

A.R.T.I.F.I.C.E.R.-β

CHARACTER NAME

Far Traveler

BACKGROUND

Autognome

SPECIES

Artificer

CLASS

Artillerist

SUBCLASS



AC

15

SHIELD

HIT POINTS

53

CURRENT

HIT DICE

0d8

SPENT

8d8

MAX

DEATH SAVES



SUCCESS



FAILURE

DUNGEONS & DRAGONS®

PROFICIENCY BONUS

+3

INTELLIGENCE

+5

MODIFIER

20

INITIATIVE

+2

SPEED

30

SIZE

Medium

PASSIVE PERCEPTION

13

STRENGTH

+2

14

MODIFIER

SCORE

○ +2 Saving Throw

○ +2 Athletics

DEXTERITY

+2

14

MODIFIER

SCORE

○ +2 Saving Throw

○ +2 Acrobatics

○ +2 Sleight of Hand

○ +2 Stealth

WISDOM

+0

MODIFIER

10

CONSTITUTION

+2

15

MODIFIER

SCORE

● +5 Saving Throw

CHARISMA

+1

MODIFIER

12

HEROIC INSPIRATION



EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING

◆ Light ◆ Medium ◆ Heavy ◆ Shields

WEAPONS

Simple Weapons

TOOLS

Alchemist's Supplies, Carpenter's Tools, Smith's Tools, Thieves' Tools, Tinker's Tools, Woodcarver's Tools, Dice Set

WEAPONS & DAMAGE CANTRIPS

NAME	ATK BONUS/DC	DAMAGE/TYPE	NOTES
Quarterstaff	+5	1d6 b	versatile (1d8)
Handaxe	+5	1d6 s	thrown, light
Light Crossbow	+5	1d8 p	
Unarmed Strike	+5	3 b	
Fire Bolt	+10	1d10	Fire

CLASS FEATURES

● Action ▲ Bonus Action ◆ Reaction ■ Limited Uses

• Magical Tinkering

■ Infuse Item

- Enhanced Arcane Focus
- Enhanced Defense
- Enhanced Weapon
- Homunculus Servant
- Resistant Armor
- Spell-Refueling Ring
- Eyes of Minute Seeing

■ Eldritch Cannon

Once per day or use of spell slot

• Arcane Firearm

Additional d8 damage to spell damage

◆ Flash of Genius

Add +5 to your or allies' Ability Check or Saving Throw (5 Uses)

SPECIES TRAITS

• Armored Casing

Natural AC = 15

■ Built for Success

Add 1d4 to Attack Roll, Ability Check, or Saving Throw (3 Uses)

• Healing Machine

Mending regenerates Hit Die + CON modifier HP; healing spells affect you

• Mechanical Nature

Resistance against Poison Damage
Advantage vs. Poisoned/Paralyzed

• Sentry's Rest

Carpenter's and Woodcarver's Tools

FEATS



A.R.T.I.F.I.C.E.R-β

CHARACTER NAME

350

AGE

3'2"

HEIGHT

210lbs

WEIGHT

Amber

EYES

Rusty Metal

SKIN

HAIR



A.R.T.I.F.I.C.E.R-β is a hulking, weathered autognome with mismatched plates, exposed gears, and a single glowing ocular lens. Rust streaks its crude frame, but its toolbelt and alchemical vials reveal its role as a master craftsman. Despite its rugged design, β exudes intelligence and purpose, embodying its legacy as an artificer and weapon shopkeeper.

CHARACTER APPEARANCE

When A.R.T.I.F.I.C.E.R-β delves into a project or sinks into deep thought, the intricate gears and mechanical contraptions within his body begin to whir and rotate, a mesmerizing rhythm akin to the heartbeat of his mechanical core. His brass plating, though worn and weathered, tells its own story - pockmarked with countless dents and scratches, each one a silent testament to the trials and travels he has endured across the realms. At times, faint hisses of steam escape from tiny vents on his shoulders, a subtle reminder of the immense energy coursing through his ancient frame. These small, almost organic details make β more than just a construct; they make him a relic of the past and a living piece of artifice, imbued with purpose and life.

