

THE ARTIFICER

THIS IS PLAYTEST MATERIAL

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Artificers are masters of craft, replicating magical effects through devices. While in D&D, the artificer class is firmly magical and casts spells, it covers the gadgeteer archetype of using pseudo-technology to overcome obstacles. So while a player can imagine a technologist using the artificer class framework, it will always employ magic to achieve its kit.

The artificer class is the most versatile class written by Wizards of the Coast for 5th edition Dungeons & Dragons. More than every other class, the artificer's subclass redefines and expands the core class in such a way as to create a different play experience. The tools offered via the subclass transform the core to such a degree that despite having the same core, individual artificer subclasses play completely different from each other. Only third-party classes, such as the channeler from the *Psychic and Spiritual Handbook* comes close to this versatility in changing a class's kit.

The artificer is the best class because can create magic items for itself and its allies. It brings a core suite of support spells and a handful on control spells to further bolster its range of options and role in a party, even without a subclass. Its choices of subclass further allow it to define its role by adding new facets onto its kit such as burst damage or zone control. It also brings a range of tool proficiencies for a character to use in campaigns that explore crafting.

The artificer class receives new features and subclasses in this section. You gain class features in *Tasha's Cauldron of Everything* when you reach certain levels in your class. This section offers additional features you can gain as an artificer. Unlike features in *Tasha's Cauldron of Everything*, you don't gain the features here automatically. Consult with your DM on whether you gain a feature in this section if you meet the requirements. These features can be selected separately from one another; you can use some, all, or none of them.

If you take a feature that replaces another feature, you gain no benefit from the replaced feature and don't qualify for anything in the game that requires it.

ARTIFICER INFUSIONS

When you choose artificer infusions, you have access to these additional options.

AMULET OF FERAL PROWESS

Item: A necklace (requires attunement)

While wearing this item, a creature gains a +1 bonus to attack and damage rolls with unarmed strikes and natural weapons. In addition, your unarmed strikes and natural weapons count as magical for the purpose of overcoming damage resistance and immunity.

The bonus increases to +2 when you reach 10th level in this class.

FORCE FIELD

Prerequisite: 10th-level artificer

Item: A belt

As an action, the wearer of this article of clothing can erect a barrier of force around it. The barrier has 40 hit points and immunity to force damage and conditions. As long as it has hit points, the barrier will take damage, except psychic damage, instead of the wearer. When it is reduced to 0 hit points, any excess damage is taken by the wearer.

The field can be dropped as a bonus action. The barrier regains 2d10 lost hit points daily at dawn, but can never exceed 40 hit points.

HYPER RAIMENT

Prerequisite: 10th-level artificer

Item: A suit of armor (requires attunement)

This garment has 6 charges. The wearer can expend 1 of the garment's charges to make a melee weapon attack as a bonus action. If this attack hits, the weapon deals an extra 1d6 weapon damage. The item regains 1d6 expended charges daily at dawn.

POWER INFUSER

Prerequisite: 5th-level artificer

Item: A helmet (requires attunement)

While wearing this item, a creature gains a +1 bonus to power attack rolls. In addition the creature increases the range of a psionic power or psychic ability by 30 feet, provided it has a range of at least 30 feet.

The bonus increases to +2 when you reach 10th level in this class.

ALCHEMIST

The Alchemist artificer specialist receives the following feature.

EXPERIMENTAL CONCOCTION

3rd-level Alchemist feature

You can drink a potion as a bonus action. When you finish a short rest, you can change the effect of one *experimental elixir* or *volatile concoction* you create to a different effect of your choice.

In addition, *volatile concoctions* and nonmagical alchemical reagents, chemicals, and poisons from vials,

flasks, and bombs deal extra damage equal to half your level in this class the first time they deal damage when used. This includes acid, alchemist's fire, holy water, and poison, as well as the items from appendix B. You use your spell save DC when using any of the affected items, as well as with magic potions, oils, and dusts unless their save DC is higher than yours.

VOLATILE CONCOCTION

3rd-level Alchemist feature

You can create a *volatile concoction* instead of an *experimental elixir*. Roll on the Volatile Concoction table for the concoction's effect. As an action, you can throw the concoction up to 30 feet, where it explodes. A creature must succeed on a Dexterity saving throw or suffer the effects of the concoction.

If you use a spell slot to create a *volatile concoction*, you choose the concoction's effect from the Volatile Concoction table.

VOLATILE CONCOCTION

d6 Effect

- 1 **Fire.** A target takes 2d6 fire damage.
- 2 **Acid.** A target takes 1d8 acid damage and has its AC reduced by 1 until the end of your next turn.
- 3 **Poison.** A target takes 1d6 poison damage and is poisoned for 1 minute. It makes a Constitution saving throw at the end of each of its turns, ending the condition for it on a success.
- 4 **Ice.** A target takes 1d6 cold damage and is restrained until the end of its next turn.
- 5 **Rot.** A target takes 1d10 necrotic damage and can't regain hit points until the end of its next turn.
- 6 **Stun.** A creature is stunned until the end of its next turn.

EXPERIMENTAL POWDER

9th-level Alchemist feature

When you finish a long rest, you can transform one *experimental elixir* into an *experimental powder*. As an action, you scatter the powder on a number of creatures equal to your proficiency bonus within a 20-foot cube originating from you. Each target gains the effect of the *experimental elixir* used to create the powder.

Alternately, you can transform one *volatile concoction* into a *volatile bomb*. A *volatile bomb* explodes in a 10-foot radius

ARTIFICER SPECIALISTS

At 3rd level, an artificer gains the Artificer Specialist feature, which offers you the choice of a subclass. The following options are available to you when making that choice: Autogunner, Chymist, Diabolist, Fashion Binder, Harmonizer, Phantasmalist, and Voltaic Infuser.

AUTOGUNNER

Specializing in crossbows (firearms in settings that have them), the Autogunner specialist excels at ranged combat. They enhance their weapons to fire rapidly and master infusing their shots with elemental energy.

TOOL PROFICIENCY

3rd-level Autogunner feature

You gain proficiency with smith's tools. If you already have this proficiency, you gain proficiency in one other type of artisan's tools of your choice.

AUTOGUNNER SPELLS

3rd-level Autogunner feature

You always have certain spells prepared after you reach particular levels in this class, as shown in the Autogunner Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

Each spell is in the *Player's Handbook*, unless it has an asterisk (a spell in *Xanathar's Guide to Everything*) or a dagger (a spell in Appendix A).

