

ARTIFICER

A gnome sits hunched over a workbench, carefully using needle and thread to wave runes into a leather satchel. The bag shudders as she completes her work, and a sudden, loud pop echoes through the room as a portal to an extradimensional space springs to being in the bag's interior. She beams with pride at her newly crafted bag of holding.

A troll growls in hunger as it looms over a dwarf, who slides a long, metal tube from a holster at his belt. With a thunderous roar, a gout of flame erupts from the tube, and the troll's growls turn into shrieks of panic as it turns to flee.

An elf scrambles up the castle's wall, Baron von Hendriks' men close behind her. As she clammers over the battlements, she reaches into her satchel, pulls out three vials, mixes their contents into a small leather bag, and flings it at her pursuers. The bag bursts at their feet, trapping them in a thick, black glue as she makes her escape.

Makers of magic-infused objects, artificers are defined by their inventive nature. Like wizards, they see magic as a complex system waiting to be decoded and controlled through a combination of thorough study and investigation. Artificers, though, focus on creating marvelous new magical objects. Spells are often too ephemeral and temporary for their tastes. Instead, they seek to craft durable, useful items.

CUNNING INVENTORS

Every artificer is defined by a specific craft. Artificers see mastering the basic methods of a craft as the first step to true progress, the invention of new methods and approaches. Some artificers are engineers, students of invention and warfare who craft deadly firearms that they can augment with magic. Other artificers are alchemists. Using their knowledge of magic and various exotic ingredients, they create potions and draughts to aid them on their adventures. Alchemy and engineering are the two most common areas of study for artificers, but others do exist, such as Enchanting.

All artificers are united by their curiosity and inventive nature. To an artificer, magic is an evolving art with a leading edge of discovery and mastery that pushes further ahead with each passing year. Artificers value novelty and discovery. This penchant pushes them to seek a life of adventure. A hidden ruin might hold a forgotten magic item or a beautifully crafted mirror perfect for magical enhancement. Artificers win respect and renown among their kind by uncovering new lore or inventing new methods of creation.

INTENSE RIVALRIES

The artificers' drive to invent and expand their knowledge creates an intense drive to uncover new magic discoveries. An artificer who hears news of a newly discovered magic item must act fast to get it before any rivals do. Good-aligned artificers recover items on adventures or offer gold or wondrous items to those who possess items they are keen to own. Evil ones have no problem committing crimes to claim what they want.

Almost every artificer has at least one rival, someone whom they seek to outdo at every turn. By the same token, artificers with similar philosophies and theories band together into loose guilds. They share their discoveries and work together to verify their theories and keep ahead of their rivals.



THE ARTIFICER

Level	Proficiency Bonus	Features	Spells Known	1st	2nd	3rd	4th	5th
1st	+2	Artificer Specialist, Magic Item Analysis	—	—	—	—	—	—
2nd	+2	Enchantment Expertise, Spellcasting, Tool Expertise	2	2	—	—	—	—
3rd	+2	Artificer Specialist feature	3	3	—	—	—	—
4th	+2	Ability Score Improvement, Infuse Magic	3	3	—	—	—	—
5th	+3	Wondrous Invention	4	4	2	—	—	—
6th	+3	Superior Attunement	4	4	2	—	—	—
7th	+3	Artificer Specialist feature	5	4	3	—	—	—
8th	+3	Ability Score Improvement	5	4	3	—	—	—
9th	+4	—	6	4	3	2	—	—
10th	+4	Wondrous Invention	6	4	3	2	—	—
11th	+4	Artificer Specialist Feature	7	4	3	3	—	—
12th	+4	Ability Score Improvement	7	4	3	3	—	—
13th	+5	—	8	4	3	3	1	—
14th	+5	Superior Attunement, Wondrous Invention	8	4	3	3	1	—
15th	+5	Artificer Specialist feature	9	4	3	3	2	—
16th	+5	Ability Score Improvement	9	4	3	3	2	—
17th	+6	—	10	4	3	3	3	1
18th	+6	Runic Infusion	10	4	3	3	3	1
19th	+6	Ability Score Improvement	11	4	3	3	3	2
20th	+6	Soul of Artifice, Wondrous Invention	11	4	3	3	3	2

CREATING AN ARTIFICER

When creating an artificer character, think about your character's background and drive for adventure. Does the character have a rival? What is the character's relationship with the artisan or artificer who taught the basics of the craft? Talk to your DM about the role played by artificers in the campaign, and what sort of organizations and NPCs you might have ties to.

