



# ARTIFICER: EXPANDED TOOLBOX V2.1A

## WHAT IS THE EXPANDED TOOLBOX?

The Expanded Toolbox is additional resources for the [Alternate Artificer](#) as written by [/u/KibblesTasty](#).

While the Alternate Artificer upgrade system encourages customization, a reoccurring ask is for more upgrades, so here we are: this is what it says on the tin - an Expanded Toolbox to draw from when building your Artificer based on things I have used, have seen suggested, or simply think are good ideas that didn't make it into the primary document.

### BALANCE DISCLAIMER!

Using the Expanded Toolbox for the Revised Artificer is not, nor is intended to be, power neutral, for the simple reason that more options is *always* more power.

Moreover, there is two reasons that something appears here instead of the main document:

- Either is *new content* that is not yet tested to the level of rigor to make it into the main document, or...
- It is specialized content that might not be suitable for all games.

I don't include anything here that I think is completely outrageous or unbalanced, but items from this document should be considered on a case-by-case basis. Use this document the same way you would use Unearthed Arcana content. This is essentially my version of that.

## TABLE OF CONTENTS:

- Runesmith
- Cursesmith
- Spells
- Additional Upgrades
- Common Inventions
- Feats
- Backgrounds
- Notable Homebrew

## CLASS FEATURES

The following are extended options for the base class that are either new changes be considered for the base class (made as Playtest) or being considered for inclusion as Variant Class Features.

### CROSS DISCIPLINARY KNOWLEDGE

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#### *Playtest Feature*

At 6th level, you can expand on your knowledge across fields. You can craft one of the following: a Thundersmith's Stormforged Weapon, an Infusionsmith's Animated Weapon, Blasting Rod, or Infused Weapon, a Potionsmith's Alchemical Reagent Pouch and Alchemical Fire or Alchemical Acid, a **Warsmith's Gauntlet with the Martial Grip, Power Fist or Force Blast Upgrade (note: this does not give Artificial Strength)** or an Unrestricted Gadgetsmith Upgrade.

If you select a Stormforged Weapon, you gain proficiency with that weapon and knowledge of how to make ammunition for it (if required). You cannot apply Infused Weapon to another weapon granted by this class.

If this selection is lost or destroyed, you can remake it following the rules for remaking the select item in subclass.

### CLASS UPGRADES

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#### *Optional Class Feature*

You can take one of these class wide upgrades in place of a subclass upgrade.

#### **Shield Proficiency**

You gain proficiency with shields.

#### **Tool Proficiency**

You gain proficiency in a tool of your choice.

#### **NOTE: TOOL EXPERTISE**

Note that as the Artificer gives Expertise in any tool proficiency gained by this class, this would give expertise in the tool selected.

## CURSMITH

A Cursmith's power is invariably marked by the dark decisions they've made; some ignore this lingering darkness, pursuing the heights of power their reckless creation allows. Others leverage the twisted side effects themselves, believing there are no mistakes, only opportunities. Darker still are those that truly embrace the darkness of their twisted creations, becoming twisted creations themselves.

A Cursmith is not always evil, but they walk a path that dangles precariously over evil, making it an easy thing to fall into. They may be Lawful, but the laws they respect are rarely those of normal mortal society that might get in the way of their dark delving.

### CURSMITH'S PROFICIENCY

When you choose this specialization at 1st level, you gain proficiency with one crafting tool of your choice, and learn one language of your choice from Infernal, Abyssal, Deepspeech, or Primordial.

### FORBIDDEN ARTIFACT

At 1st level, you set yourself apart from other Artificers by seizing power that others dare not wield. You partake a dark ritual investing enormous power into an melee weapon and intertwining it with your very soul, bestowing it with great power, but twisting and corrupting it. The weapon becomes permanently bound to you. You have proficiency with the weapon.

When you perform the rite, you instill one of the following awakening powers into the artifact: Empowered, Living, Necrotic, or Eldritch (listed below).

As a bonus action, you can awaken the weapon, invoking the awakened power and the cursed property until you suppress it again. You can suppress it as a bonus action, but if it has been awakened for more than 1 minute, you must pass a DC 10 Charisma save to return its dormant state.

### EMPOWERED

When awakened, the weapon hums with great power, dealing additional 1d4 damage of the weapons damage type. The extra d4 is maximized when attacking objects or structures.

### LIVING

When awakened, your weapon morphes into a writhing living form. Select two of Abhorrent Life, Grip, Reach, or Split. It gains these properties while awakened.

### NECROTIC

When awakened, the weapon is enshrouded in dark energy. Each time you hit a creature with it, it inflicts a stack of necrotic rot on the creature. At the end of a creature's turn it takes a 1d4 damage per stack of necrotic rot on it and makes a Constitution saving throw against your spell save DC. On a success, the stacks are removed. On a failure, they remain. You can have a maximum number of stacks on a creature equal to your proficiency modifier.

### TRACKING NECROTIC ROT

My favorite way to track this is just place the d4 next to the creature each time it gets a stack as it gives a great feeling of impending doom, but if you have a less absurd collection of d4s on hand, simple tic marks can suffice.

### ELDRITCH

When awakened, it glows with magical power. When awakened, you can release magical blasts of power from the weapon that deal damage equal to the weapons damage dice. Select from cold, fight, lightning or necrotic for its damage type. In place of making an attack with this weapon, you can release this energy as a ranged spell attack. The ranged spell attack has a range of 120 feet. You can apply your Intelligence modifier to damage done with this attack.



## CURSED PATH

Starting at 3rd level, the path you've chosen begins to claim your body and soul - some could call it a curse, some could call further opportunity. Select a path from the following:

### CURSE BEARER

You can draw deeply on the dark energy, attempting to master its power. When you awaken your forbidden artifact, you can afflict yourself with *bane*. When you do so, you deal an additional 1d6 necrotic damage on attacks with your Forbidden Artifact.

Additionally, when you suffer the effects of *bane* or any curse effect of one of the items granted by this class, you can suppress the effect ignore the negative consequence of the effect. You can do this a number of times equal to your proficiency bonus, regaining all uses on a long rest. If the curse is an ongoing effect, suppressing it suppressing it until the start of your next turn.

### CURSE BRINGER

Once per turn when you deal damage with your Forbidden Artifact in its Awakened Form, you can leave a lingering malignity on that target. The target must make a Charisma saving throw or suffer the effect of *bane* until the start of your next turn.

Additionally, when you suffer the effect of any curse effect of one of the upgrades granted by this class, as a reaction, you can force another creature within 30 feet to make a Charisma saving throw or suffer the same effect. You can do this a number of times equal to your proficiency bonus, regaining all uses on a long rest.

### CURSE EATER

You consume the darkness of your Forbidden Artifact, destroying it. You gain a natural melee weapon. On hit, this weapon deals 1d8 damage of your choice of bludgeoning, piercing, or slashing damage (selected when you gain this feature), and 1d4 necrotic damage.

You can awaken the power gained from the weapon to your natural weapon as well as the effect of the Forbidden Artifact curse. You can additionally absorb any item you create with this subclass, innately gaining its effect and curse. At the start of your turn while you are not incapacitated you regain temporary hit points equal to 1 + the number of curses you are currently afflicted by.

When you gain temporary hit points from this feature, you can instead regain 1d4 + the number of curses you are currently afflicted with hit points. You can do this a number of times equal to your proficiency bonus, regaining all uses on a long rest.

### DAMNED AFFINITY

Additionally at 3rd level, magical items granted by this subclass that require attunement do not count against your attunement total if that item is cursed.

### EXTRA ATTACK

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

## UNLIMITED POWER

Starting at 14th level, you can select a second Awakening Property for your Forbidden Artifact. When you awaken it, you can awaken either property, or awaken both properties at the same time. When you awaken both properties at the same time, the weapons power rages out of control and begins to eat your soul, dealing 1d8 necrotic damage to you at the end of each turn it is awakened. This damage cannot be resisted.

### CONSUMED UNLIMITED POWER

The Unlimited Power upgrade applies the same for a Curse Eater. They can awaken either power, or both, with the same consequences.

## UNRESTRICTED UPGRADES

### Eldritch Magic

*Prerequisite: Artifact with the Eldritch Property*

Select a spell with an attack roll from the Wizard spell list that deals the same damage type as your weapon (when awakened). You can apply any secondary effect of that cantrip to your weapon's attack roll (for example, applying *chill touch's* secondary effect to a weapon that deals necrotic damage).

### Eldritch Blade

*Prerequisite: Artifact with the Eldritch Property*

Your weapon is wreathed in power while awoken, allowing you to make melee spell attacks in place of ranged spell attacks with it against creatures in reach of the weapon.

### Abhorrent Life

When awakened, your Forbidden Artifact takes a life of its own, writhing and lashing on its own at your mental direction. You can apply your Intelligence modifier to the attack and damage roll of the weapon where you usually apply your Strength or Dexterity modifier.

### Abhorrent Grip:

When awakened, your Forbidden Artifact can twist around binding targets. When you hit an attack with it, you can attempt to grapple the target as a bonus action. If you have the Abhorrent Life mutation from this upgrade, you can make an Intelligence (Athletics) check to initiate or contest the grapple. You cannot attack other creatures while grappling a creature with this weapon.

### Abhorrent Reach:

When awakened, your Forbidden Artifact stretches and flexes unnaturally in seeking its targets. It's range increases by 5 feet.

### Abhorrent Split:

*Prerequisite: Forbidden Artifact with damage die of d8 or higher*

When awakened, your Forbidden Artifact splits into multiple writhing branches. The weapons damage dice convert to smaller increments based on the table below:

Damage Dice	Awakened Damage Dice
1d12 or 2d6	3d4
1d10	1d6 + 1d4
1d8	2d4

It can attack other creatures even while grappling or restraining a creature with the Abhorrent Grip mutation from this upgrade, but loses one damage die (starting with its smallest) for each creature it is grappling or restraining.

### Blood Rites

Delving your dark path, you formulate a way to form temporary containers of magical power using blood. Select three ritual spells from the Wizard spell list; you gain the ability to cast these spells as Ritual Spells. You can only take spells of a level you could normally cast at the level you take this talent.

To cast these spells as rituals, you require fresh blood; this can be provided by an creature that has been slain in the last hour, or by a creature (including yourself) providing it at a cost of 1d4 slashing damage.

**Helm of Invulnerability** *You can only wear 1 Helm at a time*  
*Attunement, Cursed.*

You forge a helmet, making yourself invulnerable... almost. As reaction to taking to bludgeoning piercing or slashing damage, you can become immune to bludgeoning piercing and slashing damage until the start of your turn. Once you use this upgrade, you cannot use it again until you complete a short or long rest.

**Curse:** Whenever this helm prevents damage, you take necrotic damage equal half the damage you would have taken. This damage cannot resisted.

**Helm of Madness** *You can only wear 1 Helm at a time*  
*Attunement, Cursed.*

With great madness comes great power. As a bonus action, you can allow the madness to take your mind. You can immediately move up to your movement speed and make a single weapon attack. Once you use this upgrade, you cannot use it again until you complete a short or long rest.

**Curse:** When you activate this helm, your AC and bonus to saving throws is reduced by 5 until the start of your next turn.

**Helm of Omniscience** *You can only wear 1 Helm at a time*

You make a helm granting your unlimited knowledge. As a bonus action, you can gain the effect of *foresight* until the start of your next turn. Once you use this helm, you cannot use it again until you complete a short or long rest.

**Curse:** When you activate this helm, your mind becomes overloaded, causing you to take 1d6 psychic damage when you make a roll that benefits from *foresight* until the start of your next turn.

### Dark Magic

You record some of the foulest effects your experiments have had, codifying them into magical spells. You learn the following spells. They are Inventor spells for you, but do not count against your spells known.

Spell Level	Spells Learned
1st	<i>crippling agony<sup>K</sup>, cause fear</i>
2nd	<i>blindness/deafness, ray of enfeeblement</i>
3rd	<i>rain of spiders, hungar of hadar</i>

### Ring of Gilded Lies

*Attunement, Cursed.*

You create a ring that magically enhances your social abilities. Some of them. When your roll Deception or Performance, you gain the effects of *guidance* for the roll.

**Curse:** When you roll for Persuasion, roll a d4 and subtract it from the result.

### Shadowed Shades

You make a set of spectacles. While wearing them, you can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.

**Curse:** You treat all light as dim light for the purposes of vision while wearing them.

## Whispers of the Night

After tinkering with the properties of your Artifact, you can hear it... whisper. You can hear that too, right? You gain the ability to cast *guidance* and *message*, but the message is always delivered in a haunting, unearthly, or creepy voice.

You can amplify these whispers to cast *dissonant whispers* without expending a spell slot. Once you do so, you cannot do so again until you complete a short or long rest.

## Cursing Rod

You make a twisted magical rod that can dispense curses. Select one of *rotting curse*, *binding curse*, or *befuddling curse* when you create this item. You can cast that curse once using it without expending a spell slot. Once you do so, you cannot do so again until you complete a short or long rest.

## Vampiric Infusion

You develop a dark infusion you can work upon a weapon. As a bonus action, you can expend a spell slot infusing a weapon you touch with vampiric thirst for the next minute. When the wielder of the blade rolls damage with a weapon attack using the infused weapon, they deal 1d8 additional necrotic damage, and regain hit points equal to the necrotic damage dealt + your Intelligence modifier. This effect can occur a number of times equal to the spell slot used on the infusion.

## Form of the Fiend

As an action, you can expend a spell slot to assume the form of a fiend from the following list. The transformation lasts for a number of rounds equal to your spell casting modifier and requires your concentration to maintain, as if concentrating on a spell, or until you drop to 0 hit points or dies. The new form can be a fiend from the following table based on the level of spell slot spent. The you game statistics, excluding mental ability scores, are replaced by the statistics of the chosen fiend. You retains your alignment and personality.

You assume the hit points of your new form. When you reverts to your normal form, you returns to the number of hit points you had before you transformed. If you reverts as a result of dropping to 0 hit points, any excess damage carries over to your normal form. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.

