

Additional Artificer Infusion Options

The following options are added to the list of infusions available to Artificers.

Tome of Arcane Knowledge

Prerequisites: 2nd-level Artificer. Item: a notebook or spellbook.

When you infuse this item, you can select two cantrips from any spell list and a 1st-level spell from either the Artificer or Wizard spell list; these spells count as Artificer spells for you. The knowledge of how to cast these spells becomes imbued into the tome, allowing whoever holds the tome to be able to cast those spells, using your Artificer spell modifier and save DC where necessary; the holder must spend one of their spell slots to be able to cast the 1st-level spell.

The tome has innate magical abilities that it can grant to its user. If the user chooses to, they can attune to the tome like other magic items. While attuned, the user knows the spells imbued into the tome and can cast them without needing to hold it, so long as the tome is on their person. Additionally, the 1st-level spell can be cast without expending a spell slot once per day, regaining this ability at dawn. Lastly, the user can choose to use their own spellcasting modifier or DC for these spells, if they have one, rather than using yours.

Replicate Item: Ofuda-shoku

Prerequisites: 2nd-level Artificer. Item: A holster for skiltanfen.

When you pick the Replicate Item infusion, the ofuda-shoku (uncommon) is added to your list of options at level 2.

Replicate Item: Temporal Amulet

Prerequisites: 6th-level Artificer. Item: An amulet or necklace.

When you pick the Replicate Item infusion, the Temporal Amulet is added to your list of options at level 6.

Magical Magnifier

Prerequisites: 14th-level Artificer. Item: Any magic item that grants a numerical bonus.

Having developed a superior understanding of magic and how it interacts with items, you can place this infusion on an item that is already magical, enhancing the bonus granted from it by 1 (for instance, you could place it on a magical weapon, going from +2 to +3 on attack and damage rolls, or on a *Bracers of Defense* to increase its AC bonus to a +3). If an item has multiple magical bonuses, each of those bonuses is increased.

Special: If you are a Tinkerer Artificer, you may only use the Magical Magnifier on any given item a single time.

Elemental Weapon

Prerequisites: 6th-level Artificer. Item: Any simple or melee weapon.

This weapon is charged with elemental power. When its wielder hits with an attack roll using the elemental weapon, the weapon deals an additional 1d6 damage; at 14th level, this increases to 2d6. The damage type is either fire, lightning, acid, poison, or cold; you select it when you infuse this item, but you can change which damage type is chosen after a short or long rest.

Additionally, when the user hits with this weapon, they can expend any spell slots they may have (up to a maximum of 5th-level spells) to deal additional elemental damage; the extra damage is equal to 1d6 for each level of the spell slot expended + 1d6 of the same type as the above feature.

Enspelled Item

Prerequisites: 6th-level Artificer. Item: A weapon, spellcasting focus, suit of armor, or robes.

An item bearing this infusion can be used to store a particular spell. As an Action, a spellcaster touching the item can expend a spell slot and store a singular spell of that level or lower; the spell remains stored in the item until the next dawn. This item can then be used to cast the stored spell at its minimum level, using the enspelled item as a spellcasting focus, by expending a number of charges equal to the spell's lowest level. The user must use the spell's original casting time to cast the spell, and they must be holding or wearing the item for the full casting time; otherwise, the spell fails, and the charges are wasted.

This item has a maximum number of charges equal to your Intelligence modifier (minimum 1), and it regains all expended uses each day at dawn. You can also refill charges by touching the enspelled item and expending a spell slot, gaining a number of charges equal to the spell slot used.

Helm of Shielding

Prerequisites: 6th-level Artificer. Item: A helmet, hat, or other similar head gear. Requires attunement.

This item has a number of charges equal to your Intelligence modifier. When the wearer is hit by an attack roll, they can expend a charge as a Reaction to gain a bonus to their AC equal to your Intelligence modifier (minimum 1), potentially turning the hit into a miss. This bonus lasts until the start of the user's next turn. The item regains all its spent charges each dawn.

Superior Alchemical Tools

Prerequisites: 6th-level Alchemist Artificer. Item: Alchemist's supplies.

These improved alchemical tools allow for more control over the production process. While you have these tools on you, when you create a potion or elixir, including your Experimental Elixirs, you can modify the process to make it either more volatile or longer-lasting.

If you choose the volatile version, the potion or elixir can then be thrown as an action, targeting a point within 30 feet, shattering on impact. All creatures within 5 feet of the impact then receive the effects of the potion or elixir. A creature unwilling to be hit can make a Dexterity saving throw against your Artificer

DC, avoiding the splash on a success. This impact shatters the flask containing the potion or elixir, rendering it unusable; the flask cannot be repaired via the *Mending* spell.

If you choose to extend the potion, you can double the duration of any effects granted by it.

Additionally, if you expend a spell slot to create an experimental elixir, you can magically create the flask to hold that elixir in; once the elixir is consumed, shattered, or expires, the flask dissipates.

Superior Cannoneer Tools

Prerequisites: 10th-level Artillerist Artificer. *Item:* Woodcarver's tools or smith's tools.

These infused tools allow you to improve upon your eldritch cannons when you create one. While you have these tools on you, when you roll damage with your cannon, you can add your Intelligence modifier (minimum 1) to it. If you are using the Protector, you can instead roll an additional d8 when determining the number of temporary hit points granted.

Superior Armorsmithing Tools

Prerequisites: 10th-level Armorer Artificer. *Item:* Smith's tools.

These improved smith's tools allow you to improve your Arcane Armor. You gain the following benefits, determined by your armor model.

Guardian. When you use your Defensive Field, you can add your Intelligence modifier (minimum 1) to the number of hit points gained. As a Reaction to taking damage, you can activate your Defensive Field without expending a use of that feature, applying its temporary hit points before taking the damage. Once you have used this feature in this way, you cannot do so again until you finish a long rest.

Infiltrator. The additional once-per-turn damage from the lightning launcher increases to 2d6. Additionally, your Arcane Armor bypasses any innate disadvantage on Dexterity (Stealth) checks from the base armor.

Superior Smithing Tools

Prerequisites: 10th-level Battle Smith Artificer. *Item:* Smith's tools.

These improved smith's tools allow for more fine-tuning when working on your Steel Defender. Whenever your Steel Defender uses its Repair or Force-Empowered Rend actions, you can increase the number of dice rolled. The rend attack deals an additional 1d8 force damage, while the repair heals an additional 2d8 hit points. Additionally, you can command your Steel Defender in place of one of your attacks when you take the Attack Action instead of as a Bonus Action, if you choose.