

WALROCK HOMEBREW

EXPANDED ARTIFICER

ADDITIONAL SPECIALIST AND INFUSION OPTIONS



EXPANDED ARTIFICER

Artifice is the power of creation, the ability to turn what one makes into vital tools that guarantee survival. There are many ways an adventuring artificer can employ their craft as they wander the world, and this supplement contains an expanded array of options for using artifice in your games.

The artificer is not yet a completed class, and can be found in *Artificer Revised*, an Unearthed Arcana article released on 2/28/2019. As the artificer progresses, so too will these options, evolving in whichever direction the class entire will take.

ADDITIONAL SUBCLASSES

At 3rd level, an artificer gains the Artificer Specialist feature. The following specialist options are available to an artificer, in addition to those offered in the *Artificer Revised* article of Unearthed Arcana: Arcane Armorer, Clockwork Engineer, and Self-Forged.

ARCANE ARMORER

Though some use their skill in artifice towards destructive ends, you much prefer using it to fortify those around you, shielding them from harm. An Arcane Armorer knows that proper defense is of the utmost importance, and that only the well-protected stand a chance of achieving their ends.

ARCANE ARMORER FEATURES

Artificer Level	Spells
3rd	Tools of the Trade, Arcane Armorer Spells, Shield Battery (30 ft.)
6th	Defensive Syphon
14th	Ultimate Shield, Shield Battery (60 ft.)

TOOLS OF THE TRADE

By the time you adopt this specialty at 3rd level, you're deeply familiar with employing its tools.

Proficiencies. You gain proficiency with smith's tools and leatherworker's tools, assuming you don't already have them. You also gain those tools for free — the result of tinkering you've done as you've prepared for this specialization.

In addition, you gain proficiency with heavy armor. You also gain a set of chain mail for free, which you've forged in your spare time.

Crafting. If you craft a magic item in the armor category, it takes you a quarter of the normal time, and it costs you half as much of the usual gold.

ARCANE ARMORER SPELLS

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

ARCANE ARMORER SPELLS

Artificer Level	Spells
3rd	<i>armor of Agathys</i> , <i>mage armor</i>
5th	<i>shatter</i> , <i>warding bond</i>
9th	<i>magic circle</i> , <i>Leomund's tiny hut</i>
13th	<i>death ward</i> , <i>fire shield</i>
17th	<i>circle of power</i> , <i>wall of force</i>

SHIELD BATTERY

Also at 3rd level, you can create a shield battery to defend your allies. While holding your smith's tools, you can use an action to magically summon a Small shield battery in an unoccupied space on a horizontal surface within 5 feet of you.

The shield battery has an AC of 18, hit points equal to $5 \times$ your artificer level, and its ability scores for the purposes of making saves are considered to be 10 (+0). It is immune to poison damage, psychic damage, diseases, and all conditions. While your shield battery is active and you are within 120 feet of it, you can use a bonus action to teleport your shield battery to an unoccupied space on a horizontal surface within 5 feet of you.

Casting the *mending* cantrip with the shield battery as its target restores 2d6 hit points. The shield battery lasts for up to 10 minutes, until you use an action to dismiss it, or until it is reduced to 0 hit points, whereupon it disappears.

You can summon your shield battery once for free and must finish a long rest before doing so again. You can also summon a shield battery by expending a spell slot of 1st level or higher. If you summon a second shield battery, the first disappears.

At the start of each of your turns while the shield battery is active, up to 5 creatures you designate within 30 feet of the shield battery gain temporary hit points equal to your Intelligence modifier + your artificer level, which last until the start of your next turn. This radius increases to 60 feet at 14th level.

If any creature within this radius is the target of an attack, you can use your reaction to grant that creature +5 to their AC until the start of their next turn, as if the creature had just cast the *shield* spell. You can use a



reaction in this way three times, and you regain all expended uses when you finish a short or long rest.

You can also use an action to cause your shield battery to overload, if you are within 60 feet of it. This destroys the shield battery and forces each creature within 10 feet of it to make a Dexterity saving throw against your spell save DC, taking 3d6 force damage on a failed save or half as much damage on a successful one.

