Inventor Class Book

CREDITS

Inventor

A gnome sits hunched over a workbench in a room cluttered with every sort of tool, carefully drawing the final lines to an intricate rune. With a crackling hum of arcane energy, the completed rune flares with power, and she watches with a smile of pride as the golem comes to life and stands.

An ogre looms large over a dwarf, saliva sloping down its chin as it considers its hearty meal. Its growling anticipation turns into horrified roars of agony as the dwarf unloads terrifying blasts of thunderous power from a small, metal tube.

With a mighty bloom and a crackle of energy, a lone figure lands in the middle of the battlefield. As the smoke clears, a towering presence stands amidst the war-torn ruins clad in glowing, mechanical plate. The luminous visor swivels to inspect the wreckage. It raises a gauntlet, and lightning surges forth.

With a beckoning gesture, the elf summons a swirl of swords leaping from their sheaths and springing to life. The shocked bandits begin to edge away, breaking into a run as the swords exuberantly give chase.

Makers of magic-infused objects, inventors are defined by their innovative nature. Like wizards, they see magic as a complex system waiting to be decoded and controlled through a combination of thorough study and investigation. Inventors, though, focus on creating marvelous, new magical objects. Spells are often too ephemeral and temporary for their tastes. Instead, they seek to craft durable, useful items.

Cunning Creators

Every inventor is defined by a specific craft. Inventors see mastering the basics of a craft as the first step towards true progress, the invention of new methods, and innovative approaches. Inventors are arcane engineers, students of invention and warfare who craft deadly firearms, ingenious gadgets, magical armor, and mechanical beings that they can augment with magic.

All inventors are united by their curious and creative nature. To an inventor, magic is an evolving art with a leading edge of discovery and mastery that pushes further ahead with each passing year.

Inventors value novelty and innovation. This penchant pushes them to seek a life of adventure.

A hidden ruin might hold a forgotten magic item or a beautifully crafted mirror perfect for magical enhancement. Inventors win respect and renown among their kind by uncovering new lore or inventing new methods of creation.

Boundless Imagination

An inventor is not the sort to be limited by what already exists or by conventional wisdom. They combine all the tools at their disposal to go beyond—to discover new boundaries and promptly exceed them. Few things can stand in the path of an inventor with a mind to change the world.

Seeking to push beyond all and striving for the new is the unifying call of inventors, but how jealously they guard their secrets can vary greatly. Some push their knowledge upon the worlds, while others hoard it.

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THE INVENTOR

Level	Proficiency Bonus	Features	Spells Known	—Spell Slots per Spell Level—					Upgrades
				1st	2nd	3rd	4th	5th	
1st	+2	Inventor Specialization, Magic Item Analysis	—	—	—	—	—	—	—
2nd	+2	Spellcasting, Arcane Retrofit, Tool Expertise	3	2	—	—	—	—	—
3rd	+2	Inventor Specialization feature, Specialization Upgrade	4	3	—	—	—	—	1
4th	+2	Ability Score Improvement	4	3	—	—	—	—	1
5th	+3	Inventor Specialization feature	5	4	2	—	—	—	2
6th	+3	Arcane Reconstruction, Cross-Disciplinary Knowledge	5	4	2	—	—	—	2
7th	+3	Wondrous Item Proficiency	6	4	3	—	—	—	3
8th	+3	Ability Score Improvement	6	4	3	—	—	—	3
9th	+4	—	7	4	3	2	—	—	4
10th	+4	Improved Magical Crafting, Wondrous Item Recharge	7	4	3	2	—	—	4
11th	+4	Study of Magic	8	4	3	3	—	—	5
12th	+4	Ability Score Improvement	8	4	3	3	—	—	5
13th	+5	—	9	4	3	3	1	—	6
14th	+5	Inventor Specialization feature	9	4	3	3	1	—	6
15th	+5	—	10	4	3	3	2	—	7
16th	+5	Ability Score Improvement	10	4	3	3	2	—	7
17th	+6	—	11	4	3	3	2	1	8
18th	+6	Wondrous Item Mastery	11	4	3	3	3	1	8
19th	+6	Ability Score Improvement	12	4	3	3	3	2	9
20th	+6	Peerless Inventor	12	4	3	3	3	2	9

CREATING AN INVENTOR

When creating an inventor character, think about your character's background and drive for adventure. Does the character have a rival? What drove your character down the path of becoming an inventor? Is it about curiosity and innovation, or is it about the power their inventions bring? Did your character learn from another inventor, or did they receive a vision or flash of inspiration to learn their craft?

Consider how your character interacts with the world and what they represent. Consult with your GM regarding guilds or societies your character might belong to.

QUICK BUILD

You can make an inventor quickly by following these suggestions. For the Gadgetsmith, Thundersmith, Cursesmith, or Relicsmith specializations, make your highest ability score Dexterity, followed by Intelligence; for the Golemsmith, Infusionsmith, Potionsmith, or Runesmith specializations, make Intelligence your highest, followed by Constitution or Dexterity; and for Warsmith or Fleshsmith specializations, choose either Strength or Intelligence as your highest, with Constitution as your second-highest ability score. Second, choose a background that emphasizes your connection to a guild or society.

CLASS FEATURES

Hit Dice: 1d8 per inventor level
Hit Points at 1st Level: 8 + your Constitution modifier
Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per inventor level after 1st

PROFICIENCIES

Armor: Light armor, medium armor
Weapons: Simple weapons, hand crossbows, heavy crossbows
Tools: Thieves' tools, one other tool of your choice
Saving Throws: Constitution, Intelligence
Skills: Choose three from Arcana, Deception, History, Investigation, Medicine, Nature, Religion, Sleight of Hand

EQUIPMENT

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

- (*a*) a light crossbow and case of 20 bolts or (*b*) any two simple weapons
- (*a*) scale mail, (*b*) leather armor, or (*c*) chain mail (if proficient)
- Thieves' tools and a dungeoneer's pack

If you forgo this starting equipment, as well as the items offered by your background, you start with 4d4 × 10 gp to buy your equipment.

Inventor Specialization

At 1st level, you focus your craft on a particular specialization: Cursesmith, Fleshsmith, Gadgetsmith, Golemsmith, Infusionsmith, Potionsmith, Relicsmith, Thundersmith, or Warsmith, each of which are detailed at the end of the class description. Your choice grants you features at 1st level and again at 3rd, 5th, and 14th level.

Magic Item Analysis

Starting at 1st level, your understanding of magic items allows you to analyze and understand their secrets. You know the *detect magic* and *identify* spells, and you can cast them as a ritual, requiring no material components.

Tool Expertise

Starting at 2nd level, your proficiency bonus is doubled for any ability check you make that uses any of the tool proficiencies you gained from this class.

Arcane Retrofit

Additionally at 2nd level, you gain the ability to retrofit magical gear. During a long rest you can perform a ritual using any +1, +2, or +3 weapon—excluding artifacts and sentient weapons—to transfer the magic into an inventor weapon (a weapon created by a subclass feature or upgrade). For example, you can turn a *+1 longsword* and your Impact Gauntlet into a *+1 Impact Gauntlet*. This includes weapon-like Upgrades that make attack and damage rolls, such as a Warsmith's Force Blast.

You can't transfer any properties from a magical weapon besides a bonus to attack and damage rolls, and the original weapon is destroyed in the process.

Additionally, you can convert a set of armor with a magical bonus to AC to a lighter armor type.

> **Additional Retrofits.**
> At the GM's option, this feature can be expanded to do similar tasks. For example, you may be allowed to turn a *+1 heavy crossbow* into a *+1 light crossbow,* or the GM may choose to allow this feature to work with other magical armor or weapons, such as converting *adamantine chain mail* into an *adamantine chain shirt*.

Spellcasting

At 2nd level, as part of your study of magic you gain the ability to cast spells. The spells you learn are limited in scope, primarily concerned with modifying creatures and objects or creating items.

Spell Slots

The Inventor table shows how many spell slots you have to cast your inventor spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell *longstrider* and have a 1st-level and a 2nd-level spell slot available, you can cast *longstrider* using either slot.

Spells Known of 1st Level and Higher

You know three 1st-level spells of your choice from the inventor spell list.

The Spells Known column of the Inventor table shows when you learn more inventor spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 5th level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the inventor spells you know and replace it with another spell from the inventor spell list, which also must be of a level for which you have spell slots.

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

Spell attack modifier = your proficiency bonus + your Intelligence modifier

Spellcasting Focus

You can use an arcane focus as a spellcasting focus for your inventor spells.

> **Inventor's Spellcasting**
> An inventor is fundamentally someone that understands and regularly interacts with magic, leading to the ability to apply this knowledge as a spellcaster, but how you want to approach your inventor's spellcasting is up to you.
> Feel free to explore other approaches in coordination with your GM. From a functional standpoint, the only requirement is that you have a defined material component or focus for a spell that requires it.
> Consider for some spells perhaps using your artisan's tools as your focus, or perhaps a specific item you've made is your material component for a spell. Perhaps instead of a "component pouch" that simply contains all the material components you could need for your spells, you have an "inventor's tool belt" that contains the various spellcasting assistance contraptions you've made to cast your spells. For mechanical purposes, the only thing that matters is that it functions in the same way and is used consistently.

Specialization Upgrade

At 3rd level, choose an upgrade from the list at the end of your specialization, gaining the benefits listed in its description.

You select an additional upgrade at 5th, 7th, 9th, 11th, 13th, 15th, 17th, and 19th level. You can't select an upgrade more than once, unless the upgrade's description says otherwise. Whenever you gain a level in this class, you can exchange one of your existing upgrades with another upgrade of the same level requirement as the replaced upgrade.

Whenever an existing upgrade is exchanged for a replacement upgrade (either by a subclass feature or when you gain a level), the new upgrade is selected as if you're the level you were when you originally gained that upgrade. For example, if you replace your Stormforged Weapon and reselect all of your upgrades as a 5th-level inventor, you could select one 3rd-level upgrade and one 5th-level upgrade, or two 3rd-level upgrades, but you would not be able to select two 5th-level upgrades.

The following generic upgrades are available to all subclasses, and can be selected in place of any subclass upgrade:

Shield Proficiency *Generic Unrestricted Upgrade*
  You gain proficiency with shields.

Tool Proficiency *Generic Unrestricted Upgrade*
  You gain proficiency with a tool of your choice.

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. As normal, you can't increase an ability score above 20 using this feature.

Arcane Reconstruction

At 6th level, you have mastered the knowledge of using magic to repair things. You learn the *mending* cantrip, and you can cast it at will. Additionally, you learn the *cure wounds* spell. If you already know *cure wounds*, you learn a different spell of your choice from the inventor spell list. Constructs targeted by your *cure wounds* can regain hit points as normal.

Cross-Disciplinary Knowledge

At 6th level, you can expand on your knowledge across fields. You can craft one of the following: any of the Gadgetsmith's Unrestricted Upgrades, an Infusionsmith's Animated Weapon, Blasting Rod, or Infused Weapon, a Potionsmith's Alchemical Reagent Pouch and Alchemical Fire or Alchemical Acid, or a Thundersmith's Stormforged Weapon.

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

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

Wondrous Item Proficiency

At 7th level, your familiarity with the workings of magical items means that you ignore all class requirements on the use of magic items. Additionally, you can now attune to up to four magic items at once.

Improved Magical Crafting

At 10th level, your experience in creating your own wondrous inventions makes you more adept at crafting a magic item than normal spellcasters. Creating a non-consumable magic item takes you half the time it would normally take.

Additionally, you can make 1 hour of progress toward crafting a magic item, potion, or scroll during a long rest.

Wondrous Item Recharge

Starting at 10th level, you can recharge a magic item that has charges or per rest uses, as long as those charges or uses can only be used to cast spells. To restore charges or uses, you perform a ritual that takes 1 minute and expend a spell slot of a level equal to or greater than the spell slot level of a spell cast by the item.

  The number of charges or uses restored to the item is equal to the number of charges or uses required to cast that spell using the item once.

Study of Magic

At 11th level, your proficiency in the workings of magic has become so great you can cast the *detect magic* and *identify* spells at will without expending a spell slot.

  Additionally, you have advantage on Intelligence (Arcana) checks made to understand the workings of magical traps, effects, or runes.

Wondrous Item Mastery

Starting at 18th level, you can use a magic item that would normally take an action as a bonus action instead. In addition, you can now attune to up to five magic items at once.

Peerless Inventor

At 20th level, your mind is always thinking of new options and clever solutions. At the end of a short or long rest, you can create a temporary version of an Upgrade from your subclass that you meet the prerequisites for but don't already have. This upgrade must have a level requirement of 11th level or lower, and it lasts until you finish a short or long rest, at which time you can select a temporary Upgrade with this feature again.

Gadgetsmith

A gadgetsmith is an inventor whose curiosity and inventive genius have run rampant. While other inventors may spend their whole career perfecting a single-minded pursuit, a gadgetsmith believes that quantity is at least as good as quality.

Quick footed and even quicker witted, gadgetsmiths are never caught without another trick up their sleeve—their minds always jumping ahead to solve the next problem with a clever contraption.

A gadgetsmith can come from any walk of life, but they usually exemplify curiosity and a distaste for the suppression of knowledge or technology, usually favoring freedom to experiment and leaning toward more chaotic behaviors.

Gadgetsmith's Proficiency

When you choose this specialization at 1st level, you gain proficiency with nets, rapiers, whips, and tinker's tools.

Essential Tools

At 1st level, you've mastered the creation of the essential reusable tools for surviving the battlefield as a gadgeteer. You have the following items:

- ***Gadgetsmith Weapon.*** Choose one of the following
- from the Upgrade section: Impact Gauntlets, Lightning Baton, Repeating Hand Crossbow, Ricocheting Weapon, or Shock Generator. You gain the chosen upgrade, and it doesn't count against your total number of upgrades.
- ***Grappling Hook.*** You can forgo any attack you make as part of the Attack action to throw your grappling hook at a target within 20 feet of you. The target can be a creature, object, or surface. If the target is Small or smaller, make a grapple check against it, pulling it to you and grappling it on a success. If the target is Medium or larger, you can instead pull yourself to it (no check required); this doesn't grapple the target. Opportunity attacks provoked by this movement are made with disadvantage.
- ***Smoke Bomb.*** As an action, you can use a smoke bomb to cast the *fog cloud* spell centered on yourself, without expending a spell slot and requiring no components. The spell lasts for a number of rounds equal to your Intelligence modifier and doesn't require your concentration. When you cast *fog cloud* in this way, you can choose for it to have a radius of 5, 10, 15, or 20 feet.

> ### Unlimited Smoke Bombs?
> If you or your GM are concerned about the unlimited use of Smoke Bombs, consider limiting them to a number of uses per short rest equal to your proficiency bonus. This shouldn't mechanically impact their usage, but the reason they don't have a limit is to encourage players to feel free to use them in non-combat situations. With limits—even ones that are not usually reached—players tend to treat their Smoke Bomb as an exclusively combat-oriented ability.

Additional Upgrade

At 3rd level, you've mastered the essential tools and have begun to tinker with ways to expand your arsenal. The number of upgrades you can have, based on your class level, increases by one. It increases by one again at 5th level (for a total of two more than shown in the Inventor class table).

Recycle Gadgets

Starting at 3rd level, you can disassemble your gadgets and create different ones during a long rest. When you finish the rest, you can replace any upgrade you have with a new one.

The chosen upgrade must still be one that is valid for the level at which you gained the replaced upgrade. For example, at 9th level, you can only have one upgrade that has a 9th-level prerequisite.

Additionally, if one of your gadgets is destroyed, you can use this feature to recreate it over the course of a long rest, which requires materials worth 20 gp.

Extra Attack

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

Combat Gadgets

Beginning at 14th level, you can forgo any attack you make as part of the Attack action to use a gadget that normally requires an action to use.

GADGETSMITH UPGRADES

UNRESTRICTED UPGRADES

Airburst Mine

You create a mechanical device capable of producing a devastating blast. You can use this device to cast *shatter* or *thunderburst mine* without expending a spell slot. Once used, this gadget can't be used again until you finish a short or long rest.

Belt of Adjusting Size

You create a belt with a creature size dial on it. While you are wearing the belt, you can use an action to cast the *enlarge/reduce* spell on yourself without expending a spell slot. Once used, this gadget can't be used again until you finish a short or long rest.

Element Eater

You create a device capable of absorbing incoming elemental damage. You can activate this device as a reaction when you take acid, cold, fire, lightning or thunder damage. The device grants you resistance to the triggering damage type until the start of your next turn. After triggering it, the first time you hit with a melee attack on your next turn, the target takes an extra 1d6 elemental damage of the triggering type. Once use, this gadget can't be used again until you finish a short or long rest.

Enhanced Grappling Hook

You enhance the grappling hook gained from the Essential Tools feature, increasing its range to 30 feet. Additionally, when pulling yourself to a Large or larger target, the enhanced power of the grappling hook allows you to drag one Medium or smaller creature with you. The creature must be willing or grappled by you, and it must be within 5 feet of you.

Fire Spitter

You create a gadget that can create a quick blast of fire. As an action, you can use the gadget to cast *burning hands* as a 2nd-level spell without expending a spell slot. Once used, this gadget can't be used again until you finish a short or long rest.

Flashbang

You create a high-luminosity discharge device. As an action, you can use the device and target a point within 30 feet of you. Any creature within 20 feet of that point must succeed on a Dexterity saving throw against your spell save DC or be blinded until the end of its next turn. Once used, this gadget can't be used again until you finish a short or long rest.

Gliding Cloak

You make a cloak that allows you to glide while falling. When you fall more than 10 feet and aren't incapacitated, you can spread the cloak to reduce your rate of descent to 30 feet per round, taking no falling damage when you land. While falling in this manner under normal gravity, you can move up to 2 feet horizontally for every 1 foot you descend.

Gravity Switch

You build a switch that turns off gravity. You can use it to cast *fall*^{K} without expending a spell slot. Once used, this gadget can't be used again until you finish a short or long rest.

Impact Gauntlet

You create a magic weapon capable of amplifying the impact of your blows. You have proficiency with this weapon, and it has the finesse and light properties, as well as the special property (described below). It deals 1d6 bludgeoning damage on a hit. You can select this upgrade up to two times, making a separate weapon each time.

Special. When you make an attack with this weapon, you can choose to forgo adding your proficiency bonus to the attack roll. If your attack hits, you can add double your proficiency bonus to the damage roll.

> **VARIANT: POWER FIST**
> Your GM may allow you to take the Power Fist upgrade from the Warsmith specialization in place of an Impact Gauntlet, which is similar but deals 1d8 damage and lacks the finesse property. For the purpose of upgrades, Impact Gauntlets and Power Fists should be considered interchangeable.

Jumper Cable *(Prerequisite: Shock Generator upgrade)*

Once per turn when you deal lightning damage with a cantrip from your Shock Generator, you can add your Intelligence modifier to the damage dealt.

Additionally, you can use your Shock Generator as an action to make a DC 10 Intelligence (Medicine) check, attempting to stabilize a dying creature within your reach. If you succeed on the check, the creature regains 1 hit point, becoming conscious again, and gains a number of temporary hit points equal to your inventor level. When you stabilize a creature in this way, it gains one level of exhaustion.

Jumping Boots

You modify your boots with arcane boosters. While wearing these boots, you are under the effects of the *jump* spell.

Lightning Baton

You create a magic weapon that channels lightning. You have proficiency with this weapon, and it has the finesse and light properties. It deals 1d4 bludgeoning damage plus 1d4 lightning damage on a hit. When you roll a 20 on an attack roll made with this weapon, the target must succeed a Constitution saving throw against your spell save DC or become stunned until the start of your next turn.

You can choose this upgrade up to two times, making a separate weapon each time.

Mechanical Arm

You create a mechanical arm, giving you an extra hand. This mechanical arm only functions while it is mounted on gear you are wearing, but can be operated mentally without the need for your hands. This mechanical arm can serve any function a normal hand could, such as holding things, making attacks, and interacting with the environment, but it doesn't grant you any additional actions.

Mechanical Familiar

You create the blueprint for a small, mechanical creature. At the end of a long rest, you can choose to create a familiar based on it, casting the *find familiar* spell without expending a spell slot. When cast in this way, the familiar is a construct. It stays active until you deactivate it or it is destroyed. In either case, you can choose to reactivate it at the end of a long rest.

Net Launcher

You build a device capable of delivering nets to their targets more effectively. While you have this upgrade, nets have a normal range of 20 feet and a long range of 60 feet for you.

Quick Essential Gadget

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

Repeating Hand Crossbow

You build an improved hand crossbow. You have proficiency with this weapon, which has a normal range of 30 feet and a long range of 120 feet, and it has the ammunition and light properties, as well as the special property (described below). It deals 1d6 piercing damage on a hit.

Special. This weapon doesn't require a free hand to load, as it has a built-in loading mechanism. When you make an attack with this weapon as part of the Attack action, and you don't have disadvantage on the attack roll, you can choose to make the attack roll with disadvantage to make one additional attack with this weapon as a bonus action. The attack roll for this additional attack is also made with disadvantage.

Ricocheting Weapon

You create a thrown melee weapon enchanted or engineered to ricochet off its targets and return to your hand. You have proficiency with this weapon, which has a normal range of 30 feet and a long range of 90 feet, and it has the finesse and thrown properties, as well as the special property (described below). It deals 1d8 bludgeoning, piercing, or slashing damage on a hit (your choice when you choose this upgrade). You can Arcane Retrofit this weapon.

Special. When this weapon is thrown, you can target two creatures within 10 feet of each other, making a separate attack roll against each target; the damage dealt by the attack is halved for each target hit after the first. In addition, the weapon flies back to your hand immediately after the attack.

Shock Generator

You create a device capable of generating potent shocks. You can use this device to cast *shocking grasp*. When you cast *shocking grasp* in this way, you can use either your Dexterity or Intelligence modifier for the attack roll.

Shocking Hook *(Prerequisite: Shock Generator upgrade)*

You can integrate your Shock Generator and your Grappling Hook. Immediately after using your Grappling Hook to pull a creature to you or to pull yourself to a creature, you can use your bonus action to cast *shocking grasp* from your Shock Generator targeting that creature.

Sight Lenses

You create a set of lenses that allow you to see through darkness and obscurement, which you can integrate into a pair of goggles, glasses, or other vision assistance. While using these lenses, you can see through fog, mist, smoke, clouds, and nonmagical darkness out to a range of 15 feet.

Smoke Cloak

You create a cloak that causes you to blend in with smoke. When you are lightly or heavily obscured by smoke at the start of your turn, you are invisible until your turn ends, or until you cast a spell, make an attack, or deal damage to a creature.

Steelweave Nets

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

Only you have proficiency with your Steelweave Nets. You can have a number of these nets up to your Intelligence modifier at a time (a minimum of one), and you can replenish your supply of them over the course of a long rest by forging normal nets into Steelweave Nets.

Striding Boots

You modify your boots with amplified striding speed. While wearing these boots, you are under the effects of the *longstrider* spell.

Trick Shots

At the end of a short or long rest, you can add one of the following effects to a piece of ammunition or a thrown weapon, turning it into a trick shot; the effect is expended when you use the trick shot:

- *Arcane Trick.* You can imbue a cantrip or 1st-level spell you know into the shot, casting it on impact where the shot lands. The target of the attack is also the spell's target.
- *Bouncing.* You can attack a target within range that has total cover from you if you know the target's location, bouncing the shot off a surface. The target has the benefit of half cover for the attack, instead of total cover.
- *Ricochet.* If you hit a target with the shot, you can make another attack roll against a different target within 10 feet of the first as part of the same attack.
- *Smoke Shot.* You can use the shot to deploy a Smoke Bomb on impact where the shot lands.
- *Special Tip.* The shot deals one of the following damage types of your choice: bludgeoning, piercing, slashing, acid, cold, fire, or lightning.

You can select this upgrade multiple times, allowing you to make multiple trick shots per rest. You can have a maximum number of trick shots equal to the number of times you have selected this upgrade.

5th-Level Upgrades

Antimagical Shackle

You create a set of antimagical shackles. As an action when you are adjacent to a creature, you can attempt to shackle the creature to yourself or a nearby object using these shackles. Make a Dexterity (Sleight of Hand) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (target's choice). A creature that is immune to being grappled or restrained automatically succeeds on this check. If you succeed, the target is shackled to you or the nearby object, and it can only move if it's able to move what it's shackled to.

Additionally, while shackled in this way, the target can't teleport, travel to another plane of existence, alter its form (such as by the *polymorph* spell), or dematerialize. As an

action, the target can make a Strength saving throw against your spell save DC, breaking the shackles on a success; otherwise, the shackles last until you remove them.

Binding Rope

You create a rope that is capable of animating and binding a creature. As an action, choose a creature within 30 feet of you. The target must make a Dexterity saving throw against your spell save DC or become restrained until the end of your next turn. If you are currently grappling the target, it makes the Dexterity saving throw with disadvantage. The rope can only restrain one target at a time.

Crossbow Spider

You modify a crossbow to be able to aim and fire remotely. As an action, you can deploy a Tiny construct called a crossbow spider (see the construct's statistics below). Once deployed, you can use a bonus action to cause the construct to move up to its speed and make a crossbow attack from its location. The construct becomes inactive after 1 minute, or after it has been used to make 10 attacks.

Once you have activated the construct, you can't activate it again until you finish a long rest, unless you expend a spell slot of 1st level or higher to activate it again. If the construct is destroyed, you can't activate it again until you repair it or recreate it during a long rest.

The construct can't take any actions besides the ones you direct it to take with your bonus action.

CROSSBOW SPIDER
Tiny construct, unaligned

Armor Class 10
Hit Points 5
Speed 15 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
2 (–4)	10 (+0)	10 (+0)	1 (–5)	1 (–5)	1 (–5)

Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses passive Perception 5
Languages —   **Proficiency Bonus** equals your bonus

ACTIONS

Crossbow. Ranged Weapon Attack: your spell attack modifier to hit, range 30/120 ft., one target you can see. *Hit:* 1d6 + your Intelligence modifier piercing damage.

Explosive Gauntlet *(Prerequisite: Impact Gauntlet upgrade)*

Your gauntlets can exert massive kinetic force when striking. When you make an attack with your Impact Gauntlet, you can choose to be pushed 10 feet in the opposite direction of your attack. Alternatively, you can use a bonus action to attempt to push the target after the attack. The target must succeed on a Strength saving throw or be pushed 10 feet away from you. This movement doesn't provoke opportunity attacks.

You can use the movement effect of this gauntlet even if you're not attacking a target, allowing you to push yourself in any direction (including upwards).

