CREATE-A-SPECIALIZATION

AN ARTIFICER SPECIALIZATION CREATION GUIDE

WRITTEN BY MATTHEW GRAVELYN

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A how-to guide for creating an artificer Specialization in 5e

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INTRODUCTION

Well, here we are in guide number thirteen. If you're a long-time reader of my subclass guides, you'll know that I only had intentions of making them for the base twelve classes in the Player's Handbook. I started writing these guides about a year ago and, at that time, we were a long way away from the new Eberron book. Flash forward thirteen months and I'm now putting out a guide for the artificer, the first new class since 5e came out five years ago.

As with all my guides, this is just my personal take on the subclasses and how to approach writing your own. Usually this includes the subclasses included in the PHB but also content released in Unearth Arcana as well as other supplements like Xanathar's, Sword Coast, and others. For this class, though, there is none of that material available. I'm writing this guide entirely based on the three Specializations available in the Eberron guide. Take everything here with a grain of salt, but hopefully it will serve as a decent starting point for your homebrewing for the artificer.

I hope you enjoy this guide. Always remember to consult with your DM and other players before using homebrew at the table. In this way you can make sure your subclass is balanced and fits within the framework your DM intends to use during play.

USING THIS SOURCEBOOK

This book is meant to be a template, a guide to help you create your very own artificer Specialization that is compatible with virtually any 5e setting or campaign. In this way, you have nearly limitless potential to entertain yourself and find new ways to bring the artificer to life in your game.

Each section covers an area of Specialization creation, including an overview of existing options, concepts to consider during creation, and how to balance the features that go into a Specialization.

This book is based on research of the official artificer Specialization options as well as many other homebrew and self-published options. Using that research as a framework, I created this guide to help you create a Specialization as quickly and easily as possible.

EXAMPLES

Included at the end of each section are two example Specializations that I have created following this guide. Feel free to use these Specializations in your game, but their true purpose is to illustrate the practical application of the guide.

Examples are found in blue boxes at the end of each section and detail the choices of that section. Complete versions of Grenadier and Mason can be found at the end of this guide.
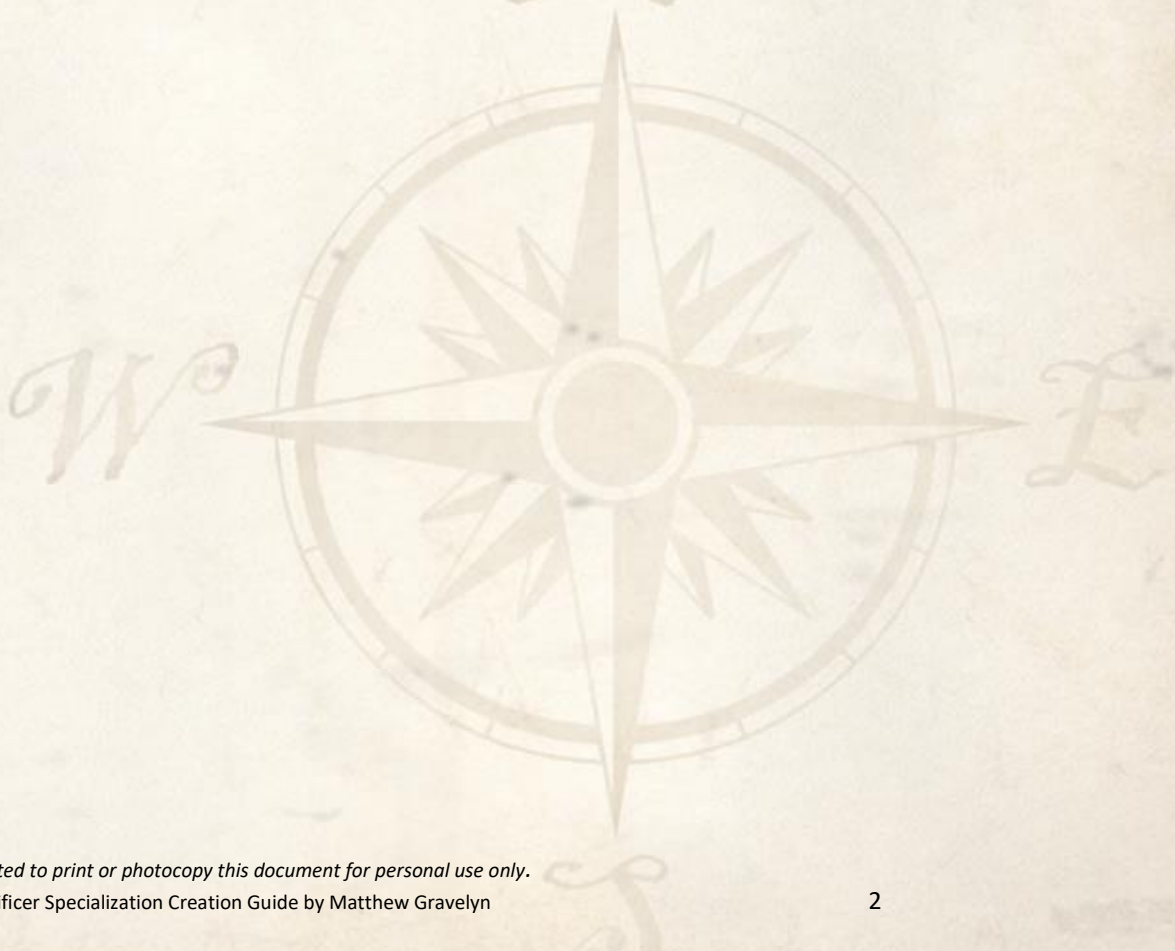
CLASS OVERVIEW

Before diving into subclass creation, it's good to take a quick look at the overall class. Knowing what base features a class will receive at each level will make sure you don't overlap or duplicate existing "free" features with subclass options. For example, the artificer already has several features and abilities improving their use of magic items, so further improvement in that space is limited. On the other hand, features that give the artificer more opportunity to use those magic items, like bonus actions or reactions, would be very welcome.