QUICK BUILD

You can make an artificer quickly by following these suggestions. First, put your highest ability score in Intelligence, followed by Constitution or Dexterity. Second, choose the Guild Artisan background.

CLASS FEATURES

HIT POINTS

Hit Dice: 1d8 per artificer level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per Artificer level after 1st

PROFICIENCIES

Armor: Light and medium armor

Weapons: Simple weapons

Tools: Tinkers' Tools, Enchanting Tools, Two others.

Saving Throws: Constitution, Intelligence

Skills: Choose three from Arcana, Deception, History, Investigation, Medicine, Nature, Religion, Sleight of Hand

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) A handaxe and a light hammer or (b) any two simple weapons
- A light crossbow and 20 bolts
- (a) Scale mail or (b) Studded leather armor
- Tinkers' Tools, Enchanter's Tools, and a Dungeoneer's pack

ARTIFICER SPECIALIST

At 1st level, you choose the type of Artificer Specialist you are: Alchemist, Enchanter, or Engineer, all of which are detailed at the end of the class description. Your choice grants you features at 1st level and again at 3rd, 7th, 11th, and 15th level.

MAGIC ITEM ANALYSIS

Starting at 1st level, your understanding of magic items allows you to analyze and understand their secrets. You know the Artificer spells *Detect Magic* and *Identify*, and you can cast them as rituals. You don't need to provide a material component when casting *Identify* with this class feature. These spells do not count against the number of Artificer spells you know as shown in the Artificer table.

SPELLCASTING

As part of your study of magic, you gain the ability to cast spells at 2nd level. The spells you learn are limited in scope, primarily concerned with modifying creatures and objects, or creating items.

SPELL SLOTS

The Artificer table shows how many spell slots you have to cast your spells of 1st level and higher. You regain all expended spell slots when you finish a long rest.

SPILLS KNOWN OF 1ST LEVEL AND HIGHER

You know two 1st-level spells of your choice from the Artificer spell list (which appears at the end of this document). The *Spells Known* column of the Artificer table shows when you learn more Artificer spells of your choice from this feature. Each of these spells must be of a level for which you have spell slots on the Artificer table. Additionally, when you gain a level in this class, you can choose one of the Artificer spells you know from this feature and replace it with another spell from the Artificer spell list. The new spell must also be of a level for which you have spell slots on the Artificer table.

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your Artificer spells; your understanding of the theory behind magic allows you to wield these spells with superior skill. You use your Intelligence whenever an Artificer spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for an Artificer spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your Intelligence modifier

SPELLCASTING FOCUS

You can use an arcane focus as a spellcasting focus for your Artificer spells. See chapter 5, "Equipment," in the Player's Handbook for various arcane focus options.

ENCHANTMENT EXPERTISE

At 2nd level, you gain an in-depth understanding of the modern enchanting method, and can calculate exactly how many preparation rituals are required to fully prepare an item for enchantment.

TOOL EXPERTISE

Starting at 2nd level, your proficiency bonus is doubled for any ability check you make that uses any of the tool proficiencies you gain from this class.

WONDROUS INVENTION

At 5th level, you gain the use of a magic item that you have crafted.

When you gain a magic item from this feature, it represents long hours of study, tinkering, and experimentation that allowed you to finally complete the item. You are assumed to work on this item in your downtime and finish it when you level up.

The item you choose must be under a certain price as listed in the below chart. If any of the spells you choose for the enchantment have costly material components, the cost of those components must be factored into this price.