Smoky Images

Immediately after using a Smoke Bomb, you can use a bonus action to cast *mirror image* without expending a spell slot. Once you cast the spell in this way, you can't do so again until you finish a short or long rest.

Vanishing Trick

Immediately after using a Smoke Bomb, you can cast *misty step* without expending a spell slot. Once you cast the spell in this way, you can't do so again until you finish a short or long rest.

9TH-LEVEL UPGRADES

Arcane Nullifier

You make a device that nullifies the arcane through means you assure everyone else you understand. As an action, you can use this device to cast *dispel magic* without expending a spell slot. Once used, this gadget can't be used again until you finish a short or long rest.

Phase Trinket

You create a magical gadget that manipulates ethereal magic. As an action, you can use this device to cast *blink* or *dimension door* without expending a spell slot. Once used, this gadget can't be used again until you finish a long rest.

Stinking Gas

You make a more potent compound for your Smoke Bombs. When you use a Smoke Bomb, you can choose to cast *stinking cloud*, instead of *fog cloud*, following the same rules. Once you cast *stinking cloud* in this way, you can't do so again until you finish a short or long rest.

Stopwatch Trinket

You create a magical stopwatch that manipulates time magic. As an action, you can use the stopwatch to cast *haste* or *slow* without expending a spell slot. Once used, this gadget can't be used again until you finish a long rest.

11TH-LEVEL UPGRADES

Flying Gadget

You build a device that allows you to fly, such as deployable artificial wings. You can activate this device as a bonus action, or as a reaction when you fall. Whatever form the device takes, when it's activated, you gain a flying speed of 30 feet, which lasts until you choose to deactivate it (no action required).

Lightning Generator *(Prerequisite: Shock Generator upgrade)*

You upgrade your Shock Generator with additional lightning capabilities. You can overload your Shock Generator to cast *lightning bolt* without expending a spell slot. Once you cast lightning bolt in this way, you can't do so again until you finish a short or long rest.

Additionally, once per turn when you deal lightning damage with a spell, you can add your Intelligence modifier to the spell's damage roll.

Truesight Lenses *(Prerequisite: Sight Lenses upgrade)*

You upgrade and fine-tune your Sight Lenses, granting you truesight out to a range of 15 feet while using them.

Useful Universal Key

You create a Universal Key to obstacles, transmuting them into not-obstacles. As an action, you can apply this key to a surface to cast *knock* or *passwall* on it without expending a spell slot. Once used, this gadget can't be used again until you finish a long rest.

15th-Level Upgrades

Bee Swarm Rockets

You design a type of tiny, firecracker-like device, which can release rockets in large numbers. You have a maximum number of rockets equal to your inventor level. As an action, you can release between 1 and 10 rockets. Each rocket targets a point you can see within 40 feet of you. Each creature within 10 feet of one of these points must make a Dexterity saving throw against your spell save DC.

Creatures in the area of effect of multiple rockets make a separate saving throw for each rocket. For each failed save, a creature takes 2d6 + 1 fire damage, or half as much damage on a successful one.

You can replenish your supply of rockets to your maximum over the course of a long rest.

Bracers of Empowerment

You create bracers that can empower you. You can use these bracers to cast *martial transformation* without expending a spell slot. Once used, this gadget can't be used again until you finish a long rest.

Dimensional Toolbox

You build a toolbox, filling it with the many ideas you've had and discarded, with the magical power of making those ideas reality when you need them most. As an action, you can reach into the toolbox and withdraw an Unrestricted Upgrade of your choice (one with no level requirement) from the Gadgetsmith list. Gadgets withdrawn from the toolbox are fleeting, and disappear after 1 minute. Once you have withdrawn an upgrade from the toolbox, you can't withdraw another upgrade from it until you finish a long rest.

Disintegration Ray

You create a Disintegration Ray. You can use this device to cast *disintegrate* without expending a spell slot. Once used, this gadget can't be used again until you finish a long rest.

Nexus Hive

You create a floating metal sphere, that when activated spews a storm of metal shards in all directions around it. As an action you can deploy a small construct (see the construct's statistics below), throwing it up to 30 feet where it will hover in place. Once deployed you can use a bonus action to move the Nexus Hive up to 20 ft. The construct becomes inactive after 1 minute. If the construct is destroyed, you can't activate it again until you repair it or recreate it during a long rest.

The construct can't take any actions besides the ones you direct it to take with your bonus action.

NEXUS HIVE
Small construct, unaligned

Armor Class 15 (natural armor)
Hit Points 30
Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
2 (–4)	10 (+0)	12 (+1)	1 (–5)	1 (–5)	1 (–5)

Damage Immunities poison, psychic
Condition Immunities charmed, exhausted, frightened, paralyzed, petrified, poisoned
Senses passive Perception 5
Languages — **Proficiency Bonus** equals your bonus

Swarm. The nexus hive sprays metal shards in a 10-foot radius around itself. A creature takes 4d4 piercing damage when it enters this area for the first time on a turn or starts its turn there.

Explosive Vent. When reduced to 0 hit points, the nexus hive will violently vent energy. Creatures within 10 feet of the nexus hive must succeed on a Dexterity saving throw against your spell save DC. A creature takes 4d6 fire damage on a failed save, or half as much damage on a successful one.

GOLEMSMITH

Golemsmiths are inventors who have committed themselves to creating a true work of artifice, forging a golem. With this painstaking life ambition, they plan and design meticulously, even if, in practice, sometimes compromises on materials must be made.

Why a golemsmith embarks on the quest to forge this artificial construct of life can vary. For many it is the pure pursuit of forging the perfect creation; while for others, it is simply so they do not have to carry around their loot, or to have a loyal companion to count on at all times.

A golemsmith is rarely chaotic, as they are people of great care and discipline—those that are not would not have succeeded where they have. However, some have been set on their path by such events that might drive them to interact chaotically with society as a whole.

GOLEMSMITH'S PROFICIENCY

When you choose this specialization at 1st level, you gain proficiency with smith's tools and tinker's tools.

MECHANICAL GOLEM

Starting at 1st level, you forge a mechanical golem to carry out your orders and protect you. The golem is under your control and understands the languages you speak, but it can't speak.

The golem obeys your commands as best it can. On your turn, you can verbally command it where to move (no action required by you), and you can use your action to command it to take an action. Additionally, whenever it would be able to take a reaction, you must use your reaction to command it to take that reaction. The golem acts on your commands during your turn. If you issue no commands to your golem, it takes no actions.

Your golem's proficiency bonus increases when yours does. If the golem is killed, it can be returned to life by normal means, such as the *revivify* spell, or you can repair it during a long rest if you have access to its body. At the end of the long rest, it returns to life with half its hit points (rounded down).

If the golem is beyond recovery, you can recreate it exactly as it was, with four days of work (8 hours each day) and 100 gp of raw materials.

Over the course of a short rest, you can restore hit points to your golem equal to your Intelligence modifier + your inventor level, or you can fully repair it to during a long rest, causing it to regain all its hit points. Any spells you cast that cause the target to regain hit points ignore any restrictions against constructs for your golem.

The base statistics of your golem are as follows:

GOLEM
Medium construct, unaligned

Armor Class 14 (natural armor)
Hit Points 5 + [(the golem's Constitution modifier + 5) times your inventor level]
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	4 (−3)	5 (−3)	1 (−5)

Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses passive Perception 7
Languages understands the languages of its creator but can't speak

Bound. The golem is magically bound to its creator. As long as the creator and it are on the same plane of existence, the creator can telepathically call the golem to travel to it, and the golem knows the distance and direction to its creator.

GOLEM CHASSIS

When you create your golem, you can choose one of the chassis below, adding the prefix to its type. For example, if you select Ironwrought, your golem becomes an Ironwrought Golem and gains the corresponding modifications to its base statistics.

LAUNCHER

Your golem becomes akin to a mobile turret, taking the frame of a ballista or other launching device. Its Dexterity becomes 16 (+3), its speed becomes 25 feet, and it has the following natural weapon attack, which uses its Dexterity for the attack and damage rolls:

Shoot. *Ranged Weapon Attack:* +5 to hit, range 60/240 ft., one target. *Hit:* 1d10 + 3 piercing damage.

QUADRUPEDAL

Your golem takes on a quadrupedal design. Larger and sturdier, it is more suitable to launch into the fray or carry its creator. Its size becomes Large, its base AC becomes 16, and its speed becomes 35 feet. In addition, its Strength and Constitution become 16 (+3), and it has the following natural weapon attack, which uses its Strength for the attack and damage rolls:

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1d10 + 3 piercing damage.

SPECIALIZED

Your golem defies all expectations, its design fueled by your own rampant creativity. A little less robust and stable, it is far more extensible to your visionary plans. Your golem starts with the basic golem statistics, but you can select two free upgrades for it that don't count against your upgrade total. In addition, it has the following natural weapon attack, which uses its Strength for the attack and damage rolls:

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1d8 + 2 bludgeoning damage.

IRONWROUGHT

Your golem is roughly humanoid and comes with the robust flexibility and options that this form provides. Its Strength becomes 16 (+3), it gains proficiency with shields, simple weapons, and martial weapons, and it has the following natural weapon attack, which uses its Strength for the attack and damage rolls:

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1d4 + 3 bludgeoning damage.

WINGED

Your golem is modeled off a flying creature. Smaller and more lightweight than most golems, it is kept aloft by intricate wings. Its size becomes Small, it gains a flying speed of 30 feet, and it has the following natural weapon attack, which uses its Strength for the attack and damage rolls:

Talon. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 1d8 + 2 slashing damage.

INTELLIGENT OVERSIGHT

Starting at 3rd level, you can take the Help action as a bonus action when assisting your golem.

OPTIONAL GOLEM CHASSIS: FLESH GOLEM

When a golemsmith is selecting their golem, some disturbed minds think "but what if I want it be a fleshy monstrosity against sanity?" Well, as usual, the inventor is here for you:

FLESH

Your golem is roughly humanoid, a lumbering terror of stitched flesh with an odd smell. Its Strength becomes 16 (+3), it gains proficiency with shields, simple weapons, and martial weapons, and it has the following natural weapon attack, which uses its Strength for the attack and damage rolls:

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1d4 + 3 bludgeoning damage.

ADDITIONAL CHANGES

- Replace your smith's tools proficiency with leatherworker's tools proficiency.
- The upgrades are the same, but with "...but from some gross, fleshy organ."
- At your GM's discretion, you can apply Fleshsmith upgrades to your golem. This has the potential to cause balance issues, so assume the GM will say no unless it's not too powerful and you can explain how it's not.

Additionally, when you take the Help action to aid an ally (including your golem) in attacking a creature, the target of that attack can be up to 30 feet away from you, rather than within 5 feet of you, if your ally can see or hear you.

AUTONOMOUS ACTION

Starting at 5th level, you no longer need to spend your action or reaction to command your golem to use its action or reaction, and you can issue commands to it mentally while it is within 60 feet of you.

If the golem isn't commanded to take any action, it will take the Dodge action in combat.

MAGICAL NATURE

Additionally at 5th level, your golem's natural weapons count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

PERFECTED DESIGN

Starting at 14th level, your golem can add your Intelligence modifier to all of its attack rolls, ability checks, and saving throws.

GOLEMSMITH UPGRADES

UNRESTRICTED UPGRADE

Arcane Barrage Armament
You install a mounted armament on your golem, taking whatever form is most appropriate, which is charged with arcane power. As an action, the golem can cast *magic missile* through the armament, without expending a spell slot and requiring no components.

Once the golem casts the spell in this way, it can't do so again until you finish a short or long rest.

When you reach 5th level in this class, the spell is cast as a 2nd-level spell, and it increases again when you reach 11th level (as a 3rd-level spell) and 17th level (as a 4th-level spell).

Arcane Resonance

You craft a magical essence connector and install it into your golem's core, allowing you and the golem to share certain magical effects. You can make any spell you cast that targets only you also target your golem.

Defender Protocol

You build a protocol into your golem, instructing it to defend its master. The golem gains the Protection Fighting Style.

Ether Heart

You install a magical ether heart into your golem, because that seems like a good idea. Your golem gains 2 charges. It can expend 1 charge to cast any 1st-level spell you know, and it regains all expended charges when you finish a long rest.

Flamethrower Armament

You install an armament to your golem, taking whatever form is most appropriate, which is capable of producing powerful flames. As an action, the golem can cast *burning hands* through the armament, without expending a spell slot and requiring no components. The spell save DC is equal to your spell save DC. Once the golem casts the spell in this way, it can't do so again until you finish a short or long rest.

When you reach 5th level in this class, the spell is cast as a 2nd-level spell, and it increases again when you reach 11th level (as a 3rd-level spell) and 17th level (as a 4th-level spell).

Fine-Tuned Dexterity

You craft improved gears and joints for your golem. Your golem's Dexterity score increases by 2, increasing its ability to perform tasks that require fine motor skills. If this upgrade increases the golem's Dexterity to 16 or higher, it gains proficiency with thieves' tools; if this upgrade increases its Dexterity to 18, it gains proficiency in the Stealth skill.

You can select this upgrade multiple times, but you can't increase the golem's Dexterity above 18 using this upgrade.

Grappling Appendages

You install an additional pair of grappling appendages to your golem, which take a form of your choice. For the purpose of grappling, these appendages count as two additional free hands for your golem. Additionally, as long as your golem isn't using these appendages to grapple, it has a climbing speed equal to its walking speed.

Heavy Armor Plating

You can incorporate a suit of heavy armor into your golem, allowing it to calculate its armor class as if it was wearing that armor. Your golem is proficient with the incorporated armor, and it has disadvantage on Dexterity (Stealth) checks until the armor is removed. You can remove the incorporated armor or incorporate a new suit of armor at any time, but it takes twice as long as it would normally take to don or doff the armor.

Magical Essence

You infuse a fragment of magical essence into your golem, allowing it to attune to one magic item. This follows all normal attunement rules.

Structural Constitution

You have reinforced your golem with layers of protection and redundant systems. Your golem's Constitution score increases by 2, increasing its stability and durability. If this upgrade increases the golem's Constitution to 16 or higher, it gains proficiency in Constitution saving throws; if this upgrade increases its Constitution to 18, it has advantage on death saving throws.

You can select this upgrade multiple times, but you can't increase the golem's Constitution above 18 using this upgrade.

Systematic Strength

You build an improved frame and power source for your golem. Your golem's Strength score increases by 2, increasing its ability to perform tasks that require raw strength. If this upgrade increases the golem's Strength to 16 or higher, it gains proficiency in Strength saving throws; if this upgrade increases its Strength to 18, it gains proficiency in the Athletics skill.

You can select this upgrade multiple times, but you can't increase the golem's Strength above 18 using this upgrade.

Warfare Routines

You advance the control routines for your golem, allowing it to fight more effectively. Your golem gains one of the following Fighting Styles of your choice: Archery, Dueling, or Great Weapon Fighting.

5TH-LEVEL UPGRADE

Cloaking Device

You install an arcane cloaking device on your golem. Your golem can use this device to cast *invisibility* on itself, without expending a spell slot or requiring components.

Once the golem casts the spell in this way, it can't do so again until you finish a short or long rest.

Expanded Frame

You enlarge your golem, increasing its size by one category, up to a maximum of Large. If your golem is Large after taking this upgrade, it gains advantage on Strength checks and Strength saving throws, and its hit point maximum increases to 5 + [(the golem's Constitution modifier + 6) times your inventor level].

During the process, you can determine if your golem will have the appropriate anatomy to serve as a mount. You can select this upgrade multiple times, but you can't increase the golem's size above Large using this upgrade.

Iron Fortress *(Prerequisite: golem of Medium or larger size with a Constitution of 18 or higher)*

You extend your golem's shielding and stationary stability. Your golem now counts as three-quarters cover for creatures riding it or for creatures within 5 feet of it (as long as it is between the target and the attacker). Additionally, while your golem is on the ground, it can't be moved against its will.

Reciprocity Programming

If you use your bonus action to take the Help action to grant your golem advantage on an attack against a creature, your golem can take the Help action as a bonus action on its next turn to grant you advantage on an attack against a creature.

Shielding Bond

After studying the arcane fundamentals of Shield Golems, you have gained insight on how they shield their controllers, and can implement it in your own golem. Your golem gains the ability to cast warding bond without expending a spell slot. When cast in this method, it doesn't require material components.

Once the golem casts warding bond in this way, it can't use this feature to cast it again until it finishes a short or long rest.

9th-Level Upgrades

Mark of Sapience *(Incompatible: Launcher Golem Chassis)*

You have attained the understanding of magic to craft a Mark of Sapience on the forehead of your Mechanical Golem, turning it into a Golem Companion. Its mental ability scores increase, granting it an Intelligence of 10, a Wisdom of 10, and a Charisma of 8. This allows it speak, remember things, and follow more complex commands without direct input. Additionallly, it gains proficiency in Intelligence and Wisdom saving throws.

> **Roleplaying a Ironwrought Companion**
> If you choose the Mark of Sapience upgrade, your Ironwrought Golem becomes a sapient companion, capable of learning, thinking, and having opinions. Consider how this may impact your interactions.
> Fundamentally, a Ironwrought Companion is still entirely loyal to its creator, but it can develop a personality and thoughts of its own.

Overdrive

You build in a special mode that allows your golem to push beyond its limitations. As an action, you can overcharge your golem with energy, granting it the effects of the *haste* spell for a number of rounds equal to your Intelligence modifier. Once you overcharge your golem in this way, you can't do so again until you finish a long rest.

Powered Charge

You improve your golem's charging capabilities, increasing its walking speed by 5 feet. If your golem has a walking speed of 40 feet or higher after taking this upgrade, it gains the Forceful Slam trait below. You can select this upgrade up to two times.

Forceful Slam. If the golem moves at least 20 feet straight toward a target and then immediately hits it with a melee attack, the target must succeed on a Strength saving throw (DC 8 + the golem's proficiency bonus + its Strength modifier) or be knocked prone.

11th-Level Upgrade

Airborne Propulsion

You add a new method of propulsion to your golem, such as intricate mechanical wings or propellers. It gains a flying speed of 30 feet.

Multiattack Protocol

Your golem can attack twice, instead of once, whenever it takes the Attack action on its turn.

Thundering Stomp *(Prerequisite: golem of Large size)*

Your golem can leverage its increased size and magical nature, allowing it to replace any attack it makes as part of the Attack action with a crushing stomp of magical energy as it brings down its foot. When it does so, each creature within 5 feet of the golem, other than itself, must succeed on a Constitution saving throw against your spell save DC or take 1d6 thunder damage.

Transforming Golem

You install clever, multifunctional components into your golem, allowing it to reduce its size. Your golem can collapse itself down, decreasing its size by one category—from Medium to Small, for example. While collapsed in this way, its speed is reduced by 10 feet. It takes 1 minute for your golem to collapse itself or revert to its normal size.

15th-Level Upgrades

Artificial Learning *(Prerequisite: Mark of Sapience upgrade)*

Your Golem Companion begins to apply its abilities to learn new things, gaining one level in a class of your choice. Your Golem Companion gains all the 1st-level features of the chosen class. This doesn't include hit points, Hit Dice, or class proficiencies. For example, choosing the Fighter class grants the golem the Fighting Style and Second Wind features, but nothing else.

You can select this upgrade multiple times, granting your golem another level of features from the same class or the 1st-level features from another class each time it is selected.

Brutal Armaments

You increase the effectiveness of your golem's natural weapons, allowing it to attack with lethal strikes. When your golem makes an attack, you can choose to subtract its proficiency from the attack roll. If you do so, and the attack hits, you can add double its proficiency bonus to the damage roll of the attack.

Shared Power

You bind your golem's power source to your own soul, allowing you to tap its power and it to tap your power. Your golem can use its action and expend one of your spell slots to cast a spell you know of the slot's level or lower.

In addition, you can use your action to cause your golem to lose a number of hit points up to twice your inventor level, granting you a number of temporary hit points equal to that amount.

Finally, on your turn, you can forgo your action to grant your golem an additional action, or you can command your golem to forgo its action, granting yourself an additional action. That action can only be used to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.

Titan Slayer

You build into your golem one oversized weapon. This weapon can be a martial melee weapon or an improved version of any natural weapon the golem has. The weapon's base damage dice are doubled—from 1d8 to 2d8, for example. The golem can only attack with this oversized weapon once per turn (making any additional attacks it can make using other weapons).

INFUSIONSMITH

An infusionsmith is, in some ways, perhaps the most quintessential type of inventor. While other inventors may delve into mechanics and tinkering, an infusionsmith tinkers with magic itself.

These inventors are on the cutting edge of magical engineering, understanding the principal applications of magic. Infusionsmiths would have ground to stand on in calling a wizard an impulsive spellslinger, for they are the inventors that work their magic through careful and meticulous study, laying down magic they may not use for hours, or painstakingly crafting a long-lasting enchantment.

An infusionsmith can be a magical swordsman, a wandslinger, or a bookish supporting character with a bagful of tricks that never quite runs dry. Some will stand within a maelstrom of animated blades, while others will plink away with a crossbow that seems unerringly accurate, but their common theme is using their prowess of infusion to make themselves formidable.

INFUSIONSMITH'S PROFICIENCY

When you choose this specialization at 1st level, you gain proficiency with calligrapher's supplies and jeweler's tools.

Your knowledge of infusion magic also gives you a natural affinity for scribing spell scrolls. The time you must spend to create a magic spell scroll is halved.

INFUSED ARMAMENT

Starting at 1st level, you can infuse a powerful armament to take into battle. At the end of a long rest, select one of the infusions below. The infusion lasts until the end of your next long rest.

ANIMATED WEAPON

You touch a melee weapon, causing it to spring to life. This Animated Weapon can be carried or stowed like a normal weapon, or you can ready it, causing it to float beside you. While an Animated Weapon is readied, you can make attacks with it as part the Attack action, sending it out to strike a target. All attacks made with your Animated Weapon during a turn must be made against the same target.

This special attack is a melee spell attack with which you are proficient. You can make this special attack against a target out to a range of 30 feet away from you. If the weapon has the heavy or special property, this range is halved to 15 feet; and if the weapon has the light property, this range is doubled to 60 feet. On a hit, the target takes damage equal to the weapon's damage dice + your Intelligence modifier.

BLASTING ROD

You touch a nonmagical object—a wand-blank, stick, staff, or rod—turning it into a Blasting Rod and infusing it with the ability to cast a cantrip. Select one evocation cantrip from the wizard spell list that doesn't require concentration. Thereafter, as an action, you can use the Blasting Rod to cast that cantrip.

Once per turn, when you deal damage to a creature or object with your Blasting Rod, you can add your Intelligence modifier to the damage dealt to that target.

INFUSED WEAPON

You touch a weapon, enchanting it. While this weapon is enchanted, you (and only you) have proficiency with it. This Infused Weapon can be wielded like a normal weapon, but it gains the following special property:

You can use your Intelligence modifier, instead of Strength or Dexterity, for the weapon's attack and damage rolls. In addition, if the weapon has a single damage die, the size of that die increases by one (to a maximum of a d12). For example, if the Infused Weapon is a dagger, its damage die increases from a d4 to a d6.

SPELL MANUAL

At 3rd level, you have a Spell Manual containing two 1st-level wizard spells of your choice. Your Spell Manual is a repository of any non-inventor spell you know.

You can't cast spells from your Spell Manual, and they don't count against your number of spells known, but whenever you would learn a new inventor spell, you can select a spell from your Spell Manual instead of the inventor spell list. That spell then becomes an inventor spell for you, and you can cast it as normal. You can choose to scribe any inventor spell you know into your Spell Manual, as if copying it from a written spell.

Learning Spells of 1st Level and Higher. Each time you gain an inventor level, you can add one wizard spell of your choice to your Spell Manual for free. The chosen spell must be of a level for which you have spell slots, as shown on the Inventor table.

On your adventures, you might find other spells that you can add to your Spell Manual. For each level of the spell, the process takes 2 hours and costs 50 gp.

INFUSE MAGIC

Also at 3rd level, you can use your Spell Manual to infuse magic items, such as wands, storing magical power for later use. Over the course of 1 minute, you can perform a special ritual to cast a spell into the item, expending a spell slot as normal. The spell being stored has no immediate effect when cast in this way.

Thereafter, a creature holding the item that is aware there is magic infused in it can trigger the stored magic, casting the spell. The creature must have an Intelligence of 6 or higher to cast the spell in this way.

The spell uses your spell save DC, spell attack bonus, and spellcasting ability, but is in all other ways treated as if the creature holding it cast the spell. The spell infused in the item fades if you finish a long rest and the stored magic hasn't been triggered.

EXTRA ATTACK

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

EMPOWERED INFUSIONS

By the time you reach 5th level, your Infused Armament grows more powerful. If you infuse or animate a weapon, you can infuse or animate one additional weapon at the same time (having two Animated Weapons, two Infused Weapons, or one of each). If you have multiple Animated Weapons, you can attack the same or different targets with them during a turn.

If you cast a spell of 1st level or higher using an item from Infuse Magic or an upgrade, or from a magic wand, you can cast the cantrip from your Blasting Rod as a bonus action.

BENEFITS OF FLEXIBILITY?

If you choose to have an Animated and Infused Weapon, you can attack twice with either, but will limit yourself to being able to only attack one target if you solely rely on the Animated Weapon. If you animate two weapons, you can split your attacks like normal using one to attack a different creature. Alternatively, you can animate a short-range heavy weapon and a long-range light weapon, giving you more options at different ranges but limiting your ability to target multiple targets at any optimal range.

INFUSED FOCUS

Starting at 14th level, you can anchor a powerful spell into an item. When you cast a spell that requires concentration, you can anchor it to an object you touch (such as a staff, wand, or weapon), causing the spell to not require your concentration. When you do so, the spell lasts a number of rounds equal to your Intelligence modifier, after which the spell ends.

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

INFUSIONSMITH UPGRADES

UNRESTRICTED UPGRADES

Animated Archer

You master animation enchantments, allowing you to use your Animate Weapon feature on a ranged weapon and a quiver of ammunition. An animated ranged weapon hovers near you, and you can make a ranged spell attack with it against a target within the weapon's range.

On a hit, the target takes damage equal to the weapon's damage dice + your Intelligence modifier. The weapon requires ammunition, and it can carry up 30 pieces of ammunition at a time. You can reload the ammunition at any time as an action.

Arcane Armament

You master armoring yourself with magical enchantments. You learn the *mage armor* spell. While under the effect of *mage armor*, you can add your Intelligence modifier to your AC, instead of your Dexterity modifier. You can only do this if you are not adding your Intelligence modifier to your AC from another source. Additionally, you gain resistance to force damage.

