

ARTIFICER

Between the smoke and the thundering sound of rotating metal gears appears a small figure clad in a belt full of tools, huge lenses hide his glance, and a blustering smile fills his face as a metallic colossus covers his back, while the gnome stretches his hand covered by a gauntlet that lets off little bluish lights.

A dark-skinned man in colorful robes, a traveler from distant lands, lands on board of a magnificent airship, while a falcon made of brass and wood sets on his shoulder. A tiny automaton, which almost looks like a toy, handles him a set of goggles that, when he puts them on, starts switching between different lenses, one above the other, until the mysterious man points out a lonely mountain lost in the horizon, as if he had spotted a lost treasure.

A dwarf in armor wields a portentous hammer in one of his hands, while firing bolts of fire from what appears to be a small cannon attached to his forearm. When surrounded by the goblins attacking his city, he presses a button on his hammer, filling it with magical energy and generating an explosion that sends the invaders flying away.

With the discovery of the aecor, the artificers were born as something more than a collective of crafters and artisans. While the wizards use the magical weave that covers Arkais, keeping the wild magic at bay, and the sorcerers make use of the arcane power that resides in their blood, an artificer manipulates the aecor, a new-found way of harnessing the magic power that flows through the world, condensing and transforming it in pure energy to fuel their contraptions, incredible inventions capable of emulating the arcane capabilities of traditional spellcasters.

INCREDIBLE ARTISANS

Every artificer starts her career as a craftsman. It can be blacksmithing, metallurgy or tinkering, but every artificer is an artisan at heart. As they advance in their path, more complex fields of study reveals to them, granting them new tools to achieve even more amazing feats. Engineering, arcane studies and advanced alchemy fuel the imagination of every inventor, who starts searching different ways to energize their more ambitious projects.

To learn how to use magic requires years of dedicated study or been born with a special gift, granted by their bloodline. For an artificer, magic shouldn't be denied for the common man, as it can improve the living of thousands and shouldn't be relegated to sleep in ancient tomes hidden in dark and forgotten towers. The first step to close the gap between magic and mortals is to find a way to wield the arcane power in an easier and safer way than the traditional methods, and that is why the artificer search for a way to craft items, tools, that could be used by anybody. Such an item deserves to be carefully crafted, which for some means they must use precious metals and use amazing designs, while for others the functionality and resistance is a priority.

REVOLUTIONARY MAGIC

Commonly known as "Magitech", the arcane prowess of the artificers can be defined as the manipulation of magical power through complex inventions. These inventions or contraptions can represent a wide spectrum of designs. Maybe a gnome artificer creates unique feats of engineering, while a Zenite alchemist distills strange concoctions in a dark laboratory. With the power of the aecor, imagination is the limit for an artificer.

This magical breakthrough has not passed unnoticed by the different realms and magic users of Arkais. Zenna and the Free Principalities were the first cities to support and adopt the magitech as part of their life. Every day more patrons are willing to finance the studies of inventors and found parties of adventurers in search of lost

technology from forgotten ages and search and retrieve the precious aecorite, a crystalized form of aecor, usually found after sightings of echoes.

For more traditional realms, like the Dragonkins, possessing a long tradition of sorcerers, this new kind of magic is perverse and utterly dangerous, after all, no creature should be able to wield the power of magic if it does not have the ability to do so. For them, the idea of bringing magic to common people is just nonsense.

CREATING AN ARTIFICER

When creating an artificer in Arkais think about your character's background and his take on the arcane revolution that came with the discovery of the aecor. Where did he learn his crafting skills and his magic knowledge? Was he part of a guild, an academy or is he independent? What is his drive for adventure? Is he looking for the mythic ancient technologies from past eras? Is he an aecorite hunter? Or maybe he just wants to put to test his inventions. Finally, think about the core technology behind your inventions, is it alchemy based? Or maybe they look like complex machines full of gears and levers. This information will help you to determine the nature of your spellcasting focus throughout your whole career.

Quick Build

You can make an artificer quickly by following these suggestions. Intelligence should be your highest ability score, followed by constitution or dexterity. Strength could also be a high stat if you are looking to build a Master of Battlesmith with a melee weapon. Finally, choose the guild artisan background.

