

THE ARTIFICER

THIS IS PLAYTEST MATERIAL

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Power Level. Material offered by Therin Creative is aimed to be on par with officially published options. I respond to feedback and test results to hone the material until it is in such shape that any D&D campaign can use it just as it could official content, with the confidence that the material is balanced and worthy.

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*, come 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

While wearing this item, a creature gains a +1 bonus to attack and damage rolls with unarmed strikes and natural weapons. In addition, the creature's 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.

ENHANCED SPELLCASTING FOCUS

Item: A spellcasting focus or set of artisan's tools

While holding this item, a creature gains a +1 bonus to spell attack rolls. In addition, the creature can use its spellcasting focus to meet any somatic component required by a spell.

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.

ARTIFICER SPECIALIST

OPTIONS

Artificer Specialists receive additional options in this section.

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, Phantasmlist, 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</i> , <i>magic missile</i>
5th	<i>cordon of arrows</i> , <i>warding wind</i> *
9th	<i>conjure barrage</i> , <i>lightning arrow</i>
13th	<i>dimension door</i> , <i>dimensional anchor</i> †
17th	<i>swift quiver</i> , <i>telekinesis</i>

GUNNERY

3rd-level Autogunner feature

You have mastered a number of techniques when using a two-handed ranged weapon with the ammunition property:

Distracting Shots. After attacking a creature within 5 feet of you with a ranged weapon, your movement doesn't provoke opportunity attacks from that creature until the end of the turn.

Homing Shots. You have advantage on ranged attack rolls with artificer spells of 1st level and higher, including attack rolls made with the *lightning arrow* and *swift quiver* spells.

Rapid Shots. Whenever you use your action to cast an artificer spell or interact with one, you can make one attack with a ranged weapon you hold as a bonus action.

LOCKED AND LOADED

3rd-level AutoGUNNER feature

Your training with loaded weapons and similar devices enables a number of techniques for you:

- You gain proficiency with heavy crossbows.
- You ignore the loading property of magic crossbows and firearms.
- Any magic ranged weapon with the ammunition property you wield benefits 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.

ELEMENTAL AMMO

9th-level AutoGUNNER feature

You can infuse ammunition you shoot with elemental energy for 1 hour. As an action, choose up to six pieces of ammunition, which you then infuse with energy that is acid, cold, fire, lightning, or thunder. You can choose a different energy for each piece of ammunition in any combination. On a hit, the target takes an extra 1d10 damage with a type determined by the energy you chose. After hitting or missing its target, the energy dissipates from the ammunition.

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

MANIPULATE ENERGY

15th-level AutoGUNNER 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, when a target would resist the damage of your Elemental Ammo feature or one of your artificer spells, you can choose a different damage type from the options of your Elemental Ammo feature instead, but must use the new damage type.

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. When you roll initiative or at the start of any of your turns 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 minute, but ends early if you are reduced to 0 hit points. During your turn, you can expend a spell slot to extend your transformation for 1 minute per slot level expended.

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, your Strength or Dexterity score becomes equal to your Intelligence (you choose when you transform), and at the start of each of your turns, you regain $4 + \frac{1}{3}$ your level in this class hit points if you have no more than half your hit points left. You choose whether your worn equipment falls to the ground in your space, or if it merges into or stretches or tears to accommodate your new form. You have proficiency with natural weapons granted by your form.

After transforming, you can't do so again until you finish a short or long rest.

THE BESTIAL

You transform into animalistic or monstrous humanoid form. Each of your hands transforms into a claw and your mouth transforms into a shape capable of delivering a savage bite. You decide the exact form these take. While transformed, you gain the following benefits:

- You have advantage on Wisdom (Perception) checks that rely on hearing or smell.
- Your high jump distance increases by 15 feet and your long jump distance increases by 20 feet.
- You can take the Dash action as a bonus action.
- Your natural weapons have the finesse property.
- Your claws deal 1d6 + your Strength modifier slashing damage on a hit
- Once on each of your turns when you attack with a claw using the Attack action, you can make one additional attack using a different claw as part of the same action.
- Your bite deals 1d8 + your Strength modifier piercing damage on a hit.
- You have advantage on attack rolls with your bite attack against a creature that doesn't have all of its hit points.
- Once during the first round of each combat, when you hit a creature with a natural weapon, the target takes an extra 2d8 weapon damage.

