



PLAY THE NEW ARTIFICER CLASS

This Unearthed Arcana 2024 playtest presents a revised Artificer class for Dungeons & Dragons, blending magical crafting and invention with combat support. Key features include Magical Tinkering, Replicate Magic Item, and Spellcasting using artisan's tools. The class offers abilities like Flash of Genius to aid allies, and Soul of Artifice for resilience.

Four subclasses are featured: Alchemist, Armorer, Artillerist, and Battle Smith, each with unique powers such as experimental potions, arcane armor, magical cannons, and a steel defender companion. New spells and magic items expand the class's versatility. This playtest content is subject to change.



DUNGEONS & DRAGONS®

ARTIFICER

UNEARTHED ARCANA 2024

THE ARTIFICER

This playtest document is part of a series of *Unearthed Arcana* articles that present material designed for upcoming books. The material here uses the rules in the 2024 *Player's Handbook*.

LEARN MORE ON YOUTUBE

To learn more about the design in this article, we invite you to view the videos about it on YouTube (www.youtube.com/DNDWizards).

WHAT'S INSIDE

Artificer. A revised Artificer is the star of the show.

Additional Magic Options. A new spell and a collection of magic items enhance the options available to Artificers.

THIS IS PLAYTEST MATERIAL

This article is presented for playtesting and feedback. The options here are experimental and in draft form. They aren't officially part of the game. Your feedback will help determine whether we adopt it as official.

How to Playtest This UA. We invite you to try out this material in play. To play with this material, you may either incorporate it into your campaign or run one or more special playtest sessions. For such a session, you may create an adventure of your own or use a short adventure from a source like *Quests from the Infinite Staircase*.

Power Level. The character options you read here might be more or less powerful than options in the 2024 *Player's Handbook*. If a design survives playtesting, we adjust its power to the desirable level before publication. This means an option could be more or less powerful in its final form.

Feedback. The best way for you to give us feedback on this material is in the survey we'll release on D&D Beyond. If we make this material official, it will be refined based on your feedback, and then it will appear in a D&D book.

Providing feedback on this document is one way you can help shape the future of D&D!



ARTIFICER

A Magical Crafter and an Inventor of Wonders

Masters of invention, Artificers use ingenuity and magic to unlock extraordinary capabilities in objects. They see magic as a complex system waiting to be decoded and then harnessed in their spells and inventions. You can find everything you need to play one of these inventors in the next few sections.

CORE ARTIFICER TRAITS

Primary Ability	Intelligence
Hit Point Die	D8 per Artificer level
Saving Throw Proficiencies	Constitution and Intelligence
Skill Proficiencies	Choose 2: Arcana, History, Investigation, Medicine, Nature, Perception, or Sleight of Hand
Weapon Proficiencies	Simple weapons
Tool Proficiencies	Thieves' Tools, Tinker's Tools, and one type of Artisan's Tools of your choice
Armor Training	Light and Medium armor and Shields
Starting Equipment	Choose A or B: (A) Studded Leather Armor, Dagger, Thieves' Tools, Tinker's Tools, Dungeoneer's Pack, and 16 GP; or (B) 150 GP

BECOMING AN ARTIFICER ...

AS A LEVEL 1 CHARACTER

- Gain all the traits in the Core Artificer Traits table.
- Gain the Artificer's level 1 features, which are listed in the Artificer Features table.

AS A MULTICLASS CHARACTER

- Gain the following traits from the Core Artificer Traits table: Hit Point Die, proficiency with Tinker's Tools, proficiency in one skill of your choice from the Artificer's skill list, and training with Light and Medium armor and Shields.
- Gain the Artificer's level 1 features, which are listed in the Artificer Features table. See the

HELM OF AWARENESS

Wondrous Item, Uncommon (Requires Attunement)

While wearing this helmet, you have Advantage on Initiative rolls.

MIND SHARPENER

Ring, Uncommon (Requires Attunement)

The item has 4 charges. When you fail a Constitution saving throw to maintain Concentration, you can take a Reaction and expend 1 of the item's charges to succeed instead. The item regains 1d4 expended charges daily at dawn.

RADIANT WEAPON

Weapon (Any Simple or Martial), Rare (Requires Attunement by a Spellcaster)

This magic weapon grants a +1 bonus to attack and damage rolls made with it. While holding it, you can take a Bonus Action to cause it to shed Bright Light in a 30-foot radius and Dim Light for an additional 30 feet. You can extinguish the light as a Bonus Action.

The weapon has 4 charges. You can take a Reaction immediately after being hit by an attack

roll to expend 1 of the weapon's charges and force the attacker to make a DC 15 Constitution saving throw. On a failed save, the attacker has the Blinded condition until the end of its next turn. The weapon regains 1d4 expended charges daily at dawn.

REPEATING SHOT

Weapon (Any Simple or Martial with the Ammunition Property), Uncommon (Requires Attunement)

This magic weapon grants a +1 bonus to attack and damage rolls made with it when it's used to make a ranged attack roll, and it ignores the Loading property if it has it.

If the weapon lacks ammunition, it produces its own, automatically creating one piece of magic ammunition when the wielder makes a ranged attack with it. The ammunition created by the weapon vanishes the instant after it hits or misses a target.

REPULSION SHIELD

Armor (Shield), Uncommon

You gain a +1 bonus to Armor Class while wielding this shield.

The shield has 4 charges. While holding it, you can take a Reaction immediately after being hit by a melee attack roll to expend 1 of the shield's charges and push the attacker up to 15 feet away. The shield regains 1d4 expended charges daily at dawn.

RETURNING WEAPON

Weapon (Any Simple or Martial with the Thrown Property), Uncommon

This magic weapon grants a +1 bonus to attack and damage rolls made with it, and it returns to your hand immediately after it is used to make a ranged attack roll.

SPELL-REFUELING RING

Ring, Uncommon (Requires Attunement by a Spellcaster)

While wearing this ring, you can recover one expended spell slot as a Bonus Action. The recovered slot can be of level 3 or lower. Once used, the ring can't be used again until the next dawn.



