



THE ARTIFICER



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THE ARTIFICER



TABLE OF CONTENTS

p.3	SECTION 1: Class Information
p.15	SECTION 2: Feats
p.23	SECTION 3: Rune Golems
p.35	SECTION 4: Magic Spells
p.70	SECTION 5: Artificer Gadgets
p.74	SECTION 6: Equipment
p.91	AFTERWORD
p.92	UPDATE LOG

CLASS INFORMATION



As the the clicking sounds of cogs and wheels turning echo throughout the chamber, a soot-covered gnome in a tattered jumpsuit holds out her open hand. Another hand of copper-metal and silvered joints reaches down to clasp gently around the gnome's tiny fingers. As the gnome looks up, her lips shift slightly into a grin, and she whispers a soft giggle.

A burly dragonborn in aging leather armor peeks around the corner. At the end of the next corridor await a pair of well-armed goliaths standing at guard. The dragonborn waves his hand over an open flask of blood red liquid and grips it tightly, all the while speaking words of power; the opening of the flask begins to emit a crimson flame. The dragonborn crosses around to face the goliaths, screaming violent curses at them. With a swift movement, the dragonborn tosses the flask into the corridor, then ducks for cover.

A tall human runs through a dark alleyway, her feet creating splashes as they cross small puddles on the ground. Behind her, a dozen shadowy figures in cloaks follow in chase, their razor-edged daggers held ready to eviscerate the prey in front of them. The human turns suddenly, and draws forth a pair of rune pistols; the glyphs inscribed along the guns' barrels glow with a pale blue luminescence as the pistols unleash rapid bursts of thunder and bright flashes of light.

Artificers are the quintessential crafters and engineers of wonders in a world of magic. They channel arcane forces into their works, conjuring impossible dreams of creation into reality. The future of the world may be greatly affected by advancements of artificer design.

SECRETS OF INFUSION

During their training, artificers learn how to read the flow of magic throughout the fabric of existence. They give great study to the flow of magical energy, which they can direct and shape to produce grand works of supernatural splendor. They are thus able to infuse magic into various objects; they can enhance the natural properties of infused items as well as bestow additional abilities upon them. The focus of the artificers' work revolves around the crafting of tools and implements that are useful in everyday life as well as in battle.

There are many different applications for the artificer's art. The most skilled artificers are capable of crafting extraordinary means of societal convenience such as nigh indestructible support beams for building construction, or magical workman's tools that enchant the very materials they are used upon, or even automated vehicles for travel. The artificers are also renowned for the crafting of weapons that elevate the stakes of war with their incredible potential for offensive capability. Weapons of power are the most highly

guarded secrets of the artificer's tradition, for their existence can become the lynchpins of a kingdom's salvation, or its destruction.

MASTERWORK ASPIRATIONS

The most ambitious artificers voraciously seek out new spells and crafting techniques in the pursuit of their studies. With every piece of information and insight they can gather, these seekers reach that much closer to the levels of the greatest masters in the field. It is a popular dream of these magical crafters to produce masterpieces of such quality and complexity that the creators are immortalized in legend as workers of miracles. Such a dream urges many artificers to take up lives of exploration, venturing forth into dangerous places in search of new concepts and innovations.

Diligent artificers make steady practice with their growing skills. An adventuring party that counts an artificer among its ranks will witness the frequent daily tinkering of objects over the course of their journeys together. This hard work will often bear fruit by helping the party overcome difficult obstacles; victories can be won through feats of ingenuity made possible by the artificer's inventions.

CREATING AN ARTIFICER

The goals that an artificer sets for an adventuring career often tie into the sorts of inventions that will be created by the artificer as time progresses. What sort of wondrous artifacts do you want to build as you make your way? What kind of effect do you want your designs to have on the world around you? There are many ways to seek out innovation and many ways to express the creativity of a wonder maker like the artificer.

The creation of magical objects is a tangible path to power, and there are many reasons why artificers take their first steps on that path. Perhaps there is a terrible monster that can only be slain with a legendary weapon that was destroyed, and the artificer must learn how to recreate that weapon to bring an end to the threat. Perhaps the artificer wishes to explore a faraway destination, and must build a great flying ship to travel there. The artificer might be following in the footsteps of a teacher or personal hero, or preparing to compete for a valuable prize. There is also the social standing of an artificer to consider; when an artificer contributes well to a society, with inventions that are useful to the public, that society is likely to elevate the wealth and prestige of its benefactor. It takes great knowledge and resources to reach lofty heights as an artificer. The life of an adventurer is a good way for you to find what you need to bring your wildest ideas to life.

THE ARTIFICER

Level	Proficiency Bonus	Features	Cantrips Known*	Spell Slots per Spell Level								
				1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Spellcasting, Magical Infusion	2	2	-	-	-	-	-	-	-	-
2nd	+2	Gadget Builder (5 points)	2	3	-	-	-	-	-	-	-	-
3rd	+2	Artificer Vocation	2	4	2	-	-	-	-	-	-	-
4th	+2	Ability Score Improvement	3	4	3	-	-	-	-	-	-	-
5th	+3	Gadget Builder (8 points), Magical Infusion (Uncommon)	3	4	3	2	-	-	-	-	-	-
6th	+3	Artificer Vocation feature	3	4	3	3	-	-	-	-	-	-
7th	+3	-	3	4	3	3	1	-	-	-	-	-
8th	+3	Ability Score Improvement	3	4	3	3	2	-	-	-	-	-
9th	+4	Gadget Builder (10 points), Magical Infusion (Rare)	3	4	3	3	3	1	-	-	-	-
10th	+4	Artificer Vocation feature	4	4	3	3	3	2	-	-	-	-
11th	+4	-	4	4	3	3	3	2	1	-	-	-
12th	+4	Ability Score Improvement	4	4	3	3	3	2	1	-	-	-
13th	+5	Gadget Builder (12 points), Magical Infusion (Very Rare)	4	4	3	3	3	2	1	1	-	-
14th	+5	Artificer Vocation feature	4	4	3	3	3	2	1	1	-	-
15th	+5	-	4	4	3	3	3	2	1	1	1	-
16th	+5	Ability Score Improvement	4	4	3	3	3	2	1	1	1	-
17th	+6	Magical Infusion (Legendary)	4	4	3	3	3	2	1	1	1	1
18th	+6	Artificer Vocation feature	4	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	4	4	3	3	3	3	2	1	1	1
20th	+6	Genius Innovation	4	4	3	3	3	3	2	2	1	1

*These are in addition to the Analyze Flow cantrip at 1st level.

QUICK BUILD

You can make an artificer quickly by following these suggestions. First, make Intelligence your highest ability score, followed by Strength or Dexterity. Second, choose the guild artisan background.

MULTICLASSING

Multiclassing Prerequisites: To qualify for advancing in multiclass levels of artificer, you must have an Intelligence score of 13 or higher (Player's Handbook, chapter 6).

Multiclassing Proficiencies: When you gain a level of artificer, you become proficient with light armor, alchemist's supplies, smith's tools, and tinker's tools.

Multiclass Spellcaster: Each level of artificer is treated as 1 level of multiclass spellcaster for the purpose of determining available spell slots (Player's Handbook, chapter 6).

CLASS FEATURES

As an artificer, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per artificer level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per artificer level after 1st

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons, hand crossbows, light crossbows, heavy crossbows

Tools: Alchemist's supplies, smith's tools, tinker's tools

Saving Throws: Constitution, Intelligence

Skills: Choose two from Arcana, History, Endurance, Medicine, Nature, Perception, and Religion.

EQUIPMENT

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

- (a) A light crossbow and 20 bolts, or (b) any simple weapon
- (a) A set of alchemist's supplies, or (b) a set of smith's tools
- (a) An explorer's pack, or (b) a scholar's pack
- Light armor and a set of tinker's tools

STARTING GOLD

An artificer starts with 5d4 x 10 gp.

SPELLCASTING

You grip the flow of arcane forces within all things with your willful control, and give shape to them through runic inscriptions that you apply on your body. New spells are inscribed by the artistry of your imagination. See chapter 10 of the Player's Handbook for general rules of spellcasting.

See Section 4: Magic Spells for the artificer spell list (the list of spells that the artificer can prepare).

CANTRIPS

You know two cantrips of your choice from the artificer spell list. You learn additional artificer cantrips of your choice at later levels, as shown in the Cantrips Known column of the Artificer table.

PREPARING AND CASTING SPELLS

The Artificer table shows how many spell slots you have to cast your spells of 1st level or higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you prepared the 1st-level spell *cure wounds* and have a 1st-level and a 2nd-level spell slot available, you can cast *cure wounds* using either slot.

You can prepare a number of artificer spells equal to your artificer level plus your Intelligence modifier (minimum 1). When you create an artificer character, choose artificer spells of 1st level or higher that you are able to cast, up to the maximum number of spells you can prepare. You have the chosen spells prepared as runic inscriptions on your body.

When you finish a long rest, you can prepare a new artificer spell, swapping one currently prepared spell for any spell of a level you can cast on the Artificer class spell list. Your preparation for each spell (after character creation) requires the use of specially treated inks or powders that cost 1 gp per spell level. Optionally, you can remove any number of your prepared spells without replacing them when you finish a short rest or long rest.

The runic inscriptions on your body are magical in nature, can be faintly detected as effects related to abjuration, and can not be removed without your permission unless you are inside a dead magic zone or have your magic suppressed by antimagic.

BONUS CANTRIP

You know the Analyze Flow cantrip at 1st level, as a result of your study of the magical energy that flows through all things.

RITUAL CASTING

You can cast any artificer spell you have prepared as a ritual if that spell has the ritual tag.

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your artificer spells, since you prepare your spells through calculated direction of magical energy through a constructed medium. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for an artificer spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Intelligence modifier

SPELLCASTING FOCUS

You can use an arcane focus as a spellcasting focus for your artificer spells. Gadget Parts (see Gadget Builder feature) used as a material component for spells can not be substituted by use of a focus.

MAGICAL INFUSION

At 1st level, you've learned to create temporary infusions of magical energy within objects. You can use an action to infuse a non-magical object that you are in physical contact with, turning it into a Common magic item of your choice. The infusion requires that you spend a spell slot of 1st level or higher and the base non-magical object must be one that is appropriate for the magic item created by the infusion.

You can maintain a number of infusions equal to your artificer level plus your Intelligence modifier (minimum 1) at any given time. Each infusion lasts up to 24 hours. If an infusion produces a consumable, then its magic is spent after being used, and it then no longer counts against your limit of infusions. If you die, all of your infusions remain active until their durations end. You can prematurely end any of your infusions' durations as an action.

You can craft more than one of the same magic item (identical in function but not necessarily identical in appearance) if you have enough spell slots and available base objects, but each copy counts separately towards your limit of infusions.

Section 6: Equipment has a selection of common magic items that artificers might create with infusions.

At 5th level, you can craft Uncommon magic items with infusions, but in order to do so, must prepare an Uncommon magic item "recipe" as a runic inscription on your body in place of a prepared spell for each variation of Uncommon

magic item that you want to craft. You must spend a 2nd level or higher spell slot to craft an Uncommon magic item as an infusion. An Uncommon magic item counts as three infusions against your limit of infusions.

At 9th level, you can craft Rare magic items with infusions, but in order to do so, must prepare a Rare magic item "recipe" as a runic inscription on your body in place of a prepared spell for each variation of Rare magic item that you want to craft. You must spend a 4th level or higher spell slot to craft a Rare magic item as an infusion. A Rare magic item counts as six infusions against your limit of infusions.

At 13th level, you can craft Very Rare magic items with infusions, but in order to do so, must prepare a Very Rare magic item "recipe" as a runic inscription on your body in place of a prepared spell for each variation of Very Rare magic item that you want to craft. You must spend a 6th level or higher spell slot to craft a Very Rare magic item as an infusion. A Very Rare magic item counts as nine infusions against your limit of infusions.

At 17th level, you can craft Legendary magic items with infusions, but in order to do so, must prepare a Legendary magic item "recipe" as a runic inscription on your body in place of a prepared spell for each variation of Legendary magic item that you want to craft. You must spend an 8th level spell slot to craft a Legendary magic item as an infusion. A Legendary magic item counts as twelve infusions against your limit of infusions.

GADGET BUILDER

At 2nd level, you are able to craft machines and tools using parts and pieces marked with special magical glyphs that are attuned to you. You gain a Gadget Bag, which is worn on your body in one or more places (this could take many different



forms, such as physical pouches or magical glyphs inscribed on your body that make parts appear on contact). You can take an action to pull magically inscribed Gadget parts from your Gadget Bag and expend Gadget Points to construct a Gadget. Gadget Points represent the amount of Gadget parts that you can have active at any given time. You can dismiss a Gadget as a bonus action, causing the Gadget to fall apart; as part of the same bonus action, you can return the separated parts to your Gadget Bag, refunding Gadget Points you spent to build the Gadget (otherwise it will take another bonus action to do so.)

You can craft any Gadget whose cost is less than the remaining unspent Gadget Points you currently have left. Unless otherwise stated in the Gadget's description, the Gadgets remain until dismissed or until they are taken more than 100 feet from the artificer.

If your active Gadget parts are lost or destroyed somehow, you are immediately refunded the spent Gadget Points if possible (you transfer your magical control to spare parts in your Gadget Bag).

The Gadget Bag itself counts as 5 lb. towards your carrying capacity limit, and it contains a maximum of 10 Gadget Points worth of spare parts. If the Bag itself is not in your possession, you lose all of your unspent Gadget Points (you regain the points when the Bag is restored or returned to you).

You can craft 1 point of Gadget parts per hour to replace lost Gadget points. This requires a set of tinker's tools.

At 2nd level, you have a maximum of 5 Gadget Points to spend. At 5th level, your maximum Gadget Point value increases to 8, at 9th level it increases to 10, and at 13th level it increases to 12.

See Section 5: Artificer Gadgets for more details on the Gadgets you can build and their Gadget Point costs.

ARTIFICER VOCATION

At 3rd level, you begin specialization in a field of expertise within the artificer's domain. You acquire advanced knowledge in a vocation of your choice: the Battleforge Smith, the Eldritch Alchemist, the Magic Gunslinger, or the Runic Golemaner, all detailed at the end of this section. Your choice grants you features at 3rd level, and again at 6th, 10th, 14th, and 18th levels.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by

2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

GENIUS INNOVATION

At 20th level, thanks to your realization of more efficient methods of Gadget construction, all Gadget build costs higher than 1 are reduced by 1.

ARTIFICER VOCATIONS

The wide range of magical craftsmanship applications gives birth to well-defined distinctions between different types of artificers as they advance in skill. The artificers of any era will possess special techniques that set them apart from one another, and craft various implements to aid them in their specialization. These differences can vary wildly despite their obvious similarities.

BATTLEFORGE SMITH

The battleforge smiths are experts of arms and armor crafting. The quality of a weapon or suit of armor can make a critical difference in many battles, so the army smiths have the lives of combatants in their hands even before a war begins. With the magic that they wield, battleforge smiths can produce the finest suits of armor and the most formidable weapons of war.



The pride of every battleforge smith is his/her own design for a personal suit of magical armor, specially attuned to the magical energies that he wields. Over the course of his career, the battleforge smith will make improvements to the armors' magic to such a degree that he feels virtually invincible inside of it.

Battleforge smiths are in demand practically everywhere in the civilized world. Their designs and craftwork for protective wear are coveted by soldiers and adventurers alike. When a battleforge smith's personal armor has been enhanced strongly, they are often called upon to serve as armored defenders in times of war.

ARMOR PROFICIENCY

At 3rd level, you gain proficiency with medium and heavy armors.

SUPERIOR WEAPONSMITH

At 3rd level, when you use your Gadget Builder feature to craft weapons from Gadget Parts, the weapons that you craft confer a +1 bonus to attack and damage rolls on attacks made with them. Increase the bonus to +2 at 9th level, and +3 at 17th level.

RUNE ARMOR

At 3rd level, you can enhance a suit of non-magical medium or heavy armor by applying special glyphs to it, turning it into "rune armor". While you are wearing the rune armor, you gain a +1 bonus to AC, stacking with whatever bonus the armor may already grant. With this feature, the rune armor is treated as magic armor for the purpose of interaction with effects. In addition, 1 + your Intelligence modifier (minimum 1) times per day, you can take a bonus action to gain resistance to your choice of any one of the following damage types (chosen when activating this ability): acid, cold, fire, force, lightning, necrotic, radiant, or thunder.. The effect lasts until the end of your next turn. Only you can use the benefits of the rune armor feature. Only one rune armor treated by you with this class feature can be active at any given time. To gain the benefits of the armor, you must attune to it as a magic item.

It takes three days to enhance a different suit of armor with your Rune Armor feature. This requires a set of smith's tools.

SUIT UPGRADE

At 6th, 10th, 14th, and 18th levels, you add another effect to your Rune Armor feature, chosen from the following list every time you craft or upgrade an armor. Each effect can only be added once unless otherwise stated on the effect description.

Alacrity: Your rune armor adds 10 feet to your movement speed, and gives you Advantage on Strength (Athletics) checks made to jump.

Counter Surge: Choose any one of the following damage types: acid, cold, fire, force, lightning, necrotic, radiant, or thunder. If you receive a hit from a melee weapon attack, the rune armor deals 1d4 damage of the chosen type to the attacker. This effect can be taken more than once for the Suit Upgrade feature.

Enduring Resistance: Choose any two of the following damage types: acid, cold, fire, force, lightning, necrotic, radiant, or thunder. Your rune armor passively applies these resistances. This effect can be taken more than once for the Suit Upgrade feature.

Fortification: When you activate your rune armor's ability to gain resistance, all critical hits made against you become normal hits until the end of your next turn. In addition, you can take a reaction to activate your rune armor's ability to gain resistance when a critical hit is scored against you.

Stabilization: Your rune armor gives you Advantage on Dexterity (Acrobatics) checks made to balance, and saving throws made against forced movement. While in your rune armor, you lose only 5 feet from movement speed when you stand up from a prone position.

Stealth: Your rune armor removes any Disadvantage you would normally have to Stealth checks due to wearing certain types of medium or heavy armor.

Teleportation: Once per hour, your rune armor allows you spend 20 feet of movement to teleport up to 5 feet times your Intelligence modifier (minimum 10 feet). You can take up to 100 lb. times your spellcaster level with you.

Vitality: When you activate your rune armor's ability to gain resistance, you regain hit points equal to your level + your Intelligence modifier and gain Advantage on saving throws against poisons until the end of your next turn.

War Chest: Your rune armor has been magically altered to store up to 1 + your Intelligence modifier (minimum 1) wieldable weapons or other objects weighing no more than 10 lb. each. The items are stored in a pocket dimension space that can be accessed by your rune armor's magic. You can summon or return these items as a bonus action, having them appear or disappear in your hands. At least one hand must be free to use

this ability. This effect can be taken more than once for the Suit Upgrade feature, adding more to the maximum number of stored items.

ELDRITCH ALCHEMIST

The eldritch alchemists commit themselves to mastering the control of the flow of magical energy within objects. They learn to alter the fundamental nature of the materials that they experiment on. The most powerful eldritch alchemists can produce rare and legendary substances the likes of which few have ever seen.

In advanced societies, Eldritch alchemists are often hired for construction and demolition projects due to their focus on the study of materials; their magic can be used in combination with their alchemical knowledge even when not directly used for the work. The adventuring eldritch alchemist will typically have various chemicals and raw materials on hand in case of situations that call for the creative use of alchemy.



ALCHEMICAL TRAINING

At 3rd level, you learn to recognize alchemical substances and how to mix them together for your experiments. You gain proficiency in the Nature skill (If you already have proficiency in Nature, choose another skill of your choice from the artificer starting skills selection).

In addition, you have advantage on Intelligence checks made to recall information about materials and substances used to make buildings, crafted objects, chemical mixtures (ex. glue), derivatives (ex. smoke from fire), and alloys (ex. steel).

SECRETS OF ALCHEMY

At 3rd level, you learn the *alchemical transmutation* and *explosive admixture* cantrips. If you already know either cantrip, you learn one artificer cantrip of your choice instead (or two if you already know both).

ENERGIZED FORMULA

At 6th level, when you use the *explosive admixture* cantrip, you can apply one of the following effects based on which damage type is dealt by the spell.

Acid (Fruit Juice). Every creature that fails the saving throw takes an additional 1d6 acid damage when it ends its next turn unless it uses an action to wipe lingering acid off of its body. This increases to 2d6 at 15th level.

Bludgeoning (Muddy Water). The pebbles created in the explosion are jagged and sharp, dealing piercing damage instead of bludgeoning damage.

Cold (Pure Water). The area of effect is coated in a thin layer of slippery ice until the start of your next turn. If a creature moves through a space in the affected terrain, the creature must make a Dexterity (Acrobatics) check (DC = your spell save DC) to balance or fall prone.

Fire (Oil). The area of effect is briefly covered in smoke. The affected area is heavily obscured (blocks vision entirely) until the start of your next turn.

Lightning (Salt Water). The area of effect is briefly suffused with glowing sparks of electricity. The affected area produces bright illumination out to a 10 feet from the center and dim illumination out to another 10 feet until the start of your next turn.

ALTERED ELEMENTS

At 10th level, when you craft a solid container with your Gadget Builder feature, you can spend up to 1 Gadget point per 1-foot cube of volume to fill the container with a nonmagical, non-living gas or liquid of your choice (it must naturally exist as a gas or liquid at room temperature). The Gadget parts used to produce the gas or liquid are destroyed in the process, and the gas or liquid is permanent.

MASTER OF ALCHEMY

At 14th level, by increasing the casting time to 2 hours per ounce of material, you can use the *alchemical transmutation*



cantrip to convert materials into rare substances, such as precious metals, gems, adamantine, and mithral.

You need to have spent at least one hour analyzing a sample of the rare material to produce it. This can be accomplished when you finish a short rest or long rest.

UNIVERSAL ALCHEMY

At 18th level, when you prepare an artificer spell, you can choose a transmutation spell that affects objects, structures, or nonliving matter from any class spell list.

In addition, you can now cast *dispel magic* once against any transmutation spell, at the highest spell level you can cast, without spending a spell slot. This does not count against your limit of prepared spells. You regain the use of this benefit when you finish a short rest or long rest.

MAGIC SHOTSLINGER

The magic shotslingers are the desperadoes and militants of the artificer world. They use their artificer skills primarily to enhance their combat capabilities. These artificers are experts at delivering ranged destruction via crossbows and firearms; they've developed spells and Gadgets that assist in their enchanted ranged battles.

Magic shotslingers are typically enlisted in military or law enforcement, or make their living as mercenaries. There are some that abuse their combative artificer skills to commit crimes, and sometimes this results in a showdown between magic shotslingers on opposing sides of the law.

ARCANE SHOOTER

At 3rd level, you learn the *elemental shot* and *homing missile* cantrips. If you already know either cantrip, you learn one artificer cantrip of your choice instead (or two if you already know both).

In addition, when you craft magic ammunition as an infusion, you can perform the infusion as part of the same action (or bonus action) used to reload a ranged weapon.

RANGED EXPERT

At 3rd level, you gain proficiency with all ranged weapons. If firearms are allowed in your campaign, see Section 6: Equipment (Weapons) for information on firearm weapons.

MOBILE SHOOTER

At 6th level, after you take an action that includes making a ranged weapon attack, you can move up to 10 feet. This movement does not count towards your expended movement for the turn and it does not provoke opportunity attacks.

In addition, you can make one additional attack with a ranged weapon when you take the Attack action while wielding a ranged weapon.

PHANTOM SHOT

At 10th level, you can conjure ammunition made out of solid magical force. As a bonus action, you can reload one or two ranged weapons that you are currently wielding with special ammunition. This ammunition deals the same weapon damage plus 1d6 force damage on hit, and is treated as magic ammunition for the purpose of overcoming damage resistance and immunity.

The conjured ammo disappears immediately after an attack with it is resolved.

DEADSHOT TARGETING

At 14th level, you take an action to make a single ranged weapon attack with advantage against a target within range, negating disadvantage for attacking beyond normal range (the advantage is applied after negating the disadvantage). The maximum range for the weapon you are wielding is doubled for this attack.

HYPERVELOCITY SHOT

At 18th level, you can enhance a piece of ammunition to travel at incredible speeds. You can take a bonus action, expending a 7th level, 8th level, or 9th level spell slot, to deal extra weapon damage with the enhanced ammunition on the next ranged weapon attack that you make with it. The extra damage is equal to 1d12 times the level of the spell slot spent. In addition, the target must make a Constitution saving throw (using your spell save DC). On a failed save, the target is pushed 40 feet and grants Advantage to the next attack made against it until the start of your next turn. On a successful save, the target is pushed 20 feet.

The attack must be made before the turn ends or the enhancement is wasted.

When you make an attack with the enhanced ammunition, it is treated as a magic weapon for the purpose of interacting with resistance, vulnerability, and immunity.

When you make an attack with the enhanced ammunition, the range is also increased by 1 mile per level of the expended spell slot.

RUNIC GOLEMANCER

A spark of life is a mysterious thing. One small twitch of fate and it's gone just as quickly as it appeared. If left to its own, the spark might just vanish, but if nurtured and cared for, the tiniest mote of flame can grow into a titanic inferno of possibilities. Pursuing these possibilities is the call of the runic golemancer.

The runic golemancer explores the very foundations of life by building an autonomous construct that serves as servant, companion, and defender. The artificer inscribes a meticulously devised series of runes and glyphs upon an artificial body; the inscriptions provide a medium through which the artificer can channel her magic, and enable a fledgling soul to coalesce in the heart of the construct.

RUNE GOLEM

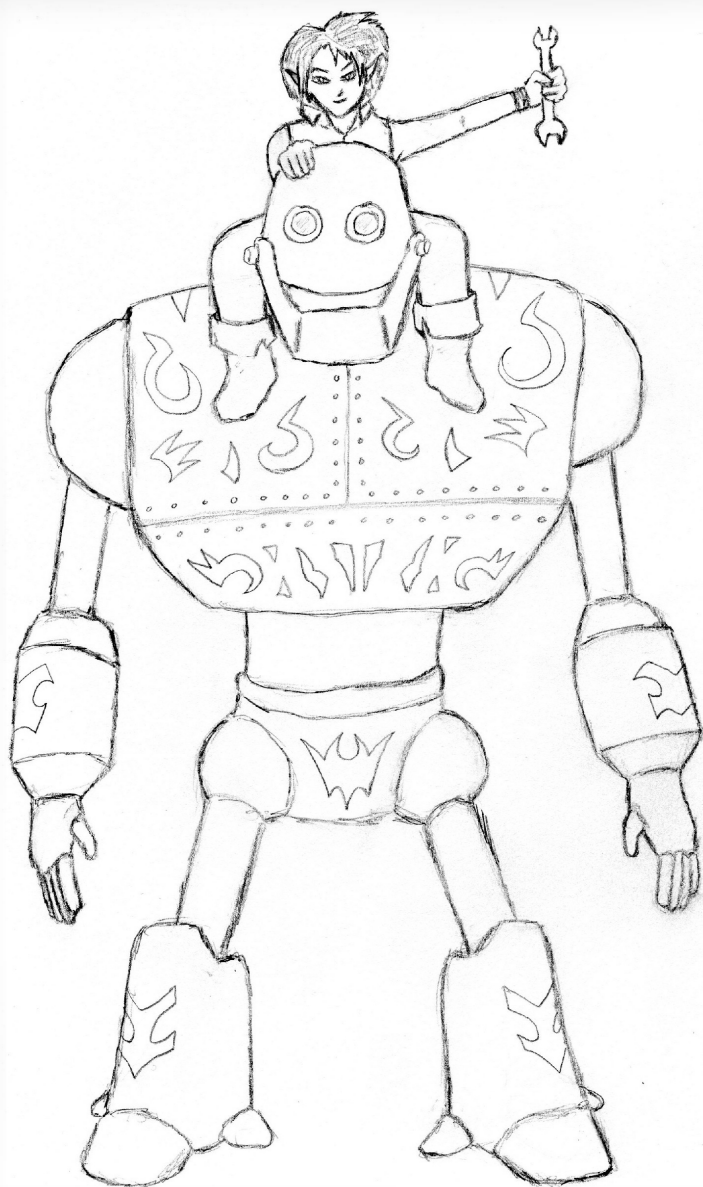
At 3rd level, you craft a rune golem. It obeys your orders and defends you in battle. You can assemble a rune golem of your own design in Section 3: Rune Golems. You gain the rune golem of the chosen design as a permanent ally companion. You can only have one rune golem at any given time.

The rune golem moves and takes actions on your turn, based on the commands that you give it. You can only give commands to the golem if it can hear you. The rune golem will also take reactions to make opportunity attacks against enemies if provoked. When you fall unconscious or otherwise become unable to take actions, the rune golem becomes “independent”, and you (the player, not the PC) control the rune golem as if you were the rune golem. The rune golem is aware of your current condition and general location as long as you remain within the same plane of existence.

Movement: Commanding the rune golem to move, including falling prone or rising from a prone condition does not cost you any actions.

MODE COMMANDS

You can take an action to give the following commands to the rune golem. These commands will persist until you give a different command (including Action Command).



Chase (Mode): The rune golem will move towards a target creature or object of your choice (within line of sight) if it is not already within 5 feet. The rune golem will end its movement within 5 feet of the target if possible.

Defend (Mode): The rune golem will move towards a target creature or object of your choice (within line of sight), ending its movement within 5 feet of the target if possible. After reaching its destination, the rune golem will move only to get within attacking range of an enemy that is adjacent to the target, or to get between the enemy and the target.

Follow (Mode): The rune golem will move when you move, ending its movement within 5 feet of you if possible. If you Dash, Hide, or Disengage, the rune golem will also Dash, Hide, or Disengage.

Stay (Mode): The rune golem will remain in its current space when you move, unless your hit points become 0 or less, at which point it will immediately move and act to assist you.

ACTION COMMANDS

You can take an action to give the following commands to the rune golem.

Attack: The rune golem will make an attack against one target of your choice within range, using the attack type of your choice from available options.

Dash: The rune golem will perform the Dash action (see Player’s Handbook: Chapter 9).

Disengage: The rune golem will perform the Disengage action (see Player’s Handbook: Chapter 9).

Dodge: The rune golem will perform the Dodge action (see Player’s Handbook: Chapter 9).

Help: The rune golem will perform the Help action (see Player’s Handbook: Chapter 9).

Search: The rune golem will perform the Search action (see Player’s Handbook: Chapter 9) in the location of your choice.

Use an Object: If possible, the rune golem will perform the Use an Object action (see Player’s Handbook: Chapter 9) with an object of your choice.

During a short rest or long rest, you can repair all damage to your rune golem, restoring its hit points to the maximum value. This requires a set of smith’s tools and a set of tinker’s tools. You can also change your rune golem’s body part during this time. If the rune golem is destroyed, then you can build a

new one with a week of labor (requires a set of smith's tools and a set of tinker's tools) For more information on rune golems, see Section 3: Rune Golems.

GOLEM BODY

Your rune golem has a body chassis that can be modified for different purposes. When you finish a long rest, you can change your rune golem's Body Type.

See Body Types in Rune Golems section for a selection of Body Types to choose from.

SPIRIT CORE

Your rune golem has a magical core component embedded in its body's torso that contains its animating spirit. At 3rd level, you can initiate an hour-long ritual to change the rune golem's Core Type up to once every ten days.

See Core Types in Rune Golems section for a selection of Core Types to choose from.

BODY MODIFICATION

At 6th level, you can alter your rune golem's body to grant it different functions. Your rune golem now has one Body Mod of your choice applied to it. At 10th level, 14th level, and 18th level, you add an additional Body Mod of your choice. Each associated body part can be fitted with only one Body Mod at any given time.

When you finish a short rest, you can replace or simply remove one of your rune golem's Body Mods.

When you finish a long rest, you can change all of your rune golem's Body Mods, if it has more than one.

See Body Mods in Rune Golems section for a selection of Body Mods to choose from.

Using this feature requires a set of smith's tools and a set of tinker's tools.

You gain access to a larger variety of Body Mod options as you gain artificer levels.

FEATS



ALCHEMIC SYNERGY

Prerequisite: Artificer 4 (Eldritch Alchemist), Wizard 2 (School of Transmutation)

- Increase your Intelligence score by 1, to a maximum of 20.
- You can prepare transmutation spells from the wizard class spell list as artificer spells if your wizard level is high enough to prepare them.
- If you use your Minor Alchemy feature on Gadget parts, you can make the effect last until you finish a long rest.