Level	Proficiency Bonus	Features	Gadgets Known	Innovation Points	Max Spell Level	Wonders Crafted
1 st	+2	Spellcasting, Expert crafter	2	4	1st	-
2 nd	+2	Mastery	2	6	1st	-
3 rd	+2	Mechanical wonder	2	14	2nd	1
4 th	+2	Ability Score Improvement	3	17	2nd	1
5 th	+3		3	27	3rd	1
6 th	+3	Inventor Mastery Feature	3	32	3rd	2
7 th	+3		3	38	4th	2
8 th	+3	Ability Score Improvement	3	44	4th	2
9 th	+4		3	57	5th	3
10 th	+4	Inventor Mastery Feature	4	64	5th	3
11 th	+4		4	73	6th	3
12 th	+4	Ability Score Improvement	4	73	6th	3
13 th	+5		4	83	7th	4
14 th	+5	Inventor Mastery Feature	4	83	7th	4
15 th	+5		4	94	8th	4
16 th	+5	Ability Score Improvement	5	94	8th	4
17 th	+6		5	107	9th	5
18 th	+6		5	114	9th	5
19 th	+6	Ability Score Improvement	5	123	9th	5
20 th	+6	Eureka!	5	133	9th	5

CLASS FEATURES

HIT POINTS

Hit dice: 1d8 per Artificer level

Hit points at 1st level: 8 + your constitution modifier

Hit points at higher levels: 1d8 (or 5) + your Constitution modifier per tinker level after 1st

PROFICIENCIES

Armor: Light Armor

Weapons: Simple weapons, Hand Crossbow and Heavy Crossbow.

Tools: Three Artisan's tools of your choice or Thief's tools plus two Artisan's tools of your choice

Saving Throws: Intelligence, Dexterity

Skills: Choose three from Arcana, History, Insight, Investigation, Medicine, Nature, Perception

EQUIPMENT

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

- (a) a dungeoneer's pack or (b) an explorer's pack
- (a) a melee simple weapon or (b) a crossbow and a case of 20 bolts
- Leather armor and a set of artisan's tools or thieves tools

Multiclassing Prerequisites: Intelligence 13

SPELLCASTING

Through years of study, experimentation and thanks to the discovery of the aecor, the artificer creates gadgets and portable machines capable of mimic powerful spells. See chapter 10 of the *Player's Handbook* for the general rules of spellcasting and you can find the Artificer's spell list at the end of this document.

Contraptions: An artificer doesn't manipulate the magic as a sorcerer or a wizard does, instead he builds machines, gear, tools and different types of equipment that can harness the magical essence known as aecor to emulate the effects of a spell, known as **contraptions**. An artificer always need to use a *spellcasting focus* to cast its spells. The focus can be anything the character can create (a set of boots, a weapon, goggles, a backpack, anything) and it needs to be held or worn to work as a *spellcasting focus*. Every time you get a new spell it's assumed that you have crafted a *spellcasting focus* (or adjusted an already existent *focus*) to cast that spell. These focus have no cost at the time of their creation, but if they are destroyed or lost it will take a long rest and 10gp worth of material for the inventor to rebuild them, plus the item that will be used as a focus. You can use magical objects as a focus, modifying them after a long rest and spending 100 gp.

If you don't have access to your *spellcasting focus* you can't cast spells.

Gadgets: Gadgets are simple inventions that emulate smaller magical effects like *cantrips*. Casting a cantrip through a gadget follows the same rules as contraptions. An artificer will know as many gadgets as shown in the Gadgets known column of the Artificer table.

YOUR SCHEMATICS BOOK

The spells that you add to your schematics collection as you gain levels represent the new achievements of your investigation about the potential of the aecor-powered devices and the new discoveries in the field of magic manipulation. You might find new schematics during your adventures and add them to your schematics collection.

Coping a schematic: When You find an artificer spell of 1st level or higher, you can add it to your book if it is of a level for which you can create spell slots (as shown on the Artificer’s table) and if you can spare the time to decipher and copy it.