AUTOGUNNER SPELLS

Artificer Level	Spell
3rd	<i>guiding bolt, magic missile</i>
5th	<i>cordon of arrows, warding wind*</i>
9th	<i>conjure barrage, lightning arrow</i>
13th	<i>dimension door, dimensional anchor†</i>
17th	<i>swift quiver, telekinesis</i>

ELEMENTAL AMMO

3rd-level Autogunner feature

You can infuse ammunition you shoot with elemental energy at the moment of impact. When you hit a target with a ranged attack using a magic weapon, you can cause energy to burst as a bonus action. The target takes an extra 1d10 damage that can be acid, cold, fire, lightning, or thunder (you choose each time you trigger the burst).

GUNNERY

3rd-level Autogunner feature

Your training with magically-augmented fired devices enables a number of techniques for you:

- You gain proficiency with heavy crossbows.
- You ignore the loading property of magic crossbows and firearms.
- Magic crossbows and firearms you wield benefit from any magic item or spell that affects bows, crossbows, or firearms, such as *bracers of archery*.
- When you attack with a magic weapon, you can use your Intelligence modifier instead of Strength or Dexterity on attack and damage rolls.

EXTRA ATTACK

5th-level Autogunner feature

You can attack twice, rather than once, whenever you take the Attack action on your turn.

VERSATILE AMMO

9th-level Artificer feature

Once on each of your turns when you cast an artificer spell with a cast time of a bonus action or interact with one using your bonus action, you can activate your Elemental Ammo feature on that turn without using a bonus action.

In addition, if your target resists the damage from your Elemental Ammo feature, you can choose a different damage type from the options from the feature instead, but must use the new damage type. You must choose to do this before damage is taken.

MANIPULATE ENERGY

15th-level Artificer feature

When you take acid, cold, fire, lightning, or thunder damage, you can use your reaction to gain resistance to that damage type until the end of your next turn.

In addition, your Elemental Ammo feature's damage increases to 2d10.

CHYMIST

While an alchemist experiments with combining reagents, a chymist experiments with consuming the chemical concoctions it produces. The result of these experiments results in a transformation, causing a chymist to change into a more monstrous form. Consequentially, a chymist is often regarded as quite mad, an aspersion of which is supported by personality shifts when the chymist transforms.

POTION COCKTAIL

3rd-level Chymist feature

You can consume a potion as a bonus action.

In addition, you gain proficiency with alchemy supplies. If you already have this proficiency, you gain proficiency in one other type of artisan's tools of your choice.

CHYMIST SPELLS

3rd-level Chymist feature

You always have certain spells prepared after you reach particular levels in this class, as shown in the Chymist Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

Each spell is in the *Player's Handbook*, unless it has a dagger (a spell in Appendix A).

CHYMIST SPELLS

Artificer Level	Spell
3rd	<i>armor of Agathys</i> , <i>heroism</i>
5th	<i>barkskin</i> , <i>calm emotions</i>
9th	<i>fear</i> , <i>gaseous form</i>
13th	<i>Arden's might</i> [†] , <i>staggering smite</i>
17th	<i>destructive wave</i> , <i>spectral sheen</i> [†]

MUTAGENIC CONCOCTION

3rd-level Chymist feature

Through self experimentation, you have caused a mutation within yourself. At the start of your turn you can trigger this mutation, taking on an altered form. This

form may have a different personality than you, and can even have a different alignment, but it maintains the same goals and is still you. The transformation lasts for 1 hour, but ends early if you are reduced to 0 hit points.

When you first take this feature, you select one of the mutagenic formulas below. Whenever you reach a level in this class that grants the Ability Score Increase feature, you can replace the formula you chose with a different one.

While transformed, you increase your speed by 10 feet and your AC by 1, have advantage on Strength and Dexterity checks, and can use your Intelligence modifier instead of Strength on attack and damage rolls with melee weapons, unarmed strikes, and natural weapons. In addition, at the start of each of your turns, you can choose to gain 1d8 temporary hit points. You choose whether your worn equipment falls to the ground in your space, merges into your new form, or shifts or tears to accommodate it.

After transforming, you can't do so again until you finish a long rest or until you expend a spell slot to transform again.

The Bestial. You transform into animalistic or monstrous humanoid form. While transformed you have advantage on Wisdom (Perception) checks that rely on hearing or smell and can use your Intelligence modifier instead of Dexterity to determine your AC and on ability checks. You gain a claw attack that deals 1d6 + your Strength modifier slashing damage on a hit and a bite attack the deals 1d10 + your Strength modifier piercing damage on a hit (you decide the exact form these take); each counts as a simple weapon for you and has the finesse and light properties. When you attack a creature with a claw attack, you can make one bite attack against it as a bonus action.

The Horrific. You transform into a vaguely humanoid form with multiple tentacles and other cosmetic features you choose. While transformed you have advantage on Charisma (Intimidation) checks and can add your Intelligence modifier to Strength checks. You can make one tentacle attack during your turn as a bonus action. On a hit, the target takes 1d4 + your Strength modifier bludgeoning damage; if the target is no more than one size category larger than you, it must succeed on a Dexterity saving throw against your spell save DC or become grappled by you. You can grapple no more than three creatures at a time.

The Gigantic. You grow one size category larger and can choose to become more muscular or malformed. While transformed, you can carry and lift twice as much as a creature of your size and Strength and can add your Intelligence modifier on Strength checks and saving throws. You can use your fists as a weapon which counts as a simple weapon for you. On a hit, a target takes 2d6 + your Strength modifier bludgeoning damage. Attacks made with weapons that add your Strength to their damage deal 1d4 extra bludgeoning damage. When you hit a target with a melee weapon attack, you can take a bonus action to deal 1d8 extra weapon damage to it.

EXTRA ATTACK

5th-level Chymist feature

You can attack twice, rather than once, whenever you take the Attack action on your turn.

ENHANCED TRANSFORMATION

9th-level Chymist feature

While transformed, you gain the following benefits:

- You gain swim and climb speeds equal to your walking speed.
- The temporary hit points you gain at the start of each of your turns increases to 2d8.
- Whenever you deal damaging using a bonus action granted by your Mutagenic Concoction feature, you deal an extra 1d8 damage of the same type.

EMBRACED ANIMA

15th-level Chymist feature

You gain a benefit based on your Mutagenic Concoction choice:

The Bestial. When you take damage from a melee attack, you can take a reaction to reduce that damage by half. If the attacker is within your reach, you can make one attack against it as part of the reaction.

The Horrific. While grappling a creature, at the start of its turn you can take a reaction to terrify it. The target must succeed on a Wisdom saving throw against your spell save DC or take 2d6 psychic damage and become frightened of you until it ends its turn out of your sight, if at least 60 feet away from you, or you are incapacitated.