ARTIFACT EXAMINER

Prerequisite: Artificer 4, able to cast identify

- Increase your Intelligence score by 1, to a maximum of 20.
- When you cast *identify* on a magic item, you are able to detect any curses that the item currently possesses.
- You have advantage on checks made to recall information about magic items and artifacts.
- You have advantage on checks made to recognize the function(s) of an unfamiliar magic item or artifact.

BATTLEFORGE BRUTE

Prerequisite: Artificer 4 (Battleforge Smith)

You've learned to make your rune armor generate forces that propel you into enemies, like a powerful ram.

- Increase your Constitution score by 1, to a maximum of 20.
- While your rune armor is donned, you can use an action to make a body slam attack. You can use your Intelligence modifier for the attack roll instead of Strength. When you make the body slam attack, you can move up to 15 feet as part of the same action, ending in a space within 5 feet of your target; this movement does not count against your allotted speed for the turn, ignores difficult terrain, and does not provoke opportunity attacks.

Body Slam: Melee weapon attack, reach 5 feet, *Hit:* 1d8 + Intelligence modifier bludgeoning damage, and the target must make a Strength saving throw (using your spell save DC). On a failed save, the target is pushed 10 feet away from you, and you move into the target's previous space. The damage die for this attack increases from 1d8 to 2d8 at 5th level, 3d8 at 10th level, and 4d8 at 15th level.

BOND OF ATTRITION

Prerequisite: Artificer 4 (Runic Golemancer)

You can take an action to alter the magical connection that you have with your rune golem so that your life forces are intertwined. You can use an action to dismiss this effect. If the distance between you and your rune golem become separated by more than 1 mile per artificer level, the connection is immediately broken.

Using this ability produces the following effects:

- Your rune golem will take half the damage that you take until one of you have your hit points reduced to 0 or less.
- You will take half the damage that your rune golem takes until one of you have your hit points reduced to 0 or less.
- You and your rune golem will know each other's exact location even if blinded or deafened.

COOPERATIVE INFUSION

Prerequisite: Artificer 4 (Runic Golemancer)

- Increase your Intelligence score by 1, to a maximum of 20.
- You can craft an infusion using a nonmagical, non-living object that your rune golem is currently in physical contact with. Your rune golem must be within 30 feet of you when you use this benefit.

CRIPPLING SNIPE

You've trained yourself to target your enemies' mobility with precise aim.

- Increase your Dexterity score by 1, to a maximum of 20.
- If you score a normal hit with a ranged weapon attack against a Large or smaller creature that moved more than half of its speed or used the Dash action during its last turn, the creature is knocked prone.
- If you score a critical hit on a ranged weapon attack against a Medium or smaller creature, the target is knocked prone.
- If you score a critical hit with a ranged weapon attack against a prone Large or smaller creature, the target is slowed until the start of your next turn.

DECEPTIVE HERDING

Your shots can herd your enemies into vulnerable positions.

- Increase your Dexterity score by 1, to a maximum of 20.
- When you make a ranged weapon or ranged spell attack against a Large or smaller creature that can see, you can purposely miss (instead of rolling to hit); the target must then make a Wisdom (Insight) check (using a DC equal to 8 + your proficiency bonus + your Intelligence modifier). On a failed save, the creature moves 5 feet in the direction of your choice (unless it is noticeably dangerous) and the next attack made against it has advantage until the end of your next turn.

FEINT AND RIPOSTE

You've trained in methods of leading and predicting your opponents' movements to target weaknesses that you can exploit.

- You can add your Intelligence modifier instead of the normal modifier to your melee weapon attack rolls.
- If your wielded melee weapon has the finesse property, then you can apply your Intelligence modifier instead of the normal modifier to its damage rolls.

FIREARM EXPERT

Practice with firearms has made you an expert in their usage. You gain the following benefits:

- When you load the ammunition on cartridge loading firearms that you are proficient with, it no longer requires taking a bonus action. When you replace the cartridge on a cartridge loading firearms with which you are proficient, it requires a bonus action instead of an action.
- Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.
- When you use the Attack action and attack with a one-handed weapon, you can use a bonus action to attack with a loaded hand firearm you are wielding.

FLOW CONTROL

Prerequisite: The ability to learn or prepare 4th level or higher spells

Well-trained affinity with the flow of magic has given you the following benefits:

- You can remove attunement to a magic item from a creature (including yourself) with 1 minute of concentration and uninterrupted contact. This includes cursed items. If target creature (or magic item if intelligent) is unwilling, it can make a Wisdom saving throw (using your spell save DC) to resist. On a successful save, you take 2d6 points of psychic damage and must finish a short rest or long rest before making another attempt.
- You can innately cast *identify* once without expending a spell slot. You regain the use of this benefit at the end of a short rest or long rest.
- You learn the *analyze flow* cantrip. If you already know this cantrip, then you learn an artificer cantrip of your choice.

GOLEM COMBAT TRAINING

Prerequisite: Artificer 4 (Runic Golemancer)

Your rune golem has been enhanced to excel in martial combat.

- The rune golem is proficient with shields, light, medium, and heavy armors (including barding for its non-humanoid Body Types).
- The rune golem is proficient with simple and martial weapons.

GOLEM SOLDIER

Prerequisite: Artificer 8 (Runic Golemancer), Golem Combat Training

Your rune golem has trained toward advanced prowess in martial combat.

- The rune golem can make an additional second attack when you command it to take the Attack action.
- The rune golem gains 1 additional hit point per level.

HOLY ALCHEMY

Prerequisite: Artificer 4 (Eldritch Alchemist), Cleric 1

- Increase your Intelligence score by 1, to a maximum of 20.
- When you cast *explosive admixture*, you can use holy water as the material component, which produces an explosion of radiance. Every creature within the sphere must make a Dexterity saving throw. A creature takes 1d6 radiant damage on a failed save. Fiends and undead take an extra 1d6 radiant damage on a failed save.
- When you cast *alchemical transmutation*, you can convert water to holy water.

HOMING SENSE

Prerequisite: Artificer 4 (Magic Shotslinger), Paladin 1

- Increase your Intelligence or Charisma score by 1, to a maximum of 20.
- If your Divine Sense is active, you can reroll once the damage roll on a hit against a celestial, fiend, or undead when you cast *homing missile*. You must use the rerolled result.
- You can now use Divine Sense as a bonus action, by reducing the range to 30 feet.
- You gain one additional use of Divine Sense.

MARTIAL HURLING

You've learned to throw objects at targets with practical accuracy.

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- You are proficient with simple, improvised, and martial ranged thrown weapons when you use them for ranged weapon attacks.

MEDICAL INFUSION

Prerequisite: the ability to craft magical infusions

When you use your Magical Infusion feature to craft a potion of healing, you can choose one of the following benefits and add it to the potion's effect.

- The imbiber regains 1d6 extra hit points for each level of the spell slot expended to craft the infusion.
- The imbiber gains advantage on Constitution saving throws for 1 minute.
- If the imbiber is blinded, deafened, paralyzed, poisoned, stunned, or unconscious, the condition(s) is removed.

MYSTIC CRAFT

Prerequisite: Artificer 4, Monk 1

Your ki energy can serve as a substitute for your arcane reserves when you craft infusions.

Instead of a spell slot, you can spend 1 ki point to craft a Common magic item for your Magical Infusion feature. An Uncommon magic item will cost 3 ki points. A Rare magic item will cost 6 ki points. A Very Rare magic item will cost 9 ki points. A Legendary magic item will cost 12 ki points.

NECROMANTIC ALCHEMY

Prerequisite: Artificer 4 (Eldritch Alchemist)

- Increase your Intelligence score by 1, to a maximum of 20.
- When you cast *explosive admixture*, you can use water mixed with the ashes of corpses as the material component, which produces an explosion of sickening gray fumes. Every creature within the sphere must make a Constitution saving throw. A creature takes 1d6 necrotic damage on a failed save.
- When you cast *explosive admixture*, you can use water mixed with the venom of poisonous beasts as the material component, which produces an explosion of toxic green fumes. Every creature within the sphere must make a Constitution saving throw. A creature takes 1d6 poison damage on a failed save.

QUICKFOOT SHOOTER

Prerequisite: Artificer 8 (Magic Shotslinger)

You are able to harness the residual energy of your magic to accelerate your movement on the battle field.

- If you cast a spell that includes making a ranged weapon attack as part of casting, you can move an additional 5 feet per level of the spell for your Mobile Shooter feature.
- Your speed is increased by 10 feet.

REMOTE RUNETOUCH

Prerequisite: Artificer 4 (Runic Golemancer)

- When you cast a touch spell with a casting time of 1 action, your rune golem can deliver the spell to a target within its melee range instead of you as part of the action you used to cast the spell, and if it must make a melee spell attack to do so, it uses your spell attack modifier for the attack roll. The rune golem must be within 30 feet of you to use this feature.
- When you can cast a touch spell, you can choose your rune golem as a target anywhere within 30 feet of you.

RESERVE UPGRADE

Prerequisite: Artificer 8 (Battleforge Smith)

- Increase your Intelligence score by 1, to a maximum of 20.
- Choose one of your Suit Upgrade options. Once as a bonus action, you can change one of your currently worn rune armor's upgrades to the chosen option, except for War Chest. The change lasts for 1 minute, at the end of which the upgrade changes back.

You regain the use of this benefit at the end of a short rest or long rest. You can change the chosen option when you finish a long rest.

SCORPION SHOT

Prerequisite: Crossbow Expert feat or Firearm Expert feat

Sword as claw, gun as stinger. A combination of melee swings and blank range shooting allows you to strike like a scorpion when you slow your enemy for just an instant.

- Increase your Dexterity score by 1, to a maximum of 20.
- The following applies if you are currently wielding a melee weapon in one hand and a hand crossbow or hand firearm in the other. When you successfully hit a creature with a melee weapon attack, you gain advantage on your next attack roll if you immediately follow the hit with a ranged weapon attack against the same target.

SLAYER'S WEAPONCRAFT

Prerequisite: Artificer 4 (Battleforge Smith), Ranger 1

You've learned to customize your crafted weapons to maximize their harmful effects on creature anatomies.

- Increase your Intelligence score by 1, to a maximum of 20.
- When you use your Gadget Builder feature to craft a weapon, you can choose one of your favored enemies. The weapon deals an extra 1d6 damage against creatures of the chosen favored enemy type.

TEACHER'S PET

Prerequisite: Artificer 4 (Runic Golemancer)

- Increase both your Intelligence score and your rune golem's Intelligence score by 1, to a maximum of 20.
- Your rune golem gains proficiency in two skills, two tool sets, or one skill and one tool set that you are already proficient in.

VOCATIONAL ADVANCEMENT (BATTLEFORGE SMITH)

Prerequisite: Artificer 8, Vocational Versatility (Battleforge Smith)

- Increase your Intelligence score by 1, to a maximum of 20.
- You gain the 6th level benefit of the artificer's Suit Upgrade feature.
- If a feat's prerequisites include Artificer 8 (Battleforge Smith), you are counted as fulfilling the prerequisite.

VOCATIONAL ADVANCEMENT (ELDRITCH ALCHEMIST)

Prerequisite: Artificer 8, Vocational Versatility (Eldritch Alchemist)

- Increase your Intelligence score by 1, to a maximum of 20.
- You gain the artificer's Energized Formula feature.
- If a feat's prerequisites include Artificer 8 (Eldritch Alchemist), you are counted as fulfilling the prerequisite.

VOCATIONAL ADVANCEMENT (MAGIC SHOTSLINGER)

Prerequisite: Artificer 8, Vocational Versatility (Magic Shotslinger)

- Increase your Intelligence score by 1, to a maximum of 20.
- You gain the artificer's Mobile Shooter feature.
- If a feat's prerequisites include Artificer 8 (Magic Shotslinger), you are counted as fulfilling the prerequisite.

VOCATIONAL ADVANCEMENT (RUNIC GOLEMANCER)

Prerequisite: Artificer 8, Vocational Versatility (Runic Golemancer)

- Increase your Intelligence score by 1, to a maximum of 20.
- You gain the artificer's Body Modification feature; you can apply one Body Mod on your rune golem. You are treated as an 8th level artificer for fulfilling the prerequisites of Body Mods.
- If a feat's prerequisites include Artificer 8 (Runic Golemancer), you are counted as fulfilling the prerequisite.

VOCATIONAL GRADUATION (BATTLEFORGE SMITH)

Prerequisite: Artificer 12, Vocational Advancement (Battleforge Smith)

- When you use your Gadget Builder feature to craft weapons from Gadget Parts, the weapons that you craft confer a +2 bonus to attack and damage rolls on attacks made with them.
- You gain the 10th level benefit of the artificer's Suit Upgrade feature.
- If a feat's prerequisites include Artificer 12 (Battleforge Smith), you are counted as fulfilling the prerequisite.

VOCATIONAL GRADUATION (ELDRITCH ALCHEMIST)

Prerequisite: Artificer 12, Vocational Advancement (Eldritch Alchemist)

- You gain the artificer's Altered Elements feature.
- If a feat's prerequisites include Artificer 12 (Eldritch Alchemist), you are counted as fulfilling the prerequisite.

VOCATIONAL GRADUATION (MAGIC SHOTSLINGER)

Prerequisite: Artificer 12, Vocational Advancement (Magic Shotslinger)

- You gain the artificer's Phantom Shot feature.
- If a feat's prerequisites include Artificer 12 (Magic Shotslinger), you are counted as fulfilling the prerequisite.

VOCATIONAL GRADUATION (RUNIC GOLEMANCER)

Prerequisite: Artificer 12, Vocational Advancement (Runic Golemancer)

- You can apply two Body Mods on your rune golem for your Body Modification feature. You are treated as an 12th level artificer for fulfilling the prerequisites of Body Mods.
- If a feat's prerequisites include Artificer 12 (Runic Golemancer), you are counted as fulfilling the prerequisite.

VOCATIONAL GRANDMASTERY (BATTLEFORGE SMITH)

Prerequisite: Artificer 19, Vocational Mastery (Battleforge Smith)

- When you use your Gadget Builder feature to craft weapons from Gadget Parts, the weapons that you craft confer a +3 bonus to attack and damage rolls on attacks made with them.
- You gain the 18th level benefit of the artificer's Suit Upgrade feature.
- If a feat's prerequisites include Artificer 19 (Battleforge Smith), you are counted as fulfilling the prerequisite.

VOCATIONAL GRANDMASTERY (ELDRITCH ALCHEMIST)

Prerequisite: Artificer 19, Vocational Mastery (Eldritch Alchemist)

- You gain the artificer's Universal Alchemy feature.
- If a feat's prerequisites include Artificer 19 (Eldritch Alchemist), you are counted as fulfilling the prerequisite.

VOCATIONAL GRANDMASTERY (MAGIC SHOTSLINGER)

Prerequisite: Artificer 19, Vocational Mastery (Magic Shotslinger)

- You gain the artificer's Hypervelocity Shot feature.
- If a feat's prerequisites include Artificer 19 (Magic Shotslinger), you are counted as fulfilling the prerequisite.

VOCATIONAL GRANDMASTERY (RUNIC GOLEMANCER)

Prerequisite: Artificer 19, Vocational Graduation (Runic Golemancer)

- You can apply four Body Mods on your rune golem for your Body Modification feature. You are treated as a 19th level artificer for fulfilling the prerequisites of Body Mods.
- If a feat's prerequisites include Artificer 19 (Runic Golemancer), you are counted as fulfilling the prerequisite.

VOCATIONAL MASTERY (BATTLEFORGE SMITH)

Prerequisite: Artificer 16, Vocational Graduation (Battleforge Smith)

- Increase your Intelligence score by 1, to a maximum of 20.
- You gain the 14th level benefit of the artificer's Suit Upgrade feature.
- If a feat's prerequisites include Artificer 16 (Battleforge Smith), you are counted as fulfilling the prerequisite.

VOCATIONAL MASTERY (ELDRITCH ALCHEMIST)

Prerequisite: Artificer 16, Vocational Graduation (Eldritch Alchemist)

- Increase your Intelligence score by 1, to a maximum of 20.
- You gain the artificer's Master of Alchemy feature.
- If a feat's prerequisites include Artificer 16 (Eldritch Alchemist), you are counted as fulfilling the prerequisite.

VOCATIONAL MASTERY (MAGIC SHOTSLINGER)

Prerequisite: Artificer 16, Vocational Graduation (Magic Shotslinger)

- Increase your Intelligence score by 1, to a maximum of 20.
- You gain the artificer's Deadshot Targeting feature.
- If a feat's prerequisites include Artificer 16 (Magic Shotslinger), you are counted as fulfilling the prerequisite.

VOCATIONAL MASTERY (RUNIC GOLEMANCER)

Prerequisite: Artificer 16, Vocational Graduation (Runic Golemancer)

- Increase your Intelligence score by 1, to a maximum of 20.
- You can apply three Body Mods on your rune golem for your Body Modification feature. You are treated as a 16th level artificer for fulfilling the prerequisites of Body Mods.
- If a feat's prerequisites include Artificer 16 (Runic Golemancer), you are counted as fulfilling the prerequisite.

VOCATIONAL VERSATILITY (BATTLEFORGE SMITH)

Prerequisite: Artificer 4 (any archetype other than Battleforge Smith)

- When you use your Gadget Builder feature to craft weapons from Gadget Parts, the weapons that you craft confer a +1 bonus to attack and damage rolls on attacks made with them.
- You gain the artificer's Rune Armor feature.
- If a feat's prerequisites include Artificer 4 (or lower) (Battleforge Smith), you are counted as fulfilling the prerequisite.

VOCATIONAL VERSATILITY (ELDRITCH ALCHEMIST)

Prerequisite: Artificer 4 (any archetype other than Eldritch Alchemist)

- You gain the artificer's Alchemical Training feature.
- You gain the artificer's Secrets of Alchemy feature.
- If a feat's prerequisites include Artificer 4 (or lower) (Eldritch Alchemist), you are counted as fulfilling the prerequisite.

VOCATIONAL VERSATILITY (MAGIC SHOTSLINGER)

Prerequisite: Artificer 4 (any archetype other than Magic Shotslinger)

- You learn the *elemental shot* and *homing missile* cantrips. If you already know either cantrip, you learn one artificer cantrip of your choice instead (or two if you already know both).
- You gain proficiency with all firearms.
- If a feat's prerequisites include Artificer 4 (or lower) (Magic Shotslinger), you are counted as fulfilling the prerequisite.

VOCATIONAL VERSATILITY (RUNIC GOLEMANCER)

Prerequisite: Artificer 4 (any archetype other than Runic Golemancer)

- You gain the artificer's Rune Golem, Golem Body, and Spirit Core features.
- If a feat's prerequisites include Artificer 4 (or lower) (Runic Golemancer), you are counted as fulfilling the prerequisite.

RUNE GOLEMS



RUNIC AWAKENING

The first stage of the construction process was simple. You selected various parts and pieces to give shape to the body, some for practical purposes, others to match your aesthetic preferences. Then you applied the magical glyphs and runes for the ritual, placed in exact locations on the interior and exterior structure; these inscriptions would serve as the framework for the flow of magical energy needed to house and nurture a new soul.

After initial preparations were complete, you picked up and carried over the most important component: a magical core that would serve as the “heart” of your newest creation. Holding the core over the opened torso of your construct, you began the ritual.

Words of power poured from your lips like a powerful stream of water, flooding your surroundings with their arcane force. You could see crackles of lightning in the air and feel a torrent of wind swirl around you. A dull aching bloomed in your chest, and it steadily intensified to torturous proportions; the life force within you was being sucked out into the core so tightly gripped in your hands. As you spoke the final syllables of your incantation, you lowered the core downwards into the open heart chamber, and set it into the locking mechanism that would hold it in place. The wind and lightning faded, and you closed the hatch over the now-filled heart chamber.

The crystal eyes of the construct gradually brightened with a soft phantom glow, and it slowly raised its hand over its head, as if to grasp a sense of its own appendage. The construct sat up from the table it was lying upon, and looked around the room. After a long silence, it turned towards you and spoke: “Hello.”

LIVING AUTOMATONS

Rune golems are living machine dolls with sentience and intelligence. Every golem’s body is crafted by a single artificer who then offers up a portion of her own life force in a magic ritual that brings the golem to life. This shared life force creates a mystical bond between the newly born creature and its creator, and a small portion of the artificer’s memories are also shared. The rune golem is born intelligent, fluent in the same languages as the artificer, and unshakably loyal (though in some rare cases disobedient since they are capable of making decisions on their own). These living constructs follow, serve, and defend their masters wherever their travels take them.

RUNE GOLEM FEATURES

Medium Construct

Weight: 400-800 lb.

Alignment: The rune golem’s alignment matches your alignment.

AC: 13 + Dexterity modifier

Hit Points: 20 + 4 times your character level

Proficiency Bonus: Same as your character’s bonus

Damage Immunities: poison

Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 60 ft.

To create a rune golem for your character, follow the following instructions.

- The rune golem’s base Intelligence, Wisdom, and Charisma scores are all 10 (+0).
- The rune golem’s base Strength, Dexterity, and Constitution scores are determined by its Body Type.
- At every 4th character level, increase your rune golem’s Intelligence, Wisdom, or Charisma by 2 or two of these ability scores by 1, to a maximum of 20.
- If rune golem is given armor or barding, use the higher calculation of either the armor AC or its normal AC, but add +1 to the armor AC calculation if given armor.
- The rune golem does not recover hit points naturally. You can repair it completely during a short rest or long rest, if you have a set of smith’s tools and a set of tinker’s tools.
- If the rune golem enters a dead magic zone or area of anti-magic, it will still be able to act normally but its spellcasting and magical abilities are suppressed.
- The rune golem can not attune to magic items, since its own magical mechanisms would interfere with the magic item’s.
- The rune golem does not need to eat, breathe, or sleep.
- The rune golem is immune to disease except for diseases that can specifically affect constructs.

RUNE GOLEM CREATION

1. Choose a Core Type.
2. Choose a Body Type.
3. If 6th level or higher, choose your Body Mods, up to one per associated body part.
4. Give the rune golem a name.

CORE TYPE

The core of a rune golem is its primary source of life and magical energy. It also houses the rune golem's soul, which is typically that of a young spirit freshly born from another plane of existence. The material of the core itself has a magical affinity that determines some of the capabilities of the rune golem. Core materials are often acquired from sources affected by or originating from other planes just as the rune golem spirits are. The spell-like abilities and spells cast by the rune golem use your spell attack modifier and spell save DC, and spend your spell slots. The spells marked with an asterisk can be found in the free *Elemental Evil Player's Companion*.

http://media.wizards.com/2015/downloads/dnd/EE_PlayersCompanion.pdf

AIR

- The rune golem has resistance to lightning and thunder damage.
- The rune golem can innately cast the *gust** cantrip.
- The rune golem can cast *gust of wind*.

CELESTIAL

- The rune golem has resistance to lightning and radiant damage.
- The rune golem can innately cast the *sacred flame** cantrip.
- The rune golem can cast *cure wounds*.

DARKNESS

- The rune golem has resistance to cold and necrotic damage.
- The rune golem can innately cast the *chill touch** cantrip.
- The rune golem can cast *darkness*.

EARTH

- The rune golem has resistance to force and thunder damage.
- The rune golem can innately cast the *meld earth** cantrip.
- The rune golem can cast *earth tremor**.

FEY

- The rune golem has resistance to force and lightning damage.
- The rune golem can innately cast the *minor illusion** cantrip.
- The rune golem can cast *faerie fire*.

FIENDISH

- The rune golem has resistance to fire and cold damage.
- The rune golem can innately cast the *fire bolt** cantrip.
- The rune golem can cast *hellish rebuke*.

FIRE

- The rune golem has resistance to fire and lightning damage.
- The rune golem can innately cast the *control flames** cantrip.
- The rune golem can cast *burning hands*. If the rune golem doesn't have hands, the flames shoot out from its eyes or mouth instead.

LIGHT

- The rune golem has resistance to fire and radiant damage.
- The rune golem can innately cast the *light** cantrip.
- The rune golem can cast *color spray*.

WATER

- The rune golem has resistance to acid and cold damage.
- The rune golem can innately cast the *shape water** cantrip.
- The rune golem can cast *create or destroy water*.

BODY TYPE

ARTHROPOD

Arthropod rune golems are known for their powerful leaps and stable footing. They typically have many legs and resemble insects, crustaceans, or arachnids.

Strength: 11 (+0)

Dexterity: 13 (+1)

Constitution: 15 (+2)

Speed: 25 feet

- The rune golem's standing jump travels the full distance instead of half the distance.
- The rune golem has advantage on checks made to resist forced movement such as pushes and pulls.
- The rune golem has a talon attack: melee weapon attack, reach 5 feet, one creature, *Hit*: 1d6 + Strength modifier piercing damage.
- The rune golem can treat a [Legs] Body Mod as an [Arms] Body Mod and vice versa, allowing it to be fitted with two of one instead of one of each.

HUMANOID

Humanoid rune golems are known for their utility and ability to assist artificers in their labors. They are often disguised to pass themselves off as humanoid creatures in towns and cities.

Strength: 15 (+2)

Dexterity: 11 (+0)

Constitution: 13 (+1)

Speed: 30 feet

- The rune golem can finely manipulate objects with its hands.
- The rune golem can also wield weapons, and its unarmed strike deals 1d6 bludgeoning damage. Add the golem's Strength modifier to weapon damage rolls.
- The rune golem shares your armor, weapon, and shield proficiencies (if any).

BEAST

Beast rune golems are known for their speed and agility. The most common form they take is that of a predatory animal such as a wolf or tiger.

Strength: 13 (+1)

Dexterity: 15 (+2)

Constitution: 11 (+0)

Speed: 40 feet

- The rune golem has a bite attack, using its mouth: melee weapon attack, reach 5 feet, one creature, *Hit*: 1d6 + Strength modifier piercing damage, and the rune golem can make a grapple attempt against the target.
- The rune golem has advantage on Dexterity (Acrobatics) checks.
- The rune golem can be fitted with either [two Arms Body Mods], [two Legs Body Mods], or [one Arms Mod + one Legs Body Mod]

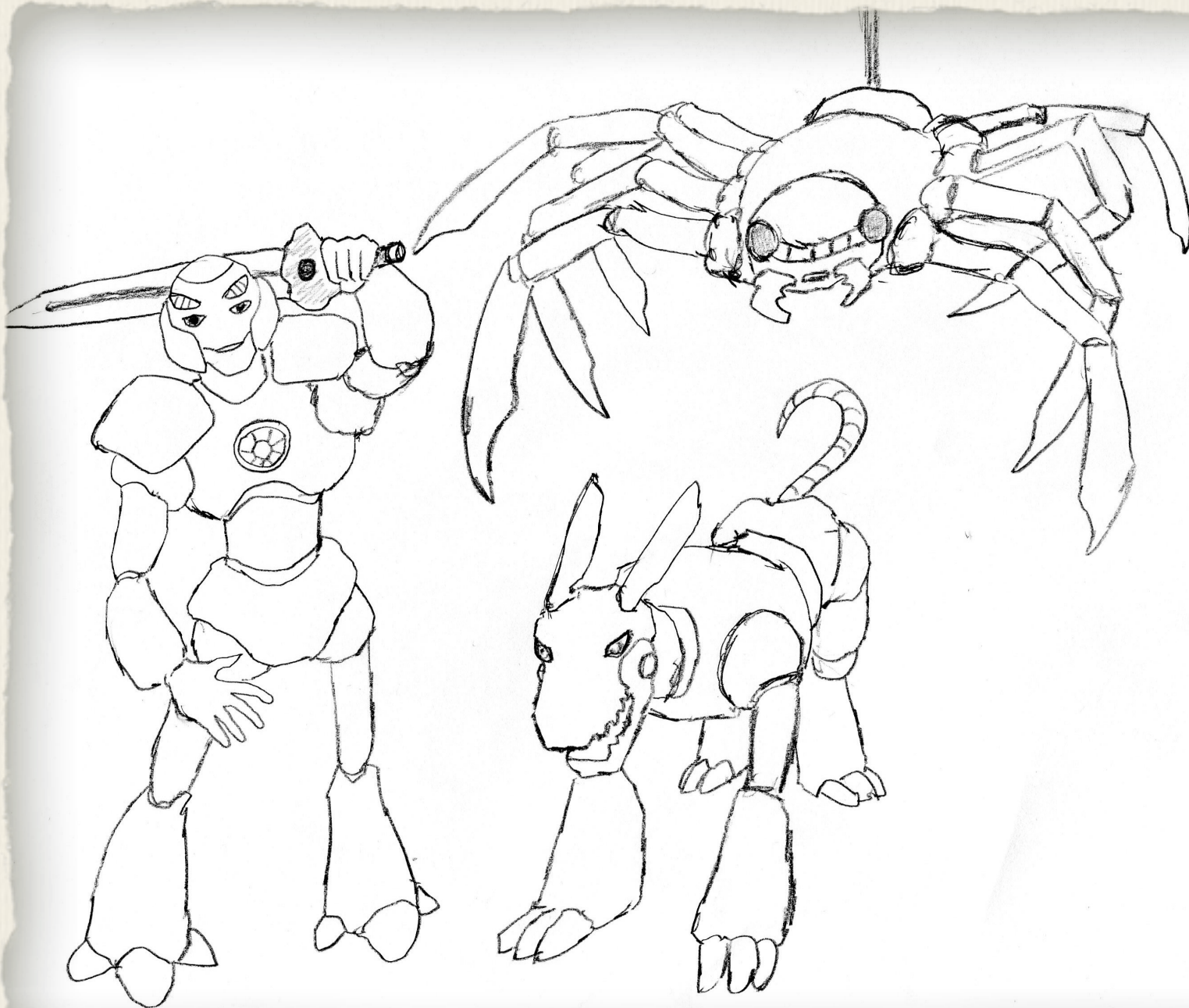
Body Size Adjustment

You can adjust the size of your rune golem's body to a smaller category, to Small or to Tiny.

If a Body Mod or Body Type feature would grant the rune golem a melee attack, its damage die is reduced by 1 step for each category the body's size is made smaller (1d12 to 1d10, 1d10 to 1d8, 1d8 to 1d6, 1d6 to 1d4, 1d4 to 1d3, 1d3 to 1d2).

For each size category smaller, the rune golem's hit points are reduced by 5 + 1 times your character level.

For each size category smaller, the rune golem's weight is reduced by 3/4 (75%) and its carrying capacity is halved.



BODY MODS

There are four categories of Body Mods, each corresponding to a different location on a rune golem's body: head, torso, arms, legs. Each body location can accommodate one Body Mod, which can be changed during a long rest.

NOTE: Ability modifiers added to rolls for rune golem Body Mod features use the rune golem's abilities, not the artificer's.

HEAD BODY MODS

DEEP VISION (HEAD)

Requirements: Core Type (Darkness or Fiendish)

- The rune golem's darkvision is extended to 120 feet.
- The rune golem can see normally in magical darkness.

ELEMENTAL SPITSHOT (HEAD)

Requirements: Core Type (Air, Darkness, Earth, Fire, Light, or Water)

The rune golem can fire a deadly payload of energy or materials, based on its Core Type, from its mouth.

The rune golem gains one of the following attacks based on its Core type, which you can command it to make as an action.

- **Air:** Sphere of lightning, range 60 feet, one creature, *Hit:* 1d8 + Constitution modifier lightning damage. This attack can ignite a flammable object that isn't being worn or carried. The damage increases to 2d8 at 5th level, 3d8 at 11th level, and 4d8 at 17th level (character level).
- **Darkness:** Ray of necrotic energy, range 120 feet, one creature, *Hit:* 1d6 + Constitution modifier necrotic damage. On a critical hit, a living creature is poisoned and slowed until the end of your next turn. The damage increases to 2d6 at 5th level, 3d6 at 11th level, and 4d6 at 17th level (character level).

- **Earth:** Stone missile, range 90 feet, one creature, *Hit:* 1d6 + Constitution modifier bludgeoning or piercing damage. The damage increases to 2d6 at 5th level, 3d6 at 11th level, and 4d6 at 17th level (character level).

You can take a bonus action to change the damage type to bludgeoning or slashing damage until the end of your next turn.

- **Fire:** Sphere of flame, range 60 feet, one creature, *Hit:* 1d8 + Constitution modifier fire damage. This attack can ignite a flammable object that isn't being worn or carried. The damage increases to 2d8 at 5th level, 3d8 at 11th level, and 4d8 at 17th level (character level).