HOMUNCULUS SERVANT

Tiny Construct, Neutral

AC 13
HP 5 + 5 per spell level (the homunculus has a number of Hit Dice [d4s] equal to the spell's level)
Speed 20 ft., Fly 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
Str 4	-3	-3	Dex 15	+2	+2	Con 12	+1	+1
Int 10	+0	+0	Wis 10	+0	+0	Cha 7	-2	-2

Immunities Poison; Exhaustion, Poisoned
Senses Darkvision 60 ft.; Passive Perception 10
Languages Telepathy 1 mile (works only with you)
CR None (XP 0; PB equals your Proficiency Bonus)

TRAITS
Evasion. If the homunculus is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the homunculus instead takes no damage if it succeeds on the save and only half damage if it fails. It can't use this trait if it has the Incapacitated condition.

Magic Bond. Add the spell level to any ability check or saving throw the homunculus makes.

ACTIONS
Force Strike. *Melee or Ranged Attack Roll:* Bonus equals your spell attack modifier, reach 5 ft. or range 30 ft. *Hit:* 1d6 plus the spell's level of Force damage.

REACTIONS
Channel Magic. *Trigger:* You cast a spell that has a range of touch while the homunculus is within 120 feet of you. *Response:* The homunculus delivers the spell through its touch.

Combat. The homunculus is an ally to you and your allies. In combat, it shares your Initiative count, but it takes its turn immediately after yours. It obeys your commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its movement to avoid danger.

Using a Higher-Level Spell Slot. Use the spell slot's level for the spell's level in the stat block.

MAGIC ITEMS

Magic items are presented in alphabetical order.

DESIGN NOTE: MAGIC ITEMS
The magic items presented here appeared as Artificer infusions in *Tasha's Cauldron of Everything*. As magic items, they can be created with an Artificer's Replicate Magic Item feature,

and they can also be found as treasure or crafted using the rules in the *Dungeon Master's Guide*.
The following infusions from *Tasha's Cauldron of Everything* have been replaced with other options:

- Instead of the **Enhanced Arcane Focus** infusion, an Artificer can use Replicate Magic Item to make a **+1 Wand of the War Mage**.
- Instead of the **Enhanced Defense** infusion, an Artificer can use Replicate Magic Item to make **+1 Armor** or a **+1 Shield**.
- Instead of the **Enhanced Weapon** infusion, an Artificer can use Replicate Magic Item to make a **+1 Weapon**.
- The **Homunculus Servant** infusion is replaced by a spell of the same name (in the previous section).

In addition, the **Mind Sharpener** infusion is now a magic ring rather than an infusion that can be applied to armor or robes.

BOOTS OF THE WINDING PATH
Wondrous Item, Uncommon (Requires Attunement)

While wearing these boots, you can take a Bonus Action to teleport up to 15 feet to an unoccupied space you can see. You must have occupied that space at some point during the current turn.



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multiclassing rules in the *Player's Handbook* to determine your available spell slots, adding half your Artificer levels (round up).

ARTIFICER CLASS FEATURES

As an Artificer, you gain the following class features when you reach the specified Artificer levels. These features are listed on the Artificer Features table.

DESIGN NOTE: ARTIFICER UPDATES
Here are the main updates in this class since its appearance in *Tasha's Cauldron of Everything*:

- **Magical Tinkering** now allows the Artificer to craft low-cost items quickly.
- **Spellcasting** now allows the Artificer to change one cantrip after each Long Rest.
- **Infuse Item** has been redesigned and renamed to Replicate Magic Item. The feature allows the Artificer to replicate any magic item of a qualifying rarity and item type.
- **Magic Item Tinker** replaces Tool Expertise and lets you turn a magic item into a spell slot.
- **Flash of Genius** is now used in response to an ability check or a saving throw failing.
- **Spell-Storing Item** has been changed to include level 3 Artificer spells.
- **Soul of Artifice** no longer requires a Reaction to cheat death, and it restores you to 20 Hit Points instead of 1. The feature's other benefit now enhances ability checks.

LEVEL 1: MAGICAL TINKERING
As a Magic action while holding Tinker's Tools, you can create one item in an unoccupied space within 5 feet of yourself, choosing the item from the following list:

Ball Bearings	Net
Basket	Oil
Bedroll	Paper
Bell	Parchment
Blanket	Pole
Block and Tackle	Pouch
Bucket	Rope
Caltrops	Sack
Candle	Shovel
Crowbar	String
Flask	Tinderbox
Jug	Torch
Lamp	Vial

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See the rules for the item in the *Player's Handbook*. The item vanishes after 1 hour.
You can use this feature a number of times equal to your Intelligence modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

LEVEL 1: SPELLCASTING
You have learned how to channel magical energy through objects. See the *Player's Handbook* for the rules on spellcasting. The information below details how you use those rules with Artificer spells, which appear in the Artificer spell list later in the class's description.

Tools Required. You produce your Artificer spells through tools. You can use Thieves' Tools, Tinker's Tools, or another kind of Artisan's Tools with which you have proficiency as a Spellcasting Focus, and you must have one of those focuses in hand when you cast an Artificer spell (meaning the spell has an "M" component when you cast it).

Cantrips. You know two Artificer cantrips of your choice. *Acid Splash* and *Prestidigitation* are recommended.

Whenever you finish a Long Rest, you can replace one of your cantrips from this feature with another Artificer cantrip of your choice.

When you reach Artificer levels 10 and 14, you learn another Artificer cantrip of your choice, as shown in the Cantrips column of the Artificer Features table.

Spell Slots. The Artificer Features table shows how many spell slots you have to cast your level 1+ spells. You regain all expended spell slots when you finish a Long Rest.

Prepared Spells of Level 1+. You prepare the list of level 1+ spells that are available for you to cast with this feature. To start, choose two level 1 Artificer spells. *Cure Wounds* and *Grease* are recommended.

The number of spells on your list increases as you gain Artificer levels, as shown in the Prepared Spells column of the Artificer Features table. Whenever that number increases, choose additional Artificer spells until the number of spells on your list matches the number on the table. The chosen spells must be of a level for which you have spell slots. For example, if you're a level 5 Artificer, your list of prepared spells can include six Artificer spells of levels 1 and 2 in any combination.