DEFENSIVE SYPHON

At 6th level, when you hit a creature with an attack, you can choose to magically syphon away some of its defensive power to one of your allies. Until the start of your next turn, attacks made against the creature you hit have advantage. Choose a second creature within 30 feet of you, and until the start of your next turn, attacks made against this second creature have disadvantage.

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

ULTIMATE SHIELD

Starting at 14th level, you can use a bonus action to cause a creature you choose within the radius of your shield battery to become immune to all damage until the start of your next turn. Once you use this ability, you must finish a short or long rest before you can use it again.

CLOCKWORK ENGINEER

Good help can be hard to come by, and a Clockwork Engineer prefers to spend their time building all the help they need from spare parts. Experts with fine-tuning and upgrading clockwork of all kinds, these artificers often modify and enhance the crossbows they use, striking from afar while their minions harry their foes.

CLOCKWORK ENGINEER FEATURES

Artificer Level	Spells
3rd	Tools of the Trade, Clockwork Engineer Spells, Clockwork Minions (1 attribute each)
6th	Mechanical Mount, Clockwork Minions improvement (2 attributes each)
14th	Master of Cogs

TOOLS OF THE TRADE

By the time you adopt this specialty at 3rd level, you're deeply familiar with employing its tools.

Proficiencies. You gain proficiency with smith's tools and woodcarver's tools, assuming you don't already have them. You also gain those tools for free — the result of tinkering you've done as you've prepared for this specialization.

Crafting. If you craft a magic item in the ammunition or ranged weapon categories, it takes you a quarter of the normal time, and it costs you half as much of the usual gold.

CLOCKWORK ENGINEER SPELLS

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

CLOCKWORK ENGINEER SPELLS

Artificer Level	Spells
3rd	<i>guiding bolt</i> , <i>Tenser's floating disk</i>
5th	<i>cordon of arrows</i> , <i>find traps</i>
9th	<i>conjure barrage</i> , <i>lightning arrow</i>
13th	<i>deconstruct*</i> , <i>locate creature</i>
17th	<i>conjure volley</i> , <i>insect plague</i>

* this spell is located later in this supplement

CLOCKWORK MINIONS

Also at 3rd level, you are able to create mechanical minions to serve your every whim. As a 10 minute ritual which can be the part of a short or long rest, you can create up to three clockwork minions, the statistics for which are included here. You can have no more than three of these minions active at any one time. If you attempt to create minions when you already have three, you must first choose one or more of your previous minions to deactivate, or randomly-determined minions will deactivate automatically until only three remain.

Minions from this feature regain 2d6 hit points when affected by the *mending* cantrip, and regain all their hit points whenever they finish a short or long rest with you, while you have tinker's tools on your person. You can dismiss any or all of your minions by using an action to do so, and minions disappear when reduced to 0 hit points.

On each of your turns, you can use a bonus action to verbally command your minions from this feature that are within 60 feet of you, commanding any or all of your minions at the same time, or issuing the same command to each one. You decide what action the minion will take and where it will move during its next turn, or you can



issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the minion only defends itself against hostile creatures. Once given an order, the minion continues to follow it until its task is complete.

When you first create a minion, choose one of the following additional attributes for it to have. At 6th level, each minion can instead have two of these attributes.

Combat-Ready. The minion has a melee attack with a reach of 5 feet, which can deal bludgeoning, piercing, or slashing damage (your choice). The minion will not use its attack on its turn unless you specifically instruct it (or all minions with this attribute, at once) to do so using a bonus action on your turn, each time you wish for it to attack.

This attack adds your Intelligence modifier + your proficiency bonus on the roll to hit (in place of your minion's statistics). On a hit, the attack deals damage equal to 1d4 + your Intelligence modifier. This minion cannot make opportunity attacks, unless you expend your reaction to allow it to do so.

Flying. The minion gains a flying speed of 40 feet with the hover property.

Fortified. The minion increases its hit point maximum by an amount equal to four times your artificer level, and its AC becomes 18.

Lamp. The minion has a lamp, which it can activate, deactivate, or reconfigure using an action on its turn. This lamp can be configured to shine bright light out in a radius of 60 feet (with dim light 60 feet beyond that), or to direct the lamp into a 90-foot cone of bright light (with dim light 90 feet beyond that).