This item can be enchanted with any spell or combination of spells of a level that you have spell slots for, including cantrips. If you choose a spell that you cannot cast, it must be on either the Artificer or Wizard spell list.

The enchantment can only be of a certain strength, as determined by the number of preparation rituals it would take to fully prepare the item for enchantment, as shown in the below table.

You complete another item of your choice when you reach certain levels of this class: 10th, 14th, and 20th level.

WONDROUS INVENTION LIMITS

Artificer level	Price	Preparation
5th	250 gp	150
10th	500 gp	300
14th	750 gp	600
20th	1500 gp	1200

ABILITY SCORE IMPROVEMENT

When you reach 4th, 8th, 12th, 16th, and 18th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

INFUSE MAGIC

Starting at 4th level, you gain the ability to channel your spells into objects for later use. When you cast a spell with a casting time of 1 Action or less, you can increase its casting time to 1 minute. If you do so and concentrate on a nonmagical item throughout the casting, you expend a spell slot, but none of the spell's effects occur. Instead, the spell transfers into that item for later use if the item doesn't already contain a spell from this feature. If the spell consumes material components when cast, those components are consumed when the spell is infused unless the material component itself is the item being infused, in which case it is consumed upon the item being activated.

Any creature holding the item thereafter can use an Action to activate the spell if the creature has an Intelligence score of at least 6. The spell is cast using your spellcasting ability, targeting the creature that activates the item. If the spell targets more than one creature, the creature that activates the item selects the additional targets. If the spell has an area of effect, it is centered on or originates from the item. If the spell's range is self, it targets the creature that activates the item.

When you infuse a spell in this way, it must be used within 8 hours. After that time, its magic fades and is wasted.

You can have a limited number of infused spells at the same time. The number equals your Intelligence modifier, with a minimum of 1.

SUPERIOR ATTUNEMENT

At 6th level, your superior understanding of magic items allows you to master their use. You can now attune to up to four, rather than three, items at a time.

At 14th level, this limit increases to five magic items.

RUNIC INFUSION

At 18th level, you have mastered the art of infusing magic into objects, and can make them trigger exactly when you want them to. You can spend one of your uses of Infuse Magic to cast the spell Glyph of Warding at 5th level with no material components, a casting time of 1 minute, and a duration of 8 hours. If you choose to make it a Spell Glyph, the infused spell must have a casting time no longer than 1 Action.

SOUL OF ARTIFICE

At 20th level, your understanding of magic items is unmatched, allowing you to mingle your soul with items linked to you. You can attune to up to six magic items at once. In addition, you gain a +1 bonus to all saving throws per magic item you are currently attuned to.

ARTIFICER SPECIALISTS

Artificers pursue a variety of specializations. The three most common ones - alchemy, enchanting, and engineering - are presented here.

ALCHEMIST

An alchemist is an expert at combining exotic reagents to produce a variety of materials, from healing draughts that can mend a wound in moments to clinging goo that slows creatures down.

ALCHEMIST'S SACHEL

At 1st level, you craft an Alchemist's Satchel, a bag of reagents that you use to create a variety of concoctions. The bag and its contents are both magical, and this magic allows you to pull out exactly the right materials you need for your Alchemical Formula options, described below. After you use one of those options, the bag reclaims the materials. If you lose this satchel, you can create a new one over the course of three days of work (eight hours each day) by expending 100 gp worth of leather, glass, and other raw materials.

POTION MASTER

At 1st level, you gain proficiency with the Herbalist's Kit and Alchemist's Supplies.

ALCHEMICAL FORMULA

At 1st level, you learn three Alchemical Formula options: Alchemical Fire, Alchemical Acid, and one other option of your choice. You learn an additional formula of your choice at 3rd, 7th, 11th, and 15th levels.

To use any of these options, your Alchemist's Satchel must be within reach.

If an Alchemical Formula option requires a saving throw, the DC is 8 + your proficiency bonus + your Intelligence modifier.

