

EXPANDED ARTIFICER

ADDITIONAL SPECIALIST AND INFUSION OPTIONS



A WALROCK HOMEBREW CREATION



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ON THE COVER

Tithi Luadthong creates a stylized scene of an artificer silhouetted
against a wall of cogs and arcane dials. A self-forged, this artificer
has taken technology into their own body, replacing limbs and
similar with construct components, upgrading themselves beyond
the confines of their flesh.



VERSION 0.2

Disclaimer: Though profitable and infinitely useful, the magic of artifice can also be a slippery slope. Oh sure, you start small, making tiny robots to run your errands and do your laundry. But give yourself a decade and you'll be sitting atop a mobile throne of gears, cackling wildly as lightning blasts from your wand-cannon scorch the sky, and your sea of metal minions drowns out the living. But for now, you'll unfortunately need the other members of your party.

One day, though, you tell yourself: One day.

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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 class is found in the book *Eberron: Rising from the Last War*. The options included here build upon the core artificer class, and require *E:RLW* to be used.

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 *Eberron: Rising from the Last War*: 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	Features
3rd	Tool Proficiency, Arcane Armorer Spells, Armorsmith, Shield Battery (30 ft.)
5th	Defensive Syphon
9th	Emergency Barrier
15th	Ultimate Shield, Shield Battery (60 ft.)

TOOL PROFICIENCY

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

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>

ARMORSMITH

When you reach 3rd level, your experience in creating armor and shields has granted you a few benefits:

- You gain proficiency with heavy armor, and you do not suffer penalties for being below the required Strength score for a set of heavy armor.
- When you wear heavy armor, you have a +1 bonus to AC. This is not cumulative with the bonus to AC conferred by a shield.

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.

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.

The shield battery is a magical object. It 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.

While the shield battery is active, you can take the following actions:

Defending. At the start of each of your turns while the shield battery is active, you can use a bonus action to choose a creature you can see within 30 feet of the shield battery. A creature chosen with this ability gains temporary hit points equal to your Intelligence modifier + your artificer level, which last until the start of your next turn. At 9th level, you can instead choose up to 2 creatures to receive temporary hit points. At 15th level, this radius increases to 60 feet, and you can instead choose 3 creatures.

Shielding. If any creature within this radius is the target of an attack, you can use your reaction to grant that creature +3 to its AC until the start of its next turn. This operates in a similar manner to the shield spell, and is not cumulative with the bonuses that spell provides. You can use a reaction in this way three times, and you regain all expended uses when you finish a short or long rest.

Overload. 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 force damage equal to 2d6 + your artificer level on a failed save, or half as much damage on a successful one.

DEFENSIVE SYPHON

At 5th 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.

EMERGENCY BARRIER

Beginning at 9th level, you can use an action instead of the normal cast time to cast the spell *Leomund's tiny hut*, without expending a spell slot. Cast in this way, the spell's duration is instead concentration, up to 1 minute, and you must use your action each turn to maintain the spell. If you fail to do so, if the duration expires, or if you move outside the hemisphere conjured by the spell, the spell ends.

Once you use this ability, you must finish a long rest before you can use it again.

ULTIMATE SHIELD

Starting at 15th 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	Features
3rd	Tool Proficiency, Clockwork Engineer Spells, Clockwork Minions (1 attribute each), Crossbow Mechanist
5th	Extra Attack, Clockwork Minions improvement (2 attributes each)
9th	Mechanical Mount, Clockwork Minions improvement (3 attributes each)
15th	Master of Cogs



TOOL PROFICIENCY

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

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>conjure traps*</i> , <i>find traps</i>
9th	<i>conjure barrage</i> , <i>lightning arrow</i>
13th	<i>deconstruct*</i> , <i>locate creature</i>
17th	<i>animate construct*</i> , <i>fantastic machine*</i>

* these spells are 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 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.

A minion from this feature regains 2d6 hit points when affected by the *mending* cantrip, and regains all its hit points whenever it finishes a short or long rest with you, while you have tinker's tools on your person. You can deactivate 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 a single minion or all of your minions at the same time. You decide what action each commanded 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 5th level, each minion can instead have two of these attributes. At 9th level, each minion can instead have three 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

CLOCKWORK MINION

Tiny construct, neutral

Armor Class 15 (natural armor)

Hit Points equal the minion's Constitution modifier + your Intelligence modifier + three times your level in this class

Speed 30 ft., climb 30 ft.

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

Saving Throws Dex +4, Con +3

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, poisoned

Senses passive Perception 10

Languages understands the languages you speak

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

Iterative Process. When your proficiency bonus increases by 1, the minion's saving throws also increase by 1.