Tooled. The minion has one onboard set of thieves' tools or artisan's tools, which must be a set with which you have proficiency. The minion can make checks with these tools using your statistics and proficiencies, but does not itself count as having proficiency with these tools.

CLOCKWORK MINION

Tiny construct, unaligned

Armor Class 16 (natural armor)

Hit Points 19 (6d4 + 4)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	18 (+4)	4 (-3)	8 (-1)	8 (-1)

Skills Perception +1

Damage Vulnerabilities lightning

Damage Immunities poison, psychic

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

Senses passive Perception 11

Languages understands all languages its creator speaks; can only speak in a series of beeps, which are only able to be understood by its creator

Challenge 1 (200 XP)

Constructed Nature. The minion does not require air, food, drink, or sleep.

Nimble Climber. The minion can move up, down, and across vertical surfaces and upside down along ceilings, while leaving its graspers or other appendages free.

MECHANICAL MOUNT

At 6th level, you can undertake a 1 hour long ritual to create a clockwork mount, which is a Medium creature designed to carry you. This mount can have two to eight limbs, and can appear however you would like. The statistics for this mount are included here.

Your mount follows any verbal directions you give it, but cannot attack. Your mount disappears when it drops to 0 hit points, or when you use an action at any time to dismiss it. You can't have more than one mount created by this ability at a time, and creating a new mount causes the previous mount to vanish.

CLOCKWORK MOUNT

Medium construct, unaligned

Armor Class 15 (natural armor)

Hit Points 30 (4d10 + 8)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	4 (-3)	8 (-1)	8 (-1)

Damage Vulnerabilities lightning

Damage Immunities poison, psychic

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

Senses passive Perception 9

Languages understands all languages its creator speaks; can only speak in a series of beeps, which are only able to be understood by its creator

Challenge 1 (200 XP)

Constructed Nature. The mount does not require air, food, drink, or sleep.

Incredible Leap. The mount can jump three times as far and five times as high as normal.

MASTER OF COGS

Once you reach 14th level, you can have five minions from your Clockwork Minions feature, instead of three. If any of these minions has the Combat-Ready attribute, the damage of its attack increases to 1d6 + your Intelligence modifier.

In addition, the mount from your Mechanical Mount feature now has a flying speed of 90 feet.



SELF-FORGED

While others use their craft to improve the world around them, you tinker with the substance of your own being. A Self-Forged augments their body, gradually replacing it with arcane technology in an endless quest for personal perfection.

SELF-FORGED FEATURES

Artificer Level	Spells
3rd	Tools of the Trade, Self-Forged Spells, Fortified Form
6th	Modular Upgrades
14th	Transcendent

TOOLS OF THE TRADE

By the time you adopt this specialty at 3rd level, you're deeply familiar with employing its tools.

Proficiencies. You gain proficiency with smith's tools, assuming you don't already have this proficiency. You also gain a set of these tools for free — the result of tinkering you've done as you've prepared for this specialization.

Battlefist. You gain a battlefist, a mechanical golem arm that replaces one of your existing arms of your choice, which you have constructed in your spare time. You can use your battlefist as a normal hand, as a spell-casting focus for your artificer spells, and can make attacks with it while it is unoccupied as if it was a martial melee weapon with the light and finesse properties.

You have proficiency with attacks you make with your battlefist, and it deals 1d8 bludgeoning damage on a hit. Your battlefist can be the target of spells and effects which target weapons, such as spells like magic weapon and some artificer Infusions.

Crafting. If you craft a magic item in the wondrous item category that can be worn on a Medium or smaller humanoid's body, or that replaces a portion of such a creature's body (as with a warforged component), it takes you a quarter of the normal time, and it costs you half as much of the usual gold.

SELF-FORGED SPELLS

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

SELF-FORGED SPELLS

Artificer Level	Spells
3rd	<i>burning hands, searing smite</i>
5th	<i>mirror image, misty step</i>
9th	<i>blinding smite, vampiric touch</i>
13th	<i>dimension door, staggering smite</i>
17th	<i>banishing smite, destructive wave</i>

FORTIFIED FORM

Also at 3rd level, the improvements you've made to your body increase your durability. When you are not wearing any armor or holding a shield, your AC is equal to 10 + your Dexterity modifier + your Intelligence modifier.