Loyal Weapon

You can cast the *returning weapon*^{K} spell without expending a spell slot, but if you cast it on a second weapon with this upgrade, the spell immediately fades from any previous use of this upgrade.

Magical Wand of...

You create a new wand that you can infuse with a spell of 1st level or higher that you have recorded in your Spell Manual. This wand doesn't require attunement, but can only be used by you. The spell must be of a level that you can cast as an inventor (as of when you would choose this upgrade). This wand has 3 charges.

You can expend a charge to cast the chosen spell at its lowest level. The wand regains all expended charges when you finish a long rest.

You can select this upgrade multiple times, choosing a different spell and creating a new wand each time you select this upgrade.

MAGIC WAND SPELL LEVEL

A Magical Wand created using an upgrade slot at level 3 can always only ever cast 1st-level spells. For example, at level 5 if you have two Magical Wand upgrades, you will have one that can cast 1st-level spells, and one that can cast 2nd-level spells. Even if you later swap the upgrade, the Wand is still an Upgrade from level 3, and selected as if you are level 3 and only able to cast 1st-level spells.

Skilled Infusions

You manage to make the magic of your Animated and Infused Weapons so potent that attacks made with them gain the benefits of a fighting style. Attacks made with one-handed melee weapons gain Dueling, attacks made with two-handed melee weapons gain Great Weapon Fighting, and attacks made with ranged weapons gain Archery.

Soul-Saving Bond

You set up a special magical bond between you and another creature. When either of the bonded creatures fails an Intelligence, Wisdom, Charisma, or death saving throw, the other creature can make the same saving throw, replacing the original result with its own. If this ability is used on a death saving throw, the roll is automatically a 20. Once this ability has been used to replace a roll, it can't be used again until both bonded creatures have finished a short or long rest.

This bond can be set up with a different creature at the end of a long rest.

Warding Stone

You learn how to weave a protective enchantment on an item. That item gains a pool of temporary hit points equal to your inventor level. Any creature carrying the item gains any temporary hit points remaining in its pool, but these hit points are lost if that creature is no longer carrying the item.

The item's pool of temporary hit points replenishes when you finish a long rest.

Worn Enchantment

You can enchant an item you are wearing, such as a cloak or scarf, to animate and assist you with a task, be it climbing a wall, grappling an enemy, or picking a lock. You can expend a spell slot of 1st level or higher as an action to gain proficiency in one Strength- or Dexterity-based skill of your choice until you finish a long rest. Additionally, you can choose to use up all the magic in the item to gain advantage on one ability check using the chosen skill. After you do so, you lose the proficiency granted by this upgrade.

5TH-LEVEL UPGRADES

Animated Shield

You apply your animation magic to a shield. At the end of a long rest, you can touch a shield, causing it to spring to life and protect you until you finish your next long rest. While it is protecting you, you gain the benefits of the shield as if you were wielding it. As usual, you can benefit from only one shield at a time.

While you have an animated shield, you can also send it to defend your allies. When a creature you can see attacks a target other than you that is within 30 feet of you, you can use your reaction to impose disadvantage on the attack roll. When you do so, you lose the benefits of the animated shield until the start of your next turn.

Arcane Ammunition

You infuse a ranged weapon with special, arcane magic. The weapon no longer requires ammunition to fire, as it creates magical ammunition when you fire it, and whenever you hit a target with this magical ammunition, the attack deals force damage, instead of the weapon's normal damage type. Additionally, if the weapon had the loading property, it no longer has that property.

Deflecting Weapon

While you have an animated melee weapon, you can use your reaction when a creature makes a weapon attack against you to attempt to block it, rolling a d8 and adding the number rolled to your AC for that attack. You make this choice after the creature makes its roll, but before the GM says whether the attack hits or misses. If you attempt to block a melee weapon attack in this way and the attack misses, you can immediately make one weapon attack against the attacker as part of the same reaction.

When you use this ability, if you take the Attack action on your next turn, you can only make one weapon attack as part of that action. This attack can't be made with the animated weapon you used to attempt to block the attack.

Lesser Ring of Protection

You make a prototype *ring of protection*. Any creature wearing this ring gains a +1 bonus to its AC.

Malicious Infusion

You learn the *heat metal* spell. Additionally, as a reaction to being hit by a metal weapon, you can cast *heat metal* targeting the weapon that struck you, expending a spell slot as normal.

Ring of Reaction

You make a minor magic ring. Any creature wearing this ring can add your Intelligence modifier to its Dexterity saving throws and initiative rolls.

Translocation Binding

When you make an attack with an Animated or Infused melee weapon, you can use your bonus action and expend a spell slot of 1st level or higher to teleport to an unoccupied space within 5 feet of the weapon before it returns to you. You can use this ability even if your attack misses the target.

Weapon Enchantment Expertise

When you cast *arcane weapon*^{K}, *magic weapon*, or *vorpal weapon*^{K}, the targeted weapon deals an extra 1d4 force damage, and when you cast *prismatic weapon*^{K}, the extra damage it deals increases by 1d4.

Additionally, you have advantage on Constitution saving throws made to maintain concentration on *arcane weapon*^{K}, *prismatic weapon*^{K}, *magic weapon*, and *vorpal weapon*^{K}.

Weapon Enchantment Resonance

When you cast *arcane weapon*^{K}, *prismatic weapon*^{K}, *magic weapon*, or *vorpal weapon*^{K} on one of your Animated or Infused weapons, all of your Animated and Infused weapons gain the benefits of that spell. Additionally, you can target any weapon with *arcane weapon*^{K}, *prismatic weapon*^{K}, or *magic weapon*, even if the weapon is already magical.

9TH-LEVEL UPGRADES

Detonate Armament *(Prerequisite: Arcane Armament upgrade)*

When you take damage while under the effects of *mage armor*, you can end the effects of that spell as a reaction to cast *turbulent warp*^{K} without expending a spell slot.

Once you cast the spell in this way, you can't do so again until you finish a short or long rest.

Dimensional Pockets

You enchant a pocket on your gear to contain far more than it would appear. That pocket can hold up to 50 pounds, and you can put any object in it that can fit through a 6-inch-diameter opening. The pocket otherwise behaves like a *bag of holding*.

Invisibility Cloak

You make an invisibility cloak. While wearing this cloak, a creature can cast *invisibility* on itself, without expending a spell slot or material components. When cast in this way, the spell doesn't require the caster's concentration. The spell ends if the caster is no longer wearing the cloak or if they choose to end the spell early (no action required). Once a creature uses the cloak to cast this spell, it can't be used in this way again until you finish a short or long rest.

Prepared Enchantment

You can cast a limited version of *contingency,* without expending a spell slot or material components, as you bestow magical enchantments onto your gear. When you cast the spell in this way, it ends if you finish a long rest before the contingent spell is triggered, and the contingent spell must be a spell of 2nd level or lower.

Once you cast *contingency* in this way, you can't do so again until you finish a long rest.

Spell-Trapping Ring

At the end of a long rest, you can set a powerful magic into a nonmagical ring you touch. You can use this ring to cast *counterspell* without expending a spell slot. When you cast *counterspell* in this way and it succeeds, the spell you countered is stored in the ring. You can cast the stored spell from the ring without expending a spell slot, but that spell fades if you don't cast it before you finish a long rest.

Once you cast *counterspell* to store a spell in this ring, you can't do so again until you finish a long rest.

11th-Level Upgrades

Empower Weapon

When you hit a creature with a weapon, you can use your bonus action to infuse your strike with arcane energy, dealing an extra 2d6 force damage to the target. When you use this bonus action, you can also choose to expend a spell slot of 1st level or higher to further increase this extra damage. When you do so, the target takes an extra 1d6 force damage, plus another 1d6 per level of the spell slot.

Enchanted Broom

You can enchant a broom (or broom-like object), turning it into a *broom of flying*. You set the command word for the broom, and it only obeys you.

Life Infusion

You learn a potent magical infusion that suffuses a creature with life energy. You can cast *regenerate*, without expending a spell slot or material components. Once you cast the spell in this way, you can't do so again until you finish a long rest.

Magical Rod of...

You create a new rod that you can infuse with a spell of 5th level or higher that you have recorded in your Spell Manual. This rod doesn't require attunement, but can only be used by you. The spell must be of a level no higher than half your inventor level (as of when you would choose this upgrade), rounded down.

You can use the rod to cast the chosen spell at its lowest level. Once you cast the spell in this way, you can't do so again until you finish a long rest. You can select this upgrade multiple times, choosing a different spell and creating a new rod each time you select this upgrade.

> **How to get high-level spells?**
> Astute players will note that when you add spells to your Spell Manual through leveling, the spell must be of a level for which you have spell slots, but when you gain access to the Magical Rod upgrade, you don't yet have 5th-level spell slots. Spells for Magical Rods will primarily have to be found in the wild, in the form of scrolls or spellbooks, and copied into your Spell Manual that way.

Mixed Technique

When you use your action to cast the cantrip from your Blasting Rod, you can make one weapon attack with an Animated or Infused Weapon as a bonus action.

15th-Level Upgrades

Advanced Object Animation

When you cast the *animate objects* spell, the animated objects use your spell attack bonus for their attack rolls, and they gain a bonus to their damage rolls based on their size: +1 (Tiny or Small), +2 (Medium), +4 (Large), or +8 (Huge).

Third Animated Weapon

Your mastery of weapon animation expands to a greater breadth of control. If you have two Animated Weapons, you can animate a third weapon with your Animate Weapon feature. When you take the Attack action and make an attack with your other two Animated Weapons, you can make an attack with your third Animated Weapon as part of the same action.

> **High-Level Rods & Wands**
> While it may appear that infusionsmiths lack high-level upgrades, their Magical Rod and Wand upgrades provide a plethora of very valuable, high-level options.

POTIONSMITH

A potionsmith is an inventor who has pursued the secrets of alchemy. While many a village has an apothecary grinding odd herbs and roots into potent (or not so potent) concoctions, the careful process of mixing and brewing is just one way to achieve results. Through the use of the intricate secrets of the craft and direct infusions using magical rituals, a potionsmith can come up with explosive results in the blink of an eye... sometimes literally.

A potionsmith can be a scholar who has delved into the knowledge the world has to offer or an explorer that has unlocked the secrets of the wilderness. Their knowledge could come from being friends of the fey or from unfettered access to the royal library. As such, potionsmith's can be good or evil, lawful or chaotic.

POTIONSMITH'S PROFICIENCY

When you choose this specialization at 1st level, you gain proficiency with blowguns, alchemist's supplies, and the herbalism kit.

Your knowledge of alchemy gives you a natural affinity for brewing potions. Creating a potion through normal crafting takes you only half the time it would normally take.

> **ALCHEMISTS AND POTIONS**
>
> Immediately on making a potionsmith, one may think of the magic potions that exist in most settings—from the simple *potion of healing* to the legendary *potion of storm giant strength*. However, someone does not need to be a potionsmith to make these, as crafting rules for them are open to all classes.
>
> A potionsmith with their proficiency will certainly have the edge in potion crafting, but these potions are not fundamental to the class.

ALCHEMICAL REAGENTS POUCH

At 1st level, you've acquired a pouch of useful basic reagents, much as a wizard might carry a component pouch. You've tucked away things that will come in handy, and can retrieve them as part of using an ability that might require them. As long as you have this pouch on you, you can use the potionsmith's features. This pouch is considered to be alchemist's supplies for the purposes of crafting.

If you lose your reagent pouch, you can spend 50 gp to reacquire the various stocks you need, or spend 1 full day gathering them from a natural environment without expense.

INSTANT REACTIONS

At 1st level, you know how to get instant reactions to occur without the niceties of grinding, simmering, and brewing required for more refined concoctions.

Moreover, you know enough ways to do these processes that with just a few standard supplies, you can get results out of a wide range of things you can gather in almost any locale and a pinch from your reagent pouch.

Pick three instant reactions from the following: Alchemical Acid, Alchemical Fire, Fortifying Fumes, Healing Draught, and Poisonous Gas. These instant reactions don't count against your number of upgrades known.

ALCHEMICAL INFUSIONS

At 3rd level, you have discovered the secrets to drastically bypass the alchemical brewing process, crafting potent magical effects through the direct infusion of the potion with your own magic. When you finish a short or long rest, you can create any number of potions, choosing one of the following spells for each potion and expending a spell slot as if you were casting the spell. You must provide an empty vial for each potion you create in this way.

Spell Level	Infusion Spells
1st	*cure wounds, fog cloud, grease, heroism*
2nd	*barkskin, lesser restoration, shatter, web*
3rd	*blink, haste, stinking cloud, water breathing*
4th	*confusion, stoneskin*
5th	*cloudkill*

When you do so, the spell doesn't take effect immediately, but is instead infused into the potion. If the spell grants an effect or restores hit points, a creature can consume it or administer it to another creature as an action.

If a spell targets an area of effect, you can accurately throw the vial up to 30 feet, dealing no inherent damage, but breaking the vial on impact. The area of effect takes place when the vial is broken, with the effect centered on where the vial breaks. If the spell targets a creature, you can treat the

vial as a ranged weapon with which you are proficient, and it has the thrown (20/60) property. You replace the spell attack with making a weapon attack made with the vial.

If the spell has a non-instantaneous effect that normally requires concentration, it doesn't require your concentration when it takes effect in this way, but its duration is shortened to a number of rounds equal to your Intelligence modifier (minimum 1). A spell that doesn't require concentration lasts its normal duration. An infused potion loses its potency if it isn't used by the end of your next long rest.

You can gain additional spells for your Alchemical Infusions through your potionsmith upgrades.

ON CREATIVITY AND CATAPULTS

While you can only accurately throw the vial containing an infused potion up to 30 feet, as per the feature, the trigger merely specifies that the effect takes place where it breaks.

If you can find another way to deliver the vial, such as the *launch object*^{K} spell (or a similar spell) on the inventor spell list—or, well, an actual catapult—you can apply these methods as well.

PRACTICED QUAFF

Additionally at 3rd level, you gain the ability to consume potions and infused potions as a bonus action.

EMPOWERED ALCHEMY

Starting at 5th level, whenever you deal damage, grant temporary hit points, or restore hit points to a creature with an instant reaction or infused potion on your turn, you can add your Intelligence modifier to the amount of damage dealt or the number of hit points granted or restored.

INFUSION EXPERTISE

Starting at 14th level, when you create an infused potion at end of a short or long rest, the first infused potion you create doesn't require a spell slot to infuse, and you can choose a spell for which you would not otherwise have a high enough level spell slot when making this infusion.

POTIONSMITH UPGRADES

UNRESTRICTED UPGRADES

Alchemical Acid (*Instant Reaction*)

As an action, you can produce an instant reaction, throwing this combination of reagents at a point within 20 feet of you, which causes a caustic acid to splatter the area within a 5-foot-radius sphere centered on that point. Each creature in that area must succeed on a Dexterity saving throw against your spell save DC or take 2d4 acid damage. Damage from this acid deals double damage to objects and structures.

The damage increases by 2d4 when you reach 5th level (4d4), 11th level (6d4), and 17th level (8d4).

Alternatively, you can use a bonus action to prepare this instant reaction as a ranged weapon with which you are proficient. It lasts until the end of your turn, and it has the finesse and thrown (20/60) properties. On a hit, it deals damage equal to failing the saving throw against this effect. The damage dealt by this attack doesn't include your Strength or Dexterity modifier.

Alchemical Fire (*Instant Reaction*)

As an action, you can produce an instant reaction, tossing a quick combination of reagents at a point within 20 feet of you, which causes searing fire to flare up in a 5-foot-radius sphere centered on that point. Each creature in the area must succeed on a Dexterity saving throw against your spell save DC or take 1d8 fire damage.

This damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Alternatively, you can use a bonus action to prepare this instant reaction as a ranged weapon with which you are proficient. It lasts until the end of your turn, and it has the finesse and thrown (20/60) properties. On a hit, it deals damage equal to failing the saving throw against this effect. The damage dealt by this attack doesn't include your Strength or Dexterity modifier.

Delivery Mechanism

You modify the stability of your reagents and develop a better delivery mechanism. You can target a point within 40 feet of you for your instant reactions (including ones gained from upgrades, such as Explosive Reaction) and infused potions that target a point. This additional precision enables you to better target the effects, allowing each creature of your choice in the area to automatically succeed on its Dexterity saving throw against the effects of your instant reactions and infused potions.

Additionally, when making an attack roll with an instant reaction or infused potion, you can use your Intelligence modifier, instead of your Dexterity modifier, for the attack roll.

Dragon Draught (*Instant Reaction; upgrade only*)

As an action, you can quaff a vial of highly reactive liquid, allowing you to immediately belch a blast of devastating elemental energy. Choose one of the following damage types: acid, cold, fire, or lightning.

If you choose cold or fire damage, the area of effect is a 10-foot cone; if you choose acid or lightning damage, the area of effect is a 15-foot line. Each creature in the area must succeed on a Dexterity saving throw against your spell save DC or take 1d8 damage of the chosen type.

The damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Explosive Reaction (*Instant Reaction; upgrade only*)

As an action, you can produce an instant reaction, throwing a devastating combination of reagents at a point within 20 feet of you, which causes a minor explosion. Each creature within 10 feet of that point must succeed on a Constitution saving throw against your spell save DC or take 1d10 thunder damage from the shockwave of the explosion.

The damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Alternatively, you can use a bonus action to prepare this instant reaction as a ranged weapon with which you are proficient. It lasts until the end of your turn, and it has the finesse and thrown (20/60) properties. On a hit, it deals damage equal to failing the saving throw against this effect. The damage dealt by this attack doesn't include your Strength or Dexterity modifier.

Flaming Grease

You tweak your grease formula to be flammable, as grease should be. When you cast *grease* or use it to make an infused

potion, the effect becomes flammable. If the grease takes fire damage, all creatures in the spell's area take 2d4 fire damage. The grease burns for a number of rounds equal to your Intelligence modifier (minimum 1).

Additionally, when you cast the *grease* spell or use it as an infused potion, you can instead use it to coat a weapon. This coating lasts for 1 hour or until it takes fire damage, igniting the grease. Once ignited, that weapon deals an extra 1d4 fire damage on a hit for the next minute.

Fortifying Fumes Reaction *(Instant Reaction)*

As an action, you can produce an instant reaction, throwing a fortifying stimulus of reagents at a point within 20 feet of you, which causes fumes to erupt. Each creature within 10 feet of that point can choose to hold its breath and not inhale the fumes, but creatures that do inhale them gain 1d4 temporary hit points, deal an extra 1d4 damage on their next melee weapon attack, and have advantage on their next Constitution saving throw. Any remaining benefits from this effect fade at the end of your next turn.

Both the temporary hit points and the extra damage increase by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

Frostbloom Reaction *(Instant Reaction; upgrade only)*

As an action, you can produce an instant reaction, throwing a combination of devastating, endothermically reactive reagents at a point within 20 feet of you, which causes a bloom of ice to erupt. The area within 5 feet of that point becomes difficult terrain until the end of your next turn.

Each creature in the area must succeed on a Dexterity saving throw against your spell save DC or be caught by the ice, taking 1d6 cold damage. If a creature that fails its saving throw is entirely in the area of effect, it becomes restrained until the end of its next turn. A restrained creature can use its action to make a Strength saving throw against your spell save DC, ending the effect on itself on a success.

The damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Healing Draught *(Instant Reaction)*

As a bonus action, you can produce an instant reaction that provides potent magical healing. A creature can use its action to consume this draught or administer it to another creature within 5 feet of it before the start of your next turn, causing the target to regain 1d8 hit points. If you have the Practiced Quaff feature, you can consume a Healing Draught as part of the bonus action used to make it.

A creature can benefit from a number of these draughts up to its Constitution modifier (minimum of 1), after which they provide no benefit to that creature until it finishes a long rest. A Healing Draught that isn't consumed before the start of your next turn loses its potency.

The number of hit points the draught restores increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Homunculus Familiar

You learn the alchemical process for creating a homunculus minion. You can cast *find familiar* without expending a spell slot or material components other than your alchemical reagents and blood. This familiar can appear in any Tiny shape you want, though it uses the statistics of a creature that can normally be chosen by the spell, and it is a construct or monstrosity, rather than one of the types listed in the spell.

Inoculations

You gain resistance to poison damage. Additionally, at the end of a long rest, you can choose up to five creatures (including yourself) to become inoculated against poisonous effects you can produce that require a Constitution saving throw (such as the Poisonous Gas instant reaction or the *cloudkill* alchemical infusion). You and each of the chosen creatures automatically succeed on saving throws against these effects until the end of your next long rest.

Long Acting

If the spell you infuse into an infused potion would normally require concentration, its duration is now a number of rounds equal to your Intelligence modifier + your proficiency bonus.

Persistent Reactions

Your instant reactions that have an area of effect persist in that area until the start of your next turn. While they persist, each creature that enters the area for the first time on a turn or ends its turn there must repeat the saving throw against the effect. You can choose to make the effect not persist in this way when you take the action to produce the instant reaction.

Poisoner's Proficiency

You delve into the darkest, most mysterious depths of herbal lore, learning the potent secrets of poison. You gain proficiency with poisoner's kits; if you already have this proficiency, your proficiency bonus is doubled for any ability check you make using a poisoner's kit. Additionally, during a long rest, you can create one of the following poisons of your choice:

- *Contact Poison.* You can apply this poison to a melee weapon or up to ten pieces of ammunition. That weapon or ammunition deals an extra 1d4 poison damage on a hit; the weapon can deal this poison damage 10 times before the poison wears off.
- *Ingested Poison.* This poison is a simple, flavorless powder. If a creature consumes a full dose of the poison, it must make a Constitution saving throw with disadvantage against your spell save DC. After 1 minute, if the creature failed its saving throw, it takes 1d10 poison damage per level you have in this class, and it becomes poisoned until it finishes a long rest.
- *Inhaled Poison.* You can use this dose of poison to increase the size and potency of your Poisonous Gas instant reaction. When you do so, the fumes erupt in a 20-foot-radius sphere and the effect's damage dice are doubled.

Any unused poison loses its potency and no longer has any effect after you finish your next long rest.

Poisonous Gas *(Instant Reaction)*

As an action, you can produce an instant reaction, tossing a quick combination of reagents at a point within 20 feet of you, which causes noxious fumes to erupt in a 10-foot-radius sphere centered on that point. Each creature in that area must succeed on a Constitution saving throw against your spell save DC or take 1d4 poison damage and become poisoned until the end of its next turn.

The damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

Secrets of Acid

You learn the secrets of infusing acid into your infused potions. You add the following options to your list of available spells for your Alchemical Infusions:

Spell Level	Infusion Spells
1st	summon ooze[K]
2nd	acid arrow
3rd	erode[K]

Additionally, you can create one infused potion of *summon ooze*[K] at the end of a long rest without expending a spell slot.

Secrets of Fire

You learn the secrets of infusing fire into your infused potions. You add the following options to your list of available spells for your Alchemical Infusions:

Spell Level	Infusion Spells
1st	faerie fire
2nd	unstable explosion[K]
3rd	fireball

Additionally, you can create one infused potion of *faerie fire* at the end of a long rest without expending a spell slot.

Secrets of Flight

You learn the secrets of infusing the ability to escape the shackles of gravity into your infused potions. You add the following options to your list of available spells for your Alchemical Infusions:

Spell Level	Infusion Spells
1st	feather fall
2nd	levitate
3rd	fly

Additionally, you can create one infused potion of *feather fall* at the end of a long rest without expending a spell slot.

Secrets of Frost

You learn the secrets of infusing frost into your infused potions. You add the following options to your list of available spells for your Alchemical Infusions:

Spell Level	Infusion Spells
1st	freezing shell[K]
2nd	cold snap[K]
3rd	flash freeze[K]

Additionally, you can create one infused potion of *freezing shell* at the end of a long rest without expending a spell slot.

> **SECRETS OF...**
> Almost any set of three spells (a 1st-level, 2nd-level, and 3rd-level spell) that are either short-term buffs or deal area of effect damage can work, as long as there is a thematic connection between the spells.
> Consult with your GM about additional options if you don't see what you want present here.

Weapon Coating

As a bonus action, you can apply one of your instant reactions to a melee weapon or piece of ammunition. The next time you hit a target with that weapon or ammunition before the end of your next turn, the target is subjected to the effects of the applied instant reaction. The creature automatically takes the damage or healing associated with the instant reaction, but makes a saving throw as normal against any additional effects.

> **THE IMPLICATIONS**
> There is an instant reaction that restores hit points, rather than deals damage. This can be applied via the Weapon Coating upgrade as well, though the weapon will still deal its damage on a hit. Perhaps your allies will forgive a blowgun dart coated in a healing draught...if you can hit with the attack.

5TH-LEVEL UPGRADES

Adrenaline Serum

You learn to create a potent serum. As a bonus action, you can consume a dose of this serum, increasing your Strength and Dexterity modifiers by an amount equal to your Intelligence modifier (up to a maximum of +5) for a number of rounds equal to your Constitution modifier (minimum of 1), after which all effects of the serum fade at the start of your next turn. While you are under the effect of this serum, you also gain the benefits of the *heroism* spell. When these effects end, your speed is halved and you can't benefit from your Adrenaline Serum again until the start of your next turn.

Explosive Powder *(Prerequisite: Explosive Reaction upgrade)*

You've managed to stabilize and refine your Explosive Reaction. You can prepare a number of Explosive Reactions up to your Intelligence modifier (a minimum of 1). These Explosive Reactions don't detonate instantly, but rather last for 1 minute and will only detonate when exposed to fire. A creature can be affected by the damage from no more than two Explosive Reactions simultaneously, but structures take the full damage of all Explosive Reactions in their area.

Resistance Potion

You create a formula for making a simplified temporary resistance potion. During a long rest, you can create a potion that grants the drinker resistance to acid, cold, fire, lighting, poison, or thunder damage (selected during the long rest) for 10 minutes when consumed. If not consumed, it loses potency when you finish your next long rest.

9TH-LEVEL UPGRADES

Aroma Therapies

You expand your alchemical knowledge to be able to produce incense and simmering reagents that grant benefits to those that inhale their fumes. A creature that spends a long rest surrounded by these fumes regains an additional 2d4 Hit Dice, its exhaustion level is reduced by 1d4 (instead of 1), and it is cured of any nonmagical diseases it's suffering from.

Infusion Stone

You use the secrets of alchemy to create an Infusion Stone. You can use this stone in the process of infusing potions in

place of expending a spell slot level. The spell you infuse in this way must be of a level for which you have spell slots.

Once you use the Infusion Stone, you can't use it again until you finish a long rest.

Mana Potion

During a short rest, you can create a mana potion. A mana potion loses its potency if it isn't consumed within 1 hour. As an action, a creature can consume a mana potion to regain one expended spell slot of its choice that is 3rd level or lower.