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.



your reaction to allow one minion to do so.

The damage of this attack increases by 1d4 when you reach 9th level (2d4 + your Intelligence modifier) and 15th level (3d4 + your Intelligence modifier).

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

Fortified. The minion increases its AC to 18. Whenever the minion takes bludgeoning, piercing, or slashing damage from a nonmagical source, reduce that damage by an amount equal to your Intelligence modifier.

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).

Optics. The minion is considered proficient in the Investigation and Perception skills, and makes checks with these skills using your Intelligence modifier and proficiency bonus in place of its own statistics.

Tooled. The minion has one onboard set of thieves' tools, smith's tools, tinker's tools, or other artisan's tools 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.

Once each day, you can use a bonus action to instruct a minion with this attribute to repair itself or another construct or object within 5 feet of it. The minion uses its action to do so, and restores hit points equal to 2d8 + your Intelligence modifier to its target.

Shielded. After every short or long rest, the minion gains temporary hit points equal to your artificer level + your Intelligence modifier. These temporary hit points last until they are lost.

CROSSBOW MECHANIST

When you reach 3rd level, you have learned the complexities of using and maintaining crossbows of all kinds. You gain the following benefits:

- You gain proficiency with hand crossbows and heavy crossbows.
- When using a crossbow, you ignore the loading property.
- When you attack with a crossbow, you can use your Intelligence modifier, instead of your Dexterity modifier, for the attack and damage rolls.

EXTRA ATTACK

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

Additionally, when you take the Attack action you can choose to forgo making one of the attacks it grants. If you do, one of your minions you can see with the Combat Ready attribute can make an attack in its place.

MECHANICAL MOUNT

At 9th 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.

While riding your clockwork mount, you can use your bonus action to have your mount fire a concentrated beam of magical force at one target of your choice that you can see within 120 feet. Make a spell attack against that creature, adding your Intelligence modifier and proficiency bonus to the roll to hit. On a hit, the target takes 2d8 force damage. You can have your mount make this attack a number of times equal to your Intelligence modifier (minimum of once), but you can do so no more than once on a turn. You regain all expended uses when you finish a long rest.

MASTER OF COGS

Once you reach 15th level, you can have four minions from your Clockwork Minions feature, instead of three.

In addition, the mount from your Mechanical Mount feature now has a flying speed of 90 feet. The mount's beam attack now deals 3d12 force damage on a hit.

CLOCKWORK MOUNT

Medium construct, neutral

Armor Class 15 (natural armor)

Hit Points equal the mount's Constitution modifier + your Intelligence modifier + five times your level in this class
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	4 (-3)	10 (+0)	8 (-1)

Saving Throws Dex +3, Con +5

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, poisoned

Senses passive Perception 10

Languages understands the languages you speak

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

Heavy Lifting. Though the mount is Medium, it has the carry capacity of a Large creature. Additionally, creatures of Medium size or smaller are able to ride it as a mount.

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

Iterative Process. When your proficiency bonus increases by 1, the mount's saving throws also increase by 1.

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	Features
3rd	Tool Proficiency, Battlefist, Self-Forged Spells, Fortified Form
5th	Extra Attack
9th	Modular Upgrades
15th	Transcendent

TOOL PROFICIENCY

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

BATTLEFIST

Also at 3rd level, 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 spellcasting 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 property. The battlefist cannot be disarmed.

You have proficiency with attacks you make with your battlefist, and it deals 1d8 bludgeoning damage on a hit. Attacks with the battlefist can also substitute your choice of your Dexterity modifier or Intelligence modifier in place of the Strength modifier on attack and damage rolls. Your battlefist can be the target of spells and effects which target weapons, such as spells like magic weapon and some artificer Infusions.

Additionally, you add your Intelligence modifier to your Strength modifier when determining your carrying capacity, and when making any Strength checks to lift, drag, pull, carry, or similar using your battlefist.

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>

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.



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.

EXTRA ATTACK

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

MODULAR UPGRADES

At 9th level, your form becomes ever more mechanical. You gain the following benefits.

Constructed Might. The damage die for your battlefist increases from a d8 to a d10. Additionally, you have proficiency with Strength saving throws, and add your Intelligence modifier to any Strength saving throws you make.

Integrated Crossbow. You have integrated a hand crossbow into the design of your battlefist, with which you have proficiency. This crossbow 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. When you attack with this crossbow, you can choose to use your Intelligence modifier in place of your Dexterity modifier for attack and damage rolls.

Instead of regular bolts, the integrated crossbow automatically conjures bolts of force that it fires, dealing force damage on a hit in place of the piercing damage typical for a crossbow. The integrated crossbow ignores the Loading property, and conjured bolts disappear within 1 round of being fired.

