Tools of the Trade

Artificer Options



GUILD

Tools of the Trade

Artificer Options

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Christopher Walz is a best-selling creator and editor for the Dungeon Masters Guild. He began his journey through roleplaying games when he was six years old, looking at the pictures in his brother's Monstrous Manual. When he isn't writing or killing his players, he is trying to turn his son into a dungeon master and looking for trolls in the wilds of Central Kentucky.

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Arcane Botanist

Nature isn't just red in tooth and claw—it's green in leaf and stem. Arcane botanists understand this, having developed an extensive knowledge of plants and their many uses. It's remarkable how useful plants become in combat when you add a little magic.

In Eberron, these artificers were often stationed in locations like the Eldeen Reaches, where their study of plants and observation of the region's druids were utilized in the war effort. In Ravenloft, arcane botanists cultivate deadly plants that are just as lethal as the wolves and other creatures of the mists.

Tools of the Trade

By the time you adopt this specialty at 3rd level, you're deeply familiar with employing its tools.

Proficiencies. You gain proficiency with brewer's supplies and the herbalism kit, assuming you don't already have them. You also gain brewer's supplies and an herbalism kit for free—the result of tinkering you've done as you've prepared for this specialization.

Crafting. If you craft a magic item in the potion category, it takes you a quarter of the normal time, and it costs you half as much of the usual gold.

Arcane Botanist Spells

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Arcane Botanist Spells table below. These spells count as artificer spells for you, but they don't count against the humber of artificer spells you prepare.

Arcane Botanist Spells

Artificer Level	Spell
3rd	*entangle, goodberry*
5th	*barkskin, spike growth*
9th	*daylight, plant growth*
13th	*blight, grasping vine*
17th	*awaken, contagion*

Botanical Blend

At 3rd level you can prepare botanical samples that accentuate your cantrips. As a bonus action, you can cause the next cantrip you cast before the end of your turn to create one of the following effects, which you choose when you prepare the blend. These effects use your spell save DC:

Entangling Vines. The target must make a **Dexterity saving throw** or become **restrained** until the end of its next turn.

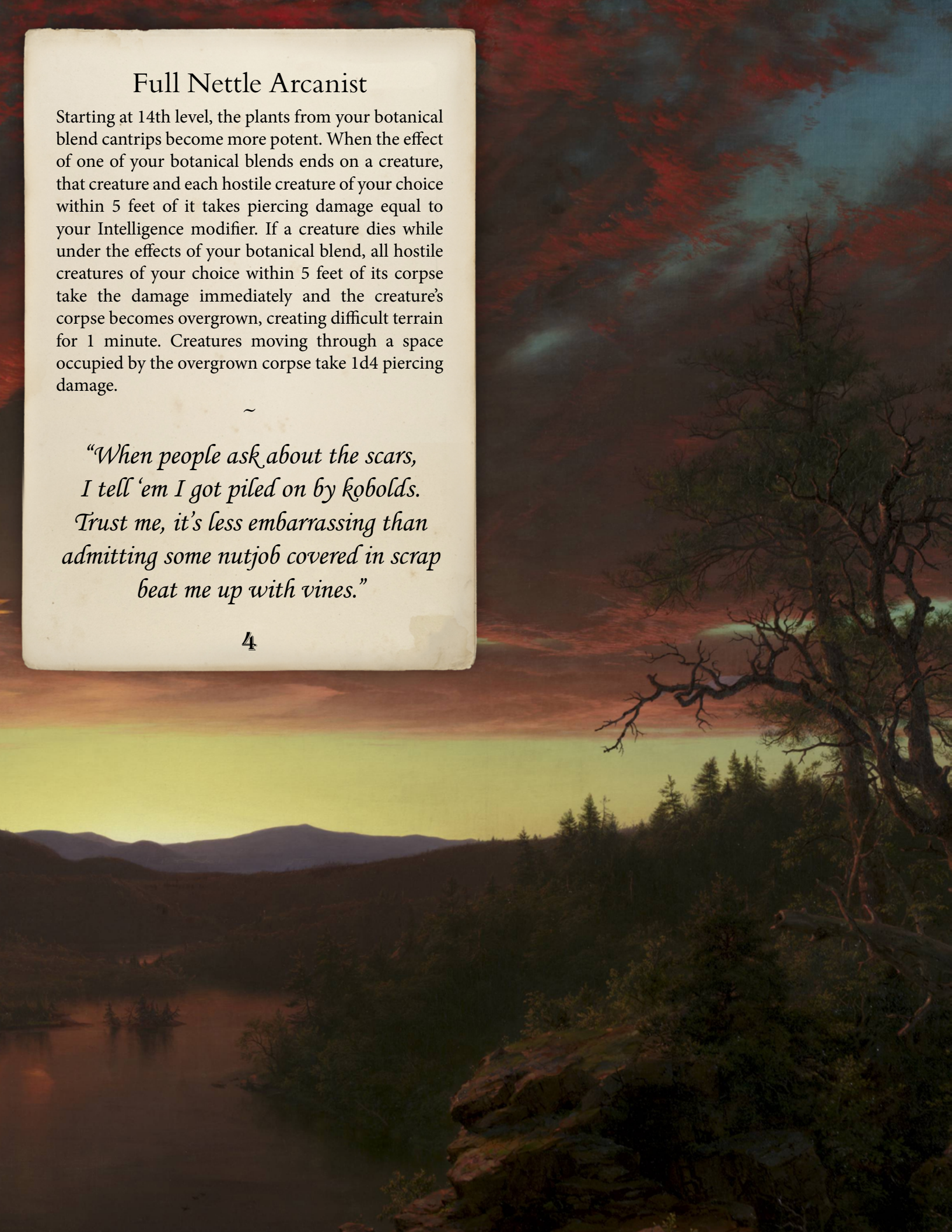
Poison Thorns. The target must make a **Constitution saving throw** or be **poisoned** until the start of your next turn.

Confusing Fungi. The target must make a **Wisdom saving throw** or have disadvantage on saving throws to maintain concentration on spells until the start of your next turn. It makes this saving throw prior to its concentration check for the cantrip's damage

The cantrip must use a spell attack to utilize a botanical blend, and a creature can only be affected by one of these blends at a time. You can prepare a total number of botanical blends equal to your Intelligence modifier (minimum 1). As long as you have access to your herbalism kit you replenish all expended botanical blends when you complete a long rest, or two blends when you finish a short rest.

