Artificer

A hammer falls, shaping the gold ore that will be known in legends. An elf recites the words to enchant the rings that were built from the wood of an ancient tree, using its magic to release the curse on his beloved son.

A dwarf in her blacksmith finishes silvering the weapon her companions requested to face the goblins that soon will invade the town. Even though she wasn't asked, she made some fine adjustments to better penetrate the goblin armor. A gnome raises a weird engine in his hands, finally completing his automaton and now being able to use that magic shield He found once found in a temple.

Whether in the laboratory, at an anvil, in dungeons, or in town trading some exotic materials, an Artificer finds pleasure in wielding his or her magic to create new and exciting items that will shape the world... for better or worse.

FIRE AND MAGIC

Since all the items made in almost all worlds comes from an Artificer, every adventure should have one as acquaintance. Fire and magic doesn't only refer to the physical aspect of smithing and building, but to a way to live and create. The passion, the inventive, the desire to change the world and shape it in new ways are the goal of almost every Artificer, breaking the rules of what it's set as natural and obvious. When other see madness, they see an opportunity.

The strength of the Artificer doesn't come with the magic it wields, but in the ideas it carries. Many Artificer are mostly focused on discovering new ways to create life building automatons and golems, while other contribute with adventurers making the needed weapons to stop any danger to come.

THE ARTIFICER

Level	Features	Cantrips Known	Spell Known	Spell Slots per Spell Level								
				1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	SpellCasting, Arcane Recovery	3	2	2	-	-	-	-	-	-	-	-
2nd	Arcane Imbuer	3	3	3	-	-	-	-	-	-	-	-
3rd	Artificer Wonders	3	4	4	2	-	-	-	-	-	-	-
4th	Ability Score Improvement	4	5	4	3	-	-	-	-	-	-	-
5th	-	4	6	4	3	2	-	-	-	-	-	-
6th	Arcane Imbuer	4	7	4	3	3	-	-	-	-	-	-
7th	Artificer Wonders Feature	4	8	4	3	3	1	-	-	-	-	-
8th	Ability Score Improvement	4	9	4	3	3	2	-	-	-	-	-
9th	-	4	10	4	3	3	3	1	-	-	-	-
10th	Enchanter Harmony	5	10	4	3	3	3	2	-	-	-	-
11th	Artificer Wonders Feature	5	11	4	3	3	3	2	1	-	-	-
12th	Ability Score Improvement	5	11	4	3	3	3	2	1	-	-	-
13th	-	5	12	4	3	3	3	2	1	1	-	-
14th	Arcane Imbuer	5	12	4	3	3	3	2	1	1	-	-
15th	Artificer Wonders Feature	5	13	4	3	3	3	2	1	1	1	-
16th	Ability Score Improvement	5	13	4	3	3	3	2	1	1	1	-
17th	-	5	14	4	3	3	3	2	1	1	1	1
18th	Arcane Imbuer	5	14	4	3	3	3	3	1	1	1	1
19th	Ability Score Improvement	5	15	4	3	3	3	3	2	1	1	1
20th	Efficient Casting	5	15	4	3	3	3	3	2	2	1	1

LEGENDARY LORE

Not every blacksmith or a wizard is an artificer. Some wizards who actually create items like scrolls and wands are not qualified enough to the standards of an Artificer.

No inventor is called to a simple life since they must always deal with the extraordinary, but only an Artificer takes the adventuring path to gather either the materials or the knowledge to make things that seems to be taken from legends and defy even the gods.

CREATING AN ARTIFICER

Creating an Artificer demands attention on what it will be creating. Their backgrounds usually come with some event revolving around an Artificer experimentations. What you must think is how did your character first come into contact with magic and the office. How your character became crafty? Who taught you? Is it formal knowledge? Is your character a poor but crafty person or a rich one with many resources?

What led you to adventuring? Was it the crave of new knowledge or perhaps an antique machinery reactivating again? Or maybe some strange material only found in far lands?

QUICK BUILD

You can make an Artificer quickly by following these suggestions. First, Intelligence should be your highest score, followed by Constitution or Dexterity. Second, choose the Guild Artisan background. Third, choose the *Mage Hand*, *Mending* and *Shocking Grasp* cantrips, along with the following 1st-Level spells *Identify* and *Magic Missile*.