The Gigantic. When you take damage, you can take a reaction to smash the ground before you with titanic force. Each creature on the ground within 10 feet of you must succeed on a Strength saving throw or take 2d6 thunder damage and be pushed 10 feet away from you. A creature that fails its save by 5 or more is also knocked prone. Each structure within 10 feet of you takes 2d6 + 10 thunder damage.

DIABOLIST

A Diabolist is a specialist in magical circles and navigating the mystical pathways of the planes. The diabolist pursues a passion in artistry and script, as even the slightest of waver can change the meaning of a scribed circle.

TOOL PROFICIENCY

3rd-level Diabolist feature

You gain proficiency with calligraphy or painter supplies (your choice). If you already have this proficiency, you gain proficiency in one other type of artisan's tools of your choice.

CIRCLE OF POWER

3rd-level Diabolist feature

Through training in tracing magical wards, you can quickly draw arcane symbols on the ground empowered by sigils — symbols of power. As an action, you can create a *circle of power* with one sigil of your choice, which are detailed under “Sigils” below, in your space or an unoccupied space within 5 feet of you. A *circle of power* remains for 10 minutes.

You can create one *circle of power*, and regain the ability to do so when you finish a long rest, unless you expend a spell slot of 1st level or higher to make another. When you reach certain levels in this class, you can create additional circles between rests: two at 6th level and three at 15th level.

DIABOLIST SPELLS

3rd-level Diabolist feature

You always have certain spells prepared after you reach particular levels in this class, as shown in the Diabolist Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

DIABOLIST SPELLS

Artificer Level	Spell
3rd	<i>protection from evil and good, sleep</i>
5th	<i>blindness/deafness, silence</i>
9th	<i>hunger of Hadar, magic circle</i>
13th	<i>banishment, death ward</i>
17th	<i>planar binding, teleportation circle</i>

DIABOLIC SECRET

5th-level Diabolist feature

When you cast an abjuration or conjuration spell or a cantrip while within a *circle of power* or the area of a *magic circle* spell, roll a d8, and you gain a bonus to one of the spell's damage rolls equal to the number rolled.

In addition, you can choose one spell from the abjuration or conjuration school that appears on the cleric, warlock, or wizard list. The spell must be of a spell level you can cast artificer spells. You can cast a spell from this feature once using a spell slot, and must finish a long rest before you can cast it using a spell slot again. Otherwise, it is treated as an artificer spell for you.

You can choose another abjuration or conjuration spell from the cleric, warlock, or wizard list when you reach 9th and 15th level. When you gain a new level in this class, you can replace a spell you know from this feature with a different spell under the same constraints.

CIRCLE MAGIC

9th-level Diabolist feature

When you trace a *circle of power*, you can choose to make its effects expand to a 5-foot radius around it.

SIGIL MASTERY

15th-level Diabolist feature

You have mastered tracing *circles of power* and using magical circles, gaining the following benefits:

- You can create a *circle of power* as a bonus action.
- While you are within the area of the *magic circle* spell or a *circle of power*, you have damage resistance to spells and can't be charmed or possessed.
- You can cast the *symbol* spell without expending a spell slot, without preparing the spell, and without material components, provided you use calligraphy or painter's supplies as the spellcasting focus. You can only have one active *symbol* spell through this feature; casting the spell with this feature again ends the prior spell. Once you cast the spell with this feature, you can't cast it with it again until you finish a long rest.

SIGILS

Sigils are symbols that hold magical power. Each sigil, except Spell Trigger, has a weal effect that targets you and creatures you choose when you trace the circle and a woe effect that targets other creatures. Whenever a sigil calls for a saving throw, it uses your spell save DC. The sigils are presented in alphabetical order.

ENERGY

Weal. Choose one damage type. Targets within the circle have damage resistance to the chosen damage type.

Woe. Choose one damage type which must be acid, cold, fire, lightning, poison, slashing, or thunder. The first time a creature enters the circle it must make a Dexterity saving throw. The takes 1d8 + your level in this class damage of the chosen damage type on a failed save or half as much damage on a successful one.

POWER

Weal. Targets within the circle increase the save DC of their powers, spells, traits, feats, and features by 2.

Woe. Targets within the circle and until the end of their next turn after exiting it decrease the save DC of their powers, spells, traits, feats, and features by 2.

SPELL TRIGGER

Choose a number of artificer spells you have prepared no greater than one fifth your level in this class, rounded up, which must be *banishment*, *blindness/deafness*, *cure wounds*, *dispel magic*, *faerie fire*, *grease*, *hunger of Hadar*, *Otiluke's resilient sphere*, *silence*, *sleep*, *snare*, or *web*. The spell slots needed to cast the spells are expended when you trace the circle, and if you choose a spell more than once you must expend a spell slot for each instance of it.

Whenever a creature enters the circle's space, you can trigger one of the spells you placed using your reaction (you choose the spell) targeting that creature or centered on the circle based on the spell's target. The triggered spell doesn't require concentration and lasts for its duration to a maximum of 1 minute.

Once triggered, the chosen spell can't be triggered again, and the *circle of power* ends early once each of the chosen spells has been triggered once.

STRENGTH

Weal. Targets within the circle have advantage on attack rolls.

Woe. Targets within the circle and until the end of their next turn after exiting it deal only half damage with weapon attacks.

WARD

Weal. Targets within the circle can't be grappled, poisoned, paralyzed, restrained, or knocked prone.

Woe. When a target enters the circle, it must succeed on a Strength saving throw or become confined within the circle for 1 minute. A confined target has disadvantage on attack rolls and Dexterity saving throws. As an action, the target can make a new Strength saving throw, freeing itself on a success. While a target is confined, creatures can't move through its space.

FASHION BINDER

Masters of style and fashion, these artificer specialists weave wondrous garments that are haute couture. They are socialites and fashionistas, skilled at grace and the darker sides of intrigue.

ELEGANT ACCOUTREMENTS

3rd-level Fashion Binder feature

You gain proficiency in Deception or Persuasion (your choice). You also gain proficiency with tailor's tools. If you already have this proficiency, you gain proficiency in one other type of artisan's tools of your choice.

In addition, you can choose to add your Intelligence modifier when you make a Charisma check.

FASHION BINDER SPELLS

3rd-level Fashion Binder feature

You always have certain spells prepared after you reach particular levels in this class, as shown in the Fashion Binder Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

Each spell is in the *Player's Handbook*, unless it has a dagger (a spell in Appendix A).