Botanical Mastery

At 6th level, your understanding of arcane botany has become masterful, allowing you to brew a plant-based perfume with disarming pheromones. You can brew this perfume over the course of a long rest, which retains its potency for 24 hours. When you use this perfume as an action, you add your proficiency bonus to Charisma ability checks made to intimidate, persuade, and deceive other humanoid creatures for 1 hour, or double your proficiency bonus if you are already proficient.



Full Nettle Arcanist

Starting at 14th level, the plants from your botanical blend cantrips become more potent. When the effect of one of your botanical blends ends on a creature, that creature and each hostile creature of your choice within 5 feet of it takes piercing damage equal to your Intelligence modifier. If a creature dies while under the effects of your botanical blend, all hostile creatures of your choice within 5 feet of its corpse take the damage immediately and the creature's corpse becomes overgrown, creating difficult terrain for 1 minute. Creatures moving through a space occupied by the overgrown corpse take 1d4 piercing damage.

~

"When people ask about the scars, I tell 'em I got piled on by kobolds. Trust me, it's less embarrassing than admitting some nutjob covered in scrap beat me up with vines."

Biomancer

Biomancers use hazardous, carcinogenic substances to enhance their bodies in a torturous process. These mutations enhance the biomancers' performance in specialized fields, giving them the edge they need to subdue their enemies on the battlefield or in the scientific community.

In the Forgotten Realms, biomancers conduct their experiments in secret laboratories, far away from civilization. Their practices are not officially shunned, but feared by officials and the populace who know of them.

In Eberron, biomancers were feared during the Last War, since their prisoners were often used for horrifying experiments, or so the rumors say. Officially part of House Jorasco, the biomancers possess the Mark of Healing, although their work doesn't include much healing in the usual sense. While these are the most prominent biomancers in Eberron, one does not need to be a dragonmarked of House Jorasco to pursue this speciality.

In Ravnica, biomancers in the usual sense can be found among the Golgari Swarm, although a biomancer may also be part of the Simic Combine. In case of the latter, the biomancers operate in a grey area since they often use their powers to destroy rather than to improve.

Tools of the Trade

By the time you adopt this specialty at 3rd level, you're deeply familiar with employing its tools.

Proficiencies. You gain proficiency with alchemist's supplies and the poisoner's kit assuming, you don't already have them. You also gain alchemist's supplies and a poisoner's kit for free—the result of tinkering you've done as you've prepared for this specialization.

Crafting. If you craft a poison, it takes you a tenth of the normal time, and it costs you half as much of the usual gold.

Biomancer Spells

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Biomancer Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

Biomancer Spells

Artificer Level	Spell
3rd	*inflict wounds, witch bolt*
5th	*hold person, mind spike**
9th	*stinking cloud, vampiric touch*
13th	*blight, polymorph*
17th	*contagion, hold monster*

*Appears in *Xanathar's Guide to Everything*

Biomination

At 3rd level, you unlock the secrets of biomancy, a craft that lets you transform the organic parts of your body. Using a bonus action, you push a cocktail of various poisons, steroids, and heavy metals into your bloodstream, which cause an instantaneous transformation of your body. While the transformation lasts, your muscles swell to an enormous size, your head shrinks, your skin tone changes to a color of your choice, and you are under the following effects:

- Your Strength score increases by 4 points, to a maximum of 20.
- Your Intelligence decreases by 4 points, to a minimum of 6.
- You have vulnerability to poison damage and disadvantage on saving throws against poison.
- Your unarmed attacks deal 1d8 + your Strength modifier bludgeoning damage. Additionally, you can make one unarmed attack as a bonus action on your turn.
- You regain 8 hit points at the beginning of your turn, if you have at least 1 hit point.
- Your AC increases by 1.

The transformation lasts for a number of rounds equal to double your proficiency bonus. After the transformation ends, make a **DC 15 Constitution saving throw**. On a failed save, you gain 1 level of **exhaustion**. These rules apply even if your body is already transformed, for example with the use of the *enlarge/reduce* or *polymorph* spells.

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

Degenerative Injection

At 6th level, you turn your knowledge into an awful weapon. After a successful unarmed attack against a creature, you may inject it with a special chemical cocktail. The creature must make a **Constitution saving throw** equal to your spellcasting DC.The creature takes 6d6 necrotic damage on a failed save, or half as much damage on a successful one.

Additionally, on a failed save, the creature's body is riddled with cancerous growths and instantaneously transforms into a pockmarked husk, decreasing its size by one category. These effects are permanent, but the creature can be restored to its original shape with a *lesser restoration* spell. The creature must also succeed in a **Charisma saving throw** or is **frightened** by you for 1 hour.

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

~

"It was a gruesome sight when the first alterations manifested themselves. I almost preferred the bubbling pustules with the ochre efflux to what followed, but it was impossible to avert my eyes. The horror."

Biomancy Mastery

At 14th level, you learn how to better control the growths induced by your cocktails. Whenever you start a long rest and your alchemist's supplies are with you, you can induce a point mutation to grow additional limbs or body parts. Choose one mutation from the Biomancer Point Mutation list. The mutation is permanent until you choose to discard or exchange it. It takes 4 hours for a new mutation to finish growing, while a previously existing mutation withers, during which you don't benefit from them. To support your gains, you require double rations per day.

Additionally, you no longer have vulnerability to poison damage and disadvantage on saving throws against poison while using your Biomination feature.

Biomancer Point Mutations

No.	Mutation
1	Additional pair of arms.
2	Additional pair of legs.
3	Additional heart, lungs, and liver.
4	Additional head.

Pair of Arms. Whenever you take the Attack action, you can make one additional attack. Additionally, you can wield 2 two-handed weapons at a time.

Pair of Legs. You base walking speed as well as the distance you can jump are doubled. Your Strength score is increased by 2 to a maximum of 20.

Heart, Lungs, and Liver. You have advantage on **Strength or Constitution (Athletics) ability checks**. Your Constitution score is increased by 4 to a maximum of 20.

Head. You can use your reaction to give an attacker you can see disadvantage on an attack against you, or move up to half your base walking speed. Your Intelligence and Wisdom scores are increased by 1 to a maximum of 20.