Potent Reactions

You refine your instant reactions, increasing their potency. The die you roll to determine the damage or healing effect of your instant reactions is increased by one size: a d4 becomes a d6, a d6 becomes a d8, a d8 becomes a d10, and a d10 becomes a d12.

Rocketry *(Prerequisite: Explosive Reaction and Delivery Mechanism upgrades)*

Combining your understanding of explosives with advances in delivery and stabilization, you produce the logical extreme: powering a rocket-based payload with your devastating knowledge.

You can choose any instant reaction you know as the payload for your rocket. Rockets must be prepared ahead of time, and you can prepare a number of them up to your Intelligence modifier (minimum of 1) at the end of a short or long rest. When you finish a rest, any unused rockets lose their potency and must be remade due to their volatile components.

A rocket targets a point you can see within 500 feet of you, but the DC of the instant reaction's saving throw is reduced by 2 for every 100 feet it travels. When the rocket reaches its destination, the instant reaction takes effect, centered on that point.

Alternatively, you can load an alternate payload into your rockets, which can be an object that weighs no more than 1 pound, replacing the effect of the instant reaction. This alternate payload can be salvaged during a rest.

11th-Level Upgrades

Field Infusion

You can create an infused potion as an action. Once you create an infused potion in this way, you can't do so again until you finish a short or long rest.

Mutation Mixture *(Prerequisite: 13th-level inventor)*

You concoct an infused potion that can rapidly warp a creature's body, temporarily mutating it in extreme ways. You add the *polymorph* spell to your list of available spells for your Alchemical Infusions. When a creature consumes this infused potion, the spell has a duration of 1 hour, but the creature that consumed it can end the effect early as an action.

Once a creature consumes this infused potion, it can't be affected by the *polymorph* spell in this way again until it finishes a long rest.

Panacea

When you create a Healing Draught, you can add a more potent concoction to it. A creature that consumes this potent draught can treat any dice rolled to determine the hit points it

regains as having rolled their maximum value, and the creature gains the benefit of a *greater restoration* spell. Once you make create a Healing Draught in this way, you can't do so again until you finish a long rest.

Perfect Reaction

In a moment of perfect focus, you can create a flawless instant reaction. When you deal damage, grant temporary hit points, or restore hit points to a creature with this instant reaction, you can use the maximum possible result instead of rolling. Once you create a Perfect Reaction, you can't do so again until you finish a short or long rest.

15th-Level Upgrades

Adrenaline Rush *(Prerequisite: Adrenaline Serum upgrade)*

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

Mad Alchemy

Whenever you create an infused potion, you can infuse two spells into it, instead of one, which activate simultaneously.

Philosopher's Stone

You create a Philosopher's Stone, allowing you to recreate wonders of alchemy. As long as you have a supply of non-gold metal, you can create up to 1 pound of gold each day (50 gp worth). Additionally, the Philosopher's Stone can be used in place of a diamond worth up to 500 gp for a spell's material component; it isn't consumed when used in this way, but it becomes inert for 24 hours, providing no benefits.

You can brew a special potion using your Philosopher's Stone called an Elixir of Life. Brewing this potion takes 8 hours and requires crushing a diamond worth at least 2,000 gp into it. An Elixir of Life causes a creature that drinks it to cease aging for 4d4 years. A creature that drinks this elixir also gains the effect of a *death ward* spell, which lasts until it is triggered, instead of 8 hours.

A more potent Elixir of Life can be created, increasing the number of years that the creature ceases aging by 1d4 for each additional diamond spent.

THUNDERSMITH

A Thundersmith is an inventor who harnesses the primal force of elemental power, channeling that power into their great creation: a weapon of unmatched devastation. Spectacular and terrible, these weapons bring fear to their foes and awe to their allies.

Why a Thundersmith bends their mind to the task of making such a weapon are as varied as the creations themselves. Some are coldly analytical about the destruction it causes seeking to continually improve it, tweaking it for ever more optimized destruction, while others view it merely as a tool, a means to an end; others still revel in the crash of thunder that heralds the terrifying force of their weapon.

Many look at these weapons as the dawn of a new age, in truth wielding them is a tricky and arcane art; as complex as its creation it is only truly understood and mastered by the one who forged the device—each weapon a unique piece of devastating art.

THUNDERSMITH'S PROFICIENCY

When you choose this specialization at 1st level, you gain proficiency with tinker's tools and smith's tools.

If your weapon requires ammunition, you gain the knowledge of how to forge and create it with smith's tools during a long rest. You can create up to 50 rounds of ammunition during a long rest, with materials costing 1 gp per 10 rounds.

STORMFORGED WEAPON

Starting at 1st level, you harness the elemental power of thundering storms to create a powerful weapon. This weapon requires attunement, only you can attune to it, you are proficient with it while attuned, and you can only be attuned to one Stormforged Weapon at a time. If you have multiple Stormforged Weapons, you can change which one you are attuned to during a long rest.

If you lose your Stormforged Weapon or wish to create additional ones, you can do so over the course of three days (8 hours each day) by expending 200 gp worth of metal and other raw materials. When you make a new Stormforged Weapon,

you can make the same or a different type, and select the same or different upgrades.

Select one of the following and consult the Stormforged Weapon table for its statistics.

STORMFORGED WEAPONS

Weapon Name	Damage	Weight	Type	Properties
Thunder Cannon	1d12 piercing	15 lbs.	Ranged	Ammunition (range 60/180), Two-Handed, Loud†, Stormcharged*
Hand Cannon	1d10 piercing	5 lbs.	Ranged	Ammunition (range 30/90), Light, Loud†, Stormcharged*
Kinetic Hammer	1d10 bludgeoning + 1d4 thunder	10 lbs.	Melee	Two-Handed, Heavy, Loud†
Charged Blade	1d6 slashing + 1d4 lightning	3 lbs.	Melee	Finesse, Loud†
Lightning Pike	1d8 piercing + 1d4 lightning	10 lbs.	Melee	Reach, Two-Handed, Loud†

(*) **Stormcharged**. When you use an action, bonus action, or reaction to attack with a Stormcharged Weapon, you can make only one Attack regardless of the number of attacks you can normally make. If you could otherwise make additional attacks with that action, the weapon deals an extra 3d6 lightning or thunder damage per attack that was foregone.

(†) **Loud**: Your weapon rings with thunder that is audible within 300 feet of you whenever it makes an attack.

THUNDER CANNON

You use the power of thunder to launch a projectile with terrible power, if limited accuracy, over long distances. Ringing out with a booming crash, it brings fear to the battlefield.

HAND CANNON

Forgoing the guiding barrel, this pack uses the thundering power to launch a projectile with all the force of a Cannon, though its effective range is far more limited.

FIREARMS IN A CAMPAIGN SETTING

A lot of campaign settings do not feature firearms, and in some of these the Thundersmith variant of inventor might not be the right choice, but consider that the inventor is fundamentally someone that tinkers with and explores boundaries of magic as much as or more so than technology.

A Thunder Cannon need not be a gunpowder powered device, even in a setting where gunpowder exists, but can be powered by harnessing elemental powers, bound through various carefully researched magical techniques. In most cases, the wonders of an inventor are more an engineering marvel of magic than technology, but that balance can shift depending on what is best for your setting.

KINETIC HAMMER

Rather than launching a projectile with the thundering force, you keep that force imbued in the weapon, allowing for devastating force to be applied to the attack.

CHARGED BLADE

You create a bladed weapon that channels the harnessed power of the elemental storm power directly into the blade, causing it to lay waste to all it strikes. This weapon deals lightning damage instead of thunder when applying Thundermonger.

LIGHTNING PIKE

You create a charged blade and stick it to the end of a pole, making it slightly more unwieldy, but giving it devastating reach. This weapon deals lightning damage instead of thunder when applying Thundermonger.

THUNDERMONGER

At 3rd level, the elemental might of your weapon is so powerful its strikes deal bonus thunder damage.

When you hit a target with your Stormforged Weapon, you can deal an extra 1d6 thunder damage. After discharging this bonus damage, you can't deal this bonus damage again until the start of your next turn.

This extra damage increases by 1d6 when you reach certain levels in this class: 5th level (2d6), 7th level (3d6), 9th level (4d6), 11th level (5d6), 13th level (6d6), 15th level (7d6), 17th level (8d6), and 19th level (9d6).

STORMCHARGED VS. THUNDERMONGER

A common question is why does the Stormcharged Property exist and how does it interact with Thundermonger? Functionally, the stormcharged property (like the loading property) has no effect on a single classed Thundersmith, it just exists to make Stormforged Weapons interact better with Extra Attack for multiclassing and Cross-Disciplinary Knowledge.

DEVASTATING BLASTS

Beginning at 5th level, when you miss an attack with your Thundering Weapon, you can apply Thundermonger damage to the target creature you missed, but it deals only half the bonus damage. Dealing damage this way counts as applying Thundermonger damage.

UNLEASHED POWER

Starting at 14th level, when rolling damage for Thundermonger or your Stormforged Weapon, you can expend a spell slot to reroll a number of the damage dice up to your Intelligence modifier (minimum of one) and maximize a number of dice equal to the level of the spell slot expended. (You may maximize the dice rerolled this way, or the dice that were not rerolled) You must use the new rolls.

THUNDERSMITH UPGRADES

UNRESTRICTED UPGRADES

Adaptable Weapon

You can adapt a weapon without the ammunition property to have an alternate attack type giving it the functionality of a Hand Cannon, or give a weapon with the ammunition property an alternate attack with the properties of a Charged Blade.

HOW TO MERGE YOUR WEAPONS.

If you want to call it a gunblade, I'm not here to stop you, but it can be any range of configuration, from a bayonet to something more exotic.

Extended Range

You extend the reach of your Stormforged Weapon. If your Stormforged Weapon has the ammunition property, its range is extended; normal range is extended by 30 feet, and maximum range is extended by 90 feet. If your Stormforged Weapon is a melee weapon with the two-handed property, it gains the reach property.

Lightning Burst

You upgrade your Stormforged Weapon to discharge its power within a 5-foot-wide 60-foot-long line. If you have not dealt Thundermonger damage since the start of your turn, as an action, you can make a special attack. Each creature in the area must make a Dexterity saving throw against your spell save DC or take damage equal to the bonus damage of Thundermonger as lightning damage on a failed save, half as much on a successful save.

This counts as discharging your Thundermonger damage. Firing in this way doesn't consume ammo.

Lightning Magic

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

Inventor Level	Spell
3rd	*lightning tendril*[K]
5th	*crackle*[K]
9th	*lightning bolt*
13th	*jumping jolt*[K]
15th	*sky burst*[K]

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

Point Blank *(Prerequisite: Hand Cannon)*
Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls. Additionally, you can use your Hand Cannon when making opportunity attacks.

Silencer (*Incompatible with Echoing Boom***)**
You upgrade your Stormforged Weapon with a sound dampening module. Your Stormforged Weapon loses the loud property. Additionally, you can expend a 2nd-level spell slot to overcharge the Silencer, casting the *silence* spell.

> **Note:** Sound—and consequently thunder damage—can't pass through *silence* or affect a creature inside its area of effect.

Shock Absorber
You add a reclamation device to your Stormforged Weapon to gather energy from the surroundings when it is present. As a reaction to taking Lightning or Thunder damage, you can gain resistance to that damage type until the start of your next turn. When you do so, the next time you roll Thundermonger damage before the end of your next turn, it deals an extra 1d6 damage.

Sonic Movement *(Prerequisite: Stormforged weapon that can deal Thunder damage)*
You recalibrate and rebalance your weapon to leverage the backdraft of the force it exerts. When you make an attack with your Stormforged weapon that would deal thunder damage on your turn, you are knocked 5 feet away from the target you attacked. This movement doesn't provoke opportunity attacks.

Storm Blast
You can make a special attack with your Stormforged Weapon, unleashing a storm blast in a 30-foot cone as an action. Each creature in the area must make a Strength saving throw against your spell save DC, or take damage equal to the bonus damage of Thundermonger and be knocked prone.

This counts as discharging your Thundermonger damage. Firing in this way doesn't consume ammo.

If using a Kinetic Hammer, you can use your Strength to calculate the DC of this ability (8 + your Strength modifier + your proficiency bonus) instead of your spell save DC.

Twin Thunder
You can attune to two one-handed Stormforged Weapons at the same time, so long as they either share the same Upgrades, or have total Upgrades equal to your maximum Upgrade count between them. Attuning to a second weapon this way doesn't count against your maximum number of attuned items. If you make an attack with one of them while holding the other, you can attack with the other as a bonus action, however, both share the same use of Thundermonger. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative or you have the Two-Weapon Fighting Fighting Style.

While dual wielding Stormforged Weapon, you can load a Stormforged Weapon without a free hand.

Weapon Improvement
Your Stormforged Weapon gains a +1 to attack and damage rolls. This doesn't stack with any benefit gained from Arcane Retrofit, and this upgrade can be replaced as part of applying a bonus to your Stormforged Weapon via Arcane Retrofit.

5th-Level Upgrades

Echoing Boom (*Incompatible with Silencer***)**
You pack extra power into your Thundermonger, increasing the damage it deals by 1d6.

Harpoon Reel
You devise an alternate attack method for your Stormforged Weapon that launches a harpoon attached to a tightly coiled cord. This attack has a normal range of 30 feet and a maximum range of 60 feet, and it deals 1d6 piercing damage. This attack doesn't apply Thundermonger damage. This attack can target a surface, object, or creature.

A creature struck by this attack is impaled by the Harpoon unless it removes the Harpoon as an action, which causes it to take an extra 1d6 damage. While the Harpoon is stuck in the target, you are connected to the target by a 60 foot cord. Dragging the connected party via the attached cord causes the creature moving to move at half speed unless they are a size category larger.

While connected in this manner, you can use your bonus action to activate the Reel action, pulling yourself to the location if the target is Medium or larger. A Small or smaller creature is pulled back to you, ending the connection. Alternatively, you can opt to disconnect the cord.

This attack can't be used again until the Reel action is taken.

> **Connected... by a Rope**
> Note that Harpooning a creature means that there is a rope connecting you to them. While you can use this to move them as per the ability, they can also use this to move you, particularly if they are substantially larger. Many Thundersmiths were last seen saying "I got this" and then Harpooning a dragon. User discretion is advised.

Terrifying Thunder *(Prerequisite: Echoing Boom)*
You add an additional amplifier to maximize the shock and awe value of your Stormforged Weapon. The first time a target takes damage from Thundermonger, they are deafened until the end of their next turn.

Additionally, they must make a Wisdom saving throw against your spell save DC or become frightened of you for one minute. They can repeat this saving throw at the end of each of their turns.

On a successful saving throw, the creature is immune to Terrifying Thunder for 24 hours.

9th-Level Upgrades

Elemental Swapping

You upgrade the firing chamber for more adaptable damage. When you take the attack action with your Stormforged Weapon you can adjust its elemental properties, causing any bonus damage granted by Thundermonger to deal acid, cold, fire, lightning, or thunder damage instead of thunder damage. Alternatively, you can use a vial of holy water to cause your next Thundermonger bonus damage to deal radiant damage.

Mortar Shells *(Prerequisite: Stormforged weapon with the Ammunition property)*

You build an alternate fire mode allowing you to fire your Stormforged Weapon like a mortar. Pick a target point within range, and make an attack roll. Apply the attack roll to all creatures within a 5-foot radius of the target point. Creatures hit take the weapon's damage plus half of the Thundermonger bonus damage. Dealing damage this way counts as applying Thundermonger damage for the turn. If you miss all targets, you can apply Devestating Blasts as normal.

Creatures do not benefit from cover against this fire mode unless they have overhead cover as well.

Ride the Lightning *(Prerequisite: Lightning Burst)*

When you use the Lightning Burst ability, you can opt to expend a spell slot of 1st level or higher to infuse yourself into the burst of power. When you do so you are teleported up to 60 feet in the direction of the Lightning Burst (ending early if the Lighting Burst is blocked by an obstacle). You can stop anywhere along the path of the Lighting Burst, but the line will stop where you do.

Shock Harpoon *(Prerequisite: Harpoon Reel)*

After hitting a creature with the Harpoon fire mode, you can use a bonus action to deliver a shock. If you have not dealt Thundermonger damage since the start of your turn, you can deal damage equal to your Thundermonger bonus damage as lightning damage. This counts as discharging your Thundermonger damage. Additionally, the target must make a Constitution saving throw against your spell save DC or be stunned until the end of its next turn.

Once used, the Harpoon must be reeled in before this can be used again.

Synaptic Feedback

You install a feedback loop into your cannon, allowing you to siphon some energy from your Stormforged Weapon to empower your reflexes.

Whenever you deal lightning damage with your Stormforged Weapon your walking speed increases by 10ft and you can take the Dash or Disengage actions as a bonus action. This effect lasts until the end of your turn.

Thunder Jump

You build a quick release for the arcane thundering energy that fills your Stormforged Weapon. As an action you can discharge your Thunder Cannon downward, launching yourself up to 60 feet in any direction. This movement doesn't provoke opportunity attacks, and you carry up to one willing creature of your choice within 5 feet with you. Neither you or the carried creature takes falling damage on landing.

Creatures that are within 10 feet of you when you use this ability must make a Dexterity saving throw against your spell save DC. On failure, they take damage equal to half of your Thundermonger damage. On success, they take half as much damage. This counts as discharging your Thundermonger damage. Firing in this way doesn't consume ammo.

Transforming Weapon *(Prerequisite: Adaptable Weapon)*

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

11th-Level Upgrades

Backblast

After dealing thunder damage on your turn, you can create a burst of thunderous sound that can be heard up to 100 feet away as a bonus action. Each creature within 5 feet, other than you, must make a Constitution saving throw or take 3d6 thunder damage You can do this a number of times equal to your Intelligence modifier, regaining all uses after a long rest. This damage increases by 1d6 when you reach 17th level to a total of 4d6.

Blast Radius

Your Devastating Blasts feature now deals half your weapon damage (including your modifier) in addition to half your Thundermonger damage when you apply it to a missed target that is within 30 feet of you.

Stabilization

When making a ranged weapon attack with your Stormforged Weapon, if neither you nor your target has moved since your last ranged attack against them, then you gain advantage on the attack. Also, being prone no longer causes you to have disadvantage when making a ranged weapon attack with your Stormforged Weapon.

15th-Level Upgrades

Massive Overload *(Prerequisite: Storm Blast or Lightning Burst)*

Before making an attack with your Stormforged Weapon, you can expend a spell slot of 3rd level or higher to use Storm Blast or Lightning Burst at the same time as making an attack; in this case the Storm Blast or Lightning Burst is powered by the spell slot and doesn't count as applying Thundermonger for that turn. The direction of this secondary ability is the same as your attack.

Doing this damages your Stormforged Weapon and you must spend an action to repair it before you can fire again. You must have the secondary ability unlocked as an upgrade to use it.

Masterwork Weapon *(Prerequisite: Weapon Improvement)*

The bonus to attack and damage rolls for your Stormforged Weapon increases by +2 (stacking with any existing bonus from Weapon Improvement or Arcane Retrofit), up to a maximum of +4.

WARSMITH

A Warsmith is an Inventor that has turned their wondrous talent of invention to a singular goal: making themselves a juggernaut of war. The reasons behind this could be benevolent or nefarious. Some Warsmiths seek to turn their invention into a machine of death and terror; others become the arbiter of justice and order, and others still perhaps merely seek to refine their craft in pursuit of pure innovation.

Because few individuals would pursue such a wondrous invention without a driven purpose to their endeavor, warsmiths tend to be lawful. Usually driven to their actions by a greater purpose, they seek the power to accomplish their aims, be it righting the wrongs of the world or bringing it to heel beneath their ironshod boot.

WARSMITH'S PROFICIENCY

At 1st level, you gain proficiency with heavy armor, tinker's tools and smith's tools.

WARPLATE GAUNTLET

At 1st level, when you take this specialization, you construct a Warplate Gauntlet. This is a specialized Wondrous Item that only you can attune to. When you create a Warplate Gauntlet, you can add one of the following upgrades to it: Power Fist, Force Blast, or Martial Grip. This upgrade doesn't count against your upgrade total. You can make multiple gauntlets with different upgrades, but can only be attuned to one at a time.

If you lose your Warplate Gauntlet, you can remake it during a long rest with 25 gp worth of materials, or can scavenge for materials and forge it over two days of work (8 hours each day) without the material expense.

While wearing a Warplate Gauntlet, you can engage Artificial Strength.

ARTIFICIAL STRENGTH

When you don your Warplate Gauntlet or as an action while wearing it, you can dedicate some of your intelligence to fully controlling the power of the gauntlet. You can reduce your current and maximum Intelligence score to increase your current Strength ability score by the same amount, but you can only raise your Strength ability score up to what your Intelligence ability score was before engaging Artificial Strength. You can stop using Artificial Strength at any time, and it automatically ends if your gauntlet is removed.

WARSMITH'S ARMOR

At 3rd level, you've attained the knowledge of forging and arcane tinkering sufficient to create a set of armor that augments and expands your abilities from a standard, non-magical, set of heavy armor using resources you've gathered. This process takes 8 hours to complete, requiring the use of a

WARSMITH ARMOR

Armor Name	AC	Weight	Strength Requirement	Stealth	Properties
Warplate	18	65 lbs.	—	Disadvantage	Heavy Armor, Powerful Build
Warsuit	14 + Dex Modifier (max 2)	20 lbs.	—	—	Medium Armor
Warskin	12 + Dex Modifier	13 lbs.	—	—	Light Armor
Integrated Armor	14 + Dex modifier (max 2)	N/A	—	—	Medium Armor, Powerful Build

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

forge, foundry or similar and it incorporates a Warplate Gauntlet (they do not require separate attunement). While wearing your armor, your Strength ability score increases by 2, and your maximum Strength ability score becomes 22.

You can create a new set of armor by forging it from a set of gathered and purchased materials in a process that takes 2,000 gp and 8 hours. You can create multiple sets of armor, but you can only be attuned to one of them at a given time, and you can only change which one you are attuned to during a long rest. If you create a new set of Warsmith's Armor, you can apply a number of Upgrades equal to the value on the class table, applying each at the level you get it on the class table.

When you create your armor, you can create a heavy plated Warplate, medium balanced Wargear, light flexible Warsuits, or you can integrate your changes directly into your body as Integrated Armor. If your armor is Warplate or Integrated Armor, you gain the Powerful Build trait. Powerful Build means you count as one size larger when determining your carrying capacity and the weight you can push, drag, or left. Integrated Armor can't be removed, but doesn't confer any penalty when resting in it.

Additionally, if you are Small, you become Medium while wearing Warplate.

WARSMITHS & MAGICAL ARMOR

By the rules laid out here, using magical armor as a base for your Warsmith's armor has no additional effect. This is intentionally the rules-as-written, but there is certainly some flexibility here.

• Using Adamantine or Mithral, the properties carry over to the Warsmith's armor.

• Using +1/+2/+3 armor carries over, but counts as taking a free "Armor Class" upgrade for each +1 the armor has, meaning that upgrade can't be taken to make the armor +4 or better.

• Armor of Resistance carries over, counting as taking "Resistance" upgrade for that damage type for free.

Other cases can be handled on a case-by-case basis. Consult with your GM and work something out that would be reasonable to combine making receiving magic armor a cool bonus, but not something that breaks the game!

EXTRA ATTACK

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

FULLY CUSTOMIZED GEAR

Starting at 14th level, you've mastered the customization of your Warsmith's armor. You can add one additional Upgrade to your armor that doesn't count against your Upgrade total.

Additionally, during a long rest, you can now swap out any one upgrade for any other upgrade of the same level, so long as you don't have an Upgrade that requires the Upgrade you are removing as a prerequisite, or an incompatible Upgrade.

WHAT DOES YOUR ARMOR LOOK LIKE?

Nothing in this document specifies the visual appearance of your armor beyond the type of armor, but it very likely does not look like a standard set of armor. Consider what the visual differences are: Are your enhancements more mechanical in nature or more magical in nature? Does it have geared joints, glowing runes, or both? Consider how your setting might react to someone standing around in such armor. In all but the highest magical settings, such a set of armor is likely to attract some curiosity or concern.

WARSMITH UPGRADES

UNRESTRICTED UPGRADES

Accelerated Movement *(You can apply this upgrade twice.)* You reduce the weight of your armor by 15 pounds (to a minimum of 0 pounds). While wearing your armor your speed increases by 10 feet. This applies to all movement speeds you have while wearing your armor.

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

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

Arcane Visor *(You can take this upgrade multiple times, selecting a different option each time.)*
You magically enchant your visor. You gain one of the following effects while wearing your armor; you pick the effect when selecting the upgrade.

• You gain darkvision to a range of 60 feet. If you already have darkvision, the range of that darkvision is increased by 60 feet.
• You can ignore Sunlight Sensitivity.
• Divination spells no longer require your concentration to maintain. You can only use this effect on one spell at a time.

Regardless of the selection, you have advantage on saving throws against being blinded while wearing your armor.

Collapsible *(Incompatible with Integrated Armor)*
Your Warsmith's armor can collapse into a case for easy storage. When transformed this way the armor is indistinguishable from a normal case and weighs 1/3 its normal weight. As an action you can don or doff the armor, allowing it to transform as needed.

Construct Constitution *(Prerequisite: Integrated Armor)*
You gain resistance to poison damage and immunity to the poisoned condition. You have advantage on saving throws against diseases as well as spell effects that require a "humanoid" target.

Flame Projector
You gain the ability to unleash fire energy. While wearing your Warplate Gauntlet, you can cast *fire bolt*, and gain access to the following spells at the following levels while wearing your Warplate Gauntlet:

Inventor Level	Spell
3rd	*burning hands*
5th	*scorching ray*
9th	*fireball*
13th	*wall of fire*
17th	*flame strike*

Force Blast

You upgrade your Warplate Gauntlet to deliver a special ranged attack. This attack is a ranged spell attack that deals 1d8 + your Intelligence modifier force damage, and has a range of 60 feet.

You are proficient in this weapon. When you take the attack action, you can use this ranged spell attack in place of any attack made.

Fortified Brace *(Prerequisite: Warplate)*

You build in systems to maximize defensive potential. As a reaction to taking damage, you can brace your armor, locking it in a defensive position. Until the start of your next turn, you gain resistance to all damage (Including the triggering damage) and any subsequent attacks made against you are made with disadvantage. On your next turn after taking this action, your speed is halved and you can't take an action (you can still take a bonus action).