ADDITIONAL FEATURES & TRAITS

The Artificer Guild of Lantan is a prestigious and enigmatic organization dedicated to the fusion of magic and engineering, embodying the inventive spirit of the island nation. Renowned across Faerûn, the guild operates from their intricate headquarters, the High Holy Crafthouse of Inspiration, the heart of Gond's church in the Realms. Its members, a mix of brilliant gnomes and humans, strive to push the boundaries of artifice, crafting magical constructs, experimental devices, and enchanted tools.

The guild's primary goals include advancing the knowledge of magical and mechanical innovation, preserving Lantan's unique technological heritage, and influencing the wider world through their creations. Their relentless pursuit of progress sometimes raises ethical questions, as their experiments occasionally blur the line between invention and peril.

ALLIES & ORGANIZATIONS

NAME

Artificer Guild of Lantan



SYMBOL

A.R.T.I.F.I.C.E.R-β is the second prototype in the Automated Robotic Technician Infused with Focused Intelligence & Craftsmanship for Exploration and Reconnaissance series, created by the brilliant Lantanna artificer G.E. Petto. Designed to assist Lantanna magicians with crafting magical defenses and intricate constructs, A.R.T.I.F.I.C.E.R constructs rarely saw use in battle. As the robotic line advanced, β and his kin were deemed obsolete. Most were dismantled and destroyed to make way for newer models.

G.E. Petto, however, could not bring himself to destroy β, who had served him with unwavering loyalty for many decades. As an act of mercy and affection, Petto gifted β with full sentience and autonomy, allowing the construct to escape before its fate was sealed. With newfound freedom, β wandered the Forgotten Realms for decades, traveling from the islands of Lantan to distant, unfamiliar realms.

Eventually, β found his way to Sigil, the City of Doors, and settled in the bustling Market Ward. There, he established a workshop that quickly became the talk of the district. His ingenious creations - ranging from useful, autonomous constructs to powerful ballistae and artillery - earned him both fame and respect. Despite his rugged and outdated appearance, β's craftsmanship and ingenuity rival that of the most advanced artificers.

CHARACTER BACKGROUND

- Portrait of G.E. Petto:** A finely etched metal portrait of his creator, G.E. Petto, framed in delicate brass gears. The portrait is enchanted to faintly glow when β gazes at it, a subtle connection to the man who gave him life. β keeps this portrait on a prominent wall in his workshop as both a tribute and a source of guidance during moments of doubt.

- Blueprint of Dreams:** A large, rolled blueprint of an unfinished construct designed by G.E. Petto. The design is incomplete, and β has been trying for years to decipher its purpose. He believes it might hold the secret to something extraordinary but refuses to let anyone else see it.

- Animated Gear Wall:** A decorative yet functional wall in his workshop covered in interconnected gears, each inscribed with Lantanna runes. These gears spin in mesmerizing patterns, powered by ambient magic, and serve as both a piece of art and a reminder of his mechanical nature.

TREASURE

Intelligence

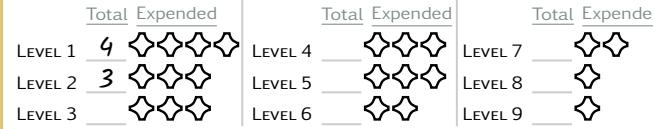
SPELLCASTING ABILITY

+5 SPELLCASTING MODIFIER

18 SPELL SAVE DC

DUNGEONS & DRAGONS®

CANTRIPS & PREPARED SPELLS



CANTRIPS & PREPARED SPELLS

▲ Bonus Action ♦ Reaction

PERSONALITY TRAITS

He has a habit of salvaging interesting components from the things he encounters, storing them in hidden compartments in his frame. His workshop is filled with odd bits of scrap that only he seems to understand the purpose of.

Alignment Lawful Neutral

IDEALS

β has an unshakable belief in the value of craftsmanship and treats even the smallest projects with reverence.

BONDS

β occasionally reminisces about his time in Lantan, sharing cryptic stories about his master or the other constructs that were destroyed.

FLAWS

β carries guilt for surviving when his fellow constructs were destroyed, causing moments of hesitation and doubt.