Golemancy

It's always a tragedy when a soldier falls in battle. Our dead deserve the utmost respect and a safe journey back to their homeland. As for the enemy—dust them off, stitch some parts together, give them a jolt of necromantic lightning, and send them into the field.

In the world of Eberron, golemancers are magic-users who march the enemy's own dead against them in combat, using their golems as a front line that they keep charged up with blasts of lightning. Like the use of common undead, golemancers were seen as a wartime necessity whose place in the world is in question now that the Last War is over.

In the Forgotten Realms, golemancers walk a fine line between innovation and the taboo necromantic arts, often disguising their golems or staying away from the many eyes of large cities.

In Ravenloft, golemancy is practiced by the disciples of Doctor Mordenheim, the father of the art of reanimation. These golemancers march boldly into the mists, facing down the horrors there with horrors of their own.

Tools of the Trade

By the time you adopt this specialty at 3rd level, you're deeply familiar with employing its tools.

Proficiencies. You gain proficiency with leatherworker's tools and smith's tools, assuming you don't already have them. You also gain leatherworker's tools and smith's tools for free—the result of tinkering you've done as you've prepared for this specialization.

Crafting. If you craft a magic item in the armor category, it takes you a quarter of the normal time, and it costs you half as much of the usual gold.

Golemancer Spells

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Golemancer Spells table below. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

Golemancer Spells

Artificer Level	Spell
3rd	*inflict wounds, witch bolt*
5th	*blindness/deafness, gentle repose*
9th	*feign death, lightning bolt*
13th	*charm monster, locate creature*
17th	*hold monster, modify memory*

Animated Golem

At 3rd level, you learn the methods to create an animated golem. Whenever you finish a long rest and your leatherworker's tools are with you, you can create this golem in an unoccupied space within 5 feet of you. If you already have a golem from this feature, the first one immediately dies. You can cause your golem to die and collapse into pieces as an action. The animated golem appears with additional temporary hit points equal to twice your artificer level if you have access to a Small or Medium humanoid corpse for the duration of the long rest. The corpse is destroyed by this process.

The golem is friendly to you and your companions, and it obeys your commands. See this creature's game statistics in the Animated Golem stat block. You determine details of the golem's appearance.

In combat, the golem shares your initiative count, but takes its turn immediately after yours. The only action it takes on its turn is the Dodge action, unless you take a bonus action to command it to take one of the actions on its stat block or to take the Dash, Disengage, or Help action.

If the *mending* spell is cast on it, it regains 2d6 hit points.

Golemancer Mastery

At 6th level, your understanding of necromantic golemancy has become masterful, allowing you to practice rudimentary golemancy in the field. As an action on your turn, you can target the corpse of a Small or Medium humanoid within 30 feet of you and magically strip its defenses (or flesh), which form piecemeal protection around your body. For the next minute or until you become unconscious, your Armor Class is increased by an amount dependent on the kind of protection the target creature possessed:

- No armor or natural armor: AC +1
- Manufactured leather or hide: AC +2
- Metal armor: AC +3

Alternatively, you can target your golem if it is alive and active to gain the bonus equivalent of leather or hide armor as listed above. Doing so deals 3d8 slashing damage to the golem and reduces its AC by 2 until it is restored to its hit point maximum.

You can use this feature a number of times equal to your Intelligence modifier (minimum 1). You regain all uses of this feature when you finish a long rest.

Current Affairs

Starting at 14th level, your familiarity with your animated golem allows you to empower it as never before. Your golem's Slam attacks deal an additional 1d8 lightning damage even when it has not absorbed a spell or other effect, increasing to 2d8 if it has. In addition, you can expend one use of your Golemancer Mastery feature to restore 3d8 hit points to your golem if it is within 30 feet of you.

~

"On the battlefield, they have no respect for the sanctity of the dead. I fought knowing that if I died, I'd end up torn apart to be used as piecemeal defense—or worse, turned into one of those things."

Golem

Medium construct, neutral

Armor Class 10
Hit Points equal to five times your level in this class + your Intelligence modifier
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	12 (+1)	8 (-1)	10 (+0)	8 (-1)

Damage Immunities lightning, poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands the languages you speak but can't speak

Electric Absorption. When you cast a spell that deals lightning damage that affects the golem, roll the spell's damage and record the result. If the spell requires an attack roll, the spell automatically hits with no roll required; if the spell requires a saving throw, roll damage as though the golem succeeded against the spell. Until the end of its next turn, the golem's speed is increased by 5 feet and its first successful Slam attack deals lightning damage equal to the recorded result. When the golem is exposed to lightning damage from another source, the next successful Slam attack made before the end of its next turn deals an additional 1d8 lightning damage. These effects do not stack.

Might of the Master. The following numbers increase by 1 when your proficiency bonus increases by 1: the golem's Armor Class and the bonuses to hit and damage with its Slam.

Actions (Require your Bonus Action)

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Ironclad

The ironclad is an expert smith who has crafted a suit of personalized armor. Ironclad artificers wade into the thick of battle with other warriors, laying low enemies while supporting their allies with the power of artifice.

In the Forgotten Realms, ironclads are rare indeed. The shield dwarves of the northern Sword Coast count a few ironclads among their clans, but more traditional dwarves believe their arcano-mechanical practices to be strange and dangerous.

In the world of Eberron, House Deneith have several elite units of ironclad artificers. House Cannith claims, however, that the armor designs were stolen from one of their laboratories.

You can find many ironclads amongst both the Boros Legion and Izzet League in the sprawling world of Ravnica.

Tools of the Trade

By the time you adopt this specialty at 3rd level, you're deeply familiar with employing its tools.

Proficiencies. You gain proficiency with alchemist's supplies and smith's tools, assuming you don't already have it. You also gain alchemist's supplies and smith's tools for free—the result of tinkering you've done as you've prepared for this specialization.

Crafting. If you craft a magic item in the armor category, it takes you a quarter of the normal time, and costs you half as much of the usual gold.

~

"I never thought that little runt would amount to much. She'd try to convince me company to try some new contraption or the other—we had no need for nothin' but our axes. Aye, my opinion changed right quick when she charged that orc line, armor whirring and buzzing."

Ironclad Spells

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Ironclad Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

Ironclad Spells

Artificer Level	Spell
3rd	*shield, thunderous smite*
5th	*branding smite, spiritual weapon*
9th	*blinding smite, thunder step**
13th	*death ward, staggering smite*
17th	*destructive wave**, wall of force*

* Appears in *Xanathar's Guide to Everything*
** The artificer's destructive wave deals 10d6 thunder damage.

