

# Artificer Infusion Encyclopedia

Torstein Solheim Ølberg

August 29, 2020

## Contents

<b>1</b>	<b>2nd Level Infusions</b>	<b>1</b>
1.1	Enhanced Arcane Focus . . . . .	1
1.2	Enhanced Defence . . . . .	2
1.3	Enhanced Weapon . . . . .	2
1.4	Repeating Shot . . . . .	2
1.5	Replicate Magic Item . . . . .	2
1.6	Returning Weapon . . . . .	4
<b>2</b>	<b>6th Level Infusions</b>	<b>5</b>
2.1	Boots of Winding Path . . . . .	5
2.2	Homunculus Servant . . . . .	5
2.3	Radiant Weapon . . . . .	6
2.4	Repulsion Shield . . . . .	7
2.5	Resistant Armour . . . . .	7

## 1 2nd Level Infusions

### 1.1 Enhanced Arcane Focus

**Item:** A rod, staff or wand (requires attunement)

While holding this item, a creature gains a +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.

### 1.2 Enhanced Defence

**Item:** A suit of armour or a shield

A creature gains a +1 bonus to Armour Class while wearing (armor) or

wielding (shield) the infused item.

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

### 1.3 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.

### 1.4 Repeating Shot

**Item:** A simple or martial weapon with the ammunition property (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, and it ignores the loading property if it has it.

If you load no ammunition in the weapon, it produces its own, automatically creating one piece of magic ammunition when you make a ranged attack with it. The ammunition created by the weapon vanishes the instant after it hits or misses a target.

### 1.5 Replicate Magic Item

**Item:** None

Using this infusion, you replicate a particular magic item. You can learn this infusion multiple times; each time you do so, choose a magic item that you can make with it, picking from the Replicable Items tables below. A table's title tells you the level you must be in the class to choose an item from the table.

In the tables, an item's entry tells you whether the item requires attunement. See the item's description in the *Dungeon Master's Guide* for more information about it, including the type of object required for its making.

If you have *Xanathar's Guide to Everything*, you can choose from among the common magic items in that book when you pick a magic item you can replicate with this infusion.

Level Requirement	Magic Item	Attunement
2nd level	Alchemy Jug	No
2nd level	Armsblade	Yes
2nd level	Bag of Holding	No
2nd level	Cap of Water Breathing	No
2nd level	Goggles of Night	No
2nd level	Prosthetic Limb	Yes
2nd level	Rope of Climbing	No
2nd level	Sending Stones	No
2nd level	Wand of Magic Detection	No
2nd level	Wand of Secrets	No
6th level	Boots of Elvenkind	No
6th level	Cloak of Elvenkind	Yes
6th level	Cloak of Manta Ray	No
6th level	Eyes of Charming	Yes
6th level	Gloves of Thievery	No
6th level	Lantern of Revealing	No
6th level	Pipes of Haunting	No
6th level	Ring of Water Walking	No
6th level	Wand Sheath	Yes

Level Requirement	Magic Item	Attunement
10th level	Boots of Striding and Springing	Yes
10th level	Boots of the Winterlands	Yes
10th level	Bracers of Archery	Yes
10th level	Brooch of Shielding	Yes
10th level	Cloak of Protection	Yes
10th level	Eyes of the Eagle	Yes
10th level	Gauntlets of Ogre Power	Yes
10th level	Gloves of Missile Snaring	Yes
10th level	Gloves of Swimming and Climbing	Yes
10th level	Hat of Disguise	Yes
10th level	Headband of Intellect	Yes
10th level	Helm of Telepathy	Yes
10th level	Medallion of Thoughts	Yes
10th level	Periapt of Wound Closure	Yes
10th level	Pipes of the Sewers	Yes
10th level	Quiver of Ehlonna	No
10th level	Ring of Jumping	Yes
10th level	Ring of Mind Shielding	Yes
10th level	Slippers of Spider Climbing	Yes
10th level	Ventilating Lungs	Yes
10th level	Winged Boots	Yes
14th level	Amulet of Health	Yes
14th level	Arcane Propulsion Arm	Yes
14th level	Belt of Hill Giant Strength	Yes
14th level	Boots of Levitation	Yes
14th level	Boots of Speed	Yes
14th level	Bracers of Defence	Yes
14th level	Cloak of the Bat	Yes
14th level	Dimensional Shackles	No
14th level	Gem of Seeing	Yes
14th level	Horn of Blasting	No
14th level	Ring of Free Action	Yes
14th level	Ring of Protection	Yes
14th level	Ring of the Ram	Yes

## 1.6 Returning Weapon

**Item:** A simple or martial weapon with the thrown property

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

it, and it returns to the wielder's hand immediately after it is used to make a ranged attack.

## 2 6th Level Infusions

### 2.1 Boots of Winding Path

**Item:** A pair of boots (requires attunement)

While wearing these boots, a creature can teleport up to 15 feet as a bonus action to an unoccupied space the creature can see. The creature must have occupied that space at some point during the current turn.

### 2.2 Homunculus Servant

**Item:** A gem worth at least 100 gp or a dragonshard

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.

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 the action in its stat block or the Dash, Disengage, Help, Hide, or Search action.

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

<p><b>Humunculus Servant</b></p> <p>Tiny construct, neutral</p> <p>Armour Class: 13 (natural armour)</p> <p>Hit Points = its Con. mod. + your Int. mod. + your Art. lvl.</p> <p>Speed: 20 (30 flying)</p> <p>Strength: 4 (-3)</p> <p>Dexterity: 15 (+2)</p> <p>Constitution: 12 (+1)</p> <p>Intelligence: 10 (0)</p> <p>Wisdom: 10 (0)</p> <p>Charisma: 7 (-2)</p> <p>Saving Throw Bonus: Dex (+4)</p> <p>Skill Bonuses: Perception (+4), Stealth (+4)</p> <p>Damage Immunity: Poison</p> <p>Condition Immunity: Exhaustion, Poisoned</p> <p>Darkvision: 60 feet</p> <p>Passive Perception: 14</p> <p>Languages: Same as manufacturer</p> <p><b>Evasion:</b></p> <p>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.</p> <p><b>Might of the Master:</b></p> <p>The following numbers increase by 1 when your proficiency bonus increases by 1: the homunculus's skill and saving throw bonuses (above) and the bonuses to hit and damage of its attack (below).</p> <p><b>Force Strike:</b></p> <p>Cost: 1 bonus action from you. Ranged Weapon Attack: +4 to hit, range 30 feet, one target you can see. Damage: 1d4 + 2 force damage.</p> <p><b>Channel Magic:</b></p> <p>Cost: reaction. The homunculus delivers a spell you cast that has a range of touch. The homunculus must be within 120 feet of you.</p>
---

## 2.3 Radiant Weapon

**Item:** A simple or martial weapon (requires attunement)

This magic weapon grants a +1 bonus to attack and damage rolls made with it. While holding it, the wielder 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. The

wielder can extinguish the light as a bonus action.

The weapon has 4 charges. As a reaction immediately after being hit by an attack, the wielder can expend 1 charge and cause the attacker to be blinded until the end of the attacker's next turn, unless the attacker succeeds on a Constitution saving throw against your spell save DC. The weapon regains 1d4 expended charges daily at dawn.

## 2.4 Repulsion Shield

**Item:** A shield (requires attunement)

A creature gains a +1 bonus to Armour Class while wielding this shield.

The shield has 4 charges. While holding it, the wielder can use a reaction immediately after being hit by a melee attack 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.

## 2.5 Resistant Armour

**Item:** A suit of armour (requires attunement)

While wearing this armour, 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.