I recommend checking the official source for the class to get all the details, but here is a quick list and overview of the artificer class features.

CLASS PROFICIENCIES

Starting at 1st level, the artificer is proficient with light and medium armor along with shields. They are proficient with simple weapons. They have multiple tool proficiencies, including thieves' and tinker's tools, plus another artisan's tool of their choosing. They have proficiency in Constitution and Intelligence saving throws and start with two of the following skill proficiencies: Arcana, History, Investigation, Medicine, Nature, Perception, or Sleight of hand.

MAGICAL TINKERING

Starting at 1st level, artificers can impart simple magical effects to tiny mundane items, such as shining light, recording messages, emitting smells and sounds, or altering appearance. These effects are permanent and can be used on a number of objects equal to the artificer's Intelligence modifier (minimum one).

SPELLCASTING

Starting at 1st level, artificers gain the ability to learn, prepare, and cast powerful spells and cantrips. Their spellcasting ability is Intelligence and they need to expend spell slots when they cast their spells. They are also limited to casting spells they prepare each day, a subset of their total known spells.

The artificer class uses spells more as a supplement, with a smaller list of spells than other casting classes. They make up for this by learning many additional features, both from the base class and later their Specialization.

INFUSE ITEM

Starting at 2nd level, the artificer can imbue mundane items with magical infusions. These are effectively magic items with a few other limitations. The artificer also has a limited number of items they can imbue at any given time. This starts at 2 items at 2nd level and eventually reaches the maximum of 6 at 18th level.

Artificers learn new infusions from a list, each having different effects, requirements, and limitations. The artificer knows 4 infusions at 2nd level, gaining more to a maximum of 12 at 18th level.

SPECIALIZATION

Starting at 3rd level, the artificer chooses their Specialization, a path that will grant them new proficiencies, spells, and features. New features are granted by the Specialization at 3rd, 5th, 9th, and 15th level. These features will be detailed in later sections.

THE RIGHT TOOL FOR THE JOB

Starting at 3rd level, the artificer can use their tinker's tools to magically create a set of any artisan's tools. This process takes 1 hour of uninterrupted work. These tools are nonmagical and last indefinitely or until this feature is used again.

ABILITY SCORE IMPROVEMENT

Starting at 4th level, and again at 8th, 12th, 16th, and 19th level, the artificer receives a bonus to their ability scores. They can increase one score by 2 or two scores by 1. Alternatively, they can learn a Feat if allowed.

TOOL EXPERTISE

Starting at 6th level, the artificer gains double their proficiency when using a tool they are proficient with.

FLASH OF GENIUS

Starting at 7th level, the artificer can use their reaction any time they or a creature within 30 feet to add their Intelligence modifier to an ability check or saving throw. This can be done a number of times equal to the artificer's Intelligence modifier, or a minimum of once. Uses of this feature are restored after a long rest.

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Magic Item Adept

Starting at 10th level, the artificer has become more equipped to using magic items. They can be attuned to up to 4 magic items at one time, and crafting requirements to make common or uncommon magic items is drastically reduced.

Spell-Storing Item

Starting at 11th level, the artificer can store a spell within an object. After finishing a long rest, they can store a 1st- or 2nd-level artificer spell in an object they touch. Any creature that holds the object can then cast the spell using the artificer's spellcasting ability. The spell can be cast a number of times equal to two times the artificer's Intelligence modifier or until this feature is used again.

Magic Item Savant

Starting at 14th level, the artificer further enhances their use of magic items. They can attune to up to 5 magic items at one time and ignore all class, race, spell, and level requirements of magic items.

Magic Item Master

Starting at 18th level, the artificer's grasp of magic items is absolute. They can attune to up to 6 magic items at one time.

Soul of Artifice

Starting at 20th level, the artificer develops a deeper connection with magic items. They gain a +1 bonus to all saving throws for each magic item they are attuned to. They can also use a reaction when they are reduced to 0 hit points to end one of their infusions and instead drop to 1 hit point.

SPECIALIZATION CREATION

An artificer's Specialization can be thought of as a discipline or a trade, something a craftsperson would go into but more specific and niche. You could think about it like a carpenter. While it is true that all carpenters work with wood, some specialize in detailed carving and ornate design while others focus on complex joinery. It is the same for artificers, who all work with magic items but ply their skills in different and specific ways.

START WITH THE TOOLS

Likely if you're reading this you may have some ideas about an artificer Specialization, but you may also be a bit lost as to where to start. One method I've found that can be very helpful is to start with the artisan's tools list and pick one to inspire me. For example, without knowing anything else, scanning the list and seeing "cobbler's tools" inspired me to think about what an artificer who specializes in shoes, movement, and tactics would look like.

NAMING YOUR SPECIALIZATION

The names of artificer Specializations is simple and straightforward. Think about what the artificer would be called if they were simply working a job that utilizes their skills and abilities. If your artificer is all about crafting magical arms, simply calling them a Weaponsmith would be fine, or you could go a bit more flavorful and call them an Arcane Smith.

Example: Grenadier

This Specialization started with a tool inspiration: glassblower's tools. I thought of a few things you can make with glass and eventually came up with glass orbs. This immediately made me think of a magical grenade which would become the basis for the subclass.

Description: Some artificers in the great war unleashed the devastating effects of their designs from afar, while others waded into combat protected by their arcane defenses. The grenadiers, specialized in explosive munitions, delivered disruptive and destructive magic with pinpoint strikes. They were also used for crowd control and diversionary missions when needed.