ARTIFICER FEATURES											
Proficiency			Plans Known	Magic Items	Cantrips	Prepared Spells	—Spell Slots per Spell Level—				
Level	Bonus	Class Features					1	2	3	4	5
1	+2	Magical Tinkering, Spellcasting	—	—	2	2	2	—	—	—	
2	+2	Replicate Magic Item	4	2	2	3	2	—	—	—	
3	+2	Artificer Subclass, Right Tool for the Job	4	2	2	4	3	—	—	—	
4	+2	Ability Score Improvement	4	2	2	5	3	—	—	—	
5	+3	Subclass feature	4	2	2	6	4	2	—	—	
6	+3	Magic Item Tinker	5	3	2	6	4	2	—	—	
7	+3	Flash of Genius	5	3	2	7	4	3	—	—	
8	+3	Ability Score Improvement	5	3	2	7	4	3	—	—	
9	+4	Subclass feature	5	3	2	9	4	3	2	—	
10	+4	Magic Item Adept	6	4	3	9	4	3	2	—	
11	+4	Spell-Storing Item	6	4	3	10	4	3	3	—	
12	+4	Ability Score Improvement	6	4	3	10	4	3	3	—	
13	+5	—	6	4	3	11	4	3	3	1	
14	+5	Magic Item Savant	7	5	4	11	4	3	3	1	
15	+5	Subclass Feature	7	5	4	12	4	3	3	2	
16	+5	Ability Score Improvement	7	5	4	12	4	3	3	2	
17	+6	—	7	5	4	14	4	3	3	3	
18	+6	Magic Item Master	8	6	4	14	4	3	3	3	
19	+6	Epic Boon	8	6	4	15	4	3	3	3	
20	+6	Soul of Artifice	8	6	4	15	4	3	3	3	

If another Artificer feature gives you spells that you always have prepared, those don't count against the number of spells you can prepare with this feature, but those spells otherwise count as Artificer spells for you.

Changing Your Prepared Spells. Whenever you finish a Long Rest, you can change your list of prepared spells, replacing any of the spells there with other Artificer spells for which you have spell slots.

Spellcasting Ability. Intelligence is your spellcasting ability for your Artificer spells.

LEVEL 2: REPLICATE MAGIC ITEM

You have learned arcane plans that you use to make magic items.

Plans Known. When you gain this feature, choose four plans to learn from the Magic Item Plans (Artificer Level 2+) table (see the *Dungeon Master's Guide* for the items' descriptions). *Bag of Holding*, *Cap of Water Breathing*, *Sending Stones*, and *Wand of the War Mage +1* are recommended. Whenever you gain an Artificer level, you can replace one of the plans you know with a new plan for which you qualify.

You learn another plan of your choice when you reach certain Artificer levels, as shown in the Plans Known column of the Artificer Features table.

Creating an Item. When you finish a Long Rest, you can create one or two different magic items if you have Tinker's Tools in hand. Each item is based on one of the plans you know for this feature.

If a created item requires Attunement, you can attune yourself to it the instant you create it. If you decide to attune to the item later, you must do so using the normal process for Attunement.

When you reach certain Artificer levels specified in the Magic Items column of the Artificer Features table, the number of magic items you can create at the end of a Long Rest increases. Each item you create must be based on a different plan you know.

If you try to exceed your maximum number of magic items for this feature, the oldest item vanishes, and then the new item appears.

Duration. A magic item created by this feature functions exactly like the normal magic item,

defender acts on its own and isn't limited to the Dodge action.

Restoring or Replacing the Defender. If the defender has died within the last hour, you can take a Magic action to touch it and expend a spell slot. The defender returns to life after 1 minute with all its Hit Points restored.

Whenever you finish a Long Rest, you can create a new Steel Defender if you have Smith's Tools in hand. If you already have a defender from this feature, the first one vanishes.

STEEL DEFENDER

Medium Construct

AC 15

HP 5 + five times your Artificer level (the defender has a number of Hit Dice [d8s] equal to your Artificer level)

Speed 40 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
Str 14	+2	+2	Dex 12	+1	+1	Con 14	+2	+2
Int 4	−3	−3	Wis 10	+0	+0	Cha 6	−2	−2

Immunities Poison; Charmed, Exhaustion, Poisoned

Senses Darkvision 60 ft., Passive Perception 10

Languages Understands the languages you know

CR None (XP 0; PB equals your Proficiency Bonus)

TRAITS

Steel Bond. Add your Proficiency Bonus to any ability check or saving throw the defender makes.

ACTIONS

Force-Empowered Rend. *Melee Attack Roll:* Bonus equals your spell attack modifier, reach 5 ft. *Hit:* 1d8 + 2 plus your Intelligence modifier Force damage.

Repair (3/Day). The defender, or one Construct or object it can see within 5 feet of it, regains a number of Hit Points equal to 2d8 plus your Intelligence modifier.

REACTIONS

Deflect Attack. *Trigger:* A creature the defender can see within 5 feet of it makes an attack roll targeting a different creature. *Response:* The triggering creature makes the attack roll with Disadvantage.

LEVEL 5: EXTRA ATTACK

You can attack twice instead of once whenever you take the Attack action on your turn.

LEVEL 9: ARCANE JOLT

When either you hit a target with an attack roll using a magic weapon or your Steel Defender hits a target, you can channel magical energy

through the strike to create one of the following effects:

Destructive Energy. The target takes an extra 2d6 Force damage.

Restorative Energy. Choose one creature or object you can see within 30 feet of the target. Healing energy flows into the chosen recipient, restoring 2d6 Hit Points to it.

You can use this energy a number of times equal to your Intelligence modifier (minimum of once), but you can do so no more than once a turn. You regain all expended uses when you finish a Long Rest.

LEVEL 15: IMPROVED DEFENDER

Your Arcane Jolt and Steel Defender have become more powerful, granting these benefits:

Improved Jolt. The extra damage and healing of your Arcane Jolt both increase to 4d6.