Copying a spell into your schematic’s book involves reproducing the basic design of the contraption that emulates the spell, then deciphering the unique system of notation used by the artificer who invented it. You must craft and test your own prototype of the contraption to emulate the spell until you get a functioning (and safe) design that proves to be a success, then transcribe it into your schematics book, **using your own design.**

For each level of the spell, the process takes 2 hours and costs 50 gp. The cost represents material components you expend building different prototypes and gathering spare parts until you master its crafting. Once you have spent this time and money, you can prepare the spell just like your other spells.

Replacing the Book: You can copy a spell from your own schematics book into another book—for example, if you want to make a backup copy of your schematics book. This is just like copying a new spell into your Schematics book, but faster and easier, since you understand your own design and already know how to craft the contraption needed to cast the spell. You need spend only 1 hour and 10 gp for each level of the copied spell. If you lose your schematics book, you can use the same procedure to transcribe the spells that you have prepared into a new schematics book. Filling out the remainder of your book requires you to find new schematics to do so, as normal. For this reason, many artificers keep backup schematics books in a safe place.

Schematic’s Book: At 1st level you have a book of schematics containing designs for six 1st-level artificer spells of your choice.

Preparing and activating contraptions: Instead of gaining a number of spell slots to activate your contraptions you gain a pool of innovation points. Each spell has a point cost based on its level. You expend a number of innovation points to create a spell slot of a given level, and then use that slot to cast a spell. The Innovation Point Cost Table summarizes the cost in innovation points on slots from 1st to 9th level. You can’t reduce your innovation point total to less than 0, and you regain all spent innovation points when you finish a long rest. Cantrips don’t require innovation points to be casted.

Casting a spell of 6th level or higher results in an overload of the contraption. You can spend innovation points to create one slot of each level 6th or higher spell. You can’t create another slot of the same level until you finish a long rest.

The number of innovation points you have to spend is based on your level as an Artificer, as shown in the Innovation Points column of the artificer table. Your level also determines the maximum-level spell slot you can create. Even though you might have enough points to create a slot above this maximum, you can’t do so.

Spell Point Cost			
Spell Level	Point Cost	Spell Level	Point Cost
1 st	2	5 th	7
2 nd	3	6 th	9
3 rd	5	7 th	10
4 th	6	8 th	11
		9 th	13

Spellcasting ability: Intelligence is your spellcasting ability for your artificer spells, since is your privileged mind the shaper of your wondrous creations. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for an artificer spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your Intelligence modifier

Spells known of 1st level and higher: Each time you gain an artificer level, you can add two artificer spells of your choice to your schematics book. Each of this spells must be of a level equal or lower to the spell level shown on the Max Spell Level column, as shown on the artificer's table. On your adventures you can find other schematics that you can add to your schematics book (see the "Schematics Book" side bar).

EXPERT CRAFTER

Starting at 1st level, your proficiency bonus is doubled for any ability check you make that uses any of the tool proficiencies you gain from this class. Additionally, when you craft an item its market value is halved for the purpose of determining the time needed to create it.

MASTERY

At 2nd level, you choose a Mastery, a field of arcane study and crafting expertise in which you excel: Master of Battlesmith, Master of Gearcraft or Master of Magitech, all detailed at the end of the class description.

Your choice grants you features at 2nd level and again at 6th, 10th, and 14th level.

MECHANICAL WONDER

Starting at 3rd level, you start developing amazing pieces of technology in the form of aecor-powered items, weapons, machines and constructs, capable of incredible feats.

At 3rd level you have crafted 1 mechanical wonder of your choice. Your mechanical wonders options are detailed at the end of the class description. The Wonders Crafted column on the Artificer table shows when you have completed the crafting process for a new mechanical wonder.

In addition, over the course of a long rest, you can repair a damaged wonder if you have access to the item. If the wonder is beyond recovery, you can build a new one according to the working time and cost for raw materials indicated in the description of the wonder.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1.

EUREKA!

At 20th level your genius and understanding of the Aecor allows you to mimic any spell, at least for a while. As a bonus action, you can call to mind the ability to cast one spell of your choice from any class's spell list. You follow the normal rules for casting it, including expending innovation points accordingly to the mimic spell level. If the spell isn't an artificer spell, it counts as an artificer spell when you cast it. The ability to cast the spell vanishes from your mind when you cast it or when the next turn ends. You can't use this feature again until you finish a long rest.