Grenadiers rely on a magically created supply of Arcane Grenades, beautiful glass spheres that just barely contain the destructive energies within. Even a single crack is enough to trigger the spells within. These orbs, meticulously crafted for both structural and arcane integrity, are worn proudly and confidently on their bodies, ready to deploy at a moment's notice.

Example: Mason

I wanted to create an artificer that created constructs that helped them channel their own magic in a number of ways. When I saw mason's tools on the tool list, I knew these had to be stone golems, and they would help redirect magical energy from the artificer as well as harmful spells that targeted them.

Description: There are entire guilds of artificers dedicated to creating secure and enhanced structures using their arcane skills in combination with classic masonry techniques. Some of these masons specialized even further, creating small stone golems as mobile vessels for spells. These masons were soon deployed as part of the war effort, where they learned to create even more powerful constructs.

A master mason can create multiple golems, each capable of harnessing, capturing, and redirecting arcane energy, making them potent focuses for the artificer's spells. Those unfamiliar with the masons often find their understanding of magic completely compromised when in the presence of a master mason and their creations.

TOOL PROFICIENCY

The first part of each Specialization is an additional tool proficiency at 3rd level that is related to their field of study and work. You can find a list of artisan's tools along with descriptions and types of work in the Player's Handbook on page 154.

There are two important things to note here. First, a particular artisan's tool is listed in these features, but if it is already known to the artificer, they can choose any other tool they wish. This gives a lot of flexibility to the Specialization and allows the player to not worry about every minute decision during character creation.

The second is that this tool will also be impacted at 6th level by Tool Expertise, which grants a double proficiency bonus to tools the artificer is proficient with.

Example: Grenadier

I choose glassblower's tools before even knowing what the subclass was about.

Tool Proficiency: When you adopt this specialization at 3rd level, you gain proficiency with glassblower's tools. If you already have this proficiency, you gain proficiency with one other type of artisan's tools of your choice.

Example: Mason

The obvious choice here is mason's tools.

Tool Proficiency: When you adopt this specialization at 3rd level, you gain proficiency with mason's tools. If you already have this proficiency, you gain proficiency with one other type of artisan's tools of your choice.

SPECIALIZATION SPELLS

When the artificer chooses their Specialization at 3rd level, they are granted a set of additional spells from which they can cast from. These spells are always prepared, count as artificer spells, and don't count against the maximum number of spells the artificer can know. These spells are granted at specific levels and are granted two at a time.

CHOOSING SPELLS

You can add any spell you want to this spell list, but there are a couple of considerations for coming up with just the right ones.

First is what spell lists the spell is on. To get the absolute most value out of this feature, offering spells to the artificer that they wouldn't otherwise be able to access is a huge boon. Look to the full spell lists of each class to get an idea of your options.

Alternatively, you can put a spell on the Specialization spell list that is already on the artificer spell list. While this doesn't add any net new spells to their arsenal, it does have the benefit of always being prepared and not counting against the maximum number of spells known by the artificer.

The second and, in some ways, more important aspect of this feature is to keep the theme of your Specialization in mind. This is a great opportunity to add flashy, thematic, and powerful spells to the artificer to reinforce what their specialty is all about. For example, an artificer who has dedicated their life to crafting powerful armor and protective shields would likely also focus their knowledge of spells on defensive or protective effects.

The last thing to note for the Specialization spell list is the spell level. Each level of this feature offers a different level of spell. Use the chart below to help guide your spell choices.

Artificer Level	Spell Level
3rd	1st
5th	2nd
9th	3rd
13th	4th
17th	5th

SPELL LIST

While the format is less important than the function, I wanted to provide a template for you to work from. Below is a table you can use, which can also be found in the examples at the end of this guide.

Also note that this shows which levels the artificer gains access to these new spells: 3rd, 5th, 9th, 13th, and 17th level. It's interesting to note that at 3rd, 5th, and 9th levels the artificer is also gaining additional features from their specialty, while 13th and 17th levels they learn no new features. I don't think this has a lot of bearing on your spell choice for these levels but keep it in mind just in case it becomes relevant.

Artificer Level	Spell
3rd	
5th	
9th	
13th	
17th	

Example: Grenadier

Creating a spell list for the grenadier was a bit tricky, but I tried to include spells that would help them navigate the battlefield while throwing grenades, creating walls to protect them and their allies.

Grenadier Spells
3rd	jump, shield
5th	blindness/deafness, shatter
9th	sending, wind wall
13th	locate creature, wall of fire
17th	hold monster, wall of force

Example: Mason

This spell list was difficult to come up with, as most of the stone-based spells are already on the artificer's list. That said, I still ended up putting some of them on this list so they are always at the ready, as well as exploring Xanathar's guide for new options.

Mason Spells
3rd	earth tremor*, shield
5th	earth bind, locate object
9th	erupting earth*, meld into stone
13th	stone shape, stoneskin
17th	transmute rock*, wall of stone

ORIGIN FEATURE

As with many classes, the first feature of the artificer's Specialization is a big one, in addition to being gained along with bonus tool proficiencies and a Specialization spell list. Features granted at 3rd level when choosing a Specialization are often unique, game-changing abilities that will define the playstyle by which your artificer operates.

NEW RULES

Most of the time, the first feature of a subclass adds new rules or mechanics to the class. While these are often familiar, such as situational triggers, rolling dice, and damage types, they are combined in new and unique ways that not only provide powerful utility to the artificer but also bring out the theme and tone of the subclass.