You do not gain any spells the form can cast, legendary actions, or legendary resistances it might have. Your gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment.

Spell Slot Level	Fiend Options
1st	Imp
2nd	Spined Devil
3rd	Bearded Devil
4th	Babau
5th	Barlgura

## 5TH LEVEL UPGRADES

**Ghostgrasp Gloves** *You can only wear 1 set of Gauntlets at a time*

*Cursed, Attunement*

When you pull on these pale white gloves, your hands become ethereal, ghostlike appendages that drift and float from your wrists. You can interact with objects with your hands with a range of 10 feet, including picking up objects, opening doors, or grappling foes; you can attack with these hands at range only if wielding light weapons.

**Curse:** You have disadvantage on grappling checks and the amount you can lift or drag with your hands is halved as things slip through them.

## Mantle of the Beast

*Attunement, Cursed*

You forge magical mantle by seeping it in the blood beasts. By dripping it in the blood of a beast slain within the past week, you can gain one trait of that beast for an hour while wearing the mantle (such as Keen Senses or Spiderclimb).

**Curse:** When you activate it's power by dipping it in the blood of a beast, the languages you can speak become the languages the beast could speak (you still can understand any language you could previously understand) until the effect ends.

**Skeletal Gauntlets** *You can only wear 1 set of Gauntlets at a time*

You forge a pair of gauntlets that cause your hands to appear as skeletal appendages of dark metal. While wearing these gauntlets, if you grapple a creature, at the start of its turn it takes 1d6 necrotic damage, and cannot regain hit points until the start of the of its next turn. Additionally, you have advantage against any check or save that would disarm you.

While wearing these gauntlets, you can cast the *grip of the dead* spell.

**Curse:** The death grip these gloves have make it difficult to let go of things. You have disadvantage on the first attack you make with a thrown weapon on your turn or on any ability check to throw an object.

## Soul Transfer Token

You create a dark magic object that allows you cast *possess corpse*. Once you use this upgrade, you cannot do so again until you complete a long rest.

## Soul Ring

You create a ring to store your soul. While wearing this ring, you have advantage on death saving throws. If you another creature dons the ring. You can absorb yourself your body and equipment into the ring. When you do so, it gains weight equal to one tenth of your weight (including your equipment).

While another creature is wearing the ring, you can attempt to possess them. They make a Charisma saving throw. Your body vanishes and you become incapacitated for the duration, and they become under the effect of *dominate monster*. A creature can choose to fail their save against this.

## Vicious Effigy

You learn the *cruel puppetry* spell and can cast it once without expending a spell slot. Once you use this upgrade, you cannot do so again until you complete a long rest.

## 9TH LEVEL UPGRADES

### Amulet of Exiling

You forge a magical amulet that causes creatures to phase from reality to varying degrees of permanency. You can use this amulet to cast *banish* or *blink* without expending a spell slot. Once you use the amulet to cast a spell, you cannot use it to cast a spell against until you complete a long rest.

### Aspect of the Damned

*Prerequisite: Curse Eater, 2 upgrades consumed*

The powers you have pilfered for your soul have tainted it... naturally this gives you great power. In addition to the powers you have gained from your upgrades, select two of the following powers to permanently gain:

- **Aberrant Life:** You no longer count as a humanoid creature, your creature type becomes aberration.
- **Creature of Darkness:** Your eyes become inky black pools. You can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.
- **Hungering Soul:** Once per turn on your turn while you are grappling or grappled by another creature, you can inflict 1d8 necrotic damage on them as you sap their life force through the contact. Any healing they receive that turn is reduced by half.
- **Physical Mutation:** The darkness within warps your body, you can choose an unrestricted Fleshsmith upgrade (it must be one that affects your body).
- **Unlife:** You have found yourself in an odd half living state. You gain resistance to necrotic damage, and you no longer need to consume food.

### Spell Eating Ring

You make a magical item that consumes magic around you. You can activate the item, casting *counterspell* or *dispel magic* against a target within 15 feet of you. Any spell you that is stopped or ended by the effect, you can choose to consume, restoring 1d4 hit points to you per level of the spell, or gain the effect of the spell stopped or ended yourself until the end of your next turn if it could effect a creature and had a duration other than instantaneous. A spell stolen in this way does not require concentration to maintain, but lasts only a number of turns equal to your Intelligence modifier or the spells duration, whichever is shorter.

Once you use this ability, you cannot use it again until you complete long rest.

### Ring of Nightmares

*Attunement, Cursed*

You forge a ring of, well, pure evil. It can bring the horrifying nightmares to life in reality in a way that you don't quite understand, but is very effective. When you invoke a nightmare, you can cast *hunger of hadar*, *rain of spiders*, *summon lesser demons*, or *enemies abound* without expending a spell slot. Once you use the ring to invoke a nightmare, you cannot use it until you complete a long rest.

**Curse:** You cannot choose the nightmare invoked. When you invoke a nightmare, roll 1d4 (1: *hunger of hadar*, *rain of spiders*, 3 *summoner lesser demons*, 4 *enemies abound*)

### Shadow Vessel

You create a container filled with an inky shadow. You can open the container to cast *summon shadowspawn* without expending a spell slot. You can expend a spell slot of a higher level to cast the spell at the level of the expended spell slot plus one level. Once you use this ability, you cannot use it again until you complete long rest.

## 11TH LEVEL UPGRADES

### Consuming Power

*Attunement, Cursed*

You create a worn magical item - such as a set of bracers, bands or a ring - that leverages a dark bargain. Souls for power... starting with bits of your own.

As a bonus action, you allow it feed its consumption from your own soul. You can decrease your Charisma ability score by up to your Proficiency modifier, increasing your Strength ability score by an amount equal to your decreased Charisma. You cannot increase your Strength beyond its normal maximum in this way. This lasts until you use an action to reclaim your Charisma from the item.

Whenever you slay a creature of CR 1/4 or higher, you gain +1 current and maximum Strength ability score. Both of these effects fade after 1 minute without killing a creature.

**Curse:** At the end of each turn your strength is increased by weapon, you take 1 + the amount of additional maximum Strength you have gained Necrotic damage. This damage cannot resisted.

### Weapon Apotheosis

When you awaken your weapon, it deals an additional 1d6 necrotic damage on damage rolls.

**Ghost Cloak** *You can only wear 1 cloak at a time.*

*Attunement, Cursed*

You forge an item that chips away at your bounds to the material world around you. At the start of your turn while carrying the item, you can choose to slip those bonds entirely, stepping in the ethereal plane. Moving through creatures does not impose a movement penalty, and you can move through objects up to 5 feet thick as difficult terrain. If you end your turn in another creature or objects space, you are moved to the nearest available space taking 1d10 force damage per five feet moved.

Once you activate this item, you cannot activate it again until you complete a short or long rest.

**Curse:** After leaving the Ethereal plane, until the start of your next turn you appear vaguely translucent, all damage you deal is reduced by half and you have resistance to non-magical bludgeoning, piercing and slashing damage.

**Blood Cloak** *You can only wear 1 cloak at a time.*

*Attunement, Cursed*

You forge a blood red cloak that drinks blood to empower you. Unfortunately mostly your blood. When you take damage from bludgeoning or piercing damage while below half of your maximum hit points, you gain temporary hit points equal to half the damage taken. If you hit a creature while you have these temporary hit points, you can add them to your damage roll.

**Curse:** If you are healed while you have these temporary hit points, the temporary points are lost and the healing is reduced by the amount of temporary hit points lost.

## 15TH LEVEL UPGRADE

### Curse Numbness

*Prerequisite: Curse Bearer*

You become immune to the effects of *bane*, *hex*, and *bestow curse* even when self inflicted.

### Undying Creature

*Prerequisite: Curse Eater*

You gain twice as many temporary hit points at the start of your turn from Curse Eater (or recover twice as many hit points when recovering hit points with it). You gain temporary hit points from the feature even when incapacitated.

### Pandemic of Despair

*Prerequisite: Curse Bringer*

If a target becomes effected by *bane* (either the spell or the effect from Curse Bringer) you can force a creature within 5 feet of it make a saving throw against the same effect, repeating indefinitely as long as there is targets. If a target fails their save, they become effected by the same effect as the initial target.

### Exude Darkness

You allow the power of your artifact to leak out. Whenever you cast a spell of 1st level or higher, you gain the effect of *shadow of moil* for a number of turns equal to the level of the spell cast. This effect does not require concentration to maintain.

### True Artifact

So long ago you forged great power. Now you realize its full potential. Your cursed weapon becomes a true artifact, any bonus to attack and damage rolls lower than +3 it has is replaced by a bonus of +3, it gains two additional properties from the following list:

- While attuned to this artifact, you are immune to disease.
- While attuned to this artifact, you can't be charmed or frightened.
- While attuned to this artifact, you can cast a 1st or 2nd level spell of your choice once per short rest without expended a spell slot (spell chosen when this upgrade is selected).
- While attuned to this artifact, you can treat a 1 on a Death Saving throw as a 20.
- While attuned to this artifact, one of your ability scores (chosen when this upgrade is selected) increases by 1, to a maximum of 24.

When you select this upgrade, you can select the condition in which your weapon can be destroyed. Your weapon can no longer be permanently destroyed by any other means. This means can be absurd or implausible, but must be something potentially possible.



# CURSESMITH SPELLS

## CRUEL PUPPETRY

*3rd-level necromancy (ritual)*

**Classes:** Occultist

**Casting Time:** 1 action

**Range:** 120 feet.

**Components:** V, S, M (a small humanoid doll worth at least 5 gp and something from the target creature (such as blood, hair, or scales) both of which the spell consumes)

**Duration:** Concentration, up to 1 minute

You attempt to bind a creature's soul to a doll, linking the creature to the doll in a sympathetic link. The target must make a Charisma saving throw. On failure, the creature becomes bound to the doll. On a successful save, the creature is not bound and the spell ends.

As part of casting the spell when the creature fails the save, and on subsequent turns using your action until the spell ends, you can perform one of the following actions:

- Hold the doll still, causing the creature to be Restrained until start of your next turn.
- Force the doll to move, causing the creature to move 15 feet in a direction of your choice that it can move.
- Smash the doll, causing it take 4d6 bludgeoning damage.
- Rip the doll in half, ending the spell, destroying the doll, and dealing 4d12 necrotic damage.

Each time after the first you use an action to manipulate the doll, after the effect takes place, the creature can repeat the Charisma with disadvantage, ending the effect on a successful save.

Once a creature has been targeted by this spell, they cannot be targeted again for 24 hours.

**At Higher Levels:** When cast with a 5th level spell slot or above, the range of the spell becomes unlimited, as long as the target is on the same plane as the caster.

## POSSESS CORPSE

*3rd-level necromancy*

**Classes:** Occultist

**Casting Time:** 1 action

**Range:** 30 feet.

**Components:** V, S

**Duration:** Concentration, up to 10 minutes.

You target a corpse of a dead humanoid or beast, and temporarily transfer your soul into it. If the corpse has been dead for more than 24 hours, animating it as a skeletal or zombie version of itself. You retain your mental Ability Scores, alignment, and personality, but your other game statistics are replaced by its.

You cannot cast any spells the creature had, and do not get any special abilities unique to that instance of the creature (you become the generic version of that creature as presented in the game Statistics or the closest available option).

You cannot target a corpse or become a creature that has a higher CR than your character level or the level of the spell slot this spell is cast with.

When you cast the spell can choose to leave your body behind, or cause it to fade away into the ethereal realm for the duration of the spell. If you cause it fade away, it reappears within 5 feet of the creature you were inhabiting when the spell ends. Either way, when the spell ends you return to your body regaining your normal game statistics.

## RAIN OF SPIDERS

*3rd-level conjuration*

**Classes:** Druid, Occultist, Sorcerer, Warlock, Wizard

**Casting Time:** 1 bonus action

**Range:** 60 feet

**Components:** V, S, M (a spider leg)

**Duration:** Concentration, up to 1 minute.

A vertical column of spiders begins to rain down in 20 foot radius, 40 foot high cylinder, centered on a location you specify. A Swarm of Spiders (Monster Manual, pg 334) descends onto each creature within the cylinder.

This swarm is considered to be climbing on the target creature and moves with them, even if they leave the affected area, and takes its turn immediately after that creature's turn. A creature can make use its action to attempt to get them off, making a Strength (Athletics) or Dexterity (Acrobatics) check against the spell save DC of the caster.

The swarm will attack the creature it fell on if it can, or move to chase them if it has been knocked off of them. Any spiders that remain when the spell ends disappear.

## RUNSMITH

A Runesmith is an Artificer that has narrowed their focus to working a specific language of magic - powerful Runes that can channel long lasting power. These Runes come in many shapes and forms, the lore behind from many sources.

A Runesmith can be a knight, his runes splashed with gleaming power across his armor, or a scholar lending their power to the companions, marking potent runes on their weapons before standing back, or even a strange tattooed mystic, their runes tattooed across their very body.

Runesmiths are not inherently good or evil, though their rigorous attention to detail and patience tend to make them more inclined to a Lawful perspective.

### RUNSMITH PROFICIENCY

When you choose this specialization at 1st level, you gain proficiency with martial weapons as well as smith's tools or calligrapher's supplies (based on your preferred method of marking runes. You learn one additional exotic language of your choice.

### RUNIC MARKS

Starting at 1st level, you can mark magical runes, imbuing the things they are marked onto with magic. A rune can be marked on a weapon, on a suit of armor, or directly onto yourself, as a type of runic tattoo.

The affected creature of a rune is the creature wielding the weapon or armor it is marked on, or you if the rune is directly marked on you. You can mark one rune on a weapon or set of armor, but there is no limit to the number of runes that can be marked on a creature.

If a rune is marked on a creature, select if you are effected by the weapon (affecting your natural weapons or unarmed strikes) or armor (affecting your natural armor).