- **Light:** Ray of light, range 120 feet, one creature, *Hit:* 1d6 + Constitution modifier radiant damage. Undead creatures take an additional 1d6 radiant damage on a hit. The damage increases to 2d6 at 5th level, 3d6 at 11th level, and 4d6 at 17th level (character level).

- **Water:** High pressure water shot, range 60 feet, one creature, *Hit:* 1d8 + Constitution modifier piercing damage. The damage increases to 2d8 at 5th level, 3d8 at 11th level, and 4d8 at 17th level (character level).

You can take a bonus action to change the attack to a missile of ice/snow, which deals cold damage instead, until the end of your next turn.

FARSIGHT VISION (HEAD)

Requirements: Core Type (Fey or Light)

- The rune golem can see normally up to 5 miles away in bright or dim light, though it can not see past obstacles.

PENETRATING VISION (HEAD)

Requirements: Artificer 7th, Core Type (Celestial, Fey, or Fiendish)

- The rune golem can see through solid obstacles, penetrating up to 10 feet of obstruction.

SONIC FILTERS (HEAD)

- The rune golem is immune to the deafened condition.
- The rune golem is granted Advantage on Wisdom (Perception) checks made to listen.
- Creatures have Disadvantage on Dexterity (Move Silently) checks made against the rune golem's passive Perception.

WEB SHOOTER (HEAD)

Requirements: Core Type (Water)

- The rune golem can shoot gobs of webbing from its mouth at will, as a ranged weapon attack: range 20/60, one creature, *Hit:* The creature (if Medium or smaller) is restrained until it takes an action to remove the webbing.
- The rune golem can shoot webbing from its mouth at will, as a ranged spell attack: range 60 feet, one creature, *Hit:* The creature (if Medium or smaller) is restrained until it takes an action to remove the webbing.

TORSO BODY MODS

ELEMENTAL ENHANCEMENT MATRIX (TORSO)

Requirements: Artificer 5th, Elemental Breath (Head Body Mod) or Elemental Shot (Arms Body Mod)

Additional magic circuits boost the connection between the rune golem's breath weapon and its Core, enabling a much larger burst of output.

When making an attack with the rune golem's Elemental Breath or Elemental Shot, you can instead make an enhanced attack; for the rune golem to make the enhanced attack, you must spend a 3rd level or higher spell slot. The enhanced attack becomes one of the following effects, based on the rune golem's Core Type.

- **Air:** Line of lightning, 100-foot line, 5 feet wide, every creature in the line must make a Dexterity saving throw (using your spell save DC). On a failed save, a creature takes 8d6 lightning damage, and half damage on a successful save. This lightning ignites flammable objects in the area that aren't being worn or carried. If spending a spell slot higher than 3rd, increase the damage by 1d6 damage per level higher than 3rd.

- **Darkness:** Rays of necrotic energy, range 300 feet, three attacks, *Hit:* 2d8 + Constitution modifier necrotic damage. On a critical hit, a living creature is poisoned and slowed until the end of your next turn. If spending a spell slot higher than 3rd, increase the damage by 1d8 damage per level higher than 3rd.

- **Earth:** Cone of shooting stones, 30-foot cone, every creature in the cone must make a Dexterity saving throw (using your spell save DC). On a failed save, a creature takes 8d6 piercing damage, and half damage on a successful save. If spending a spell slot higher than 3rd, increase the damage by 1d6 damage per level higher than 3rd.

You can take a bonus action to change the damage type to bludgeoning or slashing damage until the end of your next turn.

- **Fire:** Cone of fire, 30-foot cone, every creature in the cone must make a Dexterity saving throw (using your spell save DC). On a failed save, a creature takes 8d6 fire damage, and half damage on a successful save. This fire ignites flammable objects in the area that aren't being worn or carried. If spending a spell slot higher than 3rd, increase the damage by 1d6 damage per level higher than 3rd.

- **Light:** Rays of light, range 300 feet, three attacks, *Hit:* 2d8 + Constitution modifier radiant damage. Undead creatures take an additional 1d8 radiant damage on a hit. If spending a spell slot higher than 3rd, increase the damage by 1d8 damage per level higher than 3rd.

- **Water:** High pressure water spray, 30-foot cone, every creature in the cone must make a Dexterity saving throw (using your spell save DC). On a failed save, a creature takes 8d6 bludgeoning damage, and is pushed 10 feet; a creature takes half damage on a successful save and is pushed 5 feet. If spending a spell slot higher than 3rd, increase the damage by 1d6 damage per level higher than 3rd.

CAMOUFLAGE PLATING (TORSO)

The rune golem is able to change the colors and patterns of its body, granting it advantage on Dexterity (Stealth) checks made to hide.

CLOAKING FIELD (TORSO)

Requirements: Artificer 5th, Core Type (Fey or Light)

You can spend a 3rd level or higher spell slot to make the rune golem project a field of invisibility that renders it invisible. While any friendly creature remains within 5 feet of the rune

golem during this effect's duration, the friendly creature is also invisible. This effect lasts for up to 1 minute, but you must maintain concentration as if maintaining a spell to prevent the effect's duration from ending.

DIVING BUBBLE (TORSO)

Requirements: Artificer 5th, Core Type (Air or Water)

The rune golem is able to project and maintain a bubble of breathable air that prevents liquid or gases from entering it. To activate this effect, you must take a bonus action and spend a 3rd level or higher spell slot. The bubble is a sphere with a radius of 10 feet centered on the rune golem; the bubble moves with the rune golem, and lasts for up to 2 hours + 1 hour per level of spent slot higher than 3rd. You can spend another 3rd level or higher spell slot as a bonus action to extend the effect's duration by 2 hours + 1 hour per level of spent slot higher than 3rd.

ELEMENTAL FEEDBACK (TORSO)

Requirements: Core Type (Air, Darkness, Earth, Fire, Light, or Water)

The plated armor of the rune golem flashes with a brilliant light when struck, unleashing a harmful burst of elemental energy. When the rune golem is hit by a melee weapon attack, you can use a reaction, spending a 1st level or higher spell slot, to deal 1d6 + Constitution modifier damage to the attacker. The type of damage is based on the Core Type of the rune golem: Air (thunder), Darkness (necrotic), Earth (piercing), Fire (fire), Light (radiant), or Water (cold).

If spending a higher level spell slot, increase the damage by 1d6 per level higher than 1st.

FORTIFIED STABILITY (TORSO)

Requirements: Core Type (Earth)

- The rune golem has resistance to bludgeoning damage, and takes half damage from falling.
- The rune golem has advantage on saving throws against effects that force movement, and Dexterity (Acrobatics) checks made to maintain balance.

GUARDIAN AURA (TORSO)

The rune golem can project a protective aura that shares its resistances with nearby allies.

Friendly creatures, while they remain within 10 feet of the rune golem, are granted resistance to the same damage types that the rune golem's current Core Type grants resistance to.

ILLUMINATING LIGHTS (TORSO)

Requirements: Core Type (Celestial or Light)

- The rune golem can provide illumination from crystals on its body that glow on command, providing bright light out to 60 feet, and dim light for another 60 feet.

REINFORCED PLATING (TORSO)

- The rune golem's (unarmored) AC is increased by 2.

RESISTANCE SURGE DEVICE (TORSO)

Requirements: Artificer 9th

- As a reaction, when the rune golem would take damage that its Core Type grants it resistance to, you can spend a 5th level or higher spell slot to change the rune golem's Core Type resistances to immunity instead. This damage immunity effect lasts for up to 1 minute and requires that you maintain concentration as if maintaining a spell. As long as you are within 5 feet of your rune golem, then you gain this immunity as well.

ROCKET BOOSTER (TORSO)

Requirements: Artificer 7th, Core Type (Air or Fire)

A device with cylindrical funnels is attached to the rune golems back. You can take a bonus action and spend a spell slot to have the device shoot out powerful combustion from its funnels.

- The rune golem gains a fly speed of 90 feet + 10 feet per level of the spell slot spent until the end of your next turn, and its movement does not provoke attacks of opportunity.

SPELL STORAGE UNIT (TORSO)

The rune golem's core chamber can be inscribed with a single spell from your Artificer class spell list. By spending one of your spell slots with an appropriate level, the rune golem can cast the spell.

SPIKED PLATING (TORSO)

- When a creature grapples with the rune golem, the grappling creature takes 1d6 piercing damage; the creature takes another 1d6 piercing damage at the end of each of its turns while grappling with the rune golem. This only applies if the creature grappling with the rune golem is in contact with the rune golem's torso during the grapple.
- The rune golem can shoot a spike from its torso as a ranged weapon attack: range 20/60, one creature, *Hit:* 1d6 + Dexterity modifier piercing damage.

UNDERSEA ROTORS (TORSO)

Several small blades attached to a spinning mechanism spin vigorously when the rune golem's body is in a watery environment. The rune golem gains a swim speed of 30 feet.

VENOMOUS STINGER (TORSO)

The rune golem gains a tail with a stinger at the end. This tail grants the following attack options.

- Tail Sting, melee weapon attack, reach 5 feet, one creature, *Hit:* 1d6 + Strength modifier piercing damage, and the creature must make a Constitution saving throw (using your spell save DC). On a failed save, the creature takes 1d4 + Constitution modifier poison damage and must make a Constitution saving throw (using your spell save DC) at the end of each of its turns or take an additional 1d4 points of poison damage. The piercing damage is treated as damage from a magic weapon for the purpose of overcoming damage resistance or immunity.
- Tail Whip, melee weapon attack, reach 5 feet, one creature, *Hit:* 1d6 + Strength modifier bludgeoning damage, and the creature must make a Constitution saving throw (using your spell save DC). On a failed save, the creature is pushed 5 feet away from the rune golem. The bludgeoning damage is treated as damage from a magic weapon for the purpose of overcoming damage resistance or immunity.

WINGS OF FLIGHT (TORSO)

Requirements: Artificer 7th, Core Type (Air)

- The rune golem gains a fly speed of 30 feet.
- The rune golem can hover in mid-air.

ARMS BODY MODS

DIGGER CLAWS (ARMS)

Requirements: Core Type (Earth)

The rune golem gains retractable claws that do not need an action to extend or retract.

- The rune golem gains a claw attack: melee weapon attack, reach 5 feet, one creature, *Hit:* 1d4 + Strength modifier slashing damage. This is treated as damage from a magic weapon for the purpose of overcoming damage resistance or immunity.
- The rune golem gains a burrow speed of 30 feet.

ELEMENTAL SHOT (ARMS)

Requirements: Core Type (Air, Darkness, Earth, Fire, Light, or Water)

The rune golem can fire a deadly payload of energy or materials, based on its Core Type, from its hands, claws, or talons.

The rune golem gains one of the following attacks based on its Core type, which you can command it to make as an action.

- **Air:** Sphere of lightning, range 100 feet, one creature, *Hit:* 1d8 + Constitution modifier lightning damage. This attack can ignite a flammable object that isn't being worn or carried. The damage increases to 2d8 at 5th level, 3d8 at 11th level, and 4d8 at 17th level (character level).
- **Darkness:** Ray of necrotic energy, range 200 feet, one creature, *Hit:* 1d6 + Constitution modifier necrotic damage. On a critical hit, a living creature is poisoned and slowed until the end of your next turn. The damage increases to 2d6 at 5th level, 3d6 at 11th level, and 4d6 at 17th level (character level).
- **Earth:** Stone missile, range 100 feet, one creature, *Hit:* 1d6 + Constitution modifier piercing damage. The damage

increases to 2d6 at 5th level, 3d6 at 11th level, and 4d6 at 17th level (character level).

You can take a bonus action to change the damage type to bludgeoning or slashing damage until the end of your next turn.

- **Fire:** Sphere of flame, range 100 feet, one creature, *Hit:* 1d8 + Constitution modifier fire damage. This attack can ignite a flammable object that isn't being worn or carried. The damage increases to 2d8 at 5th level, 3d8 at 11th level, and 4d8 at 17th level (character level).
- **Light:** Ray of light, range 200 feet, one creature, *Hit:* 1d6 + Constitution modifier radiant damage. Undead creatures take an additional 1d6 radiant damage on a hit. The damage increases to 2d6 at 5th level, 3d6 at 11th level, and 4d6 at 17th level (character level).
- **Water:** High pressure water shot, range 100 feet, one creature, *Hit:* 1d8 + Constitution modifier piercing damage. The damage increases to 2d8 at 5th level, 3d8 at 11th level, and 4d8 at 17th level (character level).

You can take a bonus action to change the attack to a missile of ice/snow, which deals cold damage instead, until the end of your next turn.

REINFORCED PLATING (ARMS)

- The rune golem's (unarmored) AC is increased by 1.

WALL GRAPPLERS (ARMS)

- The rune golem gains a climb speed of 20 feet, and can climb difficult surfaces (and travel upside across ceilings) without the need for an ability check.
- The rune golem is granted Advantage on saving throws against forced movement such as being pushed or pulled, as long as its legs are in contact with a solid surface.

Special: Arthropod and Beast rune golems are still able to make melee attacks while climbing.

WEB SHOOTER (ARMS)

Requirements: Core Type (Fiendish or Water)

- The rune golem can shoot webbing from its hands (or equivalent) at will, as a ranged spell attack: range 60 feet, one

creature, *Hit*: The creature (if Medium or smaller) is restrained until it takes an action to remove the webbing.

- The rune golem can shoot a line of webbing from its hands (or equivalent) at will, as a ranged weapon attack: range 20/60, one creature, *Hit*: The creature (if Medium or smaller) is pulled 5 feet towards the rune golem and must make a Strength saving throw (using your spell save DC). On a failed save, the creature is pulled up to an additional 15 feet towards the rune golem. The line of webbing could also be used as a grappling line to assist climbing attempts.

WELDING TOOL (ARMS)

Requirements: Core Type (Air, Fiendish, or Fire)

- The rune golem can produce a small constant flame that emits from the tip of its finger/claw/talon. This flame could be used as a melee spell attack: 5 feet, one creature, *Hit*: 1d6 fire damage.

LEGS BODY MODS

MUFFLED FOOTING (LEGS)

- The rune golem's feet, paws, or talons are equipped with sound-suppressing materials, granting advantage on Dexterity (Stealth) checks made to move silently.

REINFORCED PLATING (LEGS)

- The rune golem's (unarmored) AC is increased by 1.

TREADS OF SPEED (LEGS)

- The rune golem's speed is increased by 10 feet.
- The rune golem is granted Advantage on Strength (Athletics) checks made to jump.

WATERSKID FOOTING (LEGS)

Requirements: Core Type (Fey or Water)

The rune golem's feet, paws, or talons are equipped with magical circuits that allow it to move normally on top of liquid surfaces without sinking.

HUMANOID BODY MODS

BIG FRIENDLY GRABBERS (ARMS)

- The rune golem's hands are enlarged and can wield weapons crafted for Large creatures.
- The rune golem's unarmed strike damage is 1d8 bludgeoning. This is treated as damage from a magic weapon for the purpose of overcoming damage resistance or immunity.

DISRUPTING PALM (ARMS)

Requirements: Core Type (Celestial)

- The rune golem deals an extra 1d6 points of damage with its unarmed attack against undead creatures.
- The unarmed strike is now treated as a magic weapon for the purpose of overcoming damage resistance or immunity.

ELEMENTAL FIST (ARMS)

Requirements: Core Type (Air, Darkness, Earth, Fire, Light, or Water)

- The rune golem deals an extra 1d4 points of damage with its unarmed attack. The extra damage's type is based on the Core Type of the rune golem: Air (thunder), Darkness (necrotic), Earth (piercing), Fire (fire), Light (radiant), or Water (cold).
- The unarmed strike is now treated as a magic weapon for the purpose of overcoming damage resistance or immunity.

RAZOR CLAWS (ARMS)

The rune golem gains retractable claws that do not need an action to extend or retract.

- The rune golem gains a claw attack: melee weapon attack, reach 5 feet, one creature, *Hit*: 1d8 + Strength modifier slashing damage. This is treated as damage from a magic weapon for the purpose of overcoming damage resistance or immunity.
- The rune golem is granted advantage on Strength (Athletics) checks made to climb.

SPIKED KNUCKLES (ARMS)

- The rune golem's unarmed strike deals an additional 1d4 piercing damage. The unarmed strike is treated as damage from a magic weapon for the purpose of overcoming damage resistance or immunity.
- The rune golem can shoot a spike from its fist as a ranged weapon attack: range 20/60, one creature, *Hit*: 1d4 + Dexterity modifier piercing damage.

BEAST BODY MODS

DISRUPTING FANGS (HEAD)

Requirements: Core Type (Celestial)

- The rune golem deals an extra 1d6 points of damage with its bite attack against undead creatures.
- The bite attack is now treated as a magic weapon for the purpose of overcoming damage resistance or immunity.

ELEMENTAL FANGS (HEAD)

Requirements: Core Type (Air, Darkness, Earth, Fire, Light, or Water)

- The rune golem deals an extra 1d4 points of damage with its bite attack. The extra damage's type is based on the Core Type of the rune golem: Air (thunder), Darkness (necrotic), Earth (piercing), Fire (fire), Light (radiant), or Water (cold).
- The bite attack is now treated as a magic weapon for the purpose of overcoming damage resistance or immunity.

HORNS OF PENETRATION (HEAD)

- The rune golem has sharp pointed horns attached to its head. It can make a gore attack with the horns: melee weapon attack, reach 5 feet, one creature, *Hit*: 1d6 + Strength modifier piercing damage. Add an additional 1d6 piercing damage if the rune golem moved at least 10 feet before attacking. This is treated as damage from a magic weapon for the purpose of overcoming damage resistance or immunity.

HORNS OF RAMMING (HEAD)

- The rune golem has hard, blunt horns attached to its head. It can make a ram attack with the horns: melee weapon attack, reach 5 feet, one creature, *Hit*: 1d6 + Strength modifier bludgeoning damage. If the rune golem moved at least 10 feet before attacking, then the target must make a Constitution saving throw. On a failed save, the creature is pushed back 10 feet from the rune golem. The bludgeoning damage is treated as damage from a magic weapon for the purpose of overcoming damage resistance or immunity.

RAZOR CLAWS (ARMS OR LEGS)

- The rune golem gains a claw attack: melee weapon attack, reach 5 feet, one creature, *Hit*: 1d6 + Strength modifier slashing damage. This is treated as damage from a magic weapon for the purpose of overcoming damage resistance or immunity.

ARTHROPOD BODY MODS

DISRUPTING TALONS (ARMS OR LEGS)

Requirements: Core Type (Celestial)

- The rune golem deals an extra 1d6 points of damage with its talon attack against undead creatures.
- The unarmed strike is now treated as a magic weapon for the purpose of overcoming damage resistance or immunity.

ELEMENTAL TALONS (ARMS OR LEGS)

Requirements: Core Type (Air, Darkness, Earth, Fire, Light, or Water)

- The rune golem deals an extra 1d4 points of damage with its talon attack. The extra damage's type is based on the Core Type of the rune golem: Air (thunder), Darkness (necrotic), Earth (piercing), Fire (fire), Light (radiant), or Water (cold).
- The talon attack is now treated as a magic weapon for the purpose of overcoming damage resistance or immunity.

PINCER CLAWS (ARMS OR LEGS)

- The rune golem has a pincer claw attack, using its frontmost appendages: melee weapon attack, reach 5 feet, one creature, *Hit:* 1d8 + Strength modifier slashing damage, and the rune golem can make a grapple attempt against the target.
- The pincer claw attack is treated as a magic weapon for the purpose of overcoming damage resistance or immunity.

Special: If combined with a Body Mod that adds extra damage to melee attacks made with talons, the extra damage is also applied to the pincer claw attack from this Body Mod.

PINCER WHEELS (ARMS OR LEGS)

- You can take a bonus action or action to make the rune golem can convert its legs into wheels, granting it +15 speed, but removing its pincer claw attack. You can take a bonus action or action to make the rune golem convert its wheels back into legs. The rune golem can not jump while its legs are converted into wheels.

MAGIC SPELLS



MAGIC SPELLS

(PHB) = Player's Handbook,
(EE) = Elemental Evil Player's Companion
(SCAG) = Sword Coast Adventurer's Guide
(TA) = The Artificer (This Book)
(XG) = Xanathar's Guide to Everything

[Ab] = Abjuration
[Co] = Conjunction
[Di] = Divination
[En] = Enchantment
[Ev] = Evocation
[Il] = Illusion
[Ne] = Necromancy
[Tr] = Transmutation

SPELL LIST COLOR CODE	
WotC Releases	White
Third Party Spells	Green

[**The Artificer (5e) (Revised)**] can be downloaded as a PWYW product at:

<http://www.dmsguild.com/product/204687/THE-ARTIFICER-5e-Revised?sorttest=true>

ARTIFICER SPELL LIST

ARTIFICER SPELL LIST			
CANTRIPS	Detect Magic -- (PHB) [Di]	Earthbind -- (EE, XG) [Tr]	3RD LEVEL
Alchemic Transmutation -- (TA) [Tr]	Detect Poison and Disease -- (PHB) [Di]	Enhance Ability -- (PHB) [Tr]	Alter Creature -- (TA) [Tr]
Analyze Flow -- (TA) [Di]	Disguise Self -- (PHB) [II]	Enlarge/Reduce -- (PHB) [Tr]	Conjure Barrage -- (PHB) [Co]
Blade Ward -- (PHB) [Ab]	Doubleback Surge -- (TA) [Ev]	Flame Blade -- (PHB) [Ev]	Dimension Hop -- (TA) [Co]
Booming Blade -- (SCAG) [Ev]	Expeditious Retreat -- (PHB) [Tr]	Flaming Sphere -- (PHB) [Co]	Dispel Magic -- (PHB) [Ab]
Control Flames -- (EE, XG) [Tr]	Feather Fall -- (PHB) [Tr]	Gadget Restrainer -- (TA) [Tr]	Elemental Weapon -- (PHB) [Tr]
Create Bonfire -- (EE, XG) [Co]	Fleeting Vulnerability -- (TA) [Tr]	Gadget Spy Drone -- (TA) [Tr]	Erupting Earth -- (EE, XG) [Tr]
Elemental Shot -- (TA) [Tr]	Gadget Hookshot -- (TA) [Tr]	Gadget Striker -- (TA) [Tr]	Flame Arrows -- (EE, XG) [Tr]
Explosive Admixture -- (TA) [Ev]	Gadget Power Tool -- (TA) [Tr]	Gadget Tracker -- (TA) [Tr]	Fly -- (PHB) [Tr]
Extended Arm -- (TA) [Tr]	Glow Mark -- (TA) [Ev]	Gauntlet Reinforcement -- (TA) [Tr]	Frost Gaol -- (TA) [Ev]
Floor Collector -- (TA) [Ev]	Grease -- (PHB) [Co]	Gentle Repose -- (PHB) [Ne]	Gadget Arms -- (TA) [Tr]
Greenflame Blade -- (SCAG) [Ev]	Ice Knife -- (EE, XG) [Co]	Heat Metal -- (PHB) [Tr]	Gadget Spinnerets -- (TA) [Tr]
Gust -- (EE, XG) [Tr]	Identify -- (PHB) [Di]	Invisibility -- (PHB) [II]	Gadget Watchdog -- (TA) [Tr]
Homing Missile -- (TA) [Co]	Jump -- (PHB) [Tr]	Locate Object -- (PHB) [Di]	Gaseous Form -- (PHB) [Tr]
Light -- (PHB) [Ev]	Lingering Shock -- (TA) [Ev]	Magic Mouth -- (PHB) [II]	Glyph of Warding -- (PHB) [Ab]
Lightning Lure -- (SCAG) [Ev]	Longstrider -- (PHB) [Tr]	Magic Weapon -- (PHB) [Tr]	Haste -- (PHB) [Tr]
Mage Hand -- (PHB) [Co]	Mage Armor -- (PHB) [Ab]	Maximilian's Earthen Grasp -- (EE, XG) [Tr]	Leomund's Tiny Hut -- (PHB) [Ev]
Magic Stone -- (EE, XG) [Tr]	Object Origin -- (TA) [Di]	Nystul's Magic Aura -- (PHB) [II]	Life Transference -- (XG) [Ne]
Mending -- (PHB) [Tr]	Purify Food and Drink -- (PHB) [Tr]	Overwhelming Weight -- (TA) [Tr]	Lightning Arrow -- (PHB) [Tr]
Message -- (PHB) [Tr]	Push -- (TA) [Ev]	Protection from Poison -- (PHB) [Ab]	Magic Circle -- (PHB) [Ab]
Mold Earth -- (EE, XG) [Tr]	Repair Construct -- (TA) [Tr]	Pyrotechnics -- (EE, XG) [Tr]	Meld Into Stone -- (PHB) [Tr]
Phantom Eye -- (TA) [Di]	Repair Object -- (TA) [Tr]	Remove Poison and Disease -- (TA) [Tr]	Morph Ball -- (TA) [Tr]
Prestidigitation -- (PHB) [Tr]	Snare -- (XG) [Ab]	Rope Trick -- (PHB) [Tr]	Phantom Steed -- (PHB) [II]
Resistance -- (PHB) [Ab]	Tenser's Floating Disk -- (PHB) [Co]	Runic Arm Cannon -- (TA) [Tr]	Protection from Energy -- (PHB) [Ab]
Sculpting -- (TA) [Tr]	Zephyr Strike -- (XG) [Tr]	See Invisibility -- (PHB) [Di]	Reactive Plating -- (TA) [Tr]
Shape Water -- (EE, XG) [Tr]		Shadow Blade -- (XG) [II]	Remove Curse -- (PHB) [Ab]
Shocking Grasp -- (PHB) [Ev]	2ND LEVEL	Shadow Grab -- (TA) [Tr]	Rotation Sphere -- (TA) [Co]
Sword Burst -- (SCAG) [Co]	Alter Self -- (PHB) [Tr]	Silence -- (PHB) [II]	Sending -- (PHB) [Ev]
True Strike -- (PHB) [Di]	Arcane Lock -- (PHB) [Ab]	Skywrite -- (EE, XG) [Tr]	Sensory Overload -- (TA) [Ne]
Twilight Compass -- (TA) [Co]	Arcane Transference -- (TA) [Ev]	Spider Climb -- (PHB) [Tr]	Slow -- (PHB) [Tr]
	Artifact History -- (TA) [Di]	Spike Growth -- (PHB) [Tr]	Thunder Step -- (XG) [Co]
1ST LEVEL	Augury -- (PHB) [Di]	Unbalancing Rhythm -- (TA) [Ev]	Tiny Servant -- (XG) [Tr]
Absorb Elements -- (EE, XG) [Ab]	Barkskin -- (PHB) [Tr]	Warding Bond -- (PHB) [Ab]	Vampiric Touch -- (PHB) [Ne]
Bio Scan -- (TA) [Di]	Blur -- (PHB) [II]	Warding Wind -- (EE, XG) [Ev]	Wall of Sand -- (EE, XG) [Ev]
Cadaver Analysis -- (TA) [Di]	Continual Flame -- (PHB) [Ev]	Web -- (PHB) [Co]	Wall of Water -- (EE, XG) [Ev]
Catapult -- (EE, XG) [Tr]	Darkvision -- (PHB) [Tr]		Water Breathing -- (PHB) [Tr]
Coiling Brace -- (TA) [Co]	Detect Thoughts -- (PHB) [Di]		Water Walk -- (PHB) [Tr]
Cure Wounds -- (PHB) [Ev]	Dragon's Breath -- (XG) [Tr]		

ARTIFICER SPELL LIST

ARTIFICER SPELL LIST			
4TH LEVEL	Passwall -- (PHB) [Tr]	Thundering Gunplay -- (TA) [Tr]	9TH LEVEL
Arcane Eye -- (PHB) [Di]	Prismatic Surge -- (TA) [Ev]	Wall of Ice -- (PHB) [Ev]	Astral Projection -- (PHB) [Ne]
Bullet Storm -- (TA) [Co]	Scrying -- (PHB) [Di]	Word of Recall -- (PHB) [Co]	Foresight -- (PHB) [Di]
Control Water -- (PHB) [Tr]	Seeming -- (PHB) [II]		Gate -- (PHB) [Co]
Dimension Door -- (PHB) [Co]	Shadow Bridge -- (TA) [II]	7TH LEVEL	Glyph of Doom -- (TA) [Ab]
Dimension Swap -- (TA) [Co]	Skill Empowerment -- (XG) [Tr]	Etherealness -- (PHB) [Tr]	Imprisonment -- (PHB) [Ab]
Elemental Bane -- (EE, XG) [Tr]	Steel Wind Strike -- (XG) [Co]	Forcecage -- (PHB) [Ev]	Legendary Weapon Craft -- (TA) [Tr]
Fabricate -- (PHB) [Tr]	Swift Quiver -- (PHB) [Tr]	Guiding Strings -- (TA) [En]	Mass Polymorph -- (XG) [Tr]
Fire Shield -- (PHB) [Ev]	Telekinesis -- (PHB) [Tr]	Iron Juggernaut -- (TA) [Tr]	Orbital Destruction Array -- (TA) [Co]
Freedom of Movement -- (PHB) [Ab]	Teleportation Circle -- (PHB) [Co]	Maclynn's Mass Tether -- (TA) [Co]	Prismatic Wall -- (PHB) [Ab]
Gadget Orbiter -- (TA) [Tr]	Transmute Rock -- (EE, XG) [Tr]	Masterful Weapon Craft -- (TA) [Tr]	Puppet Strings -- (TA) [En]
Gadget Portal -- (TA) [Co]	Unbreakable Armor -- (TA) [Tr]	Mordenkainen's Magnificent Mansion -- (PHB) [Co]	Pyrotechnic Artillery -- (TA) [Tr]
Greater Invisibility -- (PHB) [II]	Wall of Force -- (PHB) [Ev]	Mordenkainen's Sword -- (PHB) [Ev]	Shapechange -- (PHB) [Tr]
Inspired Weapon Craft -- (TA) [Tr]	Wall of Light -- (XG) [Ev]	Plane Shift -- (PHB) [Co]	Time Stop -- (PHB) [Tr]
Leomund's Secret Chest -- (PHB) [Co]	Wall of Stone -- (PHB) [Ev]	Regenerate -- (PHB) [Tr]	True Polymorph -- (PHB) [Tr]
Locate Creature -- (PHB) [Di]		Restful Slumber -- (TA) [Tr]	
Maclynn's Dimensional Tether -- (TA) [Co]	6TH LEVEL	Reverse Gravity -- (PHB) [Tr]	
Mordenkainen's Faithful Hound -- (PHB) [Co]	Arcane Gate -- (PHB) [Co]	Sequester -- (PHB) [Tr]	
Mordenkainen's Private Sanctum -- (PHB) [Ab]	Blade Barrier -- (PHB) [Ev]	Super Heroism -- (TA) [En]	
Polymorph -- (PHB) [Tr]	Bones of the Earth -- (EE, XG) [Tr]	Symbol -- (PHB) [Ab]	
Rune Armor Equip -- (TA) [Co]	Chaotic Disharmony -- (TA) [Tr]	Teleport -- (PHB) [Co]	
Shadow Stairs -- (TA) [II]	Contingency -- (PHB) [Ev]	Whirlwind -- (EE, XG) [Ev]	
Stone Shape -- (PHB) [Tr]	Create Homunculus -- (XG) [Tr]		
Stoneskin -- (PHB) [Ab]	Drawmij's Instant Summons -- (PHB) [Co]	8TH LEVEL	
Temperature Zone -- (TA) [Ev]	Explosive Missile Pods -- (TA) [Tr]	Demiplane -- (PHB) [Co]	
Wall of Fire -- (PHB) [Ev]	Find the Path -- (PHB) [Di]	Gadget Cannon -- (TA) [Tr]	
	Flesh to Stone -- (PHB) [Tr]	Gadget Drill Tank -- (TA) [Co]	
5TH LEVEL	Forbiddance -- (PHB) [Ab]	Illusory Dragon -- (XG) [II]	
Animate Objects -- (PHB) [Tr]	Gadget Copter -- (TA) [Tr]	Maze -- (PHB) [Co]	
Antilife Shell -- (PHB) [Ab]	Guards and Wards -- (PHB) [Ab]	Mighty Fortress -- (XG) [Co]	
Bigby's Hand -- (PHB) [Ev]	Investiture of Flame -- (EE, XG) [Tr]	Mind Blank -- (PHB) [Ab]	
Blink Disruption -- (TA) [Co]	Investiture of Ice -- (EE, XG) [Tr]	Mind Tapestry -- (TA) [II]	
Conjure Volley -- (PHB) [Co]	Investiture of Stone -- (EE, XG) [Tr]	Momentary Disjuncture -- (TA) [Ab]	
Control Winds -- (EE, XG) [Tr]	Investiture of Wind -- (EE, XG) [Tr]	Pillars of Sealing -- (TA) [Co]	
Creation -- (PHB) [II]	Move Earth -- (PHB) [Tr]	Runic Rocketeer -- (TA) [Tr]	
Gadget Beast -- (TA) [Tr]	Primordial Ward -- (EE, XG) [Ab]	Telepathy -- (PHB) [Ev]	
Grand Monument -- (TA) [Tr]	Reaper's Arrow -- (TA) [Ne]		
Maelstrom -- (EE, XG) [Ev]	Scatter -- (XG) [Co]		