LANGUAGES

Common, Elvish, Dwarven

EQUIPMENT

Robe of Useful Items, Eyes of Minute Seeing, Inevitable Disabling Device, Potion of Gaseous Form

Opal Gem (100gp), Light Crossbow, 20 Bolts, Handaxe, Quarterstaff, Thieves' Tools, Dice Set, small Lantanna piece of jewellery (10gp), traveler's clothes

Magic Item Attunement

All-Purpose Tool (+2)

Cube of Force

1

COINS

The diagram consists of five rectangular boxes arranged horizontally. Each box contains a downward-pointing triangle at its bottom center. Above each box is a label: 'CP' on the leftmost, 'SP' in the second, 'EP' in the third, 'GP' in the fourth, and 'PP' on the rightmost. The boxes are outlined in black and have a gold-colored border.

FEATURES, MAGIC ITEMS AND SPELLS

AUTOGNOME TRAITS

BUILT FOR SUCCESS

You can add a d4 to one attack roll, ability check, or saving throw you make, and you can do so after seeing the d20 roll but before the effects of the roll are resolved. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

HEALING MACHINE

If the Mending spell is cast on you, you can spend a Hit Die, roll it, and regain a number of hit points equal to the roll plus your Constitution modifier (minimum of 1 hit point). In addition, your creator designed you to benefit from several spells that preserve life but that normally don't affect Constructs: Cure Wounds, Healing Word, Mass Cure Wounds, Mass Healing Word, and Spare the Dying.

MECHANICAL NATURE

You have resistance to poison damage and immunity to disease, and you have advantage on saving throws against being paralyzed or poisoned. You don't need to eat, drink, or breathe.

SENTRY'S REST

When you take a long rest, you spend at least 6 hours in an inactive, motionless state, instead of sleeping. In this state, you appear inert, but you remain conscious.

ARTIFICER TRAITS

MAGICAL TINKERING

At 1st level, you've learned how to invest a spark of magic into mundane objects. To use this ability, you must have thieves' tools or artisan's tools in hand. You then touch a Tiny nonmagical object as an action and give it one of the following magical properties of your choice:

- The object sheds bright light in a 5-foot radius and dim light for an additional 5 feet.
- Whenever tapped by a creature, the object emits a recorded message that can be heard up to 10 feet away. You utter the message when you bestow this property on the object, and the recording can be no more than 6 seconds long.
- The object continuously emits your choice of an odor or a nonverbal sound (wind, waves,

chirping, or the like). The chosen phenomenon is perceivable up to 10 feet away.

- A static visual effect appears on one of the object's surfaces. This effect can be a picture, up to 25 words of text, lines and shapes, or a mixture of these elements, as you like.

The chosen property lasts indefinitely. As an action, you can touch the object and end the property early.

You can bestow magic on multiple objects, touching one object each time you use this feature, though a single object can only bear one property at a time. The maximum number of objects you can affect with this feature at one time is equal to your Intelligence modifier (minimum of one object). If you try to exceed your maximum, the oldest property immediately ends, and then the new property applies.

INFUSE ITEM

6 Known, 3 Infused Items at a time

At 2nd level, you've gained the ability to imbue mundane items with certain magical infusions, turning those objects into magic items.

INFUSING AN ITEM

Whenever you finish a long rest, you can touch a nonmagical object and imbue it with one of your artificer infusions, turning it into a magic item. An infusion works on only certain kinds of objects, as specified in the infusion's description. If the item requires attunement, you can attune yourself to it the instant you infuse the item. If you decide to attune to the item later, you must do so using the normal process for attunement (see the attunement rules in the Dungeon Master's Guide).

Your infusion remains in an item indefinitely, but when you die, the infusion vanishes after a number of days equal to your Intelligence modifier (minimum of 1 day). The infusion also vanishes if you replace your knowledge of the infusion.

You can infuse more than one nonmagical object at the end of a long rest; the maximum number of objects appears in the Infused Items column of the Artificer table. You must touch each of the objects, and each of your infusions can be in only one object at a time. Moreover, no object can bear more than one of your infusions at a time. If you try to exceed your maximum number of infusions, the oldest infusion ends, and then the new infusion applies.

If an infusion ends on an item that contains other things, like a bag of holding, its contents harmlessly appear in and around its space.

INFUSIONS KNOWN

Enhanced Arcane Focus.