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
Tools: Choose one Artisan's Tool
Saving Throws: Constitution, Intelligence
Skills: Choose Two between Arcana, History, Insight, Investigation, Medicine and Nature.

Equipment

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

- Any simple weapon and leather armor.
- (a) a component pouch or (b) an arcane focus
- (a) a dungeoneer pack or (b) an explorer's pack

Spellcasting

Your talent with magic resides in its uses to create and transform. As a student of the Arcane, you draw your true power from your creations, fueling your magic. See chapter 10 of the PHB for the general rules of spellcasting and the end of this document for the Artificer spell list.

Cantrips

At 1st level, you know three cantrips of your choice from the Artificer spell list. You learn additional Artificer cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Artificer table.

Spell Slots

The Artificer table shows how many spell slots you have to cast your spells of 1st level and 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.

Spells Known of 1st Level And Higher

You know two 1st-level spells of your choice from the Artificer spell list.
The Spells Known column of the Artificer table shows when you learn more Artificer spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the Artificer spells you know and replace it with another spell from the Artificer spell list, which also must be of a level for which you have spell slots.

Spellcasting Ability

Intelligence is your spellcasting ability for your Artificer spells. 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 a 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(found in chapter 5) or one of your creations as a spellcasting focus for your Artificer spells.

Arcane Recovery

You have learned to regain some of your magical energy. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your Artificer level (Rounded up) and none of the slots can be of 6th level or higher.
For example, if you're a 4-th level Artificer, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots.

Arcane Imbuer

At 2nd level, when you use your action to cast a spell you can choose instead to imbue by touch it into a nonmagical object no larger than a 5-foot cube and set a condition to trigger the spell.
If the object is being worn or carried by an unwilling creature you must first succeed a melee attack as if you were attempting to disarm (See Dungeon's Master Guide p.271).

The spell slot used to imbue the spell remains used until it's triggered or dismissed. The spell remains imbued by a number of hours equal to your constitution modifier (minimum 1). Once that time expires, the objects loses the effect without triggering. While used, you can't regain that spell slot with long or short rest.
Imbuing an object requires concentration since you're linked magically with the imbued object.

When it takes effect, the object becomes the point of origin of the spell. You can activate the effect or dismiss it with either a bonus action or a reaction if the condition for the triggering is met.

In any case, the object must be in your line of sight to activate the spell. Most common triggers are touching, hitting, approaching it or even specific manipulation of the object.

At level 6th, you can imbue objects up to 10-feet cube. Additionally, the object can be triggered even if it's not in your line of sight and it's on a 120-foot radius apart from you.

At level 14th, the spell remains imbued until the end of a long rest.
When you reach 18th level the object can trigger the spell if it's on the same plane of existence.

ARTIFICER ARCHETYPES

When you reach 3rd level you choose one of these wonders, which represent your field of studies. Choose Gear Wonders or Gadget Wonders, both detailed at the end of the class description. Your choice grants you features at 3rd level and again at 7th, 11th and 15th 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.

ENCHANTER HARMONY

At 10th level you can attune to 4 magical objects instead of 3.

EFFICIENT CASTING

At 20th level, you can cast a number of spells equal to your constitution modifier while keeping concentration. If you receive damage and fail the saving throw all the spells in effect end.

ARTIFICER WONDERS

The ideal artificer has two expressions: which are defined by the things it creates: Gear Wonders and Gadget Wonder.

GEAR WONDERS

For some casters magic is the result of art. Gear Wonders is the path for those Artificers who specializes in creating items, not only swords and armors but cloth, jewelry and many wondrous item which are the adventurer's best friend.

TALENTED ENCHANTER

At 3rd level, whenever you're crafting an item (See Page 187 of PHB) every day of work of yours counts as 25GP instead of 5GP.

Additionally, you can spend a long rest to make an item counts as magical with the only effect of being magical. You can do this with a number of items equal to your Constitution ability modifier, since its requires part of your magical essence. If you exceed that number, the first item that was made magical breaks and loses its properties and the new item gains the benefits instead.

ARCANE FORGER

At 7th level whenever you're crafting an item (See Page 187 of PHB) every day of work of yours counts as 50GP instead of 5GP.

Additionally you can imbue permanently with magic a number of items equal to your Constitution ability modifier. This doesn't counts against the items made with Talented Enchanter feature.