Large and In Charge

At 3rd level, you gain proficiency in one melee weapon type with the heavy property of your choice. Small characters do not suffer penalties when using this weapon type.

Arcano-armor

As part of your initiation into this specialization at 3rd level, you create a suit of medium armor. Only you are able to wear this armor and gain its benefits. This suit of armor has AC 14 + Dex modifier (max 2) and weighs 20 lbs. Arcano-armor's appearance is unique to each artificer, ranging from angled iron breastplates with exhaust valves and gauges, to more traditional mail enchanted with arcane sigils.

While wearing this suit of armor, you can use a bonus action to activate it for 1 minute. The suit of armor is powered by continual motion. The effect ends if you are incapacitated. You can end the effect at any time you choose (no action required).

While the armor is active, you gain the following benefits:

- You gain 5 temporary hit points at the beginning of your turn.
- When you hit a target with a melee weapon attack using a weapon with the heavy property, you can force the target to make a **Strength saving throw** (save DC equal to your spell save DC). On a failure, the target is pushed 5 feet directly away from you.
- You have advantage on ability checks and saving throws made against being knocked prone.
- You count as one size larger when determining which targets you can grapple or shove, or be grappled or shoved by.

You must finish a short or long rest before using this feature again.

Arcano-armor Modifications

Starting at 6th level, you learn to modify your suit of armor to fit a variety of needs. During a long rest, you can use your smith's tools to apply one of the modifications below. You can only have one modification active at a time. You must be wearing your arcano-armor to use these benefits.

Doorbuster Gauntlet. You can use an action to cause damage equal to 5 times your Strength modifier (minimum 5) to a nonmagical object. This damage ignores all resistances and damage thresholds.

It's Still "Armor"

The arcano-armor you create at 3rd level counts as medium armor for all other purposes. For example, infusions that target armor also effect arcano-armor and feats such as Medium Armor Master work with arcano-armor. At the Dungeon Master's discretion, arcano-armor could be used as the base armor when crafting magical armor.

All-Terrain Exploration. You gain a climbing and swimming speed equal to your walking speed.

Kinetic Feedback Loop. If you are hit by a melee weapon attack, you can use your reaction to cause 1d8 force damage to the attacker.

Magnetic Defense Field. When a creature misses you with a melee weapon made of metal, they must succeed on a **Strength saving throw** equal to your spellcasting DC, or the weapon becomes stuck to your armor. If the weapon's wielder can't or won't let go of the weapon, the wielder is grappled while the weapon is stuck. While stuck, the weapon can't be used. A creature can pull the weapon free by taking an action to make a Strength check equal to your spell save DC and succeeding. The armor can grapple up to two weapons at a time. You can pull a weapon off using a bonus action.

Resistant Plating. Choose bludgeoning, piercing, or slashing damage. You gain resistance to that damage type from nonmagical attacks.

Velocity Transfer Unit. If you move at least 20 feet in a straight line toward an enemy, your next melee weapon attack before the end of your turn deals an additional 2d6 damage.

Peak Performance

By 14th level, you have improved your arcano-armor to be a true masterpiece of artifice. The armor now has AC 15 + Dex modifier (max 2).

Additionally, when you activate your arcano-armor, you can expend a 3rd-level or higher spell slot to supercharge the armor. While supercharged, the armor creates an arcane ward around you. This ward has a hit point maximum equal to twice your artificer level + your Intelligence modifier. Whenever you take damage, the ward takes the damage instead. If this damage reduces the ward to 0 hit points, you take any remaining damage.

When the ward reaches 0 hit points, it explodes, forcing creatures within 10 feet of you to make a **Dexterity saving throw** equal to your spell save DC. On a failure, a creature takes 5d6 force damage, or half as much on a successful one.

Observer

Observers are artificers who use their knowledge to learn more about their enemies and surroundings, believing that the better prepared you are, the more likely you are to succeed. They use their talents to scout ahead of armies and adventuring parties alike, carrying back vital information.

In the Forgotten Realms, observers are commonly found in attached to military units on the island of Lantan. The Lantanese are also known to hire out an observer's talents to other nations.

During the Last War, in the world of Eberron, observers were highly prized by every nation hoping to win an upperhand in the next engagement. The specialty is still commonly practiced throughout Khorvaire.

The Izzet League of Ravnica counts among their members no small number of scientists obsessed with telescopic goggles and buzzing observation drones.

Tools of the Trade

By the time you adopt this specialty at 3rd level, you're deeply familiar with employing its tools.

Proficiencies. You gain proficiency with the disguise kit and woodcarver's tools, assuming you don't already have it. You also gain a disguise kit and woodcarver's tools for free—the result of tinkering you've done as you've prepared for this specialization.

Crafting. If you craft a magic item in the wondrous item category dealing with stealth (such as a *cloak of elvenkind*) or enhanced senses (such as *goggles of night*), it takes you a quarter of the normal time, and costs you half as much of the usual gold.

Observer Spells

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Observer Spells table below. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

Observer Spells

Artificer Level	Spell
3rd	*comprehend languages, hunter's mark*
5th	*locate object, pass without trace*
9th	*clairvoyance, sending*
13th	*greater invisibility, locate creature*
17th	*Rary's telepathic bond, scrying*

Forward Observation Unit

At 3rd level, you learn how to create a magical, light scout made from sleek wood, gears, and other components.

Whenever you finish a long rest and your tinker's or woodcarver's tools are with you, you can form this scout in an unoccupied space within 5 feet of you. If you already have a scout from this feature, the first one immediately dies.

The scout is friendly to you and your companions, and it obeys your commands. See the creature's game statistics in the Forward Scout stat block. You determine the scout's appearance, which includes a mode of flight and wooden components. Some observers prefer to craft their scouts to resemble natural beasts, whereas others employ more alien design choices. You can change the scout's appearance whenever you form a new one.

In combat, the scout shares your initiative count but always takes it turn immediately after yours. The only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take one of the actions in its stat block, or to take the Dash, Disengage, Help, or Hide action.

If the *mending* spell is cast on it, it regains 2d6 hit points. It it has died within the last hour, you can use your tinker's or woodcarver's tools as an action to revive it, provided you are within 5 feet of it and expend a spell slot of 1st level or higher. The scout returns to life with all of its hit points restored.