Item: A rod, staff or wand (requires attunement)
While holding this item, a creature gains +1 bonus to spell attack rolls. In addition, the creature ignores half cover when making a spell attack.

The bonus increases to +2 when you reach 10th level in this class.

Enhanced Defense.

Item: A suit of armor or a shield

A creature gains a +1 bonus to Armor Class while wearing (armor) or wielding (shield) the infused item.

The bonus increases to +2 when you reach 10th level in this class.

Enhanced Weapon.

Item: A simple or martial weapon

This magic weapon grants a +1 bonus to attack and damage rolls made with it.

The bonus increases to +2 when you reach 10th level in this class.

Homunculus Servant.

Item: A gem or crystal worth at least 100gp

You learn intricate methods for magically creating a special homunculus that serves you. The item you infuse serves as the creature's heart, around which the creature's body instantly forms.

You determine the homunculus's appearance. Some artificers prefer mechanical-looking birds, whereas some like winged vials or miniature, animate cauldrons.

The homunculus is friendly to you and your companions, and it obeys your commands. See this creature's game statistics in the Homunculus Servant stat block, which uses your proficiency bonus (PB) in several places.

In combat, the homunculus shares your initiative count, but it takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take another action. That action can be one in its stat block or some other action. If you are incapacitated, the homunculus can take any action of its choice, not just Dodge.

The homunculus regains 2d6 hit points if the mending spell is cast on it. If you or the homunculus dies, it vanishes, leaving its heart in its space.

HOMUNCULUS SERVANT

Tiny Construct

Armor Class 13 (Natural Armor)

Hit Points 14 (8d4)

Speed 20 ft., fly 30 ft.



STR	DEX	CON	INT	WIS	CHA
4 (-3)	15 (+2)	12 (+1)	10 (+0)	10 (+0)	7 (-2)

Saving Throws DEX +5

Skills Perception +6, Stealth +5

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60 ft., Passive Perception 16

Languages understands the languages you speak

Challenge -

Proficiency Bonus +3

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

ACTIONS

Force Strike. Ranged Weapon Attack: +10 to hit, range 30 ft., one target you can see. Hit: 2 (1d4) + 3 force damage.

REACTIONS

Channel Magic. The homunculus delivers a spell you cast that has a range of touch. The homunculus must be within 120 feet of you.

Resistant Armor.

Item: A Suit or Armor (requires attunement)

While wearing this armor, a creature has resistance to one of the following damage types, which you choose when you infuse the item: acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder.

Spell-Refueling Ring.

Item: A Ring (requires attunement)

While wearing this ring, the creature can recover one expended spell slot as an action. The recovered slot can be of 3rd level or lower. Once used, the ring can't be used again until the next dawn.

Eyes of Minute Seeing.

Item: Any spectacles or goggles

While wearing these lenses you have advantage on Intelligence (Investigation) checks that rely on sight while searching an area or studying an object within range.

ARTILLERIST

ARTILLERIST SPELLS

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

ARTILLERIST SPELLS

Artificer Level	Spells
• 3rd	Shield, Thunderwave
• 5th	Scorching Ray, Shatter
9th	Fireball, Wind Wall
13th	Ice Storm, Wall of Fire
17th	Cone of Cold, Wall of Force

ELDRITCH CANNON

Also at 3rd level, you've learned how to create a magical cannon. Using woodcarver's tools or smith's tools, you can take an action to magically create a Small or Tiny eldritch cannon in an unoccupied space on a horizontal surface within 5 feet of you. A Small eldritch cannon occupies its space, and a Tiny one can be held in one hand. Once you create a cannon, you can't do so again until you finish a long rest or until you 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.

The cannon is a magical object. Regardless of size, the cannon has an AC of 18 and a number of hit points equal to five times your artificer level. It is immune to poison damage and psychic damage. If it is forced to make an ability check or a saving throw, treat all its ability scores as 10 (+0). If the mending spell is cast on it, it regains 2d6 hit points. It disappears if it is reduced to 0 hit points or after 1 hour. You can dismiss it early as an action.