Additionally, as a bonus action on your turn you can expend an artificer spell slot to gain temporary hit points equal to twice your Intelligence modifier, which last for up to one minute. Increase the temporary hit points you gain from this feature by 5 for each level of the spell slot expended above 1st.

Whenever you gain temporary hit points from this feature, you also gain your choice of one of the following benefits. This benefit lasts until the temporary hit points are lost, or until you gain a different benefit from this list.

Gravetic Pull. Squares within 5 feet of you are difficult terrain to all creatures other than those you designate. You have advantage on opportunity attacks you make with your battlefist. A creature hit by an opportunity attack made with your battlefist has its speeds reduced to 0 until the start of its next turn.

Overdrive. Attacks with your battlefist ignore resistance and immunity, deal an additional 1d6 lightning damage, and can push Large or smaller creatures up to 10 feet directly away from you on a hit.

Preternatural Speed. Increase your normal movement speed by 25 feet. Opportunity attacks made against you have disadvantage, and you have advantage on Dexterity saving throws.



MODULAR UPGRADES

At 6th level, your form becomes ever more mechanical.

Integrated Crossbow. You have integrated a hand crossbow into the design of your battlefist, which can be deployed or stowed using a bonus action. While deployed, this hand crossbow occupies the battlefist's hand. Any spell or effect that functions on your battlefist or its attacks also affects the crossbow and its attacks.

Your battlefist also contains an internal supply of 10 crossbow bolts, which can load themselves into the crossbow automatically when it is deployed and after it takes a shot. These bolts can be replaced by using an action to load up to 10 bolts you are holding into the battlefist. You also replace them automatically whenever you take a short or long rest, crafting new bolts to fill your battlefist or using those in your supply. If any bolts within your battlefist are magical or otherwise distinct (such as poisoned), you choose which bolt your crossbow loads every time it does so.

Warforged Components. You can add wondrous items restricted to warforged characters to your body, such as those on pages 120-122 of *Wayfinder's Guide to Eberron*, or those contained in the *Warforged Components* supplement from Walrock Homebrew on DM's Guild. You can attune to two additional items beyond your normal capacity, but these must be items normally restricted to warforged.

Once attuned, items that have replaced portions of your body cannot be removed or have their attunement broken until you have spent a long rest crafting replacement parts for your body. These parts carry no mechanical benefit, but they do not require attunement. If you have already crafted replacement parts for a particular portion of your body, waive this restriction.

TRANSCENDENT

Starting at 14th level, you can choose to count as a construct for any spell or effect that would treat constructs differently. The *mending* cantrip restores 2d6 hit points when you are its target, and afterwards you must finish a short or long rest before you can be healed by *mending* again. When you have tinker's tools on your person and expend hit dice to heal, those hit dice have the maximum possible result instead of needing to be rolled.

You are also immune to being frightened, charmed, poisoned, or put to sleep by magic, and have resistance

SELF-FORGED AND AUGMENTED

A similar take on this concept can be found in the *Augmented* character class, a supplement from Walrock Homebrew located on the DM's Guild. This interpretation stretches the Self-Forged into a full class, complete with three subclasses of its own.

An augmented can exist alongside a Self-Forged, and both can be seen in-setting as two different philosophical approaches to mechanical self-improvement. While the Self-Forged is ultimately a magical engineer that dabbles in blending flesh and technology, an augmented is a magitech cyborg first and foremost, and everything else that it is stems from this fact.

A Self-Forged character can also multiclass into the augmented class, and vice versa, using the optional rule for multiclassing present on pages 163-165 of the *Player's Handbook*. A Self-Forged may do this to access the specialized augmentations that the augmented provides, while an augmented may do so to achieve a better grasp of an artificer's infusions, or similar abilities.

to poison damage. You no longer need to sleep, instead entering into a period of fully aware light activity for 4 hours.

Whenever you finish a short or long rest, you gain temporary hit points as if you had used your Fortified Form feature and expended a 1st-level spell slot. Temporary hit points gained from Fortified Form now last for up to 1 hour, instead of their normal duration.