Alchemical Fire. As an action, you can reach into your Alchemist's Satchel, pull out a vial of volatile liquid, and hurl the vial at a creature, object, or surface within 30 feet of you (the vial and its contents disappear if you don't hurl the vial by the end of the current turn). On impact, the vial detonates in a 5-foot radius. Any creature in that area must succeed on a Dexterity saving throw or take 1d6 fire damage.

This formula's damage increases by 1d6 when you reach certain levels in this class: 4th level (2d6), 7th level (3d6), 10th level (4d6), 13th level (5d6), 16th level (6d6), and 19th level (7d6).

Alchemical Acid. As an action, you can reach into your Alchemist's Satchel, pull out a vial of acid, and hurl the vial at a creature or object within 30 feet of you (the vial and its contents disappear if you don't hurl the vial by the end of the current turn). The vial shatters on impact. A creature must succeed on a Dexterity saving throw or take 1d6 acid damage. An object automatically takes that damage, and the damage is maximized.

This formula's damage increases by 1d6 when you reach certain levels in this class: 3rd level (2d6), 5th level (3d6), 7th level (4d6), 9th level (5d6), 11th level (6d6), 13th level (7d6), 15th level (8d6), 17th level (9d6), and 19th level (10d6).

Healing Draught. As an action, you can reach into your Alchemist's Satchel and pull out a vial of healing liquid. A creature can drink it as an action to regain 1d8 hit points. The vial then disappears. Once a creature regains hit points from this alchemical formula, the creature can't do so again until it finishes a long rest. If not used, the vial and its contents disappear after 1 hour. While the vial exists, you can't use this formula.

This formula's healing increases by 1d8 when you reach certain levels in this class: 3rd level (2d8), 5th level (3d8), 7th level (4d8), 9th level (5d8), 11th level (6d8), 13th level (7d8), 15th level (8d8), 17th level (9d8), and 19th level (10d8).

Smoke Stick. As an action, you can reach into your Alchemist's Satchel and pull out a stick that produces a thick plume of smoke. You can hold on to the stick or throw it to a point up to 30 feet away as part of the action used to produce it. The area in a 10-foot radius around the stick is filled with thick smoke that blocks vision, including darkvision. The stick and smoke persist for 1 minute and then disappear. After using this formula, you can't do so again for 1 minute.

Swift Step Draught. As a bonus action, you can reach into your Alchemist's Satchel and pull out a vial filled with a bubbling, brown liquid. As an action, a creature can drink it. Doing so increases the creature's speed by 20 feet for 1 minute, and the vial disappears. If not used, the vial and its contents disappear after 1 minute. After using this formula, you can't do so again for 1 minute.

Tanglefoot Bag. As an action, you can reach into your Alchemist's Satchel and pull out a bag filled with writhing, sticky black tar and hurl it at a point on the ground within 30 feet of you (the bag and its contents disappear if you don't hurl the bag by the end of the current turn). The bag bursts on impact and covers the ground in a 5-foot radius with sticky goo. That area becomes difficult terrain for 1 minute, and any creature that starts its turn on the ground in that area has its speed halved for that turn. After using this formula, you can't do so again for 1 minute.

Thunderstone. As an action, you can reach into your Alchemist's Satchel and pull out a crystalline shard and hurl it at a creature, object, or surface within 30 feet of you (the shard disappears if you don't hurl it by the end of the current turn). The shard shatters on impact with a blast of concussive energy. Each creature within 10 feet of the point of impact must succeed on a Constitution saving throw or be knocked prone and pushed 10 feet away from that point.

STRONG STOMACH

As a result of extensive testing and exposure to chemicals and potions, you've built up a tolerance to drinking many potions at once. Starting at 3rd level, you do not have to make a Constitution save when you drink an instant potion, and you have advantage on Constitution saves from drinking potions while already under at least one potions' effect.

FAST BREWER

Starting at 7th level, you can create potions using your Herbalists Kit and Alchemical Supplies in half the time.

ADAPTABLE BREWER

You have come to understand the interactions between chemicals and material components very well. Starting at 11th level, you can brew potions that recreate spells you can't normally cast. To do this, you must have a resource available that can instruct you on how the spell works. This can be an Arcane scroll, a Wizard's spellbook, or another person who knows how to cast the spell.

