may explode at any moment. |
| 6 | You find a street urchin stealing your materials. They clearly have artificing talent. |
| 7 | A warforged has lost an arm, and needs a new one fashioned as soon as possible. |
| 8 | A mystery client wants a commission, but only communicates through intermediaries. |
| 9 | You find hand-drawn schematics for a masterwork level item in an old sketchbook. |
| 10 | A fellow artificer you're acquainted with hasn't been seen in several days. They were talking about a new project. |
| 11 | A **boggle**(VgtM) ran off with an important component for a magic item. |
| 12 | You are brought an item with your signature on it for repairs, but you have no memory of making it. |
| 13 | A magic weapon you created was found at the scene of a murder. |
| 14 | You receive an invitation to give a guest lecture at Morgrave University. |
| 15 | A street dog swallows one of your prototype items. |
| 16 | You are asked to officiate a duel between two other artificers. |
| 17 | You're suffering from a serious case of Inventor's Block. |
| 18 | The authorities want your workshop condemned as a public safety hazard. |
| 19 | Your device spectacularly malfunctions at a demonstration for unknown reasons. |
| 20 | Your sleep is plagued by vivid dreams for a new design. |

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**Variant Equipment: Engineer's Pack**

To represent an artificer who works for others, consider replacing the Dungeoneer's Pack in the Artificer class description with an Engineer's Pack.

**Engineer's Pack (30 gp).** Includes a set of pulleys, a 4 foot iron bar, a set of welder's goggles, a collapsible shovel, two 10 ft rolls of adhesive tape, and one liter of lubricating oil. The pack also has 50 feet of hempen rope strapped to the side of it.

# Spells

## Artificial Eye

*1st level conjuration*

**Casting Time:** 10 minutes
**Range:** N/A
**Components:** V, S, M (a small lens)
**Duration:** 24 hours
**Classes:** Artificer

You spend 10 minutes creating a mechanical eye made of glass and metal. This eye can see 60 feet in normal conditions and has darkvision out to 30 feet, but it has no independent means of locomotion. As long as the eye is within one mile of you, you can look through it as an action. While doing so, you are blind with regard to your own senses. Any spells you cast that affect your eyes affect the Artificial Eye as well.

After 24 hours the eye collapses and ceases to function, leaving small gears and bits of glass behind.

## Attract/Repel

*3rd level abjuration*

**Casting Time:** 10 minutes
**Range:** 30 feet
**Components:** V, S, M (a small magnet or lodestone)
**Duration:** 24 hours
**Classes:** Artificer

Choose a metal object weighing more than 10 pounds within range that you can see. For the duration, all metal objects weighing less than 5 pounds within 30 feet of the first object are violently attracted towards or repelled away from it (your choice) via magnetism. Creatures holding affected objects such as weapons must succeed on a Strength saving throw or have the object yanked from their hands. A creature hit by one of these objects takes 2 points of bludgeoning damage per object striking it.

## Create Rust

*3rd level transmutation*

**Casting Time:** 1 action
**Range:** 60 feet
**Components:** V, S, M (a rusty nail)
**Duration:** Concentration, Up to 1 minute
**Classes:** Artificer, Druid, Ranger, Sorcerer, Wizard

Choose one object, structure, or creature made of metal within range that is no larger than 10 cubic feet. Rust begins to spread across the surface of the target. If the target is a creature (including warforged), it must succeed on a Constitution saving throw or have disadvantage on Strength, Dexterity, and Constitution saving throws for the duration.

If you maintain concentration on this spell for its full duration, any affected objects or structures disintegrate, leaving nothing but a fine rusty powder behind.

***At Higher Levels.*** When you cast this spell using a spell slot of 4th level or higher, you can affect an additional 5 cubic feet of metal for each slot level above 3rd.

## Deceive Constructs

*2nd-level illusion*

**Casting Time:** 1 action
**Range:** Touch
**Components:** V, S, M (a piece of lead)
**Duration:** Concentration, up to 1 hour
**Classes:** Artificer, Bard, Sorcerer, Wizard

When you cast the spell, choose one of the following options, the effects of which last for the duration of the spell. While the spell lasts, you can end one option as an action to gain the benefits of the other.

**Invisibility.** The target is invisible to Constructs.

**Trusted.** Constructs must make a Wisdom saving throw when they see the target for the first time. On a failure, they perceive the target as someone they know and trust, treating them as a close ally.

The spell ends if the target attacks or casts a spell.

## Ghost in the Machine

*5th-level transmutation*

**Casting Time:** 8 hours
**Range:** Touch
**Components:** V, S, M (a gem worth at least 1,000 gp, which the spell consumes)
**Duration:** Instantaneous
**Classes:** Artificer, Bard, Cleric

After spending the casting time tracing magical pathways within a precious gemstone, you touch a Huge or smaller construct, item, or weapon. The target must have either no Intelligence score or an Intelligence of 3 or less. The target gains an Intelligence of 10. The target also gains the ability to speak one language you know. The DM may assign 2 minor and 1 major properties appropriate to the target from the Sentient Magic Items table.