For example, your artificer could create potions to use. While there are already rules for creating potions, the artificer does so in new ways, so new rules are needed. By leveraging the mechanics of rests, rolling on tables, and a variety of effects ranging from restoring hit points to granting movement bonuses, you can create a brand-new ability that exemplifies your artificer's playstyle.

OPTIONS WITHIN OPTIONS

Of the currently available subclasses, two of them offer a feature that comes with a variety of options that can be used to suit the artificer's situational needs. This is beneficial to the artificer for obvious reasons, but it is also a great tool for you when creating new subclasses. By creating features that can be expanded on with options you can not only create a more robust feature, but you create space to augment and add to the feature later on. By leveraging the same mechanics in new ways, both within the feature and with later augments, you create a lot of variety and benefit for the artificer without having to create several net-new abilities.

CLASS AND SUBCLASS THEME

At a high level, the theme of the artificer class is the use of magic through objects. This magic-as-science should always be at the heart of your Specialization, but you should also make sure to shape the theme of your subclass, so it is unique and intentional.

So, too, should you consider the thematic impact of your 3rd level feature. This ability should be a physical manifestation of the theme of your Specialization. Sometimes this is as easy as describing how something looks or how it is done. You can also add to this with mechanics. For example, if your artificer specializes in unstable or unpredictable reactions, adding more random tables can help reinforce that theme through the physical rolling of dice.

INTELLIGENCE MODIFIER

A common theme you will see throughout this guide is the use of the artificer's Intelligence Modifier in several of the features. I've seen similar trends in other classes, where a specific ability score, skill, or other metric is used often, likely as a way of balancing the class's overall power. In the case of the artificer, this is the Intelligence Modifier.

In general, an ability score modifier is a great value to utilize in features because it can continue to grow throughout all twenty levels and are, for the most part, are within the control of the player to invest in as they see fit. For each Ability Score Improvement, putting points into Intelligence can have a lot of impact across a variety of abilities for the artificer.

The potential for adding this modifier in features is virtually limitless. It can be added to damage or healing rolls, weapon or spell attack rolls, saving throws, or skill checks. Given that the artificer's Intelligence Modifier will likely be between +1 and +4, this number can easily be added to a number of features without upsetting the balance of the game as a whole.

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Example: Grenadier

I created an option-based feature here to allow the grenadier to choose between damage and special effects, hopefully suiting them in a variety of situations.

Arcane Grenades: Starting at 3rd level, your skilled tinkering with glass containers has yielded a potent weapon for unleashing devastating effects on the battlefield. When you finish a long rest, you can use your glassblower's tools to magically create a bandolier that has a number of glass grenades equal to your Intelligence Modifier.

As an action you can throw a grenade to a spot you can see within 60 feet. The grenade detonates on impact, requiring all creatures withing 30 feet to make a Dexterity saving throw against the artificer's spell save DC. The effects of each grenade are listed in the Arcane Grenade table.

Grenades you create last indefinitely until they are used. You can have a number of grenades equal to twice your Intelligence Modifier at one time.

You can create additional grenades by using an action to expend a spell slot of 1st level or higher. When you create a bandolier or grenade, choose a type from the Arcane Grenade table. Bandoliers can be created with multiple types of grenades.

ARCANE GRENADES
Explosive – Creatures that fail their saving throw take 1d10 force damage, and those that succeed take half as much.

Incendiary – Creatures that fail their saving throw take 1d8 fire damage, and those that succeed take half as much. Flammable objects within range are ignited unless they are worn or carried.

Concussion – Creatures are pushed up to 10 feet away from the grenade. Creatures that fail their saving throw are also knocked prone.

Flash Bang – Creatures that fail their saving throw become blinded and deafened until the end of your next turn, and those that succeed become blinded or deafened until the end of your next turn, their choice.

Example: Mason

The base feature for the mason is to create stone golems. They can harness a cantrip that the artificer knows, making them an interesting combination of a creature companion and a cannon.

Masonwork Golem: Starting at 3rd level, your dedication to stonework and artifice has taught you how to create loyal stone golem allies. Using your mason's tools, you can take an action to magically create a Small masonwork golem in an unoccupied space within 5 feet of you.

Once you create a golem, you can't do so again until you finish a long rest or until you expend a spell slot of 1st level or higher. You can have only one golem at a time and can't create one while your golem is present.

The golem is a magical object. The golem has an AC of 18 and a number of hit points equal to five times your artificer level. It is immune to poison damage, physic damage, and all conditions. If it is forced to make an ability check or saving throw, treat all its ability scores as 10 (+0). If the mending spell is cast on it, it regains 2d6 hit points. It crumbles and disappears if it is reduced to 0 hit points or after 1 hour. You can dismiss it early as an action.

When you create the golem, you determine its features, but it is roughly humanoid in appearance. You also choose an artificer cantrip you know to imbue into the golem. On each of your turns, you can take a bonus action to command the golem to either use its cantrip or make an unarmed melee attack, provided you are within 60 feet of the golem. As part of the same bonus action, you can direct the golem to walk up to 15 feet to an unoccupied space.

BASE AUGMENT

Artificers receive their next Specialization feature at 5th level and it typically comes in the form of an augment to a base ability or mechanic, such as spell and weapon attacks. This is a great feature both for the player and the writer, as it is simple, flavorful, and potent.

This section focuses on some likely targets for your augment along with advice for how to make sure that, even though you're augmenting some basic mechanics, you should still make sure to reinforce the theme and tone of your Specialization.

BONUS DAMAGE OR HEALING

Easy peasy, just make the artificer hit or heal harder. Honestly, it can be that easy. It's not super flashy or innovative, but it gets the job done. In terms of numbers, this is a great place to utilize the Intelligence Modifier or, if that's not quite good enough, you can utilize a die roll. In the latter case, you'll want to make sure the damage or healing being done is in some way limited, like spells being limited by spell slots or an ability that is limited by the situations it can be used in. In these cases, a +1d8 bonus to damage or healing is appropriate.