SPLASH POTIONS

You have discovered a way to make potions take effect without having to consume them. Starting at 15th level, you can create potions that you can throw instead of drink. If the potion affects a creature, it needs to be thrown at a creature as a ranged weapon attack (Range 20/60). If it affects an area, it needs to be thrown at some point within 40 ft.

ENCHANTER

Having studied the intersection of material and magic, you have mastered the modern enchanting method beyond even what the most advanced Wizards are capable of.

IMPROVED ENCHANTMENT EXPERTISE

Starting at 1st level, you have advantage on all checks made with your Enchanting Tools.

MIRACLE CREATOR

The preparation limits for each of your Wondrous Inventions is doubled.

SCROLL MASTERY

Starting at 3rd level, you gain the ability to use any spell scroll, even if it was crafted by a Divine spellcaster. If the spell is of a level you cannot cast, you can add your proficiency modifier to the spellcasting check.

VERSATILE ENCHANTER

Starting at 3rd level, you do not need to know the relevant spells when participating in someone else's preparation or enchantment ritual.

SWIFT ENCHANTER

At 7th level, when you perform a preparation or enchantment ritual, it takes half the time it normally would, even if there are other spellcasters involved that do not have this feature. If multiple spellcasters that have this feature participate in the same ritual, the time it takes is divided by two as many times as there are spellcasters involved that have this feature.

Each preparation ritual you perform also counts as if it were two preparation rituals. If you participate in someone else's preparation ritual, your participation counts as if two spellcasters participated in your place.

CONTINGENT INFUSION

Starting at 11th level, you can cast the Contingency spell once without using a spell slot or material components when using your Infuse Magic ability. When cast this way, the spell slot for the contingent spell is still consumed.

The resulting infused item requires attunement, and will cast the contingent spell on the creature it is attuned to if the condition occurs while the infusion is active. If the contingent spell normally requires concentration, the target must concentrate to sustain it, but can choose not to. If they choose not to, the spell is wasted.

You regain the ability to cast Contingency in this way when you complete a long rest.

ENDURING INFUSION

Starting at 15th level, when you use your Infuse Magic ability, you can increase the casting time to an hour, and choose to have the spell be stored until it is used or dispelled.

Furthermore, if you then spend another spell slot and take another hour to infuse the same spell into the same item before it is used, the item will not count towards the maximum number of infused objects you can have.

ENGINEER

A master of technology, you are an expert in the crossing of magic and mechanics.

MASTER SMITH

At 1st level, you gain proficiency with Smith's Tools, and you learn the Mending cantrip.

GUNSMITH

At 1st level, you forge a deadly firearm using a combination of science and magic. Each firearm you craft does not need black powder to fire, only leaden bullets. You are proficient with all firearms you craft.

At 1st level, you gain a basic pistol. You gain more firearms and the ability to craft them at 1st, 3rd, 7th, 11th, and 15th levels. For what weapons you gain at which levels and how they work, see the Firearms table.

You can craft firearms that are not listed in the Firearms table, but doing so requires purchasing of raw materials and a series of Smithing/Tinkering checks with difficulties related to how complex the firearm is to construct. You can also get an enchanted version of any firearm you've unlocked or previously crafted using your Wondrous Invention feature if said firearm is within the proper price range for your Wondrous Invention.

FIREARM PROPERTIES

Reload – The weapon can be fired a number of times equal to its Reload number before the wielder must spend 1 attack of their Attack Action, or an Action, to reload. You must have one free hand to reload a firearm.

Misfire – Whenever the Firearm is fired in a way that requires an Attack Roll, if the dice roll is equal to or lower than the Misfire number, the weapon Misfires, the attack misses, and it cannot be used to attack again until an Action and successful Tinker's Tools Ability Check (DC = 10 + Firearm's Misfire Score) is used to repair and clear the weapon. Should the Tinker's Tools check fail, the weapon is considered broken and must be repaired out of combat with a successful Smith's Tools check (DC 10 + Firearm's Misfire Score) or the Mending cantrip.