You can also manually load mundane or magical bolts into your integrated crossbow. In this case, the Loading property is still in effect, and handles how these bolts are loaded. Once manually loaded bolts are fired, they are automatically replaced by conjured bolts unless other physical bolts are again manually loaded.

Warforged Components. You can add wondrous items restricted to warforged characters to your body, such as those on pages 276-279 of *Eberron: Rising from the Last War*, 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 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.

In addition, the damage die from your battlefist increases from a d10 to a d12.

ADDITIONAL SPELLS

The following spells are used by one of the artificer subclasses found in this supplement. These spells are 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.

ANIMATE CONSTRUCT

5th-level transmutation

Casting Time: 1 hour

Range: Touch

Components: V, S, M (a construct body worth at least 500 gp)

Duration: 24 hours

This spell requires a vaguely human-shaped, Medium sized, non-living target, such as a suit of armor, a scarecrow, or a specially-constructed golem body. Non-living plant materials can be a part of the target's construction, but not flesh and bone.

Once this spell is cast, the target comes alive as an animated construct, the statistics of which are included here. The target has no will of its own, and instead must be mentally or verbally commanded to take actions with a bonus action on your turn while the construct is within 120 feet of you. You can command it to take either a general course of action, or you can specifically decide where it moves and what it does within its next turn. The construct acts on its own turn in initiative order.

The construct continues to follow given orders until it is commanded to stop or change what it is doing. If given no commands, the construct takes no actions, neither defending itself or removing itself from harm unless instructed to do so.

Once each day, the construct can be repaired to full hit points by either an hour's worth of effort by a creature using and proficient in artisan's tools, or a casting of the mending spell. A repaired construct cannot be repaired again for 24 hours.

Once this spell's duration expires, the construct returns to its inanimate state. You can prolong the spell's duration by an additional 24 hours by casting the spell again while the construct is still active, using a spell slot of at least the level used in the spell's initial casting. Cast in this way, this spell has an instantaneous casting time.

Regardless, you cannot have more than one construct animated by this spell at any time unless otherwise specified.

At Higher Levels. When you cast this spell with a slot of 7th level or higher, you can choose to make the construct sized Large, if the construct body targeted is of the appropriate size. A Large construct created by this spell has a hit point maximum of 75 (9d10 + 25), a Strength and Constitution score of 20, a movement speed of 35 feet, and can make an additional third attack when it uses its Multiattack ability.

When you cast this spell with a slot of 8th level or

higher, you can choose to make the construct self-aware if it is sized Medium, increasing its Intelligence score to 12 and its Charisma score to 11. You can issue orders to a self-aware construct without a bonus action, but the construct is not obligated to obey them, and will act independently in its own self interest.

Self-aware constructs do not count against the limit on the number of constructs this spell can animate, and remain animated past the duration of this spell, until they are reduced to 0 hit points.

When you cast this spell with a 9th level spell slot, you can make the construct both Large sized and self-aware, granting it the bonuses from both.



CONJURE TRAP

2nd-level conjuration

Casting Time: 1 minute

Range: 120 feet

Components: S, M (a tripwire and a small handful of cogs)

Duration: 8 hours

You conjure a trap in a 10 foot cube at a location you see that you choose within range. This trap can be your choice of either a flame trap or a spike trap. At your DM's option, you may be able to make other types of traps with this spell, but they have the final say on what this spell can and cannot make.

Additionally, you decide when you cast this spell if the trap triggers when a creature enters the trap's area, when a door or chest in or adjacent to the area is opened, or when a similar condition is met that you specify with your DM. The trap cannot discern friendly creatures from hostile creatures, nor can it tell creatures apart by type or any other characteristics.

When the trap is triggered, creatures in its area must make a Dexterity saving throw. If a creature fails, it takes 3d8 fire or piercing damage, if the trap is a flame or a spike trap, respectively. If the creature succeeds, it takes half this damage. You know immediately that the trap has been triggered, and this spell ends.

The trap is nearly invisible, and creatures that suspect a trap is in an area can make an Intelligence (Investigation) check against your spell save DC to attempt to find it. A located trap can be disarmed by a creature adja-

cent to its area with a successful Intelligence (Arcana) or Dexterity (Thieves' Tools) check made against your spell save DC. A successful disarm check or a casting of *dispel magic* (or similar) ends this spell, but you do not inherently know that the trap was disarmed.

At Higher Levels. When cast with a spell slot of 3rd level or higher, you choose to either increase area of the trap's cube by 5 feet, or increase the damage it deals by 1d8, for each slot level above 2nd. You can choose individually, for each slot level above 2nd, which of these benefits applies to the trap.