If you exceed that number, the first item that was made magical breaks and loses its properties and the new item gains the benefits instead.

To make the item magical, you need to spend a long rest and imbue a spell no higher than 1st-level permanently on the item.

The item requires attunement to use its magical properties and becomes the origin of the spell, which can be activated each day a number of times equal to your intelligence modifier. If the spell needs concentration, the duration becomes 1 minute per activation.

EXPERT CRAFTER

At 11th level whenever you're crafting an item (See Page 187 of PHB) every day of work of yours counts as 75GP instead of 5GP.

Additionally, the limit of items that you can make with the Talented Enchanter feature is doubled.

ENCHANTER SAVANT

At 15th level whenever you're crafting an item (See Page 187 of PHB) every day of work of yours counts as 100GP instead of 5GP.

Additionally you can imbue permanently with magic a number of items equal to your Constitution ability modifier. This doesn't counts against the items made with Talented Enchanter or Arcane Forger feature.

If you exceed that number, the first item that was made magical breaks and loses its properties and the new item gains the benefits instead.

To make the item magical, you need to spend a long rest and imbue a spell no higher than 4th-level permanently on the item.

The item requires attunement to use its magical properties and becomes the origin of the spell, which can be activated each day a number of times equal to your intelligence modifier. If the spell needs concentration, the duration becomes 1 minute per activation.

Additionally, the limit of items that you can make with the Arcane Forger feature is doubled.

GADGET WONDERS

Some artificers are not so much interested in creating items as they're interested in delving in the intricacies of building constructs and mocking life itself. It experiments helps to advance further in the fields of magic and technology, becoming the threat for those who want to avoid such growth.

For these artificers, their automatons are the way they discover the truth about the world and most frequently it ends in a peculiar relationship between master and creation.

AUTOMATON COMPANION

At 3rd Level, you build a construct that accompanies you on your adventures and is designed to fight alongside you. When you first reach 3rd level, you must a spend a whole day building it and require a whole day every time you make a new one. At third level, you can do only one automaton (See the appendix A at the end of the document to see an example).

Shaping the Automaton
• Choose a creature that you've seen that has a challenge rating of ¼ or lower and change its type for construct.
• If it has CHA or INT of 12 or more, change to 11 instead.
• It uses the attacks of the based creature, but doesn't have any passive abilities (Such as Keen Senses or Magical Resistance)
• If the creature has the MultiAttack feature, it can't attack more than twice, it gains its total attacks when you reach 17th level on this class.

Characteristics
• It has your proficiency bonus to its attack rolls and damage rolls.
• Its Hit Point Maximum equals its normal maximum or four times your artificer level, whichever is higher. Every time you achieve a new level in this class, the HP increases accordingly.

- You can equip it with swords, armor and shields that you're proficient with. When adding more than one of these it uses only the highest modifier.
- You can use your bonus action to verbally command it to take the Attack, Dash, Disengage, Dodge, Help or Ready an Action against a creature. If it doesn't have any command, it will only defend itself against hostile actions.
- If it reaches to 0 hit points, you must spend a short rest to repair it. You don't gain other benefits of the short rest.

Features
- Whenever you take an Ability Score Improvement, you can choose instead to improve one of the abilities of your construct and one of yours.
- If you take a feat instead of an ability score improvement, you can choose instead one of your constructs gain it.
- If its score in Intelligence or Charisma becomes equal or bigger than 12, it's develops consciousness and acts on its own, being initially friendly to you as its creator. While conscious it can attune to a single magical item.

UPGRADE
Starting at 7th level you can create up to your intelligence modifier constructs. You achieve its creation after 1d4 days for each one you make.
You can transfer any benefit your automaton gained by Ability Score Improvement, Feat or Fighting Style to another construct bonded to you as long as you have the automaton or parts of it. You do so by spending a long rest without losing the benefits of resting.

COMPLEX THINKER
At 7th level the base creature used to make the construct can be any of challenge rating of ½.

TRAINED AUTOMATON
At 7th level one of your constructs gains a fighting style between Archery, Defense, Dueling and Protection. You decide which one of your automatons gains this feature.
Additionally, when you take a feat you can choose instead to give it to one of your constructs.

LINKED AUTOMATON
Starting at 11th level, you can use your action to teleport up to 30 feet to a space that you can see occupied by your construct, swapping places. Once you use this feature you can't use it again until you finish a long rest or cast a spell of 1st level or higher.