BARD SPELLS IN THIS BOOK

BARD SPELLS IN THIS BOOK			
CANTRIPS	7TH LEVEL		
Phantom Eye -- (TA) [Di]	Maclynn's Mass Tether -- (TA) [Co]		
Sculpting -- (TA) [Tr]	Restful Slumber -- (TA) [Tr]		
Twilight Compass -- (TA) [Co]	Super Heroism -- (TA) [En]		
1ST LEVEL	8TH LEVEL		
Cadaver Analysis -- (TA) [Di]	Mind Tapestry -- (TA) [II]		
Fleeting Vulnerability -- (TA) [Tr]			
Glow Mark -- (TA) [Ev]	9TH LEVEL		
Object Origin -- (TA) [Di]			
Repair Object -- (TA) [Tr]			
2ND LEVEL			
Arcane Transference -- (TA) [Ev]			
Artifact History -- (TA) [Di]			
Overwhelming Weight -- (TA) [Tr]			
Unbalancing Rhythm -- (TA) [Ev]			
3RD LEVEL			
Dimension Hop -- (TA) [Co]			
4TH LEVEL			
Dimension Swap -- (TA) [Co]			
Maclynn's Dimensional Tether -- (TA) [Co]			
Shadow Stairs -- (TA) [II]			
Temperature Zone -- (TA) [Ev]			
5TH LEVEL			
Blink Disruption -- (TA) [Co]			
Grand Monument -- (TA) [Tr]			
Shadow Bridge -- (TA) [II]			
6TH LEVEL			
Chaotic Disharmony -- (TA) [Tr]			

CLERIC SPELLS IN THIS BOOK			
CANTRIPS			
Sculpting -- (TA) [Tr]			
1ST LEVEL			
Bio Scan -- (TA) [Di]			
Cadaver Analysis -- (TA) [Di]			
Coiling Brace -- (TA) [Co]			
Fleeting Vulnerability -- (TA) [Tr]			
Glow Mark -- (TA) [Ev]			
Object Origin -- (TA) [Di]			
Repair Construct -- (TA) [Tr]			
2ND LEVEL			
Artifact History -- (TA) [Di]			
Overwhelming Weight -- (TA) [Tr]			
Unbalancing Rhythm -- (TA) [Ev]			
3RD LEVEL			
Sensory Overload -- (TA) [Ne]			
4TH LEVEL			
Temperature Zone -- (TA) [Ev]			
5TH LEVEL			
Grand Monument -- (TA) [Tr]			
6TH LEVEL			
Reaper's Arrow -- (TA) [Ne]			
7TH LEVEL			
Restful Slumber -- (TA) [Tr]			
Super Heroism -- (TA) [En]			
8TH LEVEL			
Pillars of Sealing -- (TA) [Co]			
9TH LEVEL			
Glyph of Doom -- (TA) [Ab]			

DRUID SPELLS IN THIS BOOK

CANTRIPS			
Sculpting -- (TA) [Tr]			
1ST LEVEL			
Coiling Brace -- (TA) [Co]			
Fleeting Vulnerability -- (TA) [Tr]			
2ND LEVEL			
Remove Poison and Disease -- (TA) [Tr]			
3RD LEVEL			
Alter Creature -- (TA) [Tr]			
Frost Gaol -- (TA) [Ev]			
4TH LEVEL			
Temperature Zone -- (TA) [Ev]			
5TH LEVEL			
6TH LEVEL			
7TH LEVEL			
Restful Slumber -- (TA) [Tr]			
8TH LEVEL			
Pillars of Sealing -- (TA) [Co]			
9TH LEVEL			

PALADIN SPELLS IN THIS BOOK			
1ST LEVEL			
Cadaver Analysis -- (TA) [Di]			
Glow Mark -- (TA) [Ev]			
Object Origin -- (TA) [Di]			
2ND LEVEL			
Artifact History -- (TA) [Di]			
Overwhelming Weight -- (TA) [Tr]			
3RD LEVEL			
4TH LEVEL			
5TH LEVEL			

SORCERER SPELLS IN THIS BOOK

SORCERER SPELLS IN THIS BOOK			
CANTRIPS	6TH LEVEL		
Analyze Flow -- (TA) [Di]	Chaotic Disharmony -- (TA) [Tr]		
Elemental Shot -- (TA) [Tr]	Reaper's Arrow -- (TA) [Ne]		
Extended Arm -- (TA) [Tr]			
Floor Collector -- (TA) [Ev]	7TH LEVEL		
Homing Missile -- (TA) [Co]	Guiding Strings -- (TA) [En]		
Phantom Eye -- (TA) [Di]	Maclynn's Mass Tether -- (TA) [Co]		
Sculpting -- (TA) [Tr]			
	8TH LEVEL		
1ST LEVEL	Mind Tapestry -- (TA) [Il]		
Doubleback Surge -- (TA) [Ev]	Momentary Disjuncture -- (TA) [Ab]		
Glow Mark -- (TA) [Ev]			
Lingering Shock -- (TA) [Ev]	9TH LEVEL		
Push -- (TA) [Ev]	Puppet Strings -- (TA) [En]		
2ND LEVEL			
Overwhelming Weight -- (TA) [Tr]			
Shadow Grab -- (TA) [Tr]			
Unbalancing Rhythm -- (TA) [Ev]			
3RD LEVEL			
Alter Creature -- (TA) [Tr]			
Dimension Hop -- (TA) [Co]			
Frost Gaol -- (TA) [Ev]			
Rotation Sphere -- (TA) [Co]			
Sensory Overload -- (TA) [Ne]			
4TH LEVEL			
Dimension Swap -- (TA) [Co]			
Maclynn's Dimensional Tether -- (TA) [Co]			
Temperature Zone -- (TA) [Ev]			
5TH LEVEL			
Blink Disruption -- (TA) [Co]			
Prismatic Surge -- (TA) [Ev]			

WARLOCK SPELLS IN THIS BOOK

WARLOCK SPELLS IN THIS BOOK			
CANTRIPS	7TH LEVEL		
Alchemic Transmutation -- (TA) [Tr]	Maclynn's Mass Tether -- (TA) [Co]		
Elemental Shot -- (TA) [Tr]			
Homing Missile -- (TA) [Co]	8TH LEVEL		
Phantom Eye -- (TA) [Di]	Mind Tapestry -- (TA) [II]		
Twilight Compass -- (TA) [Co]	Momentary Disjuncture -- (TA) [Ab]		
1ST LEVEL	9TH LEVEL		
Coiling Brace -- (TA) [Co]			
Doubleback Surge -- (TA) [Ev]			
Fleeting Vulnerability -- (TA) [Tr]			
Glow Mark -- (TA) [Ev]			
Object Origin -- (TA) [Di]			
Push -- (TA) [Ev]			
2ND LEVEL			
Artifact History -- (TA) [Di]			
Overwhelming Weight -- (TA) [Tr]			
Shadow Grab -- (TA) [Tr]			
Unbalancing Rhythm -- (TA) [Ev]			
3RD LEVEL			
Alter Creature -- (TA) [Tr]			
Dimension Hop -- (TA) [Co]			
Sensory Overload -- (TA) [Ne]			
4TH LEVEL			
Dimension Swap -- (TA) [Co]			
Shadow Stairs -- (TA) [II]			
Maclynn's Dimensional Tether -- (TA) [Co]			
5TH LEVEL			
Blink Disruption -- (TA) [Co]			
Shadow Bridge -- (TA) [II]			
6TH LEVEL			
Chaotic Disharmony -- (TA) [Tr]			
Reaper's Arrow -- (TA) [Ne]			

WIZARD SPELLS IN THIS BOOK

CANTRIPS	Sensory Overload -- (TA) [Ne]		
Alchemic Transmutation -- (TA) [Tr]			
Analyze Flow-- (TA) [Di]	4TH LEVEL		
Elemental Shot -- (TA) [Tr]	Dimension Swap -- (TA) [Co]		
Explosive Admixture -- (TA) [Ev]	Maclynn's Dimensional Tether -- (TA) [Co]		
Extended Arm-- (TA) [Tr]	Shadow Stairs -- (TA) [II]		
Floor Collector-- (TA) [Ev]	Temperature Zone -- (TA) [Ev]		
Homing Missile -- (TA) [Co]			
Phantom Eye -- (TA) [Di]	5TH LEVEL		
Sculpting -- (TA) [Tr]	Blink Disruption -- (TA) [Co]		
Twilight Compass -- (TA) [Co]	Grand Monument -- (TA) [Tr]		
	Prismatic Surge -- (TA) [Ev]		
1ST LEVEL	Shadow Bridge -- (TA) [II]		
Bio Scan -- (TA) [Di]			
Cadaver Analysis -- (TA) [Di]	6TH LEVEL		
Coiling Brace -- (TA) [Co]	Chaotic Disharmony -- (TA) [Tr]		
Doubleback Surge -- (TA) [Ev]	Reaper's Arrow -- (TA) [Ne]		
Fleeting Vulnerability -- (TA) [Tr]			
Glow Mark -- (TA) [Ev]	7TH LEVEL		
Lingering Shock -- (TA) [Ev]	Guiding Strings -- (TA) [En]		
Object Origin -- (TA) [Di]	Maclynn's Mass Tether -- (TA) [Co]		
Push -- (TA) [Ev]			
Repair Construct -- (TA) [Tr]	8TH LEVEL		
Repair Object -- (TA) [Tr]	Mind Tapestry -- (TA) [II]		
	Momentary Disjuncture -- (TA) [Ab]		
2ND LEVEL	Pillars of Sealing -- (TA) [Co]		
Arcane Transference -- (TA) [Ev]			
Artifact History -- (TA) [Di]	9TH LEVEL		
Overwhelming Weight -- (TA) [Tr]	Glyph of Doom -- (TA) [Ab]		
Remove Poison and Disease -- (TA) [Tr]	Puppet Strings -- (TA) [En]		
Shadow Grab -- (TA) [Tr]			
Unbalancing Rhythm -- (TA) [Ev]			
3RD LEVEL			
Alter Creature -- (TA) [Tr]			
Dimension Hop -- (TA) [Co]			
Frost Gaol -- (TA) [Ev]			
Rotation Sphere -- (TA) [Co]			

ARTIFICER SPELL SUMMARIES

CANTRIPS

Alchemic Transmutation-- (TA) [Tr] -- You transform materials into different substances permanently.

Analyze Flow-- (TA) [Di] -- You touch a creature, object, or structure to analyze the strength and general nature of its magic.

Elemental Shot -- (TA) [Tr] -- You deal cold, fire, or lightning damage with a ranged weapon attack.

Explosive Admixture -- (TA) [Ev] -- You deal acid, bludgeoning, cold, fire, or lightning damage to creatures in an area.

Extended Arm-- (TA) [Tr] -- You elongate your arms.

Floor Collector -- (TA) [Tr] -- You gather dirt and objects from the surrounding area to your space.

Homing Missile -- (TA) [Co] -- You deal 1d8 force damage with a ranged spell attack, with advantage on the attack roll.

Phantom Eye -- (TA) [Di] -- You create a ghostly floating eyeball that you can move and use to peer through walls or around corners.

Sculpting -- (TA) [Tr] -- You shape a sculpture out of nonliving material.

Twilight Compass -- (TA) [Co] -- You conjure a magical compass that tells your direction and depth, as well as keeping track of days and nights.

1ST LEVEL

Bio Scan -- (TA) [Di] -- You learn a creature's basic information.

Cadaver Analysis -- (TA) [Di] -- You learn information about a corpse's death.

Coiling Brace -- (TA) [Co] -- You cause a creature to have disadvantage on its next attack roll.

Doubleback Surge -- (TA) [Ev] -- After getting hit, you counterattack with a release of magic, dealing force damage.

Fleeting Vulnerability -- (TA) [Tr] -- You remove a creature's resistance to a damage type temporarily.

Gadget Hookshot -- (TA) [Tr] -- You craft a device that shoots a chained grappling hook.

Gadget Power Tool -- (TA) [Tr] -- You craft a device that assists in building or dismantling objects and structures.

Glow Mark -- (TA) [Ev] -- You cause a creature's body to glow.

Lingering Shock -- (TA) [Ev] -- You inject persistent lightning into a creature, dealing lightning damage and hampering its ability to react.

Object Origin -- (TA) [Di] -- You learn about the creation of an object.

Push -- (TA) [Ev] -- You push a creature or object with repulsive force.

Repair Construct -- (TA) [Tr] -- You repair a construct for 1d8 + spellcasting ability modifier hit points.

Repair Object -- (TA) [Tr] -- You repair an object or structure.

2ND LEVEL

Arcane Transference -- (TA) [Ev] -- You take or grant spell energy while in contact with another spellcaster.

Artifact History -- (TA) [Di] -- You examine the history of an object.

Gadget Restrainer -- (TA) [Tr] -- You wrap a creature in chains, restraining it.

Gadget Spy Drone -- (TA) [Tr] -- You craft a tiny construct that flies and spies for you.

Gadget Striker -- (TA) [Tr] -- You form a magic weapon out of Gadget parts.

Gadget Tracker -- (TA) [Tr] -- You craft a device and place it on a creature to track its location and movements within 10 miles.

Gauntlet Reinforcement -- (TA) [Tr] -- Your unarmed strikes deal 1d6 bludgeoning, piercing, or slashing damage, and you can channel elemental energy into your strikes.

Overwhelming Weight -- (TA) [Tr] -- You cause a creature to gain so much weight that it can barely move.

Remove Poison and Disease -- (TA) [Tr] -- You extract poisons and diseases from a creature by making Wisdom (Medicine) checks.

Runic Arm Cannon -- (TA) [Tr] -- You construct an arm cannon that deals 1d8 cold/fire/lightning damage on a ranged weapon attack.

Shadow Grab -- (TA) [Tr] -- You immobilize a creature and grant it disadvantage on melee attacks until the start of your next turn.

Unbalancing Rhythm -- (TA) [Ev] -- You cause a creature to fall prone when it takes damage from an attack.

3RD LEVEL

Alter Creature -- (TA) [Tr] -- You transform a creature's body.

Dimension Hop -- (TA) [Co] -- You teleport yourself or another creature.

Frost Gaol -- (TA) [Ev] -- You entrap a creature in an icy prison.

Gadget Arms -- (TA) [Tr] -- You craft special strength-boosting armor for your arms.

Gadget Spinnerets -- (TA) [Tr] -- You craft spider-like appendages that grant you a climb speed and shoot webbing to restrain targets.

Gadget Watchdog -- (TA) [Tr] -- You build a Tiny construct that can keep a look out for approaching creatures while you rest out of Gadget parts.

Morph Ball -- (TA) [Tr] -- You roll up into a ball form with a body slam attack that deals 2d8 + INT mod. bludgeoning damage on hit.

Reactive Plating -- (TA) [Tr] -- You resist acid, cold, fire, lightning, necrotic, radiant, or thunder damage after taking damage.

Rotation Sphere -- (TA) [Co] -- You trap a creature inside a sphere of force that spins its body around, restraining it.

Sensory Overload -- (TA) [Ne] -- You assault a creature's senses, dealing necrotic damage and removing its sight and hearing.

4TH LEVEL

Bullet Storm -- (TA) [Co] -- You conjure a storm of shooting bullets in a 20-ft. sphere, dealing piercing damage to affected creatures.

Dimension Swap -- (TA) [Co] -- You use teleportation to swap positions with a creature within range.

Gadget Orbiter -- (TA) [Tr] -- You build a Tiny construct out of Gadget parts that can shoot beams of burning light at attackers, dealing fire and radiant damage.

Gadget Portal -- (TA) [Co] -- You build two connected portals that enable creatures to instantly cross a distance.

Inspired Weapon Craft -- (TA) [Tr] -- You add Common or Uncommon properties to a weapon crafted with Gadget Parts.

Maclynn's Dimensional Tether -- (TA) [Co] -- You are able to teleport a creature within range to you as a reaction.

Rune Armor Requip -- (TA) [Co] -- You swap the rune armor that you are currently wearing with a different rune armor.

Shadow Stairs -- (TA) [II] -- You create a solid illusionary set of stairs.

Temperature Zone -- (TA) [Ev] -- You gradually raise or lower the ambient temperature in a 30-ft. radius around yourself.

5TH LEVEL

Blink Disruption -- (TA) [Co] -- You cause a creature to teleport 10 feet away every time it makes a melee attack.

Gadget Beast -- (TA) [Tr] -- You build a Small construct out of Gadget parts that can fight at your command.

Grand Monument -- (TA) [Tr] -- You instantaneously form a huge replica of a statue from nonliving material.

Prismatic Surge -- (TA) [Ev] -- Your hand surges with a swirl of 7 different colors that applies random effects on a creature that you touch.

Shadow Bridge -- (TA) [III] -- You create a solid illusionary bridge.

Unbreakable Armor -- (TA) [Tr] -- Your rune armor grants you immunity to nonmagical (and resistance to magical) bludgeoning, piercing, and slashing damage.

6TH LEVEL

Chaotic Disharmony -- (TA) [Tr] -- You disrupt the internal structure of a creature's body, dealing force damage and giving it Disadvantage on attack rolls and ability checks.

Explosive Missile Pods -- (TA) [Tr] -- You craft flying explosive missiles that can be shot from your rune armor.

Gadget Copter -- (TA) [Co] -- You build a flying vehicle using Gadget parts and conjured materials.

Reaper's Arrow -- (TA) [Ne] -- You enhance a nonmagical piece of ammunition or ranged weapon into a magic weapon that deals necrotic damage and cripples on a hit.

Thundering Gunplay -- (TA) [Tr] -- The shots from your firearm produce thunderous sound, dealing thunder damage and deafening nearby creatures.

7TH LEVEL

Guiding Strings -- (TA) [En] -- You guide the movements of a creature using magical thread.

Iron Juggernaut -- (TA) [Tr] -- You transform your rune armor into a hulking juggernaut with greatly increased strength.

Maclynn's Mass Tether -- (TA) [Co] -- You are able to teleport up to 8 creatures within range to you as a reaction.

Masterful Weapon Craft -- (TA) [Tr] -- You add Rare or Very Rare properties to a weapon crafted with Gadget Parts.

Restful Slumber -- (TA) [Tr] -- You grant a creature healing and relief during a short rest.

Super Heroism -- (TA) [En] -- You grant a creature bonuses to rolls, temporary hit points, immunity to mental conditions, and Advantage on Charisma saving throws.

8TH LEVEL

Gadget Cannon -- (TA) [Tr] -- You build a stationary cannon weapon using Gadget parts, and its shots deal force and bludgeoning damage.

Gadget Drill Tank -- (TA) [Co] -- You build a ground digging land vehicle using Gadget parts and conjured materials.

Mind Tapestry -- (TA) [II] -- You translate a creature's memories and thoughts into pictures that others can see on a floating screen.

Momentary Disjuncture -- (TA) [Ab] -- You freeze a creature in time.

Pillars of Sealing -- (TA) [Co] -- You trap a creature between magical stone pillars that shoot out chains that wrap around the target.

Runic Rocketeer -- (TA) [Tr] -- You build a booster pack that grants you supersonic flight speed, plus hovering capability.

9TH LEVEL

Glyph of Doom -- (TA) [Ab] -- You inscribe a glyph onto a creature's body that temporarily removes its resistances and makes attacks against the target hit more often, with critical force.

Legendary Weapon Craft -- (TA) [Tr] -- You add Legendary properties to a weapon crafted with Gadget Parts.

Orbital Destruction Array -- (TA) [Co] -- You build up to 4 floating orbs using Gadget parts and conjured materials, and they can shoot beams of energy at targets, dealing customizable damage.

Puppet Strings -- (TA) [En] -- You control the movements of a creature using magical thread.

Pyrotechnic Artillery -- (TA) [Tr] -- Your ranged ammunition weapon creates fireball explosions with its shots, dealing fire damage.

NOTE: Some spells may use Gadget Parts as material components. Gadget Parts used this way can not be substituted by using a spellcasting focus. Gadget Parts are not destroyed in the spells' casting unless specifically described as being so.

CANTRIPS

ALCHEMIC TRANSMUTATION

transmutation cantrip

Casting Time: 10 minutes per ounce of material

Range: 5 feet

Components: V, S

Duration: Permanent

You can take a collection of nonliving, nonmagical material and change part or all of it into a different substance that would normally be in the same state of matter as the original material at room temperature. For example, you can transform a lump of coal into a piece of lead, but you can not transform water into liquid iron. You can only transform material into one substance at a time.

The original weight is preserved, so producing a heavier substance may induce shrinkage of the material's volume and producing a lighter substance may induce enlargement of the material's volume.

You can not produce rare substances such as precious metals (ex. gold, silver, mithral) or gems (ex. diamonds, emeralds, rubies) with this spell.

ANALYZE FLOW

divination cantrip

Casting Time: 1 minute

Range: Touch

Components: V, S

Duration: Instantaneous

You must maintain continuous physical contact with a creature, object, or structure as part of the casting of this spell. When the casting is complete, you have analyzed the flow of magic within the target and know whether the target is a magic item/structure, or is under the effect of a spell or other magical effect. This spell does not identify the properties or effects present within the target, but does identify the level of spell (if applicable), the school(s) of magic (if applicable), the rarity of the magic item (if applicable), and whether the target is an artifact or illusion.

ELEMENTAL SHOT

transmutation cantrip

Casting Time: 1 action

Range: Self

Components: V

Duration: Instantaneous

You channel elemental energy into a single piece of ammunition loaded into a ranged weapon (or a ranged thrown weapon) that you are currently wielding, transforming it in mid-air. You make a ranged weapon attack with the same weapon as part of this spell's casting. Choose cold, fire, or lightning damage. On a hit, the damage that the target is the chosen damage type instead of the weapon's or ammunition's normal damage type. If the weapon or ammunition is nonmagical, it is completely destroyed after the attack.

EXPLOSIVE ADMIXTURE

evocation cantrip

Casting Time: 1 action

Range: Self

Components: V, M (a flask or vial containing liquid)

Duration: Instantaneous

You channel elemental energy into a flask or vial of liquid that you are currently holding, turning it into an explosive of elemental force. As part of the action used to cast this spell, you toss the object to a point of your choice within 30 feet, where the object is consumed by the spell's magic and explodes with magical force in a 5-foot radius sphere. The type of explosion depends on what liquid is contained within the flask or vial.

Fruit Juice: A burst of corrosive globules. Every creature within the sphere must make a Dexterity saving throw. A creature takes 1d6 acid damage on a failed save.

Oil: A burst of flames. Every creature within the sphere must make a Dexterity saving throw. A creature takes 1d6 fire damage on a failed save.

Muddy Water: A burst of solidified pebbles. Every creature within the sphere must make a Dexterity saving throw. A creature takes 1d6 bludgeoning damage on a failed save.

Pure Water: A burst of frigid mist. Every creature within the sphere must make a Constitution saving throw. A creature takes 1d6 cold damage on a failed save.

Salt Water: A burst of lightning tendrils. Every creature within the sphere must make a Dexterity saving throw. A creature takes 1d6 lightning damage on a failed save.

At Higher Levels. This spell's damage increases to 2d6 at 5th level, 3d6 at 11th level, and 4d6 at 17th level.

EXTENDED ARM

transmutation cantrip

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, special

By increasing the lengths of your arms, you're able to perform actions at greater distances. You increase your reach by up to 15 feet until you dismiss the spell or until you take damage. When the spell is dismissed, your arms immediately return to normal length. You can choose to affect either one arm or two arms when you cast this spell.

While this spell is in effect you can use your affected arms and hands to take non-strenuous actions such as moving light objects and finely manipulating tools, but you can not take strenuous actions such as melee attacks or lifting heavy objects.

FLOOR COLLECTOR

transmutation cantrip

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Instantaneous

You collect all unattended, unrestrained lightweight objects (1/2 lb. or lighter) within 10 feet to a single location you can see within your space. This spell will also collect dust and dirt.

HOMING MISSILE

conjuration cantrip

Casting Time: 1 action

Range: Self

Components: V

Duration: Instantaneous

You conjure a single piece of ammunition automatically loaded into a ranged weapon that you are currently wielding, or conjure a ranged thrown weapon into your hand, and then you make a ranged spell attack with the same weapon as part of this spell's casting. The weapon or ammunition follows its target's movements, giving you advantage on the attack roll, and deals 1d6 force damage on a hit.

The weapon or ammunition is made of magical force, and glows with dim light out to 5 feet.

The weapon or ammunition fades out of existence at the end of your next turn.

At Higher Levels. This spell's damage increases to 2d6 at 5th level, 3d6 at 11th level, and 4d6 at 17th level.

PHANTOM EYE

divination cantrip

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Concentration, up to 1 hour

After covering or closing one of your eyes, you conjure a ghostly floating eyeball (the same size as your own eye ball) that hovers for the duration of this spell. You can mentally command the eyeball to move to any location within 20 feet of you, passing through solid barriers and obstacles. You can "see" through the eye in any one direction you choose. The eye can not penetrate magical barriers, or structures that have been magically warded or reinforced. The eye's fly speed is 20 feet.

This spell causes a slight strain on your senses. After the spell ends, you have Disadvantage on your attack rolls and Wisdom (Perception) checks until the end of your next turn and can not cast the spell again until you no longer have Disadvantage.

SCULPTING

transmutation cantrip

Casting Time: 1 action

Range: 5 feet

Components: V, S, M (10 lb. or less of material)

Duration: Concentration, up to 1 hour

You can take up to 200 lb. of nonliving, nonmagical material and reshape it into a single object with a shape of your choosing. Alternately, you can use this spell to re-shape part of a larger nonliving object. Only superficial or structural details can be changed; this spell can not be used to produce complex internal arrangements (such as the inner gears of a clock).

Any weapons made with this cantrip will break on a natural roll of 3 or less on the attack roll unless the caster is proficient with the tools that are normally used to craft such weapons (ex. smith's tools to craft a sword).

TWILIGHT COMPASS

conjuration cantrip

Casting Time: 1 action

Range: 5 feet

Components: V, S

Duration: Concentration, special

You form a small, floating sphere of light with glyph patterns of different colors appearing on its surface; the glyph patterns move around depending on where you are in relation to the North and South poles of the world. The sphere itself stays within 5 feet of you and moves with you.

By reading the positions of the glyphs, you can guess what direction you are currently heading and your current depth

above or below the surface. The spell is immediately dismissed when day turns to night or vice versa. You can cast the spell again afterwards - the sphere and glyphs are conjured with a different set of colors after the day/night change. The caster is thus able to keep track of days and nights as well.

The compass provides dim illumination out to 20 feet.

1ST LEVEL SPELLS

BIO SCAN

1st-level divination

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You place your hand on a living creature to learn its creature type (including its creature subcategory - ex. Elf - Wood Elf), its place of origin (including plane and natural habitat), its resistances, its vulnerabilities, and its immunities. If the creature is unwilling, then you'll need to make a melee spell attack against the desired target. This spell has no effect on undead and constructs.

CADAVER ANALYSIS

1st-level divination

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You place your hand on a dead creature's body, and learn how it died, how long ago it died, and a mental image of the source of death (for example the image of another creature if the dead creature was killed through an act of violence).

This spell will work on separated body parts if at least 10% of the original body remains intact.

This spell will work on ashes if at least 30% of the original burnt remains are gathered together.

COILING BRACE

1st-level conjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 round

You conjure a ghostly snake or tentacle around your forearm that quickly slithers towards and wraps around a creature that you touch to hinder its actions. Make a melee spell attack against a Medium or smaller creature. On a hit, the creature has disadvantage on its next attack roll made before the start of your next turn.

DOUBLEBACK SURGE

1st-level evocation

Casting Time: 1 reaction, which you take when a creature within 30 feet hits and damages you with a spell attack

Range: Self

Components: S

Duration: Instantaneous

You channel some of the magical energy from an attacker's spell, along with your own, to launch a counter offensive.

Make a ranged spell attack against the creature that hit you with a spell; on a hit, you deal 2d6 force damage to the target.

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

FLEETING VULNERABILITY

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 round

You disrupt the natural processes of a creature's body to remove its protections for a brief window of opportunity. Make a melee spell attack against a Large or smaller creature. On a hit, one resistance of your choice that the creature has against a specified damage type is suppressed until the end of your next turn. This spell does not affect immunities.

Every time a creature takes damage of the type that you specified for this spell, it can make a Constitution saving throw to end the spell's duration (after damage is resolved).

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, instead of the normal effect, you can give the target vulnerability to one damage type of your choice that the target is not already resistant or immune to. The creature still gets a saving throw after taking damage. When

you cast this spell using a spell slot of 7th level or higher, the spell can also affect Huge creatures.

GADGET HOOKSHOT

1st-level transmutation

SPECIAL: You must have the Gadget Builder feature to cast this spell.

Casting Time: 1 action

Range: Touch

Components: V, S, M (Gadget parts)

Duration: 1 hour

You expend 2 Gadget Points to craft a special handheld (one-handed) device that can shoot a grappling hook. The grappling hook is connected to the device with a chain, which can retract at the wielder's will. When fired from the device, the grappling hook will latch onto any surface within 60 feet and is strong enough to support a weight of up to 1,000 lb. as it retracts the chain. The wielder uses an action to fire the grappling hook and a bonus action to retract the chain, choosing either to have the grappling hook return or to be brought to the location of the hook.

If used as a weapon, the grappling hook device can be used as a ranged weapon that deals 1d8 piercing damage on a hit.

GADGET POWER TOOL

1st-level transmutation

SPECIAL: You must have the Gadget Builder feature to cast this spell.

Casting Time: 1 action

Range: Touch

Components: V, S, M (Gadget parts)

Duration: 1 hour.

You expend 1 Gadget Point to craft a magically powered handheld one-handed device that can be used for building or dismantling objects and structures. Choose one of the following devices to craft when you cast this spell.

Gadget Buzz Saw: A device that allows you to easily cut through hard materials such as wood, stone, or even metals (except for adamantine). It can be used as an improvised melee weapon that deals 1d6 slashing damage on a hit.

Gadget Hand Drill: A device capable of piercing and drilling small intrusions into hard materials such as wood, stone, or even metals (except for adamantine). The intrusions are large enough to fit nails and screws that can fit in the palm of a Medium creature's hand. It can be used as an improvised melee weapon that deals 1d4 piercing damage on a hit.

Gadget Screw Spinner: A device that can push nails and screws into tightly excavated intrusions with ease.

GLOW MARK

1st-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 minute

You wrap a creature in illumination all over its body, producing bright light out to 30 feet, and dim illumination another 30 feet outward.

If the creature is unwilling, you must make a melee spell attack against it to deliver the effect. An affected creature can make a Wisdom saving throw at the start of its turn to end the spell's duration, otherwise it lasts for 1 minute.

A creature affected by this spell can not become invisible.

LINGERING SHOCK

1st-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 round

Persistent strands of lightning curl around your hand and enter into a creature that you touch, spreading throughout its body. You make a melee spell attack against a Medium or smaller creature. The attack roll has advantage against a creature wearing metal armor. On a hit, the creature takes 1d8 lightning damage and must make a Constitution saving throw.

On a failed save, the creature grants advantage to attacks made against it, has disadvantage on Dexterity saving throws and can't take reactions until the start of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you increase the damage by 1d8 for each slot level higher than 1st and the maximum target size category by one step for every two slot levels higher than 1st.

OBJECT ORIGIN

1st-level divination

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You place your hand on a crafted object, and learn how it was built, how long ago it was built, and a mental image of the source of crafting (usually the person who crafted the object). Alternately, instead of the crafter you can seek a mental image of the last possessor of the object.