FASHION BINDER SPELLS

Artificer Level	Spell
3rd	<i>charm person</i> , <i>dissonant whispers</i>
5th	<i>enthrall</i> , <i>litany of calling</i> †
9th	<i>hypnotic pattern</i> , <i>tongues</i>
13th	<i>compulsion</i> , <i>condemnation</i> †
17th	<i>dominate person</i> , <i>seeming</i>

ENSORCELLED RAIMENT

3rd-level Fashion Binder feature

You infuse a set of clothing you wear with magic as an action. It remains magical as long as it remains within 15 feet of you, but its benefits can only be applied to you. While wearing your ensorcelled raiment, you gain the following benefits:

- While not wearing armor, except for your infused raiment, your base AC equals 13 + your Intelligence modifier.
- As an action, you can change the appearance of your raiment and make minor cosmetic changes to your body, such as changing the length and style of your hair, or the color of your eyes, hair, or skin.
- You can cause your raiment to produce a length of cloth from its folds that functions as a simple melee weapon with the reach property. You use your spell attack modifier on attack rolls with it. On a hit, you deal 1d6 + your proficiency bonus + your Intelligence modifier slashing damage. You can create the cloth as part of an attack or summon it at will until you choose to recall it.

The ensorcelled raiment is always a valid target for one of your artificer infusions, and can be infused as a wondrous item, armor, or weapon. You can also transform magical clothing into an ensorcelled raiment, but you must be attuned to it, if required, to use the item.

Once you have created an ensorcelled raiment, you can't do so again until you finish a long rest, and any raiment you've previously created loses any magical properties you gave it.

SPINNING WHEEL

5th-level Fashion Binder feature

Desiring to be the center of attention, you have incorporate flashy moves in your action. As an action, you can attack each creature and object you choose within reach with a magic simple weapon, including the cloth from your Ensorcelled Raiment feature. Until the end of its next turn, a creature hit by this attack is distracted by you; the next attack roll by a creature, other than you, against the target, has advantage.

RADIANT FASHION

9th-level Fashion Binder feature

While wearing your ensorcelled raiment, creatures within 20 feet of you that can see you have disadvantage of saving throw against your enchantment spells.

In addition, while wearing your ensorcelled raiment, you always have the *alter self* spell prepared and can cast it at will without spell components. Any adaptations not natural to your normal form are created as clothing or accessories matching your raiment.

CHARMED EVASION

15th-level Fashion Binder feature

A creature targeted by one of your enchantment spells has disadvantage on attack rolls against you until the start of your next turn. If the creature misses you with a weapon attack, you can use your reaction to make one melee weapon attack against it, provided it is within reach.

HARMONIZER

Shaping and refashioning sound are the craft of the Harmonizer specialty. While many are remarkable musicians, they prefer to use musical instruments as catalysts for manipulating sound waves.

MUSICAL TRAINING

3rd-level Harmonizer feature

You gain proficiency in Performance and three musical instruments of your choice. You can use a musical instrument as a spellcasting focus the same way you can an artisan's tool.

HARMONIZER SPELLS

3rd-level Harmonizer feature

You always have certain spells prepared after you reach particular levels in this class, as shown in the Harmonizer Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

Each spell is in the *Player's Handbook*, unless it has an asterisk (a spell in *Xanathar's Guide to Everything*) or a dagger (a spell in Appendix A).

HARMONIZER SPELLS

Artificer Level	Spell
3rd	<i>shield, thunderwave</i>
5th	<i>shatter, silence</i>
9th	<i>Jezrai's bounding note†, thunder step*</i>
13th	<i>Adeila's retribution†, sickening radiance*</i>
17th	<i>destructive wave, wall of force</i>

ALTER SOUND

3rd-level Harmonizer feature

You are able to manipulate sounds. As an action, you can choose one sound you can hear such as the rustling of the wind or your voice and alter it in the any of following ways:

- Transform the sound into a different sound of your choice.
- Alter the volume of the sound, such that a shout becomes a whisper or a sigh becomes a thunder.
- Change spoken words into different words. A speaker most likely will stop speaking once it realizes the words coming from its mouth aren't its own.
- Duplicate the sound such that it also originates in a second place of your choice.

The volume the altered sound can occupy can exceed a space no greater than a 300-foot radius centered at point you can see. This effect can last up to 10 minutes, but must use your action each turn to maintain the change in the sound, and can only manipulate a single sound at a time. You can't deal or prevent damage with this feature.

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

THUNDEROUS MIGHT

5th-level Harmonizer feature

When you cast a spell of 1st-level or higher that deals thunder damage, you roll 2d8 and you gain a bonus to one of the spell's damage rolls equal to the number rolled.

SONIC FIELD

9th-level Harmonizer feature

Your ability to manipulate sound increases,, granting you the following benefits:

- You can alter up to three sounds at once using your Alter Sound feature, and you can choose to alter a different sound each time you use your action to maintain it. Sounds you no longer control return to normal immediately.
- You have advantage on spell attack rolls that deal thunder damage.
- Creatures have disadvantage on saving throws against your effects that deal thunder damage.
- When you deal thunder damage to an unattended object, it takes the maximum damage.

REACTIVE SILENCE

15th-level Harmonizer feature

You have resistance to thunder damage.

In addition, you can dampen and nullify sounds reactively. When thunder damage is dealt, you can use your reaction and expend one use of your Alter Sound feature to grant each creature you choose within 300 feet of you immunity to thunder damage until the start of your next turn. Creatures that gain this immunity are treated as if under the effects of the *silence* spell during this time.

PHANTASMALIST

Smoke and mirrors are the tricks employed by these artificers to cloud and confuse reality and even bend it. A Phantasmalist specialist is a skilled illusionist and master of misdirection.

TOOL PROFICIENCY

3rd-level Phantasmalist feature

You gain proficiency with your choice of alchemy supplies or jeweler's tools. If you already have this proficiency, you gain proficiency in one other type of artisan's tools of your choice.

PHANTASMALIST SPELLS

3rd-level Phantasmalist feature

You always have certain spells prepared after you reach particular levels in this class, as shown in the Phantasmalist Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

Each spell is in the *Player's Handbook*, unless it has a dagger (a spell in Appendix A).