In my personal opinion, you want to be more critical of your damage bonuses than healing as damage can more often unbalance a game, taking out enemies too fast or preventing other players from getting to show off their characters as much. Healing, on the other hand, just keeps characters in the fight longer and doesn't directly impact the enemies in the scenario. That said, too much healing can also unbalance things, so make sure to utilize the standard types of feature limitations like uses and rests if necessary.

EXTRA ATTACKS

Another oldie but goodie, you can allow for a second weapon attack when the artificer uses the Attack action. This is especially appropriate for artificers who find themselves engaged in physical combat, so it's probably less interesting for those artificers who specialize in alchemy or runes.

BONUS SPELL SLOTS

A feature I've seen in some other subclasses that I quite like is a sort of recycling of spell slots. If you want to create an artificer that relies more heavily on their spells, this might be a good option for you.

What it effectively does is that whenever a spell slot is expended casting a spell, the artificer can regain one spell slot of any level lower than the one used. For example, when a 2nd-level spell slot is used, the artificer can regain a 1st level spell slot. If a 1st level spell slot is used, however, there is no lower spell slot to regain.

> ## Example: Grenadier
> I wanted to open up the grenadier's options a bit, so I settled on allowing them to throw a grenade in tandem with a weapon attack. These evoked images of action movie stars and classic war movies, which could be very exciting for the grenadier in combat.
>
> **Opportunist**: Starting at 5th level, when you use an action to make a weapon attack you can use a bonus action to throw an Arcane Grenade.

> ## Example: Mason
> This was the first feature that toyed with the redirecting of magic through the golem. The artificer can use the golem to extend the range of their spells and boost their damage along the way.
>
> **Golem Conduit**: Starting at 5th level, you weave in a powerful arcane conduit into your masonwork golems. When you cast an artificer spell within 60 feet of one of your masonwork golems, you can instead have the spell originate from the golem.
>
> When you cast a spell through your golem, roll a d8, and you gain a bonus to one of the spell's damage rolls equal to the number rolled.

SPECIAL AUGMENT

Starting at 9th level, the artificer receives their third feature in the form of another feature augment. This time, though, the augment applies to a more powerful and specialized aspect of the artificer, usually affecting a feature or ability granted by their Specialization.

BOOSTED ORIGIN

The most obvious place to look for an augment is the origin feature the artificer gained at 3rd level. Likely this is a huge part of their playstyle and, because the feature was learned at a relatively low level, is probably in need of some extra oomph by this point.

Make sure to stay aligned with the original intention and tone of the origin feature; radically altering when and how it is used will be confusing and less likely to be used. For example, if the origin feature you created was about creating an army of constructs to help you in battle, augmenting it to change the function of those constructs could throw quite a wrench in the works. On the other hand, adding an option for the artificer to trade in their small army for a single, massive construct still holds the same flavor and utility while adding interesting options.

ADDITIONAL OPTIONS

Whether you decide to improve on the artificer's origin feature or another aspect, adding options to their ability is always welcome. This is a similar concept to the origin feature itself, which usually incorporates a number of options by which the artificer can customize the ability to suit their needs. Consider these options again as you near 10th level and think about ways to address new situations and needs.

For example, in our construct example, perhaps the original options allowed for a melee combat and a ranged combat construct. At this level you could add an additional option for a spell-casting construct to the mix. This can leverage mechanics from the artificer's spell casting as well as their Infuse Item or Spell-Storing Item features.

BONUS SPELLS

A very simple way to add value to the artificer is to effectively create new cantrips out of existing spells. This is a common format seen in a number of subclasses and takes on a unified form. Choose a spell that is thematic to the Specialization and is not too powerful; a 1st- or 2nd-level spell is usually a good

choice. The feature then allows the artificer to use that spell without preparing it and without consuming a spell slot. The spell doesn't count against their number of spells known and, in some cases, doesn't even have to be an artificer spell.

Limiting this spell is a balancing act that requires you to think about the level and potency of the spell. For weaker spells, you can start by utilizing the artificer's Intelligence Modifier as the number of times it can be used, restoring all uses on a long rest. For more powerful spells, it can be cast only once before requiring a long rest.

BONUS DAMAGE OR HEALING

Another simple option here is to upgrade the amount of damage or healing done by other Specialization features. At this level, the Intelligence Modifier is not likely going to cut it in terms of potency, so start with 2d6 or 1d8 as a base for your bonus. If that's not strong enough, you can then bring in the Intelligence Modifier as an additional bonus, something like: "All constructs do an additional 2d6 + your Intelligence Modifier when they hit with a weapon attack."

Example: Grenadier

This feature improves on the grenades themselves, making them more potent in these later levels and also allowing the grenadier to create them more efficiently.

Improved Munitions: Starting at 9th level, your technique for creating Arcane Grenades has become extremely efficient:
- All grenades deal an additional 1d8 force damage.
- When you expend a spell slot to create an Arcane Grenade, you can instead create up to two.

Example: Mason

The next step in redirecting magic through the golem was to allow the golem to intercept harmful magic targeting the artificer. This feature also boosts the golem's cantrip.

Arcane Conduit: Starting at 9th level, your masonwork golems are able to conduct more arcane energy:
- When a masonwork golem uses its stored cantrip, roll a d8, and the golem gains a bonus to one of the spell's damage rolls equal to the number rolled.
- When you are the target of a spell attack and your masonwork golem is within 30 feet of you, you can use your reaction to make the golem the target of the spell.