Grappling Hook *(Prerequisite: Warskin or Warsuit)*

Your Warsuit gains an integrated grappling hook set into your gauntlet. As an attack or as an action, you may target a surface, object or creature within 20 feet. If the target is Small or smaller, you can make a Strength (Athletics) grappling check to pull it to you and grapple it. Alternatively, if the target is Medium or larger, you can choose to be pulled to it (this doesn't grapple it). Opportunity attacks provoked by this movement are made with disadvantage.

Grappling Reel *(Prerequisite: Integrated Armor or Warplate)*

Your Warsmith's armor gains an integrated grappling reel set into your gauntlet. As an attack or as an action, you may target a surface, object or creature within 30 feet. If the target is Large or smaller, you can make a Strength (Athletics) check as if grappling normally to pull it to you and grapple it on success. Alternatively, if the target is Large or larger, you can choose to be pulled to it (this doesn't grapple it). This movement provokes opportunity attacks as normal movement would.

Iron Fortitude *(Prerequisite: Integrated Armor)*

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

Lightning Channel

You are able to funnel your suit's power into your attacks. You can use this upgrade to cast *lightning charged*^K as a bonus action without expending a spell slot. Once used, this upgrade can't be used again until you finish a short or long rest.

Additionally, you can apply the damage from lightning charged on your Force Blast ranged spell attacks.

Lightning Projector

You gain the ability to unleash lightning energy. While wearing your Warplate Gauntlet, you can cast *shocking grasp*, and gain access to the following spells at the following levels while wearing your Warplate Gauntlet:

Inventor Level	Spell
3rd	*lightning tendril*^K
5th	*lightning charged*^K
9th	*lightning bolt*
13th	*jumping jolt*^K
17th	*sky burst*^K

Martial Grip

Your Warplate Gauntlet grants you the ability to wield a wide variety of powerful weapons. You gain proficiency with martial weapons while wearing your Warplate Gauntlet.

Power Fist *(You can apply this upgrade twice.)*

Your Warplate Gauntlet becomes a melee weapon while you aren't holding anything in it. You have proficiency in this weapon, and it has the Light and Special properties. It deals 1d8 bludgeoning damage.

Special: When you make an attack roll, you can choose to forgo adding your proficiency bonus to the attack roll. If the attack hits, you can add double your proficiency bonus to the damage roll.

You can apply this upgrade up to 2 times, making a separate weapon with the same properties the second time.

> **VARIANT: IMPACT GAUNTLET**
> Your GM may allow you to take the Impact Gauntlet upgrade of the Gadgetsmith in place of a Power Fist, which is similar but deals 1d6 damage and has the finesse property. For the purposes of upgrades, Impact Gauntlets and Power Fists should be considered interchangeable.

Reinforced Armor *You can apply this upgrade up to 3 times.*

You reinforce the structure and materials that make up your Warsmith's armor. Your Warsmith's Armor's Armor Class (AC) increases by 1.

Sentient Armor

You create an artificial personality integrated into your armor, giving it limited sentience. This sentience assists you in many ways. While wearing your armor, your Intelligence ability score and maximum Intelligence ability score are increased by 2. Your armor can understand and speak any language you can speak. You can communicate telepathically with it while wearing it.

> **TALKING ARMOR**
> How much of a personality Sentient Armor has is up to the player and GM. Functionally, it only enhances things that use Intelligence as written , but many people enjoy fleshing it out much further as a sentient item as a sort of NPC. This doesn't extend what it does (unless the GM says it does, of course) but can be fun to interact with. It can be assumed to see what you see when you're wearing it, but can't provide assistance with ability checks without related upgrades.

Wire Acrobatics *(Prerequisite: Grappling Hook)*

You can take your movement using your grappling hook instead of using it as an attack or action; you can't move other creatures when using the Grappling Hook in this way.

The first time you use your Grappling Hook to move on a turn, the movement doesn't provoke opportunity attacks.

5TH-LEVEL UPGRADES

Active Camouflage

As an action, you can activate active camouflage, causing your Warsmith's Armor to automatically blend into its surroundings. This lasts until deactivated. While this is active, you are considered lightly obscured, and can hide from a creature even when they have a clear line of sight to you. Wisdom (Perception) checks to find you that rely on vision are made with disadvantage.

Arcane Barrage

Your armor collects arcane energy whenever you expend a spell slot, storing a number of charges equal to the level of the spell cast. These charges fade after 1 minute if you do not expend additional spell slots. You can store a maximum number of charges equal to half your Inventor level. You can use this upgrade to cast magic missile without expending a spell slot. This expends all charges, increasing the level of the magic missile spell by one for each charge spent. If you have an Ether Reactor, you can expend charges from it to add additional charges, up to the maximum number of charges you can have stored.

Once activated, it can't be used again until you finish a short or long rest.

Artificial Guidance *(Prerequisite: Sentient Armor)*

You upgrade the artificial personality integrated into your armor to assist with a new skill. While able to communicate with your armor, you can gain the effect of *guidance* when making any Intelligence or Wisdom check.

Emergency Protocol *(Prerequisite: Sentient Armor)*

The intelligence in your armor will attempt to preserve your life. If you are incapacitated or unconscious and can't take your action, it will cast a spell or take the dodge action. It can only cast spells granted by your armor's upgrades, and can use your spell slots to do so. It can act in this way up a number of turns equal to your Intelligence modifier, but this control strains its abilities, and it can't take control again until you finish a short or long rest. You automatically resume control if you are no longer incapacitated or unconscious.

Force Accumulator *(Prerequisite: Force Blast)*

Every time you expend a spell slot of 1st level or higher, you accumulate charges to your Force Blast equal to the level of spell slot spent, up to a maximum number of charges equal to half of your Intelligence modifier (rounded down). When you deal damage with Force Blast, you can expend the accumulated charges to deal an extra 1d6 damage or to move the target 5 feet directly away from you, or any combination thereof per charge spent.

Charges not expended within 1 minute of being accumulated are lost.

Mechanical Enhancement *(Prerequisite: Integrated Armor)*

You improve every aspect of yourself ever so slightly. You gain +5 feet of movement, one additional hit point per Inventor level, and +1 to Strength, Dexterity, and Constitution saving throws.

Reactive Plating *(Prerequisite: Warplate)*

Your armor partially deflects incoming blows. You can use your reaction when hit by an attack that deals bludgeoning, piercing, or slashing damage to reduce the damage of that attack by an amount equal to your proficiency bonus.

Resistance *(You can apply this upgrade multiple times.)*

You tune your armor against certain forms of damage. Choose acid, cold, fire, force, lightning, necrotic, radiant, or thunder damage. While wearing your armor you have resistance to that type of damage. If you apply this upgrade more than once you must choose a different damage type.

Sealed Suit *(Prerequisite: Warplate)*

As a bonus action on your turn you can environmentally seal your Warplate, giving you an air supply for up to 1 hour and making you immune to poison (but not curing you of existing poisoned conditions).

In addition to the above, you are also considered acclimated to cold and hot climates while wearing your armor, and you're also acclimated to high altitude while wearing your armor.

9TH-LEVEL UPGRADES

Assume Control *(Prerequisite: Emergency Protocol)*

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

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

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

If you have Warplate, it can act in this way even when you are not wearing it (or are dead). When doing so, it uses the game statistics of animated armor with the following modifications: It has an intelligence of 12 and it can cast any spells that come from Upgrades with a DC equal to your spell save DC.

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

In non-combat situations in which you are not wearing your armor, your armor's sentience can exert a lesser control of the armor to move it about and perform simple tasks. During this time it has the statistics of an unseen servant, though it looks like your suit of armor. Its ability to do this is not limited, but it takes 1 minute to assume this kind of control of your armor, and it can only do so while you are not wearing it. If reduced to zero hit points, the armor is incapacitated until you repair it during a long rest, but it can still serve as armor.

> **OPTIONAL CONTROL**
> With the Assume Control upgrade, the armor taking control on Emergency Protocol becomes optional, though if you do not choose for it to activate, it can't activate later unless the condition was previously specified (e.g. "take control if I fail two death saving throws").

Brute Force Style

The strength imparted by your armor gives the force of blows the devastating power of a more skilled combatant. You can select a Fighting Style from Duelist, Great Weapon Fighting, or Two-Weapon Fighting and gain the effect of that Fighting Style while wearing your armor.

Ether Reactor

You construct an ether reactor that feeds your armor, powering its upgrades with arcane energy. The Ether Reactor has 6 charges, and can be used to power upgrades that cast spells, even upgrades that would normally only recharge after a rest can instead be cast by using charges, spending 1 charge per level of the spell you are casting. You can cast spells at a higher level by expending more charges. It regains all charges at the end of a long rest.

If your Ether Reactor has no charges left, you can overdraw your Ether Reactor for one last burst of power, but your armor is temporarily immobilized and your speed while wearing your armor becomes zero for a number of rounds equal to the level of the spell cast. Once you overdraw it, you can't do this again until you finish a long rest.

Head-Up Display *(Prerequisite: Arcane Visor, Sentient Armor)*

You can delegate displaying and tracking things in your sight to your Sentient armor, granting you the following benefits:

- When a creature attempts to take the Hide action against you, you can make an active Wisdom (Perception) check to contest its Dexterity (Stealth) check as a reaction.
- When making a Dexterity saving throw against an attack you can see, you can make an Intelligence saving throw instead.
- When a creature hits you with a ranged attack roll, you can cast *true strike* as a reaction targeting that creature.

Phase Suit *(Prerequisite: Warskin or Warsuit)*

You gain the ability to cast *misty step* and *blink* while wearing your Warsuit. Additionally, as an action, you can become intangible, and move through creatures or objects until the end of your turn. If you end your turn inside a creature or object, you are forced to the nearest unoccupied location, taking 2 force damage for each foot you are forced to move. Once you become intangible using this upgrade, you can't do so again until you finish a short or long rest.

Recall

When not being worn you can hide your Warsmith's Armor in a pocket dimension. As an action you can magically summon the armor and don it. You can use a bonus action to return the armor to the pocket dimension.

While in the pocket dimension the armor can't be affected by other abilities and can't be interacted with in any way.

11th-Level Upgrades

Cloaking Device *(Prerequisite: Active Camouflage)*

If you do not move during your turn with Active Camouflage engaged, you can use your reaction to take the Hide action using an Intelligence (Stealth) check. You make this check with disadvantage if you are within 5 feet of another creature or you attacked during your turn.

You can overload your camouflage to cast *greater invisibility* without expending a spell slot. Once you do this, you can't do this again until you finish a long rest.

Flash Freeze Capacitor *(Incompatible with other Capacitors)*

You can store arcane energy, releasing it in a torrent of freezing energy. As an action, you can cast *cone of cold* without expending a spell slot or charges. The affected area becomes difficult terrain until the end of your next turn.

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

Flight

You integrate a magical propulsion system into your Warsmith's armor. While wearing your Warsmith's armor you have a magical flying speed of 30 feet.

Integrated Attack *(Prerequisite: Integrated Armor or Warplate; incompatible with Iron Grip)*

You integrate a melee weapon into your Warsmith's Armor. When you apply this upgrade you must have a weapon to integrate, and you must choose where on your armor the weapon is located. The weapon can't have the heavy property. You are proficient with this weapon. As a bonus action you can activate the weapon.

You must treat it as though you are wielding it with one hand, but you can't be disarmed of it. Once activated, you can use this weapon when you take the attack action, and it doesn't require the use of a hand or your Warplate Gauntlet. You can apply this upgrade multiple times, selecting a new weapon and new location on your armor to install it.

When you activate your integrated weapon, you can immediately make one attack with it. While it is active, if you take the attack action on your turn, you can make an one additional weapon attack with your integrated weapon using your bonus action.

Iron Muscle *(Prerequisite: Integrated Armor or Warplate)*

You reinforce the structure of your armor, giving it the strength of giants. While wearing your armor, your current Strength ability score is increased by 2, and your maximum Strength ability score becomes 24.

Lightning Rod *(Prerequisite: Lightning Channel)*

Whenever you cast *lightning charged[K]*, you can treat the spell as if it was cast by a spell slot one level higher.

Powered Charge

As an action, you activate a booster allowing you move up to 40 feet in a straight line. During this movement, you can make a Strength (Athletics) check to grapple any creature you would collide with (you still require a free hand to grapple a creature as normal; if you do not have a free hand, the check automatically fails and you collide with the target). On success, you do not stop and it is carried with you for the remaining distance or until your movement is stopped by a creature or wall.

At the end of the movement, any creature you collided with or are grappling takes 1d6 bludgeoning damage for each 5 feet you traveled. If your movement is stopped by a wall, and creature you are grappling must make Constitution saving throw. On failure, they are stunned until the end of their next turn.

Once activated, it can't be used again until you finish a short or long rest.

Power Slam Capacitor *(Incompatible with other Capacitors)*

You store up kinetic energy, and unleash it in a mighty bound. As an action, you can jump up to your entire walking speed and cast *shockwave*^K^ without expending a spell slot or charges upon landing.

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

15TH-LEVEL UPGRADES

Heavy Plating *(Prerequisite: Warplate)*
You install special heavy plating, giving you resistance to bludgeoning, piercing, and slashing damage from non-magical sources while wearing your Warplate.

Iron Grip *(Prerequisite: Iron Muscle; incompatible with Integrated Attack)*

You improve your grip strength and control of one of your gauntlets beyond the limits of flesh. While wearing your suit, you gain the following benefits:
- You can wield Large-sized weapons without a penalty as a Medium-sized creature.
- You can wield two-handed or versatile weapons in one hand and still treat them as if wielded with two.

> **LARGE WEAPONS**
> How GMs handle large-sized weapons varies. Consult with your GM for the stats of a large weapon. Typically approaches are to either double the damage dice, or increase the damage by 1d4, but other approaches exist between the two.

Phase Engine *(Prerequisite: Warskin or Warsuit)*

When you are attacked, you can use your reaction to become intangible, causing that attack to miss if it is a nonmagical attack, or to have disadvantage if it is a magical attack. Once you do so, you can't do so again until you finish a short or long rest, or until you teleport or enter the ethereal plane.

Sun Cannon

You install a sun cannon into your Warsmith's armor, allowing you to unleash devastating solar laser blasts. As an action, you can cast *sunbeam* without expending a spell slot.

Once you use this ability, you can not use it again until you finish a long rest.

Virtual Interface *(Prerequisite: Sentient Armor)*

When you use Artificial Strength to raise your Strength ability score, you no longer lower your Intelligence ability score below your natural maximum (not counting Sentient Armor).

OPTIONAL FEATURE: LARGE SUITS
Some players will want to build a larger suit, the Piloted Golem option below allows you to do that. The player and the GM should give some consideration to the consequences of being a Large-sized creature. It has advantages but considerable drawbacks that should not be ignored.

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

Iron Aura *(Prerequisite: Piloted Golem)*

Building defensive systems into your armor, you project a deflecting aura. Creatures of your choice within 20 feet of you gain half cover against ranged attacks that originate from outside the range of this aura.

Iron Fortress *(Prerequisite: Piloted Golem)*

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

Piloted Golem *(Prerequisite: Warplate, 9th-level inventor; incompatible with Collapsible and Flight)*

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

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

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

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

At the start of each of your turn you gain temporary hit points equal to your proficiency bonus.

Sentry Mode *(Prerequisite: Piloted Golem)*
As a bonus action deploy stabilizers, reducing your speed to zero but granting your better stability and focus. Until you end the effect as an action, your reach and range are both doubled with all weapons and you can make an opportunity attack against a creature that moves more than 5 feet within range of one of your equipped weapons (melee or ranged).

Shield Arm *(Prerequisite: Piloted Golem)*

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

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

FLESHSMITH

A Fleshsmith is a discomfiting presence in a group. Even when encountered in the most ideal circumstances, they simply have a lingering gaze that says "How could I improve that?" when they look at you.

A Fleshsmith is a peculiar path of Inventor that has turned their creative talents... inward. They seek to understand and improve the limitations of flesh. All too frequently they place a slightly different value on aesthetics than others might, tending to find beauty primarily in efficiency.

A Fleshsmith tends to be more eccentric than inclined to any particular alignment, though even the most benevolent ones may find that the only reason their activities wouldn't be illegal is that no one considered them possible.

FLESHSMITH'S PROFICIENCY

When you choose this specialization at 1st level, you gain proficiency in the Medicine skill, as well as proficiency with Leatherworker's tools (it's best if you don't think about the details on that one too much...)

Additionally, you can make all Medicine checks as Intelligence (Medicine) checks. When you take an Intelligence (Medicine) check to stabilize a creature, they regain 1 hit point.

THESIS OF FLESH

At 1st level, you select an approach to your work, a specialization to your art form. Select one of the following options:

PERFECTION OF FORM

Nature had its chance to make your form, now it's your turn to improve it. When you take this path, you gain the Fleshcrafted Mutation upgrade, and it doesn't count against your upgrade total. Additionally, when an upgrade calls to use your spell save DC, you can instead use 8 + your Constitution modifier + your proficiency bonus.

When you take the Attack action, you can use your bonus action to make a single additional attack with this upgrade. You can make this additional attack a number of times equal to your Inventor level. You regain all uses at the end of a long rest.

PERFECTION OF MIND

You know that perfection is an aspect of knowledge, a perfect understanding of the mechanics of the body, inside and out. But particularly inside. You gain expertise in the Medicine skill. Additionally, you gain the Dissection upgrade, and it doesn't count against your upgrade total.

You have a pool of d8s equal to your Inventor level. When you restore hit points to a creature or use an Intelligence (Medicine) check to deal damage to a creature, you can expend these d8s to restore additional health or deal additional damage. You can spend a number equal to your proficiency bonus at a time. You regain this pool of d8s at the end of a long rest.

PERFECTION OF CREATION

Why let the gods have all the fun? You've created life. When you take this path, you gain the Adorable Critter upgrade, and it doesn't count against your upgrade total.

Your Adorable Critter gains temporary hit points equal to your Inventor level + your Intelligence modifier each time you finish a short or long rest. Your Adorable Critter gains a natural weapon dealing 1d6 + your Intelligence modifier piercing damage, though as normal it can't independently take the Attack action. You can apply any upgrade you take to your Adorable Critter instead of yourself.

As an action, you can cause your Adorable Critter to move up to 10 feet and take the Attack action (requiring no action from the familiar). Additionally, you can also do this as a bonus action a number of times equal to your Inventor level and you regain all uses at the end of a long rest.

PERFECTION OF TECHNIQUE

Others may call themselves "flesh smiths" or "flesh crafters", but you are a flesh artist. Flaying, dicing, deboning, you've mastered it all. When you select this thesis option, you gain proficiency with martial weapons and gain the Flaying Hook upgrade, and it doesn't count against your upgrade total. You can integrate your Flaying Hook into another weapon, attaching its heavy chain to the hilt of your weapon, allowing you to attack with either weapon, and being considered to be

wielding both when wielding one. Any magical bonus to attack and damage rolls the attached weapon is also applied to the Flaying Hook (if higher).

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

UNCANNY VITALITY

Starting at 3rd level, your body has such vitality that it is constantly able to restore itself. While you have 1 or more hit points, at the start of your turn, you can choose to expend a Hit Die and regain hit points equal to the value rolled + your Constitution modifier (as normal for expending a Hit Die). If you have zero hit points, you can use this feature at the end of your turn.

Additionally, you regain Hit Dice equal to your Constitution modifier on a short or long rest (in addition to normal Hit Dice recovery on a long rest).

If you are missing any limbs at the start of a long rest, at the end of the long rest the missing limbs are regenerated.

ARCANE BIOENGINEERING

Additionally at 3rd level, you can use Arcane Retrofit to transmute a bonus to attack or damage rolls on a weapon to natural weapons gained from this subclass.

EXTRA ATTACK

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

PERFECTION OF THESIS

Starting at 14th level, your understanding of your Thesis of Flesh grows; you regain uses of the resource it provides equal to your Intelligence modifier when you finish a short rest.

FLESHSMITH UPGRADES

UNRESTRICTED UPGRADES

Acid Gland

Realizing that putting something that oozes acid inside yourself could not possibly go wrong, you do just that. As an action, or as an attack as part of the Attack action, you can spew acid, making a ranged spell attack against a target within 30 feet. On a hit, you deal 3d8 acid damage.

Alternatively, as an action, or as an attack as part of the Attack action, you can spray all creatures in a 30-foot cone. Each creature in the area must make a Dexterity saving throw against your spell save DC, taking 3d4 acid damage on failed save.

Once you use either option, you can't use this upgrade again until you finish a short or long rest. The damage increases by one die at 5th level (4d8 or 4d4), 11th level (5d8 or 5d4), and 17th level (6d8 or 6d4).

Adorable Critter

You experiment on creating an adorable critter. You create—or modify—a Tiny CR 0 creature. This creature serves as a familiar as per the *find familiar* spell, but doesn't disappear when reduced to zero hit points, and simply becomes unconscious. It can't fully die unless destroyed. If it starts its turn unconscious, it regains its full hit points and regains consciousness. It can do this a number of times equal to your Intelligence modifier.

You can resuscitate it (or rebuild it, as necessary) at the end of a short or long rest should anything untoward happen to it without expending a spell slot or material component. Its creature type is construct.

Better Eyes *(You can select this upgrade multiple times.)*

Your eyes did not see everything you wanted them to, so you replace them with eyes that do. You gain a benefit to your vision, selecting one of following enhancements:

- Blindsight (10 feet)
- Darkvision (60 feet),
- The ability to see clearly twice as far as your natural vision range.
- Proficiency in the Perception skill.

If you select this upgrade again, you must select a different benefit.

Brimstone Bladder

Why should dragons have all the fun? You can now exhale fire. As an action, or as an attack as part of the Attack action, you can exhale a gout of flames in a 30-foot line or 15-foot cone. Creatures in the area must make a Dexterity saving throw against your spell save DC, or take 3d6 fire damage. You can expend a spell slot to empower this fire breath, dealing a number of additional d6 equal to the level of the spell slot spent.

Once you use the option, you can't use it again until you finish a short or long rest. The damage increases by 1d6 at 5th level (4d6) and again at 11th level (5d6), and 17th level (6d6).

Dissection

If you are holding a melee finesse weapon you have proficiency with, as an action you can make an Intelligence (Medicine) check against a creature within reach with a DC equal to its armor class. If you succeed on the check, you can deal damage to that creature equal to your weapon's damage dice plus your Intelligence modifier. On a roll of 20, treat the damage dice as you would on a critical hit.

If you could normally make more than one weapon attack as part of the Attack action, you can deal a number of additional dice equal to the number of attacks you could normally make as part of an Attack action when taking this action (for example, if you have the Extra Attack feature and take this action with a dagger, you would deal 2d4 + your Intelligence modifier damage).

> **EXPERTISE TO HIT**
> Dissection can generate very high hit chance due to its nature, but deals less damage than attacking twice with Extra Attack would (as it only adds your modifier once), making it a trade off.

Crushing Grip

You don't let things go once you have them in your grip. Creatures that are grappled or restrained by you have disadvantage on attempts to escape the condition.

Additionally, you can choose to apply damage equal to your Strength modifier to any creature that starts its turn grappled or restrained by you.

Death Flail *(Prerequisite: Perfection of Technique)*

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

Additionally, instead of attacking a target with it normally, as an action, you can spin the weapon wildly in giant deadly sweeps. Up to four creatures within 10 feet must make a Dexterity saving throw against a DC of 8 + your Strength modifier + your proficiency bonus. On failure they take damage equal to your weapon's damage dice + your Strength modifier of your weapon's damage type.

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

Extra Eyes

Why only see one direction? You add extra eyes. You gain proficiency in the Perception skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it. In addition, you have advantage on Wisdom (Perception) checks that rely on sight.

Flaying Hook

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

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

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

Fleshcrafted Enhancement *(Prerequisite: Applicable Fleshcrafted Mutation)*

You use your knowledge of inhuman anatomy and the twisted powers you gain from it to formulate an unnatural enhancement of your Fleshcrafted Mutation, granting it an additional power. The table below shows which enhancements can be applied to which mutations.

Each enhancement has an empowered effect. An empowered effect automatically occurs when you roll a 20 to hit with your mutation on an attack with the enhancement, or once per turn on your turn, you can manually activate the empowered condition by expending a spell slot of 1st level or higher.

Enhancement	Qualified Mutations	Effect	Empowered Effect
Vampiric	Extra Fangs	Once per turn, on your turn, when dealing damage with your Extra Fangs, you can drain the life from your victim adding 1d4 necrotic damage. If the target is a living creature over CR 1/4, you regain hit points equal to the necrotic damage dealt.	You add your Constitution modifier to the hit points regained.
Infernal	Extra Fangs, Extra Claws	Once per turn, on your turn, when dealing damage with your Fangs or Claws you can ignite your claws with infernal flames, the attack deals an extra 1d6 fire damage.	You deal an extra 1d6 fire damage.
Venomous	Extra Fangs, Extra Claws	Once per turn, on your turn, when you hit a creature with your natural weapon you can inject venom, dealing an extra 1d8 poison damage.	The target must make a Constitution saving throw against your spell save DC or become poisoned for 1 minute. They can repeat their saving throw at the end of each of their turns.
Razor	Extra Fangs, Extra Claws	The damage die of your natural weapon becomes one step higher (for example, Extra Fangs go from 1d10 to 1d12).	You can maximize one die of your choice after rolling damage for this mutation.
Relentless	Extra Arm, Extra Tentacle	You gain an additional reaction you can only use to make an opportunity attack with that Fleshcrafted Mutation.	You can make an additional single attack with your Fleshcrafted addition. This attack only deals the weapon damage of the attack, and doesn't add your modifier to the damage dealt.

Fleshcrafted Mutation *(You can select this upgrade multiple times.)*

You enhance your body by crafting or mutating a new part through grotesque experimentation. Select one of the following mutations:

Mutation	Description
Extra Arm	You get an extra arm on your body. This arm is capable of doing things an arm can do, like holding and hitting things.
Extra Claws	You gain a natural weapon that deals 1d8 slashing damage, and counts as a light finesse weapon. You have proficiency with this weapon, and are considered to be holding this weapon in one hand for the purposes of attacking.
Extra Fangs	Your mouth becomes a natural weapon that deals 1d10 piercing damage. You have proficiency with this weapon.
Extra Tentacle	You gain a tentacle appendage which is a natural weapon that deals 1d6 bludgeoning damage with the reach property. You have proficiency with this weapon. Using this tentacle, you can make a Strength (Athletics) check or object interaction with a reach of 10 feet.

Field Surgery

Some say that not all medical problems require surgery. Not you. As an action, you can repair a body to its natural limits far more quickly than its natural healing. You can repair a willing creature within 5 feet of you, allowing them to expend hit dice up to half your Inventor level (rounded up). Each Hit Die spent is rolled as normal, but you can add the higher value of their Constitution modifier or your Intelligence modifier.