PHANTASMALIST SPELLS

Artificer Level	Spell
3rd	<i>fog cloud, minor illusion, silent image</i>
5th	<i>detect thoughts, mirror image</i>
9th	<i>major image, stinking cloud</i>
13th	<i>dimension door, hallucinatory terrain</i>
17th	<i>chaos mirage†, mislead</i>

MAGICIAN'S SPECTACLE

3rd-level Phantasmalist feature

As an action, you spray a 30-foot cone originating from you with magic. You choose the appearance of this magic. For instance it can appear as a flash of light, sprawling mist, or a blast of flower petals. Each creature in the area must make a Wisdom saving throw against your spell save DC. The target takes 2d6 + your Intelligence modifier force damage on a failed save or half as much damage on a successful one. If this damage reduces the target's hit points to fewer than twice your level in this class, it is blinded until the end of your next turn.

Immediately after using this feature, one willing creature within 30 feet of you, which can be you, is teleported up to 30 feet and can't be seen until the start of your next turn. A creature with truesight can see the target.

This feature counts as casting an illusion spell for the purpose of your class features. After using this feature, you must finish a short or long rest to use it again or until you expend a spell slot to use it again.

ILLUSORY TRICK

5th-level Phantasmalist feature

Your trickery and ability to manipulate your craft grant you the following benefits:

- You can captivate each creature you choose within 30 feet of the effects of one of your illusion spells. For the duration, the target has disadvantage on Wisdom (Perception) checks.
- You can see through obscured areas created by fog and similar effects as if they weren't obscured.
- Whenever you end your turn within a heavily obscured area created by fog or a similar effect, you can use your reaction to appear in another heavily obscured space within the same fog, to a maximum distance of 30 feet.
- Whenever you use an action to cast or manipulate an illusion spell, including one from a magic item, you can cast one cantrip as a bonus action.
- When you cast a cantrip that deals damage while you have an illusion spell in effect, you roll a d10, and you gain a bonus to one of the spell's damage rolls equal to the number rolled.

MISDIRECTION

9th-level Phantasmalist feature

When a creature fails its Wisdom saving throw against your Magician's Spectacle feature, it becomes distracted until the end of your next turn. The distracted target's speed is reduced by half and attack rolls against it have advantage.

ILLUSORY ESCAPE

15th-level Phantasmalist feature

When you are hit by an attack, you can use your reaction to teleport up to 10 feet away or into an unoccupied heavily obscured space you can see within 30 feet of you. You take only half of the damage from the attack, but can't be reduced below 1 hit point.

After using this feature, you can't use it again until you finish a long rest or you use your Magician's Spectacle feature.

VOLTAIC INFUSER

Studying the currents of electricity and the animate nature of lightning, the Voltaic Infuser Artificer Specialist uses electrical fields and wires to power magical devices using glass tubes and transistors.

TOOLS OF ANIMATION

3rd-level Voltaic Infuser feature

You gain proficiency with glassblower's tools or tinker's tools (your choice). If you already have this proficiency, you gain proficiency in one other type of artisan's tools of your choice.

As an action, you can reanimate the corpse of one tiny beast. It acts as a Homunculus Servant except that it is both a beast and undead instead of a construct. If you use this feature on a different corpse, the previous effect ends, and that servant dies.

VOLTAIC INFUSER SPELLS

3rd-level Voltaic Infuser feature

You always have certain spells prepared after you reach particular levels in this class, as shown in the Voltaic Infuser Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

Each spell is in the *Player's Handbook*, unless it has an asterisk (a spell in *Xanathar's Guide to Everything*) or a dagger (a spell in Appendix A).

VOLTAIC INFUSER SPELLS

Artificer Level	Spell
3rd	<i>entropic shield</i> †, <i>witch bolt</i>
5th	<i>arc lightning</i> †, <i>spiritual weapon</i>
9th	<i>animate dead</i> , <i>lightning bolt</i>
13th	<i>confusion</i> , <i>staggering smite</i>
17th	<i>danse macabre</i> * , <i>raise dead</i>

ELECTRIC DISC

3rd-level Voltaic Infuser feature

As a bonus action you can deploy an electric disc to a space within 60 feet of you. At the end of each of your turns, the disc pulses. Each creature within 10 feet of the disc must make a Dexterity saving throw. The target takes 1d10 + your Intelligence modifier lightning damage on a failed save or half as much damage on a successful one.

Once deployed, you can recall the disc to you as a bonus action while you are within 60 feet of it. This deactivates the disc. After 1 hour of deployment, the disc also deactivates.

The disc can be activated again when you roll initiative or finish a short or long rest. You can also expend a spell slot to reactivate the disc to deploy it again.

ELECTRICAL INFUSION

5th-level Voltaic Infuser feature

Once each turn when you hit a creature within 10 feet of you with an attack, you can deal extra lightning damage to it equal to your Intelligence modifier to it.

In addition, lightning damage you deal ignores damage resistance and undead you create with your artificer features and spells gain immunity to lightning damage.

LEAPING BOLTS

9th-level Voltaic Infuser feature

While you are within 30 feet of the disc from your Electric Disc feature and hit a target within 30 feet of the disc with an attack, the disc arcs lightning that strikes the target. The target must make a Dexterity saving throw against your spell save DC. It takes 2d10 + your Intelligence modifier on a failed save or half as much damage on a successful one.

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

VOLTS OF LIFE

15th-level Voltaic Infuser feature

As an action, you can touch a dead creature and animate it as an undead creature for up to 10 minutes. The creature regains a number of hit points equal to twice your level in this class and it becomes undead under your control. It obeys your verbal commands to the best of its abilities, no action required by you, and takes its turn immediately after yours. The undead can't be healed by other means, and dies once it is reduced to 0 hit points. Otherwise, the creature retains its own statistics.

After using this feature, you can't use it again until you finish a long rest.

MAKING YOUR OWN ARTIFICER SPECIALIST

YOU MAY DECIDE THAT YOU WANT TO CREATE YOUR own artificer subclass that best fits your campaign. Before embarking on this task, you want to be sure that no existing artificer subclass can meet your design goals. One of the greatest flexibilities offered in 5e class design is how open it is to re flavor the features.

If there is a subclass that can meet your mechanical needs and stylistic vision, it is best to simply use that and save a lot of time in designing, writing, and playtesting.

If, however, you find that no existing subclass achieves the fantasy or has the mechanics to match your visions, this section will guide you toward making an artificer subclass that fits the 5e D&D model. The guidelines will help you create the features for your subclass and detail how you should balance the class to fit within the official options and those offered by Therin Creative and similar content creators.

Please note that despite the guidance offered herein, your subclass may need further tuning. Be certain to spend the time to playtest your subclass.

CLASS CHASSIS

The artificer is a half spellcaster with features that enable it to make its own magic items and build off that construct. It requires Intelligence for its spellcasting and class features, and benefits from Constitution. Other ability scores can be useful depending on how a player build their character.