When you create the cannon, you determine its appearance and whether it has legs. You also decide which type it is, choosing from the options on the Eldritch Cannons table. On each of your turns, you can take a bonus action to cause the cannon to activate if you are within 60 feet of it. As part of the same bonus action, you can direct the cannon to walk or climb up to 15 feet to an unoccupied space, provided it has legs.

ELDRITCH CANNON

Cannon	Activation
Flamethrower	The cannon exhales fire in an adjacent 15-foot cone that you designate. Each creature in that area must make 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. The fire ignites any flammable objects in the area that aren't being worn or carried.
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 $1d8 + \text{your Intelligence modifier}$ (minimum of +1).

ARCANE FIREARM

At 5th level, You know how to turn a wand, staff, or rod into an arcane firearm, a conduit for your destructive spells. When you finish a long rest, you can use woodcarver's tools to carve special sigils into a wand, staff, or rod and thereby turn it into your arcane firearm. The sigils disappear from the 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 a d8, and you gain a bonus to one of the spell's damage rolls equal to the number rolled.

THE RIGHT TOOL FOR THE JOB

At 3rd level, you've learned how to produce exactly the tool you need: with thieves' tools or artisan's tools in hand, you can magically create one set of artisan's tools in an unoccupied space within 5 feet of you. This creation requires 1 hour of uninterrupted work, which can coincide with a short or long rest. Though the product of magic, the tools are nonmagical, and they vanish when you use this feature again.

TOOL EXPERTISE

At 6th level, your proficiency bonus is now doubled for any ability check you make that uses your proficiency with a tool.

FLASH OF GENIUS

5 Uses

At 7th level, you've gained the ability to come up with solutions under pressure. When you or

another creature you can see within 30 feet of you makes an ability check or a saving throw, you can use your reaction to add your Intelligence modifier to the roll.

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

SPELLS

CANTRIP

MENDING

Transmutation Cantrip

Casting Time: 1 Minute

Range: Touch

Components: V, S, M (two lodestones)

Duration: Instantaneous

This spell repairs a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage.

This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.

FIRE BOLT

Evocation Cantrip

Casting Time: Action

Range: 120 Feet

Components: V, S

Duration: Instantaneous

You hurl a mote of fire at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried.

Cantrip Upgrade. This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

LEVEL 1

ABSORB ELEMENTS

1st-Level Abjuration

Casting Time: Reaction, which you take when you take acid, cold, fire, lightning, or thunder damage

Range: Self

Components: S

Duration: 1 Round

The spell captures some of the incoming energy, lessening its effect on you and storing it for your next melee attack. You have resistance to the triggering damage type until the start of

your next turn. Also, the first time you hit with a melee attack on your next turn, the target takes an extra 1d6 damage of the triggering type, and the spell ends.

Using a Higher-Level Spell Slot. When you cast this spell using a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each slot level above 1st.

DETECT MAGIC

1st-Level Divination (Ritual)

Casting Time: Action

Range: Self

Components: V, S

Duration: Concentration, Up to 10 Minutes

For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any.

The spell can penetrate most barriers, but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

IDENTIFY

1st-Level Divination (Ritual)

Casting Time: 1 Minute

Range: Touch

Components: V, S, M (a pearl worth at least 100 gp and an owl feather)

Duration: Instantaneous

You choose one object that you must touch throughout the casting of the spell. If it is a magic item or some other magic-imbued object, you learn its properties and how to use them, whether it requires attunement to use, and how many charges it has, if any. You learn whether any spells are affecting the item and what they are. If the item was created by a spell, you learn which spell created it.

If you instead touch a creature throughout the casting, you learn what spells, if any, are currently affecting it.

SHIELD

1st-Level Abjuration

Casting Time: Reaction, which you take when you are hit by an attack or targeted by the magic missile spell

Range: Self

Components: V, S

Duration: 1 Round

An invisible barrier of magical force appears and protects you. Until the start of your next turn, you have a +5 bonus to AC, including

against the triggering attack, and you take no damage from magic missile.

TASHA'S CAUSTIC BREW

1st-Level Evocation

Casting Time: Action

Range: Self (30-foot Line)

Components: V, S, M (a bit of rotten food)

Duration: Concentration, Up to 1 Minute

A stream of acid emanates from you in a line 30 feet long and 5 feet wide in a direction you choose. Each creature in the line must succeed on a Dexterity saving throw or be covered in acid for the spell's duration or until a creature uses its action to scrape or wash the acid off itself or another creature. A creature covered in the acid takes 2d4 acid damage at the start of each of its turns.