SCHEMA DESIGNER
Also at 11th level the based creature used to make the construct can be any of challenge rating of 1.

BONDED AUTOMATON
At 15th level, when you cast a spell targeting yourself you can also affect a construct if it's within 30 feet of you. Your constructs automatically succeeds on its saving throws against the spells you cast on them if you choose to do so.
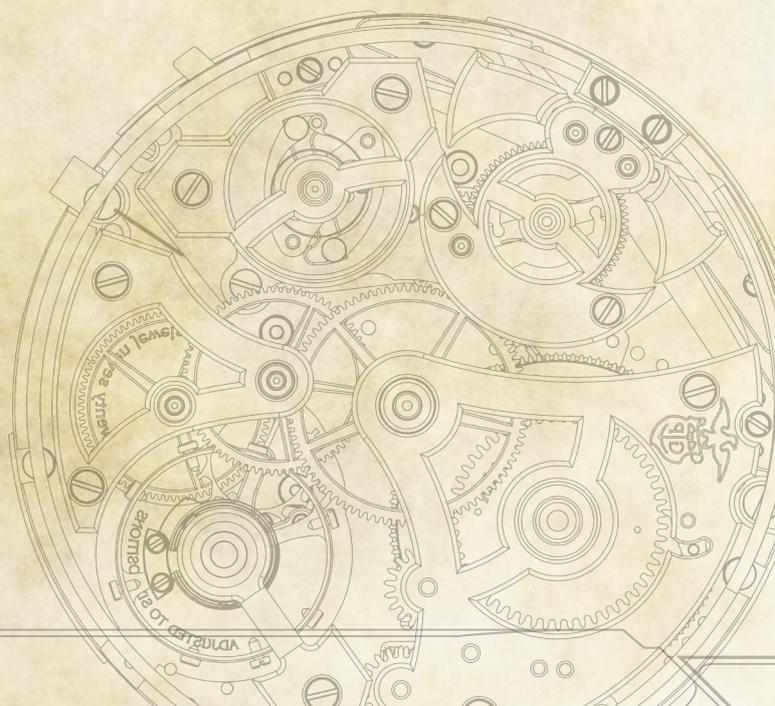
REFINED AUTOMATON
Additionally at 15th level, the based creature used to make the construct can be any of challenge rating of 2.

MULTICLASSING
Prerequisites: Intelligence 13
Proficiencies gained: One Artisan's Tool

ARTIFICER SPELLS

Cantrips
Blade Ward
Light
Mage Hand
Mending
Mold Earth
Produce Flame
Thunderclap
Shape Water
Shocking Grasp

1st Level
Absorb Elements
Alarm
Burning Hands
Catapult
Chromatic Orb
Color Spray
Comprehend Languages
Detect Magic
Expeditious Retreat
False Life
Feather Fall
Fog Cloud
Grease
Ice Knife
Identify
Illusory Script
Jump
Mage Armor
Magic Missile
Sanctuary
Shield
Silent Image
Sleep
Tenser's Floating Disc
Thunderous Smite
Thunderwave

2nd Level
Aganazzar's Scorcher
Arcane Lock
Blindness/Deafness
Brading Smite
Cloud of Daggers
Darkness
Earthbind
Enlarge/Reduce
Find Traps
Flaming Sphere
Gust of Wind
Heat Metal
Invisibility
Knock
Levitate
Locate Object
Magic Mouth
Magic Weapon
Melf's Acid Arrow
Pyrotechnics
Scorching Ray
See Invisibility
Shatter
Silence
Skywrite
Snilloc's Snowball Swarm
Spider Climb
Warding Wind
Web

3rd Level
Blinding Smite
Blink
Clairvoyance
Counterspell
Create Food and Water
Daylight
Dispel Magic
Elemental Weapon
Erupting Earth
Fireball
Flame Arrows
Fly
Gaseous Form
Glyph of Warding
Haste
Leomund's Tiny Hut
Lightning Bolt
Magic Circle
Melf's Minute Meteors
Nondetection
Sending
Slow
Stinking Cloud
Tongues
Wall of Sand
Wall of Water
Water Breathing