Fix Flesh

Your expertise in the working of flesh makes you an artisan of fixing broken creatures. When you cast *cure wounds* you restore an additional amount of health equal to your Intelligence modifier.

Forbidden Knowledge

You delve into the arcane mechanics of how bodies work. Otherwise known as necromancy. You learn additional spells as shown on the table below:

Inventor Level	Spells Learned
3rd	*inflict wounds*
5th	*blindness/deafness, gentle repose*
9th	*invest life^K, vampiric touch*
13th	*blight*

You can cast *inflict wounds* without expending a spell slot, after which you must finish a long rest before you can cast it without expending a spell slot again. Starting at 5th level, you can choose to cast *blindness/deafness* without expending a spell slot instead.

Horrifying Abomination *(Prerequisite: At least 3 upgrades modifying your body)*

The perfect form you have crafted intimidates inferior beings. You gain proficiency in the Intimidation skill, and if you are already proficient in it, you can add twice your proficiency bonus.

Massive Mutation

You develop a method to suddenly mutate. As a bonus action, you can become a Large-sized creature. Creatures of your choice within 30 feet of you that witness this must make a Wisdom Save against your spell save DC or become frightened of you until the end of their turn.

While you are large, you deal 1d4 additional damage with your natural weapons and weapons sized for Medium creatures, and you have advantage on contested Strength (Athletics) checks against Large or smaller creatures. You can revert to normal size as a bonus action.

You can spend a number of rounds equal to your Constitution modifier + your Intelligence modifier as a Large creature before you must revert and can not become Large again until you finish a short or long rest. After a short or long rest, you regain all rounds of duration you can remain as a large creature.

Mutating Mastery

After so many little adjustments, you find that your form is quite flexible to your needs. You gain the ability to cast *alter self* without expending a spell slot. Once cast in this way, you can't cast it again with this upgrade until you finish a short or long rest.

Secondary Life Organs

Realizing the fragility of mortal life, you modify yourself with additional necessary functions. You no longer take extra damage from critical hits.

Additionally, when you make a death saving throw, you can replace the results of that roll with a 20. Once you do this, you can't do this again until you finish a long rest.

Spiked Chain (*Prerequisite: Flaying Hook*)

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

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

Subdermal Plating

Exoskeletons are bulky, and endoskeletons just don't offer enough protection, so you compromise. You gain natural armor granting you a base AC of 17 (your Dexterity modifier doesn't affect this number). This increases to 18 when you reach 5th level. If you are using a shield, you can apply the shield's bonus as normal.

> **Scales & Shells**
>
> Like with many upgrades, what this upgrade really represents is a base AC of 17. Anything else can, within reason and with consultation of your GM, be adjusted. This upgrade could be "Heavy Scales" or "Shell", or any other version of natural armor that could plausible provide heavy armor.

Toxicity

Copying certain frog species, you make your blood poisonous. Once per turn, when a creature deals piercing or slashing damage to you while within 5 feet of you, they take poison damage equal to your Constitution modifier. If damage is from a biting attack, they take twice as much damage.

You may also opt to make yourself take on a different skin hue, to let creatures know they shouldn't eat you.

Unnatural Health

You're a shining beacon of vitality. You gain an additional 1 maximum hit point for each level of Inventor you have.

Additionally, when you roll a 1 or 2 on a Hit Die for recovering health, you can reroll the die and must use the new roll, even if it is a 1 or a 2.

5th-Level Upgrades

Corrosive Critter?! (*Prerequisite: 5th level, Perfection of Creation*)

Your adorable critter's natural weapon deals an extra 1d6 acid damage on hit.

Life Merchant

You can share your considerable vitality with other creatures. You are a generous person, after all. You learn the spell *invest life^K*, and you can cast *invest life^K* without expending a spell slot. Once you cast in this way, you can't cast it again with this upgrade until you finish a short or long rest.

Pressure Points (*Prerequisite: Perfection of Mind*)

Your extensive knowledge of anatomy allows you to target critical spots. When you deal damage to a target with a melee weapon, as a bonus action you can force them to roll a Constitution saving throw against your spell save DC.

If they fail, they suffer the effects of the *slow* spell until the end of your next turn. If you hit them again while they are under the effect of this feature, they become restrained until the end of your next turn. If the creature is already restrained they become stunned until the end of your next turn. If they are already stunned they become paralyzed until the end of your next turn.

If the target becomes paralyzed from these attacks or passes a Constitution saving throw against it, they become immune to this ability for 24 hours.

Reflexive Twitch (*Prerequisite: Extra Arm*)

When you take damage from a target within 5 feet of you, you can use your reaction to reflexively attack them with your Extra Arm. This attack doesn't add your Strength or Dexterity modifier to damage dealt, unless that modifier is negative.

Safe Revival Technique (*Prerequisite: Field Surgery*)

You can cast *revivify* without expending a spell slot or material component. For some reason the target gains a level of exhaustion, and is frightened of you for one minute upon reviving.

9th-Level Upgrades

Devouring Maw

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

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

Attacks with this maw are made with advantage against targets it is grappling, but it can't be used to attack other creatures while grappling a creature.

If you have the Fleshcrafted Enhancement upgrade, you can apply a benefit from it to this Maw. This can be a different selection than the one applied to your Fleshcrafted Mutation.

Extreme Mutation (*Prerequisite: Mutation Mastery*)

You can push your mutation to the limits and well beyond using a touch of magic. You learn the spell *polymorph*, but unless you know this spell from another source, you can only target yourself. Additionally, you can cast this spell without expending a spell slot, but once you do so, you can't do so again until you finish a long rest.

Life Void (*Prerequisite: Life Merchant*)

You hunger for missing vitality. After casting *invest life^K*, the first time you damage a living creature within the next minute, you deal an extra 3d8 necrotic damage, and regain hit points equal to the necrotic damage dealt.

Massive Hulk *(Prerequisite: Massive Mutation)*

You no longer have a limit to how long you can stay in your larger form.

11TH-LEVEL UPGRADES

...Adorable Critter? *(Prerequisite: 11th level, Perfection of Creation)*

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

Dark Miracle

When you use an action that restores hit points to another creature, you can expend up to 4d4 of your own hit points to increase the amount of health restored by that much. Creatures that receive this strange surge of vitality have advantage on their next attack or saving throw.

Unrelenting Predator *(Prerequisite: Fleshcrafted Enhancement)*

Your Fleshcrafted Enhancement's Empowered effect no longer requires a spell slot, though it can still only be done once per turn.

Vivisection *(Prerequisite: Perfection of Mind)*

When dissecting a creature using an Intelligence (Medicine) check granted by Perfection of Mind, if the creature's remaining hit points are lower than the result of your Intelligence (Medicine) check, you can choose to vivisect the creature, killing it instantly instead of dealing damage.

If you kill a creature in this manner, you have advantage on a Medicine check to harvest organs, ingredients, or other items from it.

Wings Seem Useful

You decide that wings seem useful, and install a pair on your back. You can shape them like any naturally functional wings, such as a bird, bat, or insect. These grant you a flying speed equal to your walking speed, so long as you are not wearing heavy armor.

15TH-LEVEL UPGRADES

Adaptive Response

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

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

Best Eyes *(Prerequisite: Better Eyes)*

Despite your high quality eyes, you've noticed some things still see better than you, so you take their eyes and use those instead. You gain truesight of 30 feet in addition to your normal vision.

Flesh Shaper

You gain the ability to cast *clone* without expending a spell slot. You still require material components. Once you cast this spell, you can't cast it again until you finish a long rest.

Uncanny Strength *(Prerequisite: Strength 18 or higher; you can take this upgrade twice.)*

You don't see what the big deal is with two handed weapons. After some small improvements to one of your arms and grip, you can hold a two handed weapon in one-hand in the upgraded hand.

> **RULES TIP: TWO-WEAPON FIGHTING**
> Note that this does not grant them the light property, so two-weapon fighting will not inherently work with them (unless you have an appropriate feat).

Undying Fortitude

When you drop to 0 hit points, rather than falling unconscious, you make a Constitution saving throw with a DC equal to the amount of damage over your current hit points taken. On a success, you drop to 1 hit point instead, and you remain conscious.

Cursesmith

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

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

Cursesmith's Proficiency

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

Additionally, you have advantage on any check to determine the nature of a curse.

Forbidden Artifact

At 1st level, you set yourself apart from other Inventors by seizing power that others dare not wield. You partake in a dark ritual investing enormous power and a part of your soul into a weapon. The weapon becomes permanently bound to you. You have proficiency with the weapon. If the weapon is lost or destroyed, you can reform it by drawing on its connection to your soul. This is a special ritual that takes 1 day, and summons the weapon to you if it was lost, or recreates it if it was destroyed.

When you perform the rite, select two of the following upgrades: Empowered Artifact, Abhorrent Life, Grasping Form, Twisting Reach, Necrotic Wounding, or Eldritch Eruption. You can select additional properties as Upgrades, but your Forbidden Artifact can have a maximum number of these Upgrades equal to your proficiency bonus (meaning the first time you can select an additional property is 5th level).

Abhorrent Life

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

Eldritch Eruption

You can release magical blasts of power from the weapon that deal damage equal to the weapon's damage dice. Select from cold, fire, lightning or necrotic for its damage type when you select this upgrade. In place of making an attack with this weapon, you can release this energy as a ranged spell attack. The ranged spell attack has a range of 60 feet. You can apply your Intelligence modifier to damage done with this attack.

Empowered Artifact

The weapon hums with great power. When you roll damage with an attack made with the weapon, you can reroll one of the weapon's damage dice.

When attacking objects or structures, you can instead maximize its damage dice.

Grasping Form

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

Necrotic Rot

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

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

Twisting Reach

If your Forbidden Artifact is a melee weapon stretches and flexes unnaturally in seeking its targets. Its range increases by 5 feet.

SOUL INVESTITURE

Due to your unique bond to your Forbidden Artifact, as a bonus action you can feed part of your soul into the weapon to empower it, weakening you and empowering it. While weakened in this way, you are under the effect of the *bane* spell. While empowered, the weapon deals an extra 1d6 necrotic damage on hit.

You can make a DC 10 Charisma saving throw as an action to reclaim the invested soul, ending the investiture on success. If you finish a long rest while your soul is invested into the weapon, the number of Hit Dice you regain is halved.

> ### DRAWBACKS OF INVESTITURE
> Soul Investiture is usually not a good idea, and forms only part of the power budget of the weapon. When interacting with various upgrades it can be quite powerful, but it is a risky and high-cost option.

CURSED PATH

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

CURSE BEARER

Your soul can carry great burdens. When you are under the effect of *bane*, you can choose to ignore the effect for a roll. Once you choose to ignore the effect, you can't do so again until the start of your next turn.

Additionally, when you suffer the effect of any curse from one of the upgrades granted by this class, you can suppress the effect, ignoring its negative consequences. You can do this a number of times equal to your proficiency bonus, regaining all uses on a long rest. If the curse is an ongoing effect, it is suppressed until the start of your next turn.

> ### OTHER CURSES
> At your GM's discretion, you may be able to use this feature to shrug off the effects of other lesser curses.

When you select this path, you learn the following spells at the following levels. These spells do not count against your spells known, and are Inventor spells for you.

Inventor Level	Spell
3rd	*protection from evil and good*
5th	*warding bond*
9th	*protection from energy*
13th	*death ward*
17th	*dispel evil and good*

CURSE BRINGER

You can force your soul's burdens onto others. When you make an attack roll while under the effect of *bane*, if you hit the creature after rolling a 3 or 4 on the d4 from *bane*, the target suffers the effect of *bane* until the end of your next turn. This effect is extended to the end of your subsequent next turn if you hit them your Forbidden Artifact again while they are afflicted (regardless of the roll of the *bane* die)

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

When you select this path, you learn the following spells at the following levels. These spells do not count against your spells known, and are Inventor spells for you.

Inventor Level	Spell
3rd	*bane*
5th	*disorient*[K]
9th	*bestow curse*
13th	*phantasmal killer*
17th	*killing curse*[K]

CURSE EATER

You consume your Forbidden Artifact, destroying it and afflicting yourself with a terrible curse. You gain a melee natural weapon as the manifestation of this cursed power. On hit, this weapon deals 1d8 damage of your choice of bludgeoning, piercing, or slashing damage (selected when you gain this feature), and 1d4 necrotic damage. All effects that apply to a Forbidden Artifact apply to this natural weapon. You can apply Soul Investiture to this natural weapon.

Additionally, you can absorb any item you create with this specialization, innately gaining its effect and curse. At the start of your turn while you are not incapacitated you gain temporary hit points equal to 1 + the number of cursed items you have consumed with this ability. If you are under the effect of *bane*, this becomes 1d4 + the number of cursed items you have consumed with this ability.

Additionally, when you gain temporary hit points from this feature, you can instead regain hit points equal to the temporary hit points you would have gained. You can regain hit points this way a number of times equal to your proficiency bonus, regaining all uses on a long rest.

When you select this path, you learn the following spells at the following levels. These spells do not count against your spells known, and are Inventor spells for you.

> ### UNNATURAL NATURAL WEAPONS
> The form of your natural weapon is largely whatever you want it to be. Slashing razor claws, chomping vampiric fangs, flailing tendrils, protruding spikes, integrated weapons, or anything you can imagine. Simply select the most appropriate damage type and pick a thematic element that suits your character.

Inventor Level	Spell
3rd	*inflict wounds*
5th	*darkness*
9th	*mutate*[K]
13th	*ichorous blood*[K]
17th	*devouring darkness*[K]

DAMNED AFFINITY

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

Extra Attack

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

Unlimited Power

Starting at 14th level, when you use Soul Investiture, you can double the amount of bonus damage gained, but take 1 necrotic damage for each turn it has been active at the end of each of your turns while it is active. This damage bypasses immunity and can't be resisted in any way.

Unrestricted Upgrades

Abhorrent Split *(Prerequisite: Forbidden Artifact with damage die of d8 or higher)*

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

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

It can attack other creatures even while grappling or restraining a creature with the Grasping Form artifact property, but loses one damage die (starting with its smallest) for each creature it is grappling or restraining.

Blood Rites

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

To cast these spells as rituals, you require fresh blood; this can be provided by a creature that has been slain in the last hour, or by a creature (including yourself) providing it at a cost of 1d4 slashing damage (This damage can't be reduced or prevented).

Cursing Rod

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

Dark Magic

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

Spell Level	Spell Learned
1st	*crippling agony*[K]
2nd	*blindness/deafness*
3rd	*rain of spiders*[K]
4th	*blight*
5th	*contagion*

You can cast *crippling agony*[K] without expending a spell slot, after which you must finish a long rest before you can cast it without expending a spell slot again. Starting at 5th level, you can choose to cast *blindness/deafness* without expending a spell slot instead.

Form of the Fiend

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

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

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

Spell Slot Level	Fiend Options
1st	Imp
2nd	CR 2 Devil*
3rd	Bearded Devil
4th	CR 4 Devil*
5th	Barbed Devil or CR 5 Devil*

> * Consult with your GM for an appropriate devil that exists in your setting for these levels.

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

You forge a helmet, making yourself invulnerable… almost. As a reaction to taking bludgeoning, piercing, or slashing damage, you can become immune to bludgeoning, piercing and slashing damage (Including the triggering damage) until the start of your turn. Once you use this upgrade, you can't use it again until you finish a short or long rest.

Curse: Whenever this helm prevents damage, you take necrotic damage equal to half the damage you would have taken. This damage can't be reduced or prevented in any way.

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

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

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

Helm of Omniscience *(You can only wear 1 Helm at a time.)*
Attunement, Cursed.

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

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

Ring of Dark Investment

You create a ring that can store a fragment of corrupted power. As an action, you can infuse an Inventor spell you know (including spells gained from upgrades) with a casting time of 1 action into the ring. You cast the spell as normal (expending the spell slot if it is 1st level or higher) but the spell doesn't take effect, and is stored in the ring for later use. When you take the Attack action while a spell is stored in your ring, you may replace one attack with the stored spell. You may also release the stored spell directly, casting it at its normal casting time. A stored spell fades if you remove the ring, or if it is unused at the end of a long rest.

Curse: When you store a spell in your ring, your current and maximum hit points are reduced by 1 + the level of the spell (1 for a cantrip).

Ring of Gilded Lies
Attunement, Cursed

You create a ring that magically enhances your social abilities—some of them. When you make a Charisma (Deception or Performance) check, you gain the effects of the *guidance* spell for the roll.

Curse: When you make a Charisma (Persuasion) check, roll a d4 and subtract it from the result.

Shadowed Shades

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

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

Vampiric Infusion

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

Whispers of the Night

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

You can amplify these whispers to cast *terrifying visions*[K] without expending a spell slot. Once you do so, you can't do so again until you finish a short or long rest.

5TH-LEVEL UPGRADES

Eldritch Magic *(Prerequisite: Artifact with the Eldritch Eruption upgrade)*

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

Ghostgrasp Gloves *(You can only wear 1 set of Gauntlets at a time.)*
Cursed, Attunement

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

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

Mantle of the Beast
Attunement, Cursed

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

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

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

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

While wearing these gauntlets, you can cast the *grip of the dead*^{K} spell.

Curse: The death grip of these gloves make it difficult to let go of things. You have disadvantage on attacks made by throwing weapons or with weapons with the ammunition property. Additionally, you have disadvantage on any ability check to throw an item.

Soul Ring

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

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

Vicious Effigy

You learn the *cruel puppetry*^{K} spell and can cast it once without expending a spell slot. Once you use this upgrade, you can't do so again until you finish a long rest.

9th-Level Upgrades

Amulet of Exiling

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

Aspect of the Damned *(Prerequisite: Curse Eater, 2 upgrades consumed)*

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

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

- **Unlife:** You have found yourself in an odd half-living state. You gain resistance to necrotic damage, and you no longer need to consume food.

Ring of Nightmares
Attunement, Cursed

You forge a ring of, well, pure evil. It can bring horrifying nightmares to life in a way that you don't quite understand, but is very effective. When you invoke a nightmare, you can cast *blindness/deafness*, *rain of spiders*^{K}, *phantasmal killer*, or *black tentacles* without expending a spell slot. Once you use the ring to invoke a nightmare, you can't use it until you finish a long rest.

Curse: You can't choose the nightmare invoked. When you invoke a nightmare, roll 1d4 and consult the following table:

d4	Spell Cast
1	*blindness/deafness*
2	*rain of spiders*^{K}
3	*phantasmal killer*
4	*black tentacles*

Shadow Vessel

You create a container filled with an inky shadow. You can open the container to cast *summon horror*^{K} without expending a spell slot. You can expend a spell slot of a higher level to cast the spell at the level of the expended spell slot plus one level. Once you use this Upgrade, you can't use it again until you finish a long rest.

Spell-Eating Ring

You make a magical item that consumes magic around you. You can activate the item, casting *counterspell* or *dispel magic* against a target within 15 feet of you. When you cancel a spell in this way, you can consume the spell to recover 1d4 hit points per level of the spell.

Alternatively, if the spell would have had a non-Instantaneous duration and would have affected a creature, you can transfer one spell to yourself. A spell stolen in this way doesn't require concentration to maintain, but lasts only a number of turns equal to your Intelligence modifier or the spell's duration, whichever is shorter.

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

11th-Level Upgrades

Blood Cloak *(You can only wear 1 cloak at a time.)*
Attunement, Cursed

You forge a blood-red cloak that drinks blood to empower you. Unfortunately, mostly your blood. When you take damage from slashing or piercing damage while below half of your maximum hit points, you gain temporary hit points equal to half the damage taken (after taking the damage). If you hit a creature while you have temporary hit points, you can expend them, adding them to your damage roll.

Curse: If you are healed while you have temporary hit points, the temporary points are lost and the healing is reduced by the amount of temporary hit points lost (to a minimum 1)

Consuming Power

Attunement, Cursed

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

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

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

Curse: At the end of each turn your strength is increased by weapon, you take necrotic damage equal to 1 + the amount of additional maximum Strength you have gained. This damage can't be resisted.

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

Attunement, Cursed

You craft a cloak that chips away at your bonds to the material world around you. At the start of your turn while wearing the cloak, you can choose to slip those bonds entirely, stepping into the ethereal plane. Moving through creatures doesn't impose a movement penalty, and you can move through objects up to 5 feet thick as difficult terrain. If you end your turn in another creature or object's space, you are moved to the nearest available space, taking 1d10 force damage per five feet moved.

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

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

Weapon Apotheosis

When you activate Soul Investiture, your weapon deals an extra 1d6 necrotic damage.

15TH-LEVEL UPGRADE

Curse Numbness *(Prerequisite: Curse Bearer)*

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

Exude Darkness

You allow the power of your artifact to leak out. Whenever you cast a spell of 1st level or higher, you become heavily obscured by dark shadowy flames for a number of rounds equal to the level of the spell (for example, a 1st-level spell the flames shroud you until the start of your next turn). While you are shrouded in these flames, any creature within 5 feet of you that hits you with an attack takes 2d8 necrotic damage.

Pandemic of Despair *(Prerequisite: Curse Bringer)*

If a target becomes affected by *bane* (either the spell or the effect from Curse Bringer) you can force a creature within 5 feet of it to make a Charisma saving throw against the same effect, repeating indefinitely as long as you are affecting any creature (besides yourself) with bane. If a target fails their save, they become affected by the same effect as the initial target.

True Artifact

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

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

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

Undying Creature *(Prerequisite: Curse Eater)*

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

Runesmith

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

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

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

Runesmith Proficiency

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

Runic Marks

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

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

If a rune is marked on a creature, select either the weapon effect (affecting its natural weapons or unarmed strikes) or armor effect (affecting its natural armor).

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

Runic Effects

Each rune grants a passive ability based on what it is marked on that enhances the ability of what it is marked on, and has an active ability that can be activated by you as an action or in place of an attack as part of the Attack action while it is marked. A rune can only be activated in this way once per turn.

Rune of Power

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

Target	Effect
Weapon	The base damage of the weapon becomes 1d6 (if it was lower), and the weapon adds +1 to damage rolls.
Armor	The base AC of the armor becomes 12 (if it was lower), and the armor's AC bonus is increased by +1.
Active (Empower)	The next attack of the affected creature before the start of your next turn deals an extra 1d8 + your Intelligence modifier force damage.

Rune of Fire

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

Target	Effect
Weapon	The first time the weapon deals damage on a turn, it deals an extra 1d4 fire damage.
Armor	When the affected creature is hit by a melee weapon attack, they can use their reaction to deal 1d4 fire damage to the attacker.
Active (Explode)	Creatures within a 5-foot radius of the affected creature must pass a Dexterity saving throw, or take 1d8 fire damage.

Rune of Lightning

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

Target	Effect
Weapon	The first time the weapon deals damage on a turn, it deals an extra 1d4 lightning damage.

Target	Effect
Armor	The affected creature's speed increases by 5 feet.
Active: (Hasten)	During the affected creature's turn, it gains an additional action that can be used to attack (one weapon attack with a light weapon or unarmed strike only), Dash, Disengage, Hide, or Use an Object. The creature can't gain multiple actions from this. Actions not used by the end of the creature's turn are lost.

RUNE OF WARDING

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

Target	Effect
Weapon	If the affected creature deals damage with this weapon on their turn, they gain 1d4 temporary hit points.
Armor	Damage taken by the affected creature is reduced by 1.
Active (Protect)	The next time the affected creature takes damage before the start of your next turn, the damage is reduced by 1d4 + your Intelligence modifier.

RUNIC FLARE

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

RUNIC PATH

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

RUNIC KNIGHT

You have proficiency with weapons or armor that are marked with your runes. Your speed is not reduced by wearing heavy armor, as long as that heavy armor bears one or more of your runes.

RUNIC MYSTIC

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

RUNIC SAGE

You gain the ability to invoke spells with the magical power of the runes. You can use the runes you've marked to channel magic. You gain the following spells based on which runes you currently have marked.

Rune	Cantrip	Spell
Rune of Fire	*burn*^{K}	*burning hands*
Rune of Lightning	*shocking grasp*	*lightning tendril*^{K}
Rune of Power	*light*	*magic missile*
Rune of Warding	*N/A*	*freezing shell*^{K}
Rune of Gravity	*N/A*	*fall*^{K}
Rune of Blood	*N/A*	*cure wounds*

EXTRA ATTACK

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

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

TWIN FLARES

Starting at 14th level, once per turn, when you use the active property of a rune or glyph, you can cause the active effect of any two runes or glyphs

RUNESMITH UPGRADES

UNRESTRICTED UPGRADES

Animate Inscription

You mark a special rune on yourself or an item in your possession to represent a familiar. You can spend a Hit Die to give it life and cast *find familiar* using this rune. When you cast *find familiar* in this way it doesn't require a spell slot or require material components, and the casting time is one action.

Arcane Glyph

You learn how to translate a spell you know with a range of self into a glyph that can be marked on a creature or piece of armor. As a special 1 minute ritual, you can cast a spell you know with a casting time of 1 action, casting the spell as normal. The spell doesn't take immediate effect, but instead becomes imbued as a special glyph on a creature or armor you are touching. This glyph has no passive effect, but when activated with an action, it casts the stored spell as if the creature the glyph was marked on cast the spell.

Alternatively, the creature marked with this glyph or wearing armor marked with this glyph that is aware of its presence can use this glyph to cast the spell marked within as if they cast the spell stored using a magical item. The casting uses your spellcasting ability, spell attack, and spell save DC.

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

Channel Magic

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

Additionally, you can cast any spell the rune grants, the creature marked by the rune is the point of origin of the spell

> **EXAMPLE: RUNIC LIGHTNING BOLTS**
> This would mean that when you cast *lightning bolt* from Greater Rune Magic, you could cast that *lightning bolt* either from your current position, or from the Rogue's position, giving you great flexibility.

Glyph Magic

You gain the ability to cast glyphs. You learn the following spells at the following levels. These spells are Inventor spells for you, but do not count against your spells known.

Type	Effect	Level Requirement
Absorption	You learn the *glyph of absorption* spell.	—
Fire	You learn the *glyph of fire* spell.	—
Frost	You learn the *glyph of frost* spell.	—
Translocation	You learn the *glyph of translocation* spell.	5
Nullification	You learn the *glyph of nullification* spell.	9
Gravity	You learn the *glyph of gravity* spell.	13

Mark of Messaging

You can place a special runic mark on a creature or item. This mark lasts until you mark it again or take a long rest. Subsequently you can cast the *message* spell targeting the marked creature, or a creature carrying the marked item, regardless of distance between you and the target.