Scatter – An attack is made against each creature within a 30 ft cone. If an affected creature is adjacent to you, you have advantage to hit them, and a hit on them is automatically considered a critical hit.

Explosive – Upon a hit, everyone within 5 ft of the target must make a Dexterity saving throw or suffer half damage. If the weapon misses, the ammunition fails to detonate, or bounces away harmlessly before doing so.

Scoped - This firearm has an extreme range, but is not as effective at close range. Scoped firearms have 3 listed ranges. Within the smallest of the three listed ranges, attacks have disadvantage. The other two are to interpreted as if they were its normal range.

CLOCKWORK FAMILIAR

At 3rd level, your understanding of mechanics and magic allows you to create a small clockwork helper. You can spend 1 hour and 10gp of materials to craft a mechanical familiar with your Tinker's Tools. This familiar can use the stats of any Tiny or Small CR 0 Beast, but is a Construct instead of a Beast, and can appear to be any shape as long as its stats fit its form.

You can gain a psychic connection with your clockwork familiar by attuning to it. If you do not attune to it, it will remain animated, but act more like a pet than a familiar. Only the Artificer who crafts it can attune to it.

If the familiar is within 100ft of you and attuned, you can communicate telepathically with it. Additionally, as an action, you can see through your familiar's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the familiar has. During this time, you are deaf and blind with regard to your own senses. Finally, when you cast a spell with a range of Touch, your familiar can use its reaction to deliver the spell as if it had cast it. If the spell requires an attack roll, you use your attack modifier for the roll.

You can only have one of these active at any given time. It will cease to function after 24 hours, unless you spend one hour repairing it every day. If it has lost any HP, it cannot be healed by normal means - instead, you must either spend an hour repairing it with Tinker's Tools or use the Mending cantrip. If its HP drops to 0, it is beyond repair and you must craft a new one. In combat, it rolls its own initiative and acts on its own turn, but it cannot attack.

EXTRA SHOT

Starting at 7th level, you can shoot twice, instead of once, whenever you take the Attack action on your turn. Both attacks must be with a firearm, unless you have the Extra Attack feature from another class.

This does not stack with the Extra Attack feature if you have it from any other class.

MECHANICAL SERVANT

At 7th level, your research and mastery of your craft allow you to build a much larger mechanical servant. The servant is a construct that obeys your commands without hesitation and functions in combat to protect you. You are assumed to have been working on the servant for quite some time, finally finishing it during a short or long rest after you reach 7th level.

Select a Large or smaller beast with a challenge rating of 2 or less. The servant uses that beast's game statistics, but it can look however you like, as long as its form is appropriate for its statistics. It has the following modifications:

- It is a Construct instead of a Beast.
- It is immune to Poison damage, as well as the Exhaustion and Poisoned status effects.
- It has Darkvision with a range of 60 feet.
- It understands the languages you can speak when you create it, but it can't speak.
- If you are the target of a melee attack and the servant is within 5 feet of the attacker, you can use your reaction to command the servant to respond, using its reaction to make a melee attack against the attacker. If the attack hits, you can subtract half the damage dealt by the servant from the opponent's attack roll. You can choose to use this feature after the creature makes its attack roll, but must use it before the creature deals its damage.

The servant obeys your orders to the best of its ability. In combat, it rolls its own initiative and acts on its own turn.

The servant can be repaired through the use of healing magic, but if the servant is killed, it cannot be returned to life via normal mortal means. Instead, over the course of a long rest in which you do not sleep, you can repair a slain servant if you have access to its body. It returns to life with full hit points at the end of the rest, retaining all its memories.

You can build a new Mechanical Servant with one week of work (eight hours each day) and 500 gp of raw materials per 1 CR of the creature. The new one can be a different form than the original and will not have the memories of any previous ones.

You can only have one Mechanical Servant active at a time.

ELEMENTAL MARKSMAN

At 11th level, you gain the ability to infuse your firearm ammunition with elemental power, allowing you to deal various types of damage in large areas depending on the firearm you are wielding.