Fortified Defender. Your Steel Defender gains a +2 bonus to Armor Class.

Improved Deflection. Whenever your Steel Defender uses its Deflect Attack, the attacker takes Force damage equal to 1d4 plus your Intelligence modifier.

SPELLS

Spells are presented in alphabetical order.

HOMUNCULUS SERVANT

Level 2 Conjuration (Artificer)

Casting Time: 1 hour or Ritual

Range: 10 feet

Components: V, S, M (a gem or crystal worth 100+ GP, which the spell consumes)

Duration: Instantaneous

You summon a special homunculus in an unoccupied space within range. This creature uses the **Homunculus Servant** stat block. If you already have a homunculus from this spell, the homunculus is replaced by the new one.

You determine the homunculus's appearance, such as a mechanical-looking bird; winged vials; or miniature, animate cauldrons.

object if you later carve them on a different item. The sigils otherwise last indefinitely.

You can use your arcane firearm as a Spellcasting Focus for your Artificer spells. When you cast an Artificer spell through the firearm, roll 1d8, and you gain a bonus to one of the spell's damage rolls equal to the number rolled.

LEVEL 9: EXPLOSIVE CANNON

Every Eldritch Cannon you create is now more destructive. You gain the following benefits:

Detonate. When your cannon is reduced to 0 Hit Points, you can take a Reaction to command the cannon to detonate if you are within 60 feet of it. Doing so destroys the cannon and forces each creature within 20 feet of it to make a Dexterity saving throw against your spell save DC, taking 3d10 Force damage on a failed save or half as much damage on a successful one.

Firepower. The cannon's damage rolls increase by 1d8.

LEVEL 15: FORTIFIED POSITION

You're a master at forming well-defended emplacements using your Eldritch Cannon. You gain the following benefits:

Double Firepower. You can now have two cannons at the same time. You can create two with the same Magic action (but not with the same spell slot), and you can activate both of them with the same Bonus Action, ordering them to use the same activation option or different ones. You can't create a third cannon while you have two.

Shimmering Field Projection. You and your allies have Half Cover while within 10 feet of your Eldritch Cannon.

BATTLE SMITH

Command a Construct Guardian

A Battle Smith is a combination of protector and medic, an expert at defending others and repairing both materiel and personnel. To aid in their work, Battle Smiths are accompanied by a Steel Defender, a protective companion of their own creation.

DESIGN NOTE: BATTLE SMITH UPDATES

Here are the main updates in this subclass since its appearance in *Tasha's Cauldron of Everything*:

- **Tool Proficiency** now allows the Artificer to craft weapons faster.
- **Steel Defender** has its HP and Force-Empowered Rend adjusted.

LEVEL 3: TOOL PROFICIENCY

You gain proficiency with Smith's Tools. If you already have this proficiency, you gain proficiency with one other type of Artisan's Tools of your choice.

In addition, when you craft an ordinary or magic weapon, the amount of time required to craft it is halved.

LEVEL 3: BATTLE SMITH SPELLS

When you reach an Artificer level specified in the Battle Smith Spells table, you thereafter always have the listed spells prepared.

BATTLE SMITH SPELLS	
Artificer Level	Spells
3	<i>Heroism, Shield</i>
5	<i>Shining Smite, Warding Bond</i>
9	<i>Aura of Vitality, Conjure Barrage</i>
13	<i>Aura of Purity, Fire Shield</i>
17	<i>Banishing Smite, Mass Cure Wounds</i>

LEVEL 3: BATTLE READY

Your combat training and your experiments with magic have paid off in two ways:

Arcane Empowerment. When you attack with a magic weapon, you can use your Intelligence modifier, instead of Strength or Dexterity modifier, for the attack and damage rolls.

Weapon Knowledge. You gain proficiency with Martial weapons.

LEVEL 3: STEEL DEFENDER

Your tinkering has borne you a companion, a Steel Defender (see the stat block). You determine the defender's appearance and whether it has two legs or four; your choices don't affect the defender's game statistics.

The Steel Defender is Friendly to you and your allies and obeys you. It vanishes if you die.

The Defender in Combat. In combat, the defender acts during your turn. It can move and take its Reaction on its own, but the only action it takes is the Dodge action unless you take a Bonus Action to command it to take an action. If you have the Incapacitated condition, the

except its magic isn't permanent. When you die, the magic item vanishes after 1d4 of days.

If an item that you created with this feature is a container, such as a *Bag of Holding*, and it vanishes, its contents harmlessly appear in and around its space.

MAGIC ITEM PLANS (ARTIFICER LEVEL 2+)	
Magic Item Plan	Attunement
<i>Alchemy Jug</i>	No
<i>Bag of Holding</i>	No
<i>Cap of Water Breathing</i>	No
Common magic item that isn't a Potion, a Scroll, or cursed (you can learn this option multiple times and must select a different item each time; each item selected counts as a different plan)	Varies
<i>Goggles of Night</i>	No
<i>Rope of Climbing</i>	No
<i>Sending Stones</i>	No
<i>Shield +1</i>	No
<i>Wand of Magic Detection</i>	No
<i>Wand of Secrets</i>	No
<i>Wand of the War Mage +1</i>	Yes
<i>Weapon +1</i>	No

MAGIC ITEM PLANS (ARTIFICER LEVEL 6+)	
Magic Item Plan	Attunement
<i>Armor +1</i>	No
<i>Boots of Elvenkind</i>	No
<i>Cloak of Elvenkind</i>	Yes
<i>Cloak of the Manta Ray</i>	No
<i>Eyes of Charming</i>	Yes
<i>Gloves of Thievery</i>	No
<i>Lantern of Revealing</i>	No
<i>Pipes of Haunting</i>	No
Uncommon Armor, Wand, or Weapon that isn't cursed (you can learn this option multiple times and must select a different item each time; each item selected counts as a different plan)	Varies

MAGIC ITEM PLANS (ARTIFICER LEVEL 10+)	
Magic Item Plan	Attunement
Uncommon Ring or Wondrous Item that isn't cursed (you can learn this option multiple times and must select a different item each time; each item selected counts as a different plan)	Varies

MAGIC ITEM PLANS (ARTIFICER LEVEL 14+)	
Magic Item Plan	Attunement
Rare Armor, Ring, Wand, Weapon, or Wondrous Item that isn't cursed (you can learn this option multiple times and must select a different item each time; each item selected counts as a different plan)	Varies

LEVEL 3: ARTIFICER SUBCLASS

You gain an Artificer subclass of your choice. The Alchemist, Armorer, Artillerist, and Battle Smith subclasses are detailed after this class's description. A subclass is a specialization that grants you features at certain Artificer levels. For the rest of your career, you gain each of your subclass's features that are of your Artificer level or lower.