PUSH

1st-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

A sudden wave of repulsive force erupts from your hand when you come into contact with a creature or unattended object. Make a melee spell attack against a creature or unattended object; on a hit, a creature must make a Strength saving throw. On a failed save, the creature is pushed 20 feet. On a successful save, the creature is pushed 10 feet.

The amount of forced movement is halved for Huge creatures, and Gargantuan creatures are immune to this spell.

If the creature's or object's forced movement is interrupted by impact with an obstruction such as a wall, it takes 1d6 bludgeoning damage for every 10 feet it still had yet to be pushed.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you increase the distance of the push by 10 feet for each slot level higher than 1st.

REPAIR CONSTRUCT

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (A handful of nails, nuts, bolts, and/or screws)

Duration: Instantaneous

You place your hand on a damaged construct and it regains hit points equal to 1d8 + your spellcasting ability modifier.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you increase the healing by 1d8 for each level higher than 1st.

REPAIR OBJECT

1st-level transmutation (ritual)

Casting Time: 10 minutes

Range: 10 feet

Components: V, S, M (a writing implement such as a chalk piece or a cloth dipped in ink, which is used to draw a circle of runes around the object affected by this spell)

Duration: Instantaneous

You draw a transmutation circle around a damaged object, and then cast this spell to make the object whole again. This spell can be used to repair constructs and magic items, but can not restore magic to them. This spell has varying chances of success depending on the size of the object being repaired as well as the level of damage that needs to be repaired. When casting this spell, roll a d100 once to determine success or failure. On failure, you can attempt to cast this spell again with a casting time of 1 action by using the same circle of runes that you drew for the previous attempt.

Low Damage: Mainly superficial damage, with small scratches or cracks. The main components and structure of the object are largely intact. Base chance of repair: 88%

Moderate Damage: There is noticeable damage to the main components of the objects but light to no damage to the structure. Base chance of repair: 55%

Heavy Damage: The object has suffered extensive damage throughout its main components and its structure. Base chance of repair: 22%

Small or Tiny size: Add 33% to your chance of success.

Large size or larger: Subtract 33% from your chance of success for Large size objects, 66% for Huge size objects, and 99% for Gargantuan size objects.

Object Has Moving Parts: Subtract 22% from your chance of success.

Add 10 minutes to the Casting time for Large objects, 50 minutes for Huge objects, and 2 hours or more for Gargantuan objects.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, then you increase your chance of success by 22% for each level higher than 1st.

2nd LEVEL SPELLS

ARCANE TRANSFERENCE

2nd-level evocation

Casting Time: 1 minute

Range: Touch

Components: V, S

Duration: Instantaneous

You transfer magical stores of energy from one creature to yourself or vice versa. This spell can only be used on a creature within one size category of you and only with spell slots from the Spellcasting feature.

When you cast this spell on a willing creature, you can either grant the target one of your spell slots (up to the highest spell slot level usable by the target), or take one of the target's spell slots (up to the highest spell slot level that you can use).

When you cast this spell on an unwilling creature, the target must make a Wisdom saving throw; on a failed save, you take one remaining spell slot from the creature at the highest spell level that it can use, or the highest spell level that you can use, whichever is lower.

The spell slot granted using this spell remains usable until the recipient takes a long rest or until 24 hours have passed, whichever comes first.

ARTIFACT HISTORY

2nd-level divination

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

You place your hand on an object, and learn the identities of its prior owners (if any). You can recover the identities of up to the past ten members of an object's ownership per minute. You learn the name and the true physical image of each owner whose identity you learn, as well as when and for how long each owner possessed the object.

You also learn where the object has traveled, as well as the source and nature of any major changes or damages to the object's structure during the periods of its history that you divine.

GADGET RESTRAINER

2nd-level transmutation

SPECIAL: You must have the Gadget Builder feature to cast this spell.

Casting Time: 1 action

Range: Touch

Components: V, S, M (Gadget parts)

Duration: Concentration, up to 1 minute

Make a melee spell attack against a Medium or smaller creature. On a hit, you expend 2 Gadget points to craft chains that magically wrap around the target, restraining it. The creature can make a Dexterity saving throw or Strength saving throw to escape from the chains at the start of its turns, ending the spell.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can cast it on a Large creature, expending 6 Gadget points instead of 2.

GADGET SPY DRONE

2nd-level transmutation

SPECIAL: You must have the Gadget Builder feature to cast this spell.

Casting Time: 1 action

Range: Touch

Components: V, S, M (Gadget parts)

Duration: Concentration, up to 10 minutes

You expend 1 Gadget point to craft a spherical construct that fits in the palm of your hand, as well as special goggles that are magically connected to the construct. The construct can hover and has a fly speed of 60 feet. As an action, you can mentally command the construct to move up to its speed within 100 feet of you (if moved beyond this range, the spell ends and the construct falls apart). The construct has a special lens embedded in it that allows you to see through it (while wearing the goggles) as if you were the construct. Special vision abilities can not be used when spying through the construct's lens. You can use a bonus action to activate the goggles, and a reaction to deactivate them.

GADGET STRIKER

2nd-level transmutation

SPECIAL: You must have the Gadget Builder feature to cast this spell.

Casting Time: 1 bonus action

Range: 5 feet

Components: V, S, M (Gadget parts)

Duration: Concentration, up to 1 hour

You use your Gadget Builder feature to build a Gadget as part of the bonus action taken to cast this spell. You craft a weapon from your Gadget parts (see Section 5: Artificer Gadgets for

point costs), and enhance the magical energy of the glyphs even further.

The weapon confers a +1 bonus to attack and damage rolls for the duration of the spell.

At Higher Levels. Casting this spell with a 4th level slot or higher confers a +2 bonus. Casting this spell with a 6th level slot or higher confers a +3 bonus.

GADGET TRACKER

2nd-level transmutation

SPECIAL: You must have the Gadget Builder feature to cast this spell.

Casting Time: 1 action

Range: Touch

Components: V, S, M (Gadget parts)

Duration: Concentration, up to 1 hour

You expend 1 Gadget Point to craft a magically powered tracking device that will allow you to determine the exact location of a creature that you place the device on relative to your position within 10 miles of distance. If a creature is unwilling, you can make a melee spell attack as part of this spell's casting against the creature, placing the device on the creature on a hit.

GAUNTLET REINFORCEMENT

2nd-level transmutation

SPECIAL: You must have the Gadget Builder feature and must be wearing armor from the Rune Armor feature to cast this spell.

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (Gadget parts)

Duration: Concentration, up to 1 hour

You expend 1 Gadget point to either apply magically charged reinforcement on the gauntlet portion of your rune armor or craft special gauntlets over your hands. Choose bludgeoning, piercing, or slashing damage. For the duration of this spell, your unarmed strikes deal 1d6 damage of the chosen type, and are treated as a magic weapon for the purpose of bypassing damage resistance or immunity.

In addition, when you hit with your unarmed strike, you can expend a spell slot to deal extra cold, fire, or lightning damage equal to 1/2 your artificer level + 1d8 per level of the expended spell slot. Using this effect will end the spell's duration.

OVERWHELMING WEIGHT

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

By increasing the weight of another creature drastically in a sudden fashion, you can cause it to falter for a moment. You make a melee spell attack against a Medium or smaller creature, and on a hit the creature must make a Strength saving throw. On a failed save, the creature falls prone and is restrained until the end of its next turn. On a successful save, the creature has Disadvantage on its attack rolls and Dexterity saving throws, and has its speed reduced by half until the end of its next turn.

REMOVE POISON OR DISEASE

2nd-level transmutation (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a pound of soft clay)

Duration: Concentration, up to 12 hours

You perform a special medical procedure on a creature by connecting your personal flow of magical energy to the vital processes of the creature's body. Your magic steadily encourages that body to detoxify itself and draws out foreign substances and pathogens, killing deadly organisms in the process.

This spell can be used to remove non-magical diseases or poisons from a creature by succeeding on Wisdom (Medicine) checks made during the casting. For each disease or poison, you must roll 2 successful checks to remove it, made against the Constitution saving throw DC of the disease or poison. You can make one check per hour.

While the spell is in effect, the targeted creature does not have to make any Constitution saving throws for the poisons or diseases currently affecting it.

You can not perform any other activities during the spell's duration, or else the spell will be dismissed.

RUNIC ARM CANNON

2nd-level transmutation

SPECIAL: You must have the Gadget Builder feature and must be wearing armor from the Rune Armor feature to cast this spell.

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (Gadget parts)

Duration: Concentration, up to 1 minute

You expend 1 Gadget point to craft a firearm weapon that attaches to one of your forearms. You are treated as proficient with this weapon for the spell's duration.

When you cast this spell, choose cold, fire, or lightning.

You can make ranged weapon attacks with the arm cannon, which fires projectiles of elemental energy that deal 1d10 damage of the chosen type on a hit. The range for the weapon is 125/500. You add your Dexterity modifier to the attack rolls and damage rolls for this weapon.

Once per turn, you can use an action and expend a spell slot to shoot a powerful beam from the arm cannon. Every creature in a 30-foot line must make a Dexterity saving throw. On a failed save, an affected creature takes 1d10 damage of the chosen type, plus 1d8 damage of the chosen type per level of the expended spell slot; on a successful save, an affected creature takes half damage.

SHADOW GRAB

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 round

You pull at a nearby creature's shadow, and then stamp your foot down on it, preventing both shadow and creature from moving. Make a melee spell attack against a Medium or smaller creature. On a hit, the creature has disadvantage on melee weapon and melee spell attack rolls, and is immobilized until the start of your next turn. If you take damage from any source, the spell's duration immediately ends.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can affect a Large creature. When you cast this spell using a spell slot of 7th level or higher, you can affect a Huge creature.

UNBALANCING RHYTHM

2nd-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 round

You warp a creature's sense of balance by channeling disruptive energies into its body. Make a melee spell attack against a Large or smaller creature. On a hit, the creature must make a Constitution saving throw every time it takes damage from an attack until the end of your next turn. On a failed save, the creature is knocked prone.

3RD LEVEL SPELLS

ALTER CREATURE

3rd-level transmutation (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a pound of soft clay)

Duration: Concentration, up to 24 hours

You are able to transform the body of yourself or one other creature, as the spell *alter self*, for an extended period of time.

DIMENSION HOP

3rd-level conjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You teleport yourself or another creature up to 60 feet, to an unoccupied space within line of sight. If the creature is unwilling, it can make a Wisdom saving throw to negate the spell's effect. If the space you are teleporting the creature to is dangerous, it can make a Wisdom saving throw with Advantage to negate the spell's effect.

FROST GAOL

3rd-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 minute

A chilling force swirls around your hand, ready to envelop the next creature that you touch in an icy prison. Make a melee spell attack against a creature; on a hit, you deal 5d8 + 10 cold damage to the target and if the target is Medium or smaller, the target is trapped in a shroud of ice until it succeeds on a Strength saving throw made whenever it starts a turn. While trapped, the target is incapacitated and its speed is 0.

Every time the target fails its saving throw, it takes 1d8 cold damage. On a successful save, the target is no longer trapped and the space that it's in, as well the area within 5 feet of its space, becomes difficult terrain from chunks of ice strewn about (unless the ice has been melted or otherwise destroyed).

While the target is trapped, it is completely covered by a barrier of ice that has AC 12, 50 hit points, and vulnerability to fire damage.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you increase the maximum target size category for the trapping effect is increased to Large (the ice's hit points are increased to 80 in this case). When you cast this spell using a spell slot of 8th level or higher, the maximum target size category for the trapping effect is increased to Huge (the ice's hit points are increased to 120 in this case).

GADGET ARMS

3rd-level transmutation

SPECIAL: You must have the Gadget Builder feature to cast this spell.

Casting Time: 1 action

Range: Touch

Components: V, S, M (Gadget parts)

Duration: Concentration, up to 10 minutes

You expend 6 Gadget Points to craft special armor over your arms that resemble larger versions of your arms. This armor can be worn even if you are already wearing armor. Until the spell ends, you gain a +2 bonus to AC, your Strength score is treated as 24, your lifting capacity is tripled, you gain a +10 to Strength (Athletics) checks made to climb, and you are treated as a Large creature when grappling with your hands/arms.

Your unarmed strike damage die is 2d6 when using your hands/arms for melee attacks.

You can not use weapons designed for Medium or smaller creatures, or cast spells with somatic components until the spell ends.

Actions requiring fine manipulation with your hands, such as picking locks, are impossible until the spell ends.

GADGET SPINNERETS

3rd-level transmutation

SPECIAL: You must have the Gadget Builder feature to cast this spell.

Casting Time: 1 action

Range: Touch

Components: V, S, M (Gadget parts)

Duration: Concentration, up to 10 minutes

You expend 4 Gadget Points to craft a device with straps that secure it to your back. Four slender metallic arms extend from the device, resembling the legs of an insect or arthropod. Until the spell ends, you gain a climb speed of 20 feet, you can climb or crawl without using your arms or legs, and you can shoot a sticky fluid from the device arms as a ranged spell attack: range 60 feet, one creature, *Hit:* The creature (if Medium or smaller) is restrained until it takes an action to remove the webbing.

GADGET WATCHDOG

3rd-level transmutation (ritual)

SPECIAL: You must have the Gadget Builder feature to cast this spell.

Casting Time: 1 minute

Range: 5 feet

Components: V, S, M (Gadget parts)

Duration: Concentration, up to 12 hours

You expend 5 Gadget Points to craft a Tiny construct creature with the following statistics. The Gadget Watchdog has no method of attack, but it can immediately alert you (waking you if you are sleeping normally). The watchdog can be dismissed as a Gadget and will be immediately dismissed if it moves beyond 100 feet of its creator.

The watchdog adds your proficiency bonus to its saving throws and ability checks. It takes its turn on your initiative, and can not take actions unless commanded by you.

GADGET WATCHDOG

Tiny construct, unaligned

Armor Class 15 (natural armor)

Hit Points 12

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	11 (+0)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, and poisoned

Senses darkvision 120 ft., passive Perception 18

Languages understands the languages of its creator but can't speak

Vigilant Watch. The watchdog can alert its creator through telepathy when it senses creatures within its range.

Harmless Pet. The watchdog can not make attacks and will stay within 100 feet of the creator if possible.

Night Light. The watchdog can act as a light source at will, using a bonus action to produce bright illumination out to a radius of 30 feet.

MORPH BALL

3rd-level transmutation

SPECIAL: You must have the Gadget Builder feature and must be wearing armor from the Rune Armor feature to cast this spell.

Casting Time: 1 action

Range: Self

Components: V, S, M (Gadget Parts)

Duration: Concentration, up to 1 hour

You expend 5 Gadget points to attach devices all over your rune armor that can form a gyrosopic vehicle, shaped like a sphere with you inside at the center (the sphere rolls as you move, but you remain in an upright position); once per turn, you can expend 5 feet of movement to lightly jump and tuck in your knees to your chest and form the vehicle. You can expend another 5 feet of movement to change back to normal form, in standing position.

While in ball form, you gain the following features.

- Your speed changes to 60 feet.
- You are able to see and hear normally. You have advantage on saving throws against effects that would blind or deafen you.
- You can use the Attack action to make a single body slam attack against one creature (this does not count as a melee weapon attack for the purpose of effects interaction); add your proficiency bonus plus your Intelligence modifier to the attack roll. On a hit, the attack deals 2d8 plus your intelligence

modifier bludgeoning damage, and if Large or smaller, the target must make a Constitution saving throw against your spell save DC; the target is pushed 10 feet and knocked prone on a failed save.

- Both of your hands are occupied steering the ball.
- You gain +3 AC. If an attack scores a critical hit against you however, the spell's duration immediately ends and you return to normal form, but prone.
- You gain resistance to all damage except lightning and psychic damage.
- You can breathe normally without detriment inside the ball even if you enter an environment with a potentially hostile atmosphere (ex. underwater, poison gas cloud, vacuum).

REACTIVE PLATING

3rd-level transmutation

SPECIAL: You must have the Gadget Builder feature and must be wearing armor from the Rune Armor feature to cast this spell.

Casting Time: 1 reaction, when you take acid, cold, fire, lightning, necrotic, radiant, or thunder damage.

Range: Self

Components: V

Duration: Concentration, up to 1 minute

You negate the damage, and gain resistance to its damage type for the duration of the spell.

ROTATION SPHERE

3rd-level conjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You conjure a fist-sized sphere of magical force that expands, opens, and envelops a creature that you touch it to; while inside, the enveloped creature is spun around in all sorts of directions by variable points of gravity. Make a melee spell attack against a Medium or smaller creature. On a hit, the target is restrained inside a sphere of force for the spell's duration.

The sphere is transparent but acts as a protective barrier, taking all of the damage from attacks made outside and inside. If the sphere takes more than 20 points of damage (AC 5, automatically fails saving throws) or the affected creature makes a successful Strength saving throw, the sphere shatters, and the spell's duration ends.

When the spell's duration ends, the affected creature must make a Dexterity saving throw; on a failed save, the creature falls prone.

SENSORY OVERLOAD

3rd-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

A surge of debilitating energy from your hand assaults the senses of another creature. You make a melee spell attack against a creature. On a hit, the creature takes 6d6 + 14 necrotic damage and must make a Constitution saving throw. On a failed save, the creature is blinded and deafened until the end of its next turn.

4TH LEVEL SPELLS

BULLET STORM

4th-level conjuration

Casting Time: 1 action

Range: 150 feet

Components: V

Duration: Instantaneous

You target a point in space within range then shoot your firearm at that point as part of the casting. Every creature within a 20-foot radius of the targeted point must make a Dexterity saving throw. On a failed save, an affected creature takes 4d8 + 10 piercing damage; an affected creature takes half damage on a successful save.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, then you increase the damage by 1d8 for each level higher than 4th.

DIMENSION SWAP

4th-level conjuration

Casting Time: 1 action

Range: 20 feet

Components: V, S

Duration: Instantaneous

You teleport yourself and one creature within range and line of sight; the two of you switch places. If the creature is unwilling, it can make a Wisdom saving throw to negate the spell's effect. If the space you are teleporting the creature to is dangerous, it can make a Wisdom saving throw with Advantage to negate the spell's effect.

GADGET ORBITER

4th-level transmutation (ritual)

SPECIAL: You must have the Gadget Builder feature to cast this spell.

Casting Time: 1 minute

Range: 5 feet

Components: V, S, M (Gadget parts)

Duration: Concentration, up to 1 hour

You spend 4 Gadget points to craft a Tiny floating construct that hovers around your body in your space. The Gadget Orbiter can be dismissed as a Gadget and will be immediately dismissed if it moves beyond 100 feet of its creator.

The orbiter adds your proficiency bonus to its attack rolls, damage rolls, saving throws, and ability checks. It takes its turn on your initiative, and can not take actions unless commanded by you. The orbiter can not make attacks other than attacks of opportunity, and it can only be commanded to move.

GADGET ORBITER

Tiny construct, unaligned

Armor Class 17 (natural armor)

Hit Points 5

Speed 0 ft., fly 20 feet

STR	DEX	CON	INT	WIS	CHA
10 (+0)	19 (+4)	11 (+0)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, and poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Automated Defense. The orbiter does not take any action other than attacks of opportunity or movement.

Watchful Defense. The orbiter will make an attack of opportunity against the attacker (if within range) when the orbiter's creator is attacked.

Orbiting Pet. The orbiter will remain within 5 feet of the creator if possible.

ACTIONS

Antipersonnel Beam. Ranged spell attack, range 20 feet, one creature, *Hit:* 1d6 points of fire and radiant damage

GADGET PORTAL

4th-level conjuration

SPECIAL: You must have the Gadget Builder feature to cast this spell.

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (Gadget parts)

Duration: Concentration, up to 1 minute

You expend 8 Gadget Points to craft two 10-foot tall arching or oval structures within range. These structures are linked two-way portals that allow creatures to move directly from one structure to the other while ignoring the distance between them, like passing through open doorways.

INSPIRED WEAPON CRAFT

4th-level transmutation

SPECIAL: You must have the Gadget Builder feature and Superior Weaponsmith feature to cast this spell.

Casting Time: 1 action

Range: Self

Components: V, S, M (Gadget parts)

Duration: 12 hours

You expend Gadget Points to craft a weapon or ammunition as part of the casting of this spell. The weapon gains the properties of a Common or Uncommon rarity magic weapon of your choice for the duration of this spell.

Any passive non-situational bonus to attack rolls or damage rolls that would normally be granted by the chosen weapon's properties are replaced by the bonus granted by your Superior Weaponsmith feature.

Until the spell ends, the weapon can not be dismantled as a Gadget weapon normally could.

When the spell's duration ends, the weapon loses the properties but retains its bonus.

MACLYNN'S DIMENSIONAL TETHER

4th-level conjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 10 minutes

You create an invisible magical connection between you and another creature that allows you to summon it from a short distance away. You can teleport the creature as a reaction to an unoccupied space within 5 feet of you as a reaction. If the creature goes beyond 100 feet away from you, this spell is immediately dismissed. When any of the teleport occurs, this spell is dismissed.

If the creature is unwilling, it can make a Wisdom saving throw to negate and dismiss the spell's effect. If the space you are teleporting the creature to is dangerous, it can make a Wisdom saving throw with Advantage to negate and dismiss the spell's effect.

RUNE ARMOR REQUIP

4th-level conjuration

SPECIAL: You must be wearing armor from the Rune Armor feature to cast this spell.

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

You swap the armor that you are currently wearing with a different rune armor that you had crafted. The changed armor must be on the same plane of existence when you cast this spell. You automatically equip and attune to the changed armor and lose your attunement to the previously worn rune armor.

SHADOW STAIRS

4th-level illusion

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Concentration, up to 10 minutes

You produce a set of connected stairs made of quasi-real material leading up a direction of your choice, and starting from an unoccupied space within range. The stairs may be diagonal or spiral upwards, filling unoccupied spaces. The maximum height that you can place the top of the stairs is 60 feet. The stairs can be made wide enough to accommodate Large or smaller creatures.

The individual boards that make up the stairs are each up to 15 feet long, 1 foot wide, and 1 inch thick. They each have an AC of 13 and 10 hit points.

The stairs are fixed in space and do not need to connect with another structure to maintain their integrity. They can support any amount of weight while they exist.

When the spell ends or is dismissed, the stairs disappear and anything on them falls.

At Higher Levels. When you cast this spell with a slot of 5th level or higher, then you increase the maximum height by 10 feet per level higher than 4th.

TEMPERATURE ZONE

4th-level evocation (ritual)

Casting Time: 1 minute

Range: Self

Components: V, S, M (A tiny vial of mercury)

Duration: Concentration, up to 1 hour

You reach out with your senses and grasp control of the heat around you. You can gradually raise or lower the ambient temperature of the atmosphere in a 30-foot radius sphere centered on you. As an action, you can shift the temperature range by one step, based on the following list.

Burning Hot. Without protection of some sort, prolonged exposure will likely lead to death. Creatures take 1 point of fire damage per minute spent at temperature in this range, and can not take rests unless they have resistance or immunity to fire damage.

Dangerously Hot. Most creatures will be uncomfortable at this range, opting to wear less or lighter clothing to function normally; water will be consumed much more rapidly. Exhaustion will be suffered much more easily.

Sweltering. Most creatures will be uncomfortable at this range, opting to wear less or lighter clothing to function normally; water may be consumed more rapidly.

Very Warm. Some creatures may be uncomfortable at this range, opting to wear less or lighter clothing to function normally.

Moderate. Most creatures will be comfortable and function normally at this range.

Very Cool. Some creatures may be uncomfortable at this range, opting to wear more or heavier clothing to function normally.

Chilling. Most creatures will be uncomfortable at this range, opting to wear more or heavier clothing to function normally; prolonged exposure may cause some health problems.

Shivering Cold. Most creatures will be uncomfortable at this range, opting to wear more or heavier clothing to function normally; prolonged exposure will cause health problems, possibly even death. Some creatures may find themselves affected by slowed movement.

Freezing Cold. Without protection of some sort, prolonged exposure will likely lead to death. Creatures take 1 point of cold damage per minute spent at temperature in this range, and can not take rests unless they have resistance or immunity to cold damage.

You can refresh the spell's duration back to 1 hour by casting the spell again (if you can) before the current duration ends.

If you cast this spell as a ritual using a glass or crystal bowl worth at least 100 gp as a material component (consumed in the casting), you can make the effect permanent until dispelled for one particular setting, anchoring the zone to where you cast the spell. Casting this spell within 15 feet of a permanent

temperature zone's center dispels the permanent temperature zone.

5TH LEVEL SPELLS

BLINK DISRUPTION

5th-level conjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 minute

You inject a creature's body with magical energies tuned to the veil between worlds, causing the creature to teleport in response to its own aggression. Make a melee spell attack against one creature. On a hit, the target will teleport 10 feet away every time the target attempts to make a melee attack (interrupting the attack). The target can make a Wisdom saving throw to prevent the teleportation. If the target makes two successful Wisdom saves in a row, the spell's duration ends, otherwise the spell lasts for 1 minute.

GADGET BEAST

5th-level transmutation (ritual)

SPECIAL: You must have the Gadget Builder feature to cast this spell.

Casting Time: 1 minute

Range: 5 feet

Components: V, S, M (Gadget parts)

Duration: Concentration, up to 1 hour

You spend 5 Gadget points to craft a Small construct creature with the following statistics. The Gadget Beast can assist you in combat or other situations. The beast can be dismissed as a Gadget and will be immediately dismissed if it moves beyond 100 feet of its creator.

The beast adds your proficiency bonus to its attack rolls, damage rolls, saving throws, and ability checks. It takes its turn on your initiative, and can not take actions unless commanded by you.

You can take an action to verbally command the beast to take the Attack, Dash, Disengage, Dodge, or help action (Note: if you have the Extra Attack feature from another class, you can make a weapon attack when commanding the beast to take an Attack action).

Choose one of the following construct designs for the Gadget Beast when you cast this spell.

GADGET BEAST (CAT OR DOG)

Small construct, unaligned

Armor Class 15 (natural armor)

Hit Points 40

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	14 (+2)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, and poisoned

Senses darkvision 120 ft., passive Perception 14

Languages understands the languages of its creator but can't speak

Defending Pet. The beast will stay within 100 feet of the creator if possible. The beast will make an attack of opportunity against a creature within range that attacks the beast's creator.

ACTIONS

Bite. Melee weapon attack, range 5 feet, one creature, *Hit*: 1 point of piercing damage, and the beast can make a grapple attempt against the target.

Claw. Melee weapon attack, range 5 feet, one creature, *Hit*: 1d2 points of slashing damage.

GADGET BEAST (SPIDER)

Small construct, unaligned

Armor Class 15 (natural armor)

Hit Points 40

Speed 20 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	14 (+2)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, and poisoned

Senses darkvision 120 ft., passive Perception 14

Languages understands the languages of its creator but can't speak

Defending Pet. The beast will stay within 100 feet of the creator if possible. The beast will make an attack of opportunity against a creature within range that attacks the beast's creator.

Wall Crawler. The beast can climb difficult surfaces (and travel upside across ceilings) without the need for an ability check.

ACTIONS

Talons. Melee weapon attack, range 5 feet, one creature, *Hit*: 1d2 points of piercing damage.

GADGET BEAST (BIRD)

Small construct, unaligned

Armor Class 15 (natural armor)

Hit Points 40

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	14 (+2)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, and poisoned

Senses darkvision 120 ft., passive Perception 14

Languages understands the languages of its creator but can't speak

Defending Pet. The beast will stay within 100 feet of the creator if possible. The beast will make an attack of opportunity against a creature within range that attacks the beast's creator.

ACTIONS

Talons. Melee weapon attack, range 5 feet, one creature, *Hit*: 1d2 points of slashing damage. If the target is Tiny or smaller, the beast can make a grapple attempt against the target.

GRAND MONUMENT

5th-level transmutation (ritual)

Casting Time: 1 hour (ritual)

Range: Touch

Components: V, S, M (a carved statue weighing no more than 400 lb.)

Duration: Permanent

By using a sculpted work of your own making as a template, you are able to create a much larger version of the same work. You can reshape a pile of nonliving material, weighing 1,000 lb. to 4,000 lb., into an exact replica (scaled up) of the statue used as the material component for this spell. You must have spent at least 1 hour crafting the original statue.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, then you increase the maximum weight by 2,000 lb. per level higher than 5th.

PRISMATIC SURGE

5th-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Eight different colors of light swirl around your hand. At any given moment one or two of those colors becomes dominant until it quickly shifts towards another of the eight colors. You can make a melee spell attack against a creature using the hand with colors swirling around it. On a hit, the creature must make a Constitution saving throw. Roll 1d8 to determine which color(s) was dominant when you hit the creature.

1. Red. Deals 8d6 fire damage to the creature on a failed save, and half damage on a successful one.

2. Orange. Deals 8d6 acid damage to the creature on a failed save, and half damage on a successful one.

3. Yellow. Deals 8d6 lightning damage to the creature on a failed save, and half damage on a successful one.

4. Green. Deals 8d6 poison damage to the creature on a failed save, and half damage on a successful one.

5. Blue. Deals 8d6 cold damage to the creature on a failed save, and half damage on a successful one.

6. Indigo. The target is restrained on a failed save, and must make a Constitution saving throw at the end of its turns. Three successful saves end the spell. Three failed saves result in the target turning to stone permanently and being subjected to the petrified condition. The successes and failures don't need to be consecutive.

7. Violet. The target is blinded on a failed save, and must make a Wisdom saving throw at the start of your next turn. A successful save ends the blindness while a failed save transports the creature to another plane of existence and also ends the blindness. (If the creature was not on its home plane, it will typically be banished home, while other creatures will be sent to the Astral or Ethereal planes.)

8. Special. Two colors were dominant in the surge. Roll 1d8 twice, rerolling any roll of 8 or the same color (re-roll just one of the dice if two dice were rolled at the same time). The same Constitution save result applies to both colors rolled.

SHADOW BRIDGE

5th-level illusion

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Concentration, up to 10 minutes

You produce a flat plane bridge made of quasi-real material leading across a direction of your choice, and starting from a space within 10 feet. The bridge is up to 20 feet wide, 200 feet long, and 1 foot thick. It has an AC of 12 and 10 hit points per inch. You can create it at an incline and choose to make any or all of its surface area into difficult terrain.

The bridge is fixed in space and does not need to connect with another structure to maintain its integrity. It can support any amount of weight while it exists.

When the spell ends or is dismissed, the bridge disappears and anything on it falls.

At Higher Levels. When you cast this spell with a slot of 6th level or higher, then you increase the maximum length by 50 feet per level higher than 5th.

UNBREAKABLE ARMOR

5th-level transmutation

SPECIAL: You must be wearing armor from the Rune Armor feature to cast this spell.

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Your currently worn rune armor is magically reinforced against physical damage for a short time. You gain the following benefits while wearing the rune armor.

You gain immunity to bludgeoning, piercing, and slashing damage, except from magic weapons or weapons made from adamantite for the duration of the spell.

You gain resistance to bludgeoning, piercing, and slashing damage from magic weapons or weapons made from adamantite for the duration of the spell.

6TH LEVEL SPELLS

CHAOTIC DISHARMONY

6th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Chaotic fluctuations of magical force flow from your hand into another creature; they surge back and forth inside of the creature's body, causing it to become disoriented. Make a melee spell attack against a creature. On a hit, the creature takes $5d10 + 30$ points of force damage, and the creature must make a Constitution saving throw. On a successful save, the creature takes half damage and has Disadvantage on all attack rolls and ability checks until the end of its next turn. On a failed save, the creature becomes prone and stunned until the end of its next turn and must make a Constitution saving throw at the end of each of its turns.

A failed save on its second or later saving throws against this spell, the creature takes an additional $1d10$ force damage and has Disadvantage on all attack rolls and ability checks until the end of its next turn.

EXPLOSIVE MISSILE PODS

6th-level transmutation

SPECIAL: You must have the Gadget Builder feature and must be wearing armor from the Rune Armor feature to cast this spell.

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (Gadget Parts)

Duration: 1 minute

You expend 2 Gadget Points to attach small explosive pods to your Rune Armor that can shoot out towards targets of your choice. For the spell's duration, you can make a ranged spell attack as an action against a creature within 100 feet. On a hit, the creature takes $3d6$ bludgeoning damage and $3d6$ fire damage and is pushed 5 feet, and every other creature within 5 feet of the target must make a Dexterity saving throw. On a failed save, an affected creature takes the same damage as the original target and is pushed 5 feet; half damage on a successful save.