You know the following runes, and can learn more from upgrades. You can mark your runes during a long rest, and can have two runes marked at a time, gaining the ability to have an additional rune marked at 3rd level (to three runes), 5th level (to four runes), and 14th level (to five runes). These last until you mark a new rune, with the oldest rune fading when you mark a new one after reaching your maximum number of runes. Upgrades that grant a new Runes does not increase this number, just expands the range of Runes you can mark.

### RUNIC EFFECTS

Each rune grants a passive ability based on what is marked on that enhances the ability of what it is marked on, and has an active ability that can be activated as an action or in place of an attack as part of the Attack action while it is marked.

### RUNE OF POWER

An imposing rune that speaks to raw power. It has the following effects:

Target	Effect
Weapon	The base damage of the weapon becomes 1d6 (if it was lower), and the weapon adds +1 to damage rolls.
Armor	The base AC of the armor becomes 13 (if it was lower), and the armor's AC bonus is increased by +1.

- **Active (Empower):** The next attack of the affected creature before the start of your next turn deals an additional 1d8 + Intelligence modifier force damage.

### RUNE OF FIRE

An swirling rune that represents fire and burning. It has the following effects:

Target	Effect
Weapon	The first time per turn the weapon deals damage, that damage deals an additional 1d4 fire damage.
Armor	When the affected creature is by a melee weapon attack, they can use their reaction to deal 1d4 fire damage to the attacker.

- **Active (Explode):** Creatures within a 5-foot radius of the affected creature must pass a Dexterity saving throw, or take 1d8 fire damage.



## RUNE OF LIGHTNING

A jagged rune that manipulates energy and controls lightning. It has the following effects:

Target	Effect
Weapon	The first time per turn the weapon deals damage, that damage deals an additional 1d4 lightning damage.
Armor	The effected creature gains 5 feet of movement speed.

- **Active (Hasten):** During the affected creature's turn, they gain an additional action that can be used to attack (one weapon attack with a light weapon or unarmed strike only), dash, disengage, hide, or use an object.

## RUNE OF WARDING

A stalwart rune that wards off harm. It has the following effects:

Target	Effect
Weapon	If the affected deals damage with this weapon on their turn, they gain 1d4 temporary hit points.
Armor	Damage taken by the affected creature is reduced by 1.

- **Active (Master):** The affected creature gains 1d4 + your intelligence modifier temporary hit points; the creature already has temporary hit points greater than this, the amount increases by your intelligence modifier.

## RUNIC FLARE

Starting at 3rd level, you can activate a rune as a bonus action. You can do this a number of times equal to your proficiency bonus, and regain all uses when complete a short or long rest.

## RUNIC PATH

Additionally at 3rd level, you can specialize in a certain application of runes, selecting from the following Runic Paths:

### RUNIC KNIGHT

You have proficiency with weapons or armor that are marked with your runes.

### RUNIC MYSTIC

When you mark a rune on yourself, you gain both the weapon and armor effects of it. You add your Intelligence modifier, instead of your Strength modifier, to the attack and damage rolls when you attack with unarmed strikes.

### RUNIC SAGE

You gain the ability channel the runic power of runes that are on armor or weapons you are wearing, or on yourself. You can use the runes you've marked to channel magic. You gain the following spells based on which runes you've marked.

Rune	Cantrip	Spell
Rune of Power	<i>light</i>	<i>magic missile</i>
Rune of Fire	<i>burn<sup>K</sup></i>	<i>burning hands</i>
Rune of Lightning	<i>shocking grasp</i>	<i>lightning tendril<sup>K</sup></i>
Rune of Proficiency	<i>guidance</i>	<i>unlocked potential<sup>K</sup></i>
Rune of Warding	<i>blade ward</i>	<i>armor of agathys</i>
Rune of Gravity	N/A	<i>fall<sup>K</sup></i>
Rune of Blood	N/A	<i>cure wounds</i>

## EXTRA ATTACK

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

You can activate a rune using its active property in place of one or both attacks.

## TWIN FLARES

Starting at 14th level, once per turn, when you use the active property of a Rune or Glyph, you can cause the active effect of any two Runes or Glyphs

## RUNESMITH UPGRADES

### UNRESTRICTED UPGRADES

#### Animate Inscription

You mark special inscription on yourself or an item in your position to represent a familiar. You can spend a hit die to give it life and cast *find familiar* using this rune. When you cast *find familiar* in this way it does not require a spell slot or require material components, and the casting time is one action.

#### Arcane Glyph

Learn how to translate a spell you know with a target of self into a glyph that can be marked on a creature or piece of armor. As a special 1 minute ritual you can expend a spell slot of the spells level and mark this glyph on a creature. This glyph has no passive effect, but when activated with an action, it casts the stored spell as if the creature the glyph was marked on cast the spell.

Alternatively, the a creature marked with this glyph or wearing armor marked with this glyph that is aware of it's presence can use this glyph to cast the spell marked within as if they cast the spell stored using a magical item.

The glyph immediately fades after the spell has been cast (the spell lasts as normal). The glyph fades when the Runesmith that marked it completes a long rest.

#### Channel Magic

You can cast a spell of range Touch on a creature marked by one of your Runes, wearing armor marked by one of your Runes, or wielding a weapon marked by one of your Runes, regardless of the distance between you.

## Glyph Magic

You learn the ability to cast a glyph. You learn the following spells. These spells are Inventor spells for you, but do not count against your spells known.

Type	Effect	Level Requirement
Absorption	You learn the <i>glyph of absorption</i> spell.	--
Fire	You learn the <i>glyph of fire</i> spell.	--
Frost	You learn the <i>glyph of frost</i> spell.	--
Translocation	You learn the <i>glyph of translocation</i> spell.	5
Nullification	You learn the <i>glyph of nullification</i> spell.	9
Gravity	You learn the <i>glyph of gravity</i> spell.	13

## Rune of Blood

An esoteric run that binds the essence of life. It has the following effects:

Target	Effect
Weapon	Each time the weapon deals damage to a creature, it stores one charge, up to a maximum number of charges equal to your Intelligence modifier.
Armor	If the affected creature is hit by a critical hit or reduced to zero hit points, the rune stores one charge, up to a maximum number of charges equal to your Intelligence modifier.

- **Active:** *Revitalize*, The affected creature can immediately expend 1 hit dice, rolling it and regain health as normal. All charges of the rune are consumed, restoring additional hit points to the affected creature for 1d4 per charge consumed.

## Rune of Gravity

A complex run that manipulates the interactions of objects to change gravity. It has the following effects:

Target	Effect
Weapon	Marking this one a weapon adds or removes the heavy property. If you remove the heavy property from a melee weapon with this rune, you can also remove the two-handed property.
Armor	Any time the affected creature would be moved against their will, they can use their reaction to stay where they are, as long as the movement is not falling.

- **Active:** *"Pull"*, All creatures within 20 feet of the affected creature are dragged 5 feet toward the affected creature.

## Rune of Returning

A weapon you mark with this rune is under the effect of *returning weapon* spell. This rune does not count against the runes you can mark, though you can only have it marked on one weapon at a time.

## 5TH LEVEL UPGRADES

### Duplicate Rune

For one of the runes you mark, you can mark it on two different items or creatures counting it as a single use of instance of marking that rune. This applies to a single application (not a single type of rune).

### Paired Effects

You can mark two runes on a weapon or set of armor.

### Rune Shield

If you or any of your the items you are wearing are marked with a Rune of Warding, you can cast the *shield* spell.

## 9TH LEVEL UPGRADES

### Perfected Form

The number of runes you can mark at the same time increases by one.

### Mystic Flare

*Prerequisite: Runic Mystic*

The first time you use a Runic Flare on your turn, it does not require a bonus action.

### Runic Aegis

*Prerequisite: Rune Knight*

You gain temporary hit points equal to your Intelligence modifier when you use a Runic Flare.

### Rune Magic

*Prerequisite: Rune Sage*

You gain access to more powerful magic through your runes.

Rune	2nd Level	3rd Level
Rune of Power	<i>star dust</i> <sup>K</sup>	<i>aether lance</i> <sup>K</sup>
Rune of Fire	<i>scorching ray</i>	<i>fireball</i>
Rune of Lightning	<i>lightning charged</i> <sup>K</sup>	<i>lightning bolt</i>
Rune of Warding	<i>warding bond</i>	<i>protection from energy</i>
Rune of Gravity	<i>fling</i> <sup>K</sup>	<i>crushing singularity</i> <sup>K</sup>
Rune of Blood	<i>hold person</i>	<i>life transference</i>

## 11TH LEVEL UPGRADE

### Primal Emphasis

The size damage dice of runes that deal Lightning, Cold, or Fire damage increases by one step (for example from a d4 to a d6). This applies to both their passive and flared effect.

### Linguistic Structure

You can mark up 3 Runes on a single item.

## 15TH LEVEL UPGRADES

### Reckless Flare

As an action, you flare all of your marked runes and glyphs, after the active effect, all of your Runes fade and must be marked once again.

You cannot do this again until you complete a long rest.

### Glyph of Force

You learn the spell *wall of power*. It is an Inventor spell for you and does not count against your spells known.

## LIST OF GLYPHS

### GLYPH OF ABSORPTION

*1st level abjuration(glyph)*

**Casting Time:** 1 bonus action.

**Range:** 5 feet.

**Components:** S

**Duration:** 1 minute.

You draw an ethereal mark in the air at a point within range. Creatures within 10 feet of this glyph have resistance to all damage, but this glyphs damage equal to the damage those creature's take (after resistance). The Glyph has 10 hit points. If the glyph is destroyed, it fades without detonating and the spell ends.

As an action, you can detonate the glyph. Any creature within 15 feet of this glyph must make a Dexterity saving through, or take Force damage equal to half the amount of damage the Glyph has absorbed. After using this action, the spell ends.

The spell ends early if you until you deactivate it with a bonus action.

**At Higher Levels** When you cast this spell using a spell slot of 2nd level or higher, the glyph absorbs 5 additional hit points for each slot level above 1st

### GLYPH OF FIRE

*1st level evocation(glyph)*

**Casting Time:** 1 bonus action.

**Range:** 5 feet.

**Components:** S

**Duration:** 1 minute.

You draw an ethereal mark in the air at a point within range. Any creature that starts their turn within 5 feet of this glyph takes 1 fire damage.

As an action, you can force all creatures within 15 feet of this glyph must make a Dexterity saving through, taking 3d6 fire damage on failure, or half as much on success. After using this action, the spell ends.

The spell ends early if you until you deactivate it with a bonus action.

### GLYPH OF FROST

*1st level evocation(glyph)*

**Casting Time:** 1 bonus action.

**Range:** 5 feet.

**Components:** S

**Duration:** 1 minute.

You draw an ethereal mark in the air at a point within range. The area within 5 feet of this Rune becomes difficult terrain.

As an action, you can force all creatures within 15 feet of this glyph must pass a Constitution saving through, or take 1d8 cold damage and become restrained, or half as much damage on success. After using this action, the spell ends.

The spell ends early if you until you deactivate it with a bonus action.

### GLYPH OF GRAVITY

*4th level transmutation(glyph)*

**Casting Time:** 1 bonus action.

**Range:** 5 feet.

**Components:** S

**Duration:** 1 minute.

You draw an ethereal mark in the air at a point within range. Within 30 feet of this Glyph, moving away from it is requires twice as much movement, and any creature that ends its turn within 30 feet of it is pulled 10 feet closer to it if there is space available.

As an action, you can force all creatures within 30 feet of this Glyph to make a Strength saving throw or be flung 40 feet away from this Glyph, taking 4d6 damage and falling prone. After using this action, the spell ends.

The spell ends early if you until you deactivate it with a bonus action.

### GLYPH OF NULLIFICATION

*3rd level abjuration(glyph)*

**Casting Time:** 1 bonus action.

**Range:** 5 feet.

**Components:** S

**Duration:** 1 minute.

You draw an ethereal mark in the air at a point within range. Creatures within 5 feet of this glyph have resistance to Force damage.

As an action for the duration of the spell, you can cause the glypg to form a *globe of invulnerability* centered on the glyph, which lasts until the start of your next turn, at which point the spell ends.

The spell ends early if you until you deactivate it with a bonus action.

### GLYPH OF TRANSLOCATION

*2nd level conjuration(glyph)*

**Casting Time:** 1 bonus action.

**Range:** 5 feet.

**Components:** S

**Duration:** 1 minute.

You draw an ethereal mark in the air at a point within range.

As an action for the duration of the spell, you instantly teleport a willing creature of your choice within 120 feet (of you) to the closest free space next to this Glyph (your choice if multiple free spaces are available). If you expend a higher level spell slot, the number of creatures you can teleport increased by 1 for each level above 2nd, at which point the spell ends.

The spell ends early if you until you deactivate it with a bonus action.

## RELICSMITH V0.9

A Relicsmith is a strange brand of Artificer, often viewed with spectism by their peers, they are bolstered by one simple fact: the inventions work. They harness holy power in ways that defines arcane logic, bringing a unique blend of methodology and faith. How their inventions work is a source of consternation to others, but in faith in their scriptures and inscriptions is rewarded... perhaps by the faith they have in them.

Relicsmith's are inheritors of ancient traditions, sometimes passed down to them, sometimes ones they have uncovered in their research... sometimes, perhaps, ones that they *believe* they have uncovered in their research. Patterns, connections, scriptures, and rituals, their tools are many and varied.

Of course, those that walk this path tend to have strong conviction with extends beyond just their invention. A Relicsmith is as prone as any Paladin to have a driven and righteous (in their eyes) cause. Divine power in those restrained only by their own conviction can be a dangerous thing indeed.

### RELICSMITH'S PROFICIENCY

When you choose this specialization at 1st level, you gain proficiency with martial weapons, the Religion skill and Calligrapher's supplies.

### DIVINE RELIC

At 1st level, you unlock the secrets of the sacred, creating a relic that channels divine power. This relic counts as spellcasting focus for you. It takes the shape of a small item, such as a pendent, a amulet, or device. While you possess your relic, you can use it to focus your powers, gaining the following abilities:

- You can cast the *light* cantrip.
- You can cast the *sacred flame* cantrip.
- You can set a weapon ablaze. As a bonus action, you can touch a weapon you cause it to burst into holy fire. Attacks with the weapon deal 1d4 fire damage on hit for 1 minute or until you use this ability again.