While your scout is within 100 feet of you, you can communicate with it telepathically. Additionally, as an action, you can touch the scout and see through its eyes and hear what it hears for up to 1 hour, gaining the benefits of any special senses that the scout has. During this time, you are deaf and blind with regard to your own senses. You can dismiss this effect at any time (no action required).

Superior Reconnaissance

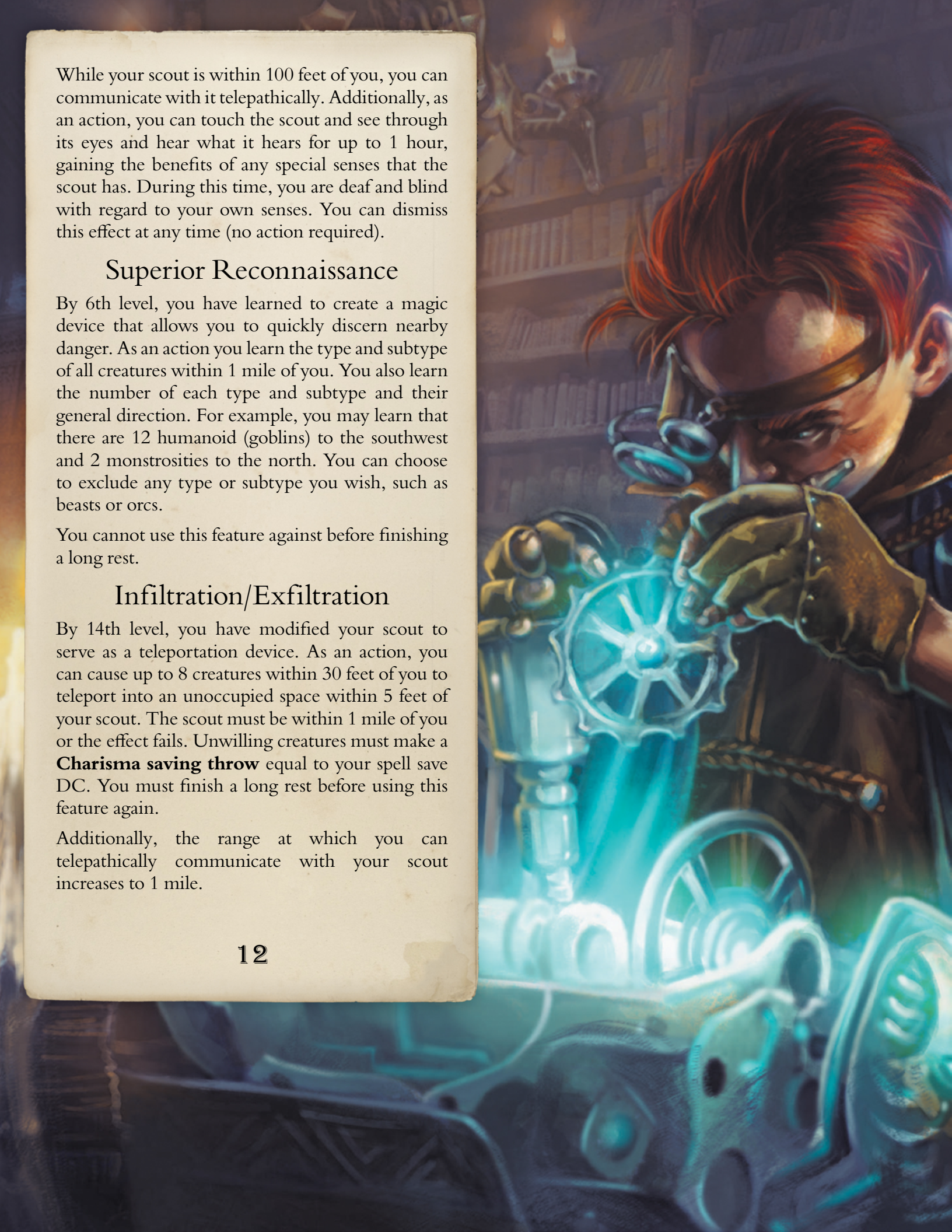
By 6th level, you have learned to create a magic device that allows you to quickly discern nearby danger. As an action you learn the type and subtype of all creatures within 1 mile of you. You also learn the number of each type and subtype and their general direction. For example, you may learn that there are 12 humanoid (goblins) to the southwest and 2 monstrosities to the north. You can choose to exclude any type or subtype you wish, such as beasts or orcs.

You cannot use this feature against before finishing a long rest.

Infiltration/Exfiltration

By 14th level, you have modified your scout to serve as a teleportation device. As an action, you can cause up to 8 creatures within 30 feet of you to teleport into an unoccupied space within 5 feet of your scout. The scout must be within 1 mile of you or the effect fails. Unwilling creatures must make a **Charisma saving throw** equal to your spell save DC. You must finish a long rest before using this feature again.

Additionally, the range at which you can telepathically communicate with your scout increases to 1 mile.



Forward Scout

Tiny construct, neutral

Armor Class 14 (natural armor)
Hit Points equal to three times your level in this class + your Intelligence modifier
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	10 (+0)	10 (+0)	14 (+2)	7 (-2)

Saving Throws Dex +5
Skills Perception +4, Stealth +5, Survival +4
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 120 ft., passive Perception 14
Languages one language of your choice that you know

Evasion. If the scout is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the scout instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Might of the Master. The following numbers increase by 1 when your proficiency bonus increases by 1: the scout's saving throw bonuses, skill bonuses, and the bonus to hit of its Stunning Jolt.

Actions (Require your Bonus Action)

Communication Network. The scout forms a minor telepathic bond over 1 minute with one creature with an Intelligence of 7 or higher of your choice. During this minute, the scout must be able to see the creature. If the scout loses sight of the target during this minute, the connection fails and must be reformed. The scout uses this bond in conjunction with its Tactical Observations action. When you reach 12th level, the scout can form this bond with two allies of your choice.

Invisibility. The scout magically turns invisible until it attacks or until its concentration ends (as if concentrating on a spell).

Stunning Jolt. *Melee Spell Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 lightning damage and the target must make a **DC 12 Constitution saving throw** or become incapacitated until the end of their next turn.