SPECIAL UPGRADE

The last Specialization feature comes at 15th level and is usually a boost to one of the special features of your subclass. The distinction between this and the 9th level feature is that, while the previous feature adds new options or abilities to the feature, this one typically adds bonuses to existing abilities.

BONUS DEFENSE

Of the current subclasses, they all offer additional defensive bonuses to the artificer. This can take many forms, from increasing AC, granting resistances, or something more situational like granting cover. There are a number of mechanical ways to implement this, but the general theme is to prevent taking damage.

For Specializations that deal in companions or constructs, these defensive boosts can apply solely to them or in combination with boosts to the artificer themselves.

BONUS DAMAGE

If a previous feature of your Specialization is a damage-dealing ability, this is a great time to ramp up its destructive power. The amount of this boost is dependent on the type of damage being dealt and how situation the ability is, but you can start by doubling the damage or damage dice and adjust from there.

As a note, the Intelligence Modifier is almost certainly too low for it to be utilized here, so you'll most likely be adding damage by either increasing the number of dice used, increasing the size of the dice used, or both.

Example: Grenadier

The final feature was a defensive ability that allows the grenadier and even their allies to be closer to the explosions without succumbing to their effects. This allows the grenadier to make more interesting choices about where and how to use their grenades.

Tactical Preparation: Starting at 15th level, you and your allies have become accustomed to the effects of your Arcane Grenades:
- You gain resistance to fire and force damage and are immune to the blinded and deafened conditions.
- Your allies have advantage on their saving throws against your Arcane Grenades.

Example: Mason

The final feature boosts the golems further, making them sturdier and allowing the artificer to have two out at once.

Master Mason: Starting at 15th level, you have become exceptionally efficient at creating masonwork golems:
- Your masonwork golems gain a +2 bonus to Armor Class.
- You can now have two golems at the same time. You can create two with the same action (but not the same spell slot), and you can activate both golems with the same bonus action. You can imbue each golem with a different cantrip. You can't create a third golem while you have two.

INFUSIONS

Artificer infusions are a portion of the Infuse Items feature that all artificers learn at 2nd level. Similar to spells, the artificer has a list of known infusions that they can then imbue into items, effectively creating a sort of magic item. There are a number of possible restrictions on these, including artificer level, type of item, and attunement.

This section will be mostly based on the research I have done of the existing infusions with suggestions on creating your own. These are not strictly part of an artificer's Specialization, so they are not required to make a complete subclass. Instead think of these like a warlock's eldritch invocations; they are another flavorful aspect that makes up the artificer's playstyle.

INFUSION STRUCTURE

Infusions themselves are relatively simple. The first part that all infusions require is an item type. This defines what type of item can receive the infusion. Usually this is pretty straightforward. For example, an infusion that adds weapon damage would require a weapon item type. You can make it more specific if necessary, for example requiring a thrown item, or an item that does piercing damage.

Some infusions also require attunement to the magic item. The rules for attunement found on page 136 of the Dungeon Master's Guide.

The next piece that is optional is a required artificer level to learn the infusion. This is a balancing aspect, requiring a higher level for more powerful effects. Of the current infusions, the artificer can learn them either immediately at 2nd level or at 6th level.

After these elements are done, the rest of the infusion is mechanical text to describe what the infusion does. These are usually short, only one or two small paragraphs. Keep it simple and to the point.

INFUSION IMPROVEMENT

In addition to the level requirement, some infusions have an improvement at a later level. These are found on infusions without an initial level requirement, which means they can be learned as early as 2nd level. Given that they can be used at such a low level, an improvement is included to make sure the infusion is still useful at higher levels.

These improvements come at 10th level and typically add a simple mechanical boost to the infusion. This is done by simply increasing numeric bonuses, usually from a +1 to a +2.

ABILITIES AND CHARGES

Some infusions imbue the item with an ability that can be triggered with a bonus action or reaction and utilize a charge mechanic to limit its usage. Of the current infusions, they typically have 4 charges that are used to activate the ability, and these charges are replenished by 1d4 at dawn.

You can utilize this mechanic when you're creating an ability that is too powerful to be "always on" or something that requires a specific event or situation to use, like a reaction. In terms of abilities, this can be almost anything from inflicting a condition on a target, casting a low-level spell, or adding a burst of damage.

HIGHER LEVELS

While there are currently no infusions that require higher than 6th level to learn, it is theoretically possible to create an infusion powerful enough to warrant it. Additionally, artificers are constantly learning new infusions up to 18th level, so there's plenty of space here to add new tiers of infusions.

WEAPON ATTACK

This type of infusion is currently the largest with four different infusions. At their core, they all start by adding +1 to the weapon attack and damage rolls. For the standard infusion, this increases to +2 at 10th level.

Alternatively, other infusions offer the +1 bonus while also granting unique options, like reactions to being hit by an attack, creating magical ammunition, or augmenting the properties of the weapon.

These infusions pretty well cover the scope of mechanical bonuses to weapon attacks, but there may be some space to create additional features, like making a magical ranged attack from a melee weapon or augmenting distances of ranged weapons.

SPELL ATTACK

There is currently only one infusion that augments spell attacks, and it does so similarly to the weapon attack infusions, by granting a +1 to spell attacks, and increasing to a +2 at 10th level. Notably, however, this infusion does not add any bonus to damage or healing.

It offers a unique ability in the form of ignoring half cover when making spell attacks against targets. This can effectively be another +2 bonus to the attack.

At this time, there are no infusions that boost spells that require a saving throw from its targets or spells that do healing to friendly targets. This might be an area for you to create your own infusions.

DEFENSE

After attacks, the next largest group of infusions is defensive abilities. These are infusions that are imbued into armor or shields and help protect the artificer from harm in combat. They again follow a simple structure, offering a +1 bonus to AC, with the base infusion boosting it to +2 at 10th level.