### INGENIOUS RELIQUARY

Starting at 3rd level, you integrate your reckon into another item, selecting one of the following for your Relic. Your Relic retains all the properties it normally has, and gains new properties based on the selected item. Once selected, you cannot select a different options, but can replace the weapon your relic is incorporated to during a long rest.

### MELEE WEAPON

You integrate your divine relic into a melee weapon. The weapon taps directly into the relics power, and when you target it with the Fire ability of your Divine Relic, it deals 1d6 fire damage on hit.

### RANGED WEAPON

You integrate your divine relic into a ranged weapon, giving an unlimited supply of sacred power. It no longer consumes ammunition and instead fires radiant bolts of power, dealing radiant damage.

### RELIC LANTERN

You power a sacred lantern with the divine relic, causing it to shed a brilliant pure light for 20-feet and an additional 20-feet of dim light. As a bonus action, you can grant one creature within the light of the Lantern 1d4 temporary hit points.

### ORDAINED PATH

Additionally at 3rd level, the gifts of your divine relic lead you to a revelation of faith. Select a path to follow.

### PATH OF JUSTICE

Select on Fighting Style from the following list. Additionally, you gain the following spells at the following levels.

**Two-Weapon Fighting.** When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

**Great Weapon Fighting.** When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.



**Dueling.** When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

**Mixed Weapons.** When you take the attack action with a one handed melee weapon with the light property, you can make immediately make a single weapon attack with a one-handed ranged weapon as a bonus action. You ignore the reload property of ranged weapons.

Spells	Inventor Level
3rd	<i>divine favor</i>
5th	<i>branding smite</i>
9th	<i>crusader's mantle</i>
13th	<i>guardian of faith</i>
17th	<i>destructive wave</i>

## PATH OF SALVATION

When you restore hit points or grant temporary hit points to a creature, you can add your intelligence modifier. Additionally, you gain the following spells at the following levels.

Spells	Inventor Level
3rd	<i>bless</i>
5th	<i>gentle repose</i>
9th	<i>beacon of hope</i>
13th	<i>aure of life</i>
17th	<i>mass cure wounds</i>

## PATH OF PENANCE

Whips gain the light property for you. When you deal damage with a whip, you gain temporary hit points equal to your Proficiency bonus. Additionally, you gain the following spells at the following levels.

Spells	Inventor Level
3rd	<i>bane</i>
5th	<i>silence</i>
9th	<i>life transference</i>
13th	<i>banishment</i>
17th	<i>insect plague</i>

## EXTRA ATTACK

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

## JUSTICAR SAVANT

Starting at 14th level, your understand of the paths of faith broadens and matures into a more holistic and nuanced understanding. You can select an additional Ordained Path.

## DIVINE SMITH UPGRADES

### UNRESTRICTED UPGRADES

#### Ceremonial Procedures

You develop a rapid way to produce Holy Water. Whenever you complete a short or long rest, you can produce one flask of holy water so long as you have a flask available. Flasks created this way become normal water at dawn the next day. You learn the spell *protection from good and evil*.

#### Conferral of Penance

*Prerequisite: Path of Penance*

When you strike a creature with a whip, you can force them to make a Charisma saving throw. On failure, they suffer the effect of *bane*. Once you use this ability, you cannot use it again until you complete a short or long rest. You can use this ability again before completing a long rest by expending a 1st level spell slot.

#### Divine Light

*Prerequisite: Path of Salvation.*

You learn the spell *healing word*. You can cast it this without expending a spell slot once, after which you require a spell as normal until you complete a long rest.

#### Radiant Bolt

You learn the spell *guiding bolt*. You can cast it this without expending a spell slot once, after which you require a spell as normal until you complete a long rest.

#### Inquisitor's Medallion

You build a specialized version of your relic that focuses zeal for the truth. While carrying it, you can add your Intelligence modifier to Wisdom (Insight) checks, and gain the ability to cast *zone of truth*. You can use this to cast *zone of truth* without expending a spell slot. Once you cast it in this way, you cannot do so again until completing a short or long rest.

#### Burning Pennance

*Prerequisite: Path of Penance*

Whenever a creature rolls the d4 from the effect of a *bane* spell you have afflicted on them, they take fire damage equal to the value rolled on the die.

#### Salvation's Shield

*Prerequisite: Relic Lantern*

While carrying the relic lantern in your hand, you are under the effect of *shield of faith*.

#### Torch of Conviction

You empower a torch to burn with undying flame. This torch has an unlimited duration, and deals 1d6 fire damage on hit. You have proficiency with this weapon and it has the light property for you. While carrying this torch, in place of making an attack with it as part of the attack action, you can cast *create bonfire*.



## Engraved Scriptures

During a long rest you can prepare a number of weapons equal to your Intelligence modifier with holy scriptures marked upon them. Until the end of your next long rest, these weapons are considered silvered and magical for the purposes of overcoming damage resistance of fiends, shapechangers, and undead.

## 5TH LEVEL UPGRADES

### Divine Book

You can read from this book to cast *prayer of healing*. You can cast it this without expending a spell slot once, after which you require a spell as normal until you complete a long rest.

### Duplicate Relic

You create a copy of your divine relic, though the copy only serves as power source, allowing you to select an second Incorporated Relic.

### Mark of Salvation

You create a holy inscription marked upon a piece of your gear. When restore hit points or grant temporary hit points to another creature, you gain half as many hit points or temporary hit points.

### Silver Bullet

During a long rest you can create a single piece of ammunition specialized in the destruction of one creature type. Select from aberration, celestial, fiend, shapechanger, or undead. The piece of ammunition is considered silvered and magical for the purposes of bypassing resistance. If this piece of ammunition hits the specified creature type, the hit becomes a critical hit, and the piece of ammunition becomes a normal piece of ammunition. You can only have one special piece of ammunition from this feature at a time.

## 9TH LEVEL UPGRADES

### Condemnation of Fire

You invoke the power of your relic to attempt to purge a creature. The target creature must make a Strength saving. On a failure it becomes restrained by chains of fire and set ablaze. While restrained, it takes 2d6 fire damage at the start of each of its turns. It may repeat the saving throw at the end of each of its turns, ending the effect on a success.

Once you invoke this ability, you cannot do so again until you complete a short or long rest.

### Holy Hand Grenade

You build a sacred device of dispensing justice. You can use it to cast *flamestrike* without expending a spell slot. Once used, you cannot use it again until you complete a long rest.

### Inscribed Prayer

During a long rest, you can inscribe a special divine scripture. This serves as a *scroll of mass healing word*. You can use this scroll without a check. This scroll lasts until used or until you create another divine scripture.

## 11TH LEVEL UPGRADES

### Consuming Flames

The Divine Fire power of your relic increases to 1d6 fire damage. When using it on a weapon that incorporates your relic, the damage increases to 1d8 fire damage.

## Divine Aid

You gain the ability to use your relic to cast *summon celestial*. You can cast it this without expending a spell slot once, after which you require a spell as normal until you complete a long rest.

## Empowered Salvation

*Prerequisite: Relic Lantern*

The temporary hit points granted by your Lantern is increased to 1d8.

## Piercing Light

Any bright light you generate with a class features or spells is considered sunlight.

## Boundless Radiance

*Prerequisite: Radiant Bolt*

You can cast *guiding bolt* without expending a spell slot an unlimited number of times.

## 15TH LEVEL UPGRADES

### Hallowed Armor.

You mark your armor with hallowed inscriptions. When you gain temporary hit points from one of your spells or class features, you glow with radiance. The next time you deal radiant or fire damage with an attack, you deal additional damage equal to the temporary hit points gained.

### Blessed Relic

While carrying your divine relic, you are under the effect of *bless*.

## ARTIFICER SPELLS

### DAMPEN MAGIC

*3rd-level abjuration*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Concentration, up to 1 hour

**Classes:** Artificer, Wizard.

You touch a magical item or creature, and dampen its magic.

If you touched a magical item, make a Spellcasting ability check with a DC equal to 8 + 2 for an common item, +4 for an uncommon item, +6 for a rare item, +8 for a very rare item, +10 for a legendary item, and +12 for an artifact. On a successful check, the item becomes nonmagical for the duration. All divination spells targeting it return that it is a mundane time. At the end of the duration, it becomes a magical item once more.

If you touched a creature, it makes a Charisma saving throw, which it may chose to fail. On failure, it has disadvantage on any spell attack rolls and any creature making a save against its spells has advantage, but it has advantage on any saving throws against magic. It can repeat its saving throw at the end of its turns if it wishes to end the effect.

### RUNIC BINDINGS

*4th-level abjuration*

**Casting Time:** 1 minute

**Range:** Touch

**Components:** V, S

**Duration:** 8 hours

**Classes:** Artificer, Wizard.

You trace a magical rune on a target creature. Choose one the following runic marks:

- **Sealing Rune:** For the duration of the rune, the target must make a Charisma saving throw with disadvantage any time they try to cast a spell. On failure, the spell slot is used, but does not cast.
- **Tracking Rune:** You know the exact location of the creature for the duration. If they are on another plane, you know what plane they are on.
- **Restraining Rune:** For the duration of the rune, the target must make a Charisma saving throw at the start of each of its turns or be *restrained* when attempting to do anything besides things you directly ordered the creature to do (no action required).

You can end the spell early by erasing the rune with an action.

### ORBITAL STONES\*

*4th-level transmutation*

**Classes:** Druid, Sorcerer, Warlock

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** Concentration, Up to 1 Minute.

You lift three small to medium rocks or similar objects from within 10 feet of you, causing them defy gravity and slowly circle you. While all three are in orbit around you, you have total cover against ranged attacks. While two are in orbit, you have three quarters cover, and while only one remains, you have half cover. The spell ends when none of them are orbiting you.

As a bonus action while at least one object remains in orbit, you can magically fling it at target within 60 feet. Make a ranged spell attack roll. On hit, the target takes 2d12 bludgeoning damage and is knocked backward 5 feet.

- *\*Earth Projector Spell*

# ADDITIONAL SUBCLASS CONTENT

## THUNDERSMITH UPGRADES

### Shrapnel Shot

*Prerequisite: Stormforged weapon with the Ammunition property.*

You build in the tolerances to load a round of shrapnel into your stormforged weapon. As a bonus action, you swap in a special shrapnel round. This replaces the damage die the next attack you make with your stormforged weapon with a scaling effect that does more damage the closer a target is. A target within 10 feet takes 4d4 piercing damage, a target within 20 feet takes 3d4 damage a target within 20 feet takes 2d4 damage and a target's beyond 20 feet take 1d4 damage.

You can fire a number of these equal to your proficiency bonus, after which you must complete a long rest and maintain your thunder cannon before you can fire additional shrapnel rounds.

### Railgun

*Prerequisite: 19th level Artificer, Thunder Cannon.*

You upgrade the penetration power of your Thunder Cannon. Your Thunder Cannon gains the Siege weapon property, dealing double damage to structures. Additionally, targets can no longer gain the benefits of cover from wooden cover less than 2 feet thick or stone cover less than 1 foot thick, and such cover is destroyed when it would otherwise impede your Thunder Cannon's attack.

If a second target is directly behind a target you attack and within 5 feet, make a second attack roll with disadvantage. If the second attack roll hits, roll Thunder Cannon weapon damage against the second target as well (but no Thundermonger damage is applied to it).

The range of your Thunder Cannon increases by 20/60 feet.

**Lightning Saber** *Prerequisite: 19th level Artificer, Charged Blade.*

You amplify lightning coursing through your weapon until it becomes a brilliant rod of near pure power. Your weapon casts bright light in a color of your choice for 30 feet, and dim light for additional 30 feet.

If your target is wearing non-magical armor or natural armor, your attacks treat their armor class as 10 + their dexterity modifier; only magical effects can add additional AC to the target's defenses.

**Autolock** *Prerequisite: 11th Artificer*

You build a module capable of homing in on a target. You can use this module to cast *seeking projectile* without expending a spell slot as a bonus action. Once you cast it in this way, you cannot cast it again until you complete a short or long rest.

### Impact Rounds

You create special rounds capable of crumpling on impact to deliver maximum kinetic force. On a hit with your Stormforged weapon, you can sacrifice a number of damage of your Thundermonger effect to instead knock the target away from you 5 feet for each die sacrificed. This effect only works on Large or smaller creatures.

### Incineration Shot

You fire a special fireburst round. On a hit with your Stormforged weapon, instead of dealing Thundermonger damage, the target is set ablaze for 1 minute. At the start of its turns while ablaze it takes a number of d6 fire damage equal to your Inventor level divided by 4 (rounded up). It can end the effect by spending its action to put out the flames.

Level	Burn Damage
1-4	1d6
5-8	2d6
9-12	3d6
13-16	4d6
17-20	5d6

### Dragon Burst

*Prerequisite: 11th level, Incineration Shot, Storm Blast*

You can make a special attack with your Stormforged Weapon, unleashing a massive gout of fire in a 30-foot cone as an action. Each creature in the area must make a Strength saving throw or take 1d6 fire damage and become ignited by your Incineration Shot.

### Powered Weapon

*Prerequisite: Kinetic Hammer, Lightning Pike*

Your stormforged weapon is has mechanical leverage or additional propulsion, allowing you to wield even heavy weapons with finesse. Your weapon gains the Finesse property.

### Transforming Weapon

*Prerequisite: 9th level, Adaptable Weapon*

Select 3 of Thunder Cannon, Lightning Pike, Kinetic Hammer, Hand Cannon, and Charged Blade. As a bonus action, you can transform your Stormforged Weapon between them.

### Lightning Magic

After long study of internal workings of your Stormforged Weapon, your mastery of lightning and thunder magic is such that you learn the following spells at the following levels and can cast them as Artificer Spells.