ADDITIONAL SPELL

The following spell is used by one of the artificer subclasses found in this supplement. This spell is a part of a greater collection of arcane technological spells, titled the *Codex of Technomancy*, also available on the DM's Guild from Walrock Homebrew.

DECONSTRUCT

4th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M, (a rusted nail)

Duration: Instantaneous

Target a construct creature or an object within range. Your spell attempts to tear the target to its constituent pieces, magically removing bolts, screws, and any other conjoining pieces from the target's construction.

If the target is a creature, it makes a Constitution saving throw, ignoring any advantage the creature has on saves against magic. This spell also ignores abilities that make a target creature's form immune to being altered.

A creature that fails this saving throw or an object targeted by the spell takes 10d6 piercing damage that cannot be lessened or ignored, and reduces its hit point maximum by half the amount of damage taken, lasting until a creature's next long rest or until an object is repaired for at least 1 hour. A creature that succeeds this saving throw takes half this amount of damage, which can be lessened or ignored normally, and suffers no other effects.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 2d6 for each slot level above 4th.

ADDITIONAL INFUSIONS

At 2nd level, an artificer gains the Infuse Items feature. Here are new options for that feature, in addition to the options in *Artificer Revised*.

Infusions can only be applied to the items listed with them (if any), and the infused items require attunement if it is specified that they do. If an infusion has a prerequisite, you must meet it to learn the infusion. You can learn the infusion at the same time that you meet its prerequisite.

AUTOMATE VESSEL

Prerequisite: 8th-level artificer

Item: A boat, ship, or other vessel

Once infused, the ship is fully under the control of the artificer. While the artificer that infused the ship is on board, they can use an action to have the ship perform such functions as steering, furling or unfurling sails, rowing or stopping rowing oars, opening or closing doors, or firing any ballistas or cannons that are already loaded.

These actions are performed without finesse, and

crew must still be used to accomplish them if specific or unorthodox results are to be achieved. Sailing into the wind, firing a cannon at a difficult target, steering through a coral reef, or similar still require crew if they are to be accomplished successfully.

BRIDLE OF CONTROL

Item: Bit and bridle (requires attunement)

After a creature is attuned to this bridle, it can be placed on a beast that is able to be used as a mount. As long as the beast wears this bridle, it is charmed by the attuned creature, and the attuned creature has advantage on any Animal Handling checks that target the creature.

Additionally, the attuned creature can make itself understood by the beast as if they both share a language. The beast is predisposed to obey the attuned creature's commands, but will not take any course of action obviously harmful to its interests unless it has sufficient reason to do so.

When the bridle is removed, the beast is no longer subject to its effects. The beast may become hostile or remain friendly to the attuned creature, depending on its temperament and how it was treated while under the effects of the bridle.

CAUSTIC POISON

Item: A vial of poison

Damage from this infused poison ignores resistance and immunity. Additionally, creatures have disadvantage on saving throws made against the infused poison.

COMPOUNDING ENCYCLOPEDIA

Item: A blank book

The book you infuse fills with knowledge on one of the subjects of your choice: Arcana, Cartography, History, Nature, or Religion. While this book is on a creature's person, that creature is considered to have proficiency with the associated skill (or cartographer's tools, if Cartography is chosen), and that creature adds twice its proficiency bonus to checks in place of the normal bonus.

FLUID FUNDS

Item: A small container, such as a lockbox or can

Any amount of currency or non-magical gemstones can be placed within a container affected by this infusion. A creature holding the container can then verbally specify a type of coinage or gemstone ("platinum," "electrum," or "emeralds," as examples). Any currency or non-magical gemstones within the container are then converted to their exact worth in the specified coinage or gemstones.

MONOPTIC

Prerequisite: 8th-level artificer

Item: A monocle or single-eyed goggle (requires attunement)

After it is infused, the monoptic has 5 charges, and it regains any of its expended charges each day at dawn. An attuned creature wearing the monoptic can use a bonus action to expend these charges in the following ways:

One Charge. The creature gains darkvision out to 120 feet, as well as the ability to see invisible creatures or objects within this distance. This benefit lasts for 1 hour, or until the monoptic is removed.