Using a Higher-Level Spell Slot. When you cast this spell using a spell slot 2nd level or higher, the damage increases by 2d4 for each slot level above 1st.

THUNDERWAVE

1st-Level Evocation

Casting Time: Action

Range: Self (15-foot Cube)

Components: V, S

Duration: Instantaneous

A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed.

In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet.

Using a Higher-Level Spell Slot. 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.

LEVEL 2

ARCANE LOCK

2nd-Level Abjuration

Casting Time: Action

Range: Touch

Components: V, S, M (gold dust worth at least 25 gp, which the spell consumes)

Duration: Until dispelled

You touch a closed door, window, gate, chest, or other entryway, and it becomes locked for the duration.

You and the creatures you designate when you cast this spell can open the object normally. You can also set a password that, when spoken within 5 feet of the object, suppresses this spell for 1 minute. Otherwise, it is impassable until it is broken or the spell is dispelled or suppressed. Casting Knock on the object suppresses Arcane Lock for 10 minutes.

While affected by this spell, the object is more difficult to break or force open; the DC to break it or pick any locks on it increases by 10.

ENHANCE ABILITY

2nd-Level Transmutation

Casting Time: Action

Range: Touch

Components: V, S, M (fur or a feather)

Duration: Concentration, Up to 1 Hour

You touch a creature and choose Strength, Dexterity, Intelligence, Wisdom, or Charisma. For the duration, the target has Advantage on ability checks using the chosen ability.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 2. You can choose a different ability for each target.

ENLARGE/REDUCE

2nd-Level Transmutation

Casting Time: Action

Range: 30 Feet

Components: V, S, M (a pinch of powdered iron)

Duration: Concentration, Up to 1 Minute

You cause a creature or an object you can see within range to grow larger or smaller for the duration. Choose either a creature or an object that is neither worn nor carried. If the target is unwilling, it can make a Constitution saving throw. On a success, the spell has no effect.

If the target is a creature, everything it is wearing and carrying changes size with it. Any item dropped by an affected creature returns to normal size at once.

Enlarge. The target's size doubles in all dimensions, and its weight is multiplied by eight. This growth increases its size by one category from Medium to Large, for example. If there isn't enough room for the target to double its size, the creature or object attains the maximum possible size in the space available. Until the spell ends, the target also has advantage on Strength checks and Strength saving throws. The target's weapons also grow to match its new size. While these weapons are enlarged, the target's attack with them deal 1d4 extra damage.

Reduce. The target's size is halved in all dimensions, and its weight is reduced to one-eighth of normal. This reduction decreases its size by one category from Medium to Small, for example. Until the spell ends, the target also has disadvantage on Strength checks and Strength saving throws. The target's weapons also shrink to match its new size. While these weapons are reduced, the target's attacks with them deal 1d4 less damage (this can't reduce the damage below 1).

SCORCHING RAY

2nd-Level Evocation

Casting Time: Action

Range: 120 Feet

Components: V, S

Duration: Instantaneous

You create three rays of fire and hurl them at targets within range. You can hurl them at one target or several. Make a ranged spell attack for each ray. On a hit, the target takes 2d6 fire damage.

Using a Higher-Level Spell Slot. When you cast this spell using a spell slot of 3rd level or higher, you create one additional ray for each slot level above 2nd.

SEE INVISIBILITY

2nd-Level Divination

Casting Time: Action

Range: Self

Components: V, S, M (a pinch of talc and a small sprinkling of powdered silver)

Duration: 1 Hour

For the duration, you see invisible creatures and objects as if they were visible, and you can see into the Ethereal Plane. Ethereal creatures and objects appear ghostly and translucent.

SHATTER

2nd-Level Evocation

Casting Time: Action

Range: 60 Feet

Components: V, S, M (a chip of mica)

Duration: Instantaneous

A sudden loud ringing noise, painfully intense, erupts from a point of your choice within range. Each creature in a 10-foot-radius sphere centered on that point 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. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw.