Artificer Level	Spell
3th	<i>thunderwave</i>
5th	<i>shatter</i>
9th	<i>thunder pulse</i> <sup>K</sup>
13th	<i>echoing lance</i> <sup>K</sup>
17th	<i>sonic shriek</i> <sup>K</sup>

You can cast *lightning tendril* without expending a spell slot, after which you must complete a long rest before you can cast it without expanding a spell slot again. Starting at 5th level, you can choose to cast *crackle* without expending a spell slot instead.

## SPECIAL WEAPONS

The following are special weapons - these are not fundamentally part of the Artificer class or the Thundersmith subclass, but they are more magical items tailored to the subclass that they might find or craft.

These are one part suggestion, and one part example. Part of being an Artificer is boundless creativity, so don't feel constrained by what is presented here.

Lastly, not that these are not balanced out of the classes power budget - they are balanced against magic items by rarity, and would - either crafted or found in the world - be items that only exist at a DMs discretion.

### ARM CANNON

*Common thunder cannon*

*Prerequisite: A missing arm to replace with this Thunder Cannon.* One might hope to see this mostly on Warforged characters, but the world is a broad place. This weapon serves as a Thunder Cannon, but loses the two-handed property. The arm that this takes the place of cannot be used for anything besides holding and firing the thunder cannon or activating its upgrades.

*Do you have an arm that can hurl a projectile so hard it deals Thunder Damage? Why not?*

### STORM HERALD

*Rare thunder cannon, requires attunement.*

A massive elegantly wrought cannon, it has many fine gears and sliding plates. In its compact mode, as a Thunder Cannon. This weapon can add +1 to its attack and damage rolls.

An action, you can deploy it into its "Herald" configuration, greatly extending the length of the weapon. While it is extended, the weapons range becomes 300/900 and your movement speed is halved, and any attack roll you make after moving on your turn is made with disadvantage.

You can collapse it back to its compact mode as a bonus action.

*Culmination of the craft. Rumors swirl that the rains follow in its wake, confusing its thunder for that of the storms they belong to.*

### ADRA'VARK

*Rare hand cannon, requires attunement.*

A single piece of worked stone, it has twisting alien runes worked across the length. When fired, this Hand Cannon fires bolts of pure Force energy and does not consume ammunition, and lacks the loud property.

Any Thundermonger damage applied by this weapon becomes Force damage. When applying Thundermonger damage to Undead, the dice become d8s.

*Applying any upgrades to this seems to mar its alien simplicity, but with sufficient care, they should work fine...*

## THUNDER SHOTGUN

*Uncommon thunder cannon*

A special cannon made to devastate at close range. This weapon has a range of 30/90, but does not suffer disadvantage when there is a creature within melee range of you. It deals 4d4 damage to targets within 10 feet, 3d4 damage to targets within 20 feet, 2d4 damage to targets within 30 feet, and 1d4 damage to targets beyond 30 feet. This weapon has advantage on targets within 10 feet of you so long as there is nothing between you and the target.

This weapon must be reloaded with your bonus action once fired, and has disadvantage on all attacks if you have a Strength of 12 or less.

### ROLLING THUNDER

*Rare thunder cannon*

A lesser mind might look at this weapon and be lead to believe that it is just five Thunder Cannons strapped together in a terrifying swirl of lunacy, but a true connoisseur can see that it is just *awesomely* five Thunder Cannons strapped together in a *awesome* swirl of *brilliance*.

This Thunder Cannon weighs 75 pounds, and has the Heavy property.

When you fire this weapon with the Attack action, you can choose to fire up to five times, rolling a d20 for each attack roll at the same time. For each attack roll made, subtract 2 from the value rolled for *all* attack rolls. For example, when firing once this weapon has a -2 to its attack roll, when firing five times, it has a -10 to its attack rolls.

## GADGETSMITH

### Antimagical Shackle. *Prerequisite: 5th level Artificer*

You create an antimagical shackle. When you are adjacent to a creature, as an action you can attempt to shackle them to yourself or a nearby object using these shackles. The you make a Dexterity (Sleight of Hand) check contested by a Strength (Athletics) or Dexterity (Acrobatics) check. On failure, they are shackled to the creature or object you attempted to shackle them to, and can move only by moving it if they are able to.

Additionally, while shackled by these shackles, they cannot teleport, planeshift, polymorph, shapechange, dematerialize, or turn into an amorphous form. As an action they can make a Strength saving throw against your spell save DC to break the shackles once shackled, otherwise these shackles last until you remove them.

This shackles have no effect on creatures immune to being grappled or restrained.

### Conductive Lightning *Prerequisite: Lightning Baton*

If you make an attack against a target wearing metal armor or wielding metal weapons, the target takes the lightning damage from your baton attack regardless if you hit or miss, and your Lightning Baton gains a special attack. If you are under the effect of *lightning charged*, missed attacks that deal lightning damage also generate an arc of lightning from the spell.

*Special:* If your opponent is wielding a metal weapon, you can deliver a extra powerful shock through to attempt to make them drop the weapon. As an attack, instead of making an attack roll, the target makes a Constitution saving throw, taking 2d4 + your intelligence modifier lightning damage and dropping their weapon on a failed save. When you make this special attack, your Lightning Baton becomes a Club until the end of your next turn.

### Creature Container *Prerequisite: 5th level Artificer*

You make a small ball like gadget that contains a magical replica of a beast. As an action, you can throw this ball to conjure forth the stored creature, casting *summon beast* without expend a spell slot. You can expend a spell slot of a higher level to cast the spell at the level of the expended spell slot plus one level.

Once you use this gadget, you cannot use it again until you complete a long rest.

#### CONTAINER COLORATION

I'm not here to tell you what color the container should be. If it's a red and white ball, that's up to you.

### Death Ray *Prerequisite: 17th level Artificer*

You build a death ray, as Artificers do. As an action, you can cast finger of death without expending a spell slot. Once you use this gadget, you cannot use it again until you complete a long rest.

### Flames and Fury *Prerequisite: Fire Spitter*

Sometimes the world needs more fire, and you've developed ways to accommodate the world on that need. Tinkering with things of a more violtile nature has given you insight into more ways to burn and explode things with your spell slots at the following levels:

Artificer Level	Spell
3rd	<i>burning hands, hellish rebuke</i>
5th	<i>Aganazzar's scorcher, pyrotechnics</i>
9th	<i>fireball</i>

### Multipurpose Investigation Tool

You build a tool with a suite of gizmos and widgets for optimal examination. While using this device, you gain proficiency in Intelligence (Investigation) checks. If you already have proficiency in Intelligence (Investigation) you can add twice your proficiency bonus.

### Spring Action Dagger

You create a dagger capable of being deployed with sudden and brutal efficiency. You have proficiency in this weapon, and it has the Finesse, Light, and Thrown (30/90) properties. It deals 1d4 piercing damage. This weapon can be concealed as something else; a creature searching you will only determine it a weapon by making an Intelligence (Investigation) check with a DC equal to your Spell Save modifier.

*Special:* The first time you attack a creature with this dagger, you have advantage on the attack roll. When thrown, it's damage die becomes a d8.

Once thrown, another dagger can be equipped as your Spring Action Dagger as a bonus action.

### Steelweave Nets

You thread your nets with metal reinforcement, making them tougher and more conductive. The net gains an AC of 15 and resistance to slashing damage. Whenever a creature restrained by the net takes Lightning damage, it takes an additional 1d6 lightning damage.

When a net is turned into a Steelweave Net, only you have proficiency with it. You can have a number of them equal to your Intelligence modifier, replenishing your supply over the course of a long rest by forging normal nets into Steelweave Nets.

### Trick Shots

At the end of a short or long rest, you can add one of the following effects to a piece of ammunition or thrown weapon, turning it into a trick shot.

- **Special Tip:** You can select a different damage type for the attack from bludgeoning, piercing, slashing, acid, cold, fire, or lightning.
- **Bouncing:** You can attack a target out of line of sight of with it if you know their location by bouncing it off a surface. They have the benefit of half cover instead of full cover.
- **Ricochet:** If you hit an attack roll with it, you can make another attack roll against another target within 10 feet of the first as part of the same attack.
- **Smoke Shot:** You can use the shot to deploy your smoke bomb feature on impact at a point or target.
- **Arcane Trick:** You can imbue a cantrip or 1st level spell you know into the shot, casting it on impact where the shot lands. If the spell has a target, the target of the attack is the target.

You can only have one modified shot at a time, and it is expended on use.

### Transmogriker. *Prerequisite: 9th level Artificer.*

You build a device to channel the power of transmutation able to cast *polymorph* without expending a spell slot... unfortunately without great precision. Roll a d8 to determine what beast the spell will transform the target into and a d4 to select an additional effect, and then pick a target for the spell. If you do not pick a target, you will be the target.

d8	Beast
1	Frog (MM p.318)
2	Cat (MM p.322)
3	Ape (MM p.317)
4	Brown Bear (MM p.319)
5	Giant Constrictor Snake (MM p.324)
6	Elephant (MM p.322)
7	Mammoth (MM p.332)
8	Tyrannosaurus Rex (MM p.80)

d4	Additional Effect
1	The creature is one size smaller. Deals half damage.
2	The creature is missing a leg. Halved movement speed.
3	The creature has an extra head. Makes 1 extra attack.
4	The creature is one size larger. Deals +1d4 damage.

Once you use it, the Transmogriker cannot be used again until you complete a long rest.

### Wild Detonation *Prerequisite: Fire Spitter or Flashbang, Prerequisite: 9th level Artificer.*

You can now use your Fire Spitter, you can double the dimensions and damage of the spell effect. Additionally, creatures that fall the saving against your Flashbang by 5 or more are stunned as well as blinded until the end of their next turn.

### Violent Momentum *Prerequisite: Impact Gauntlet, 11th level Artificer*

Once per turn, when you move 10 feet or more toward a target before attacking them with your Impact Gauntlet, you can use the special attack of your Impact Gauntlet without forgoing your hit bonus.

### Quick Essential Gadget

You set modify your essential gear for quickened use. You can use your Grappling Hook or Smoke Bomb as a bonus action. Once you use either this way, you cannot use either of them this way again until completing a short or long rest.

## GOLEMSMITH

### Ether Heart

You install a magical ether heart into your golem, because that seems like a good idea. Your golem gains 2 charges. It can use 1 charge to cast any first level spell you know. These changes are restored at the end of a long rest.

### Ever Watching Sentry

Your engineer your golem to remain constantly vigilant. It gains Proficiency in Perception and Darkvision (60 feet). While doing tasked with nothing else during a extended respite (such as during a long rest), it gains the benefits of the Alert feat.

### Magical Construct *Prerequisite: 5th level Artificer*

Your constructs magical nature extends to it's natural weapons. Your constructs weapons are considered magical for the purpose of overcoming resistance to nonmagical bludgeoning, piercing and slashing damage, and it can add +1 to it's attack and damage rolls.

This increases to a +2 at 14th level.

### Reciprocity Programming

*Prerequisite: 5th level Artificer*

If you use your bonus action to take the Help action to grant your golem advantage on attacking a creature, your golem can take the Help action as a bonus action to take the Help action to grant you advantage on attacking a creature.

### Razor Claws *Prerequisite: Quadrupedal, Incompatible with Warfare Routines.*

Your golem's gains two additional natural weapons that deal 1d8 slashing damage, and have the Light property. Additionally, your golem gains the Two Weapon Fighting Fighting Style from the Fighter Class (as below).

- **Two Weapon Fighting.** When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second Attack.

### Robost Reconstruction

Whenever your golem regains hit points (short rest repairs, magical healing, etc), it regains additional hit points equal to its Constitution modifier.

Your golem can make limited self repairs. As its action, the golem can repair 2d6 + its constitution modifier hit points. Once it does so, it cannot do so again until you complete a long rest, restoring its repair reserves.

### Trample *Prerequisite: Quadrupedal Golem.*

When your golem moves more than 10 feet toward a target before making an attack, the target must succeed in a Strength saving throw of a DC equal to 8 + your Golems Strength modifier + your Golem's Proficiency modifier, or be knocked prone. If the target is knocked prone, the golem can make on additional attack against the target as a bonus action.

### VARIANT GOLEM OPTION: FLESH GOLEM

When selecting your golem, some distrubed minds think "by what if I want it be a fleshy-monsterousity against sanity?" Well, as usual, the Alternate Artificer is here for you:

#### Flesh Golem?

Your golem is roughly humanoid, a lumbering terror of stitched flesh, with an odd smell. Its base strength becomes 16(+3) and it gains proficiency in shields, simple weapons, and martial weapons.

Its natural weapon is: Slam: +5 (Strength + Proficiency) to hit, reach 5ft., one target. Hit 1d4 + 3 (Strength) bludgeoning damage.

#### Additional Changes

- Replace your *Smith's Tool* proficiency with *Leatherworking Tools* proficiency.
- The upgrades the same, but with "...but from some gross fleshy organ."

#### Fleshy Upgrades

At your DMs discretion, you can apply Fleshsmith upgrades to your Golem. This has the potential to be OP, so assume the DM will say no unless it's not and you can explain how it's not.

### SPECIALIZED UPGRADES

Consult your DM before using these.

#### Soul Puppet

You bind your soul to your golem. Your consciousness is transferred to the golem, and you gain complete control of the golem, retaining both its action your and your own, but you are only able to take any action the golem could take with its action.

Your golem's mental stats are replaced by your mental stats, and your golem gains all of your spell slots, attunement slots, and class features. Your former body dies and cannot be resurrected, unless a *wish* or similar magic returns your soul to your body.

### VERY ODD UPGRADES

This seems like as good a place as any to note that Extend Toolbox tends to embrace more eccentric upgrades than the main document. Some of these upgrades will not appeal to everyone, some of them will radical change your playstyle. Some of them will make your DM question his sanity. In general, upgrades in this document should always be considered a extended guideline or a "What if I could...?"



## INFUSIONSMITH

### Enchanted Garmets

You enchant your clothes, granting you several benefits over mundane not-enchanted clothes:

- You can cast *prestidigitation* targeting only your own clothes.
- You cause them to change style or color as an action, keeping the new style or color until you take them off or enchant a new set.
- They do not get wet unless you will them to, keeping you dry.
- You can ignore the environmental effects of extreme heat or cold.

