TOME OF SECRETS	Artificer	*		ARTI	FICER	*
ARTIFICER	Caster Caster	Artifice Level	r		Crafting Abilities	Elbow Grease
INVENTION	Level	1		Jack of All Trades	Weird Science	+2
Invention Some DC Level Inventions = E	D =	2		Item Creation	Scribe Scroll	
Save DC per day Inve	entions INT	3		Bonus Feat	Brew Potion	
1 2		4		Salvage	Craft Wondrous Item Craft Magic Arms and Armour	
3		6		Metamagic Science	Graft Mayle Arms and Armour	+4
4		7			Craft Wand	
Invention Save DC = 10 + INT + Spell Invention time = 4 hours per spell I		8		Bonus Feat		
INVENTION USES Artifier		9			Craft Rod	
PER DAY Level	÷ 2)	10				+6
	(Round up)	11		Improved Metamagic Science	llot2 tlou?	
USE MAGICAL DEVICE DC 15 To use an invention crafted by s	someone else	12		Bonus Feat Improved Jack of All Trades	Craft Staff	
DC 20 To use an invention when its us rising 1 each time it's used	ses are spent	14		Improved dack of All Hades	Forge Ring	
DC 25 To use several magical effects	at once	16		Bonus Feat		
plus the number of effects CRAFT MAGIC I	TEM	19		Bonus Feat		
CRAFT		20		Exemplar		
DC 20 To create a magical item plus required caster level		×		BONUS	FEATS	,
DC 20 To create magical item with metamagic plus 3× modified caster level				at from this list at 3rd, 8th, 12th, 16th Spell +2	and 19th levels: ☐ Quicken Spell +4 ☐ Still S	pell +1
SALVAGE	*	□ Enla	rge Sp	pell +1 🔲 Magical Aptitude		Spell +3
Salvaging a magical item takes one day, a equal to the cost of the materials that car	and recovers the a value 1 be used to craft other	□ Exte Metamagi		ell +1	Skill Focus	
items. It cannot be spent. When deconstructing a wand with some s		``		MATERIALS	MAGIC ITEMS	,
recovered is an equivalent fraction of the	cost of the wand.					
Salvage Value (, ,						
WANDS	Ĭ,					
1 # Kg						
5 LI						
# ^{Kg} # □						
75 🗆						
S S C C C C C C C C C C C C C C C C C C		×		SCROLLS	POTIONS	#
E						
ν Π						
I # Kg						
# ^{Kg} # □						
5 🗆						
8 # □						