Tactical Observations (5/Day). The scout relays information to any creature that is a part of its Communication Network within 100 feet of the scout. The target receives one of the following magical benefits of your choice:

Advantageous Angle. The target's next ranged attack against a creature of your choice within 60 feet of the scout ignores up to three-quarters cover.

Arcane Fluctuation Warning. The target has advantage on the next saving throw they make against an ongoing spell effect that the scout can see or observed being cast.

Chink in the Armor. The next attack the target makes against a creature of your choice within 60 feet of the scout deals an additional 1d6 damage. If the attack misses, this benefit is lost.

Precision Strike. The next attack roll the target makes against a creature of your choice within 60 feet of the scout has advantage.

Predictive Analysis. The next attack from a creature of your choice within 60 feet of the scout against the target has disadvantage.

The target may only benefit from one Tactical Observation at a time. If multiple creatures are part of the Communication Network, they receive the same benefit.

~

"The Last War is a monster that will haunt Khorvaire for ages. Generations will carry these scars. Still, many more would have died if not for the courage of artificers risking their lives to find the enemy before they found us."

Sapper

Sappers are hated by all warriors and soldiers, who value honorable combat or their lives. Sappers are often gifted gnomes or dwarves, who love to dabble with highly reactive substances. These volatile mixtures are usually filled into small clay spheres and strategically placed on the ground. Most sappers are missing many of their fingers or entire limbs, leaving the dangerous work to their automated helpers.

In the Forgotten Realms, sappers are among the most common artificers and can be found attached to military units, mercenary companies, and adventuring parties. Due to their volatile concoctions, they are often mistaken for alchemists, which many sappers find quite annoying.

Sappers in the world of Eberron are most commonly associated with House Cannith, who first experimented with the idea decades before the Last War. By the Day of Mourning, sapper duties were predominantly conducted by specialized warforged, as it was deemed too dangerous for regular troops.

In Ravnica, sappers are regularly found amongst goblins, who love the explosive nature of the calling. They are found in all guilds, but most commonly in the Cult of Rakdos, Gruul Clans, and Izzet League.

Tools of the Trade

By the time you adopt this specialty at 3rd level, you're deeply familiar with employing its tools.

Proficiencies. You gain proficiency with alchemist's supplies and potter's tools, assuming you don't already have them. You also gain alchemist's supplies and potter's tools for free—the result of tinkering you've done as you've prepared for this specialization.

Crafting. If you craft traps, it takes you a tenth of the normal time, and it costs you half as much of the usual gold.

Sapper Spells

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Sapper Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

Sapper Spells

Artificer Level	Spell
3rd	*fog cloud, Tenser's floating disk*
5th	*locate object, misty step*
9th	*glyph of warding, stinking cloud*
13th	*freedom of movement, hallucinatory terrain*
17th	*hold monster, modify memory*

B.A.M.

At 3rd level, you learn how to build and control Baneful Autonomous Machines (B.A.M.). Whenever you finish a long rest and your tinker's tools are with you, you can construct a B.A.M. in an unoccupied space within 5 feet of you. If you already have a B.A.M. from this feature, the first one immediately dies. The B.A.M. is friendly to you and your companions, and it obeys your commands. See this construct's game statistics in the B.A.M. stat block. You determine the appearance of the B.A.M.

In combat, the B.A.M. shares your initiative count, but takes its turn immediately after yours. The only action it takes on its turn is the Dodge action, unless you take a bonus action to command it to take one of the actions on its stat block or to take the Dash, Disengage, or Help action.

If the *mending* spell is cast on it, it regains 2d6 hit points. If it was destroyed within the last hour, you can use your tinker's tools as an action to rebuilt it, provided you are within 5 feet of it and you expend a spell slot of 1st level or higher. The B.A.M. returns to life with all its hit points restored.

Sapper Mastery

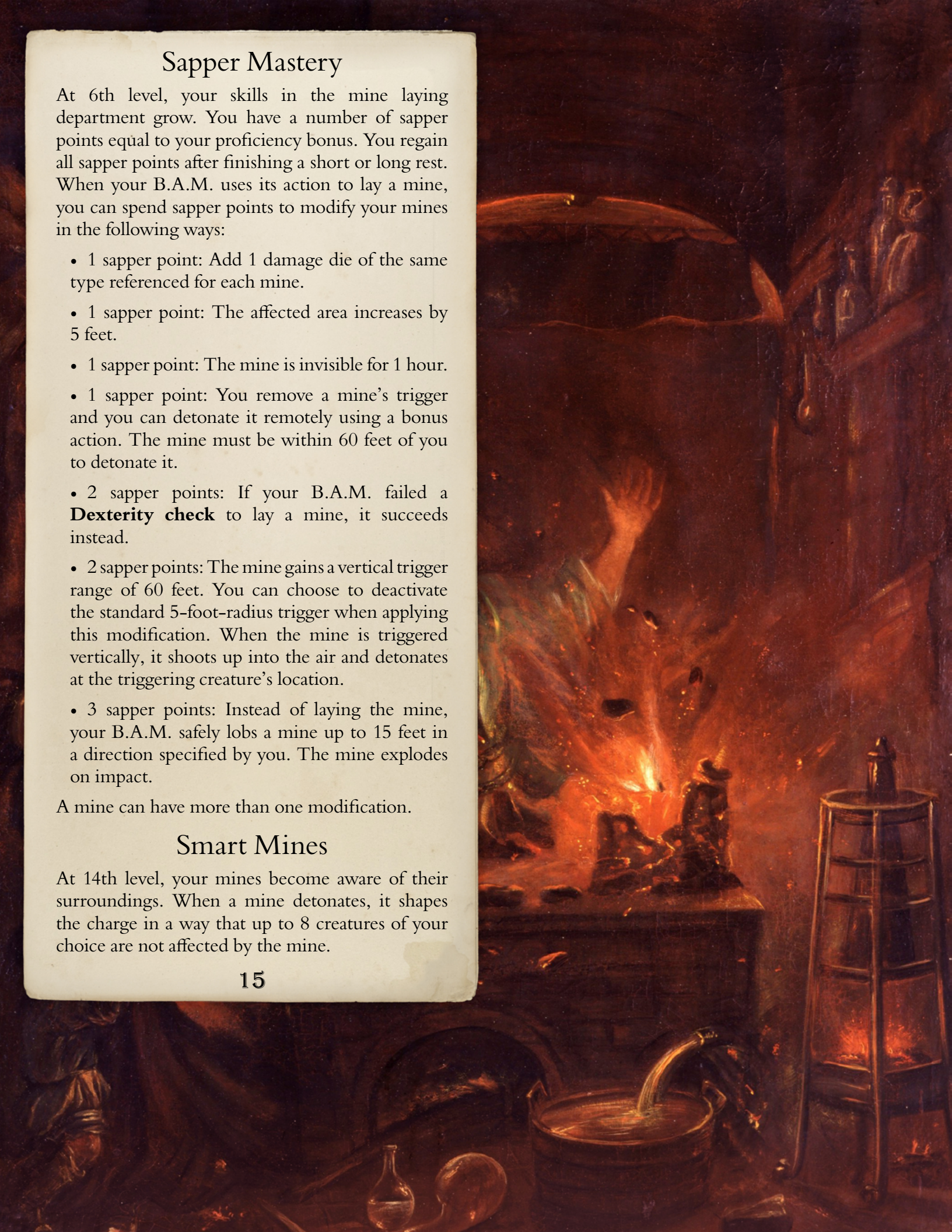
At 6th level, your skills in the mine laying department grow. You have a number of sapper points equal to your proficiency bonus. You regain all sapper points after finishing a short or long rest. When your B.A.M. uses its action to lay a mine, you can spend sapper points to modify your mines in the following ways:

- 1 sapper point: Add 1 damage die of the same type referenced for each mine.
- 1 sapper point: The affected area increases by 5 feet.
- 1 sapper point: The mine is invisible for 1 hour.
- 1 sapper point: You remove a mine's trigger and you can detonate it remotely using a bonus action. The mine must be within 60 feet of you to detonate it.
- 2 sapper points: If your B.A.M. failed a **Dexterity check** to lay a mine, it succeeds instead.
- 2 sapper points: The mine gains a vertical trigger range of 60 feet. You can choose to deactivate the standard 5-foot-radius trigger when applying this modification. When the mine is triggered vertically, it shoots up into the air and detonates at the triggering creature's location.
- 3 sapper points: Instead of laying the mine, your B.A.M. safely lobs a mine up to 15 feet in a direction specified by you. The mine explodes on impact.

A mine can have more than one modification.

Smart Mines

At 14th level, your mines become aware of their surroundings. When a mine detonates, it shapes the charge in a way that up to 8 creatures of your choice are not affected by the mine.



B.A.M.

Tiny construct, neutral

Armor Class 10
Hit Points equal to five times your level in this class + your Intelligence modifier
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	10 (+0)	10 (+0)	4 (-3)	8 (-1)	1 (-5)

Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 120 ft., passive Perception 9
Languages understands the languages of its creator but can't speak

Might of the Master. The following numbers increase by 2 when your proficiency bonus increases by 1: the Dexterity of the B.A.M.

Attention, Mines! Your B.A.M. can produce and lay a total number of mines equal to double your proficiency bonus. The B.A.M. regains all expended mines after you finish a long rest. Mines can't be laid within 10 feet of another mine, and mines never trigger each other. A mine is triggered when a creature other than the B.A.M. enters its standard trigger radius of 5 feet. The trigger conditions can be adjusted with certain Sapper Mastery features. A creature with a **passive Wisdom (Perception) of 17** spots the mines and can avoid them.

Hazardous Work. Each time the B.A.M. lays or sweeps a mine, it must succeed on a **Dexterity check** equal to the DC given after each mine's name, below. If the B.A.M. fails the check, the mine explodes, producing its effect. If an enemy creature is within 10 feet of the B.A.M., the B.A.M. makes the **Dexterity check** with disadvantage.

Actions (Require your Bonus Action)

Minesweeper. The B.A.M. attempts to sweep a mine, removing it from the ground safely.

Red Dragon Detonation (DC 7). This mine explodes with the fury of a red dragon. Creatures within 10 feet of the explosion must make a **Dexterity saving throw** against your spell save DC. Targets take 1d10 fire damage on a failed save, or half as much damage on a successful one.

Sparker (DC 9). When this mine is triggered, it unleashes the power of a supercharged capacitor. Creatures within 15 feet of the explosion must make a **Dexterity saving throw** against your spell save DC. Targets take 1d4 lightning damage on a failed save, or half as much damage on a successful one. If the creature fails the saving throw by 10 or more, it is also **paralyzed** until the beginning of its next turn.

Slimer (DC 6). This mine splatters fetid, sticky goo in a small area. Creatures within 5 feet of the explosion must make a **Strength saving throw** against your spell save DC. On a failed save, targets take 1d4 acid damage and their speed is reduced to 0 for 1 minute. The creature can repeat the saving throw at the end of its turn, ending the effect on a success.

Blasted Eyes and Ear Shatterer (DC 5). This mine—the B.E.E.S.—explodes in a blinding, white light after which affected creatures see angry B.E.E.S. dancing before their eyes. Creatures within 10 feet of the explosion must make a **Constitution saving throw** against your spell save DC. On a failed save, the affected creatures are **blinded** and **deafened** until the end of their next turn.

Constructing a B.A.M.

The usual B.A.M. features three legs which give it the needed stability to operate in a minefield. To lower visibility, some sappers camouflage their B.A.M. Others paint it in bright colors to attract the attention of enemy troops. Seeing a B.A.M. in action might lower the enemies morale, these sappers argue.

Infusions

These infusions supplement the ones presented in *Unearthed Arcana*, following the same rules and limitations.

Counterfeit Reproduction

Item: Any item worth 100 gp or less (requires attunement)

You turn the item into a mock-up that appears as normal. An object of value is rendered worthless, and a weapon or armor breaks on first use. A creature who handles this item can determine that it's fake by succeeding on an **Intelligence (Investigation) check** against your artificer spell save DC.

Dimensional Anchor

Prerequisite: 8th-level artificer
Item: Any item (requires attunement)

As long as you are attuned to the item and the item is within 120 feet of you, you can use an action to teleport to its location. You must finish a long rest before you can use this ability again.

Enhancing Catalyst

Item: A potion of healing (any quality)

For the next 24 hours, this potion of healing heals for its maximum amount, but rapidly decays due to the unstable chemical catalysts. After 24 hours, the potion is destroyed.