With the artificer class, subclass has greater impact on how a character plays than other classes, and this can make some ability scores more useful or possibly unnecessary.

HIT DICE

The artificer has a d8 Hit Dice, and is reasonably sturdy. While the class can focus on ranged cantrip to augment its spellcasting abilities, it can also perform in melee.

PROFICIENCIES

The artificer has access to simple weapons, but also shields and light and medium armors. It can access a number of skill proficiencies and has additional tool proficiencies. These are further augmented with the subclass, so become familiar with the core options so you don't create redundancies.

ABILITY SCORE IMPROVEMENT

The artificer uses standard progression for the Ability Score Improvement (ASI) feature (4th, 8th, 12th, 16th, and 19th level) and shouldn't deviate from this as the class works best when focused.

SPELLCASTING

The artificer is a prepared spellcaster, but the artificer list is quite limited. The subclass will alleviate this issue, however. As a half spellcaster, its slots accrue slower, but they are a valuable resource to mine for power or fueling subclass features.

The Spell-Storing Item feature extends the class's spell slots.

INFUSION

The core feature of the artificer class is its ability to infuse items to create temporary magic items with a range of options that include explicit items found in the *Dungeon Master's Guide* alongside unique options for the class. This is bolstered by the artificer gaining additional attunement slots than other characters, and creates a strong support member by giving the infused items to fellow party members.

SPECIALIST FEATURES

Artificer specialists grant features at 3rd, 5th, 9th, and 15th level. This is deliberate, because the subclass molds the character into certain roles making it more of a caster or even more of a martial-oriented role.

BUILDING AN ARTIFICER SPECIALIST

Once you understand the class chassis, you're one step closer to building a subclass. You'll also want to review existing subclasses to get a feel for their design and balance. This section will aid you in understanding what your subclass features should accomplish.

Before starting on the formal work to build your subclass, devise its theme and role. What is your subclass's purpose? What roles does it fill in an adventuring party? How are its mechanics interesting and unique? Why would a player choose your subclass?

Let's start by looking at some existing artificer subclasses.

Alchemist. One of the most prevalent artificer fantasies, the Alchemist specialty works with creating potions and elixirs. The subclass leans into the spellcasting portion of the class, gaining a number of damaging and support spells, including free casts of powerful healing spells. It also gains a bonus on damage with common alchemical damage types. Players choose this specialist in order to create special elixirs to support their party members and back them up with the subclass's spell list.

Battle Smith. The Battle Smith has two main facets: warrior and minion controller. While it lacks the heavy armor of the Armorer, it is effective with melee and ranged weapons, able to act as a mid-rank attacker or a flanker. Aiding it in these positions is its Steel Defender, a defensive minion. Its kit allows support in a range of means. Players choose this specialist because they want their own golem-like minion and the ability to support their party on a number of fronts.

Diabolist. Focused more on zone control, the Diabolist offers a form of game play that requires more foresight and planning. It offers substantial buff and debuff effects that makes position more important than other specialists. It also brings extra abjuration and conjuration spells to the table, adding versatility. Players choose this specialist because they like to manage position to support allies or hinder foes, as well as to have access to spells the artificer class lacks.

Each artificer subclass takes the class in a different direction, with a different role and kit, but at its core,

each is an artificer, leveraging the class's infusions and support spells.

BUILDING THE SUBCLASS

This guide covers building an Artificer Specialist consistent with official published material. Each Artificer Specialist defines the scope of the subclass. While it still relies on the core artificer package, the subclass will feel quite distinct.

Subclass features are granted at 3rd, 5th, 9th, and 15th level. Except for 3rd level, each Artificer Specialist feature level should only grant one subclass feature. Consult the Artificer Subclass Features table for when you should grant features.

There are exceptions for the rule of only granting a single subclass feature:

- Ribbon features are frequently weak on their own, so in certain cases you may grant a second, minor feature, which could be another ribbon feature.
- The feature has some complex interactions that are much clearer when separated. Often this is indication that something should be cut, but in rare cases, it makes sense to split a feature for comprehension.
- You are expanding an existing feature in a minor way. Sometimes it's better to include the enhancement in the core feature, and at other times it could be a note in another feature.

ARTIFICER SUBCLASS FEATURES

Artificer Level	Feature
3rd	Proficiency Feature, Spell Feature, Unique Feature
5th	Core Enhancement Feature
9th	Unique Enhancement Feature
15th	Defense and Boost Feature

PROFICIENCY FEATURE

3rd-level [Your Artificer Subclass] feature

The proficiency feature grants the artificer a subclass-themed tool. Don't create a new tool if you plan to release your subclass as new proficiencies are hard to integrate into campaigns and won't have any prewritten adventure support.

This feature can be expanded if the subclass needs expanded armor or weapon proficiencies. This feature can also include other proficiencies or quality of life adjustments.

SPELL FEATURE

3rd-level [Your Artificer Subclass] feature

Each artificer specialist has a list of extra spells that they always have prepared. Each of the spells should tie into the subclass's unique identity and flavor. You also want to ensure the spell picks are relevant for the average character of the subclass, such that a ranged-focused subclass isn't loaded with melee reach spells.

Choose two spells for each spell level from 1st, 2nd, 3rd, 4th, and 5th level. The spell can come from any list, but you should avoid overlap with the artificer's list in most cases.

If you include spells from sources other than the *Player's Handbook*, you want to indicate those sources. If you are sharing the subclass, you can't reprint content

that is not provided by the publishing license you are using (i.e. don't reprint a spell description from *Tasha's Cauldron of Everything*).

If you do include spells outside the *Player's Handbook*, it is recommended that you offer alternative spells from it so groups without the referenced book can utilize your content without additional work on the DM's part. If the spell is one you created for the subclass, include its description after the subclass (or an appropriate section for a compendium of content).

The Psi Forger from the *Psychic and Spiritual Handbook* gets psionic powers instead of spells. If you create an artificer that explores psychic or spiritual powers or a similar parallel magic source, it can be appropriate to draw on those lists instead of a spell list.

[YOUR ARTIFICER SUBCLASS] SPELLS

Artificer Level	Spells
3rd	1st-level spell, 1st-level spell
5th	2nd-level spell, 2nd-level spell
9th	3rd-level spell, 3rd-level spell
13th	4th-level spell, 4th-level spell
17th	5th-level spell, 5th-level spell

UNIQUE FEATURE

3rd-level [Your Artificer Subclass] feature

This feature adds a completely new tool to the artificer kit that makes it play and feel unique. This is the most important feature the subclass should have as it defines how the class is played and the likely roles it can fill. You will also expand on this feature with the 9th-level subclass feature.