4th Level
Arcane Eye
Blight
Dimension Door
Elemental Bane
Fabricate
Fire Shield
Greater Invisibility
Leomund's Secret Chest
Locate Creature
Mordenkainen's Private Sanctum
Otiluke's Resilient Sphere
Polymorph
Staggering Smite
Stoneskin
Storm Sphere
Vitriolic Sphere
Wall of Fire
Watery Sphere

5th Level
Animate Objects
Bigby Hand
Cloudkill
Cone of Cold
Control Winds
Planar Binding
Scrying
Seeming
Telekinesis
Teleportation Circle
Transmute Rock
Wall of Force

6th Level
Arcane Gate
Blade Barrier
Chain Lightning
Contingency
Disintegrate
Eyebite
Globe of Invulnerability
Guards and Wards
Investiture of Flame
Investiture of Ice
Investiture of Stone
Investiture of Wind
Magic Jar
Move Earth
Otiluke's Freezing Sphere
Programmed Illusion
True Seeing
Wall of Ice

7th Level
Delayed Blast Fireball
Etherealness
Fire Storm
Forcecage
Mordenkainen's Magnificent Mansion
Mordenkainen's Sword
Planar Shift
Prismatic Spray
Reverse Gravity
Symbol
Teleport
Whirlwind

8th Level
Antimagic Field
Demiplane
Earthquake
Incendiary Cloud
Maze
Sunburst
Trap the Soul

9th Level
Foresight
Gate
Prismatic Wall
Shapechange
Time Stop
True Polymorph
Wish

APPENDIX A: EXAMPLE OF AUTOMATON

This Artificer picked a Flumph as it's based creature to make its automaton. Notice how the type is now construct and that it's intelligence is now 11 instead of 14. While it retains its damage immunities to psychic damage, it doesn't have any psychic abilities since they're part of its passive abilities. Such things are at discretion of the Dungeon Master, but a good rule of thumb is to avoid any magic-like ability. In this case, the attack that has the venom is included since it's not magical. The DM should rule how it gets that venom or if the Artificer can load any venom it has.

As a last note, remember that its attacks uses the proficiency bonus from the Artificer.

Automaton FLUMPH

Small construct

Armor Class 12
Hit Points 12 (or 4x Artificer Level)
Speed 5ft Fly 30ft

STR	DEX	CON	INT	WIS	CHA
6 (–2)	15 (+2)	10 (+0)	11 (+0)	14 (+2)	11 (+0)

Damage Immunities psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60ft., passive Perception 12
**Languages** Artificer languages
Challenge 1/8 (25 XP)

Prone Deficiency If the automaton flumph is knocked prone, roll a die. On an odd result, the automaton lands upside-down and is incapacitated. At the end of each of its turns, the automaton flumph can make a DC 10 Dexterity saving throw, righting itself and ending the incapacitated condition if it succeeds.

ACTIONS

Tendrils Melee Weapon Attack: reach 5 ft., one creature. Hit: 4 (1d4 + 2) piercing damage plus 2 (1d4) acid damage. At the end of each of its turns, the target must make a DC 10 Constitution saving throw, taking 2 (1d4) acid damage on a failure or ending the recurring acid damage on a success. A lesser restoration spell cast on the target also ends the recurring acid damage.

Stench Spray (1 Day) Each creature in a 15-foot cone originating from the flumph must succeed on a DC 10 Dexterity saving throw or be coated in a foul-smelling liquid. A coated creature exudes a horrible stench for 1d4 hours. The coated creature is poisoned as long as the stench lasts, and other creatures are poisoned while with in 5 feet of the coated creature. A creature can remove the stench on itself by using a short rest to bathe in water, alcohol, or vinegar.
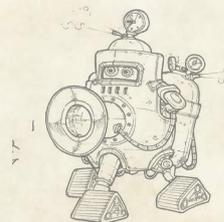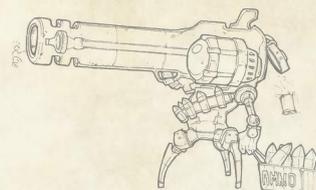
APPENDIX B: LIST OF POSSIBLE CREATURES FOR AUTOMATONS

CHALLENGE 0
Awakened Shrub
Baboon
Badger
Bat
Cat
Crab
Crawling Claw
Deer
Eagle
Frog
Giant Fire Beetle
Goat
Hawk
Homunculus
Hyena
Jackal
Lemure
Lizard
Myconoid Sprout
Octopus
Owl