You can make ranged spell attacks for this spell twice during its duration. Every time you make one of these attacks, you lose one of the Gadget Points expended for the spell instead of having it refunded, otherwise you are refunded your Gadget Points at the end of the spell's duration.

GADGET COPTER

6th-level conjuration (ritual)

SPECIAL: You must have the Gadget Builder feature to cast this spell.

Casting Time: 10 minutes

Range: 15 feet

Components: V, S, M (a tiny carved statue of a flying vehicle, and Gadget parts)

Duration: Concentration, up to 24 hours.

You conjure the body of a flying vehicle for transportation, using your magically enchanted Gadget parts to provide the joints and complex moving parts of the craft. You spend 10 Gadget points as part of the ritual performed to cast this spell. The vehicle has AC 18, 60 hit points, resistance to weapon damage from nonmagical weapons, and a fly speed of 120 feet. The vehicle can hover and lift off vertically, using a combination of magic and a set of rotating blades attached on top of it. The vehicle is up to 10 feet wide, 10 feet high, and 25 feet long, and can carry up to 1500 lb. without slowing.

One of its passengers must be designated to control the vehicle's movement at all times, otherwise it starts moving out of control or simply hovers in place. The controlling passenger (pilot) makes the saving throws for the vehicle.

If the vehicle takes more than 40 points of damage, it loses its fly speed and can no longer hover.

The vehicle falls apart (creating difficult terrain) and your Gadget Points are refunded at the end of the spell.

REAPER'S ARROW

6th-level necromancy

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (a piece of ammunition or a thrown weapon)

Duration: Instantaneous

You imbue a single shot of nonmagical ammunition or a nonmagical thrown weapon with an aura of death. You can cast this spell just before you make a ranged weapon attack with the imbued object. You gain advantage for the attack roll, and the affected object is treated as a +2 magic weapon (gains a +2 bonus to attack and damage rolls) until the attack resolves. On a hit, the target creature (except constructs and undead) must make a Constitution saving throw. On a failed save, the creature takes an additional $4d10 + 20$ points of necrotic damage, falls prone, and is poisoned and stunned until the end of its next turn. On a successful save, the creature takes half damage and is poisoned until the end of its next turn.

THUNDERING GUNPLAY

6th-level transmutation

Casting Time: 1 bonus action

Range: Touch

Components: V, M (a firearm weapon)

Duration: 1 round

This spell augments the sound produced by your firearm(s) when you shoot with it. Every time you make a ranged weapon attack with a firearm until the end of your next turn, every creature within 10 feet of you must make a Constitution saving throw. On a failed save, the creature takes 3d8 +16 points of thunder damage and is deafened until the end of its next turn. On a successful save, the creature takes half the damage. Every creature 10+ feet to 15 feet takes 2d6 +8 points of thunder damage.

In addition, you gain immunity to the deafened condition and thunder damage until the end of your next turn.

7TH LEVEL SPELLS

GUIDING STRINGS

7th-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S, M (a spool of silver thread)

Duration: Concentration, up to 10 minutes

Invisible strands of magical thread extend from your fingertips to a Medium or smaller creature's body. These strands pass through nonmagical materials, and can be cut with damage from a magic spell or a magic weapon (slashing type). The strands can extend up to 200 feet. At least one of your hands is occupied until the spell ends. To use this spell against an unwilling creature, you must succeed on a melee spell attack; the spell ends if you miss.

While the strands exist and as long as you can see the attached creature, you can take an action to grant Advantage or Disadvantage to the creature's attack rolls, Strength checks, and Dexterity checks until the start of your next turn. As part of the same action, you can also grant attackers Advantage or Disadvantage on the attack rolls they make against the attached creature until the start of your next turn.

You can take a bonus action to make the creature fall prone; an unwilling creature can make a Charisma saving throw to end the spell before doing so.

You can use a bonus action to move the creature up to 10 feet. This movement does not provoke attacks of opportunity (unless you want it to) nor does it require the creature to spend its movement for its turn. If you attempt to move the creature into a dangerous space, it can make a Charisma saving throw with Advantage to end the spell.

An unwilling creature can make a Charisma saving throw to end the spell at the start of its turn.

IRON JUGGERNAUT

7th-level transmutation

SPECIAL: You must have the Gadget Builder feature and must be wearing armor from the Rune Armor feature to cast this spell.

Casting Time: 1 action

Range: Self

Components: V, S, M (Gadget Parts)

Duration: Concentration, up to 1 minute

You expend 8 Gadget points and draw extra mass from an extradimensional space to expand your armor into a bulky automated suit that moves to your will.

While in juggernaut form, you gain the following features.

- You are treated as a Large creature.
- Your speed is changed to 40 feet.
- Your Strength is treated as 20, and your lifting/carrying capacity is multiplied by 10.
- All of your wielded items and equipment are placed inside the armor with you for the duration of the spell.
- Your AC increases by 2 and you gain 40 temporary hit points; the temporary hit points are dismissed at the end of the spell's duration.
- Your unarmed strike damage die is replaced by the armor's unarmed strike damage die of 2d6 bludgeoning.
- You gain resistance to all damage except lightning and psychic damage.
- You can breathe normally without detriment inside the armor even if you enter an environment with a potentially hostile atmosphere (ex. underwater, poison gas cloud, vacuum).
- You can not cast spells with a somatic component.
- You gain advantage on Strength ability checks and Strength saving throws.

MACLYNN'S MASS TETHER

7th-level conjuration

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Concentration, up to 10 minutes

You create an invisible magical connection between you and up to eight creatures that allows you to summon them from a short distance away. You can teleport the creatures (one at a

time or altogether) as a reaction to an unoccupied space within 5 feet of you as a reaction. If any affected creature goes beyond 100 feet away from you, it loses the effect of this spell. When any of the teleports occur, this spell is dismissed.

If the creature is unwilling, it can make a Wisdom saving throw to negate and dismiss the spell's effect. If the space you are teleporting the creature to is dangerous, it can make a Wisdom saving throw with Advantage to negate and dismiss the spell's effect.

MASTERFUL WEAPON CRAFT

7th-level transmutation

SPECIAL: You must have the Gadget Builder feature and Superior Weaponsmith feature to cast this spell.

Casting Time: 1 action

Range: Self

Components: V, S, M (Gadget parts)

Duration: 12 hours

You expend Gadget Points to craft a weapon or ammunition as part of the casting of this spell. The weapon gains the properties of a Rare or Very Rare magic weapon of your choice for the duration of this spell.

Any passive non-situational bonus to attack rolls or damage rolls that would normally be granted by the chosen weapon's properties are replaced by the bonus granted by your Superior Weaponsmith feature.

Until the spell ends, the weapon can not be dismantled as a Gadget weapon normally could.

When the spell's duration ends, the weapon loses the properties but retains its bonus.

RESTFUL SLUMBER

7th-level transmutation (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (rare tea leaves costing 50 or more gp)

Duration: Instantaneous

You gently stroke a creature's head as it goes to sleep, whispering the words of a lullaby. By casting this spell during a short rest, the affected creature regains all hit points and hit dice and reduces exhaustion by two steps at the end of the short rest, at which point the creature awakens feeling refreshed.

SUPER HEROISM

7th-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You infuse a creature with invigorating confidence, enhancing its capacity for heroic feats. The creature gains the following benefits:

- A +3 bonus to all attack rolls, damage rolls, ability checks, saving throws, and skill checks for the duration.
- The creature gains 40 temporary hit points.
- Any charmed, frightened, or stunned condition is removed from the creature.
- The creature gains immunity to the charmed, frightened, and stunned conditions for the duration.
- The creature gains Advantage on Charisma saving throws for the duration.

8TH LEVEL SPELLS

GADGET CANNON

8th-level transmutation

SPECIAL: You must have the Gadget Builder feature to cast this spell.

Casting Time: 1 action

Range: 5 feet

Components: V, S, M (Gadget parts)

Duration: Concentration, up to 1 minute

You spend 12 Gadget points to craft a stationary Medium size object: a mechanical device primarily made of an adjustable cylindrical tube with an open end. You can aim the open end of the cannon at targets and blast magically conjured ammunition at them from the cannon's open end. To load the cannon, you can use a bonus action and spend a 4th level or higher spell slot.

To fire the cannon, make a ranged spell attack while physically wielding the cannon (standing in place next to it and turning the cylinder). If the attack hits a creature, the cannon will deal 1d8 bludgeoning damage plus 1d4 force damage per level of the spell slot spent to load the ammunition. On a hit, the creature must also make a Constitution saving throw, being pushed away from you by 20 feet on a failed save. In addition, creatures in spaces within 5 feet of the target must make a Constitution saving throw, taking 2d6 force damage and being pushed 10 feet away from the target on a failed save.

The cannon has an effective firing range of 300 feet (long range max 1,000 feet). It weighs 500 lb. and must be carried to be moved.

GADGET DRILL TANK

8th-level conjuration (ritual)

SPECIAL: You must have the Gadget Builder feature to cast this spell.

Casting Time: 10 minutes

Range: 15 feet

Components: V, S, M (a tiny carved statue of a land vehicle, and Gadget parts)

Duration: Concentration, up to 24 hours.

You conjure the body of a land vehicle for transportation, using your magically enchanted Gadget parts to provide the joints and complex moving parts of the craft. You spend 10 Gadget points as part of the ritual performed to cast this spell.

The vehicle is up to 10 feet wide, 10 feet high, and 20 feet long, and can carry up to 5000 lb. without slowing.

The vehicle has AC 22, 150 hit points, resistance to weapon damage from nonmagical weapons, and a speed of 60 feet.

The vehicle can move vertically into the solid ground, using a combination of magic and a huge drill at the front end. The vehicle's speed while digging is halved.

One of its passengers must be designated to control the vehicle's movement at all times, otherwise it starts moving out of control or simply hovers in place. The controlling passenger (pilot) makes the saving throws for the vehicle.

If the vehicle takes more than 80 points of damage, it loses half of its speed.

The vehicle falls apart (creating difficult terrain) and your Gadget Points are refunded at the end of the spell.

MIND TAPESTRY

8th-level illusion

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

Placing your hand on a willing creature's head, you summon forth a visual display of images crafted from the creature's thoughts and memories. Until the spell ends, the creature's thoughts are displayed on a 10 foot by 10 foot screen of mutable light, which produces bright illumination out to 50 feet, and dim illumination for another 50 feet. The screen floats up to 20 feet above the ground and objects will pass harmlessly through it. The screen can be used to communicate a message or story through abstract images or actual visual memories. The affected creature decides which images to show

and can end the spell as an action. The images may be accompanied by sound as well; for example, the memory of seeing and hearing a conversation, up to the maximum safe volume for the listeners.

Alternatively, this spell could be used on an unwilling creature at 30 or less hit points, in which case the target must make a Charisma saving throw. On a failed save, the spell functions as normal except the affected creature has no control over what images can be shown, has no ability to end the spell, and you can forcibly pull images from the target's memories. In this case, the target can make a Charisma saving throw at the end of every minute to end the spell.

MOMENTARY DISJUNCTURE

8th-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You temporarily cut another creature off from the normal flow of time, making it appear as if frozen in the moment.

The affected creature can not take actions, move, or otherwise interact with the world until the end of your next turn.

The affected creature can not be affected by attacks, and conditions can not be applied to it until the end of your next turn.

Any ongoing effects or conditions currently affecting the creature do not progress or end until the end of your next turn. (Saving throws or checks are not made as normal.)

The creature can not take damage or die until the end of your next turn.

The creature is immutable and immovable, no matter what forces are applied on it, until the end of your next turn.

PILLARS OF SEALING

8th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a crystal pendant specially inscribed with magical glyphs, costing no less than 10,000 gp)

Duration: Concentration, up to 10 minutes

A circular formation of eight stone pillars with a radius up to 20 feet wide erupt from the ground, and illusory chains shoot out from them at a single Huge or smaller creature at the center of the circle. The pillars are 5 feet wide with a height of 40 feet. Each pillar has AC 5 and 45 hit points. When a pillar is reduced to 0 hit points, it collapses into rubble, creating an area of difficult terrain with a 15-foot radius. The rubble remains until cleared. This spell will not activate if there is not enough room for the pillars (the spell slot is still spent on the

attempt). The spell is dismissed when five or more of its pillars are destroyed. Intact pillars are left behind after the spell is dismissed or completes its duration.

The creature must make a Dexterity saving throw. On a failed save, the chains wrap around the creature, applying the incapacitated and restrained conditions on it for the duration of the spell.

While incapacitated and restrained by the spell, the creature can not phase or teleport on its own, and can not become invisible.

While incapacitated and restrained by the spell, the creature can make a Strength or Charisma saving throw at the start of each of its turns to break free of its bonds (removing the incapacitated and restrained conditions). The caster takes psychic damage equal to three times the creature's CR if it succeeds on its saving throw. If the creature takes more than 20 points of damage before its turn, it gains Advantage on the saving throw to break free.

If the creature breaks free, you can use a reaction to force the creature to make a Dexterity saving throw. On a failed save, the chains wrap around the creature, applying the incapacitated and restrained conditions on it for the duration of the spell.

If the creature is not incapacitated and restrained by the spell, and is still inside the area of the pillars at the end of its turn, it must make a Dexterity saving throw to avoid becoming incapacitated and restrained for the duration of the spell.

If the creature leaves the radius of the spell's area, the spell is dismissed.

You can take an action to give the affected creature Disadvantage on its next saving throw against this spell. You can not take any other actions during your turn.

RUNIC ROCKETEER

8th-level transmutation

SPECIAL: You must have the Gadget Builder feature and must be wearing armor from the Rune Armor feature to cast this spell.

Casting Time: 1 action

Range: Self

Components: V, S, M (Gadget parts)

Duration: Concentration, up to 10 minutes

You expend 3 Gadget points to reinforce your armor against physical stress and attach a device to your back that enables high speed flight. You are immune to the deafened condition and resistant to thunder damage for the duration of this spell's effect.

For the duration of the spell, you gain a fly speed of 200, with the ability to hover in mid-air. If you initiate a Dash action while flying, you generate a sonic boom; every other creature within 20 feet must make a Constitution saving throw. On a

failed save, an affected creature is deafened for 1 minute; on a successful save, an affected creature is deafened until the start of your next turn.

9TH LEVEL SPELLS

GLYPH OF DOOM

9th-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You instantly inscribe a glowing symbol onto a creature's body; the symbol contains a powerful curse that draws danger towards the affected creature. Make a melee spell attack against a creature. On a hit, the creature must make a Wisdom saving throw. On a failed save, every attack roll made against the creature has Advantage, the creature loses all resistances (but not immunities), and every normal hit scored against it is treated as a critical hit until the end of its next turn.

Until the end of this spell, the creature must make a Wisdom saving throw at the end of each of its turns. On a failed save, every attack roll made against the creature has Advantage, the creature loses all resistances (but not immunities), and every normal hit scored against it is treated as a critical hit until the end of its next turn.

Two successful saves (they do not need to be made consecutively) end the spell.

LEGENDARY WEAPON CRAFT

9th-level transmutation

SPECIAL: You must have the Gadget Builder feature and Superior Weaponsmith feature to cast this spell.

Casting Time: 1 action

Range: Self

Components: V, S, M (Gadget parts)

Duration: 12 hours

You expend Gadget Points to craft a weapon or ammunition as part of the casting of this spell. The weapon gains the properties of a Legendary magic weapon of your choice for the duration of this spell.

Any passive non-situational bonus to attack rolls or damage rolls that would normally be granted by the chosen weapon's properties are replaced by the bonus granted by your Superior Weaponsmith feature.

Until the spell ends, the weapon can not be dismantled as a Gadget weapon normally could.

When the spell's duration ends, the weapon loses the properties but retains its bonus.

ORBITAL DESTRUCTION ARRAY

9th-level conjuration

SPECIAL: You must have the Gadget Builder feature to cast this spell.

Casting Time: 1 action

Range: 5 feet

Components: V, S, M (Gadget parts)

Duration: Concentration, up to 1 minute

You conjure up to four floating metal spheres, each about 5 feet in diameter, in unoccupied spaces within 5 feet of you. The spheres shoot out magical beams of energy that can damage or destroy their targets.

They have a fly speed of 60 feet and hover. As part of the action taken to cast this spell, you spend up to 12 Gadget points, attaching magical firing mechanisms on each of the twelve spheres (3 Gadget points per sphere). Each sphere has AC 18, 50 hit points, and resistance to damage from nonmagical weapons.

You can take a bonus action to make all of the spheres move. Each sphere must remain within 20 feet of another sphere (if more than one is conjured).

You can take an action to command each of the spheres to make a ranged spell attack against a creature within 120 feet; the target targets for the spheres. When you cast this spell, choose one of the following damage types: acid, cold, fire, force, lightning, necrotic, radiant, or thunder. On a hit, a sphere deals 4d6 + 6 points of damage of the chosen type to the targeted creature.

PUPPET STRINGS

9th-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S, M (a spool of platinum thread)

Duration: Concentration, up to 10 minutes

Invisible strands of magical thread extend from your fingertips to a Medium or smaller creature's body. These strands pass through nonmagical materials, and can be cut with damage from a magic spell or a magic weapon (slashing type). The strands can extend up to 200 feet. At least one of your hands is occupied until the spell ends. To use this spell against an unwilling creature, you must succeed on a melee spell attack; the spell ends if you miss.

While the strands exist and as long as you can see the attached creature, you can take an action to grant Advantage or Disadvantage to the creature's attack rolls, Strength checks, and Dexterity checks until the start of your next turn. As part of the same action, you can also grant attackers Advantage or

Disadvantage on the attack rolls they make against the attached creature until the start of your next turn.

You can take an action to make the creature take the Attack, Dash, Disengage, Dodge, or Help action during its next turn; an unwilling creature can make a Charisma saving throw to end the spell before doing so.

You can take a bonus action to make the creature fall prone; an unwilling creature can make a Charisma saving throw to end the spell before doing so.

You can take a bonus action to move the creature up to 15 feet. This movement does not provoke attacks of opportunity (unless you want it to) nor does it require the creature to spend its movement for its turn. If you attempt to move the creature into a dangerous space, it can make a Charisma saving throw with Advantage to end the spell.

An unwilling creature can make a Charisma saving throw to end the spell at the start of its turn.

PYROTECHNIC ARTILLERY

9th-level transmutation

Casting Time: 1 bonus action

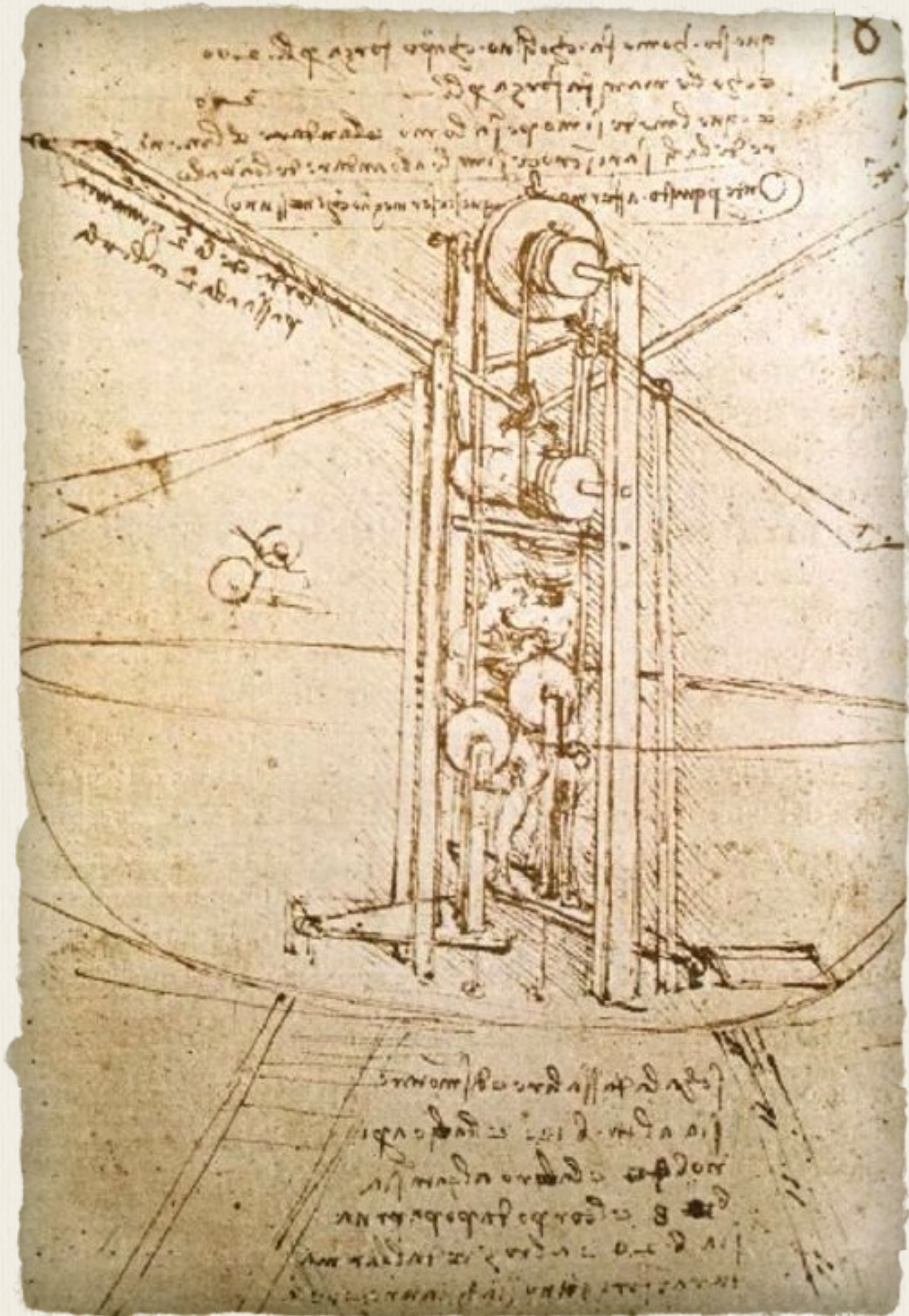
Range: Touch

Components: V, S, M (a ranged ammunition weapon)

Duration: Concentration, up to 1 minute

You imbue a ranged ammunition weapon that you are wielding with the power of elemental fire. The first ranged weapon attack that you make with the weapon each turn will enhance the ammunition fired so that it produces a fiery explosion on hit. The explosion affects a 15-foot radius centered on the target, and deals 5d6 fire damage. Creatures other than the centered target within the affected area can make a Dexterity saving throw to take half damage. The ammunition in this case is always destroyed when the effect activates, unless it is a legendary or artifact tier magic item.

ARTIFICER GADGETS



GADGET CRAFTING

The artificer is able to craft all sorts of tools to adapt for and overcome various tasks and challenges. The imagination and technical knowledge of an artificer can produce a virtually limitless number of configurations for Gadget parts.

Gadget parts do not necessarily have a specific size or shape since the magic of the glyphs inscribed upon them can reshape and alter the materials that they are made of.

NOTE: You can not alter the Gadget parts to become rare materials such as precious metals, gems, adamantine, and mithral.

NOTE: Gadgets are considered magic items, so they can not be used for the Magical Infusion feature.

Some special Gadgets can only be crafted by casting magic spells in tandem with the Gadget Builder feature; those Gadgets have their details provided in Section 4: Magic Spells.

Unless otherwise stated in their description, Gadgets form within a space of your choice within 5 feet of you.

You can make adjustments to the Gadgets you craft by adding or subtracting Gadget Points spent; the Gadgets listed in this section are just some of the many possible Gadgets that can be configured by the artificer. You can discuss with your DM about possible Gadgets that you'd like to add to your repertoire that are not listed here; some Gadget ideas may require a magic spell for implementation.

When the artificer spends Gadget Points, one of the following Gadgets can be crafted.

ARMOR

Required Points: 5 or 8

You craft either a medium armor (except for hide) or a heavy armor that wraps around yourself or a willing creature within 5 feet of you. Medium armor costs 5 Gadget points and heavy armor costs 8 Gadget points. The armor is treated as magical armor for the purpose of interacting with effects.

AMMUNITION

Required Points: 1

You can craft a pack of ten shots of ammunition for a ranged weapon, or one shot of ammunition automatically loaded into each ranged weapon that you are currently wielding. The

Gadget part used to make this Gadget is effectively destroyed and your Gadget point is refunded from your spare parts. Damage dealt with this ammunition is treated as if dealt by a magic weapon for the purpose of overcoming damage resistance/immunity.

CHAIR

Required Points: 2

You craft a chair or stool that can accommodate a Medium or smaller creature.

CLOCK

Required Points: 1 or 2

You craft either a small portable clock (1 point) or a larger pendulum clock (2 points) that can stand up to 5 feet high.

FARSIGHT SCOPE

Required Points: 1

You craft an adjustable tube or pair of tubes through which you can see distant objects as if they were close. The lens within the tubes focus images to make them clearer within certain ranges. Disadvantage on Wisdom (Perception) checks made to discern details on objects or creatures because they are far away is negated; this benefit is granted for visual details up to 1 mile away from you.

FLIPPER FEET

Required Points: 1

You craft special shoes for swimming. These shoes give their wearer Advantage on Strength (Athletics) checks made to swim. Your speed on land is reduced by 10 feet while wearing them.

FURNACE

Required Points: 3, 7, or 12

You craft a Small, Medium, or Large hollow chamber in which one might start a fire for the purpose of baking, burning, cooking, or melting materials.

GAS FILTER

Required Points: 1

You craft a breathing filter that covers the mouth and nose. While wearing this filter, a creature can breathe normally in thin air or toxic gas atmospheres. This filter will provide immunity against poison gas attacks.

GRAPPLING HOOK

Required Points: 1

You craft a grappling hook that can be connected to a rope for climbing implementation.

LADDER

Required Points: 5 to 12

You craft a ladder that can be used to climb up vertically without having to make a Strength (Athletics) check. The ladder extends upwards 2 feet per Gadget point spent to craft it. The ladder will need a surface to lean on.

Alternatively, you can halve the height of the ladder crafted (1 foot per Gadget point spent) to make it a folding ladder that can stand on its own.

LANTERN

Required Points: 1

You craft a device that provides illumination. You can activate or deactivate it as an action or a bonus action. When you craft the headpiece, it is not activated until you activate it. The headpiece provides bright illumination out to 30 feet, and dim illumination for another 30 feet.

MINI COPTER

Required Points: 2

You craft a tiny flying device with AC 15, 1 hit point, and a fly speed of 30 feet. The device can hover and lift off vertically. It can be adjusted to either store up to 3 lb. of cargo or grapple onto up to 5 lb. of cargo. You can take an action or bonus action to make the mini copter move up to 30 feet (Note: maximum distance away from you is still 100 feet). Until you dismiss the mini copter, you are treated as using Concentration.

PERISCOPE

Required Points: 1 per 5 feet

You craft a lensing tool that allows you to peer over or around corners without moving into view, letting you see normally even though your eyes would normally be blocked. This tool can also be used to view above the surface while submerged within a liquid body. You can extend the periscope up to 5 feet per Gadget Point spent to craft it.

RIGID WALL

Required Points: 1 per 5 square feet (up to 8).

You craft a flat wall that stands vertically on supports, is up to 5 feet wide, and up to 8 feet tall. The wall blocks line of sight and provides cover. It has an AC of 5, 60 hit points, and is resistant to bludgeoning, piercing, and slashing damage from nonmagical weapons or non-adamantine weapons.

ROPE LINE

Required Points: 1 per 5 feet

You craft a flexible chain of connected segments that can be used as a rope.

SHIELD

Required Points: 3

You craft a shield, which may be automatically equipped to your arm or the arm of a creature within 5 feet of you.

SIMPLE TOOL

Required Points: 1 or more

You craft a single handheld tool without any complex moving parts; examples of such tools include hammers, picks, pitons, hooks, screwdrivers, wrenches, surgical knives, tongs, rakes, or chains. You spend 1 Gadget point per 2 lb. of the tool that is crafted.

SKATE BOARD

Required Points: 1

You craft a small platform with wheels attached underneath. The platform can support one Medium or Small creature standing on it. You can ride on the skate board to increase your speed while moving. If you use all of your movement for your turn riding the skateboard, you gain +10 to your speed until the end of your next turn (the bonus becomes +15 when going down an incline).

You can not ride the skateboard over difficult terrain and if you attempt to go up an incline more than 10 feet, you will be forced to move backwards along the same path down the incline, losing 5 feet of movement..

SPRINGBOARD

Required Points: 4

You craft a small platform connected by flexible coils to another platform underneath. A character can move onto the springboard to make a standing high jump at unreduced distance with 5 feet added to your leap distance.

WEAPON

Required Points: 1 or more

You craft a weapon, which may be immediately wielded by you or one creature within 5 feet of you. Damage dealt with this weapon is treated as if dealt by a magic weapon for the purpose of overcoming damage resistance/immunity. You spend 1 Gadget point per 2 lb. of the weapon that is crafted.

WHEELED CART

Required Points: 4 or 9

You craft a small or medium-sized cart with wheels and a handle. You can drag it along with you.

A small cart can carry up to 300 lb. of cargo. For every 100 lb. you load onto the cart, your speed while dragging it goes down by 5 feet (minimum 10 feet, not including speed reductions from other sources).

A medium cart can carry up to 1,000 lb. of cargo. For every 200 lb. you load onto the cart, your speed while dragging it goes down by 5 feet (minimum 10 feet, not including speed reductions from other sources).

EQUIPMENT



FIREARMS

Name	Cost	Damage	Weight	Properties
Handgun (Flintlock Pistol)	100 gp	1d6 piercing	2 lb.	Ammunition (range 50/200), light, heavy loading
Long Gun (Musket)	180 gp	1d10 piercing	9 lb.	Ammunition (range 180/720), heavy, heavy loading, two-handed
Long Gun (Blunderbuss)	150 gp	2d6 piercing	5 lb.	Ammunition (range 10/80), heavy loading, scatter shot, two-handed
Handgun (Repeating Pistol)	300 gp	1d6 piercing	2 lb.	Ammunition (range 75/300), light, cartridge loading (6 ammo/cartridge)
Long Gun (Rifle)	550 gp	1d10 piercing	6 lb.	Ammunition (range 270/1,080), cartridge loading (7 ammo/cartridge), two-handed
Long Gun (Shotgun)	450 gp	2d6 piercing	8 lb.	Ammunition (range 15/120), cartridge loading (5 ammo/cartridge), scatter shot, two-handed
Handgun Bullet (x30)	2 gp	-	1 lb.	-
Long Gun Bullet (x30)	3 gp	-	1 1/2 lb.	-
Long Gun Shot (x10)	3 gp	-	1 lb.	-

FIREARMS

Firearms are ranged weapons that shoot pieces of metal out from cylindrical barrels. They use the explosive force of lit gunpowder to push their ammunition through the barrels and at their targets at incredible speeds.

Handguns require one-hand to wield, and can easily be concealed.

Long guns require two-hands to wield but have more power and range than handguns.

In terms of proficiency, firearms are treated as martial ranged weapons.

PROPERTIES

Firearms may have the following properties.

Cartridge Loading: The weapon requires taking a bonus action to reload its ammunition. The weapon stores multiple pieces of its ammunition in an internal cartridge, and when the ammunition runs out, the cartridge needs to be replaced; reloading the cartridge requires taking an action.

Heavy Loading: The weapon requires taking an action to reload its ammunition. You need to use both hands when loading ammunition.

Scatter Shot: The weapon grants its wielder Advantage on ranged weapon attacks made with it against targets within close range, but deals half damage beyond that range.

FIREARM SUBTYPES

Handgun (Flintlock Pistol): A basic form of handgun that needs to be loaded with a muzzle. This firearm shoots out a single piece of metal ammunition, known as a bullet.

Long Gun (Musket): A basic form of long gun that needs to be loaded with a muzzle. It is very long and unwieldy, but boasts a powerful range. This firearm shoots out a single piece of metal ammunition, known as a bullet.

Long Gun (Blunderbuss): A basic form of long gun that needs to be loaded with a muzzle. This firearm shoots a small spread of metal bits (also known as “shot”) at a single target, giving it a strong chance of hitting a nearby target in exchange for a larger drop in power over distance.