THE GIGANTIC

You grow in size and can choose to become more muscular or malformed. While transformed, you gain the following benefits:

- Your size increases one category.
- You can carry and lift twice as much as a creature of your size and Strength.
- You have advantage on Strength checks and saving throws.
- Your AC increases by 1.
- Your walking speed increases by 10 feet.
- Your unarmed strikes can deal bludgeoning damage equal to 1d8 + your Strength modifier on a hit. If you aren't wielding a weapon or a shield, the d8 becomes a d12.
- Attacks made with weapons that add your Strength to their damage deal 1d4 extra weapon damage.
- You can attempt to shove a creature within your weapon's reach as a bonus action.
- When you hit a creature with an opportunity attack, the creature's speed become 0 for the rest of the turn, and it must succeed on a Strength saving throw against your spell save DC or be knocked prone.

THE HORRIFIC

You transform into a vaguely humanoid form with multiple tentacles and other cosmetic features you choose. While transformed, you gain the following benefits:

- You have advantage on Charisma (Intimidation) checks.
- You can see into normal and magical darkness as if they are dim light.
- Your tentacles have a reach of 15 feet, the finesse property, and deal 1d8 + your Strength modifier bludgeoning damage on a hit.

- Once during your turn when you hit a creature within 5 feet of you with a weapon attack, you can deal 1d6 extra psychic damage to the target.
- When you hit a creature no more than one size category larger than you with a tentacle, you can attempt to grapple it. The target must succeed on a Dexterity saving throw against your spell save DC or is grappled by you. You can grapple up to two targets at a time, each with a different tentacle.
- As a bonus action, you can latch each of your tentacles you choose on an unattended object that can support your weight within 20 feet of you, and then immediately pull yourself to it without expending movement, or you can pull an unattended object to you if you can drag it.
- While grappling a target with a tentacle, you can take a bonus action to pull it 10 feet towards you, move to it without expending movement, or restrain it until the start of your next turn.
- While grappling, you can move a target your size or smaller without spending additional movement.

VOLATILITY

5th-level Chymist feature

As a result of your mutation, your prowess shifts based on whether you are transformed or not.

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

Piercing Cantrip. While not transformed, when you roll a 1 or 2 on a damage die for an artificer cantrip you cast, you can reroll the die and must use the new roll, even if the new roll is a 1 or 2.

ENHANCED TRANSFORMATION

9th-level Chymist feature

You can partially transform, allowing you to use your Intelligence score instead of your Strength or Dexterity when you make an ability check. You also gain swim and climb speeds equal to your walking speed.

In addition, while transformed you gain an additional benefit based on your form.

The Bestial. A creature hit by your claw or bite attack has its speed reduced by 10 feet and can't make opportunity attacks against you until the start of your next turn.

The Gigantic. A creature hit by your weapon attacks is pushed 10 feet, and a structure hit by your weapons takes an extra 10 thunder damage.

The Horrific. A creature that takes psychic damage from your Horrific feature must succeed on a Wisdom saving throw against your spell save DC or become frightened of you until the end of its next turn. A frightened creature must use its movement to move away from you.

EMBRACED ANIMA

15th-level Chymist feature

The duration of your transformation and how long you extend it by expending spell slots is doubled.

In addition, when you take damage from an attack, you can take a reaction to reduce that damage by half. If the attacker is within your reach, you can make one weapon attack against it as part of the reaction.

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 5th 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 a cantrip or an abjuration or conjuration spell 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 each chosen spell once using a spell slot, and must finish a long rest before you can cast it with this feature 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. Whenever 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. You can also choose to cast the *magic circle* spell using an action, but its duration is reduced to 1 minute and requires concentration for that casting.

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 or requiring material components, provided you use calligrapher's or painter's supplies as the spellcasting focus. After casting the spell with this feature, you can't cast it with it again until you finish a long rest. If you cast the spell again, the prior spell is automatically dispelled.