The damage types you can choose from when you use this ability are acid, cold, fire, or lightning. Using this ability in any of its forms consumes at least a 3rd level spell slot. If a spell slot higher than 3rd level is used, the damage increases by 1d6 for each slot level above 3rd.

If the gun you are wielding does not have the Scatter or Explosive properties, you can shoot a line of elemental energy. As an Action, you can create a Line 60ft long and 5ft wide originating from the gun. All creatures in this line must make a Dexterity saving throw. A creature takes 8d6 damage of a type you choose on a failed save, or half as much damage on a successful one.

If the gun you are wielding has the Scatter property, you can project a cone of elemental energy from it. As an Action, you can create a 20ft Cone originating from the gun. All creatures within this cone must make a Dexterity saving throw. A creature takes 8d6 damage of a type you choose on a failed save, or half as much damage on a successful one.

If the gun you are wielding has the Explosive property, you can create an elemental explosion at the point of impact of the projectile. As an Action, you can launch a special projectile using the firearm. Choose a point you could shoot at within the firearm's maximum range. Each creature within a 10ft radius of the point you select must make a Dexterity saving throw. A creature takes 8d6 damage of a type you choose on a failed save, or half as much damage on a successful one.

DEPENDABLE WEAPONRY

At 15th level, you have mastered the art of gunsmithing and can use magic to make your firearms perfectly reliable even in the worst conditions. Whenever you craft a new firearm with no enchantment other than the enchantment that allows it to fire without gunpowder, its Misfire score is 0. If the weapon is crafted with a different enchantment or is enchanted at a later point, its Misfire score becomes 1 instead.

FIREARMS

Firearm	Price	Artificer Level	Damage	Weight	Range	Properties
Pistol	250 gp	1	1d10 piercing	3 lbs	(100/400)	Reload 4, Misfire 1
Musket	500 gp	3	1d12 piercing	10 lbs	(200/800)	Two-handed, Reload 1, Misfire 2
Scattergun	500 gp	7	1d8 piercing	10 lbs	(15/30)	Two-handed, Reload 2, Misfire 3, Scatter
Grenade Launcher	1000 gp	11	2d8 fire	5 lbs	(30/60)	Two-handed, Reload 1, Misfire 3, Explosive
Sniper Rifle	1500 gp	15	2d12 piercing	25 lbs	(60/300/1200)	Two-handed, Reload 1, Misfire 3, Scoped

ARTIFICER SPELL LIST

1ST LEVEL

Alarm
Cure Wounds
Disguise Self
Expeditious Retreat
False Life
Healing Elixir (UA)
Jump
Longstrider
Sanctuary
Shield of Faith
Snare (UA)

2ND LEVEL

Aid
Alter Self
Arcane Lock
Blur

Catapult
Continual Flame
Darkvision
Enhance Ability
Enlarge/Reduce
Heat Metal
Invisibility
Lesser Restoration
Levitate
Magic Weapon
Protection from Poison
Pyrotechnics
Rope Trick
See invisibility
Spider Climb

3RD LEVEL

Bestow Curse
Blink

Dispel Magic
Flame Arrows
Fly
Gaseous Form
Glyph of Warding
Haste
Lightning Arrow
Protection from Energy
Tiny Servant
Remove Curse
Revivify
Water Breathing
Water Walk

4TH LEVEL

Arcane Eye
Death Ward
Fabricate
Freedom of Movement

Leomund's Secret Chest
Mordekainen's Faithful
Hound
Mordekainen's Private
Sanctum
Otiluke's Resilient Sphere
Stone Shape
Stoneskin

5TH LEVEL

Animate Objects
Antilife Shell
Creation
Greater Restoration
Passwall
Swift Quiver
Telekinesis
Teleportation Circle
Transmute Rock

MULTICLASSING

In order to multiclass as an Artificer, your Intelligence must be at least 13.

When you multiclass into Artificer, you gain proficiency in Arcana, Tinkers' Tools, Enchanting Tools, Light Armor, and Simple Weapons.