MASTERIES

Each Artificer, through its years of study and countless experiments, develops a unique style, a vision of the relationship between technology and magic, and how to manipulate it. Although artificer academies and guilds teach formulas to create their wonders, each artificer forges his way and finds his own method, which although diverse, can usually be grouped into 3 groups.

MASTER OF BATTLESMITH

Some inventors, whether for a life touched by war or by the tradition of their people, specialize in the development of technology for combat. Where there are conflicts, there will always be artificers, either supporting a faction with their fighting prowess or trying to sell their latest discovery to the highest bidder.

A battlesmith is the ultimate field-tester, so every day on an adventure is a day for experimentation.

BONUS PROFICIENCIES: When you choose this mastery at 2nd level, you gain proficiency with medium armor, shields and martial weapons.

AECORFORGED WEAPON: At 2nd level you have finished your own and unique signature weapon, combining your knowledge on metallurgy, spellcraft and engineering. Choose a weapon with which you're proficient, you have modified it to add some **enhancements**. Choose 2 enhancements from the list below for which you meet its prerequisites. Once per round, when you perform an attack action you can spend 2 or more innovation points to add some effect on one of your attacks, as shown in the description of each enhancement. You can only use one enhancement per round. Attacks modified by an enhancement are considered magical.

Some of your enhancements require your target to make a saving throw to resist the enhancement's effect. The saving throw DC is the same DC you use when you cast your spells.

You add 1 enhancement to your weapon at 5th, 8th, 11th and 15th level. Each time you add a new enhancement you can also replace an old enhancement for a new one. If your weapon is lost or destroyed, you can build a new one after a day of work (8 hours) and spending 100 gp, per enhancement added, in raw materials. You can only have one aecorforged weapon built at the time.

Enhancements:

- **Aecorcharge:** When you hit a creature with your weapon attack you can spend 2 innovation points to deal +2d6 force damage, in addition to your weapon damage. At 3rd level and every two levels after you can spend 1 additional innovation point to deal 1d6 force damage in addition to your weapon damage to a maximum of 6d6 force damage at level 9th. If the hit creature is a construct the extra damage dice increases to d10.

- **Alchemical Coating:** You can spend 3 innovation points to give your weapon the silvered or adamantine property for 1 minute.

- **Arcane Sinergy (Prerequisite 9th level):** When you hit a creature with your weapon attack you can spend 3 innovation points to give it disadvantage on the next saving throw it makes against a spell you cast before the end of your next turn.

- **Blasting Strike (Prerequisite: 11th level):** When you hit a creature with your weapon attack you can spend 6 innovation points, then each creature in a 10 feet radius centered on the hit target must make a Strength saving throw. On a failed saving throw a target takes 6d6 force damage and is pushed 10 feet away from the hit creature. You're immune to the force damage from this feature.

- **Exchangeable Blade:** You can spend 2 innovation points to change the damage type of your weapon to slashing, piercing or bludgeoning for 1 minute.

- **Magic Nullifier (Prerequisite: 5th level):** When you hit a creature with your weapon attack you can spend 5 innovation points to dispel any spell on the target as if it were affected by the *Dispel Magic* spell. At 7th level and every two levels after you can spend additional innovation points to trigger the "at higher levels" effect as shown in the spell's description, according to the Artificer's Spell Point Cost table.

- **Phasing Shots (ranged weapon only):** When you make an attack against a creature with half or three-quarters cover, you can spend 2 innovation points to ignore the AC bonus benefit granted by cover. If you hit the targeted creature with your attack it gets marked and can't benefit from any source of cover against your attacks for 1 minute.

- **Programed Counterstrike:** When you're hit by a creature with a melee attack, you can use your reaction and spend 5 innovation points to make a weapon attack against the creature. If you hit, you add 1d6 force damage to the weapon damage.

- **Pushing Blows:** When you hit a creature with your weapon attack you can spend 2 innovation points to deal an additional 1d6 force damage to your weapon damage, and if the target is Large or smaller it must make a Strength saving throw. On a failed save you push the target up to 10 feet away from you in a straight line.