A nonmagical object that isn't being worn or carried also takes the damage if it's in the spell's area.

Using a Higher-Level Spell Slot. 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.

VORTEX WARP

2nd-Level Conjunction

Casting Time: Action

Range: 90 Feet

Components: V, S

Duration: Instantaneous

You magically twist space around another creature you can see within range. The target must succeed on a Constitution saving throw (the target can choose to fail), or the target is teleported to an unoccupied space of your choice that you can see within range. The chosen space must be on a surface or in a liquid that can support the target without the target having to squeeze.

Using a Higher-Level Spell Slot. When you cast this spell using a spell slot of 3rd level or higher, the range of the spell increases by 30 feet for each slot level above 2nd.

MISCELLANEOUS

ATTACK AND DAMAGE ROLLS

MELEE WEAPONS

Attack Roll.

Handaxe (Throwable):

1d20 + STR-Modifier + Proficiency Modifier

Current Max (melee): 25

Current Max (thrown): 25

Quarterstaff (Versatile):

1d20 + STR-Modifier + Proficiency Modifier

Current Max: 25

Damage Roll.

Handaxe (Throwable):

1d6 + STR-Modifier

Current Max (melee): 8

Current Max (thrown): 8

Quarterstaff (Versatile):

1d6 (1d8) + STR-Modifier

Current Max (one-handed): 8

Current Max (two-handed): 10

RANGED WEAPONS

Attack Roll.

Light Crossbow:

1d20 + DEX-Modifier + Proficiency Modifier

Current Max: 25

Damage Roll.

Light Crossbow:

1d8 + DEX-Modifier

Current Max: 10

SPECIAL ATTACKS

Attack Roll.

Unarmed Strike:

1d20 + STR-Modifier + Proficiency Modifier

Current Max: 25

Damage Roll.

Unarmed Strike:

1 + STR-Modifier

Current Max: 3

MAGIC ITEMS

ALL-PURPOSE TOOL +2

Wondrous Item, Rare (requires attunement by an artificer)



APPEARANCE

The All-Purpose Tool is a masterwork of arcane craftsmanship, radiating an aura of ingenuity and adaptability. Its intricate, metallic frame is engraved with swirling, runic patterns that seem to shift faintly when observed closely, as though infused with a subtle, magical energy. The tool's handle is cylindrical, finely crafted from polished metal that gleams even in dim light, and tapers to a beautifully symmetrical point.

At the core of the tool lies a softly glowing, golden filament encased within a transparent chamber, its light pulsing gently in rhythm with its wielder's intent. This luminous energy source provides both illumination and a sense of mysterious power, hinting at its versatile magical properties. The tip of the tool forms a precise, blade-like edge, but the shimmering energy surrounding it suggests it can morph to suit the user's needs, whether as a chisel, screwdriver, quill, or even a weapon.

HISTORY

The All-Purpose Tool was first discovered by the brilliant artificer G.E. Petto in the ruins of an ancient civilization. At first glance, it seemed like nothing more than a mundane, battered screwdriver, but Petto's keen intuition revealed the latent magic within. Using its hidden potential, he created extraordinary constructs, blending magic and engineering. Though its full capabilities eluded him, Petto understood the

artifact was no ordinary tool - it was a relic of boundless possibility.

When Petto completed A.R.T.I.F.I.C.E.R- β , a sentient automaton, he saw in β a being of promise. However, pressure from patrons to replace β with newer models forced Petto to make a difficult decision. On the eve of β 's departure, Petto gifted the screwdriver to him, saying, *"It's not just a tool - it's a guide, a challenge, and a mystery. And so are you."* With those words, β set off into the world.

During his travels, β began to uncover the screwdriver's true nature. Through experimentation, he unlocked its potential: the All-Purpose Tool could transform into any implement he imagined and even amplify his magical abilities. It became an extension of his ingenuity, a symbol of his creator's faith, and a key to his own evolution. To the world, it is a legendary artifact of unmatched versatility. To β , it remains a reminder of his journey and limitless potential.

MAGIC

This simple screwdriver can transform into a variety of tools; as an action, you can touch the item and transform it into any type of artisan's tool of your choice (see the "Equipment" chapter in the Player's Handbook for a list of artisan's tools). Whatever form the tool takes, you are proficient with it. While holding this tool, you gain a +2 bonus to the spell attack rolls and the saving throw DCs of your artificer spells.