LEVEL 3: RIGHT TOOL FOR THE JOB

The list of items you can create with Magical Tinkering now includes Artisan's Tools, which are described in the *Player's Handbook*.

LEVEL 4: ABILITY SCORE IMPROVEMENT

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify. You gain this feature again at Artificer levels 8, 12, and 16.

LEVEL 6: MAGIC ITEM TINKER

Your Replicate Magic Item feature improves as follows:

Drain Magic Item. As a Bonus Action, you can touch a magic item within 5 feet of yourself that you created with Replicate Magic Item and cause the item to vanish, converting its magical energy into a spell slot. The slot is level 1 if the item is Common or level 2 if the item is Uncommon or Rare. Once you use this feature, you can't do so again until you finish a Long Rest. Any spell slot you create with this feature vanishes when you finish a Long Rest.

Expanded Replication. When you learn a plan for your Replicate Magic Item feature, you can now also choose from the Magic Item Plans (Artificer Level 6+) table.

LEVEL 7: FLASH OF GENIUS

When you or a creature you can see within 30 feet of you fails an ability check or a saving throw, you can take a Reaction to add a bonus to

the roll, potentially causing it to succeed. The bonus equals your Intelligence modifier.

You can take this Reaction a number of times equal to your Intelligence modifier (minimum of once). You regain all expended uses when you finish a Long Rest.

LEVEL 10: MAGIC ITEM ADEPT
You’ve achieved a profound understanding of how to use and make magic items, granting you the following benefits:

Additional Attunement. You can attune to up to four magic items at once rather than three.

Expanded Replication. When you learn a plan for your Replicate Magic Item feature, you can now also choose from the Magic Item Plans (Artificer Level 10+) table.

LEVEL 11: SPELL-STORING ITEM
Whenever you finish a Long Rest, you can touch one Simple or Martial weapon or one item that you can use as a Spellcasting Focus, and you store a spell in it, choosing a level 1, 2, or 3 Artificer spell that has a casting time of an action (you needn’t have the spell prepared).

While holding the object, a creature can take an action to produce the spell’s effect from it, using your spellcasting ability modifier. If the spell requires Concentration, the creature must concentrate. The spell stays in the object until it’s been used a number of times equal to twice your Intelligence modifier (minimum of twice) or until you use this feature again to store a spell in an object.

LEVEL 14: MAGIC ITEM SAVANT
Your skill with magic items deepens, granting you the following benefits:

Additional Attunement. You can attune to up to five magic items at once rather than three.

Expanded Replication. When you learn a plan for your Replicate Magic Item feature, you can now also choose from the Magic Item Plans (Artificer Level 14+) table. You can have no more than three Rare items created by Replicate Magic Item at a time.

LEVEL 18: MAGIC ITEM MASTER
You can now attune to up to six magic items at once rather than three.

LEVEL 19: EPIC BOON
You gain an Epic Boon feat or another feat of your choice for which you qualify. Boon of Energy Resistance is recommended.

LEVEL 20: SOUL OF ARTIFICE
You have developed a mystical connection to your magic items, which you can draw on for aid. You gain the following benefits:

Cheat Death. If you’re reduced to 0 Hit Points but not killed outright, you can disintegrate one Uncommon or Rare magic item created by your Replicate Magic Item feature, changing your Hit Points to 20 instead of 0.

Magical Guidance. While you have Attunement to at least one magic item, you can add 1d6 to any ability check you make. You decide to add the die after rolling the d20, and you can use this benefit only once per turn.

ARTIFICER SPELL LIST

This section presents the Artificer spell list. The spells are organized by spell level and then alphabetized, and each spell’s school of magic is listed. In the Special column, *C* means the spell requires Concentration, *R* means it’s a Ritual, and *M* means it requires a specific Material component.

DESIGN NOTE: SPELL LIST UPDATES

The Artificer spell list includes the following new spells:

- **Cantrips:** *Elementalism*, *True Strike*
- **Level 2:** *Arcane Vigor*, *Dragon’s Breath*, *Homunculus Servant*
- **Level 5:** *Circle of Power*

The list includes only spells from the *Player’s Handbook* and this article. If you have *Tasha’s Cauldron of Everything*, your Artificer can continue to use the class’s spells in that book.

CANTRIPS (LEVEL 0 ARTIFICER SPELLS)		
Spell	School	Special
Acid Splash	Evocation	—
Dancing Lights	Illusion	C
Elementalism	Transmutation	—
Fire Bolt	Evocation	—
Guidance	Divination	C
Light	Evocation	—
Mage Hand	Conjuration	—
Mending	Transmutation	—

melee weapon attack against it as part of this Reaction.

You can take this Reaction a number of times equal to your Intelligence modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

Infiltrator. The damage die of your Lightning Launcher increases to 2d6. Any creature that takes Lightning damage from your Lightning Launcher glimmers with magical light until the start of your next turn. The glimmering creature sheds Dim Light in a 5-foot radius, and it has Disadvantage on attack rolls against you, as the light jolts it if it attacks you.

ARTILLERIST

Wield Destructive Power from Afar

An Artillerist specializes in using magic to hurl energy, projectiles, and explosions on a battlefield.