Mark of Shielding

As an action, you can place a special mark on a creature or armor. This mark lasts until you mark it again or take a long rest. While the mark is on that creature, you can cast the *shield* spell, affecting the creature marked, if the affected creature is hit by an attack.

Rune of Blood

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

Target	Effect
Weapon	Each time the weapon deals damage to a creature, it stores one charge, up to a maximum number of charges equal to your Intelligence modifier.
Armor	If the affected creature is hit by a critical hit or reduced to zero hit points, the rune stores one charge, up to a maximum number of charges equal to your Intelligence modifier.
Active (Revitalize)	The affected creature can immediately expend 1 Hit Die, rolling it and regaining hit points as normal. All charges of the rune are consumed, restoring an extra 1d4 per charge consumed.

Rune of Gravity

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

Target	Effect
Weapon	Marking this rune on a weapon adds or removes the heavy property. If you remove the heavy property from a melee weapon with this rune, you can also remove the two-handed property.
Armor	Any time the affected creature would be moved against their will, they can use their reaction to stay where they are, as long as the movement is not falling.
Active (Pull)	All creatures within 20 feet of the affected creature are dragged 5 feet toward the affected creature.

Rune of Returning

A weapon you mark with this rune is under the effect of *returning weapon*^{K} spell. This rune doesn't count against the runes you can mark, though you can only have it marked on one weapon at a time.

Surging Flare

Whenever you activate a rune's active effect, the next attack roll you make before the end of your turn gains advantage.

5th-Level Upgrades

Duplicate Rune

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

Gravity Brand (Prerequisite: Rune of Gravity)

When you hit a creature with a weapon marked with a Rune of Gravity, until the start of your next turn, any movement they make moving away from you costs an additional foot of movement.

Mark of Size

As an action, you can place a special runic mark on a creature or armor. This mark lasts until you mark it again or take a long rest. While the rune is on that creature, you can cast *enlarge/reduce* targeting that creature as a bonus action. You can cast it this way without expending a spell slot once, after which you can't cast that spell in this way again until you finish a short or long rest. You can cast it again using spell slots.

Mystic Flare (Prerequisite: Runic Mystic)

The first time you use a Runic Flare on your turn, it doesn't require a bonus action.

Paired Effects

You can mark two runes on a single item.

Runic Aegis (Prerequisite: Runic Knight)

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

Rune Magic *(Prerequisite: Runic Sage)*
You gain access to more powerful magic through your runes.

Rune	Spells
Rune of Fire	*scorching ray*
Rune of Lightning	*lightning charged*[K]
Rune of Power	*star dust*[K]
Rune of Warding	*warding bond*
Rune of Gravity	*fling*[K]
Rune of Blood	*hold person*

You can cast one spell granted by this feature without expending a spell slot. Once you cast a spell in that way, you can't do so again until you finish a long rest (you can still cast them normally by expending spell slots).

Thunder Mine
You learn the *thunderburst mine*[K] spell and can cast it without expending a spell slot. Once you cast it in this way, you can't cast it this way again until you finish a short or long rest.

9TH-LEVEL UPGRADES

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

Fire Mine
You learn the *fireburst mine*[K] spell and can cast it without expending a spell slot. Once you cast it this way, you can't cast it this way again until you finish a short or long rest.

Greater Rune Magic *(Prerequisite: Runic Sage)*
The power you can access through runes grows more advanced.

Rune	Spells
Rune of Fire	*fireball*
Rune of Lightning	*lighting bolt*
Rune of Power	*aether lance*[K]
Rune of Warding	*protection from energy*
Rune of Gravity	*crushing singularity*[K]
Rune of Blood	*invest life*[K]

You can cast one spell granted by this feature without expending a spell slot. Once you cast a spell in that way, you cannot do so again until you complete a long rest (you can still cast them normally by expending spell slots).

Mark of Proficiency
You can place a special runic mark on a weapon, armor, shield, or tool. Any creature that is holding or wearing that item gains proficiency with it. This mark lasts until you mark it again or take a long rest.

Painted Bulwark
You gain two additional maximum hit points for each rune marked on you or your gear.

11TH-LEVEL UPGRADE

Linguistic Structure *(Prerequisite: Paired Effects)*
You can mark up to three runes on a single item.

Mark of the Hidden
You can mark a special runic mark on a creature or item. This mark lasts until you mark it again or take a long rest. As an action, you can cause the effect of the *invisibility*, *arcanist's magic aura*[SRD], or *nondetection* spells on the marked creature or a creature carrying the marked item This doesn't require concentration, but otherwise has the normal limitations of the spell. You can have one of these effects active on the target at a time, and the effect ends if the target is no longer marked by the rune or carrying the item marked with the rune.

Perfected Form
You master the language of runes allowing you to get more from less. The number of runes you can mark at the same time increases by one.

Primal Emphasis
The damage die size of runes that deal cold, fire, or lightning damage increases by one step (for example from a d4 to a d6). This applies to both their passive and active effect.

Runic Formation
As a reaction to a creature within 120 feet of you that is marked by one of your runes taking damage, you can expend a 2nd level or higher spell slot to transfer that damage to another willing creature marked by your one of your runes within 120 feet.

15TH-LEVEL UPGRADES

Glyph of Force
You learn the spell *wall of force*. It is an Inventor spell for you and doesn't count against your spells known.

Mark of Stone
As an action, you can place a special runic mark on a creature or armor. This mark lasts until you mark it again or take a long rest. While the rune is on that creature, you can cast *stoneskin* targeting that creature as a bonus action without requiring any material components.
You can cast it this way without expending a slot once, after which you can't cast it without a spell slot again until you finish a short or long rest.

Reckless Flare
As an action, you flare all of your marked runes and glyphs of your choice, causing their active effects to take place. Once you use this ability, you can't use the active effect of a rune flared in this way again for 1 minute.
You can't use this ability again once used until you finish a long rest.

LIST OF GLYPHS

GLYPH OF ABSORPTION
1st-level abjuration (glyph)

Casting Time: 1 bonus action
Range: 5 feet
Components: S
Duration: 1 minute

You draw an ethereal mark in the air at a point within range. Creatures within 10 feet of this glyph have resistance to all damage, but when any creature in the rune's radius takes damage, the rune takes an equal amount. The glyph has 10 hit points. If the glyph is destroyed, it fades without detonating and the spell ends.

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

You can end the spell early by deactivating it with a bonus action.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the glyph's hit points increas by 5 for each slot level above 1st.

GLYPH OF FIRE
1st-level evocation (glyph)

Casting Time: 1 bonus action
Range: 5 feet
Components: S
Duration: 1 minute

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

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

You can end the spell early by deactivating it with a bonus action.

GLYPH OF FROST
1st-level evocation (glyph)

Casting Time: 1 bonus action
Range: 5 feet
Components: S
Duration: 1 minute

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

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

You can end the spell early by deactivating it with a bonus action.

GLYPH OF GRAVITY
4th-level transmutation (glyph)

Casting Time: 1 bonus action
Range: 5 feet.
Components: S
Duration: 1 minute

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

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

You can end the spell early by deactivating it with a bonus action.

GLYPH OF NULLIFICATION
3rd-level abjuration (glyph)

Casting Time: 1 bonus action
Range: 5 feet
Components: S
Duration: 1 minute

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

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

You can end the spell early by deactivating it with a bonus action.

GLYPH OF TRANSLOCATION
2nd-level conjuration (glyph)

Casting Time: 1 bonus action
Range: 5 feet
Components: S
Duration: 1 minute

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

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

You can end the spell early by deactivating it with a bonus action.

At Higher Levels. If you expend a higher level spell slot, the number of creatures you can teleport increases by 1 for each level above 2nd, at which point the spell ends.

RELICSMITH

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

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

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

RELICSMITH'S PROFICIENCY

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

DIVINE RELIC

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

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

INGENIOUS RELIQUARY

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

MELEE WEAPON

You integrate your divine relic into a melee weapon. The weapon taps directly into the relic's power. If you use your Divine Relic to ignite it, it adds an extra 1d6 fire damage (instead of 1d4). Setting a weapon integrated with your relic ablaze can be done as part of the Attack action.

RANGED WEAPON

You integrate your divine relic into a ranged weapon, giving it an unlimited supply of sacred power to use as ammunition. It no longer consumes ammunition and instead fires radiant bolts of power, dealing radiant damage. If the weapon has the loading property, it is removed.

RELIC LANTERN

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

ORDAINED PATH

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

PATH OF JUSTICE

Select one Fighting Style from the following list.

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

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

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

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

Additionally, when you select this path, you learn the following spells at the following levels. These spells do not count against your spells known, and are Inventor spells for you.

Spells	Inventor Level
3rd	divine favor
5th	branding smite
9th	prismatic weapon^{K*}
13th	guardian of faith
17th	shockwave*

Path of Salvation

When you restore hit points or grant temporary hit points to a creature with an Inventor spell or Inventor class feature, you can add your Intelligence modifier to number of hit points.

Additionally, when you select this path, you learn the following spells at the following levels. These spells do not count against your spells known, and are Inventor spells for you.

Spells	Inventor Level
3rd	bless
5th	gentle repose
9th	beacon of hope
13th	death ward*
17th	mass cure wounds

> **Other Spells**
> The spells listed with an * represent spells are drawn from a limited list available, and might be replaced by more suitable spells at your GM's discretion.

Path of Penance

Whips gain the light property for you, and can serve as your spell casting focus.

When you hit a creature with a whip, you can cast *bane*, targeting only that creature, without an action or expending a spell slot. Once you use this ability, you can't use it again in this way until you finish a short or long rest. You can use this ability again before finishing a long rest by expending a spell slot of 1st level or higher.

Additionally, when you select this path, you learn the following spells at the following levels. These spells do not count against your spells known, and are Inventor spells for you.

Spells	Inventor Level
3rd	bane
5th	silence
9th	invest life^K
13th	banishment
17th	insect plague

Extra Attack

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

Justicar Savant

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

Relicsmith Upgrades

Unrestricted Upgrades

Burning Justice (Prerequisite: Path of Justice)
When you deal fire or radiant damage, you may gain temporary hit points equal to your proficiency bonus. When you cast a spell that deals fire or radiant damage, the amount of tem-porary hit points gained is increased by the level of the spell.

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

Additionally, when you deal fire damage, you gain temporary hit points equal to the fire damage dealt, to a maximum of your proficiency bonus. Once you gain temporary hit points this way, you can't gain them again until the start of your next turn.

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

Cleansing Fires
You engrave your arcane focus with the tenets of purging flame. You learn the following spells at the following levels. These spells are inventor spells for you, and do not count against your spells known.

Inventor Level	Spells
Cantrip	produce flame
3rd	burning hands
5th	scorching ray
9th	fireball
13th	wall of fire
17th	flame strike

You can cast *burning hands* without expending a spell slot, after which you must finish a long rest before you can cast it without expending a spell slot again. Starting at 5th level, you can choose to cast *scorching ray* without expending a spell slot instead.

Divine Light (Prerequisite: Path of Salvation)
You learn the spell *healing word*. You can cast it without

expending a spell slot once, after which it requires a spell slot as normal until you finish a long rest.

Engraved Scriptures

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

Inquisitor's Medallion

You build a specialized version of your relic that focuses your zeal for the truth. While carrying it, you can add your Intelligence modifier to Wisdom (Insight) checks, and gain the ability to cast *zone of truth*. You can use this to cast *zone of truth* without expending a spell slot. Once you cast it in this way, it requires a spell slot as normal until you finish a short or long rest.

Martyr's Light *(Prerequisite: Relic Lantern)*

When a creature in the light of your lantern takes damage, you can use your reaction to give them resistance to that damage. You take damage equal to the damage they take. This damage can't be reduced or resisted.

Radiant Bolt

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

Reach of Penance *(Prerequisite: Path of Penance)*

You can modify any whip to be longer, though only you have proficiency with these extended whips. The reach of a whip is increased by 5 feet for you.

Additionally, you can make an opportunity attack with a whip when a creature moves 5 or more feet within your reach.

Sacred Garments

You craft holy scripture that channels divine energy through an article of clothing you wear. While wearing this item, you can add your Intelligence modifier to any Wisdom or Charisma saving throw you make against a magical effect, or the ability of any undead or fiend.

Salvation's Shield *(Prerequisite: Relic Lantern)*

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

Torch of Conviction

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

5th-level Upgrades

Burning Seal *(Prerequisite: An Ingenious Reliquary that is a weapon)*

When you strike a creature with a melee weapon Divine Relic, you can leave a divine brand on them, lasting until the start of your next turn. The first time that creature attacks a target other than you, it takes 1d8 fire damage.

Divine Book

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

Duplicate Relic

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

Ordained Focus

You inscribe your arcane focus with the tenets of your path. You have advantage on Constitution saving throws to maintain concentration on spells granted by your Ordained Path.

Reflected Radiance *(Prerequisite: Relic Lantern)*

While a creature has temporary hit points gained from your Relic Lantern, whenever they are hit by a melee attack, the attacking creature takes radiant damage equal to your Intelligence modifier.

Silver Bullet

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

9th-Level Upgrades

Angelic Eyes

You forge a set of spectacles granting you vision that pierces the darkness. You can see normally in darkness, both magical and nonmagical, to a distance of 120 feet, and have advantage on ability checks to piece the illusions of fiends.

Condemnation of Fire *(Prerequisite: An Ingenious Reliquary that is a weapon)*

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

Once you invoke this ability, you can't do so again until you finish a short or long rest.

Holy Hand Grenade

You build a sacred device for dispensing justice. You can use it to cast *flame strike* without expending a spell slot. Once used, you can't use it again until you finish a long rest.

Inscribed Prayer

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

Purifier Rounds

You can make a number of pieces of ammunition equal to your Intelligence modifier imbued with special divine power. On hit, these rounds do deal an extra 1d6 radiant damage. If the creature is undead or a fiend and the damage from this round reduces its hit points to a number less than your Inventor level, it has to make a Charisma saving throw. On failure, it dies and explodes to ash.

You can replenish any spent rounds after a long rest.

Quench the Light *(Prerequisite: Relic Lantern)*

You snuff the light of your lantern, plunging the area around you into darkness. Creatures of your choice within the area that was illuminated by your lanter must make a Wisdom saving throw. On failure, they take 8d6 necrotic damage, and half as much on a success. If extinguishing your lantern would leave the creature blinded by darkness, they make the saving throw with disadvantage. Your lantern does not emit light until the start of your next turn.

Once you use this feature, you cannot do so again until you complete a long rest.

11th-level Upgrades

Boundless Radiance *(Prerequisite: Radiant Bolt)*

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

Consuming Flames

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

Divinely Inured

You gain resistance to fire and radiant damage. If you would take fire or radiant damage from a magical source that would reduce you to zero hit points, you are instead reduced to 1 hit point.

Emblem of Faith

You forge a special emblem that serves as the bane of extraplanar creatures. You can cast *dispel evil and good* once without expending a spell slot. Once you use this to cast the spell, you can't do so again until you finish a short or long rest.

Empowered Salvation *(Prerequisite: Relic Lantern)*

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

Flagellant's Brand

You carve a holy mark onto yourself. Before you make a saving throw, you can add a number of d6s up to your Constitution modifier to the roll. You take fire damage equal to twice the value rolled on the d6s. This damage bypasses resistances and immunity.

Piercing Light

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

15th-level Upgrades

Blessed Relic

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

Burning Brand *(Prerequisite: Relic Melee Weapon)*

When you hit a creature with your ignited relic melee weapon, it lights the creature on fire. At the start of each of its turns, it takes 1d6 fire damage, until someone takes an action to douse the fire.

Divine Aid*

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

> * This upgrade can be taken at 11th level with a 5th-level spell for summoning celestials, if available.

Divine Illumination *(Prerequisite: Relic Ranged Weapon)*

Once per turn on your turn, when you hit a creature with your relic ranged weapon, you can cause the next attack against the creature to have advantage.

Domain Device

With careful inscription and rituals you create a divine device that focuses the holy power of a particular domain. At the time of selecting this upgrade, select a cleric domain. This device can be used to activate that domain's Channel Divinity feature once, after which it can't be used again until you finish a long rest. Your Inventor level is your Cleric level for the purpose of calculating any bonuses to it.

Favored Relic

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

Hallowed Armor

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

Transcendent Equation

You unlock the secrets at the heart of divine magic. When you cast a spell granted by this subclass, you can leverage this knowledge to add your Wisdom modifier (minimum 1) and Charisma modifier (minimum 1) to your spell save DC or spell attack roll. Once you do this, you can't do so again until you finish a long rest.

Trifecta of Ingenuity *(Prerequisite: Duplicated Relic)*

You can create a third relic as a power source, selecting a third option from the Ingenious Reliquary feature.

INVENTOR SPELL LIST

1ST LEVEL
Alarm
Arcane Ablation^K
Arcane Weapon^K
Awaken Rope^K
Bond Item^K
Comprehend Languages
Cure Wounds
Detect Magic
Disguise Self
Expeditious Retreat
Fall^K
False Life
Feather Fall
Floating Disk
Grease
Identify
Illusory Script
Jump
Launch Object^K
Longstrider
Returning Weapon^K
Sanctuary
Seeking Projectile^K
Unburden^K
Unseen Servant

2ND LEVEL
Aid
Alter Self
Animate Object^K
Arcane Lock
Blur
Darkvision
Enhance Ability
Enlarge/Reduce
Find Traps
Heat Metal
Hold Person
Imbue Luck^K
Invisibility
Knock
Lightning Charged^K
Locate Object
Magic Weapon
Magic Mouth
Arcanist's Magic Aura
Protection from Poison
See Invisibility
Spider Climb
Thunderburst Mine^K

3RD LEVEL
Dispel Magic
Dispel Construct^K
Prismatic Weapon^K
Fireburst Mine^K
Gaseous Form
Glyph of Warding
Magic Circle
Nondetection
Protection from Energy
Sending
Water Breathing
Water Walk
Wind Wall

4TH LEVEL
Arcane Eye
Death Ward
Fabricate
Fire Shield
Freedom of Movement
Greater Invisibility
Secret Chest
Resilient Sphere
Repair^K

Stone Shape
Stoneskin
Translocating Shot^K

5TH LEVEL
Animate Objects
Creation
Hold Monster
Legend Lore
Mislead
Passwall
Telekinesis
Teleportation Circle
Vorpal Weapon^K
Wall of Stone

MULTICLASSING

Should you want to multiclass into Inventor, the prerequisites and proficiencies are listed below:

- **Prerequisite:** Intelligence 13
- **Proficiencies gained:** Arcana skill, one artisan's tool of your choice, light armor, simple weapons

For the purpose of multiclassing and spell slots, add half your inventor levels (rounded down) when calculating your Spell Slots on the Multiclassing Spells Slots table (like paladin or ranger).

INVENTOR FEATS

INNOVATOR'S UPGRADE
Prerequisite: Inventor

You've honed your mind into a nonstop analytical machine. You can select an additional upgrade from your subclass list. The upgrade must be from the Unrestricted list. This upgrade does not count against your class upgrade total.

If a feature allows you to exchange upgrades, you can exchange upgrades selected with this feat, but they must be selected from the same (or lower) level requirement category as the originally selected upgrade.

MENTAL ADAPTABILITY
Prerequisite: Inventor

You've found ways to think outside the box, making connections that other—lesser—minds can never seem to understand.

When you have to make an Intelligence, Wisdom or Charisma saving throw, you can roll all three and pick the highest result. Once you do this, you cannot do it again until you complete a long rest.

You can select an additional upgrade that is not from your subclass list, so long as you can apply it to something in your possession. This upgrade cannot be a level restricted upgrade.

RUNE EXPERT
Prerequisite: Inventor

You can select a single Runic Mark from the Inventor Runesmith subclass. You learn and can mark this rune as per the Runic Mark feature of the Inventor class.

Spells

Aether Lance
3rd-level evocation

Classes: Sorcerer, Wizard
Casting Time: 1 Action
Range: Self (30-foot line)
Components: V, S
Duration: Instantaneous

You gather raw aether in your hand and expel it in a lance of power forming a line 30 foot long and 5 foot wide. Each creature in a line takes 8d4 force damage.

    At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d4 for each slot level above 3rd.

Animate Object
2nd-level transmutation

Classes: Bard, Inventor, Occultist, Sorcerer, Wizard
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

You bring a Tiny object to life. Its Constitution is 10 and its Intelligence and Wisdom are 3, and its Charisma is 1. Its speed is 30 feet; if the object lacks legs or other appendages it can use for locomotion, it instead has a flying speed of 30 feet and can hover. The object has the following stats: HP: 20, AC: 18, Str: 4, Dex: 18. The object has an attack modifier equal to your spell attack modifier. If the object is not a weapon, it deals 1d4 + your Spellcasting modifier damage on hit. Select from bludgeoning, piercing, or slashing damage based on the nature of the item. If the object is a weapon, it deals the weapon's damage dice + your Spellcasting modifier of the weapon's damage type. The spell can only animate one-handed weapons without the special modifier this way.

    As a bonus action, you can mentally command the animated object as long as it is within 60 feet of you. You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

    If the object is securely attached to a surface or a larger object, such as a chain bolted to a wall, its speed is 0. It has blindsight with a radius of 30 feet and is blind beyond that distance. When the animated object drops to 0 hit points, it reverts to its original object form, and any remaining damage carries over to its original object form.

Arcane Ablation
1st-level transmutation

Classes: Inventor
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: 1 hour

You touch a piece of worn armor or clothing and imbue it with magic. The creature wearing this imbued item gains 4 temporary hit points. When these temporary hit points are exhausted, at the start of the creature's next turn it will gain hit points equal to 1 hit point less than the previous amount gained from this spell (for example, from 4 to 3), until no temporary hit points would be gained and the spell ends. Temporary hit points from this spell are lost when this spell ends

    At Higher Levels. The initial temporary hit points increases by 1 for each slot level above 1st.

Arcane Infusion
2nd-level transmutation

Classes: Inventor
Casting Time: 1 minute
Range: Self
Components: V, S, M (spare parts that could form the upgrade selected worth at least 1 sp)
Duration: 1 hour

You use arcane power to briefly bring to power or modify your inventions. For the duration, you gain the effects of one unrestricted upgrade. All normal prerequisite apply (including subclass and level requirements). The creation is magical, held together and formed of magic and spare parts, taking the form of the upgrade or empowering an existing upgrade with temporary new features. Casting this spell again ends the effects of any previous castings of this spell.

    At Higher Levels. When you cast this spell with a 3rd-level spell slot or higher, you can infuse the effects of an upgrade that requires 5th level or higher. When you cast this spell using a spell slot of 4th level or higher, you can infuse the effects of an upgrade that requires 9th level or higher. When you cast this spell with a 5th-level spell slot or higher, you can infuse the effects of an upgrade that requires 11th level or higher.

Arcane Weapon
1st-level transmutation

Classes: Inventor
Casting Time: 1 bonus action
Range: Touch
Components: V, S
Duration: 1 hour

You touch a weapon and imbue it with magic. For the duration the weapon counts as a magical weapon and any damage dealt by it is Force damage. When casting this one a weapon with the ammunition property, it no longer consumes ammunition when fired, and does not need to be reloaded.

At Higher Levels. When you cast this spell using a spell slot of 3rd or 4th level, the duration becomes 8 hours. When you use a spell slot of 5th level or higher, the duration becomes 24 hours.

ARCTIC BREATH
1st-level conjuration

Classes: Druid, Sorcerer, Wizard
Casting Time: 1 action
Range: Self (30 foot line)
Components: V, S
Duration: Instantaneous

A line of freezing arctic wind 30 feet long and 5 feet wide blasts out from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. On a failed save, a creature takes 2d8 cold damage and their movement speed is reduced by 10 feet until the end of their next turn. On a successful save, a creature takes half as much damage and isn't slowed.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

AWAKEN ROPE
1st-level transmutation

Classes: Bard, Inventor, Occultist, Ranger, Wizard
Casting Time: 1 action
Range: Touch
Components: V, S, M (10 to 60 feet of cord or rope, worth at least 1 cp)
Duration: Instantaneous

As an action, you can touch a rope 10 to 60 feet long and issue a single command to it, selecting from the following options:

- **Bind.** The rope attempts to bind a creature of your choice within 20 feet of you. The creature must make a Dexterity saving throw or become restrained until it is freed. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the rope (AC 10) also frees the creature without harming it, ending the effect and destroying the rope.
- **Fasten.** The rope flies up 60 feet and ties one end to an object or surface that a rope could be tied to, before becoming inanimate again, hanging from the object.
- **Grab.** The rope lashes out grabs one Small or smaller object that is not being worn by a creature within a range equal to the length of the rope and pulls that object back to your hand. If that object is being carried by a creature, it must make a Strength saving throw. On success, it retains the object, and on failure the object is pulled from the creature.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target a chain instead of a rope. It has the same available actions, but it has a DC 15, an AC of 15, and resistance to slashing damage when taking the Bind action. When cast with a spell slot of 3rd level or higher

targeting a rope, that rope is magically imbued for 1 minute, gaining an DC of 15, an AC 20, and 20 hit points.

BAD BLOOD
1st-level necromancy

Classes: Druid, Occultist, Warlock, Wizard
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a piece of rotten meat)
Duration: Concentration, up to 1 minute

Targeting a creature you can see within range, you attempt to corrupt its blood. Creatures without blood are immune to this effect. The target must make a Constitution saving throw. On failure, they take 1d12 poison damage and become poisoned for the duration.

At the end of each of its turns, the target can make another Constitution saving throw. On a success, the spell ends on the target, on failure; they take an additional 1d4 poison as the poison continues to ravage them.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional target for each slot level above 2nd. The targets must be within 30 feet of each other when you target them.

BEFUDDLING CURSE
1st-level enchantment

Classes: Occultist
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (something from the target creature (such as blood, hair, or scales) which the spell consumes)
Duration: Concentration, up to 1 minute

You befuddle a creature's mind, swapping the position of two things it can see that are of the same size and category (for example, two medium creatures or two gargantuan buildings). The target creature must make a Wisdom saving throw. On failure, it is unaware the two things have been swapped.

Each time the creature interacts with, attacks, or is attacked by a swapped targets, it can repeat its saving throw against the effect.

BINDING CURSE
1st-level enchantment

Classes: Occultist
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (something from the target creature (such as blood, hair, or scales) which the spell consumes)
Duration: Concentration, up to 1 minute

You bind a creature to a point within 5 feet of it, causing a glowing chains of light to connect it to that point. For the duration of the spell, if the creature attempts to move away from that point, the must make a Wisdom saving throw, or be unable to move more than 5 feet away from from that point until the start of their next turn.