- **Shielding Hilt (melee weapon only):** When you're hit by an attack you can spend 5 innovation points to give disadvantage to the enemy's attack, forcing a second to hit roll and keeping the worst result. You can only use this enhancement once. You regain the use of this enhancement after you finish a long or short rest.

- **Superior Jury-Rig:** As a bonus action, you can spend 3 innovation points to modify your weapon's properties as follow: lose *heavy*, lose *loading*, gain *reach*, or add 50 feet to its *range*. The modification has a duration of 1 minute. You can only have one weapon's property modification active at a time, if you use this enhancement again the first property modification ends.

- **Tracking Sting (Prerequisite: 7th level):** When you hit a creature with your weapon attack you can spend 5 innovation points to mark the creature with a tracking sting for a number of rounds equal to your intelligence modifier. Before the duration of the enhancement ends you can cast *Misty Step* targeting an unoccupied location that is 5-feet from the marked creature. If the marked creature is beyond 30-feet, you teleport 30 feet in the creature's direction. You can only use this enhancement once. You regain the use of this enhancement after you finish a long or short rest.

EXTRA ATTACK: Starting at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

MASTERCRAFT WEAPON: At level 10th you have upgraded your aecorforged weapon. You can now use two enhancement per round, instead of one.

INTELLIGENT FIGHTING: At 14th level, when you use your action to activate a contraption, you can make one weapon attack as a bonus action.

MASTER OF GEARCRAFT

For some artificers, there is no greater gift than being able to craft magnificent machines capable of wondrous feats, using the precious Aecor to fuel this inventions, working as the blood and soul of their creations. Usually found working tirelessly in their workshops, some of them choose the life of the adventurer, in the search of lost magic items or the aecorite, the crystalized form of the Aecor.

IMPROVED ATTUNEMENT: Starting at 2nd level, your superior understanding of the aecor-powered inventions allows you to master their use. You can now attune to up to four, rather than three, magic items at a time. At 12th level this limit increases to up to five magic items.

WONDROUS CRAFTER: You have crafted your first Aecor-powered wonder. Choose one Wonder from the list for which you meet its prerequisites. This wonder is in addition to the wonders granted by the Artificer class and it doesn't count against the Wonders Crafted number pointed out in the Artificer's table.

You craft one additional Aecor-powered wonder at 12th level.

MECHANICAL COMPANION: Starting at 6th level your research and mastery of your craft allow you to construct a Mechanical Companion. The companion is a construct that obeys your commands without hesitation and functions in combat to protect you. Though magic fuels its creation, the servant is not magical itself. You are assumed to have been working on the servant for quite some time, finally finishing it during a short or long rest after you reach 6th level. You normally select your companion from among the following animals: **an ape, a black bear, a boar, a giant badger, a giant weasel, a mule, a panther, or a wolf**. The companion uses that beast's game statistics, but it can look however you like, as long as its form is appropriate for its statistics. The mechanical companion has the following modifications:

- It has the construct type, immunity to poison damage, immunity to the charmed and poisoned conditions
- The mechanical companion loses its Multiattack action, if it has one.
- The companion obeys your commands as best it can. It rolls for initiative like any other creature, but you determine its actions, decisions, attitudes, and so on. If you are incapacitated or absent, your companion acts on its own.

- It understands the languages you can speak when you create it, but it can't speak.
- It uses your proficiency bonus rather than its own (it has a natural proficiency bonus of +2 as presented in the Monster Manual). In addition to the areas where it normally uses its proficiency bonus, a mechanical companion also adds its proficiency bonus to its AC and to its damage rolls.
- Your mechanical companion gains proficiency in two skills of your choice. It also becomes proficient with all saving throws.
- Your mechanical companion gets three additional hit dice when you create it and gets one additional hit dice for each level you gain after 6th, increasing its hit points accordingly.
- Whenever you gain the Ability Score Improvement class feature, your companion's abilities also improve. Your companion can increase one ability score of your choice by 2, or it can increase two ability scores of your choice by 1. As normal, your companion can't increase an ability score above 20 using this feature unless its description specifies otherwise.

As an action, you can spend innovation points to mimic the *Cure Wounds* spell on your Mechanical Companion as if it weren't a construct. If the mechanical companion is killed, it can be returned to life via normal means, such as with the *revivify* spell. In addition, over the course of a long rest, you can repair a slain companion if you have access to its body. It returns to life with 1 hit point at the end of the rest. If the servant is beyond recovery, you can build a new one with one week of work (eight hours each day) and 1,000 gp of raw materials.