This feature should define your archetype's role and fantasy. It should be robust and the frame upon which you build the rest of the features upon, either directly or thematically.

In some cases you will want to split this feature in two, because the feature includes the defining feature and auxiliary functions to support that feature (as seen in Armorer and Battle Smith).

CORE ENHANCEMENT FEATURE

5th-level [Your Artificer Subclass] feature

This feature should enhance the artificer's core kit, such as granting it the Extra Attack feature or enhancing its cantrips. This feature should be offensive in nature, providing the subclass the standard 5th-level power boost common to all 5th edition classes.

The artificer class is designed to be able to diverge into a spellcasting specialist, such as the Alchemist and Artillerist, or as a martial specialist, such as the Armorer and Battle Smith. You should pick only one focus.

UNIQUE ENHANCEMENT FEATURE

9th-level [Your Artificer Subclass] feature

This feature enhances the 3rd-level Unique feature in such a way that it makes that feature feel better. The Unique feature you created will determine how and how much this enhancement should be.

You will want to carefully weigh whether the enhancement is a passive effect or if it consumes its own resource. For instance, the Battle Smith subclass already has a powerful tool in the Steel Guardian, justifying the Arcane Jolt feature being limited in use. You should aim for no more than a 10% boost in damage across the adventuring day for a damage-focused subclass.

If this feature deals no damage, or is more limited or restrictive, you may consider adding an additional effect, such as a free casting of a low-level spell.

DEFENSE AND BOOST FEATURE

15th-level [Your Artificer Subclass] feature

With the last feature, you want one that adds extra defense to the artificer and an extra damage boost. This is the final feature of the subclass and the last chance to affect the artificer's damage directly, barring the 5th-level spells you chose earlier that are gained at 17th level.

Often the defensive portion should always be active, but when it is especially potent or adds damage, you should restrict how often it can be used.

The offensive boost should generally tie into the 3rd or 9th level subclass feature. This will automatically assign any restriction on how often it can be used. Aim for about a 25% boost if your 4th and 5th-level spell picks didn't increase the subclass's expected daily damage budget. Adjust downward if the spells do add power, such as with the *cloudkill* spell.

The damage boost can also be replaced by free castings of a stronger spell or two, including spells normally out of reach of the artificer class. For instance, the Alchemist can cast the 6th-level *heal* spell once each day.

APPENDIX A

NEW SPELLS

The spells are presented in alphabetical order. Other classes can use these spells if the DM chooses, as shown on the New Spells table.

NEW SPELLS

Level	Spell	Class
1st	Entropic Shield	Cleric
2nd	Arc Lightning	Druid, Ranger, Sorcerer, Wizard
2nd	Litany of Calling	Cleric, Paladin
3rd	Jezrai's Bounding Note	Bard, Wizard
4th	Adeila's Retribution	Wizard
4th	Arden's Might	Wizard
4th	Condemnation	Bard, Cleric, Warlock
4th	Dimensional Anchor	Sorcerer, Wizard
5th	Chaos Mirage	Sorcerer, Wizard
5th	Spectral Sheen	Warlock, Wizard

ADEILA'S RETRIBUTION

4th-level necromancy

Casting Time: 1 reaction, which you take in response to being damaged by a creature within 30 feet of you

Range: 30 feet

Components: V, S, M (spit spat in anger)

Duration: 1 minute

You let out a wretched cry, and the creature that damaged you struck by a sickening wave of energy. The creature must make a Constitution saving throw. On a failed save, the creature takes 6d8 necrotic damage and is seized by wracking pain, amplified within your presence. For the duration, each attack the creature makes against you has disadvantage, and as long as the creature is within 30 feet of you it is unsettled. On a successful save, the creature only takes half of the damage.

ARC LIGHTNING

2nd-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a tuning fork)

Duration: Instantaneous

A bolt of lightning shoots from you to a creature you can see within range. Make a ranged spell attack. On a hit the target takes 2d8 lightning damage and one creature of your choice within 30 feet of it must succeed on a Dexterity saving throw or take 2d12 lightning damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage to the initial target increases by 1d8 and the damage to the second target increases by 1d12 for each slot level above 2nd.

ARDEN'S MIGHT

4th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 10 minutes

Magic swells within you, granting you enhanced vigor. For the duration, you gain the following benefits:

- Your hit point maximum and current hit points increase by 2d10.
- Your carrying capacity doubles and you can push, drag, or lift twice as much.
- When you make a Strength or Constitution check, you treat a d20 roll of 9 or less as a 10.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, your hit point maximum and current hit points increase an additional 1d10 for each slot level above 4th.

CHAOS MIRAGE

5th-level illusion

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 10 minutes

Chaotic magic seeps into a creature's mind, causing it to perceive phantoms. The target must make a Wisdom saving throw. On a failed save, roll 2d8 and choose one of the d8s. The number rolled on that die determines what phantoms the target perceives for the duration.

A target which fails its save can use its action to make an Intelligence (Investigation) check against your spell save DC, and on a success is freed of the phantoms.

d8 Effect

- 1 Each of the target's foes within 30 feet of it becomes invisible to it, but it can still hear them.
- 2 The target's nearest foe takes on the form of the its greatest fear and it becomes frightened of that foe.
- 3 An avatar of death appears (see chapter 7 of the *Dungeon Master's Guide*) and attacks the target.
- 4 Haunting sounds and sensations plague the target and it becomes unsettled.
- 5 The target can't distinguish friend from foe and must choose a random target when it takes an action which targets something other than it or an unattended object.
- 6 The target senses nothing, and becomes blinded and deafened. Additionally, it can't benefit from tremorsense.
- 7 The target is wracked with phantom sensations. Once each turn when the target takes damage, it takes an additional 1d6 psychic damage.
- 8 Incessant whispers drive the target mad. At the start of each of its turns, rolls a d6. On a 1 or 2, the target is unable to take an action or a bonus action during the turn.

If you roll the same number on both d8s, the chaotic energy leaps to a different creature of your choice within 30 feet of it. The new target makes a Wisdom saving throw, and you roll 2d8 to determine what effects the spell has, which could cause the chaotic energy to leap again

CONDEMNATION

4th-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

You cast judgment upon a creature. One creature within range must succeed on a Wisdom saving throw or become cursed for the duration. A cursed target has disadvantage on each attack roll and ability check it makes and takes 1d6 radiant damage each time it is hit by an attack. A *remove curse* spell ends the effect.