### Infuse Elements

You can infuse elements with your magic temporarily, granting you limited control of them. You learn the cantrips *control flames*, *mold earth*, and *shape water*.

### Investiture of Soul *Prerequisite: 19th level Artificer.*

When you cast *animate object* spell, you can expend a hit die. If you do it no longer requires concentration, and lasts until the objects created are destroyed or you complete a long rest. If you cast *animate objects* again while you still have animated objects active, the previous spell immediately ends.

### Spinning Blades

As an action, instead of attacking with your Animated Weapons, you cause them to whirl through the air in place. This has the effect of *cloud of daggers*, but does not require concentration and ends at the start of your next turn. For each animated weapon you have you can pick a different 5 foot cube, or send them to the same spot. For each weapon sent the same spot, the spell level of the effect is increased by one.

### Translocation Binding *Prerequisite: 5th level Artificer.*

As a bonus action while attacking with an Animated Weapon or a weapon under the effect of *returning weapon*, you can expend a first level spell slot and teleport to it before it returns to you. You can invoke this even if the attack misses the target.

### Flying Enchantment *Prerequisite: 11th level Artificer.*

You can enchant a cloak, boots, or coat with the power of flight. While wearing this item, gain a flying speed of 30 feet.

### ALTERNATIVE TO BROOMS

Not all Infusionsmiths want to fly a broom or broom like objective, but this option has pros and cons compared to that, so is presented as a different option.

### Size Matters Not

*Prerequisite: 15th level Inventor*

When you animate a weapon, you can animate the weapon of a large sized creature. You can only animate one large sized weapon at a time. This weapon deals twice the damage dice of a weapon for a medium sized creature. The weapon has a range of 5 feet even when animated.

### Spellword

*Prerequisite: 11th level Inventor*

As a bonus action, you can expend a spell slot to imbue a spell that deals damage into your Infused Weapon. Until the end of your next turn, the first time you hit a creature, the spell is discharged as if you cast it targeting the creature struck. If the spell is a line or cone, it is cast from you targeting the creature. If the spell has a radius, it is centered on the creature, but you are immune to the effect of the spell.

The spell in all other ways behaves as if you cast it, starting at the time it is discharged. If you do not hit a creature before the end of your next turn, the spell is lost.

## POTIONSMTIH

### **Collateral Damage** *Prerequisite: 9th level Artificer*

Your instant reactions now deals half damage to creatures that pass the saving throw against it.

### **Carrier Familiar**

*Prerequisites: Homunculus Familiar, 9th level Artificer*

You utilize your Familiar to deliver your instant reactions. As an action, you can hand off a semi-stablized instant reaction to your familiar. Until the end of your familiar's next turn, it can use your Instant Reaction as it's action, targeting a point within 10 feet of it or dropping it up to 20 feet before it takes effect.

You take this chance to improve your familiar's delivery capabilities, granting it the Flyby feature of an Owl if does not have the feature, and 5 feet of increased movement speed to its fastest movement speed if it already does.

**Flyby:** The creature doesn't provoke Opportunity Attacks when it flies out of an enemy's reach.

### **Flaming Grease**

You tweak your *grease* formula to be flammable, as grease should be. When you cast *grease* or use it to make an Alchemical Infusion, the effect becomes flammable. If the area of effect is hit with 1 or more point of fire damage, the all creatures in the area of effect take 2d4 fire damage. The grease burns for a number of turns equal to your Intelligence modifier.

Additionally, you when you cast the *grease* spell or use it as an Alchemical Infusion, you can instead use it to coat a weapon. This coating lasts for 1 hour or until ignited by 1 or more points of fire damage. Once ignited, that weapon deals 1d4 additional fire damage for 1 minute.

### **Mutation Mixture** *Prerequisite: 13th level Artificer*

You concoct an infused potion that warps your body, rapidly and temporary mutating it in extreme ways. You gain the *polymorph* spell as an option for Alchemical Infusion, and when when you consume this Infused Potion, the duration of the potion is one hour, though it can be ended early by the creature that consumed it as an action.

A creature cannot undergo the effect of this Infused Potion again until they complete a long rest.

### **Napalm** *Preerequisite: Alchemical Fire*

Targets that fail their saving throw against your Alchemical Fire Instant Reaction take an additional 1d4 damage at the start of their turns for one minute. They can end the effect early with an action to put it out.

### **Stablizing Agent**

You introduce a new compound to your instant reactions that temporary stabilizes them. When you use an Instant reaction, you can give it a timer of 0 to 3 rounds. The instant reaction is treated a small clump of components until that point; if undisturbed (it can be moved or thrown, but any creature that touches it can intentionally deactivate it if they know what it is), it will trigger the effect of the instant reaction where it is when the number of specified rounds have passed.

If set to 0 rounds, it will trigger the effect at the end of your turn.

### **Goodlent Pellets**

You devise a nutritionally complete and revitalizing compound. You can use your alchemy to expend a first level spell slot to cast *goodberry*, but any berries generated taste distinctly bland.

### **Secrets of Acid.**

You learn the secrets of infusing acid into your Alchemical Infusions. You can add the following spells to your list of available spells for alchemical infusions:

Spell Level	Infusion Spells
1st	<i>caustic brew</i>
2nd	<i>acid arrow</i>
3rd	<i>erode<sup>K</sup></i>

You can create one infused potion of *caustic brew* at the end of a long rest without expending a spell slot.

### **Reactive Reagents**

*Prerequisite: 5th level Inventor*

When you use an Instant Reaction that effects an radius or cone, you can increase the size of that radius or cone by 5 feet.

### **Adrenaline Rush**

*Prerequisite: 15th level Inventor, Adrenaline Serum*

While under the effect of Adrenaline Serum, you can attack twice, instead of once, whenever you take the Attack action on your turn.

## WARSMITH

### Adaptable Armor

You integrate deployable hooks and fins into your armor, augmenting its mobility. While wearing your armor you gain a climbing speed equal to your walking speed, and you can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free.

Additionally, you gain a swim speed equal to your walking speed.

**Barrier Capacitor** *Prerequisite: 11th level Artificer; Incompatible with other Capacitors*

You can store up arcane energy, discharging it in the form of a protective barrier. As an action you can cast *wall of force* without expending a spell slot or charges. You can use an action to reorient or move the wall up to your movement speed, but the movement is not strong enough to cause any damage.

If a creature would be moved by the barrier it can make a Strength check against a Spellcasting ability check, stopping the wall on a successful check.

Once you use this upgrade, you cannot use it again until you complete a long rest.

**Hyperspace Arsenal** *Prerequisite 19th level, Requires: Recall*

You expand the pocket dimension to store multiple sets of Wargear, as well as up to 100 lbs of weapons or items. As a bonus action, you can conjure and equip any weapon or item stored in the pocket dimension. Additionally, you can swap out your attuned Wargear for another set of Wargear with this upgrade in the pocket dimension during this bonus action, as long as it also has this upgrade, instantly unattuning to the set you were wearing and attuning to the new set. Once you swap your Wargear using this feature, you cannot do so again until you complete a short or long rest.

**Searing Shell** *Prerequisite: Resistance: Fire*

As a bonus action, you can heat your armor to searing temperatures. Anything grappling, restraining, or otherwise holding onto you within 5 feet takes Fire damage equal to your Intelligence modifier. You can end this at the start of your turn (no action required). Whenever you end your turn with this active, you take 1 fire damage that cannot be resisted.

You can fully ignite your armor and cast *fire shield* without consuming a spell slot. When cast with this upgrade, you can only select the fire damage option. Once you cast it in this way, you cannot cast it again until you complete a long rest.

### Vice Grip

You upgrade the arm that your warplate gauntlet is installed with crushing power. If a creature ends turn while grappled by your Warplate Gauntlet, it takes damage equal to your Strength modifier.

## VARIANT CLASS FEATURES

### SPECIALIZED ARMOR

You can forgo the Strength increase of your armor to instead gain one free upgrade from the following list:

- Accelerated Movement
- Arcane Visor
- Collapsible
- Flame Projector
- Lightning Projector
- Force Blast
- Grappling Hook

### ADDITIONAL WARSMITH ARMOR OPTIONS

Armor Name	AC	Weight	Strength Requirement	Stealth	Properties
Wargear(Warplate)	15 + Dex Modifier (Max 2)	40 lbs.	—	Disadvantage	Medium Armor, Powerful Build
Warskin(War Suit)	12 + Dex Modifier	13 lbs.	—	—	Light Armor
Iron Shell(Integrated Armor)	18	N/A	—	Disadvantage	Heavy, Powerful Build

Alternate Types count as the type of armor in () for purposes of determining upgrade prerequisites.

(\*) **Powerful Build** You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

## Earth Projector

You gain the ability to elemental control of earth. While wearing your Warplate Gauntlet, you can cast *magic stone*, and gain access to the following spells at the following levels while wearing your Warplate Gauntlet:

Artificer Level	Spell
3th	<i>earth tremor</i>
5th	<i>earth bind</i>
9th	<i>erupting earth</i>
13th	<i>orbital stones</i> <sup>*</sup>
17th	<i>fissure</i> <sup>K</sup>

## Water Projector

You gain the ability to elemental control of water. While wearing your Warplate Gauntlet, you can cast *ray of frost*, and gain access to the following spells at the following levels while wearing your Warplate Gauntlet:

Artificer Level	Spell
3th	<i>water blast</i> <sup>K</sup>
5th	<i>dancing wave</i> <sup>K</sup>
9th	<i>water cannon</i> <sup>K</sup>
13th	<i>watery sphere</i>
17th	<i>pressure cutter</i> <sup>K</sup>

## Ice Projector

You gain the ability to elemental control of water. While wearing your Warplate Gauntlet, you can cast *ray of frost*, and gain access to the following spells at the following levels while wearing your Warplate Gauntlet:

Artificer Level	Spell
3th	<i>arctic breath</i> <sup>K</sup>
5th	<i>cold snap</i> <sup>K</sup>
9th	<i>flash freeze</i> <sup>K</sup>
13th	<i>ice storm</i>
17th	<i>cone of cold</i> <sup>K</sup>

## LARGE SUITS

Some players will want to build a larger suit, the Piloted Golem option below allows you to do that. The player and the DM should give some consideration to the consequences of being a large sized creature. It has advantages but considerably drawbacks that should not be ignored.

Large weapons are not defined in the Player's Handbook for 5e, so what a Large weapon will be (if anything) is up to your DM.

The Dungeon Master's Guide provides guidance for doubling a Large weapon's damage dice on page 278 when discussing monster's weapons, but other DMs opt for a more modest increase akin to the spell *enlarge* of just having large weapons deal 1d4 additional damage.

**Large Inconvenience** This is an optional route that can offer substantial benefits; it would generally be advisable to not pull punches on the drawbacks of being a large sized creature (inability to gain cover, difficulty in tight areas, etc). Discuss what sort of challenges you might face with this. Consider if a Piloted Golem - essentially a walking war tank - would have trouble interacting with things created for medium sized creatures - ladders, potion bottles, and more.

**Piloted Golem** *Prerequisite: Warplate, Incompatible with Collapsible and Flight. Prerequisite: 9th level Artificer*

You enlarge your Warplate, turning it into a piloted mechanical golem. Your size category when wearing the armor increases by one.

You have advantage on Strength saving throws and Strength checks against creatures the same size as you or smaller than you, but you have disadvantage on Dexterity saving throws and ability checks (including initiative checks). At the end of a short or long rest, your Warplate gains temporary hit points equal to your Artificer level.

You are no longer a valid target for spells that require a humanoid target, but can be targeted by spells that require a construct target while wearing this armor.

**Self-Repair Matrix** *Prerequisite: Piloted Golem*

Your at the start of each turn you gain temporary hit points equal your proficiency modifier.

**Shield Arm** *Prerequisite: Piloted Golem*

You integrate a shield into one of your armor's arms. You have proficiency with that shield, and can deploy it as a bonus action. It requires the use of that arm while deployed.

Additionally, when shove a medium or smaller creature while you have the shield deployed, you can shove it by slamming it with the attached shield causing it to take damage equal to your Strength modifier.

**Iron Fortress** *Prerequisite: Piloted Golem*

You count as three quarters cover for creatures within 5 feet (so long as you are between them and the attacker). Additionally, you cannot be moved against your will while in contact with the ground.

## SUIT SPECIFIC UPGRADES

### INTEGRATED ARMOR

Integrated Armor (and it's heavy armor counter part Iron Shell) are intended to be specialized route of options, and the following are some of the optional additions.

#### EXISTING UPGRADES

List of the main document upgrades for this armor type:

- Mechanical Enhancement

#### **Construct Constitution** *Prerequisite: Integrated Armor*

You gain resistance to poison damage and immunity to the poisoned condition. You have advantage on saving throws against diseases as well as spell effects that require a "humanoid" target.

#### **Extendable Arms** *Prerequisite: Integrated Armor*

When you make a melee attack on your turn, your reach for it is 5 feet greater than normal.

#### **Iron Fortitude** *Prerequisite: Integrated Armor*

You gain an unnatural durability. When damage reduces you to 0 hit points, you make Constitution saving throw with a DC of 5 + the damage taken, unless the damage from a critical hit. On a success, you drop to 1 hit point instead.

#### **Mechanical Overdrive** *Prerequisite: Integrated Armor, 9th level Artificer*

You overlord your integrated armor, driving you superhuman speeds. You can use this upgrade to cast *haste* targeting yourself. When you cast *haste* in this way, you have advantage on concentration checks to maintain it, but at the end of each of your turns take 1d4 fire damage that cannot be resisted from overheating.

#### **Powered Nervous System** *Prerequisite: Integrated Armor; Resistance: Lightning*

Once per turn when you take or deal lightning damage, you gain a d4. You can add this d4 to your next attack roll or saving throw before the end of your next turn. You can only have one d4 from this ability at a time. If you gain another d4 while you already have one, you immediately roll it and gain temporary hit points equal to the amount rolled.