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. A creature can't benefit from a weal effect until the end of its next turn after leaving the circle. 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. Whenever a creature enters the circle for the first time, it must make a Dexterity saving throw. The target takes 1d8 + your level in this class damage of the chosen 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 a spell is triggered, it 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, dissonant whispers</i>
5th	<i>enthral, litany of calling†</i>
9th	<i>hypnotic pattern, tongues</i>
13th	<i>charm monster, compulsion</i>
17th	<i>dominate person, seeming</i>

ENSORCELLED RAIMENT

3rd-level Fashion Binder feature

You infuse a set of normal or magic garments you wear with magic as an action. You must be attuned to a magic item, if required, to infuse it. Only you gain the benefits of wearing the raiment.

While wearing the raiment and not wearing armor, your base AC equals 13 + your Intelligence modifier. As an action, you can change the appearance of the 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.

The raiment can produce a length of cloth from its folds that functions as a whip-like magic simple weapon with the reach property, except that it uses your spell attack modifier for attack rolls. On a hit, the target takes 1d6 + 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; it can be summoned and used to make opportunity attacks as if you are always wielding it. The damage increases to when you reach 9th level (2d6) and 15th level (3d6).

The ensorcelled raiment is always a valid target for one of your artificer infusions, and can be infused as an armor or robe.

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

Flashy movements help you become the center of attention. As an action, you can attack each creature you choose within reach with a magic melee weapon or the cloth from your Ensorcelled Raiment feature. On a hit, the target is distracted by you until the start of your next turn; 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, you gain the following benefits:

- Creatures within 20 feet of you that can see you have disadvantage on saving throws against your enchantment spells.
- You can cast the *alter self* spell without expending a spell slot or requiring spell components. Any adaptations not natural to your normal form are created as clothing or accessories matching the raiment.

CHARMED EVASION

15th-level Fashion Binder feature

The targets of enchantment spells you cast have disadvantage on attack rolls against you until the start of your next turn, whether they are affected by the spell or not. If one of these creatures misses you with an attack, it provokes an opportunity attack from you.

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</i> , <i>thunderwave</i>
5th	<i>shatter</i> , <i>silence</i>
9th	<i>Jezrai's bounding note</i> [†] , <i>thunder step</i> [*]
13th	<i>Adeila's retribution</i> [†] , <i>pressure</i> [†]
17th	<i>destructive wave</i> , <i>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 within 300 feet.

An altered sound can be made audible up to 300 feet. The effect can last up to 10 minutes, but you must use your action on each of turns to maintain the changes. You can only manipulate a single sound at a time, you and can't deal or prevent damage with this feature, nor can it suppress spellcasting.

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, roll 2d8, and you gain a bonus to one of the spell's damage rolls equal to the number rolled.

In addition, when you cast a spell that deals thunder damage or creates an effect that depends on sound that affects other creatures that you can see, you can choose a number of them equal to your proficiency bonus. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

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 within 300 feet of you, 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 Phantasmlist specialist is a skilled illusionist and master of misdirection.

TOOL PROFICIENCY

3rd-level Phantasmlist 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 Phantasmlist feature

You always have certain spells prepared after you reach particular levels in this class, as shown in the Phantasmlist 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, a 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, unless it succeeded on its save.

Immediately after using this feature, choose one willing creature within 15 feet of you, which can be you. The creature is teleported up to 15 feet and it becomes invisible until the start of its next turn.

This feature counts as casting an illusion spell for the purpose of your class features. 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.

ILLUSORY TRICK

5th-level Phantasmalist feature

When you use an action to cast or manipulate an illusion spell of 1st level or higher, including one from a magic item, you can cast one cantrip as a bonus action.

In addition, whenever you prepare your artificer spells, you can prepare one illusion spell from any spell list, as if it were on the artificer spell list. Until you prepare your spells again, the spell counts as an artificer spell for you.

MISDIRECTION

9th-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.
- As an action, you can teleport one willing creature, which can be you, up to 15 feet, provided the target and its destination are in a heavily obscured space that is part of a contiguous fog, mist, or similar effect.