DESIGN NOTE: ARTILLERIST UPDATES

Here are the main updates in this subclass since its appearance in *Tasha’s Cauldron of Everything*:

- **Tool Proficiency** now allows the Artificer to craft magic Wands faster.
- **Eldritch Cannon** now allows each cannon to use the Flamethrower, Force Ballista, and Protector options.
- **Explosive Cannon** now detonates as a Reaction, instead of an action, and its damage has been increased.

LEVEL 3: TOOL PROFICIENCY
You gain proficiency with Woodcarver’s Tools. If you already have this proficiency, you gain proficiency with one other type of Artisan’s Tools of your choice.

In addition, when you craft a magic Wand, the amount of time required to craft it is halved.

LEVEL 3: ARTILLERIST SPELLS
When you reach an Artificer level specified in the Artillerist Spells table, you thereafter always have the listed spells prepared.

ARTILLERIST SPELLS	
Artificer Level	Spells
3	Shield, Thunderwave
5	Scorching Ray, Shatter
9	Fireball, Wind Wall

13	Ice Storm, Wall of Fire
17	Cone of Cold, Wall of Force

LEVEL 3: ELDRITCH CANNON
Using Woodcarver’s Tools or Smith’s Tools, you can take a Magic action to create a Small or Tiny Eldritch Cannon in an unoccupied space on a horizontal surface within 5 feet of yourself. The cannon’s game statistics appear below. You determine its appearance, which includes your choice of legs or wheels. It disappears if it is reduced to 0 Hit Points or after 1 hour. You can dismiss it early as a Magic action.

Once you create a cannon, you can’t do so again until you finish a Long Rest or expend a spell slot to create one. You can have only one cannon at a time and can’t create one while your cannon is present.

ELDRITCH CANNON

Small or Tiny Object

Armor Class: 18 **Hit Points:** 5 × your Artificer level (casting *Mending* on the cannon restores 2d6 Hit Points to it)

Immunities: Poison, Psychic

Activate Cannon (Requires You to be within 60 Feet of the Cannon). As a Bonus Action, you order the cannon to use the Flamethrower, Force Ballista, or Protector option below; you can direct the cannon to move up to 15 feet before or after that option:

Flamethrower. The cannon exhales fire in a 15-foot Cone. Each creature in that area makes a Dexterity saving throw against your spell save DC, taking 2d8 Fire damage on a failed save or half as much damage on a successful one. Flammable objects in the Cone that aren’t being worn or carried start burning.

Force Ballista. Make a ranged spell attack originating from the cannon at one creature or object within 120 feet of it. On a hit, the target takes 2d8 Force damage, and if the target is a creature, it is pushed up to 5 feet away from the cannon.

Protector. The cannon emits a burst of positive energy that grants itself and each creature of your choice within 10 feet of it a number of Temporary Hit Points equal to 1d8 plus your Intelligence modifier (minimum of 1).

LEVEL 5: ARCANE FIREARM
When you finish a Long Rest, you can use Woodcarver’s Tools to carve special sigils into a Rod, Staff, or Wand and thereby turn it into your arcane firearm. The sigils disappear from the

Dreadnaught. You design your armor to become a towering juggernaut in battle. It has the following features:

Armor Flail. An iron ball on a chain appears on one of your armor’s gauntlets and has the following traits:

Weapon Category: Simple Melee
Damage on a Hit: 1d10 Bludgeoning plus the ability modifier used for the attack roll
Properties: Reach

Giant Stature. As a Bonus Action, you transform and enlarge your armor for 1 minute. For the duration, your reach increases by 5 feet, and if you are smaller than Large, you become Large, along with anything you are wearing. If there isn’t enough room for you to increase your size, your size doesn’t change. You can use this Bonus Action a number of times equal to your Intelligence modifier (minimum of once). You regain all expended uses when you finish a Long Rest.

Wrecking Ball. If you hit a creature that is at least one size smaller than you with the flail, you can push the creature up to 10 feet straight away from yourself or pull the creature up to 10 feet toward yourself.

Guardian. You design your armor to be in the front line of conflict. It has the following features:

Thunder Gauntlets. Each of the armor’s gauntlets has the following traits:

Weapon Category: Simple Melee
Damage on a Hit: 1d8 Thunder plus the ability modifier used for the attack roll

Distracting Pulse. A creature hit by the gauntlet has Disadvantage on attack rolls against targets other than you until the start of your next turn.

Defensive Field. While you are Bloodied, you can take a Bonus Action to gain Temporary Hit Points equal to your Artificer level. You lose these Temporary Hit Points if you doff the armor.

Infiltrator. You customize your armor for subtle undertakings. It has the following features:

Lightning Launcher. A gemlike node appears on one of the armor’s gauntlets or on the armor’s chest (your choice). It has the following traits:

Weapon Category: Simple Ranged
Damage on a Hit: 1d6 Lightning plus the ability modifier used for the attack roll
Properties: Thrown (Range 90/300 feet)

Lightning Jolt. Once on each of your turns when you hit a creature with your Lightning Launcher, you can deal an extra 1d6 Lightning damage to that target.

Powered Steps. Your Speed increases by 5 feet.
Dampening Field. You have Advantage on Dexterity (Stealth) checks. If the armor normally imposes Disadvantage on such checks, the Advantage and Disadvantage cancel each other, as normal.

LEVEL 5: EXTRA ATTACK
You can attack twice instead of once whenever you take the Attack action on your turn.

LEVEL 9: ARMOR REPLICATION
You learn an additional plan for your Replicate Magic Item feature, and it must be in the Armor category. If you replace that plan, you must replace it with another Armor plan.

In addition, you can create an additional item with that feature, and the item must also be in the Armor category.

LEVEL 15: PERFECTED ARMOR
Your Arcane Armor gains additional benefits based on its model, as detailed below.

Dreadnaught. The damage die of your Armor Flail increases to 2d6 Bludgeoning damage.

In addition, when you use your Giant Stature, your reach increases by 10 feet, your size can increase to Large or Huge (your choice), and you gain a Fly Speed equal to your Speed.

Guardian. The damage die of your Thunder Gauntlets increases to 1d10 Thunder damage.