COMPANION CUSTOMIZATION: At 10th level you have upgraded your mechanical companion, granting him new features to perform some specific purpose. Pick one of the following:

- **Guardian of Steel:** You gain a +2 bonus to AC if you're within 5 feet of your mechanical companion. Additionally, if you or the mechanical companion are attacked in melee by a foe, the mechanical companion can use its reaction to make a melee attack against that same foe.
- **Ballistic Sentinel:** You get a +2 bonus on your spell ranged attacks if you're within 5 feet of your mechanical companion. Additionally, your mechanical companion gains a ranged weapon attack: 1d10 + dex + proficiency bonus, range 100/400, one target, piercing. If you hit an enemy with a spell ranged attack, your mechanical companion gains advantage against that same target on the next ranged attack it makes before the end of its next turn.

ATTACHED CONTRAPTIONS: Through quick tinkering you have equipped your mechanical companion with a modified version of one of your contraptions. Your animal companion can use its action to cast one spell of 5th level or lower from your spell list once. The innovation points needed to cast a spell in this way are subtracted from your innovation point's pool.

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

MASTER OF MAGITECH

With the discovery of the aecor, the inventors found a fuel capable of boosting machines that, until then, only existed in the imagination of the most daring. Some artificers took this discovery as a challenge, the beginning of something greater, and through combined studies of technique and traditional magic, theorize about the potential of the aecor and manipulate it as if they were strands suspended in the air. Known as techmages, these artificers manipulate the aecor in its purest state, imbuing common objects with energy or overloading their own inventions to achieve superior and diverse effects.

ARCANE STUDENT: At 2nd level you can cast the spells *detect magic* and *identify* once each, without spending innovation points. You can't do so again until you finish a short or long rest. You don't need to provide a material component when casting *identify* with this class feature.

MAGICAL RESEARCH: Starting at 2nd level, you learn 1 spell of your choice from the wizard's spell list. The spell you choose must be of a level equal or lower than the max spell level shown on the Artificer table.

To cast the chosen spell you must spend innovation points, as if it was a contraption of the same level. This spell is casted as you were a regular spellcaster, so you don't need to use a *spellcasting focus* unless the components of the spells indicates so. Your spellcasting ability for this spell is intelligence.

You can choose one additional spell at 4th, 6th, 8th and 10th level.

ARCANE VESSEL: Starting at 6th level, you gain the ability to channel your spells into objects for later use, known as arcane vessels. When you cast a spell with a casting time of 1 action, you can increase its casting time to 1 minute. If you do so and hold a nonmagical item throughout the casting, you expend your innovation points, but none of the spell's effects occur. Instead, the spell transfers into that item for later use if the item doesn't already contain a spell from this feature. Any creature holding the item thereafter can use an action to activate the spell if the creature has an Intelligence score of at least 6. The spell is cast using your spellcasting ability. The target of the spell is designated by the creature that activates the item. If the spell's range is self, it targets the creature that activates the item. When you channel a spell in this way, it must be used within 8 hours, after that time, its power fades and is wasted. You can have a limited number of arcane vessels at the same time. The number equals your Intelligence modifier.

INFUSE MAGIC: At 10th level you can charge your contraptions with magical energy for more potent and diverse effects. Choose one of the following options:

- **Elemental modification:** When you cast a spell that deals acid, cold, fire, lightning or thunder damage you can expend a bonus action to switch the damage type of the spell for another one of the already mentioned.
- **Arcane overcharge:** As a bonus action you fuel your contraption with powerful but volatile magical energy. The next spell you cast before the end of your turn gains +1d6 bonus to its saving throw.
- **Mystical endurance:** When you cast a spell that deals acid, cold, fire, lightning or thunder damage you can expend a bonus action to gain resistance for the same type of damage for 1 minute.

You can use this feature twice. You regain the use of this feature after you finish a short or long rest.

