

ARCANE PROPULSION ARMOR

14TH-LEVEL ARTIFICER INFUSION

ITEM

A suit of armor

REQ ATTUNEMENT

yes

The wearer of this armor gains these benefits:

- The wearer's walking speed increases by 5 feet.
- The armor includes gauntlets, each of which is a magic melee weapon that can be wielded only when the hand is holding nothing. The wearer is proficient with the gauntlets, and each one deals 1d8 force damage on a hit and has the thrown property, with a normal range of 20 feet and a long range of 60 feet. When thrown, the gauntlet detaches and flies at the attack's target, then immediately returns to the wearer and reattaches.
- The armor can't be removed against the wearer's will.
- If the wearer is missing any limbs, the armor replaces those limbs—hands, arms, feet, legs, or similar appendages. The replacements function identically to the body parts they replace.

ARMOR OF MAGICAL STRENGTH

2ND-LEVEL ARTIFICER INFUSION

ITEM

A suit of armor

REQ ATTUNEMENT

yes

This armor has 6 charges. The wearer can expend the armor's charges in the following ways:

- When the wearer makes a Strength check or a Strength saving throw, it can expend 1 charge to add a bonus to the roll equal to its Intelligence modifier.
- If the creature would be knocked prone, it can use its reaction to expend 1 charge to avoid being knocked prone.

The armor regains 1d6 expended charges daily at dawn.

BOOTS OF THE WINDING PATH

6TH-LEVEL ARTIFICER INFUSION

ITEM

A pair of boots

REQ ATTUNEMENT

yes

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.

ENHANCED ARCANES FOCUS

2ND-LEVEL ARTIFICER INFUSION

ITEM

A rod, staff, or wand

REQ ATTUNEMENT

yes

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.

ENHANCED DEFENSE

2ND-LEVEL ARTIFICER INFUSION

ITEM

A suit of armor or a shield

REQ ATTUNEMENT

no

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

2ND-LEVEL ARTIFICER INFUSION

ITEM

A simple or martial weapon

REQ ATTUNEMENT

no

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.

HELM OF AWARENESS

10TH-LEVEL ARTIFICER INFUSION

ITEM
A helmet

REQ ATTUNEMENT
yes

While wearing this helmet, a creature has advantage on initiative rolls. In addition, the wearer can't be surprised, provided it isn't incapacitated.

HOMUNCULUS SERVANT

2ND-LEVEL ARTIFICER INFUSION

ITEM

A gem or crystal worth at least
100 gp

REQ ATTUNEMENT

no

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.

MIND SHARPENER

2ND-LEVEL ARTIFICER INFUSION

ITEM

A suit of armor or robes

REQ ATTUNEMENT

no

The infused item can send a jolt to the wearer to refocus their mind. The item has 4 charges. When the wearer fails a Constitution saving throw to maintain concentration on a spell, the wearer can use its reaction to expend 1 of the item's charges to succeed instead. The item regains 1d4 expended charges daily at dawn.

RADIANT WEAPON

6TH-LEVEL ARTIFICER INFUSION

ITEM

A simple or martial weapon

REQ ATTUNEMENT

yes

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.

REPEATING SHOT

2ND-LEVEL ARTIFICER INFUSION

ITEM

A simple or martial weapon with the ammunition property

REQ ATTUNEMENT

yes

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.

REPLICATE MAGIC ITEM: LEVEL 2

2ND-LEVEL ARTIFICER INFUSION

ITEM
see below

REQ ATTUNEMENT
see below

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. Alternatively, you can choose the magic item from among the common magic items in the game, not including potions or scrolls.

Magic Item	Attunement
Alchemy jug	No
Bag of holding	No
Cap of water breathing	No
Goggles of night	No
Rope of climbing	No
Sending stones	No
Wand of magic detection	No
Wand of secrets	No

REPLICATE MAGIC ITEM: LEVEL 6

6TH-LEVEL ARTIFICER INFUSION

ITEM
see below

REQ ATTUNEMENT
see below

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. Alternatively, you can choose the magic item from among the common magic items in the game, not including potions or scrolls.

Magic Item	Attunement
Boots of elvenkind	No
Cloak of elvenkind	Yes
Cloak of the manta ray	No
Eyes of charming	Yes
Gloves of thievery	No
Lantern of revealing	No
Pipes of haunting	No
Ring of water walking	No

REPLICATE MAGIC ITEM: LEVEL 10

10TH-LEVEL ARTIFICER INFUSION

ITEM
see below

REQ ATTUNEMENT
see below

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. Alternatively, you can choose the magic item from among the common magic items in the game, not including potions or scrolls.

Magic Item	Attunement
Boots of striding and springing	Yes
Boots of the winterlands	Yes
Bracers of archery	Yes
Brooch of shielding	Yes
Cloak of protection	Yes
Eyes of the eagle	Yes
Gauntlets of ogre power	Yes
Gloves of missile snaring	Yes
Gloves of swimming and climbing	Yes
Hat of disguise	Yes
Headband of intellect	Yes
Helm of telepathy	Yes
Medallion of thoughts	Yes
Necklace of adaptation	Yes
Periapt of wound closure	Yes
Pipes of the sewers	Yes
Quiver of Ehlonna	No
Ring of jumping	Yes
Ring of mind shielding	Yes
Slippers of spider climbing	Yes
Winged boots	Yes

REPLICATE MAGIC ITEM: LEVEL 14

14TH-LEVEL ARTIFICER INFUSION

ITEM
see below

REQ ATTUNEMENT
see below

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. Alternatively, you can choose the magic item from among the common magic items in the game, not including potions or scrolls.

Magic Item	Attunement
Amulet of health	Yes
Belt of hill giant strength	Yes
Boots of levitation	Yes
Boots of speed	Yes
Bracers of defense	Yes
Cloak of the bat	Yes
Dimensional shackles	No
Gem of seeing	Yes
Horn of blasting	No
Ring of free action	Yes
Ring of protection	Yes
Ring of the ram	Yes

REPULSION SHIELD

6TH-LEVEL ARTIFICER INFUSION

ITEM
A shield

REQ ATTUNEMENT
yes

A creature gains a +1 bonus to Armor 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.

RESISTANT ARMOR

6TH-LEVEL ARTIFICER INFUSION

ITEM

A suit of armor

REQ ATTUNEMENT

yes

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.

RETURNING WEAPON

2ND-LEVEL ARTIFICER INFUSION

ITEM

A simple or martial weapon with the thrown property

REQ ATTUNEMENT

no

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.

SPELL-REFUELING RING

6TH-LEVEL ARTIFICER INFUSION

ITEM
A ring

REQ ATTUNEMENT
yes

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.

HOMUNCULUS SERVANT

Tiny construct

AC 13 (*natural armor*)

HP 1 + your intelligence modifier + artificer level

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 +PB+2

Skills Perception +PBx2 Stealth +PB+2

Damage Immunities poison

Condition Immunities exhausted, poisoned

Senses darkvision 60 ft., passive Perception 10 + (PBx2)

Languages understands the languages you speak

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:* your spell attack modifier to hit, range 30 ft., one target you can see. *Hit:* 1d4 + PB 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.