ILLUSORY ESCAPE

15th-level Phantasmalist feature

When you are hit by an attack, you can use your reaction to teleport up to 15 feet into an unoccupied space. You take only half of the damage from the attack, and can't be reduced to less than 1 hit point from it. You can choose to make the space you leave heavily obscured until the start of your next turn. You choose the form this takes.

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 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 in one-handed martial weapons. You also gain proficiency with glassblower's tools. If you already have this proficiency, you gain proficiency in one other type of artisan's tools of your choice.

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†, witch bolt</i>
5th	<i>arc lightning†, hold person</i>
9th	<i>animate dead, lightning bolt</i>
13th	<i>confusion, magnetic force†</i>
17th	<i>danse macabre*, raise dead</i>

ELECTRIC CHARGE

3rd-level Voltaic Infuser feature

As a bonus action you can charge one melee weapon you hold with electricity until the end of your next turn. You can choose to add your Intelligence modifier to your attack rolls with the charged weapon. On a hit, the target takes an additional 1d8 lightning damage, and then the electricity is discharged.

REANIMATOR

3rd-level Voltaic Infuser feature

You can cast the *find familiar* spell without expending a spell slot, but instead of gaining the service of a spirit, you animate the corpse of a tiny beast within range as an undead creature. You can't change the familiar's form. After casting the spell this way, you must finish a long rest to do so again.

HIGH VOLTAGE

5th-level Voltaic Infuser feature

When you cast a spell the deals lightning damage or hit a target with your Electric Charge feature, roll a d8, and add the number rolled to one damage roll.

In addition, lightning damage you deal ignores damage resistance.

LEAPING BOLTS

9th-level Voltaic Infuser feature

After you hit a creature with your Electric Charge feature, you can create a cascade of sparks that strike up to five creatures you choose within 15 feet of that creature. Each target must make a Dexterity saving throw. A target takes 2d8 lightning damage 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.

SPARK OF LIFE

15th-level Voltaic Infuser feature

As an action, you can touch a dead creature, which must be a beast, humanoid, giant, or monstrosity, and animate it as an undead creature under your control for up to 1 hour. The creature uses the Reanimated Creature stat block and shares your initiative count, but takes its turn immediately after yours. It obeys your verbal commands to the best of its abilities, no action required by you.

Alternately, when you restore a creature to life, it regains a number of hit points equal to twice your level in this class and increases its speed by 30 feet until the end of its next turn.

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

REANIMATED CREATURE

Any size undead

Armor Class 10 + your Intelligence modifier

Hit Points twice your level in this class

Speed 30 feet

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	3 (-4)	10 (+0)	5 (-3)

Damage Resistances cold, fire, necrotic, psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities lightning, poison

Condition Immunities charmed, exhaustion, frightened, poisoned, unsettled

Senses darkvision 60 ft., passive Perception 10

Languages understands your verbal commands

Challenge — **Proficiency Bonus (PB)** equals your bonus

Borrowed Time. The creature can't regain hit points through any means, and it dies once it is reduced to 0 hit points or after 1 hour has passed since its animation.

Reanimated. The creature can attack with natural weapons it had in life. It can also use weapons and armor if it is physically capable. It deals damage and has a reach or range according to its weapon, but adds your Intelligence modifier instead of its Strength or Dexterity.

ACTIONS

Slam. Melee Weapon Attack: your spell attack modifier to hit, reach 5 ft., one target. **Hit:** 1d8 + your Intelligence modifier bludgeoning damage plus 1d6 lightning damage.

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 meets 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 vision, 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 SPECIALIST FEATURES

Artificer Level Feature

3rd	Proficiency Feature, Spell List Expansion Feature, Signature Feature
5th	Core Enhancement Feature
9th	Signature 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 LIST EXPANSION 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 include spells outside of 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

SIGNATURE 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.