The target is charmed by you (regardless of immunity) for 30 days or until you or your companions do anything harmful to it. When the charmed condition ends, the target chooses whether to remain friendly to you, based on how you treated it while it was charmed.

## Kinetic Transfer

*3rd-level transmutation*

**Casting Time:** 1 reaction, which you take when you take damage.
**Range:** 5 feet
**Components:** V S
**Duration:** Instantaneous
**Classes:** Artificer, Wizard

You attempt to transfer the energy from an attack you receive into kinetic energy. A creature in range is pushed 20 feet in a direction of your choosing, then must succeed on a Strength saving throw or take 2d6 force damage.

## Rewire

*2nd-level enchantment*

**Casting Time:** 1 action
**Range:** Touch
**Components:** V, S, M (a piece of twisted wire)
**Duration:** 1 minute
**Classes:** Artificer, Bard, Wizard

You attempt to touch a construct and reprogram it. Make a melee spell attack against a construct with 5 or less Intelligence. On a hit, you temporarily reprogram its mechanical mind, so that it sees friends as foes and foes as friends for the duration. If you or an allied creature deals damage to it, the spell ends.



## Mercurial Weapon

*4th-level conjuration*

**Casting Time:** 1 action
**Range:** Touch
**Components:** V, S, M (a vial of mercury worth at least 10 gp)
**Duration:** Concentration, Up to 1 hour
**Classes:** Artificer, Paladin, Ranger, Sorcerer, Wizard

You conjure a melee weapon made of solid mercury, which takes the form of a mundane weapon of your choice. It counts as a +1 magic weapon for you. You are proficient in its use, and when you attack with that weapon, you can use your spellcasting ability modifier, instead of Strength or Dexterity, for the attack and damage rolls. As a bonus action, you can reform the weapon into any other mundane weapon. If you are disarmed, it liquifies and reforms in your hand. The spell ends if you are incapacitated.

## Tune

*1st-level transmutation*

**Casting Time:** 1 minute (ritual)
**Range:** Touch
**Components:** V, S, M (a wrench)
**Duration:** 1 hour
**Classes:** Artificer, Ranger

You touch a ranged weapon or weapon with the Thrown property, and tweak its build and aerodynamic properties. The weapon's normal and long range each increase by 10 feet.

***At Higher Levels.*** When you cast this spell using a spell slot of 2nd level or higher, the weapon's range increases by an additional 10 feet for each slot level above 1st.

## Short-Circuit

*1st-level evocation*

**Casting Time:** 1 action
**Range:** 30 feet
**Components:** V, S, M (a broken wire)
**Duration:** Concentration, up to 1 minute
**Classes:** Artificer, Sorcerer

Choose a mechanical non-artifact device of Medium size or smaller within range that you can see that isn't being worn or carried. It ceases to function for as long as you hold concentration and sparks dangerously in a 10-foot radius. When a creature enters the area for the first time on a turn or starts its turn there, it must make a Dexterity saving throw. On a failed save it takes 1d6 lightning damage or half as much damage on a successful one.

***At Higher Levels.*** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st

# Infusions

## Aerodynamic Weapon

*Item: A finesse weapon*

The weapon is streamlined and stabilized. It gains the Thrown property, with a range of 10/30.

## Arresting Rope

*Item: A length of rope*

You speak the command word and specify a target within 20 feet, and the arresting rope animates and attempts to tie up the target. It either ties up the target completely, or only lassos the target, leaving the other end in your hand, your choice. The target creature must succeed on a DC 13 Strength or Dexterity saving throw, becoming grappled on a failed save. It may repeat this save at the end of each of its turns, freeing itself on a success.

## Concealed Weapon

*Item: A weapon that lacks the two-handed property*

When a command word is spoken, the weapon shrinks down, taking the form of a tiny sized trinket of your choice. Speaking the command word again returns the weapon to its normal form.

## Lantern of Guiding Light

*Prerequisites: 10th-level artificer*

*Item: A lit lantern (requires attunement)*

This lantern sheds bright light in a 20-foot radius and dim light for an additional 20 feet. Friendly creatures within the light can benefit from the effect of the *guidance* spell once per turn.

## Pathfinder's Boon

*Item: A stick of chalk, charcoal, or graphite (requires attunement)*

Any marks made on surfaces with this material become magically enchanted with positional magic. The user always knows the direction and distance to these marks, as long as they're within 1,000 feet. Only 10 marks can exist at a time, if an 11th mark is made, the 1st vanishes.

## Weighted Stone

*Prerequisites: 6th-level artificer*

*Item: A stone weighing no more than 5 pounds, and 5 gp of diamond dust*

You can speak a command word while touching the stone, causing its weight to change from 5 pounds to 2 tons. It reverts to its normal weight when the command word is spoken again or one minute has passed.

# Additional Credits

- "Kobold Setting Trap" (pg 15) by Dean Spencer

- "Shieldbot" (pg 13) by Fil Kearney www.filkearney.com

- "Pagan Runes" Font from Voidspiral Entertainment

- "Rune Magic" (pg 21) by Eric Pommer

- All other art from Pixabay or DM's Guild Creator Resources

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