In addition to these benefits, a trap created with a 5th level slot or higher can instead have a duration of permanent. Such traps are still removed when they are triggered, disarmed, or affected by *dispel magic* or similar. You cannot have more than five permanent traps at any one time, and conjuring a new trap after reaching this limit dispels the oldest permanent trap you conjured with this spell.

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

ANIMATED CONSTRUCT

Medium construct, neutral

Armor Class 17 (natural armor)

Hit Points 51 (6d8 +24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	18 (+4)	6 (-2)	11 (+0)	7 (-2)

Damage Resistances psychic; bludgeoning, piercing, and slashing from nonmagical attacks that are not adamantite

Damage Immunities poison

Condition Immunities charmed, exhausted, frightened, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages one language of your choice that you know

Challenge 2 (450 XP)

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

Immutable Form. The construct is immune to any spell or effect that would alter its form.

ACTIONS

Multiattack. The construct makes two strike attacks.

Strike. Melee Weapon Attack: +5 to hit, reach 5 ft., one target.

Hit: 7 (1d8 + 3) bludgeoning, piercing, or slashing damage, of a type appropriate to the construct.



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.

FANTASTIC MACHINE

5th-level conjuration

Casting Time: 1 minute

Range: Self

Components: S, M (a blueprint of the machine created, 50 gp worth of cogs and machine parts which the spell consumes)

Duration: 24 hours

You conjure into being an impossibly complex machine, laden with gears, wheels, arms, legs, and myriad other parts composing its design. You decide the machine's appearance, but it is always size Large.

When you create the machine, give it a purpose that you can express in 10 words or less, that cannot be violent in nature. The machine will attempt to carry out this purpose (to the letter) to the best of its abilities, and will not stop performing this function until the purpose is complete, or until the spell's duration expires. When you cast this spell, you specify if the machine exists until its task is complete, or the amount of time that it exists, between 1 hour and 24 hours. After this expires, the machine breaks down into unusable metal and slag.

Some examples of purposes for this machine could be: "carry us to the next town," "build a new house," "dig a trench 50 feet long," "collect every chicken you can find," or "cause a huge distraction." If a machine is given a purpose that would cause obvious harm to others, it will stay motionless until a different purpose is given. A machine will attempt to carry out a purpose that would require a skilled artisan ("forge 20 steel swords," for example), but the results will not be ideal.

The machine is a construct with a Strength score of 20, an AC of 19, 50 hit points, and a movement speed of 60 feet. When you create the machine, you can choose to give the machine either a flying speed of 20 feet, a burrow speed of 30 feet, or a swimming speed of 30 feet. In combat, the machine acts on your initiative after your turn, but can not attack.

ADDITIONAL INFUSIONS

At 2nd level, an artificer gains the Infuse Item feature. Here are new options for that feature, in addition to the options in *Eberron: Rising from the Last War*.

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, and that has a CR less than or equal to the attuned creature's CR or total character level. 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 MAGIC ITEM (WARFORGED COMPONENT)

Prerequisite: See below

Item: varies (requires attunement)

The following items are added to the Replicate Magic Item infusion option, located on page 63 of *Eberron: Rising from the Last War*, at the levels indicated. Nearly all of these items are found within the *Warforged Components* supplement from Walrock Homebrew, available on the DM's Guild.

Creating one of these items follows all the same rules put forward in the Replicate Magic Item infusion.

REPLICABLE ITEMS (2ND-LEVEL ARTIFICER)

Name	Attunement
armbow	Yes
camouflaged compartment	Yes
delver's light	Yes
spiked soles	Yes

REPLICABLE ITEMS (6TH-LEVEL ARTIFICER)

Name	Attunement
disk of energy resistance	Yes
essence of the guard	Yes
essence of the jungle	Yes
essence of the scout	Yes
seal of longstriding	Yes
somatic cables	Yes
spring-heeled boots	Yes

REPLICABLE ITEMS (10TH-LEVEL ARTIFICER)

Name	Attunement
alchemical defense nodes (rare)	Yes
alchemical launcher	Yes
battlevisor	Yes
behemoth belt	Yes
command circlet	Yes
gauntlets of excavation	Yes
jewels of dazzling light	Yes

REPLICABLE ITEMS (14TH-LEVEL ARTIFICER)

Name	Attunement
alchemical defense nodes (very rare)	Yes
arachnid chassis	Yes
armcannon	Yes
docent (<i>Eberron: Rising from the Last War</i> p. 276)	Yes
iron-tooth girdle	Yes
scorpion brand	Yes
stone of internal flame	Yes

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.