There are additional infusions that offer unique abilities along with the AC bonus, like pushing attacking targets away. There is also an infusion that forgoes the AC bonus entirely in exchange for granting resistance to one elemental damage type. I'm sure there is some complex math comparing the +1 or +2 AC bonus, which can prevent attacks outright, for receiving half damage on all attacks, but it's a little out of scope for the purposes of this guide.

In addition to these infusions, you can think about other ways to keep the artificer safe, like preventing opportunity attacks or adding an ability to regain health by expending charges.

SUMMONING

This "group" of infusions is just a pair of infusions that don't belong anywhere else. The first is an actual summoning, creating a magical companion that assists the artificer in combat. This is almost an identical process to that of the artificer subclasses that summon companions, like cannons or defenders.

The second is an infusion that, when learned, arms the artificer with the ability to replicate existing magical items from mundane items. It has lists at 2nd, 6th, 10th, and 14th level. The artificer can learn this infusion multiple times, choosing an item each time.

Since this type of infusion is only loosely defined, you can essentially do whatever you want to create a summoning infusion. Consider something that doesn't yet exist in the world or something that is difficult to come by that the artificer could magically create. This can include weapons, creatures, or other magic items.

MOVEMENT

There is currently only one infusion that affects movement, and it does so by allowing the artificer to teleport to a spot they occupied earlier in the turn. This is very interesting as it creates a new version of the teleport feature, almost like rewinding time.

You can create your own movement infusion by granting bonus movement speed or granting new types, such as flying, swimming, or climbing. I'm immediately reminded of a certain wizard's cape from a recent series of popular superhero movies.

Example: Cloak of Spell Shielding

There are several defensive options already, but nothing that helps with saving throws. This cloak envelopes the wearer, granting them additional protection against spells.

Cloak of Spell Shielding: *Item: A cloak (requires attunement)* While wearing this cloak, a creature gains +1 bonus to a saving throw against a spell's effects.
This bonus increases to +2 at 10th level in this class.

Example: Traveling Luggage

This one doesn't have a lot of explicit benefit in combat or exploration, but a magic trunk following you is just fun.

Traveling Luggage: *Item: A chest or other container* As an action, you can command this magic object to levitate a foot or two off the ground and follow you. You can command the object to stop following you and rest on the ground as a bonus action. The object must be within 10 feet of you to receive your commands.

Example: Spell Mirror Shield

This was based on similar items in classic video games. Not only does it protect from spells, but can be offensive.

Spell Mirror Shield: *Prerequisite: 6th-level artificer Item: A shield (requires attunement)* 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 spell attack to expend 1 of the shield's charges to make a spell attack with the same spell against a target within 30 feet. The shield regains 1d4 expended charges daily at dawn.

Example: Thunder God's Impact

It's Thor's hammer, y'all.

Thunder God's Impact: *Prerequisite: 6th-level artificer Item: A weapon that deals bludgeoning damage (requires attunement)* This magic weapon grants a +1 bonus to attack and damage rolls made with it.
The weapon has 4 charges. As an action, the wielder can expend 1 charge to strike the ground, requiring all creatures within 10 feet to make a Dexterity saving throw. Creatures that succeed their saving throw are pushed up to 10 feet away, and creatures that fail also take 1d8 force damage.

GRENADIER

Some artificers in the great war unleashed the devastating effects of their designs from afar, while others waded into combat protected by their arcane defenses. The grenadiers, specialized in explosive munitions, delivered disruptive and destructive magic with pinpoint strikes. They were also used for crowd control and diversionary missions when needed.

Grenadiers rely on a magically created supply of Arcane Grenades, beautiful glass spheres that just barely contain the destructive energies within. Even a single crack is enough to trigger the spells within. These orbs, meticulously crafted for both structural and arcane integrity, are worn proudly and confidently on their bodies, ready to deploy at a moment's notice.

GRENADIER FEATURES

Artificer Level	Features
3rd	Tool Proficiency, Grenadier Spells, Arcane Grenades
5th	Opportunist
9th	Improved Munitions
15th	Tactical Preparation

TOOL PROFICIENCY

When you adopt this specialization at 3rd level, you gain proficiency with glassblower's tools. If you already have this proficiency, you gain proficiency with one other type of artisan's tools of your choice.

GRENADIER SPELLS

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Grenadier Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

GRENADIER SPELLS

Artificer Level	Spell
3rd	*jump, shield*
5th	*blindness/deafness, shatter*
9th	*sending, wind wall*
13th	*locate creature, wall of fire*
17th	*hold monster, wall of force*

ARCANE GRENADES

Starting at 3rd level, your skilled tinkering with glass containers has yielded a potent weapon for unleashing devastating effects on the battlefield. When you finish a long rest, you can use your glassblower's tools to magically create a bandolier that has a number of glass grenades equal to your Intelligence Modifier.

As an action you can throw a grenade to a spot you can see within 60 feet. The grenade detonates on impact, requiring all creatures withing 30 feet to make a Dexterity saving throw against the artificer's spell save DC. The effects of each grenade are listed in the Arcane Grenade table.

Grenades you create last indefinitely until they are used. You can have a number of grenades equal to twice your Intelligence Modifier at one time.

You can create additional grenades by using an action to expend a spell slot of 1st level or higher. When you create a bandolier or grenade, choose a type from the Arcane Grenade table. Bandoliers can be created with multiple types of grenades.

ARCANE GRENADES

Grenade	Effect
Explosive	Creatures that fail their saving throw take 1d10 force damage, and those that succeed take half as much.
Incendiary	Creatures that fail their saving throw take 1d8 fire damage, and those that succeed take half as much. Flammable objects within range are ignited unless they are worn or carried.
Concussion	Creatures are pushed up to 10 feet away from the grenade. Creatures that fail their saving throw are also knocked prone.
Flash Bang	Creatures that fail their saving throw become blinded and deafened until the end of your next turn, and those that succeed become blinded or deafened until the end of your next turn, their choice.