CHALLENGE 1/8
(MM 319) Blood Hawk
(MM 135) Flumph
(MM 322) Flying Snake
(MM 324) Giant Crab
(MM 327) Giant Rat
(MM 329) Giant Weasel
(MM 195) Kobold
(MM 060) Manes
(MM 332) Mastiff
(MM 218) Merfolk
(MM 224) Monodrone
(MM 333) Mule
(MM 334) Poisonous Snake
(MM 335) Pony
(MM 276) Slaad Tadpole
(MM 284) Stirge
(MM 032) Twig Blight

CHALLENGE 1/4
(MM 012) Aarakocra
(MM 318) Blink Dog
(MM 319) Boar
(MM 035) Bullywug
(MM 057) Dretch
(MM 128) Drow
(MM 225) Duodrone
(MM 020) Flying Sword
(MM 323) Giant Badger
(MM 323) Giant Centipede
(MM 325) Giant Frog
(MM 327) Giant Poisonous Snake
(MM 330) Giant Wolf Spider

(MM 166) Goblin
(MM 175) Grimlock
(MM 194) Kenku
(MM 199) Kuo-toa
(MM 216) Mud Mephit
(MM 032) Needle Blight
(MM 333) Panther
(MM 253) Pixie
(MM 254) Pseudodragon
(MM 080) Pteranodon
(MM 272) Skeleton
(MM 217) Smoke Mephit
(MM 283) Sprite
(MM 217) Steam Mephit
(MM 290) Troglodyte
(MM 138) Violet Fungus
(MM 195) Winged Kobold
(MM 341) Wolf
(MM 316) Zombie

CHALLENGE 1/2
(MM 317) Ape
(MM 318) Black Bear
(MM 042) Cockatrice
(MM 046) Darkmantle
(MM 215) Dust Mephit
(MM 329) Giant Wasp
(MM 163) Gnoll
(MM 243) Gray Ooze
(MM 186) Hobgoblin
(MM 215) Ice Mephit
(MM 193) Jackalwere
(MM 204) Lizardfolk
(MM 216) Magma Mephit
(MM 212) Magmin
(MM 232) Myconid Adult
(MM 246) Orc
(MM 252) Piercer
(MM 336) Reef Shark
(MM 262) Rust Monster
(MM 263) Sahuagin
(MM 267) Satyr
(MM 269) Shadow
(MM 164) Svirfneblin
(MM 225) Tridrone
(MM 032) Vine Blight

CHALLENGE 1
(MM 019) Animated Armor
(MM 106) Brass Dragon Wyrmling
(MM 033) Bugbear
(MM 112) Copper Dragon Wyrmling
(MM 321) Death Dog
(MM 121) Dryad
(MM 122) Duergar
(MM 265) Fire Snake

(MM 148) Ghoul
(MM 166) Goblin Boss
(MM 181) Harpy
(MM 076) Imp
(MM 200) Kuo-toa Whip
(MM 226) Quadrone
(MM 230) Quaggoth Spore Servant
(MM 063) Quasit
(MM 268) Scarecrow
(MM 279) Specter
(MM 288) Thri-kreen
(MM 133) Young Faerie Dragon
(MM 310) Yuan-ti Pureblood

CHALLENGE 2
(MM 133) Adult Faerie Dragon
(MM 022) Azer
(MM 088) Black Dragon Wyrmling
(MM 109) Bronze Dragon Wyrmling
(MM 131) Ettercap
(MM 140) Gargoyle
(MM 148) Ghast
(MM 157) Gibbering Mouther
(MM 161) Githzerai Monk
(MM 163) Gnoll Pack Lord
(MM 095) Green Dragon Wyrmling
(MM 173) Grick
(MM 191) Intellect Devourer
(MM 205) Lizardfolk Shaman
(MM 220) Mimic
(MM 236) Nothic
(MM 247) Orc Eye of Gruumsh
(MM 247) Orog
(MM 251) Peryton
(MM 256) Quaggoth
(MM 264) Sahuagin Priestess
(MM 179) Sea Hag
(MM 118) Silver Dragon Wyrmling
(MM 279) Specter (poltergeist)
(MM 078) Spined Devil
(MM 209) Wererat
(MM 102) White Dragon Wyrmling
(MM 301) Will-o-wisp

CREDITS