## WARSUIT

The following are upgrades intended to flesh out the lighter armor approaches of Warsmith, focused on the Warsuit specialization (and it's Warskin Light Armor counterpart).

#### EXISTING UPGRADES

List of the main document upgrades for this armor type:

- Phase Suit
- Phase Engine

#### **Wire Acrobatics** *Prerequisite: Grappling Hook*

You can take your movement using your grappling reel instead of using it as an attack or action; you can only move yourself when using the grappling reel in this way.

The first time you use your Grappling Hook to move on a turn, the movement does not provoke attacks of opportunity.

## WARPLATE

Warplate is in many ways the "default assumption" of the Warsmith offering strong defensive options; the following are the options exclusive to it:

#### EXISTING UPGRADES

List of the main document upgrades for this armor type:

- Reactive Plating
- Sealed Suit
- Heavy Plating

## SENTIENT ARMOR UPGRADES

The following an experimental branch of upgrades that expands the capabilities of sentient armor.

### EXISTING UPGRADES

List of the main document upgrades for this armor type:

- Sentient Armor
- Artificial Guidance
- Emergency Protocol

### Assume Control *Prerequisite: Emergency Protocol, 9th level Artificer*

You expanded the control available to your armor's sentience. You can set additional conditions when your armor will take control of your movement and actions, and can maintain this control of up to a 1 minute.

While acting in this mode, it can take any action you could take (including attacking), but can only cast spells granted by Upgrades. It uses your ability scores.

The triggering event can be by a preset condition, a verbal command, or a specified time. Your armor is immune to the *charmed*, *blinded*, *frightened*, *paralyzed*, and *poisoned* conditions, and does not suffer from exhaustion, ignoring these effects if you are under them.

If you have Warplate, it can act in this way even when you are not wearing it (or dead). When doing so, it uses the game statistics of *animated armor* with the following modifications:

- It has an intelligence of 12.
- It can cast any spells that come from Upgrades with a DC equal to your spell save DC.

This counts as a use of your Emergency Protocol, and it cannot control the armor again (in either way) until you complete a short or long rest.

In non-combat situations in which you are not wearing your armor, it can exert a lesser control of the armor to move it about and perform simple tasks. During this time it has the statistics of an *unseen servant*, though it looks like your suit of armor. It's ability to do this is not limited, but it takes 1 minute to assume this kind of control of your armor, and it can only do so while you are not wearing it.

### OPTIONAL CONTROL

With Assume Control upgrade, the armor taking control on Emergency Protocol becomes optional, though if you do not choose for it to activate, it cannot activate later unless the condition was previously specified (i.e. "take control if I fail two Death Saving throws").

### Contingent Response *Prerequisite: Sentient Armor*

Choose a spell of 2nd level or lower spell that you can cast, that has a casting time of 1 action, and that can target you. You cast that spell, expending a spell slot, but the spell doesn't come into effect. Instead, it takes effect when a certain circumstance occurs.

The spell takes effect immediately after the circumstance is met for the first time, whether or not you want it to, and then contingency ends.

You can only have one spell prepared to go off in this way. Preparing a new one immediately ends the effect of the last one.

### Telepathic Uplink *Prerequisite: Sentient Armor*

You can communicate with your armor as long as you are attuned to it, and it is on the same plane of existence as you. As an action, you can see through your armor's visor and hear what it hears until the start of your next turn. During this time, you are deaf and blind with regard to your own Senses.

## FLESHSMITH

### CYBERSMITH?

Despite its name, Fleshsmith is not restricted to biological creatures, and a Warforged or similar may have upgrades of a more mechanical nature. In fact, should a biological creature want to integrate more mechanical upgrades, nothing in the mechanics of the upgrades makes any direction assumption they are biological in nature.

## FLESHSMITH ADDITIONAL THESIS OPTION

### PERFECTION OF TECHNIQUE

Others may call themselves flesh smiths or flesh crafters, but you are a flesh artist. Flaying, dicing, deboning, you've mastered it all. When you select this thesis option, you gain proficiency with martial weapons and gain the **Flaying Hook** upgrade, and it does not count against your upgrade total. You can integrate your Flaying Hook into another weapon, attaching its heavy chain to the hilt of your weapon, allowing you to attack with either weapon, and being considered to be carrying both when carrying one. Any magical bonus to attack and damage rolls the attached weapon has are also applied to the Flaying Hook (if higher).

When you using your Flaying Hook to pull a target or pull yourself toward a target, you use your bonus action to make a single weapon attack against it. You can do this a number of times equal to your Artificer level and you regain all uses at the end of a long rest.

### IMPLEMENTS OF THE BUTCHER

A Perfect of Technique Fleshsmith's martial weapons often particularly gory weapons - from large butchers knives to massive cleavers. The stats for these can use the those of scimitars, battle axes, and greatswords or greataxes respectively, and fall under the martial weapon proficiency granted by Perfection of Technique.

### Bathed In Blood

*Prerequisite: Flaying Hook, 11th level Artificer*

You can determine when a creature you can see within 30 feet is bloodied just be looking at it. Once per turn, when you deal damage to a bloodied with your Flaying Hook (including any weapon it is integrated to) or Butcher's Knack, that creature takes an additional 1d12 damage.

### Butcher's Knack

*Prerequisite: Perfection of Technique*

Your skill with butchering allows you inflict brutal ones. Once per turn when you deal piercing or slashing damage to a creature that is not a construct or undead, you can inflict a rending wound on it. Any movement speed the target has is reduced by 5 feet.

At the end of that creatures next turn, it makes a Constitution saving throw against your spell save DC, taking 1d8 slashing damage on failure. It has disadvantage on the saving throw if it used its movement during its turn. This damage is doubled if the it was inflicted by a critical hit.

### Death Flail

*Prerequisite: Perfection of Technique*

Rather than cast out the Flaying Hook, you master the art of spinning your attacked martial weapon by the chain in windmill of death. Your weapon gains the Reach property when used in this way.

Additionally, instead of attacking at target with it normally, as an action, you can spin the weapon wildly in giant deadly sweeps. Creatures within 10 feet (select four if there are more than four) must make a Dexterity saving throw against a DC of 8 + your Strength modifier + your proficiency bonus. On failure they take damage equal to your weapon damage dice + your Strength modifier of your weapons damage type.

If you have the Spiked Chain upgrade and hit one or more targets, you can select one of them to be effected by the special property of Spiked Chain.

### Flaying Hook

A metal hook attached to a chain. You a proficient with this weapon, and it has the Special property. It deals 1d6 piercing damage.

*Special:* This weapon has a range of 20 feet. When you hit at a target that is more than 5 feet away from you, if the target is medium or smaller, you can make a Strength (Athletics) check contested by its Strength(Athletics) to pull the target toward you. On a successful check, a smaller or smaller target is pulled to you, and a medium target is pulled half the distance (rounding up) toward you. The creature takes 1 additional damage for each 5 feet it is pulled.

If the creature is medium or larger, when hit a target more than 5 feet away from you you can pull yourself up to 10 feet toward the target.

### Spiked Chain

*Prerequisite: Flaying Hook*

You lace the chain of your Flaying Hook with spikes. When you attack a creature within 5 with your Flaying Hook, you can opt to make a Spiked Chain attack. This attack deals 2d4 piercing damage on hit, and has the Special property.

*Special:* When you hit a creature with this weapon, that target loses 10 feet of movement (hindered by the chain) and takes 1d4 damage each time they move 5 feet, up to 2d4 damage (for 10 feet of movement). You cannot use your weapon against another creature until the start of your next turn, but have advantage on attacks of opportunity against the that target. If it does not move before the start of your next turn, you reel your chain back in, dealing 1d4 slashing damage to that target.

## PERFECTION OF CREATION

Why let the gods have all the fun? You've created life. When you take this path, you gain the **Adorable Critter** upgrade, and it does not count against your upgrade total. Your Adorable Critter gains temporary hit points equal to your Artificer level + Intelligence modifier each time you complete a short or long rest.

Your Adorable Critter gains a natural weapon dealing 1d6 + your Intelligence modifier piercing damage, though as normal it cannot normal take the attack action. As a bonus action, you can cause your Familiar to move up to 10 feet and take an attack action (requiring no action from the familiar).

### WHY NO REACTION?

If this took the familiars reaction, it would interfere with the familiar being able to channel spells for you, and remove a lot of the potential utility of a familiar.

### Corrosive Critter?!

*Prerequisite: 5th level, Perfection of Creation*

Your adorable critters natural weapon deals an additional 1d6 acid damage on hit.

### ...Adorable Critter?

*Prerequisite: 11th level, Perfect of Creation*

As an action, your familiar can become small, medium, or large. It can revert to its normal size as a bonus action. While Medium or larger, it's natural weapon deals 1d12 + your intelligence modifier piercing damage. Its strength ability score increases by 4 for each size category large it becomes, to a maximum of 18.



## FLESHSMITH ADDITIONAL UPGRADES

### Acid Gland

*Prerequisite: 5th level Artificer*

Realizing that putting something that oozes acid inside yourself could not possibly go wrong, you do just that. You gain a pool of d4s equal to your Constitution modifier. As a bonus action, you can expend an amount of these d4s, adding them to the next damage roll you make with a natural weapon before the end of your turn. The pool of d4s recharge at the end of a short or long rest.

Additionally, you learn the *acid spray* cantrip. When casting it using this upgrade, it does not require verbal or somatic components and you can use your Constitution as your spell casting modifier for it instead of your Intelligence modifier. You can expend the d4s granted by Acid Gland on the damage roll of *acid spray*, following the same restrictions as natural weapons.

### Amalgamated Form

*Prerequisite: 9th level Artificer*

You modify yourself to gain a racial ability of another race. This can be used to gain one physical trait of a playable race, both in form and function. For example, adding the lower body of centaur may give you their movement, hooves, and poor climbing ability.

This can include physiology and physical traits, including natural weapons, movement speed, physical senses, or special properties relating to physical features. Select a trait from the following table:

Race / Part	Features Gained
Centaur Lower Body	Gain 40 ft. speed, Hooves and Equine Build
Minotaur Horns	Gain Horns, Goring Rush, Hammering Horns
Turtle Shell	Natural Armor, Shell Defense

### Adaptive Response

*Prerequisite: 15th level Artificer*

You attain full mastery of your body and its functionality, able to detect when it malfunctions. As a reaction to failing a saving throw against becoming paralyzed, blinded, deafened, poisoned or infected by a disease as the result of failing a constitution saving throw, you can end the effect, even if you would normally not be able to take reactions due to the effect..

Once you do this, you cannot do this again until you complete a short or long rest.

### Brimstone Bladder

*Prerequisite: 5th level Artificer*

Why should dragons have all the fun? You can now exhale fire. You gain a pool of d12s equal to your Artificer level. As an action, you can exhale a cone of fire, expending d12s from this pool equal to your Proficiency modifier. Creatures in a 30 foot cone make a Dexterity saving throw, taking Fire damage equal to the d12s expended on a failure, and half as much damage on a successful saving throw.

You gain resistance to fire damage.

### Devouring Maw

*Prerequisite: 9th level Artificer*

Due to the inefficiency of having only one intake port, you build an additional one, properly equipped with razor sharp fangs and a special property. This maw becomes a natural weapon that deals 1d10 piercing damage.

If you hit with an attack with this maw, you can choose to make a Grapple check against the target as a bonus action. Targets grappled by this maw take 1d4 piercing and 1d4 acid damage at the start of their turn.

Attacks with this Maw are made with advantage against targets it is Grappling, but it cannot attack other creatures while grappling a creature.

You can take apply a Fleshcrafted Enhancement to this Maw instead of Extra Fangs when taking that upgrade; this Maw can have a different upgrade than your Extra Fangs if you have both.

### Soul Eater

*Prerequisite: Extra Fangs or Devouring Maw*

When you kill a creature with a CR of 1/4 or higher with your Extra Fangs or Devouring Maw, it consumes part of the soul of the creature, nourishing you with its essence. You regain an expanded spell slot equal to half the creatures CR (minimum first level spell slot).

Once you've benefited from this nourishment, you must take a short or long rest before you can benefit from it again. If you have no spell slots remaining, you can benefit from this nourishment again even without resting.

### Extra Quills

Do you know what monsters never eat? Hedgehogs. You become more like a hedgehog. When you are attacked by a melee attack or are the target of a grapple attempt, you can use your reaction to deal 1d6 piercing damage to the attacking creature. You can do this a number of times equal to your Constitution modifier, and regrow all expended quills (regaining all uses of the ability) after you complete a long rest.

Alternatively, you as sometimes the best defense is a good offense, you can expend a use of quills as a ranged weapon attack with a range of 20/60, dealing 1d8 piercing damage on hit.

### Dogmatic Persistence

Your ideological conviction in your Thesis is such that you gain an additional 2 uses of it (for Perfection of Form) or an addition two d8s (for Perfection of Mind).

### Prehensile Feet

You tinker with your appendages, improving their flexibility and configuration. You gain a climbing speed equal to your walking speed. If you are prone or otherwise supported without your feet, your foot can count as a free hand for the purposes of grappling.

# FEATS

## ARTIFICIAL COMPANION

*Prerequisite: Artificer*

You do the most responsible thing a gifted Artificer can do - create a new sentient mind to serve you. This mind is bound to an tiny item, and while this mind is inhabiting that item, it is considered magical and all but indestructible.

It has a Strength, Dexterity and Constitution of 0, and has no hit points and cannot take actions. It has an Intelligence of 12 + your proficiency modifier, a Wisdom of 10 + your proficiency modifier, and a Charisma of 10 + your proficiency modifier. Its proficiency is equal to yours. This mental assistance can assist with many tasks:

- It has proficiency in two Intelligence or Wisdom skills of your choice, and can take the Help action to help with ability checks of those skills.
- It has a blindsight of 10 feet. This increases by 10 feet at 5th level (20 feet), 11th level (30 feet), and 17th level (40 feet).
- It can communicate verbally and telepathically with you while you are within range of its blindsight.
- At 5th level, it gains the ability to cast *clairvoyance* and communicate the results of what it sees. Once it does this it cannot do this again until you complete a long rest.