SIGNATURE ENHANCEMENT FEATURE

9th-level [Your Artificer Subclass] feature

This feature enhances the 3rd-level Signature feature in such a way that it makes that feature feel better. The Signature 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	Dimensional Anchor	Sorcerer, Wizard
4th	Magnetic Force	Sorcerer, Wizard
4th	Pressure	Sorcerer, Warlock, 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 is struck by a sickening wave of energy. The creature must make a Constitution saving throw. On a failed save, the creature is seized by wracking pain, and it takes 6d8 necrotic damage, and for the duration it has disadvantage on attack rolls against you and is unsettled while it is within 30 feet of you. 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 3d8 lightning damage and one creature of your choice within 30 feet of it must succeed on a Dexterity saving throw or take 3d12 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:

- Bludgeoning, cold, piercing, slashing, and thunder damage that you take is reduced by 3.
- For each melee weapon attack you roll damage, you can reroll the weapon's damage dice and use either total, provided the attack adds your Strength modifier to its damage.
- 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, the amount of damage you reduce increases by 1 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.

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 3d12 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.

MAGNETIC FORCE

4th-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a magnet)

Duration: Concentration, up to 1 minute

You create magnetic currents that anchor to an object or surface you can see within range. If you target an object that is worn or carried by a creature, make a ranged spell attack. On a miss, the spell ends and has no effect. When you cast the spell, choose one of following effects which last for the duration.

Magnetize. The target pulls metal towards it within a 20-foot radius sphere. Attacks made with weapons and effects that contain metal have advantage on attack rolls against the target or a creature wearing or holding it. Attacks made with weapons that contain metal by the target have disadvantage. Moreover, unattended objects that contain metal are drawn towards the target at a rate of 15 feet at that start of each of your turns for Tiny and Small objects, 10 feet for Medium objects, and 5 feet for Large objects. A creature wearing or holding the target that starts its turn within 10 feet of Large or larger object containing metal or that moves within 10 feet of such an object must succeed on a Strength saving throw or be moved to that object and has its speed reduced to 0 feet. The creature can use its action to repeat the saving throw, regaining its speed on a success. If multiple objects would pull the creature in different directions, the creature automatically succeeds on its save. The creature can release the target to avoid being pulled or to move normally.

Repulse. The target repels metal within a 20-foot radius sphere. Attacks made with weapons and effects that contain metal have disadvantage on attack rolls against the targets within the sphere. Moreover, unattended objects that contain metal are repelled from the target at a rate of 15 feet at that start of each of your turns for Tiny and Small objects, 10 feet for Medium objects, and 5 feet for Large objects. A creature wearing or holding the target must spend additional feet of movement to approach a Medium or larger metal object, with a cost determined by the size of the object: Medium (1 foot), Large (2 feet), Huge (3 feet), Gargantuan (4 feet). A creature wearing or holding an object containing metal also must spend additional 3 feet of movement per foot moved to approach the target.

PRESSURE

4th-level conjuration

Casting Time: 1 action

Range: 90 feet

Components: V

Duration: Concentration, up to 1 minute

You conjure a magical force that creates crushing pressure in a 20-foot radius sphere centered at a point in range. Each creature that starts its turn within the sphere or that enters the sphere for the first time on its turn must succeed on a Strength saving throw or be knocked prone and have its speed reduced to 0 until the start of its next turn or it exits the sphere. A creature that ends its turn within the sphere and each unattended

object within the sphere at the end of each of your turns takes 4d6 bludgeoning damage.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

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.

NEW CONDITION

The following condition is added to the game:

UNSETTLED

- An unsettled creature has disadvantage on ability checks.
- The creature has disadvantage on saving throws against the frightened condition and illusory and phantom effects.

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.