MAGICAL DECONSTRUCTION: Starting at 14th level, you can absorb the inherent magic that resides in a magic item to fuel your own contraptions. You can activate a magic item as a bonus action, but none of the item's effects occur. Instead, you gain a number of innovation points determined by the nature of the activated magic item:

- If the magic item allows the user to cast a spell, you gain a number of innovation points equal to spell level consumed, according to the Artificer's Spell Point Cost table.
- If the magic item doesn't allow the user to cast a spell, you gain a number of innovation points according to the rarity of the activated item, as shown in the following table:

Rarity	Innovation points
Uncommon	2
Rare	3
Very Rare	5
Legendary	7

This feature can only be used on a consumable item, an item with charges or an item with limited uses per a period of time. This feature can't be used on items that grant continual effects (like *Gauntlets of Ogre Power* or *Elven Cloak*). You can never have more innovation points than those indicated in the Innovation Points column in the Artificer Table. You can use this feature once. You regain the use of this feature after you finish a short or long rest.

WONDERS

If a wonder has prerequisites, you must meet them to learn it. You can craft the wonder at the same time you meet its prerequisites.

- **CLOCKWORK LITTLE HELPER:** You create a little clockwork automaton that can perform simple tasks at your command for 1 hour. It has AC 10, 5 hit points and a Strength of 3, and it can't attack. If it drops to 0 hit points, the wonder is destroyed. It is considered a tiny construct.

Once on each of your turns as a bonus action you can verbally command the helper to move up to 15 feet and interact with an object. The helper can perform simple tasks that a human could do, such as fetching things, cleaning, mending, folding clothes, lighting fires, serving food and pouring wine. Once you give the command, the helper performs the task to the best of its ability until it completes the task, then waits for your next command.

At the moment of its creation you can issue him a more complex task that it will perform non-stop for the next 8 hours or until it finishes the entrusted task. The task assigned to the clockwork little helper must be crafting an object in which the inventor is proficient. A clockwork little helper can participate in the crafting of a magic item. The helper can't receive any new command until he finishes his task. The tinker must provide the necessary tools for the helper to complete its task. When the invention is used in this way its duration is extended to 8 hours. If the Clockwork little helper is destroyed you can build a new one with 1 day of work (8 hours) and spending 25 gp in raw materials.

You can't activate your Clockwork Little Helper again until you finish a long rest.

- **AUTOMATON FAMILIAR:** You can cast the *find familiar* spell as a ritual, creating a construct to serve as your familiar instead of an animal. The automaton familiar uses the chosen animal's game statistics, but it can look however you like, as long as its form is appropriate for its statistics. All automaton familiars have the construct type, immunity to poison damage, and immunity to the charmed and poisoned conditions. In every other way, an automaton familiar functions as described in the *find familiar* spell. You can communicate telepathically with your familiar and perceive through its senses as long as you are on the same plane of existence. Additionally, when you take the Attack action, you can forgo one of your own attacks to allow your automaton familiar to make one attack of its own.

- **SKYSHIP (Requirement 15th level):** You have constructed an airship, as described in the 119 page from the *Dungeon Master's Guide*, but with the following differences: It doesn't need any crew to function (the airship is fully automatized), it has rooms for 12 passengers and it has 200 hp. If the ship is destroyed you can build a new one spending 6000 gp and working 8 hours a day for a full month.

- **AECOR-POWERED INVENTIONS:** You can craft one of the following magic items, as long as you have reached the minimum level required by the item's prerequisites, as is pointed out at the beginning of each magic item tier:

2th Level: *Bag of Holding, Driftglobe, Goggles of Night, Helm of Comprehend Languages, Ring of Jumping, Sending Stones, Wand of Magic Detection.* If the aecor-powered invention is destroyed you can rebuild it spending 200 gp and working for a day (8 hours).

6th Level: *Boots of Striding and Sprinting, Cloak of the Mantaray, Eyes of Minute Seeing, Eyes of the Eagle, Lantern of Revealing, Rope of Climbing, Wand of Secrets.* If the aecor-powered invention is destroyed you can rebuild it spending 500 gp and working for 2 days (8 hours each day).

9th Level: *Adamantine Armor, Boots of Levitation, Cape of the Mountebank, Heward's Handy Haversack, Medallion of Thoughts, Ring of Feather Falling, Slippers of Spider Climbing.* If the aecor-powered invention is destroyed you can rebuild it spending 1000 gp and working for a week (8 hours each day).