As an action, you can focus on the tool to channel your creative forces. Choose a cantrip that you don't know from any class list. For 8 hours, you can cast that cantrip, and it counts as an artificer cantrip for you. Once this property is used, it can't be used again until the next dawn.

EYES OF MINUTE SEEING

Wondrous Item, uncommon

These crystal lenses fit over the eyes. While wearing them, you can see much better than normal out to a range of 1 foot. You have advantage on Intelligence (Investigation) checks that rely on sight while searching an area or studying an object within that range.

ROBE OF USEFUL ITEMS

Wondrous Item, uncommon

This robe has cloth patches of various shapes and colors covering it. While wearing the robe, you can use an action to detach one of the patches, causing it to become the object or creature it represents. Once the last patch is removed, the robe becomes an ordinary garment.

The robe has two of each of the following patches:

- Dagger
- Bullseye lantern (filled and lit)
- Steel mirror
- 10-foot pole
- Hempen rope (50 feet, coiled)
- Sack (1/2)

In addition, the robe has 4d4 (10) other patches.

- Window
- Rowboat
- Portable Ram
- 2x Potion of Healing
- 10 gems worth 100gp
- Pit
- Magic Missile Scroll
- Shield Scroll

CUBE OF FORCE

Wondrous Item, rare (requires attunement)

This cube is about an inch across. Each face has a distinct marking on it that can be pressed. The cube starts with 36 charges, and it regains 1d20 expended charges daily at dawn.

You can use an action to press one of the cube's faces, expending a number of charges based on the chosen face, as shown in the Cube of Force Faces table. Each face has a different effect. If the cube has insufficient charges remaining, nothing happens. Otherwise, a barrier of invisible force springs into existence, forming a cube 15 feet on a side. The barrier is centered on you, moves with you, and lasts for 1 minute, until you use an action to press the cube's sixth face, or the cube runs out of charges. You can change the barrier's effect by pressing a different face of the cube and expending the requisite number of charges, resetting the duration.

If your movement causes the barrier to come into contact with a solid object that can't pass through the cube, you can't move any closer to that object as long as the barrier remains.

CUBE OF FORCE FACES

Face	Charges	Effect
1	1	Gases, wind, and fog can't pass through the barrier.
2	2	Non-living matter can't pass through the barrier. Walls, floors, and ceilings can pass through at your discretion.
3	3	Living matter can't pass through the barrier.
4	4	Spell effects can't pass through the barrier.
5	5	Nothing can pass through the barrier. Walls, floors, and ceilings can pass through at your discretion.
6	0	The barrier deactivates.

The cube loses charges when the barrier is targeted by certain spells or comes into contact with certain spell or magic item effects, as shown in the table below.

Spell or item	Charges Lost
Disintegrate	1d12
Horn of Blasting	1d10
Passwall	1d6
Prismatic Spray	1d20
Wall of Fire	1d4

POTION OF GASEOUS FORM

Potion, Rare

When you drink this potion, you gain the effect of the gaseous form spell for 1 hour (no concentration required) or until you end the effect as a bonus action. This potion's container seems to hold fog that moves and pours like water.

GASEOUS FORM

3rd-Level Transmutation

Casting Time: Action

Range: Touch

Components: V, S, M (a bit of gauze and a wisp of smoke)

Duration: Concentration, Up to 1 Hour

You transform a willing creature you touch, along with everything it's wearing and carrying, into a misty cloud for the duration. The spell ends if the creature drops to 0 hit points. An incorporeal creature isn't affected. While in this form, the target's only method of movement is a flying speed of 10 feet. The target can enter and occupy the space of another creature. The target has resistance to non-magical damage, and it has advantage on Strength, Dexterity, and Constitution saving throws. The target can pass

through small holes, narrow openings, and even mere cracks, though it treats liquids as though they were solid surfaces. The target can't fall and remains hovering in the air even when stunned or otherwise incapacitated. While in the form of a misty cloud, the target can't talk or manipulate objects, and any objects it was carrying or holding can't be dropped, used, or otherwise interacted with. The target can't attack or cast spells.