In addition, when a Huge or smaller creature you can see ends its turn within 30 feet of you, you can take a Reaction to magically force that creature to make a Strength saving throw against your spell save DC. On a failed save, you pull the creature up to 25 feet directly to an unoccupied space. If you pull the target to a space within 5 feet of yourself, you can make a

<i>Message</i>	Transmutation	—
<i>Poison Spray</i>	Necromancy	—
<i>Prestidigitation</i>	Transmutation	—
<i>Ray of Frost</i>	Evocation	—
<i>Resistance</i>	Abjuration	C
<i>Shocking Grasp</i>	Evocation	—
<i>Spare the Dying</i>	Necromancy	—
<i>Thorn Whip</i>	Transmutation	—
<i>Thunderclap</i>	Evocation	—
<i>True Strike</i>	Divination	M

LEVEL 1 ARTIFICER SPELLS		
Spell	School	Special
<i>Alarm</i>	Abjuration	R
<i>Cure Wounds</i>	Abjuration	—
<i>Detect Magic</i>	Divination	C, R
<i>Disguise Self</i>	Illusion	—
<i>Expedition's Retreat</i>	Transmutation	C
<i>Faerie Fire</i>	Evocation	C
<i>False Life</i>	Necromancy	—
<i>Feather Fall</i>	Transmutation	—
<i>Grease</i>	Conjuration	—
<i>Identify</i>	Divination	R, M
<i>Jump</i>	Transmutation	—
<i>Longstrider</i>	Transmutation	—
<i>Purify Food and Drink</i>	Transmutation	R
<i>Sanctuary</i>	Abjuration	—

LEVEL 2 ARTIFICER SPELLS		
Spell	School	Special
<i>Aid</i>	Abjuration	—
<i>Alter Self</i>	Transmutation	C
<i>Arcane Lock</i>	Abjuration	M
<i>Arcane Vigor</i>	Abjuration	—
<i>Blur</i>	Illusion	C
<i>Continual Flame</i>	Evocation	M
<i>Darkvision</i>	Transmutation	—
<i>Dragon's Breath</i>	Transmutation	C
<i>Enhance Ability</i>	Transmutation	C
<i>Enlarge/Reduce</i>	Transmutation	C
<i>Heat Metal</i>	Transmutation	C
<i>Homunculus Servant</i> (appears in this UA)	Conjuration	R, M
<i>Invisibility</i>	Illusion	C
<i>Lesser Restoration</i>	Abjuration	—
<i>Levitate</i>	Transmutation	C
<i>Magic Mouth</i>	Illusion	R, M
<i>Magic Weapon</i>	Transmutation	—
<i>Protection from Poison</i>	Abjuration	—
<i>Rope Trick</i>	Transmutation	—
<i>See Invisibility</i>	Divination	—
<i>Spider Climb</i>	Transmutation	C
<i>Web</i>	Conjuration	C

LEVEL 3 ARTIFICER SPELLS		
Spell	School	Special
<i>Blink</i>	Transmutation	—
<i>Create Food and Water</i>	Conjuration	—
<i>Dispel Magic</i>	Abjuration	—
<i>Elemental Weapon</i>	Transmutation	C
<i>Fly</i>	Transmutation	C
<i>Glyph of Warding</i>	Abjuration	M
<i>Haste</i>	Transmutation	C
<i>Protection from Energy</i>	Abjuration	C
<i>Revivify</i>	Necromancy	M
<i>Water Breathing</i>	Transmutation	R
<i>Water Walk</i>	Transmutation	R

LEVEL 4 ARTIFICER SPELLS		
Spell	School	Special
<i>Arcane Eye</i>	Divination	C
<i>Fabricate</i>	Transmutation	—
<i>Freedom of Movement</i>	Abjuration	—
<i>Leomund's Secret Chest</i>	Conjuration	M
<i>Mordenkainen's Faithful Hound</i>	Conjuration	—
<i>Mordenkainen's Private Sanctum</i>	Abjuration	—
<i>Otiluke's Resilient Sphere</i>	Abjuration	C
<i>Stone Shape</i>	Transmutation	—
<i>Stoneskin</i>	Transmutation	C, M
<i>Summon Construct</i>	Conjuration	C, M

LEVEL 5 ARTIFICER SPELLS		
Spell	School	Special
<i>Animate Objects</i>	Transmutation	C
<i>Bigby's Hand</i>	Evocation	C
<i>Circle of Power</i>	Abjuration	C
<i>Creation</i>	Illusion	—
<i>Greater Restoration</i>	Abjuration	M
<i>Wall of Stone</i>	Evocation	C

ARTIFICER SUBCLASSES

An Artificer subclass is a specialization that grants you features at certain Artificer levels, as specified in the subclass. This section presents the Alchemist, Armorer, Artillerist, and Battle Smith.

ALCHEMIST

Craft Magic Elixirs and Potions

An Alchemist is an expert at combining reagents to produce magical effects. Alchemists use their creations to give life and to leech it away.

DESIGN NOTE: ALCHEMIST UPDATES
Here are the main updates in this subclass since its appearance in *Tasha's Cauldron of Everything*:

- **Alchemist Spells** has replaced *Blight* with *Vitriolic Sphere*.
- **Tool Proficiency** now allows the Artificer to craft potions faster.
- **Experimental Elixir** now produces more elixirs, the healing of the Healing elixir has increased, and the sixth row of the table now lets you choose an elixir's effect.
- **Restorative Reagents** has been changed to connect the Temporary Hit Points to your level.
- **Chemical Mastery** has been redesigned. It now includes extra damage, Resistance, and the ability to cast *Tasha's Bubbling Cauldron*.

LEVEL 3: TOOL PROFICIENCY
You gain proficiency with Alchemist's Supplies. If you already have this proficiency, you gain proficiency with one other type of Artisan's Tools of your choice.
In addition, when you brew a potion using the crafting rules in the *Dungeon Master's Guide*, the amount of time required to craft it is halved.

LEVEL 3: ALCHEMIST SPELLS
When you reach an Artificer level specified in the Alchemist Spells table, you thereafter always have the listed spells prepared.