Handgun (Repeating Pistol): An improved form of handgun that carries multiple pieces of ammunition inside of it for quicker loading. This firearm shoots out a single piece of metal ammunition, known as a bullet.

Long Gun (Rifle): An improved form of long gun that carries multiple pieces of ammunition inside of it for quicker loading. This firearm shoots out a single piece of metal ammunition, known as a bullet.

Long Gun (Shotgun): An improved form of long gun that carries multiple pieces of ammunition inside of it for quicker loading. This firearm shoots a small spread of metal bits (also known as “shot”) at a single target, giving it a strong chance of hitting a nearby target in exchange for a larger drop in power over distance.

GEAR AND SERVICES			
Name	Cost	Weight	Summary
Potions (Non-Magical)			
Potion of Clear Water	2 sp	1/2 lb.	Filtered or purified water
Potion of Digestion	5 sp	1/2 lb.	Helps digest food and fight food poisoning
Potion of Disease Treatment	18 sp	1/2 lb.	Medicine for illness
Potion of Hair Growth	12 sp	1/2 lb.	Grows hair
Potion of Hydration	6 sp	1/2 lb.	Treatment for thirst and cooling the body
Potion of Laxative	4 sp	1/2 lb.	Flushes digestive system
Potion of Mercy	26 sp	1/2 lb.	Mild poison to ease pains, or grant merciful death
Potion of Mental Ease	8 sp	1/2 lb.	Treats headaches and helps resist drunkenness
Potion of Rest	4 sp	1/2 lb.	Makes sleeping easier and improves quality of long rest
Potion of Serum Antidote	3 sp or more	1/2 lb.	Antidote for poison
Potion of Stamina	10 sp	1/2 lb.	Bolsters endurance
Potion of Warmth	5 sp	1/2 lb.	Keeps the body warm
Potions (Magical)			
Potion of Blotches	8 gp	1/2 lb.	Patterns of discoloration appear on the skin
Potion of Cleanliness	6 gp	1/2 lb.	Helps clean the skin
Potion of Coloration	10 gp	1/2 lb.	Changes the body's colors
Potion of the Diva	20 gp	1/2 lb.	Transforms voice into singer or different voice
Potion of Elemental Essence	100 gp	1/2 lb.	Heals 1d6 hit points, gives resistance for 1 minute
Potion of Glow Skin	10 gp	1/2 lb.	Makes the body glow in the dark
Potion of Gourmet	18 gp	1/2 lb.	Helps analyze food ingredients
Potion of Halation	4 gp	1/2 lb.	Changes the look and/or smell of your breath
Potion of Lensing	12 gp	1/2 lb.	Fixes nearsightedness, farsightedness temporarily
Potion of the Lingering Heart	30 gp	1/2 lb.	Restores memory of loved one
Potion of Odor Control	5 gp	1/2 lb.	Changes the way that the body smells
Potion of Rampant Hair Growth	15 gp	1/2 lb.	Grows a lot of hair
Potion of Refreshment	7 gp	1/2 lb.	Reduces exhaustion by 1 level

GEAR AND SERVICES			
Name	Cost	Weight	Summary
Runic Inscriptions			
Glyph of Color Change	2 gp	-	Changes colors on command
Glyph of Communication	5 gp	-	Enables 2-way communication across long distances
Glyph of Illumination	6 gp	-	Produces bright illumination
Glyph of Lie Detection	8 gp	-	Detects lies
Glyph of Magic Detection	7 gp	-	Detects magic
Glyph of Motion Detection	4 gp	-	Detects motion from Small or larger creatures
Glyph of Poison Detection	5 gp	-	Detects poison
Glyph of Race Detection	7 gp	-	Detects creature type or subtype
Runic Weapon	100 gp	varies	Enables weapon to be used as arcane focus
Scroll of Spell Shaping	varies	1 lb.	Converts spell energy into spell
Storage Scroll	180 gp	1 lb.	Stores objects
Alchemical Items			
Alchemical Glue	14 gp	1 lb.	Acts as a sticky adhesive
Alchemical Solvent	14 gp	1 lb.	Breaks apart liquid or semi-liquid substances
Deodorizing Agent	3 gp	1/2 lb.	Suppresses odor
Explosive Cocktail	32 gp	1 lb.	Causes small explosion.
Flash Pellet	80 gp	1/4 lb. 1/4 lb.	Creates sudden flash of blinding light
Invisible Ink	50 gp	1/2 lb.	Ink that becomes invisible after use
Oozebane Solvent	18 gp	1 lb.	Dissolves ooze and slime.
Perfume of Fragrance	varies	1/2 lb.	Imparts a cosmetic odor
Perfume of Insect Repellent	6 gp	1/2 lb.	Keeps insects and other vermin away
Purifying Sponge	20 gp	1 lb.	Filters and purifies water
Silversheen	150 gp	1 lb.	Makes weapons temporarily treated as silver
Smelling Salts	5 gp	1/2 lb.	Wakes up unconscious creature
Smoke Pellet	40 gp	1/4 lb.	Creates sudden release of smoke
Smoke Stick	100 gp	1 lb.	Releases expanding cloud of smoke
Sunrod	5 gp	2 lb.	Produces illumination
Tanglefoot Bag	60 gp	4 lb.	Explodes and spreads sticky goo
Thunderstone	80 gp	1 lb.	Creates sudden burst of deafening sound

POTIONS (NON-MAGICAL)

Magical healing is not necessarily common everywhere in a world of fantasy. In the absence of a spellcaster that can perform supernatural miracles, there are those who devote themselves to the study of natural remedies for various types of illness and ailment. The accumulated knowledge of mundane materials that can be used for medicinal purposes has produced a variety of non-magical potions.

Anyone proficient with an herbalism kit can craft a non-magical potion, given the right ingredients and a recipe to work with, but proficiency in Nature is necessary to invent a new potion recipe. Wisdom (Survival) checks can be made to gather missing ingredients in the wilderness (it's usually easier to buy from a merchant).

Potion of Clear Water*: A small flask/vial filled with non-magical purified water, typically the result of boiling, distillation or water-based magic. To drink or administer a potion takes one action.

This potion does not require an herbalism kit to be made.

*This is the most common type of potion used for artificer infusions.

Potion of Digestion: A small flask/vial filled with a non-magical brew of medicinal ingredients that aid in digestive health. Useful for killing intestinal parasites. You gain advantage on Constitution saving throws made against indigestion or food poisoning during the next 24 hours. To drink or administer a potion takes one action.

Potion of Disease Treatment: A small flask/vial filled with a non-magical brew of medicinal ingredients that aid in fighting the symptoms of disease. Choose a nonmagical disease when purchasing or crafting this potion. You gain Advantage on your Constitution saving throws made against the chosen disease for 24 hours after quaffing this potion. To drink or administer a potion takes one action.

Potion of Hair Growth: A small flask/vial filled with a non-magical brew of nutritious ingredients that aid in hair growth. Your hair grows an extra half inch each day that you quaff this potion. Drinking more than one flask per day will not make your hair grow any faster. This potion may not work on some races. To drink or administer a potion takes one action.

Potion of Hydration: A flask/vial filled with a non-magical cocktail of purified water, juices, and herbs that will help a body recover from heatstroke or dehydration twice as fast as drinking just water by itself. To drink or administer a potion takes one action.

Potion of Laxative: A small flask/vial filled with a non-magical brew of digestive tract stimulators. You can drink this to aggressively flush your digestive system of its contents. Approximately 1 hour after you imbibe the potion, you remove one ingested parasite swarm and all undigested objects from your body's digestive system. To drink or administer a potion takes one action.

Potion of Mental Ease: A small flask/vial filled with a non-magical brew of medicinal ingredients that improve blood flow and relieve pain. You are cured of conditions resulting from a headache or drunkenness within 1 hour after quaffing this potion. In addition, you gain Advantage on Constitution saving throws made to prevent becoming drunk on alcohol for 24 hours after quaffing this potion. To drink or administer a potion takes one action.

Potion of Mercy: A small flask/vial filled with a non-magical brew of toxic poisons that will painlessly harm a creature's body upon ingestion. The mild poison in this potion will deal 1d4 + 1 points of poison damage to the drinker every minute for 10 minutes. The potion will also dull any pain from other sources currently affecting the drinker. A non-lethal version of this potion can be brewed for the purpose of dulling pain without harming the drinker. To drink or administer a potion takes one action.

Potion of Rest: A small flask/vial filled with a non-magical brew of calming depressants that lull the body to slumber. You can use this potion to sleep normally under circumstances that would make it difficult to fall sleep. In addition, if you start a long rest within 1 hour of drinking this potion, you remove two levels of exhaustion instead of one when you complete the long rest. To drink or administer a potion takes one action.

Potion of Serum Antidote: A small flask/vial filled with a non-magical brew of medicinal ingredients that counter the effects of a single type of poison. You gain immunity to a specific type of poison for 24 hours after quaffing this potion. To drink or administer a potion takes one action.

Potion of Stamina: A small flask/vial filled with a non-magical brew of energy-boosting ingredients that aid in physically arduous activities. You remove conditions related to exhaustion and fatigue within 1 hour after quaffing this potion. To drink or administer a potion takes one action.

Potion of Warmth: A small flask/vial filled with a non-magical brew of herbal and alcoholic ingredients that aid in stimulating body heat. Useful for treatment of frostbite. You gain Advantage on Constitution checks made to endure cold weather during the next 24 hours. To drink or administer a potion takes one action.

POTIONS (MAGICAL)

Although there are many rare and valuable potions that bestow grand boons and abilities upon their users, there are far more common potions that are meant for everyday use or as basic assignments for students of magic.

Anyone proficient with an herbalism kit can craft a magical potion, given the right ingredients, the ability to cast magic spells, and a recipe to work with, but proficiency in Arcana and Nature are necessary to invent a new magical potion recipe. Wisdom (Survival) checks can be made to gather missing ingredients in the wilderness (it's usually easier to buy from a merchant).

Potion of Blotches: A small flask/vial filled with a magical brew of body-altering ingredients that affect skin coloration. Patterns of stripes or dots or other discolorations (chosen when crafting or purchasing this potion) appear on your skin for 24 hours after quaffing this potion. This potion may not work on some races. To drink or administer a potion takes one action.

Potion of Cleanliness: A small flask/vial filled with a magical brew of body-altering ingredients that enhance your sweat and natural oils. After quaffing this potion, all dirt and grime on the surface of your body washes off immediately with a quick rinse of water; this effect lasts for 24 hours. This potion will not work on races without sweat glands. To drink or administer a potion takes one action.

Potion of Coloration: A small flask/vial filled with a magical brew of body-altering ingredients that affect body coloration. Your hair, eye, and/or skin color changes to a specific color (chosen when crafting or purchasing this potion) for 24 hours after quaffing this potion. This potion may not work on some races. To drink or administer a potion takes one action.

Potion of the Diva: A small flask/vial filled with a magical brew of body-altering ingredients that affect your voice. You are able to sing as if you are proficient in singing for 24 hours after quaffing this potion. This potion may not work on some races. To drink or administer a potion takes one action. Alternatively, you can craft or purchase a version of this potion that causes your voice to mimic a different kind of voice for the potion's duration (ex. changing a low pitch voice to a high pitch voice, a mellow voice to a gravelly voice, etc.).

Potion of Elemental Essence: A small flask/vial filled with a magical brew of bolstering ingredients charged with elemental energy. Choose one of the following damage types when crafting or purchasing this potion: acid, cold, fire, force, lightning, necrotic, radiant, or thunder. If you drink or are

administered this potion, you regain 1d4 hit points and gain resistance to the chosen damage type for one minute. If this potion is used for an artificer infusion that deals damage of the same type as the resistance conferred by the potion, 1d4 additional points of the same type of damage are dealt. To drink or administer a potion takes one action.

Potion of Gourmet: A small flask/vial filled with a magical brew of herbs and spices that enhance one's sense of flavor. You are able to identify the type and concentration of all ingredients (but not the cooking methods) in any cooked dish that you eat for 24 hours after quaffing this potion. This potion may not work on some races. To drink or administer a potion takes one action.

Potion of Glow Skin: A small flask/vial filled with a magical brew of body-altering ingredients that make you glow in the dark. After quaffing this potion, your skin or hide produces bright light for 10 feet, and dim light for another 10 feet when you are in a dark environment; this effect lasts for 24 hours. This potion may not work on some races. To drink or administer a potion takes one action.



Potion of Halation: A small flask/vial filled with a magical brew of body-altering ingredients that alter your breath. After quaffing this potion, your breath will look and/or smell differently (chosen when crafting or purchasing this potion); this effect lasts for 24 hours. If you have a racial breath weapon (such as Dragonborn) then you could use this potion to also change the color of your dragon breath. To drink or administer a potion takes one action.

Potion of Lensing: A small flask/vial filled with a magical brew of body-altering ingredients that affect eyesight. Your nearsightedness or farsightedness is changed to normal for 24 hours after quaffing this potion. To drink or administer a potion takes one action.

Potion of the Lingering Heart: A small flask/vial filled with a magical brew of mind-affecting ingredients that stimulate the memory. Over the next 24 hours after quaffing this potion, you can recall with perfect clarity a single taste, smell, sound, sight, or sensation from a meaningful memory that you share with a past loved one or hated foe, even if the memory is all but lost. To drink or administer a potion takes one action.

Potion of Odor Control: A small flask/vial filled with a magical brew of body-altering ingredients that affect bodily smells. Your body's natural odor is either suppressed, enhanced, or altered to smell like something else for 24 hours after quaffing this potion. To drink or administer a potion takes one action.

Potion of Rampant Hair Growth: A small flask/vial filled with a magical brew of nutritious ingredients that stimulate hair growth. For 1 hour after quaffing this potion, the hair on your head grows longer by 1 inch per minute. This potion may not work on some races. To drink or administer a potion takes one action.

Potion of Refreshment: A small flask/vial filled with a magical brew of energy boosting ingredients that invigorate the body. Your exhaustion level goes down by 1 level immediately after quaffing this potion. You do not gain the benefit of drinking more of this potion until the end of a short rest. To drink or administer a potion takes one action.

RUNIC INSCRIPTIONS

Spellcasters like artificers and wizards may be commissioned to apply their knowledge of runes and glyphs for various types of applications.

Anyone trained in Arcana and is able to cast magic spells can craft a runic inscription such as the following.

Runic inscriptions placed on creatures are usually temporary, lasting no longer than 24 hours.

Glyph of Color Change: This magical glyph is inscribed on a hand (on either the palm side or forehead side), an object, or structure. When an activation word is spoken within 10 feet of it, the glyph will change to a color (chosen when it is inscribed) for a minute. Other colors can be added; the price increases by half the original price per added color.

Glyph of Communication: This magical glyph is inscribed on a hand (on either the palm side or forehead side). The glyph's magic can be activated or deactivated with a bonus action, allowing the user to communicate with one or more other users of the same type of glyph within 1,000 feet. Glyphs of communication must be crafted to send signals on the same "channel" in order to carry messages across to each other.

A stationary version of this glyph can be inscribed onto the surface of an object or structure, allowing any creature to touch it for activation (or deactivation).

Glyph of Illumination: This magical glyph is inscribed on an object or structure. When an activation word is spoken within 10 feet of it, the glyph will glow brightly, creating bright light out to 20 feet, and dim light another 20 feet outward. The illumination lasts for 1 hour, or until a deactivation word is spoken within 10 feet of it. The maximum duration can be increased by 1 hour increments by tripling the price every time an hour is added (ex. 2 hour duration is three times the original price, 3 hours is nine times the original price, 4 hours is twenty-seven times the original price)

This glyph can be added as a modification to other glyphs that glow under certain circumstances, so that when those glyphs glow, they glow with the intensity of a glyph of illumination; add double the price of this glyph (after determining the desired maximum duration) in this case.

Glyph of Lie Detection: This magical glyph is inscribed on a hand (on either the palm side or forehead side). If a creature lies while the hand is in contact with it, the glyph will glow or change color for a minute.

A stationary version of this glyph can be inscribed onto the surface of an object or structure, detecting lies from any source within 10 feet of it.

Glyph of Magic Detection: This magical glyph is inscribed on a hand (on either the palm side or forehand side). When that hand touches an object or creature affected by magic, or enters within radius of a magical aura, the glyph will glow or change color for a minute.

A stationary version of this glyph can be inscribed onto the surface of an object or structure, detecting magic from any source within 10 feet of it.

Glyph of Motion Detection: This magical glyph is inscribed on a stationary object or structure, detecting the movement of any Small or larger creature within 10 feet of it., at which point the glyph will glow or change color for a minute.

Glyph of Poison Detection: This magical glyph is inscribed on a hand (on either the palm side or forehand side). When that hand touches an object or creature containing poison, the glyph will glow or change color for a minute.

A stationary version of this glyph can be inscribed onto the surface of an object or structure, detecting poison from any source within 10 feet of it.

Glyph of Race Detection: This magical glyph is inscribed on a hand (on either the palm side or forehand side). Choose a type or subtype of creature when this glyph is crafted. When that hand touches a creature of the chosen race or subrace, the glyph will glow or change color for a minute.

A stationary version of this glyph can be inscribed onto the surface of an object or structure, detecting types or subtypes of creatures from any source within 10 feet of it.

Runic Weapon (Arcane Focus): By specially applying magical runes and glyphs onto weapons, they can be made to work as arcane focuses. To reinforce the magic of the runes so that they work properly, the wielder must attune to the weapon as if it were a magic item that requires attunement. Anyone possessing proficiency with smith's tools and the ability to cast magic spells can inscribe runes onto a weapon during a short or long rest.

Scroll of Spell Shaping: A magic spell can be inscribed onto a scroll, and made ready to activate at the cost of personal power. Unlike Spell Scrolls, these scrolls do not actually contain the spells themselves but rather act as a filter to give shape to magical energy released from the user. In addition, the spells inscribed on the scrolls can not be copied

since the glyphs used are specially altered to act as a filter rather than contain the spell itself.

Activating a scroll of spell shaping takes an action. To activate a spell scroll of spell shaping, you must spend a spell slot equal to or higher than the spell level of the spell being cast from the scroll. If using a higher level spell slot, that has the normal boosting effect if any on the spell being cast from the scroll.

The spell cast from the scroll does not need any of its components provided.

The scroll's spell attack bonus and saving throw DC uses your best personal spell attack bonus and saving throw DC.

Once the spell is cast, the scroll crumbles to dust.

To identify the spell on the scroll, an Intelligence (Arcana) check must be made; the DC is equal to 10 + the level of the spell, unless it is one of your known spells, in which case the identification does not need a check.

Spell Level	Rarity
1st	Common
2nd	Uncommon
3rd	Uncommon
4th	Rare
5th	Rare
6th	Very Rare
7th	Very Rare
8th	Very Rare
9th	Legendary

Storage Scroll: A set of magical runes and glyphs can be inscribed onto a scroll to give it the ability to store an object inside a magical space that can only be accessed through the scroll. This scroll can be activated with a bonus action or action; The activation either stores or removes a single nonliving object of 100 lb. or less. The object must be touching the scroll to be stored, and when an object is removed from the scroll, it appears within 5 feet of the user. If the scroll is damaged or destroyed, the object stored within is immediately released within 5 feet of the scroll in a random space. The storage scroll can be reused after an object is removed from it.

***A nonmagical storage container containing other objects can be stored by the scroll.

***Attempting to store an magic storage item such as a bag of holding will simply fail, with the scroll's inscriptions briefly glowing then fading.

ALCHEMICAL ITEMS

By mastering the art of alchemy, it's possible to create wonders of science that could easily be mistaken for magic.

Anyone proficient with alchemist's supplies can craft an alchemical item, given the right ingredients and a recipe to work with, but proficiency in Nature is necessary to invent a new alchemical item recipe. Wisdom (Survival) checks can be made to gather missing ingredients in the wilderness (it's usually easier to buy from a merchant).

Alchemical Glue: A small flask/vial filled with a sticky fluid that can hold touching objects together. You can make a ranged attack within 20 feet with this item as an improvised weapon against a Medium or smaller creature; on a hit, the target is slowed until it succeeds on a DC 10 Dexterity saving throw, or until 1 minute has passed.

Alchemical Solvent: A small flask/vial filled with a dissolving liquid that can break apart liquid or semi-liquid substances such as alchemical glue, a spider's webbing, or an ooze's slime. This substance will not harm most creatures; an ooze creature however will take 2d6 damage if you throw this item as a ranged weapon attack (range 30 feet) against such a creature and hit. Add your Dexterity modifier and proficiency bonus to the attack roll.

Deodorizing Agent: A small tin filled with a dry powder that can be rubbed onto the body to mask odors. Up to 5 uses per standard package.

Explosive Cocktail: A small flask/vial filled with a volatile liquid that bursts in a fiery explosion when it's shaken and makes contact with air. You can make a ranged attack within 20 feet with this item as an improvised weapon; on a hit, the target takes 2d4 fire damage and 1d4 bludgeoning damage. A Medium or smaller creature hit by the attack is pushed 5 feet.

Flash Pellet: A small hollowed sphere containing a separation of two substances that when mixed together and exposed to air, will explode, producing a powerful flash of light. It is activated as an action by crushing it in hand then tossing it at a hard surface within 20 feet. The pellet creates a momentary flash of light within a 10-foot radius, including momentary bright light beyond the blinding light out to 40 feet, and momentary dim light another 40 feet outward. Every creature within 10 feet of the pellet's point of impact is blinded until the end of your next turn.

Invisible Ink: A small bottle filled with ink that becomes invisible after 1 hour exposure to air. Afterwards, exposure to high temperature, such as over a candle flame will reveal the ink until it cools back down. Certain chemical substances

might also be used to reveal the ink. The ink in the bottle may dry or spoil over time, lasting from a few months to a year depending on the frequency of usage.

Oozebane Solvent: A small flask/vial filled with a liquid solvent that can break apart mucus and slime. You can make a ranged attack within 20 feet with this item as an improvised weapon; on a hit, the target (if it is an ooze creature) takes 1d6 damage and another 1d4 points of damage every time it starts a turn; the affected creature can make a DC 10 Constitution check at the end of its turn to end the ongoing damage. If thrown at an area covered in green slime, this liquid will dissolve up to a 5-foot wide space.

Perfume of Fragrance: A tiny bottle of non-corrosive liquid that, when dabbed lightly upon one's body, makes the user smell in a particular way, such as the scent of flowers or fruit. The perfume's effect lasts for up to 8 hours and is noticeably detected by creatures within 10 feet of the user. Prices may vary from as little as 10 silver pieces to as much as 100 gold pieces, depending on the rarity of the ingredients. Local herbs, minerals, and fruits are common ingredients for brewing this perfume. This item can be produced by those proficient in alchemist's supplies, brewer's tools, or herbalism kits.

Perfume of Insect Repellent: A tiny bottle of non-corrosive liquid that, when dabbed lightly upon one's body, makes the user repulsive to insects and other tiny vermin, keeping them 10 feet or more away from the user unless severely provoked or controlled by magic. This item can be produced by those proficient in alchemist's supplies, brewer's tools, or herbalism kits.

Purifying Sponge: A specially treated handheld sponge that you can dip into a body of water (as an action) to absorb up to a pint of liquid. After the absorption, you can squeeze the sponge to release the absorbed liquid; the released liquid is water that is clean of impurities, having been filtered by the sponge. The sponge becomes unusable after 15 uses.

Silversheen: A small bottle filled with a metal-heavy paste that you can apply onto a weapon. A weapon coated with the paste is treated as a silver weapon for the purpose of overcoming damage resistance and immunity. Applying the paste takes 1 minute, and it lasts for 1 hour before dryly crumbling off of the weapon. You can coat up to 3 weapons per bottle.

Smelling Salts: A small bottle filled with specially treated salts that emit a strong odor that can wake up sleeping creatures. As an action you can open a bottle of smelling salts and waive it around in front of an unconscious creature to remove the unconscious condition. A dying creature awakened by the salts still needs to make death saving throws, and moving more than half its speed on a turn or taking a strenuous action will cause the dying creature to fall unconscious again. A bottle of smelling salts will spoil after several hours continuously left exposed to air, otherwise it can last for months or through many uses.

Smoke Pellet: A small hollowed sphere containing a separation of two substances that when mixed together and exposed to air, will explode, producing a cloud of smoke. It is activated as an action by crushing it in hand then tossing it at a hard surface within 20 feet. The pellet creates a cloud of smoke 5 feet in radius, heavily obscuring the space that is spreads into for 1 minute.

Smoke Stick: A stick of specially formulated substance that combusts when exposed to air, producing a large amount of smoke. The stick is usually coated with a thin paper wrapping along with a coating of neutralizing agent to keep it from being prematurely activated. As an action, you can break the stick open, causing smoke to billow from its core. The stick produces a 5-foot radius cloud of heavily obscuring smoke that remains centered on the stick even if it is moved, and lasts for 1 minute. If the stick is left in the same place for at least 1 round, the smoke expands into a 10-foot radius cloud until its duration ends or until the stick is moved. The stick can only be used once.

If you move the stick, it creates a 5-foot radius cloud of smoke at the end of your turn where it is currently located, and the cloud of smoke that it was moved out of fades at the end of your turn.

Sunrod: A thin iron rod that glows brightly at its alchemically treated tip when you strike it against a hard surface. You can use an action to make the rod produce bright light out to 30 feet, and dim light another 30 feet outward. The rod continues to glow for up to 6 hours.

Tanglefoot Bag: A small bag containing a sticky, volatile substance that causes the bag to explode when it's exposed to air. As an action, you can poke a hole or cut a slit into a tanglefoot bag that you're holding and toss it to the ground at a point within 30 feet. The bag then explodes in 5-foot radius, turning the ground into difficult terrain. The difficult terrain lasts for 1 minute.

Any Large or smaller creature starting its turn within the difficult terrain is slowed until the start of its next turn.

Thunderstone: A crystalline stone that is hollow at the center, which is filled with a volatile liquid substance that will react when exposed to air combined with contact with the crystal. When you smash the stone or throw it onto a hard surface within 20 feet, it unleashes a powerful crashing noise. Every creature within 10 feet of the stone's breaking must make a DC 15 Constitution saving throw. On a failed save, an affected creature is deafened for 1 minute and has disadvantage on its next attack roll made before the start of your next turn. On a successful save, an affected creature is deafened until the start of your next turn.

GEAR AND SERVICES			
Name			Summary
Common Magic Items			
All-In-One Utensil			Changes shape to different utensils
Amulet of Pitch			Adjusts pitch of wearer's voice
Animal Calling Bell			Produces sound that beasts hear far away
Bead of Filtration			Cleans liquid
Bead of Sterilization			Kills disease and parasites in liquid
Board of Surfing			Assists balance while surfing
Boots of Grip			Assists balance while standing and moving
Brooch of Fragrance			Continuously produces a fragrance
Candle of Relaxation			Helps creatures relax during rest
Candle of Remembrance			Helps creatures recall personal memories
Changeling Lock			Changes keyhole shape
Collar of Ownership			Reveals true owner of collar
Colorshift Chalk			Changes color of itself
Cup of Cooling			Cools contents
Cup of Heating			Heats contents
Cup of Warning			Detects disease and poison in contents
Cushion of Comfiness			Provides a comfy place to sit
Door of Announcement			Makes knocking louder
Evaporating Arrow			Self-destructs into mist
Everlasting Chalk			Never runs out of chalk
Everlasting Stylus			Never runs out of ink
Fan of Breeze			Produces a comfortable breeze
Fan of Odor Removal			Removes odor temporarily
Glasses of Tint			Darkens to adjust vision
Gloves of Artifice			Acts as a spellcasting focus
Gloves of Cooling			Keeps hands cool
Gloves of Drama			Produces loud noise on slapping impact
Gloves of Heating			Keeps hands warm
Helmet of Cooking			Cooks food inside it
Instrument of Accompaniment			Assists musical performance
Judge's Hammer			Produces loud noise on impact
Knife of Gourmet			Enables perfect cuts in food preparation

GEAR AND SERVICES			
Name			Summary
Common Magic Items			
Knife of Seasoning			Seasons ingredients as it is used to cut them
Mask of Expression			Changes markings to express wearer's mood
Mood Ring			Changes color to express wearer's mood
Orb of Planar Navigation			Changes color to match planar environments
Paper of Far Toss			Travels far when tossed
Pipe of Flavor			Changes flavor of smoke
Porter's Furniture			Shrinks for easy carrying
Putty of Playshape			Changes shape as wielder desires
Quills of Copy-Write			Mimics movement to enable mass copied writing
Rainbow Ink Bottle			Changes color of ink
Rope of Knotting			Ties itself into knots
Seat of Comfort			Vibrates for sitter's pleasure
Shoes of Squeaking			Produces squeaking noise during movement
Shoes of Tapping			Produces tapping noise during movement
Silent Hammer			Suppresses noise on impact
Slow-Burning Lantern			Makes fuel last longer
Staff of Authority			Produces loud noise on impact
Stainless Armor			Keeps clean and rust-free
Stainless Paper			Keeps clean
Stainless Pot			Keeps clean and rust-free
Steadfast Piton			Stably supports extra weight while climbing
String of Playshape			Changes shape to wielder's desire
Trailmaker's Boots			Leaves trail of footprints made of ink or paint
Trick Cards			Changes appearance of face as wielder desires
Wand of Cleaning			Cleans area of dirt and grime
Wand of Flatulence			Causes creature to release gas
Wand of Flickerflame			Produces tiny flame
Wand of Rash			Causes creature to break out in rashes

COMMON MAGIC ITEMS

The following items are common rarity magic items, which do not produce particularly significant increases in their owners' power levels, but are typically useful for convenience, clever roleplaying, or taking advantage of odd situations.

All-In-One Utensil: This eating utensil will transform into a fork, spoon, knife, skewer, or clasp (used like chopsticks) when its wielder speaks a verbal command.

Amulet of Pitch (requires attunement): This amulet, attached to a looped chain, has a wheel dial on it. When a creature wearing the amulet from its neck turns the dial, the creature's voice changes its pitch, sounding like a different creature when it speaks with the altered voice.

Animal Calling Bell: When this bell is rung, it sounds like a nonmagical bell to most nearby creatures, but beasts will hear the bell from up to 1,000 feet away unless the ambient noise in the nearby atmosphere is as loud as a thunderstorm.

Bead of Filtration: When this tiny bead is dropped into a volume of liquid no larger than a 1-foot cube, the bead immediately absorbs all dirt, grime, and toxins within the liquid. The bead turns black and nonmagical after it is used.

Bead of Sterilization: When this tiny bead is dropped into a volume of liquid no larger than a 1-foot cube, the bead immediately kills all diseases and parasites within the liquid. The bead turns dark green and nonmagical after it is used.

Board of Surfing: This wooden board is small enough to carry but large enough to fit the feet of its user. A creature can stand on this board while it is floating on a liquid surface, and its magically enhanced stability will grant advantage on Dexterity (Acrobatics) checks made to maintain balance or navigate movement while standing on the board.

Boots of Grip: This pair of boots will enable its wearer to keep balance more firmly by increasing friction at the bottoms of the boots' heels. The wearer has advantage on Dexterity (Acrobatics) checks made to balance while standing on or moving over uneven, narrow, or slippery surfaces.

Brooch of Fragrance: This brooch continuously emits a particular odor while it is worn, which can be detected by most creatures within 10 feet of the wearer. The odor is chosen when the item is crafted, and may be pleasant or unpleasant to those who smell it.

Candle of Relaxation: The fragrance that this candle produces while lit is soothing to any creature that can smell it, enabling them to rest more comfortably. A creature that takes a short rest staying within 10 feet of this candle (while it is lit) gains a +1 bonus to each Hit Die it rolls to regain hit points during the rest. This benefit is not gained unless the candle is lit for at least 30 minutes during the short rest.

Candle of Remembrance: The fragrance that this candle produces while lit is perceived differently by every creature that smells it, as a fragrance that is related to a personal memory possessed by the creature. Thinking about or trying to remember different memories will invoke changes in how one perceives the fragrance. While in a comfortable setting, a creature will have advantage on Intelligence checks made to remember personal experiences while within 10 feet of the candle.

Changeling Lock: This keyhole lock will change the shape of its hole when a key is touched to it and a verbal command is spoken. The hole changes to match the key that is touched to the lock.

Collar of Ownership: This band of leather or metal has a special mark on it that faintly lights up when the owner of the collar touches it. The owner of the collar is established when a drop of the owner's blood is dripped onto the mark. The current owner may transfer ownership of the collar by holding the collar while the new owner's blood is dripped onto the collar's mark. If the current owner dies, the collar becomes ownerless until another creature uses their blood to become the owner.