One Charge. The creature can automatically determine if anything they are currently seeing is an illusion



and, if so, what its true nature may be. This benefit lasts until the end of the current turn.

Two Charges. The creature chooses a location it can see within 1,000 feet of itself. The creature can then see through the monoptic as if they were present at this location. This effect lasts for up to one minute, until the monoptic is removed, or until the creature uses another bonus action to end it. The creature's normal sight is blinded for the duration.

MULTITOOL

Item: 2-5 weapons, sets of tools, or musical instruments

The infused items are combined into a single object called a multitool, which serves the functions of all of them. When a creature is holding the multitool, it can decide which of the multitool's constituent items it is holding at the start of each of the creature's turns. Switching between items requires no actions, but is considered interacting with an object, and a creature must still have enough available hands to hold the object it is trying to use.

If you take a long rest while a multitool you have made is on your person, you can switch out any number of its constituent objects with other applicable objects on your person.

NUMINOUS RESONATOR

Prerequisite: 8th-level artificer

Item: An iron or steel rod at least 4 feet long (requires attunement)

After this rod is infused, it is usually worn strapped to an attuned creature's back, or protruding from the top of the creature's pack. When an attuned creature with the resonator on its person takes fire, force, lightning, radiant, or thunder damage, the creature can use a reaction to gain resistance to that damage until the end of its next turn. On the creature's next turn, its attacks deal an extra 1d10 damage of the type it resisted.

After an attuned creature uses this ability, it requires a short rest before it can do so again.

OBJECT INVISIBILITY

Item: Any non-magical object that can be worn or held in one or two hands

The object affected by this infusion is fully invisible, though it still can make sound and has the same weight as normal. If the object is a container (such as a bag or chest), its contents are invisible while they are inside it, as well.

REPLICATE WARFORGED COMPONENT

Prerequisite: See below

Item: varies (requires attunement)

This infusion replicated a warforged component, which is a special type of magic item used exclusively by warforged and Self-Forged artificers. You can learn this infusion multiple times; each time you do so, select a different warforged component you can make with it, choosing from the Replicable Components tables below. If a table has a level in its title, you must be of at least that artificer level to choose an item from that table.

These tables also tell you whether the warforged component is found within pages 120-122 of *Wayfinder's Guide to Eberron (WGE)* or *Warforged Components (WC)*, both of which can be found on the DM's Guild. Items that can be affected with this infusion are often

very specific, such as a set of robotic legs or a robotic arm, and may have to be constructed non-magically using crafting rules before they can be infused.

REPLICABLE COMPONENTS

Magic Item	Source
<i>armblade</i>	WGE
<i>armbow</i>	WC
<i>camouflaged compartment</i>	WC
<i>delver's light</i>	WC
<i>disk of energy resistance</i>	WC
<i>essence of the guard</i>	WC
<i>essence of the jungle</i>	WC
<i>essence of the scout</i>	WC
<i>seal of longstriding</i>	WC
<i>somatic cables</i>	WC
<i>spiked soles</i>	WC
<i>spring-heeled boots</i>	WC
<i>wand sheath</i>	WGE

REPLICABLE COMPONENTS (12TH-LEVEL)

Magic Item	Source
<i>alchemical defense nodes (rare)</i>	WC
<i>alchemical launcher</i>	WC
<i>battlevisor</i>	WC
<i>behemoth belt</i>	WC
<i>command circlet</i>	WC
<i>gauntlets of excavation</i>	WC
<i>jewels of dazzling light</i>	WC

REPLICABLE COMPONENTS (16TH-LEVEL)

Magic Item	Source
<i>alchemical defense nodes (very rare)</i>	WC
<i>arachnid chassis</i>	WC
<i>armcannon</i>	WC
<i>docent</i>	WGE
<i>iron-tooth girdle</i>	WC
<i>scorpion brand</i>	WC
<i>stone of internal flame</i>	WC

TELEPORTER RING

Prerequisite: 16th-level artificer

Item: A ring (requires attunement)

While wearing this ring, an attuned creature can use an action to teleport itself and any creatures it chooses within 5 feet of it to a teleportation circle of its choice that it has previously seen. This ring can do so once, and regains this ability each day at dawn.

CREDITS:

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