UPDATE NOTES

1.1 PLAYTEST VERSION (MAY, 2024)

- Amulet of Feral Prowess no longer requires attunement
- Autogunner
 - Elemental Ammo is now a 9th-level feature.
 - Most Gunnery functions moved to the new Locked and Loaded feature.
 - Gunnery design is now intended to allow mixing ranged combat with spellcasting instead of consuming your bonus action.
 - Versatile Ammo main function merged into Manipulate Energy.
 - Overall the subclass has less damage to balance out the fact its extra damage can't be killed.
- Chymist
 - While the flavor has been well received, the mechanics aren't hitting design and fun goals.
 - The main issues were 1) the forms felt too similar in role and effect, 2) forms need to be short term buffs but still should offer some out of combat utility and usage, and 3) the power was over budget (a little dilerberate on my part to magnify the feel and pain points).
 - Forms will now have clearer identity and mechanical support:
 - The Bestial will be the damage/attacker form. It will be made to make more attacks at the cost of a shield. While all Chymist forms should be able to take some beating, the Bestial is more dependent on acting as a skirmisher.
 - The Gigantic will be more focused on zone control, doubling down on the large and in charge concept it leans into with flavor. This is the more "tanky" form.
 - The Horrific will be a midrank, mobile supporter whose attacks will feel more frightening.
 - Major change is now allowing you to use your Intelligence for either your Strength or Dexterity scores to deal with carry capacity and other ability score mechanics. You choose, but Gigantic doesn't natively have finesse.
 - While it was considered making forms block spellcasting, the design vision is that you flavor your spells to match the form. This is why the subclass has *armor of Agathys*, *barkskin*, *fear*, *staggering smite*, and *destructive wave*.
 - Now regains hit points when below half its max instead of temporary hit points. The old effect was too strong, but more importantly clashed with a number of its core spells.
- AC and movement speed increases are no longer shared. Bestial gets Dash on bonus action and amazing leaping, Gigantic gets +10 feet, and Horrific gets unrestricted grappling movement (similar to Way of Webs monk).
- Hit point recovery now uses flat amount to cut down on die rolls.
- Subclass damage should range from Armorer level (Gigantic/Horrific) to around Battle Smith level (Bestial).
- Forms now last only 1 minute (you can burn spell slots to extend the time).
- Enhanced Transformation grants you an always active passive plus a special function based on your form.
- Embraced Anima now uses the same effect (the bestial's version) for all forms.
- To better support the mad-scientist aspect now that transformations are more limited, Volatility is a new feature that either grants Extra Attack (transformed) or better cantrips (normal form). This better represents the "Jekyll/Hyde" or "Banner/Hulk" distinctions better.
- Diabolist
 - Restored some functionality to the in-combat *magic circle* usage so it is again an alternative to using a circle of power.
 - Closed loophole that enabled the circle conga line exploit.
- Fashion Binder
 - *Charm monster* replaces *condemnation*.
 - Ensorcelled Raiment weapon changed to scale with Artificer Specialist to break any unintended interaction with the Bladesinger wizard or other multiclasses that would dip artificer just to have the weapon.
 - Ensorcelled Raiment is always better than *firebolt* against two or more targets, and its assist ability makes it compelling against even a single target.
 - Ensorcelled Raiment no longer requires remaining within 15 feet of you to remain infused.
 - Spinning Wheel now lasts until the start of your next turn.
- Harmonizer
 - Thunderous Might now also allows ally protection from your sonic spells, which fits since the subclass is supposed to be able to shape sounds. -*Sickeing radiance* replaced with a brand new spell that feels more appropriate for a sound-based character.
- Phantasmatist
 - Magician's Spectacle teleport distance and selection reduced, and you can no longer use a spell slot to use it again.
 - Illusory Trick now only allows a bonus action cantrip. Its captivate and fog functions have been moved to misdirection.

- Voltaic Infuser
 - Electric Disc replaced with Electric Charge. While the disc was interesting, it was extremely uneven in play and the subclass wasn't hitting the enjoyment factor I require to pass. Electric Charge pushes the subclass to be more melee focused.
 - In support of melee, Tools of Animation now grants proficiency with one-handed martial weapons. Reanimation component moved to Reanimator, a new 3rd-level feature.
 - Electrical Infusion replaced with High Voltage, which increases the amount of lightning damage.
 - Volts of Life renamed Spark of Life.
 - Spark of Life now gives you a stat block. It's modelled on Accursed Specter, but intended to be more useful at high level.
 - Spark of Life now also has a non-animation component that works with reviving the dead.
 - Reanimated tiny beast now acts as a familiar so it isn't a ranged damage source.
 - Since the subclass's bonus action wants to use Electric Charge, *spiritual weapon* replaced with *hold person*. *Staggering smite* and *danse macabre* should be potent enough to forgo use of your bonus action.