At your DMs discretion, this intelligence can be bound to an item created by Artificer class features if appropriate.

### SENTIENT ARMOR, GOLEMS, AND ARTIFICIAL COMPANIONS.

This is intended to be a separate entity from your other class features, but there is no reason that these features cannot be rolled into an existing companion intelligence you already have; in that case the granted features are just added to the features it normal has.

## ARTIFICIAL METAMAGIC

*Prerequisite: Artificer*

Magic is great and all, but what if it was... better? You modify an arcane focus in your position. Select a Metamagic Option from the Sorcerer's list of Metamagic options.

The device has 2 charges. When you cast a spell using this arcane focus, you can use the devices charges to power applying the metamagic option to the spell cast as 1 charge per Sorcery point spent.

The device regains all charges when you finish a short or long rest. As an action, you can expend a first level spell to recharge the Arcane Focus to use it again before completing a rest.

## WARFORGED CUSTOMIZATION

*Prerequisite: Warforged*

Other people have to exercise to improve their bodies. You've found that yours is just upgradeable.

- You can select an upgrade from the Golemsmith or Warsmith upgrade lists, and apply it to yourself as if you were the golem or warplate. This upgrade cannot be a level restricted upgrade.

# ADDITIONAL ITEMS

## COMMON

The following list is some Common Magical items that might serve as simple inventions for your Artificer to create (or have created). These tend to be of limited use and primarily concerned with the flavor of your character, as well as fleshing out an Artificer's habit of making items - both the useful and the eccentric.

This list is not intended to be exhaustive, but merely to spark some interesting ideas or provide a framework one might use. For further reading, consider reviewing the common magical items in Xanthaur's Guide to Everything.

### HOW DO YOU MAKE THESE?

While there are crafting rules in the game, it is likely that using the crafting rules to create common magical items may be unappealing given their general lack of mechanical effect (with some exceptions).

In generally, I'd advise letting players make these simply by tinkering with them to a time-frame appropriate to your campaign, in so far that they could create a few over the course of the campaign.

### Homeward Compass

*Common*

You make a compass, that always points toward a location of your choosing that you've been. You, or any creature holding it, has advantage on Wisdom (Survival) when trying to find their way to a the set point of the compass or a location with a known relative position to it.

### Grenade Vials

*Consumable, Common*

An improved vial that can be forged by a cooperation of a glassblower and blacksmith, these are a devastating armament option for a Potionsmith. When loaded with an Infused Potion, the throwing range increases by 10 feet, and upon shattering, any creature within 20 feet must make a Dexterity saving throw or take 1d4 piercing damage as the fragmentary pieces of cannister a detonated outward.

If the Infused Potion is an evocation spell, the piercing damage dealt by the shattering is increased by 1d4 for each level of the infused spell.

*Suggested Cost: ~10 gold pieces per unit. Note, cost will vary based on supply and economic factors.*

### Illusionary Locket

*Common*

You can create a locket that has a *minor illusion* effect cast when it is opened. The illusion is clearly project right above the locket, and the nature of the illusion is selected when the locket is created. You can change the illusion contained with 1 minute of work to adjust it.

### Magic Lantern

*Common*

You create a magical hooded or bullseye lantern that does not require oil to fuel it. It can be used for 6 hours a day, regaining all hours of use at dawn.

### Ropeweaver

*Common*

You make a device that can produce high quality rope from materials. By feeding the device the proper weight in fibrous materials - such as vines, clothes, or wool - it can create a length of rope of equal weight as if made of high quality material. You can create up to 50 feet of rope in an hour using this device.

### Recorder

*Common*

You create a small device that record a 25 word message. It takes a creature an action to change the recorded message, and they must speak the message outloud to record the message. The recorded message can be replayed by any creature holding the device that is aware what it is.

### Water Purifier

*Common*

You create a magical tankard that can hold up to a gallon of liquid. After liquid has been in the tankard for an hour, is purified as if *purify food and drink* have been cast on the liquid contained.

### APPROPRIATE FOR ALL ARTIFICERS?

In general, this document is intentionally vague on the exact nature of the device, as different artificers may achieve the same result different ways. A Gadgetsmyth's Magic Lantern might be mechanical marvel, while an Potionsmyths may a magically sustained reaction, and Fleshmyth's may be very unusual firefly in a jar.

## UNCOMMON

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### **Tiny Catapult**

*Wondrous Item, Uncommon*

This is a tiny vividly detailed figurine of a catapult. It has 4 charges. While holding this catapult, you can expend a charge to cast the *catapult* spell. It regains 1d4 charges at dawn.

When you cast *catapult* in this way, it does not require verbal or somatic components, but you must be holding the catapult.

## RARE

---

### **Tube of Dropping**

*Wondrous Item, Rare*

This strange 1 foot long tube is 4 inches wide. While holding this tube vertically, anything you drop through it appears 20 to 50 feet above a point of your choosing within 100 feet. You need to have a line of sight to the target point or some point in vertical space above the target where the item would appear.

You can drop items or magical effects through the tube as long as they don't have require a line of sight to an effected creature (you cannot see the target location through the tube). Any living creature passing through the tube suffers from the effect of *confusion* for 1d6 turns. Only things that are completely within the tube when they would exit out of the bottom of it are transported through it.

# BACKGROUNDS

**M**any an Artificer could hail from a background from Far Traveler to Cloistered Scholar, there here are some additional backgrounds which be what lead to your character embarking on their unique exploration of the depths of magical engineering.

## APOTHECARY

You were a mixer of potions, master of the subtle art of producing potent magical effects from the right distillations. Hailing from the largest cities or the smallest villages, an apothecary's work is always in demand, though many that would demand it do not fully appreciate the care that goes into making a potion safe and effective.

- **Skill Proficiencies:** Nature, Medicine
- **Tool Proficiencies:** Alchemist's supplies, Herbalism Kit.
- **Equipment:** A minor healing potion, a set of Alchemy Supplies, an Herbalism Kit, and a set of common clothes.

## FEATURE: HERBLORE

You know what the potions people drink are actually made of. Whenever traveling at half speed or less through wilderness or camping in wilderness, you can acquire 10 gold pieces a day worth of potion reagents. These can be used against the next potion you craft.

## ENGINEER

Scholars and Academics are great, but many a kingdom has needed those of the more intellectual bent to put their intellect to more practical uses - designing everything from siege equipment to bridges.

While construction may or may not have used magic here and there, at the end of the day something built without an engineer's oversight is much more likely to fall back down when it is needed most.

- **Skill Proficiencies:** Investigation, Nature.
- **Tool Proficiencies:** Carpenter's Tools, Mason's Tools.
- **Equipment:** A bottle of black ink, a quill, a small knife, the blue prints to the last project you were working on, a set of common clothes, and a belt pouch containing 10 gp.

## FEATURE: BLUEPRINTS

Given a little time to plan, you can produce blueprints or schematics for bridges, siege equipment, buildings, dams, or any other common feat of engineering that anyone proficient with the necessary artisan tools required to could follow to craft the outlined construction given the time and resources. Buildings more fantastical in nature may still be within your grasp to plan with skill appropriate skill checks at the DMs discretion.

## TINKERER

Falling somewhere between a merchant, sage, and - if you ask some villagers - a vagabond, a Tinkerer wanders from town to town bringing a cart (or sometimes just a donkey) of knick-knacks and knowhow. While not always welcomed with open arms, they can be life line of the smallest and most widely flung towns, as no route is too odd and winding for them to wander. Tinkerers may be wanderers by nature, but what opens doors is their useful knack for being able to fix problems with a dash of knowhow and ingenuity.

- **Skill Proficiencies:** Insight, Nature.
- **Tool Proficiencies:** Tinker's Tools
- **Languages:** One language of your choice.
- **Equipment:** A set of Tinker's Tools, a set of traveler's clothes, a set of saddle bags, and a pack horse.

## FEATURE: KNOW-HOW

You've been around the block, and fixed more than one problem you had no business fixing with some application of ingenuity. When you need to construct or fix an item, you can often tinker up a replacement part from an alternate source. Any item that you could craft with Tinker's Tools for less than 50gp pieces, you can craft for free with miscellaneousness knick knacks. At the DM's discretion, this feature may help with larger crafting pieces as appropriate

# NOTABLE HOMEBREW

## EVEN MORE?

All this still isn't enough? Here are some Homebrew options for people that want even more. The following options have been made for the Alternate Artificer by people other than KibblesTasty; while I might have contributed in some small way, they are the work of their creator.

Anything I add a link to here is something that I think is at least interesting, and provides values to people that want to delve deeper into the world of Artificering, but this is not inherently an endorsement of the product as "ready to use", and your mileage may vary. It's just a recommendation to check it out!

## LIMBSMITH

BY [/u/MrKybernetes](#)

Taking the self-forged to a new level, this is an option for those that strive for perfection... in their own eyes. Which might not be their own eyes anymore, as those might have been replaced with a better set.

### FROM THE CREATOR:

A Limbsmith is an Artificer who has found their own body lacking in some way and began replacing parts of it through artificial ones. Maybe they had a disease they could not recover from normally, lost a limb in a tragic accident and noticed they had a knack for their newfound abilities or simply found themselves wanting physically.

Because of the alien appearance of some Limbsmiths, resembling half humanoid, half construct, they tend to keep their augmentations covered by clothes or robes. -[/u/MrKybernetes](#)

You can find the Limbsmith here:

<https://www.gmbinder.com/share/-Lchle5AJIjX0yZB59Yv>.

## ADDITIONAL WARSMITH UPGRADES

BY [/u/AHFROMDUST](#)

Even more upgrades, plus a magic item and feat for Warsmith's.

### FROM THE CREATOR:

I made some new upgrades for the Warsmith to help further enable people to potentially fulfill their Ironman or War Machine fantasies, and more.

You can find them here:

<https://www.gmbinder.com/share/-LjnFTjED-qHprBSzkYO>

## CREATED BY:

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## ART CREDITS

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## ADDITIONAL CREDITS:

- MrKybernetes (Limbsmith; some of which has been adapted to Integrated Armor upgrades)
- Mr.Skelet & Cowboy121 (Warsmith upgrades: Barrier Capacitor).

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...and many more!

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Thank you!

# CHANGE LOG

## V1.5

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## V2.0

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### V2.0.1

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### V2.0.3

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### 2.1

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### 2.2

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#### CURSESMITH

- Curse Bearer suppresses effects until the start of their next turn when suppressing on going curses.
- Curse Eater can no longer be used on other sources of temporary hit points, but is increased to 1d4 + # of curses (instead of 1 + # curses) when restoring hit points.
- Eldritch becomes a ranged spell attack (rather than melee or ranged).
- Helm of Fangs removed.
- Eldritch Lore removed.
- Incinerate Soul removed.
- Helm of Omniscience added.
- Amulet of Exiling simplified and lowered to 9th level upgrade.
- Added Soul Ring
- Whispers of the Night buffed and simplified and moved to Unrestricted upgrades.
- Eldritch Magic added
- Eldritch Blade Added
- Skeletal Gauntlets properly add a curse.
- Undying Creature Added
- Pandemic of Depsair Added
- Curse Numbness Added
- Vampiric Infusion Added
- Form of the Fiend Added

#### RELICSMITH

- Added
- Everyone seemed to think Judgment should be an effect that worked with 2 handed weapons. Reworked into a more general version of Great Weapon Fighting (works with any weapon), but most effective with two handed weapons.
- Martial weapon proficiency added to the subclass (rather than gaining limited proficiency from Mandate).
- Previous judgment reworked into Zeal.
- Guided Fury now grants 1 free use of guiding bolt per short rest.
- Conferral of Conflagration raised to 3d4.
- Added Executioner upgrade.

#### RUNESMITH

- Rune of Proficiency removed.
- Limited items and armor to 1 rune by default.
- Runic Paths reintroduced (Runic Knight, Runic Mystic, Runic Sage).
- Runic Touch and Runic Magic folded into Runic Sage.
- Runic Sage can make unarmed strikes using Intelligence.
- Base armor of Rune of Power increased to 13.

- Perfected Form moved to 9th level upgrade.
- Added Paired Effect
- Added Rune Shield
- Added Mystic Flare
- Added Runic Aegis
- Added Rune Magic

#### POTIONSMTITH

- Removed Extra Zest
- Added Secrets of Acid
- Added Reactive Reagents
- Added Adrenaline Rush
- Dragon Draught moved to main document.
- ~~Added Field Infusion~~ (Fast tracked to main doc)
- ~~Added Perfect Reaction~~ (Fast tracked to main doc)
- ~~Added Mad Alchemy~~ (Fasttracked to main doc)

#### INFUSIONSMITH

- Added Spellsword
- Added Size Matters Not

#### THUNDERSMITH

- Removed Static Aura
- Removed Lightning Arcs.
- Shrapnel Round buffed slightly but made limited use.
- Added Autolock
- Added Incineration Rounds
- Added Dragon Burst
- Added Transforming Weapon
- Added Powered Weapon

#### GADGETSMITH

- Added Quick Smoke Bomb changed to Quick Essentials, allowing to use smoke bomb or grappling hook as a bonus action.

#### WARSMITH

- Integrated armor no longer counts against carry weight.
- Weight of Wargear and Warskin slightly reduced.
- Variant Class Feature: Infiltrator armor -> Specialized Armor. You can pass on the +2 Strength for a free upgrade from a restricted list. This is a small buff to Int Warsmiths using Warplate, but that's mostly fine.
- Water Projector updated to actual Water Spells (partially for OGL reasons as most of those weren't SRD).
- Ice Projector added.
- 5th level spells added to Water, Ice and Warth Projector
- Clarified wording of Hyperspace Arsenal (all stored armors must have the upgrade).

#### FLESHSMITH

- Added Perfection of Creation
- Added Corrosive Critter?!
- Added ...Adorable Critter? (similar to original version, but tweaked).

#### SPELLS

- Repelling Field removed.