DIMENSIONAL ANCHOR

4th-level conjuration

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a miniature lead anchor)

Duration: Concentration, up to 10 minutes

A green beam strikes one creature or object. The target is bound to its current plane of existence and can't be teleported. A creature must make a Charisma saving throw, which it can choose to fail. On a failed save, the creature can't be transported to another plane, nor can it teleport through any means. Additionally, the target can't be the target of spells and powers which attempt to relocate the target, such as the *banishment*, *imprisonment*, and *maze* spells.

ENTROPIC SHIELD

1st-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

You are surrounded by a chaotic, multihued barrier. For the duration, any creature has disadvantage on ranged attack rolls against you.

JEZRAI'S BOUNDING NOTE

3rd-level evocation

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You create a pulsating ball of sonic energy that speeds toward a creature or object in range. You make a ranged spell attack, and on a hit you deal 2d12 thunder damage. For the duration, you can make another ranged spell attack against a different target within 30 feet of the last target you hit with the spell as a bonus action.

LITANY OF CALLING

2nd-level enchantment

Casting Time: 1 bonus action

Range: 60 feet

Components: V

Duration: Concentration, up to 1 minute

You call on sacred energy to beguile a creature. One creature within range which can hear you must make a Wisdom saving throw. On a failed save, the target must use its movement to approach you. Once the target is within 5 feet of you, it won't move unless you move more than 5 feet from it, in which case it will again use its movement to approach you.

The target attempts to reach you in the straightest path possible, but it will avoid harming itself and move around hostile obstacles and surfaces. At the end of each of its turns, the target makes a new Wisdom saving throw, ending the spell on a success.

SPECTRAL SHEEN

5th-level illusion

Casting Time: 1 action

Range: Self

Components: V, S, M (a bit of ectoplasm)

Duration: 1 minute

You take on a ghostly appearance. For the duration, you have damage resistance to bludgeoning, piercing, and slashing damage made from nonmagical weapons.

In addition, when you take damage from a melee weapon attack, you can choose to take no damage instead, ending the spell.

APPENDIX B

ADVENTURING GEAR

Additional items available to player characters are described here.

ADVENTURING GEAR

Item	Cost	Weight
Blast powder, powder horn	50 gp	1 lb.
Burst grenade	30 gp	1 lb.
Corrosive, vial	75 gp	1 lb.
Daemon's poison	60 gp	1 lb.
Explosive grenade	40 gp	1 lb.
Flare grenade	50 gp	1 lb.
Frozen ichor, flask	50 gp	1 lb.
Smoke grenade	25 gp	1 lb.
Teardrop grenade	20 gp	1 lb.

ADVENTURING GEAR

This section describes items that have special rules or require further information.

Black Powder. Black powder is volatile, exploding when exposed to flame. As an action, you can scatter the powder onto a creature within 5 feet of you or throw it up to 20 feet, scattering the contents on impact. When thrown, make a ranged attack roll against a target creature or object, treating the powder as an improvised weapon. On a hit, the target is dusted in powder. If the target takes any fire damage before the powder is brushed or washed off (which take a creature one action), the powder ignites and the target takes 1d6 bludgeoning and 1d6 fire damage. You can also spread the powder on the ground or an object to cover a 5-foot square area, provided that the surface is mostly level. If lit, the powder explodes and deals 1d6 bludgeon damage and 1d6 fire damage to any creature or object occupying that space. A structure takes an additional 10 bludgeoning damage. For every additional pound of powder ignited, the bludgeoning damage to a creature increases by 1 (to a maximum of 20) and the damage to a structure by 10 (to a maximum of 200). Exposed powder in an adjacent space will ignite in a chain fashion when black powder explodes.

Burst Grenade. This grenade explodes in a concussive force. As an action, you can throw the grenade at a point up to 30 feet away, where it explodes on impact. Each creature within 5 feet of the explosion must succeed on a DC 12 Strength saving throw or be knocked prone.

Corrosive. This flask contains a highly corrosive compound that dissolves metal and leather. As an action, you can splash the contents of the vial onto a creature within 5 feet of you or throw the vial up to 20 feet, shattering it on impact. In either case make a ranged attack against a creature or object, treating the corrosive as an improvised weapon. On a hit, the target takes 1d6 acid damage and has its AC reduced by 2 if it is wearing armor (this can't reduce the base AC below 10) or composed of leather or metal for 1 hour. If the target is a leather or metal object, it takes an addition 2d6 acid damage.

Daemon's Poison. This sticky, adhesive fluid exudes a foul gas when exposed to air. As an action, you can throw the flask up to 20 feet, shattering it on impact. Make a ranged attack against a creature or object, treating the daemon's poison as an improvised weapon. On a hit, the target takes 1d4 poison damage at the start of each of its turns for 1 minute or until the poison is washed off. In addition, a creature must succeed on a DC 13 Constitution saving throw or become poisoned for 1 minute. The target makes a new Constitution saving throw at the end of each of its turns, ending the condition for it on a success.

Explosive Grenade. This grenade explodes with destructive force. As an action, you can throw the grenade at a point up to 30 feet away, where it explodes on impact. Each creature within 5 feet of the explosion must make a DC 12 Dexterity saving throw. A target takes 3d6 fire damage on a failed save, or half as much damage on a successful one.

Flare Grenade. This grenade explodes in blinding light. As an action, you can throw the grenade at a point up to 30 feet away, where it explodes on impact. Each creature within 5 feet of the explosion must succeed on a DC 10 Dexterity saving throw or be blinded until the end of its next turn.

Frozen Ichor. This sticky, alchemical fluid freezes when exposed to air. As an action, you can throw the flask up to 20 feet, shattering it on impact. Make a ranged attack against a creature, treating the frozen ichor as an improvised weapon. On a hit, the target takes 1d4 cold damage at the start of each of its turns for 1 minute or until it takes fire damage.

Smoke Grenade. When this grenade explodes, it covers a 10-foot radius area in thick smoke. As an action, you can throw the grenade at a point up to 30 feet away, where it explodes on impact. The area is heavily obscured for 1 minute or until a moderate wind (at least 10 miles per hour) disperses it.

Teardrop Grenade. This grenade explodes, creating a mist. As an action, you can throw the grenade at a point up to 30 feet away, where it explodes on impact. Each creature within 5 feet of the explosion must succeed on a DC 12 Dexterity saving throw or have its eyes covered by the substance of the mist. For 1 minute, the target has disadvantage on Wisdom (Perception) checks and ranged attack roll. The target can end this effect by using its action to make a DC Dexterity saving throw to wipe away the substance. A creature without eyes is immune to the effect.