Colorshift Chalk: This tiny 3-inch piece of chalk changes to a color of its wielder's choice with a verbal command. The color must be one that the wielder can imagine or remember, and when the chalk is down to 1 inch of length, it becomes nonmagical and permanently set at its current color.

Cup of Cooling: This item has 3 charges; one charge is expended when the verbal command is spoken to activate the item. The interior surface of this cup or bowl will cool whatever liquid is placed within it when a verbal command is spoken, cooling the liquid until it freezes solid or until the verbal command is given again to interrupt the cooling. As a reference, it takes 1 minute to freeze water solid within the item. The exterior surface of this item remains at room temperature while it is activated. This item regains all expended charges daily at dawn.

Cup of Heating: This item has 3 charges; one charge is expended when the verbal command is spoken to activate the item. The interior surface of this cup or bowl will heat whatever liquid is placed within it when a verbal command is spoken, heating the liquid until it boils or until the verbal command is given again to interrupt the heating. As a reference, it takes 1 minute to boil water within the item. The exterior surface of this item remains at room temperature while it is activated. This item regains all expended charges daily at dawn.

Cup of Warning: The interior surface of this cup or bowl will change color when a substance containing disease or poison is placed inside the item. The color of the interior resets at dawn if the triggering substance is removed before then.

Cushion of Comfiness: This soft, plushy cushion will maintain a comfortable temperature and fluffiness even when placed upon a rough or hard surface. If damaged, the cushion will prevent its stuffing from leaking, and will repair itself gradually. If the stuffing is completely removed from the cushion, the item becomes nonmagical.

Door of Announcement: This door or set of doors will amplify the sound made from a creature knocking on the door, producing a loud noise that can be heard up to 300 feet away.

Evaporating Arrow: This arrow dissolves into a wisp of mist 1 minute after it is used for an attack against a creature or object.

Everlasting Chalk: This tiny 3-inch piece of chalk will never get shorter no matter how much it is used to draw or write.

Everlasting Stylus: This tiny metal writing stylus sheds ink from its tip as it is used to write or draw, and never runs dry.

Fan of Breeze: This handheld fan gently cools or heats wind generated when it is flapped, producing a breeze that the wielder would find comfortable.

Fan of Odor Removal: This handheld fan will temporarily remove all odors from a creature or object at which the fan is flapped. The creature or object will be odorless for 1 hour after the fan is used on it.

Glasses of Tint: This pair of lens connected by a sturdy frame will darken by the verbal command of its wearer while worn on the wearer's head. When this effect is activated, the wearer, for the purpose of vision, treats blinding light as bright light, bright light as dim light, and dim light as blinding darkness (only while wearing the glasses). The lens return to normal when the verbal command is spoken again by the

wearer, or when the glasses are taken off from the wearer's head.

Gloves of Artifice (requires attunement by an artificer): These studded, rune-inscribed gloves are inlaid with circuits of flexible metal or specially treated dyes. While you are wearing them, you gain the following benefits:

- You can use the gloves as a spellcasting focus for your artificer spells.
- You can try to cast a cantrip that you don't know. The cantrip must be on the artificer spell list, and you must make a DC 10 Intelligence (Arcana) check. If the check succeeds, you cast the spell. If the check fails, so does the spell, and the action used to cast the spell is wasted. In either case, you can't use this property again until you finish a long rest.

Gloves of Cooling: This pair of gloves keeps the wearer's hands cool. The wearer is immune to fire damage that would be taken from touching a burning surface with their hands. Alternatively, this magic item property can be applied to boots, protecting the wearer's feet.

Gloves of Drama: This pair of gloves, when used to strike a creature or object, produces a loud snapping sound upon impact, loud enough to be heard 300 feet away.

Gloves of Heating: This pair of gloves keeps the wearer's hands warm. The wearer is immune to cold damage that would be taken from touching a freezing surface with their hands. Alternatively, this magic item property can be applied to boots, protecting the wearer's feet.

Helmet of Cooking: This metal helmet, when unworn and used as a cooking pot, will gradually heat whatever ingredients are placed within it to boiling or frying temperatures when a verbal command is spoken. It takes about 1 minute for the interior of the helmet to become hot enough to fry or boil and it maintains the heat until the verbal command is given again or until 1 hour has passed. The exterior of the helmet remains at room temperature while it is activated. After the helmet is activated, it can't be activated again until the next dawn.

Instrument of Accompaniment (requires attunement): This musical instrument grants its wielder advantage on Performance checks made to match a currently playing source of music in an aesthetically pleasing manner.

Judge's Hammer: This tiny hammer makes a particularly loud booming sound when struck upon a surface, but not so loud that it can deafen its wielder.

Knife of Gourmet (requires attunement): When this cooking knife is mentally commanded by its attuned wielder as a bonus action, the knife will guide the wielder's hand for up to 1 hour, dealing perfect cuts in the preparation of non-living ingredients for consumption. After the knife is activated, it can't be activated again until the next dawn.

Knife of Seasoning (requires attunement): When this cooking knife is mentally commanded by its attuned wielder as a bonus action, the knife will apply seasoning to whatever non-living ingredients its wielder cuts into for up to 1 hour. The seasoning itself must fill a hollow container that serves as the knife's pommel; the seasoning is magically consumed when the knife is activated (the knife can't be activated if its pommel is empty). After the knife is activated, it can't be activated again until the next dawn.

Mask of Expression (requires attunement): This full-face mask has a face painted upon it. While worn by its attuned wearer, the mask's painted face will change its expression to match either the wearer's hidden facial expression or emotional state (chosen when the mask is crafted).

Mood Ring: The gem or crystal embedded on this ring will change color based on the emotional state of its wearer, returning to its natural color when the ring is unworn.

Orb of Planar Navigation: This crystal orb will mildly respond to subtle planar energies in the surrounding environment, changing its color when near a portal to another plane, or when brought into another plane. The color will become deeper the closer the orb approaches a planar portal, revealing its deepest hue when entering the plane that the portal leads to. Each plane will trigger a different color for the change, and multiple streaks of color will appear within the orb when it is near multiple portals leading to different planes.

Paper of Far Toss: This paper, when thrown while folded into the shape of wings or a bird, will gently travel up to 1,000 feet in the direction of throw, with a flight speed of 30 feet.

Pipe of Flavor: This smoking pipe produces a particular flavor of smoke when used for smoking, replacing the flavor of whatever material is burned within the pipe.

Porter's Furniture: These chairs, tables, couches, cabinets, etc. are able to shrink down to 1/4 their original sizes and weights at verbal command, enabling creatures to more easily carry them. It is often the case that a creature must be in physical contact with the furniture when the verbal command is spoken for the shrinking effect to activate, and the verbal command is often carved into the furniture itself. The furniture remains shrunken until the verbal command is spoken again.

Putty of Playshape (requires attunement): This tiny handheld chunk of soft putty remolds itself at mental command made as an action taken by its attuned wielder. The putty will take on a shape as its attuned wielder imagines. The wielder must be touching the putty when the command is given. The putty can be stretched up to 5 feet and requires a DC 25 Strength check to break. If broken, the putty's color turns to a dull gray, and it becomes nonmagical.

Quills of Copy-Write: These quills are crafted in a set of two or more, with markings unique to the set on each of the quills. When one quill is being wielded to write text, all other quills within 30 feet of the wielded quill will fly in animation and write the exact same text on the nearest writing medium (such as an open scroll or open tome or even the floor itself) within 5 feet of each flying quill (each quill will fly to a different medium if possible); each flying quill perfectly mimics the wielded quill as it is used to write text. If more than one quill of the same set within range is being wielded, this magical effect does not activate.

Rainbow Ink Bottle: This bottle changes the color of nonmagical ink inside it to a color of its holder's choice. The color must be one that the wielder can imagine or remember.

Rope of Knotting: This rope automatically ties itself into a knot after it is wrapped around a creature or object, and a verbal command is spoken.

Seat of Comfort: This chair, couch, cushion, or sofa will continuously produce mild vibrations while a creature sits upon it.

Shoes of Squeaking: This pair of shoes will produce a noticeable squeaking noise whenever their wearer takes a step, regardless of the terrain being stepped upon.

Shoes of Tapping: This pair of shoes will produce a noticeable tapping noise whenever their wearer takes a step, regardless of the terrain being stepped upon.

Silent Hammer: This carpenter's hammer suppresses the noise of impact when its head strikes a surface, reducing the volume of the noise to the level of a whisper.

Slow-Burning Lantern: This lantern triples the duration of illumination for its contents.

Staff of Authority: This staff produces a particularly loud booming sound when its bottom face is struck upon a surface, but not so loud that it can deafen its wielder.

Stainless Armor: This armor prevents all nonmagical dirt, dust, oil, ink, paint, adhesives, slime, and grime from sticking to its surface, is resistant to acid damage, and is immune to rusting effects, including the object destroying ability of rust monsters.

Stainless Paper: All nonmagical dirt, dust, oil, ink, paint, adhesives, slime, and grime will fall off of this paper or parchment. Magical ink is often paired with this paper to produce magically preserved documents.

Stainless Pot: This pot or skillet prevents all nonmagical dirt, dust, oil, ink, paint, adhesives, slime, and grime from sticking to its surface, is resistant to acid damage, and is immune to rusting effects, including the object destroying ability of rust monsters.

Steadfast Piton: This climbing implement will stay gripped into whatever non-living surface it is inserted into, supporting up to 10,000 lb. if the surface is firm enough, until pulled out by hand.

String of Playshape (requires attunement): This roll of string is animated upon mental command while it is held at least partially by its attuned wielder, who gives the command as an action; upon activation, the string forms tiny shapes as its wielder imagines.

Trailmaker's Boots: When a verbal command is spoken, this pair of boots will leave behind a footprint of ink or paint with each step as the wearer moves in them. The color and brightness of the ink or paint is determined when the boots are crafted. The effect lasts until the verbal command is spoken again, or until 8 hours have passed. The ink or paint left behind is nonmagical, and will dissolve gradually and naturally over the next three days.

Trick Cards (requires attunement): Each card in this set of cards will change its face at mental command made as an action taken by its attuned wielder to whatever image can be imagined by the wielder, or whatever image is the default for the card. For this set's effect to activate, the wielder must be holding at least one of the cards and be within 30 feet of each card being commanded to change. The affected cards change back to their default states after 1 hour if the wielder does not command them to change back.

Wand of Cleaning: This wand has 5 charges. This wand will instantly eliminate all dirt, dust, and grime within an adjacent space no larger than a 10-foot cube when the wielder uses an action to activate the wand. The wand regains all expended charges daily at dawn.

Wand of Flatulence: This wand has 3 charges. When this wand is aimed at a creature and activated as an action, the

target must make a DC 10 Constitution saving throw. On a failed save, the creature releases a mild burst of gas from its digestive tract. The wand regains all expended charges daily at dawn.

Wand of Flickerflame: This wand has 7 charges. This wand generates a tiny flame at its tip when the wielder uses an action to activate it. The flame lasts for up to 1 minute and is suitable for lighting candles, lanterns, and campfire wood. If the wand is dropped, the flame is immediately dismissed. The wand regains all expended charges daily at dawn.

Wand of Rash: This wand has 3 charges. When this wand is aimed at a creature and activated as an action, the target must make a DC 10 Constitution saving throw. On a failed save, the creature's skin or hide breaks out in harmless, itchy rashes that last for 1 hour. The wand regains all expended charges daily at dawn.

Waterproof Cloak: This cloak won't get wet even when submerged in liquid. It is immune to acid damage dealt by corrosive liquids, but won't impart that protection to its wearer unless the wearer wraps the cloak around their body.

Waterproof Gloves: This pair of gloves won't get wet even when submerged in liquid. It is immune to acid damage dealt by corrosive liquids, and enables the wearer to avoid taking acid damage from dipping their hands into corrosive liquids. Alternatively, this magic item property can be applied to boots, protecting the wearer's feet.

Waterproof Parasol: This parasol won't get wet even when submerged in liquid. It is immune to acid damage dealt by corrosive liquids.

Waterproof Tome: This bound book won't get wet even when submerged in liquid. It is immune to acid damage dealt by corrosive liquids.

OPTIONAL RULE: CRAFTING TIME

When crafting an item from the Gear and Services selection in this book, the following crafting times are suggested if in-game time becomes a factor during gameplay (normally items could just be crafted during a long rest within reason):

Nonmagical Potions (per batch) - 2 hours

Magical Potions (per batch) - 6 hours

Glyph (x1) - 10 minutes

Runic Weapon treatment - 1 day

Scroll of Spell Shaping - 2 hours per spell level

Storage Scroll - 12 hours

Alchemical Items - 1 to 6 hours

*Crafting cost of half the market price is suggested when purchasing materials used to craft items.

*When crafting a Scroll of Spell Shaping, you need to know the spell that you are inscribing onto the scroll.

AFTERWORD

I was originally going to reference artificers in my Realmspace Traveler's Guide (also available on Dungeon Masters Guild) with ones that fit the test sample from WotC's Unearthed Arcana article. (http://media.wizards.com/2015/downloads/dnd/UA_Eberron_v1.pdf)

I felt like the artificer concept could go much further though. The artificer could be so much more than a wizard who makes a bunch of magic items on demand. I wanted to explore the possibilities further, so I started designing a character class with hope that I could give it a more distinct identity.

The artificer design in this book has been heavily influenced by anime, manga, and comic books. I went a little further than just the class design itself, and designed feats, magic spells, and new items that could enrich the gameplay of an artificer character. My influences on the design include Iron Man, Big Hero 6, Steam Boy, Fullmetal Alchemist, Kurohime, Naruto, and Inspector Gadget. Some of the work I've done here will probably be easily recognized as an homage to the afore-mentioned properties.

I hope that the players trying out this class design (if any) enjoy how it plays, and offer feedback, or even recounts of their gameplay experiences on the product page. I also started up a designer's blog on Facebook so that people can follow my work, and communicate with me. I've got more designs incoming, and some of them may dazzle even the toughest critics.

https://www.facebook.com/Johnnys-Tabletop-RPG-Design-Blog-1697026710539149/?ref=aymt_homepage_panel

UPDATE LOG

• UPDATE NOTES v1.1 •

Fixed a few typos in the text.

Section 4 - Magic Spells:

Fixed the order of a couple of magic spells on the Artificer Spell List (Floor Collector and Greenflame Blade).

Re-Formatted listing of Artificer Spells

Added Spell Summaries

Revised the damage and effect of Linger Shock (1st).

Added the following new spells: Extended Arm (Cantrip, Tr), Doubleback Surge (1st, Ev), Arcane Transference (2nd, Ev), Frost Gaol (3rd, Ev)

Improved marking of rituals

• UPDATE NOTES v1.2 •

Fixed a minor typo in the legal documentation.

Section 1 - Class Information:

Added Spellcasting Focus sub-feature to Spellcasting feature.

BATTLEFORGE SMITH

Added Superior Weaponsmith feature at 3rd level.

Changed the description text of the archetype.

Added the following text to the Suit Upgrade feature's text: "every time you craft or upgrade an armor" - you'll be able to customize different suits of rune armor.

ELDRITCH ALCHEMIST

Altered the Alchemical Training feature at 3rd level.

Replaced Persistent Elixir feature at 3rd level with Secrets of Alchemy feature.

Replaced Explosive Admixture feature at 6th level with Energized Formula feature.

Moved Altered Elements feature to 10th level and revised it to include weapon infusions.

Removed redundant sentence from Altered Elements feature.

Replaced Altered Elements feature at 14th level with Master of Alchemy feature.

Added Signature Alchemy feature at 18th level.

MAGIC GUNSLINGER

Added Arcane Shooter feature at 3rd level.

Replaced Sniper training feature at 6th level with Mobile Shooter feature.

Replaced Marksman's Hospitality feature at 10th level with Phantom Shot feature.

Added Marksman's Hospitality feature at 14th level.

Adjusted Hypervelocity Shot at 18th level: increased push to 20 feet, and added push 10 feet on a successful save.

RUNIC GOLEMANCER

Added text: "**Movement:** Commanding the rune golem to move, including falling prone or rising from a prone condition does not cost you any actions."

Reorganized commands into Mode Commands and Action Commands. Mode Commands can no longer be given as a bonus action.

Removed Drop and Rise from Mode Commands.

Added Dash and Disengage to commands that can be given to a rune golem.

Repairing a rune golem can now be performed on a short rest in addition to a long rest.

Section 2 - Feats:

Revised the benefits of Bond of Attrition.

Revised the benefits of Cocktail Infusion.

Revised the benefits of Cooperative Infusion.

Revised the benefits of Crippling Snipe.

Revised the benefits of Deceptive Herding.

Removed Enhancing Infusion.

Revised the benefits of Feint and Riposte.

Revised the benefits of Flow Control.

Revised the benefits of Medical Infusion.

Revised the benefits of Remote Infusion.

Added the following feats:

Holy Alchemy

Homing Smite

Necromantic Grenadier

Quickfoot Shooter

Reserve Upgrade

Slayer's Weaponcraft

Vocational Advancement (Battleforge Smith)

Vocational Advancement (Eldritch Alchemist)

Vocational Advancement (Magic Gunslinger)

Vocational Advancement (Runic Golemancer)

Vocational Versatility (Battleforge Smith)

Vocational Versatility (Eldritch Alchemist)

Vocational Versatility (Magic Gunslinger)

Vocational Versatility (Runic Golemancer)

Section 3 - Rune Golems:

Removed redundant text from Rune Golem description - "The rune golem does not take actions (other than reactions) outside of your commands unless you fall unconscious or otherwise become unable to take any actions." - since it is already present in the Runic Golemancer's Rune Golem feature description.

Fixed text that described what happens when a rune golem enters a dead magic or anti-magic zone.

Removed text that allowed rune golems to be affected by any spell that heals.

Added ability score increase at every 4th character level for the rune golem.

Added line of description for the rune golem's unarmored AC versus armored AC.

Replaced art in the section with drawing that represents all three different golem types.

CORE TYPE

Edited the language used to describe the ability to cast cantrips so that it conforms more to 5th edition's language.

BODY TYPES

Added second attacks on the Attack action at 7th level to be more in line with damage expectations at higher levels.

Added shared armor proficiency to the Humanoid rune golem.

BODY MODS

General Add Ons - Reinforced Plating (Torso) now applies only to unarmored AC.

Section 4 - Magic Spells:

Revised Artificer Spell List with the new spells added in update.

Added lists of spells from this book associated with bard, cleric, druid, paladin, ranger, sorcerer, warlock, and wizard.

Revised and expanded spell summaries to match revisions of spells and additions of new spells.

Added note about Gadget Parts not being substitutable by using a spellcasting focus.

Added Alchemic Transmutation, Elemental Shot, Explosive Admixture, and Homing Missile cantrips.

Added Bio Scan, Coiling Brace, Fleeting Vulnerability, Glowing Mark, Pushing Force, and Repair Construct to 1st level spells.

Added Gadget Restrainer, Gadget Tracker, Gauntlet Reinforcement, Runic Arm Cannon, Shadow Grab, and Unbalancing Vertigo to 2nd level spells.

Added Morph Ball, Reactive Plating, and Rotation Sphere to 3rd level spells.

Added Bullet Storm, Inspired Weapon Craft, Rune Armor Requip, and Temperature Zone to 4th level spells.

Added Blink Disruption and Unbreakable Armor to 5th level spells.

Added Explosive Missile Pods to 6th level spells.

Added Iron Juggernaut and Masterful Weapon Craft to 7th level spells.

Added Runic Rocketeer to 8th level spells.

Added Legendary Weapon Craft to 9th level spells.

Fixed error in Magic Spell Summaries, adding Floor Collector to Cantrip summaries.

Sculpting Cantrip - changed disadvantage penalty to crafted weapons to breaking on a natural roll of 3 or less on the attack roll.

Revised the effect of Doubleback Surge (1st level).

Revised the effect of Frost Gaol (saving throw moved to start of turn) and Dimension Hop (3rd level).

Removed the somatic component from Thundering Gunplay (6th level).

Revised the effect of Restful Slumber (7th level).

Revised the effect of Pyrotechnic Artillery (9th level).

Section 5 - Artificer Gadgets:

Added text note to introduction passage ruling that Gadget Parts can not be converted to rare materials.

Revised the Ammunition entry to either create a pack of ammunition or waste much of the material in haste to refill your weapon(s).

Added Grappling Hook to suggested Gadgets.

Added Rigid Wall to suggested Gadgets.

Added Rope Line to suggested Gadgets.

Added Springboard to suggested Gadgets.

Section 6 - Equipment:

Revised the prices for hand gun bullets, long gun bullets, and long gun shot.

Revised crafting rules text in the overhead description of Potions (Non-Magical) to the following: “Anyone proficient with an herbalism kit can craft a non-magical potion, given the right ingredients and a recipe to work with, but proficiency in Nature is necessary to invent a new potion recipe. Wisdom (Survival) checks can be made to gather missing ingredients in the wilderness (it’s usually easier to buy from a merchant).”

Added Potion of Allergy Relief, Potion of Laxative, Potion of Mercy, and Potion of Rest to Potions (Non-Magical).

Revised crafting rules text in the overhead description of Potions (Magical) to the following: “Anyone proficient with an herbalism kit can craft a magical potion, given the right ingredients, the ability to cast magic spells, and a recipe to work with, but proficiency in Arcana and Nature are necessary to invent a new magical potion recipe. Wisdom (Survival) checks can be made to gather missing ingredients in the wilderness (it’s usually easier to buy from a merchant).”

Edited grammar on Potion of Mental Ease.

Revised Potion of the Lingering Heart from “lover” to “loved one or hated foe”, broadening its use.

Added Potion of Blotches, Potion of Halation, Potion of Lensing, Potion of Odor Control, and Potion of Refreshment to Potions (Magical).

Fixed typo and removed paragraph on crafting for Scroll of Spell Shaping (Runic Inscriptions).

Revised the price for Storage Scroll.

Added Glyph of Color Change, Glyph of Illumination, and Glyph of Motion Detection to Runic Inscriptions.

Added new section: Alchemical Items

Added Optional Rule: Crafting Time

• UPDATE NOTES v1.3 •

Section 1 - Class Information:

Under the Gadget Builder Feature - updated so that Gadget Parts can be returned to the Bag as part of the same bonus action used to dismantle a Gadget.

MAGIC GUNSLINGER

Changed last sentence in Markman's Hospitality entry [Magic Gunslinger class] to say "added effect", to clarify that it is the feature's added effect that is being described.

RUNIC GOLEMANCER

Reworked the Body Modification feature, now at 3rd level, to improve gameplay dynamic as well as fit with the rebalancing of Rune Golems and Body Mods.

Core Type, Body Type, and Add-Ons can be changed more freely, with Add-Ons arranged by level to maintain balance.

Section 2 - Feats:

Added Artifact Examiner feat.

Added Golem Combat Training feat.

Added Golem Soldier feat.

Added Martial Hurling feat.

Revised Vocational Advancement (Runic Golemancer) and Vocational Versatility (Runic Golemancer) to account for the changes made to Rune Golems and the Body Modification feature.

Section 3 - Rune Golems:

Rebalanced and reworked the Rune Golem section, including the following changes:

Intelligence, Wisdom, and Charisma scores are now base 10, and unaffected by Body Type.

The artificer must now take the Golem Soldier feat to grant the rune golem a second melee attack per Attack action.

Body Types reworked.

Core Type variety increased with the addition of Light and Shadow Cores, and the type of spirit in fluff is more generalized - magical affinity is now based on the material used for the Core.

Renamed Add-Ons to Body Mods. Body Mods rebalanced and reworked, including the addition of new Body Mods.

Section 4 - Magic Spells:

Added spell entries from Xanathar's Guide to Everything to Artificer Spell List

Added to color box note: "Gadget Parts are not destroyed in the spells' casting unless specifically described as being so."

Remove scaling from non-damaging cantrips.

Revised Extended Arm cantrip to reach to 15 feet (up from 10 feet).

Revised Floor Collector cantrip to a 10-foot radius (up from 5-foot radius).

Revised Phantom Eye cantrip so that you can move the eye up to 20 feet away from you (up from 10 feet).

Revised Homing Missile cantrip with d6 damage dice instead of d8.

Revised Sculpting cantrip to affect up to 200 lb. of materials (up from 50 lb.).

Revised text of *explosive admixture* cantrip - changed "potion" to "flask or vial filled with liquid".

Revised Gadget Beast (5th level) to cost 5 Gadget Points instead of 8.

Added Gadget Hookshot and Gadget Power Tool to 1st level spells.

Added Gadget Spy Drone to 2nd level spells.

Added Gadget Arms and Gadget Spinnerets to 3rd level spells.

Added Gadget Portal to 4th level spells.

Section 5 - Artificer Gadgets:

Added Periscope to suggested Gadgets.

Section 6 - Equipment:

Replaced Alchemical Acid and Alchemical Fire with Explosive Cocktail and Oozebane Solvent in Alchemical Items.

Revised the text of Alchemical Glue.

• UPDATE NOTES v1.4 •

Updated Table of Contents to include Update Log.

Section 1 - Class Information:

Revised the artificer's **Spellcasting feature** - the artificer now applies runic inscriptions on their own body to gain access to magic. Their spells are now prepared, but they can only change one spell by the end of a long rest due to the difficult and tedious nature of runic inscription and the body's need to be in its most stable state of magical flow. The requirement of a touch spell has been removed. A new touch cantrip (Analyze Flow) has been added as a default cantrip for all artificers.

To re-balance the artificer from 1st level and up, the number of Spells Prepared (previously Spells Known) has been slightly reduced.

Revised the artificer's **Magical Infusion feature** - Instead of applying touch spells through objects, the artificer now creates magic items that last for temporary durations.

Battleforge Smith.

Revised Superior Weaponsmith feature, granting +2 bonus instead at 9th level, and +3 at 17th level.

Eldritch Alchemist.

Revised flavor text of class.

Revised Energized Formula feature, adding acid and bludgeoning damage from the revision for the Explosive Admixture cantrip.

Revised the Altered Elements feature to instead produce gases or liquids by sacrificing Gadget parts.

Replaced the following sentence in Master of Alchemy feature: "If the material being converted is already rare, then the casting time is halved to 1 hour per ounce of material." with "You need to have spent at least one hour analyzing a sample of the rare material to produce it. This can be accomplished when you finish a short rest or long rest."

Replaced the Signature Alchemy feature with Universal Alchemy, with different benefits.

Magic Gunslinger.

***Renamed to Magic Shotslinger.

Revised flavor text of class.

Added the ability to craft infusions of magic ammunition as part of reloading a ranged weapon to Arcane Shooter feature.

Changed Firearm Proficiency to Ranged Expert feature.

Mobile Shooter has been revised to 10 feet of movement, and an additional ranged weapon attack on an Attack action.

Phantom Shot feature has been revised to weapon damage but treated as magic ammunition and disappearing immediately after attack is resolved.

Marksman's Hospitality feature replaced with Deadshot Targeting feature.

Increased the damage, push distance, and range modifier of Hypervelocity Shot feature.

Runic Golemancer.

Fixed spelling of “immediately” in Mode Commands: Stay (Mode).

Added Golem Body and Spirit Core features.

Broke up Body Modification feature to gain Mod slots across levels, moved modification of the Core to new feature at 6th level.

Section 2 - Feats:

Cocktail Infusion. Removed the feat from the Feats section since its premise no longer applies.

Cooperative Infusion. Reduced maximum distance from 100 feet to 30 feet.

Crippling Snipe. Revised the feat to work only on Large or smaller targets.

Deceptive Herding. Revised the feat to work only on Large or smaller targets.

Flow Control. Changed the prerequisite from level in a class to the ability to learn or prepare 4th level or higher spells. Changed the 24 hour wait to finishing a short rest or long rest. Replaced the *detect magic* benefit with new *analyze flow* cantrip.

Holy Alchemy. Changed the second benefit to match the change made to the *explosive admixture* cantrip.

Homing Smite. Renamed to Homing Sense. Replaced the second and third benefits with a new single benefit.

Infusion Brute. Fixed requirement from runic golemancer to battleforge smith. Renamed to Battleforge Brute. Removed infusion trigger and replaced with “while armor is donned”. Added special movement when the body slam attack is made. Changed Constitution saving throw to Strength saving throw.

Medical Infusion. Revised the benefits based on the update to Magical Infusion.

Necromantic Alchemy. Revised the benefits based on the update to *explosive admixture*. Level requirement is now 4.

Quickfoot Shooter. Removed the Dexterity increase from the feat. Revised “cantrip” to “spell”. Changed full speed to an additional 5 feet per level of the spell.

Remote Infusion. Renamed to Remote Runetouch. Benefits have been revised.

Added Alchemic Synergy feat.

Added Mystic Craft feat.

Revised Vocational feats to match updates to archetypes.

Added Vocational Graduation feats for each archetype.

Added Vocational Mastery feats for each archetype.

Added Vocational Grandmastery feats for each archetype.

Section 3 - Rune Golems:

Rune Golem Creation.

Added “if 6th level or higher” to step 3 of creating a rune golem.

[Head] Body Mods.

Revised the ranges on Elemental Breath. Renamed to Elemental Spitshot. Added a choice of bludgeoning damage on Earth core's attack.

[Torso] Body Mods.

Added Spell Storage Unit.

Section 4 - Magic Spells:

Added Analyze Flow to Cantrips.

Corrected school of magic on Elemental Shot (Cantrip).

Removed Unbalancing Rhythm (1st) (formerly Unbalancing Vertigo) from Paladin spell list.

Removed Arcane Transference (1st) from Sorcerer spell list.

Revised the effect of Explosive Admixture (Cantrip). More damage types but also an alchemical requirement to the spell.

Added "you can see" to Floor Collector (Cantrip). Changed school from evocation to transmutation.

Revised casting time text and removed verbal component on Doubleback Surge (1st).

Renamed Glowing Mark (1st) to Glow Mark, changed illumination from 20 feet to 30 feet, and removed the damage.

Revised the effect of Lingering Shock (1st) as well as its progression when cast with a higher level slot.

Revised the effect of Pushing Force (1st) and renamed it to Push (1st).

Revised the effect of Arcane Transference (2nd) to work only on creatures within one size category and only with spell slots held with the Spellcasting feature (not on warlocks).

Renamed Unbalancing Vertigo (2nd) to Unbalancing Rhythm. Revised it so that it also affects Large creatures. Added other size categories when casting at a higher slot level.

Revised the effect change when spending a higher level spell slot to cast Frost Gaol (3rd).

Revised the effects of Frost Gaol (3rd), including ice prison AC and hit points, applied conditions, and progression when cast with a higher level slot.

Changed duration of Inspired Weapon Craft (4th) to 12 hours, and replaced line about attunement with the following line: "Until the spell ends, the weapon can not be dismantled as a Gadget weapon normally could."

Revised text on Shadow Stairs (4th). Added text for individual stair board dimensions, AC, and hit points.

Added a permanency option to Temperature Zone (4th).

Revised text on Prismatic Surge (5th). Changed the effect text on a result of 8 - Special to clarify mechanics.

Revised text on Shadow Bridge (5th). Added text for thickness, AC, and hit points.

Revised text on Reaper's Arrow (6th). Spelling and grammar.

Changed duration of Masterful Weapon Craft (7th) to 12 hours, and replaced line about attunement with the following line: "Until the spell ends, the weapon can not be dismantled as a Gadget weapon normally could."

Revised text on Mind Tapestry (8th). Spelling, grammar, replacement of Wisdom save with action, and addition of use on unwilling creatures.

Changed duration of Legendary Weapon Craft (9th) to 12 hours, and replaced line about attunement with the following line: "Until the spell ends, the weapon can not be dismantled as a Gadget weapon normally could."

Section 5 - Artificer Gadgets:

Added NOTE text to Gadget Crafting: “Gadgets are considered magic items, so they can not be used for the Magical Infusion feature.”

Added Furnace to Gadgets.

Section 6 - Equipment:

Added the following text to **Storage Scroll**:

“The storage scroll can be reused after an object is removed from it.

***A nonmagical storage container containing other objects can be stored by the scroll.

***Attempting to store an magic storage item such as a bag of holding will simply fail, with the scroll’s inscriptions briefly glowing then fading.“

Added Perfume of Fragrance and Perfume of Insect Repellant to Alchemical Items.

Added Common Magic Items subsection at the end of the section.