13th Level: *Brooch of Shielding, Gauntlets of Ogre Power, Gloves of Missile Snaring, Folding Boat, Ring of Resistance, Wings of Flying.* If the aecor-powered invention is destroyed you can rebuild it spending 2000 gp and working for two weeks (8 hours each day).

17th Level: *Gem of Seeing, Ring of Evasion, Ring of Telekinesis.* If the aecor-powered invention is destroyed you can rebuild it spending 4000 gp and working for a month (8 hours a day).

ARTIFICER'S SPELL LIST

Gadgets	Thunderclap (EE)
Acid Splash	True Strike
Blade Ward	
Create Bonfire (EE)	1ST Level
Control Flames (EE)	Alarm
Dancing Lights	Absorb Elements (EE)
Fire Bolt	Burning Hands
Frostbite (EE)	Catapult (EE)
Gust (EE)	Chromatic Orb
Light	Color Spray
Mage Hand	Command
Mending	Comprehend Languages
Message	Detect Magic
Minor Illusion	Earth Tremor (EE)
Mold Earth	Expeditious Retreat
Poison Spray	Feather Fall
Produce Flame	Fog Cloud
Ray of Frost	Grease
Shocking Grasp	Hail of Thorns
Thorn Whip	Identify

Ice Knife (EE)
Jump
Longstrider
Magic Missile
Ray of Sickness
Shield
Silent Image
Sleep
Thunderwave

2nd Level

Alter Self
Arcane Lock
Blindness/Deafness
Blur
Continual Flame
Darkness
Darkvision
Detect Thoughts
Earth Bind (EE)
Enlarge/Reduce
Find Traps
Flaming Sphere
Gust of Wind
Heat Metal
Hold Person
Invisibility
Knock
Levitate
Magic Mouth
Magic Weapon
Melf's Acid Arrow

Pyrotechnics (EE)
Misty Step
Ray of Enfeeblement
Scorching Ray
See Invisibility
Shatter
Spider Climb
Suggestion
Warding Wind (EE)
Web

3rd Level

Animate Dead
Blink
Conjure Barrage
Daylight
Dispel Magic
Erupting Earth (EE)
Fear
Fireball
Flame Arrows (EE)
Fly
Glyph of Warding
Haste
Hypnotic Pattern
Leomund's Tiny Hut
Lighting Arrow
Lightning Bolt
Major Image
Melf's Minute Meteors (EE)
Nondetection
Protection from Energy

Sending
Sleet Storm
Slow
Stinking Cloud
Tongues
Water Walk

4th Level

Arcane Eye
Banishment
Blight
Confusion
Conjure Minor Elementals
Dimension Door
Elemental Bane (EE)
Fabricate
Fire Shield
Freedom of Movement
Greater Invisibility
Ice Storm
Phantasmal Killer
Polymorph
Stone Shape
Stoneskin
Storm Sphere (EE)
Vitriolic Sphere (EE)
Wall of Fire
Watery Sphere (EE)

5th Level

Animate Objects
Cloudkill

Cone of Cold
Conjure Elemental
Conjure Volley
Contagion
Creation
Dominate Person
Hold Monster
Inmolation (EE)
Modify Memory
Passwall
Planar Binding
Swift Quiver
Telekinesis
Teleportation Circle
Transmute Rock (EE)
Wall of Stone
Wall of Force

6th Level

Arcane Gate
Blade Barrier
Chain Lighting
Contingency
Disintegrate
Globe of Invulnerability
Mass Suggestion
Move Earth
Primordial Ward (EE)
Programmed Illusion
Sunbeam
True Seeing
Wall of Ice

7th Level

Delayed Blast Fireball

Etherealness

Fire Storm

Forcecage

Plane Shift

Prismatic Spray

Reverse Gravity

Symbol

Teleport

Whirlwind (EE)

8th Level

Antimagic Field

Clone

Dominate Monster

Earthquake

Feeblemind

Incendiary Cloud

Mind Blank

Sunburst

9th Level

Gate

Meteor Swarm

Prismatic Wall

Shapechange

Time Stop

True Polymorph

Weird