

Tinkerer (*Artificer*)

Disclaimer: This subclass likely is incompatible with the revised version of Artificer released for the 2024 ruleset.

Tinkerer Artificers are the archetypal Artificers, tinkering away endlessly with magic items. Some are content with merely modifying existing magic items, but for most, magic item creation is a quest—a mountain to be climbed, and at the pinnacle lies the crowning achievement for any Artificer—a unique artifact of their own design.

Tool Proficiency

At 3rd level, you gain proficiency with Tinker's Tools. If you already have proficiency with them, you gain proficiency in another set of artisan's tools of your choice.

Tinkerer Spells

Also starting at 3rd level, your tinkering has expanded your understanding of magic. Whenever you prepare your spells, you may select an additional 1st level spell to prepare; this spell may be from any spell list, not just your own. Regardless of where it comes from, the spell is considered an Artificer spell for you, and it does not count against the number of prepared spells you may have. As with your normal Artificer spells, you can change this prepared spell whenever you complete a long rest.

The number of additional spells you may prepare increases at higher levels, with each one having a specific spell level; you can prepare a 2nd-level spell at level 5, a 3rd-level spell at level 9, a 4th-level spell at level 13, and a 5th-level spell at level 17. These spells do not have to all be from the same spell list.

Tinkerer's Infusion

Starting at 3rd level, your tinkering has improved your ability to use your Artificer Infusions. You gain the following improvements to your Infusions feature.

Magical Infusion. Your infusions can be placed onto a magic item, including items that already bear a magical infusion. If the item has a magical bonus, the maximum bonus that item can give (after taking your Infusions into account) is equal to your Intelligence modifier (minimum 3).

Interchangeable Components. You can ignore the item requirement associated with an Infusion, allowing you to place any infusion onto any item; this may require some modification to the physical construction of an item before the Infusion can be placed on it (such as trying to infuse a bag of holding onto a suit of armor—you may need to first take time to add a container of some sort onto the armor; however, applying an Enhanced Arcane Focus onto a suit of armor would require no modification for use by an Artificer, as they can use any infused item for their spellcasting). This feature does not allow you to ignore any other prerequisite of the Infusion, such as level or feature requirements.

Increased Infusion Limit. Your maximum number of infused items is increased to match the number of infusions you know.

Conjoined Attunement. When you place an infusion that requires attunement on a magic item that already requires attunement, that magic item requires two attunement slots to attune to. However, any further infusions do not increase this number—a magic item can only ever require two attunement slots, regardless of how many infusions are on it.

Note on handling item charges: When handling an infusion with charges, the charges from that infusion are tracked differently from any charges already on the magic item or from a different infusion. For instance, if you have radiant weapon and mind sharpener on the same item, you cannot use a charge from mind sharpener on your radiant weapon's features; each infusion's charges recharge independently from each other, as though the infusions were on different items.

Infusion Specialist

Starting at 5th level, you gain the following improvements to your infusions.

Quick Swap. You can change which items bear your Infusions as part of a short rest. Once per long rest, you can use an Action to move any number of your infusions around.

Recharge Savant. When you roll to determine the number of charges a magic item regains, you can assume the maximum number on the die instead of rolling.

Repeat Infusions. You can place an infusion you know multiple times, using one of your infusion slots each time you use the same infusion. (For instance, if you have four infusions, you could place the Enhanced Weapon infusion onto a light crossbow three times, then place one of your other known infusions on the same item or onto a different one.)

Runic Imbuement

Beginning at 9th level, you always have the *Glyph of Warding* spell prepared. This does not count against the number of prepared spells you can have.

Additionally, you can cast *Glyph of Warding* as an Action without expending a spell slot or needing the costly components, targeting an item bearing one of your infusions. When you do so, the spell functions differently than normal. It is always cast as a 5th-level spell, regardless of what level slots you have available, and it cannot be cast at any other level. The Glyph can be activated at will by someone who is holding or wearing the item, following whatever conditions you set for the spell. You also gain the following changes, based on which option you select when you cast the spell.

Explosive Runes. The user can activate the runes as an Action, selecting a point within 60 feet to be the center of the explosion rather than centering it on themselves.

Spell Glyph. You can select the spell from any spells you know without needing to have it prepared, and you do not have to spend a spell slot on the imbued spell; if the chosen spell has a longer casting time than one minute, the user must use their Action to activate the spell.

The Glyph remains active, even if the item is moved away from the location where you cast the spell; if it is not activated at any point, the Glyph fades away harmlessly once you complete a long rest. You can cast *Glyph of Warding* in this way once, and you regain the ability to do so again after you complete a long rest.

Additionally, during a short rest, you can tinker with your Glyph if you have placed it down as long as it hasn't been activated yet; when you do so, you can replace the effects of the original Glyph with a different one, as though you had recast the spell in the same way.

Magical Symbiosis

Starting at 15th level, you have obtained mastery in your understanding of magic items. When you finish a long rest, you can touch a magic item that requires attunement and bears one of your infusions and pour magic into it, enhancing it into a greater magic item. The item then gains the following benefits:

Symbiotic Improvement. The magic item enhances an attuned user's capabilities. You may select a feat to give the user, which they can benefit from as long as they remain attuned to the item and the item bears the same feat. This feat can increase a creature's ability scores above 20—to a maximum of 25—and ignores any prerequisites the feat may have. Alternatively, you can choose to provide a base ability score improvement, increasing one ability score by two points or two scores by one point.

Limited Sentience. You bestow limited sentience into the item, granting it a personality and the ability to think and act to the extent that its form allows. The item knows any languages you know but can only communicate telepathically with its attuned user while they remain within 120 feet. The item also gains blind sight within the same range. If the item has a form that allows it to act and move, the only action it takes in combat is the Dodge Action, unless you take a Bonus Action to command it to do something else; if it already has a feature like this, such as from Homunculus Servant, it can act freely, with the DM determining its actions unless you command it as a Bonus Action. Either way, the item shares your Initiative and acts at the end of your turn. Alternatively, if you do not want to bestow sentience to an object, you can give it a second Symbiotic Improvement instead, following the rules above.

The item retains these benefits granted to it until you use this feature again; when you do so, any benefits gained from these features are lost.