OPPORTUNIST

Starting at 5th level, when you use an action to make a weapon attack you can use a bonus action to throw an Arcane Grenade.

IMPROVED MUNITIONS

Starting at 9th level, your technique for creating Arcane Grenades has become extremely efficient:

- All grenades deal an additional 1d8 force damage.
- When you expend a spell slot to create an Arcane Grenade, you can instead create up to two.

TACTICAL PREPARATION

Starting at 15th level, you and your allies have become accustomed to the effects of your Arcane Grenades:

- You gain resistance to fire and force damage and are immune to the blinded and deafened conditions.
- Your allies have advantage on their saving throws against your Arcane Grenades.

MASON

There are entire guilds of artificers dedicated to creating secure and enhanced structures using their arcane skills in combination with classic masonry techniques. Some of these masons specialized even further, creating small stone golems as mobile vessels for spells. These masons were soon deployed as part of the war effort, where they learned to create even more powerful constructs.

A master mason can create multiple golems, each capable of harnessing, capturing, and redirecting arcane energy, making them potent focuses for the artificer's spells. Those unfamiliar with the masons often find their understanding of magic completely compromised when in the presence of a master mason and their creations.

MASON FEATURES

Artificer Level	Features
3rd	Tool Proficiency, Mason Spells, Masonwork Golem
5th	Golem Conduit
9th	Arcane Conductor
15th	Master Mason

TOOL PROFICIENCY

When you adopt this specialization at 3rd level, you gain proficiency with mason's tools. If you already have this proficiency, you gain proficiency with one other type of artisan's tools of your choice.

MASON SPELLS

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Mason Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

These spells are from the Player's Handbook. If a spell's name is followed by an asterisk, the spell is instead from Xantahar's Guide to Everything. If a spell's name is bold, the spell is from the artificer's spell list.

MASON SPELLS

Artificer Level	Spell
3rd	*earth tremor*, shield*
5th	*earth bind, locate object*
9th	*erupting earth*, meld into stone*
13th	***stone shape, stoneskin***
17th	***transmute rock*, wall of stone***

MASONWORK GOLEM

Starting at 3rd level, your dedication to stonework and artifice has taught you how to create loyal stone golem allies. Using your mason's tools, you can take an action to magically create a Small masonwork golem in an unoccupied space within 5 feet of you.

Once you create a golem, you can't do so again until you finish a long rest or until you expend a spell slot of 1st level or higher. You can have only one golem at a time and can't create one while your golem is present.

The golem is a magical object. The golem has an AC of 18 and a number of hit points equal to five times your artificer level. It is immune to poison damage, physic damage, and all conditions. If it is forced to make an ability check or saving throw, treat all its ability scores as 10 (+0). If the *mending* spell is cast on it, it regains 2d6 hit points. It crumbles and disappears if it is reduced to 0 hit points or after 1 hour. You can dismiss it early as an action.

When you create the golem, you determine its features, but it is roughly humanoid in appearance. You also choose an artificer cantrip you know to imbue into the golem. On each of your turns, you can take a bonus action to command the golem to either use its cantrip or make an unarmed melee attack, provided you are within 60 feet of the golem. As part of the same bonus action, you can direct the golem to walk up to 15 feet to an unoccupied space.

Golem Conduit

Starting at 5th level, you weave in a powerful arcane conduit into your masonwork golems. When you cast an artificer spell within 60 feet of one of your masonwork golems, you can instead have the spell originate from the golem.

When you cast a spell through your golem, roll a d8, and you gain a bonus to one of the spell's damage rolls equal to the number rolled.

Arcane Conductor

Starting at 9th level, your masonwork golems are able to conduct more arcane energy:

- When a masonwork golem uses its stored cantrip, roll a d8, and the golem gains a bonus to one of the spell's damage rolls equal to the number rolled.
- When you are the target of a spell attack and your masonwork golem is within 30 feet of you, you can use your reaction to make the golem the target of the spell.

Master Mason

Starting at 15th level, you have become exceptionally efficient at creating masonwork golems:

- Your masonwork golems gain a +2 bonus to Armor Class.
- You can now have two golems at the same time. You can create two with the same action (but not the same spell slot), and you can activate both golems with the same bonus action. You can imbue each golem with a different cantrip. You can't create a third golem while you have two.

Artificer Infusions

Below are a few new infusions that can be learned by any artificer of any Specialization.

Cloak of Spell Shielding

Item: A cloak (requires attunement)

While wearing this cloak, a creature gains +1 bonus to a saving throw against a spell's effects.

This bonus increases to +2 at 10th level in this class.

Traveling Luggage

Item: A chest or other container

As an action, you can command this magic object to levitate a foot or two off the ground and follow you. You can command the object to stop following you and rest on the ground as a bonus action. The object must be within 10 feet of you to receive your commands.

Spell Mirror Shield

Prerequisite: 6th-level artificer
Item: A shield (requires attunement)

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 spell attack to expend 1 of the shield's charges to make a spell attack with the same spell against a target within 30 feet. The shield regains 1d4 expended charges daily at dawn.

Thunder God's Impact

Prerequisite: 6th-level artificer
Item: A weapon that deals bludgeoning damage (requires attunement)

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

The weapon has 4 charges. As an action, the wielder can expend 1 charge to strike the ground, requiring all creatures within 10 feet to make a Dexterity saving throw. Creatures that succeed their saving throw are pushed up to 10 feet away, and creatures that fail also take 1d8 force damage.

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