ALCHEMIST SPELLS	
Artificer Level	Spells
3	<i>Healing Word, Ray of Sickness</i>
5	<i>Flaming Sphere, Melf's Acid Arrow</i>
9	<i>Gaseous Form, Mass Healing Word</i>
13	<i>Death Ward, Vitriolic Sphere</i>
17	<i>Cloudkill, Raise Dead</i>

LEVEL 3: EXPERIMENTAL ELIXIR
Whenever you finish a Long Rest while holding Alchemist's Supplies, you can use that tool to magically produce two elixirs. For each elixir, roll on the Experimental Elixir table for the elixir's effect, which is triggered when someone drinks the elixir. The elixir appears in a vial, and the vial vanishes when the elixir is drunk or poured out. If any elixir remains when you finish a Long Rest, the elixir and its vial vanish.
Drinking an Elixir. As a Bonus Action, a creature can drink the elixir or administer it to another creature within 5 feet of itself.

Creating Additional Elixirs. As a Magic action while holding Alchemist's Supplies, you can expend one spell slot to create another elixir. When you do so, you choose its effect from the Experimental Elixir table rather than rolling.
When you reach certain Artificer levels, you can make an additional elixir at the end of each Long Rest: a total of three at level 5, four at level 9, and 5 at level 15.

EXPERIMENTAL ELIXIR	
D6	Effect
1	Healing. The drinker regains a number of Hit Points equal to 2d8 plus your Intelligence modifier.
2	Swiftness. The drinker's Speed increases by 10 feet for 1 hour.
3	Resilience. The drinker gains a +1 bonus to AC for 10 minutes.
4	Boldness. The drinker can roll 1d4 and add the number rolled to every attack roll and saving throw they make for the next minute.
5	Flight. The drinker gains a Fly Speed of 10 feet for 10 minutes.
6	You determine the elixir's effect by choosing one of the other rows in this table.

LEVEL 5: ALCHEMICAL SAVANT
Whenever you cast a spell using your Alchemist's Supplies as the Spellcasting Focus, you gain a bonus to one roll of the spell. That roll must restore Hit Points or be a damage roll that deals Acid, Fire, Necrotic, or Poison damage. The bonus equals your Intelligence modifier (minimum bonus of +1).

LEVEL 9: RESTORATIVE REAGENTS
You can incorporate restorative reagents into some of your works, granting the following benefits:

Fortify. Whenever a creature drinks an elixir you created with the Experimental Elixir feature, the creature gains Temporary Hit Points equal to your Intelligence modifier plus your Artificer level.
Restore. You can cast *Lesser Restoration* without expending a spell slot and without preparing the spell, provided you use Alchemist's Supplies as the Spellcasting Focus. You can do so a number of times equal to your Intelligence modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

LEVEL 15: CHEMICAL MASTERY
You gain the following benefits:

Alchemical Eruption. When you cast an Artificer spell that deals Acid, Fire, Necrotic, or Poison damage to a target, you can also deal 2d8 Force damage to that target. You can use this benefit only once on each of your turns.
Chemical Resistance. You gain Resistance to Acid damage and Poison damage.
Conjured Cauldron. You can cast *Tasha's Bubbling Cauldron* without expending a spell slot, without preparing the spell, and without Material components, provided you use Alchemist's Supplies as the Spellcasting Focus. Once you use this feature, you can't use it again until you finish a Long Rest.

ARMORER
Craft Magic Armor to Enhance Your Abilities
An Artificer who specializes as an Armorer modifies armor to function almost like a second skin. The armor is enhanced to hone the Artificer's magic, unleash potent attacks, and generate a formidable defense.

DESIGN NOTE: ARMORER
Here are the main updates in this subclass since its appearance in *Tasha's Cauldron of Everything*:

- **Tools of the Trade** now allows the Artificer to craft armor faster.
- **Armor Model** includes a new armor option: Dreadnought. In the Guardian option, Defensive Field now relies on you being Bloodied rather than having limited uses.
- **Armor Modifications** has been replaced by a new feature, Armor Replication.
- **Perfected Armor** now increases the damage of your Thunder Gauntlets and Lightning Launchers.

LEVEL 3: TOOLS OF THE TRADE
You gain training with Heavy armor. You also gain proficiency with Smith's Tools. If you already have this tool proficiency, you gain proficiency with one other type of Artisan's Tools of your choice.
In addition, when you craft nonmagical or magic armor, the amount of time required to craft it is halved.

LEVEL 3: ARMORER SPELLS
When you reach an Artificer level specified in the Armorer Spells table, you thereafter always have the listed spells prepared.

ARMORER SPELLS	
Artificer Level	Spells
3	<i>Magic Missile, Thunderwave</i>
5	<i>Mirror Image, Shatter</i>
9	<i>Hypnotic Pattern, Lightning Bolt</i>
13	<i>Fire Shield, Greater Invisibility</i>
17	<i>Passwall, Wall of Force</i>

LEVEL 3: ARCANE ARMOR
As a Magic action while you have Smith's Tools in hand, you can turn a suit of armor you are wearing into Arcane Armor. The armor continues to be Arcane Armor until you don another suit of armor or you die.
You gain the following benefits while wearing your Arcane Armor:

No Strength Requirement. If the armor normally has a Strength requirement, the Arcane Armor lacks this requirement for you.
Quick Don and Doff. You can don or doff the armor as a Utilize action.
Second Skin. The armor attaches to you and can't be removed against your will. It also expands to cover your entire body, although you can retract or deploy the helmet as a Bonus Action. The armor replaces missing limbs, functioning identically to a limb it replaces.
Spellcasting Focus. You can use the Arcane Armor as a Spellcasting Focus for your Artificer spells.

LEVEL 3: ARMOR MODEL
You can customize your Arcane Armor. When you do so, choose one of the following armor models: Dreadnought, Guardian, or Infiltrator. The model you choose gives you special benefits while you wear it.
Each model includes a special weapon. When you attack with that weapon, you can add your Intelligence modifier, instead of Strength or Dexterity modifier, to the attack and damage rolls.
You can change the armor's model whenever you finish a Short or Long Rest if you have Smith's Tools in hand.