Explosive Ammunition

Item: Up to 20 pieces of ammunition

When this piece of ammunition strikes a creature or object, it explodes. Creatures within 5 feet of the target must make a **DC 12 Dexterity saving throw** or take 1d6 fire damage on a failure, or half as much damage on a successful one.

Mechanical Mount

Item: A miniature mount created using tinker's tools

A creature can speak the command word while holding this fist-sized figurine to cause it to form into a mount over the next minute.

Speaking the command word again causes the mount to revert to its original size over the next minute. The figurine has the statistics of a riding horse but its type is construct and it does not require food, water, sleep, and does not need to breathe. You choose the mount's appearance when you select this infusion.

Mimic Transformation

Prerequisite: 6th-level artificer
Item: Any item

You turn the item into a **mimic** (MM 220) and specify up to 3 creatures who can safely handle the item. The mimic's Adhesive trait does not function against these creatures. The mimic can only use its False Appearance trait to assume the appearance of the item you infused. The mimic attacks any other creature who makes contact with it.

You can only have one mimic at a time. If you create a second mimic using this infusion, the first one immediately dies.

Mutagen Injector

Prerequisite: 6th-level artificer
Item: Any weapon that deals piercing or slashing damage (requires attunement)

When you imbue this item, choose one ability score: Strength, Dexterity, or Constitution. A creature wielding this weapon can use a bonus action after making a successful attack to inject a terrible mutagen into the target. The target must make a **Constitution saving throw** against your artificer spell save DC or become poisoned for 10 minutes. While poisoned in this way, the creature suffers a -2 penalty on the chosen ability score. At the end of each of their turns, the target may repeat the saving throw, ending the effect on themselves on a success.

The creature must finish a short or long rest before using this feature again.

Scryer's Stone

Prerequisite: 6th-level artificer
Item: A small, smooth stone (requires attunement)

A creature can use an action to see or hear (their choice) through this stone as long as the stone is within 1 mile of the creature. During this time, the creature is considered blind or deaf with regard to their own senses.

Shield of Energy Redirection

Item: A shield (requires attunement)

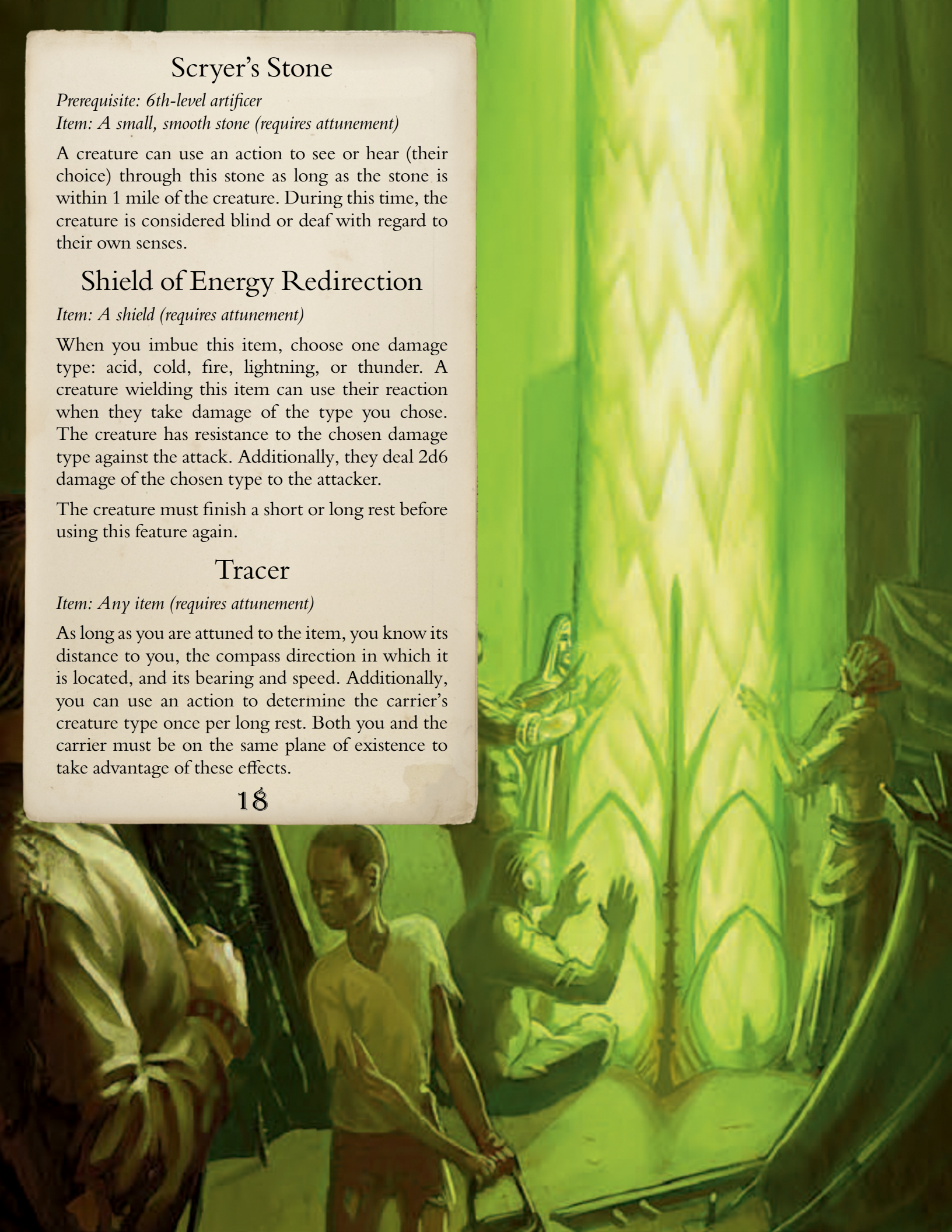
When you imbue this item, choose one damage type: acid, cold, fire, lightning, or thunder. A creature wielding this item can use their reaction when they take damage of the type you chose. The creature has resistance to the chosen damage type against the attack. Additionally, they deal 2d6 damage of the chosen type to the attacker.

The creature must finish a short or long rest before using this feature again.

Tracer

Item: Any item (requires attunement)

As long as you are attuned to the item, you know its distance to you, the compass direction in which it is located, and its bearing and speed. Additionally, you can use an action to determine the carrier's creature type once per long rest. Both you and the carrier must be on the same plane of existence to take advantage of these effects.



Tools of the Trade

Artificer Options

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