If a creature starts its turn more than 10 feet from the binding point, they must make a Strength saving throw or be dragged 5 feet toward the binding point.

BOND ITEM
1st-level conjuration

Classes: Inventor
Casting Time: 1 minute
Range: Touch
Components: V, S
Duration: 8 hours

You touch an item weighing no more than 100 pounds and form a link between you and it. Until the spell ends, you can recall it to your hand as a bonus action.

If another creature is holding or wearing the item when you try to recall it, they make a Charisma saving throw to retain possession of the item, and if they succeed, the spell fails. They make this save with advantage if they have had possession of the item for more than 1 minute.

COLD SNAP
2nd-level evocation

Classes: Sorcerer, Wizard
Casting Time: 1 action
Range: 90 ft (5 ft radius)
Components: S
Duration: Instantaneous

With a snap of your fingers a swirling burst of freezing wind erupts at a point you choose within range. Each creature in a 5-foot-radius sphere centered on that point must make a Constitution saving throw. On a failed save, a creature takes 3d8 cold damage and becomes stuck in the ice, reducing their movement speed by 10 feet until the start of your next turn. On a success, the target takes half as much damage and is not stuck in ice.

The ground in the area is covered with slick ice and snow, making it difficult terrain until the start of your next turn.

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

CRACKLE
2nd-level evocation

Classes: Druid, Occultist, Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You create three arcs of lightning striking targets in range. You can direct them at one target or several.

Make a ranged spell attack for each arc. On a hit, the target takes 1d12 lightning damage. If three or more arcs hit a single target, they must make a Constitution saving throw or become shocked, stunning them until the start of their next turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you create one additional arc for each slot level above 2nd.

CRIPPLING AGONY
1st-level necromancy

Classes: Occultist
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a joint bone)
Duration: Concentration, up to 1 minute

You can inflict crippling agony on a foe. Choose one creature that you can see within range to make a Constitution saving throw. If the target fails, it becomes crippled with horrific pain. Whenever the creation moves more than half of it's movement speed or takes an action, the crippling pain causes it to take 1d6 necrotic damage.

It can repeat the saving throw at the end of each of its turns, the target can make a Constitution saving throw. On a success, the spell ends.

CRUEL PUPPETRY
3rd-level necromancy (ritual)

Classes: Occultist
Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a small humanoid doll worth at least 5 gp and something from the target creature (such as blood, hair, or scales) both of which the spell consumes)
Duration: Concentration, up to 1 minute

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

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

- Hold the doll still, causing the creature to be Restrained until start of your next turn.
- Force the doll to move, causing the creature to move 15 feet in a direction of your choice that it can move.
- Stab the doll, causing the creature take 4d6 piercing damage.
- Rip the doll in half, ending the spell, destroying the doll, and dealing 4d12 necrotic damage to the creature.
- Each time after the first you use an action to manipulate the doll, after the effect takes place, the creature can repeat the Charisma with disadvantage, ending the effect on a successful save.

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

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

DEVOURING DARKNESS
5th-level necromancy

Classes: Occultist, Warlock, Wizard
Casting Time: 1 action
Range: Self (20-foot radius)
Components: V, S
Duration: Instantaneous

Dark tendrils burst out from you in all directions. Creatures of your choice within must make a Constitution saving throw. On failure, they take 6d8 necrotic damage, and you can move them in a straight line to within 5 feet of you if there is an empty space they can be pulled to. On success, they take half as much damage and are not moved.

You regain hit points equal to one quarter (rounded down) of the necrotic damage taken by all targets effected by the spell.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

DISORIENT
2nd-level illusion

Classes: Bard, Occultist, Wizard
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a mobius strip)
Duration: 1 minute

Targeting a creature with you can see, you flip their perception of reality. The target creature must pass a Wisdom saving throw or become disoriented. A disoriented creature has disadvantage on all attack rolls and at the start of their turn moves 10 feet (up to its speed) in a random direction before their speed becomes zero until the start of their next turn.

At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends, but if the target fails by 5 or more, it fails prone.

DISPEL CONSTRUCT
3rd-level abjuration

Classes: Inventor
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You can attempt to purge the magic animating a construct within range, rendering it inert. The target takes 4d10 force damage and must succeed on a Constitution saving throw or become stunned for 1 minute. At the end of each of its turns, the target can make another Constitution saving throw. On a success, the spell ends on the target. If the target has less than 50 hit points remaining when it fails, it is reduced to zero hit points.

ELECTRIFY
1st-level evocation

Classes: Occultist, Sorcerer, Wizard
Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: 1 round

You channel lightning into your hands. The next time you hit a creature with a melee attack (including a melee spell attack) before the start of your next turn, the target takes 1d10 lightning damage and must make a Constitution saving throw. On a failed save, the target becomes stunned until the start of their next turn.

The spell ends after dealing damage, or at the start of your next turn, whichever occurs first. For the duration of the spell, you can cast the spell shocking grasp.

FALL
1st-level transmutation

Classes: Inventor, Sorcerer, Wizard
Casting Time: 1 action
Range: Self
Components: V, S
Duration: Instantaneous

You alter gravity for yourself, causing you to reorient which way is down for you until the end of your turn. You can pick any direction to fall as if under the effect of gravity, falling up to 500 feet before the spell ends.

If you collide with something during this time, you take falling damage as normal, but you can control your fall as you could under normal conditions by holding onto objects or move along a surface according to your new orientation as normal until your turn ends and gravity returns to normal.

If you collide with something during this time, you take falling damage as normal, but you can control your fall as you could under normal conditions by holding onto objects or move along a surface according to your new orientation as normal until your turn ends and gravity returns to normal.

FIREBURST MINE
3rd-level abjuration

Classes: Inventor
Casting Time: 1 minute
Range: Touch
Components: V, S, M (Any tiny nonmagical item, which is destroyed by the activation of the spell)
Duration: 8 hours

You can set a magical trap by infusing explosive magic into an item. You can set this item to detonate when someone comes within 5 feet of it, or by a verbal command using your reaction (one or more mines can be detonated).

When the magic trap detonates, each creature in a 20-foot-radius sphere centered on the item must make a Dexterity saving throw. A creature takes 5d8 fire damage on a failed save, or half as much damage on a successful one. If a

creature is in the area of effect of more than one *fireburst mine^K* during a turn, they take half damage from any mines beyond the first.

A magical mine must be set 5 feet or more from another mine, and cannot be moved once placed; any attempt to move it results in it detonating unless the caster that set it disarms it with an action.

Flash Freeze
3rd-level evocation

Classes: Sorcerer, Wizard
Casting Time: 1 action
Range: Self (30-foot cone)
Components: V, S
Duration: Instantaneous

A freezing wind ripples outward. Each creature in a 30-foot cone must make a Constitution saving throw. On a failed save, a creature takes 4d8 cold damage and is restrained by ice until the start of your next turn. On a successful save, the target takes half as much damage and isn't restrained.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

Freezing Shell
1st-level abjuration

Classes: Warlock
Casting Time: 1 action
Range: Self
Components: V, S
Duration: 1 hour

A freezing shell shrouds you, covering you and your gear. You gain 5 temporary hit points for the duration. If a creature hits you with a melee attack while you have these hit points, the creature takes 5 cold damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, both the temporary hit points and the cold damage increase by 5 for each slot level above 1st.

Grip of the Dead
1st-level necromancy

Classes: Occultist
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 minute

You channel unholy strength into you hand, and reach out to grab a creature. The creature must make a Strength saving throw or become restrained by your deathly iron grasp. As an action on its turn, the creature can attempt to escape using a Strength (Athletics) or Dexterity (Acrobatics) check against your Spell Save DC.

At the start of the creatures turn while you maintain the grip and the spell, it takes 1d8 necrotic damage as you drain the life from it, and regain hit points equal to half the damage

dealt.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

Ignite Fire
Conjuration cantrip

Classes: Druid, Occultist, Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

You ignite a magical fire that fills a 5-foot cube in a space you can see on the ground. A creature in the fire's space when you cast the spell must suceeed a Dexterity saving throw or take 1d8 fire damage. A creature that enters the fire's space for the first time or ends their turn there must repeat the saving throw against the effect. Flamable objects in the area that aren't being worn or carried catch fire.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8

Imbue Luck
2nd-level abjuration

Classes: Inventor
Casting Time: 1 action
Range: Touch
Components: V, S, M (a four leaf clover)
Duration: 1 hour

You touch a weapon or worn item and imbue luck into it. If imbued on a weapon, for the duration, on an attack roll, the wielder can roll an additional d20 (they can choose to do this after they roll, but before the outcome is determined). The creature can choose which of the d20s is used for the attack roll.

If imbued into a worn item, they can roll a d20 when attacked, then choose whether the attack uses the attacker's roll or theirs.

With either use, the spell immediately ends upon rolling the extra d20.

Invest Life
3rd-level psionic

Casting Time: 1 action
Range: Touch
Components: S
Duration: Instantaneous

You sacrifice some of your health to mend another creature's injuries. You take 4d8 necrotic damage, which can't be reduced in any way, and one creature of your choice that you can see within range regains a number of hit points equal to twice the necrotic damage you take.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

JUMPING JOLT
4th-level evocation

Classes: Sorcerer, Wizard
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You release an arc of lighting at a creature within range. Make a ranged spell attack roll against the target. On hit, the target takes 4d12 lightning damage, and you can cause the spell to jump to another target within 20 feet of the first target making a new attack roll for each target. The spell cannot hit the same target twice, or jump to a target out of the spells range. The spell can jump a maximum of five times.

On a miss, the target takes half as much damage and the spell does not jump to a new target.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the starting damage increases by 1d12 for each slot level above 4th.

KILLING CURSE
5th-level necromancy

Classes: Occultist
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (something from the target creature (such as blood, hair, or scales) which the spell consumes)
Duration: Concentration, up to 1 minute

You curse a target to die. The targets current and maximum hit points are reduced by 3d10 + 10. If this causes a creatures to have zero hit points, the creature dies.

For the duration of the spell, the target cannot regain hit points unless from a spell cast using a spell slot of higher level than the spell slot this curse was cast with, and any death saving throw they roll is automatically considered a 1.

At the start of a creatures turn while they are under the effect of this spell, they make a Charisma saving throw. On failure, their current and maximum hit points is reduced by 1d10 + 10. On a successful save, the spell ends. A creature's maximum hit points are restored when it takes a long rest.

LAUNCH OBJECT
1st-level transmutation

Classes: Inventor
Casting Time: 1 action
Range: 60 ft.
Components: S
Duration: Instantaneous

Choose one object weighing 1 to 5 pounds within range that isn't being worn or carried. The object flies in a straight line up to 90 feet in a direction you choose before falling to the ground, stopping early if it impacts against a solid surface. If the object would strike a creature, that creature must make a Dexterity saving throw. On a failed save, the object strikes the target and stops moving. When the object strikes something, the object and what it strikes each take 3d8 bludgeoning damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the maximum weight of objects that you can target with this spell increases by 5 pounds, and the damage increases by 1d8, for each slot level above 1st.

LIGHTNING CHARGED
2nd-level evocation

Classes: Inventor
Casting Time: 1 action
Range: Touch
Components: V, S, M (a piece of metal once used in a lightning rod)
Duration: 10 minutes

You channel lightning energy into a creature. The energy is harmless to the creature, but escapes in dangerous bursts to other nearby creatures.

Every time that creature strikes another creature with a melee attack, a spell with a range of touch, is struck by another creature with a melee attack, or ends their turn while grappling or being grappled by another creature, they deal 1d6 lightning damage to that creature.

Once this spell has discharged 6 times (dealing up to 6d6 damage), the spell ends.

At Higher Levels. The spell can discharge damage 2 additional times (dealing 2d6 more total damage) before the spell ends for each slot level above 2nd.

LIGHTNING TENDRIL
1st-level evocation

Classes: Druid, Occultist, Sorcerer, Warlock, Wizard
Casting Time: 1 bonus action
Range: Self (20 feet)
Components: V, S, M (a twig from a tree that has been struck by lightning)
Duration: Concentration, up to 1 minute

Crackling beams of blue energy leap from your hands. For the duration of the spell, as an action, you can direct them toward a creature within range, dealing 1d12 lightning damage to that creature.

At Higher Levels. When you cast this spell using a 3rd- or 4th-level spell slot, the damage increases to 2d12 and the range increases to 30 feet. When you cast it using a 5th- or 6th-level spell slot, the damage increases to 3d12 and the range increases to 60 feet. When you cast it using a spell slot of 7th level or higher, the damage increases to 4d12 and the range increases to 120 feet.

MARTIAL TRANSFORMATION
6th-level transmutation

Classes: Wizard
Casting Time: 1 action
Range: Self
Components: V, S, M (a few hairs from a bull)
Duration: 10 minutes

You endow yourself with endurance and martial prowess fueled by magic. Until the spell ends, you can't cast spells or concentrate them, and you gain the following benefits:

- You gain 50 temporary hit points. If any of these remain when the spell ends, they are lost.
- You have advantage on attack rolls that you make with simple and martial weapons.
- When you hit a target with a weapon attack, that target takes an extra 2d12 force damage.
- You have proficiency with all armor, shields, simple weapons, and martial weapons.
- You have proficiency in Strength and Constitution saving throws.
- You can attack twice, instead of once, when you take the Attack action on your turn. You ignore this benefit if you already have a feature, like Extra Attack, that gives you extra attacks.
- You can conjure and equip (as part of the action used to cast the spell) and set of heavy or medium armor and any simple or martial weapon of your choice. These items have no strength requirements and are magical in nature though have the same properties as their nonmagical counterparts, vanishing when the spell ends.

Immediately after the spell ends, you must succeed on a DC 15 Constitution saving throw or suffer one level of exhaustion.

CAIUS' NOTES: THE LOST TRUE VERSION

Another example of a great wizard's spell being tragically incompletely copied from the ancient sources that clearly forgot to include the lines the equip the Wizard with gear to fit their transformation.

MUTATE
3rd-level transmutation

Classes: Druid, Occutlist, Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: Self
Components: V, S, M (something from an extinct animal)
Duration: Concentration, up to 10 minutes

You manipulate the nature of your body with magic temporarily giving it new properties. You can select three of the following properties:

- Your body becomes malleable and amorphous. You have advantage on saves and checks against grapples and the restrained condition, you do not suffer disadvantage from squeezing into smaller spaces, and you can squeeze through openings two sizes smaller than you.
- You grow one additional appendage. This appendage serves as an arm and a hand, though it can take the shape of an arm, tentacle, or similar appendage.
- You extend the length of your limbs, increasing the reach on melee attacks, touch spells, and object interactions by 5 feet.
- Your flesh hardens, your base AC becomes 14 + your dexterity modifier if it is not already higher.
- You grow more resilient, adapting against one external

threat. You gain advantage on one type of saving throw of your choice.
- You adapt your body to an aquatic environment, sprouting gills and growing webbing between your fingers. You can breathe underwater and gain a swimming speed equal to your walking speed.
- Your body grows ablative armor. You gain temporary hit points equal to your spellcasting ability modifier at the start of each of your turns.
- You can grow one size larger or smaller.
- You sprout wings. You gain a flying speed of 30 feet.
- You grow a natural weapon; this weapon can have the statistics of any martial melee weapon without the thrown property, and takes on a form vaguely reminiscent of it. You have proficiency with this weapon, and are considered to be holding it. You can use your spellcasting modifier in place of your Strength or Dexterity modifier for attack and damage rolls with this natural weapon. The natural weapon is magic and you have a +1 bonus to the attack and damage rolls you make using it.

For the duration of the spell, you can use an action to change one or all of the properties, losing the benefits of your previously selected properties and gaining the benefits of the new selected properties.

At Higher Levels: When you cast this spell using a spell slot of 4th or higher, you can select one additional property from the list of options, with one additional property per spell level above 3rd.

ORBITAL STONES
4th-level transmutation

Classes: Druid, Sorcerer, Wizard
Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

You lift three inanimate Small or Medium sized rocks or similar objects from within 10 feet of you, causing them to defy gravity and slowly circle you. With all three stones orbiting, you have three quarters cover. With at least one stone remaining, you have half cover.

As a bonus action while at least one stone remains in orbit, you can magically fling a stone at target within 60 feet. Make a ranged spell attack roll. On hit, the target takes 3d10 bludgeoning damage and is knocked backward 5 feet.

PRISMATIC WEAPON
3rd-level transmutation

Classes: Inventor, Sorcerer, Wizard
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 hour

A weapon you touch is infused with elemental power, becoming a magical weapon. Choose of the following damage types: acid, cold, fire, lightning, poison, or thunder. The weapon deals 1d6 damage of the chosen weapon type, and if it

does not already have a bonus to attack and damage, it gains a +1 bonus to attack and damage rolls.

At Higher Levels. When you cast this spell with a 4th- or 5th-level spell slot, the damage increases by 1d6 (to 2d6). When you use a spell slot of 6th level or higher, the damage increases by 2d6 (to 3d6).

Repair
4th-level transmutation

Classes: Inventor
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

You touch a construct or inanimate object, causing it to regain 10d6 hit points. This causes any parts or material that has broken away from the construct or object to reattach, repairing it to the condition it was in before losing those hit points.

If the construct or object's damaged state is the result of age, you can instead repair to the condition it was in 10d6 years ago, if it was previously in a better condition during that time (the condition can only improve or not change).

At Higher Levels: The hit points restored increases by 2d6 (or the years restored) for each slot above 4th.

Returning Weapon
1st-level transmutation

Classes: Inventor
Casting Time: 1 action
Range: Self
Components: V, S
Duration: 24 hours

You touch a weapon granting it the thrown 20/60 property. If it already has the thrown property, it's range increases by 20/60. It also gains the "returning" property. After being thrown it automatically reappears in the thrower's hand.

Rotting Curse
1st-level necromancy

Classes: Occultist
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (something from the target creature (such as blood, hair, or scales) which the spell consumes)
Duration: Concentration, up to 1 minute

You inflict a rotting decay on a creature, causing it to to begin to rot. For the duration of the spell, every time the creature takes damage, it takes an additional 1d4 necrotic damage, and the effect of all healing on the creature is reduced by half.

The target creature has disadvantage on any Charisma checks for social interaction during the effect of the spell.

Seeking Projectile
1st-level transmutation

Classes: Inventor, Ranger
Casting Time: 1 action
Range: Touch
Components: V, S, M (a piece of ammunition or weapon with the thrown property worth at least 1 cp)
Duration: Concentration, up to 10 minutes

You touch a piece of ammunition or weapon with the thrown property imbuing it with the property of seeking its target. When a ranged attack roll is made with that weapon, the attack roll can add your spell casting modifier to the value on the dice. If that makes the value on the die a 20 or more, the attack is a critical hit as if a 20 was rolled. After making the attack roll, the spell ends.

Shockwave
5th-level psionic

Casting Time: 1 action
Range: Self (30-foot radius)
Components: S
Duration: Instantaneous

You unleash a burst of telekinetic force in all directions. Each creature of your choice within 30 feet of you is knocked 5 feet back and must succeed on a Strength saving throw or take 8d6 damage bludgeoning damage and be knocked prone. A creature that succeeds on its saving throw takes half as much damage and isn't knocked prone.

Sky Burst
5th-level evocation

Classes: Druid, Sorcerer, Wizard
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous

Five bolts of lightning strike five points of your choice that you can see within range. Each creature within 5 feet of the chosen points must make a Dexterity saving throw. A creature takes 4d12 lightning damage on a failed save, or half as much on a successful one. A creature in the area of more than one lightning burst is affected only once.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, you can call down an additional bolt of lightning targeting another point within range for each slot level above 5th.

Star Dust
2nd-level evocation

Classes: Sorcerer, Wizard
Casting Time: 1 action
Range: Self (30-foot cone)
Components: V, S
Duration: Instantaneous

You evoke a burst of brilliant particles of force energy sweeping out in a 30-cone originating from you. Creatures in the radius take 3d4 force damage and the next attack roll made against them before the start of your next turn has advantage.

SUMMON OOZE
1st-level conjuration

Classes: Wizard
Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a gold vial worth at least 100 gp)
Duration: Concentration, up to 1 hour

You call forth a magical ooze. It manifests in an unoccupied space that you can see within range. This corporeal form uses the Ooze Spirit stat block. When you cast the spell, choose from Green, Red, or Yellow. The creature resembles the creature of your choice, which determines certain traits in its stat block. The creature disappears when it drops to 0 hit points or when the spell ends.

The creature is an ally to you and your companions. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger.

At Higher Levels. When you cast this spell using a spell of 2nd level or higher, use the higher level whenever the spell's level appears in the stat block.

OOZE SPIRIT
Small ooze, unaligned

Armor Class 6 + the level of the spell (natural armor)
Hit Points 5 + 10 for each spell level above 1st
Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+3)	6 (−2)	12 (+1)	1 (−5)	1 (−5)	1 (−5)

Damage Immunities acid, fire (Red only), lightning (Yellow only), Poison (Green only)
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Senses blindsight 10 ft. (blind beyond this radius), passive Perception 5
Languages understands the languages you speak
Challenge —

ACTIONS

Multiattack. The ooze makes a number of attacks equal to half this spell's level (rounded down).

Pseudopod. Melee weapon attack: your spell attack modifier, reach 5 ft., one target. *Hit:* 1d4 + 3 + the spell's level acid damage.

TRARY'S TERRIFIC TRANSPOSITION
3rd-level conjuration (ritual)

Classes: Inventor, Occultist, Wizard
Casting Time: 10 minutes
Range: Self (10-foot-radius hemisphere)
Components: V, S, M (an ornate brass key worth at least 100 gp, and a satchel or bag worth at least 1 sp)
Duration: Instantaneous

You weave an enchantment that conjures compresses all objects of your choice within range into a the satchel or bag used in casting the spell. The contents become harmlessly compressed and stored in an magical state of miniaturized suspension within the container. The weight of miniaturized stored items is the weight of the item divided by one hundred. The bag can store all items that fit in the radius when the spell is cast, but cannot store any individual item larger than Medium. Items cannot be individually removed from the bag, but the process can be reversed by casting the spell again, at which point all items are deposited from the bag in the arrangement they were before being stored.

If the bag is destroyed or placed into an interdimensional space, the contents of the bag are instantly emptied onto the ground in a chaotic manner, each item taking 4d4 force damage, but dealing no damage to anything else. If the bag is broken, the key used as a material in casting the spell breaks.

THUNDERBURST MINE
2nd-level abjuration

Classes: Inventor
Casting Time: 1 minute
Range: Touch
Components: V, S, M (Any tiny nonmagical item, which is destroyed by the activation of the spell)
Duration: 8 hours

You can set a magical trap by infusing explosive magic into an item. You can set this item to detonate when someone comes within 5 feet of it, or by a verbal command using your reaction (one or more mines can be detonated).

When the magic trap detonates, each creature in a 10-foot-radius sphere centered on the item must make a Constitution saving throw. A creature takes 3d8 thunder damage on a failed save, or half as much damage on a successful one. If a creature is in the area of effect of more than one thunderburst mine during a turn, they take half damage from any mines beyond the first.

A magical mine must be set 5 feet or more from another mine, and cannot be moved once placed; any attempt to move it results in it detonating unless the casterer that set it disarms it with an action.

TRANSLOCATING SHOT
4th-level conjuration

Classes: Inventor, Ranger, Wizard
Casting Time: 1 bonus action
Range: 5 feet
Components: V, S, M (a piece of ammunition worth at least 1 cp)
Duration: Concentration, up to 1 minute

You magically bind a willing creature within range into a piece of ammunition. When the piece of ammunition is fired, the creature bound to the piece of ammunition is teleported to the target destination. You can fire the ammunition at a creature, object, or point within the normal range of the weapon. When attacking a creature or object, the target is teleported to within 5 feet of the target hit or miss.

When you cast this spell, if you cast it a Large or larger piece of ammunition, you can bind up to 4 creatures to the piece of ammunition.

At higher levels. When you using 6th level slot or higher, you can cast it on a huge piece of ammunition, binding up to nine creatures to the piece of ammunition.

UNBURDEN
1st-level transmutation

Classes: Inventor
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: 1 hour

A creature you touch no longer suffers the penalties to movement speed or to their Dexterity (Stealth) checks from wearing medium or heavy armor, and is no longer encumbered from carry weight unless they are carrying more than twice the weight that would encumber them.

UNSTABLE EXPLOSION
2nd-level evocation

Classes: Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: 60 ft (10 ft radius)
Components: V, S
Duration: Instantaneous

You cause an unstable explosion to erupt at a point of your choice within range, rolling 3d6. For each die that rolls a 6, roll an additional d6 and the radius of the spell expands by 5 feet. Each creature within the final range of the spell must make a Dexterity saving throw. On a failed save, they take fire damage equal to the total value of the rolled dice. On a success the target, the target takes half as much fire damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

VORPAL WEAPON
5th-level transmutation

Classes: Inventor
Casting Time: 1 action
Range: Touch
Components: V, S, M (a weapon worth at least 1 cp)
Duration: Concentration, up to 1 hour

You touch a weapon and imbue it with power. Until the spell ends, the weapon becomes indescribably sharp, ignoring resistance to slashing damage, and gains the Siege property, dealing double damage to inanimate objects such as structures. If a weapon has a modifier of less than +3 to attack and damage rolls, its modifier becomes +3 to attack and damage rolls for the duration of the spell.

Additionally, if a critical strike of this weapon would leave a creature with less than 50 hit points, the target creature is decapitated, killing it.level (4d8).
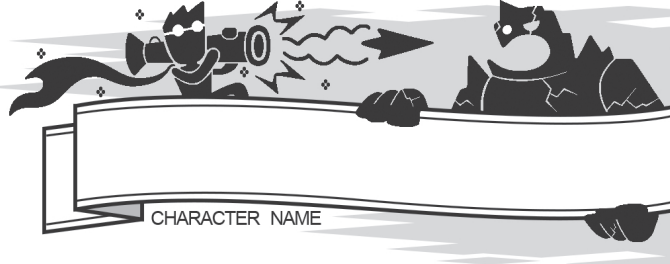
CHARACTER NAME

Specialization

Level

Notes

Int Mod + Proficiency Bonus = Spell Attack Modifier

Attunement Slots

Artificer Specialization Features

Additional Upgrades - Cross Discipline

Equipment Name

Max Charges/Ammo

○ ○ ○   ○ ○ ○   ○ ○ ○
○ ○ ○   ○ ○ ○   ○ ○ ○
○ ○ ○   ○ ○ ○   ○ ○ ○
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Charges and Ammunition

Upgrade Name

Magic Item Name

Attuned?

○   ○   ○

○   ○   ○

Magic Items

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