

Artificer

Alignment: Any

Hit Die: d8

Saving Throws: Intelligence, Wisdom

Skills: Choose two from Arcana, History, Insight, Investigation, and Perception

Cantrips: At 1st level you know 3 cantrips of your choice. You learn more at higher levels.

Spellcasting (Infusions): Artificers use infusions which are neither arcane nor divine in origin. They infuse magic mostly into inanimate objects to enhance and create special abilities and properties. In addition, some infusions can be used to repair objects, including warforged, similar to how a cleric would heal other living creatures.

Reverse Engineer: Similar to a ritual spell. This does not expend an infusion slot. A reversed engineered version of an infusion cannot be cast at a higher level. An infusion that can be reverse-engineered is designated as such in the Infusions List (*) and takes 10 minutes longer to perform.

Table: The Artificer

		———— Infusions per Day ————							
Level	Proficiency Bonus	Special	Cantrips	1st	2nd	3rd	4th	5th	6th
1st	+2	Spellcasting Focus, Reverse Engineer Master of Artifice, Artificer Knowledge	3	2	—	—	—	—	—
2nd	+2	Expert Infusion 1	3	3	—	—	—	—	—
3rd	+2	Craft Common Items	3	4	2	—	—	—	—
4th	+2	Use Magic Device	4	4	3	—	—	—	—
5th	+3	Expert Infusion 2	4	4	3	2	—	—	—
6th	+3	Expertise	4	4	3	3	—	—	—
7th	+3	Craft Uncommon Item	4	4	3	3	1	—	—
8th	+3		4	4	3	3	2	—	—
9th	+4	Craft Homunculus	4	4	3	3	3	1	—
10th	+4		5	4	3	3	3	2	—
11th	+4	Retain Essence	5	4	3	3	3	2	—
12th	+4		5	4	3	3	3	2	—
13th	+5	Craft Rare Item	5	4	3	3	3	2	1
14th	+5		5	4	3	3	3	2	1
15th	+5	Rapid Infusion	5	4	3	3	3	2	1
16th	+5		5	4	3	3	3	2	1
17th	+6	Craft Very Rare Items	5	4	3	3	3	2	1
18th	+6		5	4	3	3	3	3	1
19th	+6		5	4	3	3	3	3	2
20th	+6	Legendary Craftsman	5	4	3	3	3	3	2

Weapon and Armor Proficiency: An artificer is proficient with all simple weapons, plus the axe (throwing), flail, handaxe, morningstar, short sword, and warhammer. Artificers are proficient with light and medium armor and all shields. A multi-class artificer still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Artificer Knowledge: Starting at 1st level, an artificer can make a special check (d20 + artificer level + Intelligence modifier) to determine whether a particular item has a magical aura. This acts as a *detect magic* spell, but the artificer must hold and examine the object(s) for 1 minute. A successful check against DC 15 determines

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that the object has magical qualities, but does not reveal the specific powers of the item. While handling the item, s/he can make an Arcana check to determine the item's properties. A particular item can only be examined in this fashion one time; if the check fails, the artificer can learn no more about that object.

Spellcasting Focus: The artificer can use Artisans' Tools as a spellcasting focus.

Master of Artifice: At 1st level, you become proficient with Arcana, Thieves' Tools, and one type of Artisans' Tools. Your proficiency bonus is doubled for any ability checks you make using Arcana and these tools.

Expert Infusion: At 2nd level you gain the ability to channel magical energy into weapons. This functions in a manner identical to the Cleric Channel Divinity ability, but the Artificer doesn't have access to Turn Undead. Instead s/he starts with *Perfect Tool* and gains access to *Weapon Augmentation* at 5th level.

1. Perfect Tool

You can imbue an object with an enchantment that makes it the perfect tool for whatever situation you are dealing with. As an action, choose one skill or tool. For the next 10 minutes (and as long as you have the object) you have proficiency with the chosen skill or tool.

2. Weapon Augmentation

As an action, you may enhance a weapon you are holding. For the next minute or until you let go of the weapon, you gain one of the following benefits:

Disrupting Weapon: +1d6 radiant damage, sheds bright light in 20-ft radius

Flame Tongue: +1d6 fire damage, you have cold resistance

Frost Brand: +1d6 cold damage, you have fire resistance

Craft Common Items: Starting at 3rd level, an Artificer can begin crafting common magical items listed in the Dungeon Master's Guide: Potion of Climbing, Potion of Healing, a Spell Scroll (cantrip or 1st level infusion available to Artificers). In addition, the expense to create any magic item decreases by 25% of their usual cost due to the Artificer's familiarity and having found ways to obtain materials at a reduced cost for those items. It also only takes an Artificer half (50%) the amount of time to construct any magic item.

Use Magic Device: As a Rogue-Thief ability at 13th level, an Artificer at 4th level has learned enough about the workings of magic that s/he can improvise the use of items even when they are not intended for her/him. You ignore all race, class, and level requirements on the use of magic items.

Expertise: At 6th level, as the Rogue ability, you may choose 2 of your skill proficiencies, or one of your skill proficiencies and one of your Master of Artifice tools. Your proficiency is doubled for any ability check you make that uses either of the chosen proficiencies.

Craft Uncommon Items: Starting at 7th level, an Artificer can craft any magic item listed on the Uncommon Magic Items List.

Craft Homunculus (Ex): At 9th level, an artificer can create a homunculus. S/he must pay all the usual cost in gp and time for creating. An artificer can also upgrade an existing homunculus that s/he owns, adding 1 Hit Die at a cost of 2,500 gp. If an artificer gives the homunculus more than 6 Hit Dice, it becomes a Small creature and advances as described in the *Monster Manual* (+4 Str, -2 Dex, damage increases to 1d6). The homunculus also gains 10 extra hit points for being a Small construct.

An artificer homunculus can have as many Hit Dice as its master's Hit dice minus 2. No matter how many Hit dice it has, a homunculus never grows larger than Small.

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Retain Essence: At 11th level, an artificer gains the ability to salvage the essence from a magic item and use it to create another magic item. The artificer must spend a day with the item, and s/he must also have the appropriate item creation feat for the item s/he is salvaging. After one day, the item is destroyed and the artificer gains 25% of its current gp value to be used to create another item of equal or lesser category and value in addition to the 25% cost reduction s/he normally has (e.g., boots of Elvenkind are destroyed, leaving its essence to create a Bag of Holding which now costs only 250 gp instead of the normal 500 gp to create.)

Craft Rare Item: At 13th level, an Artificer has gained the ability to create a rare magic item from the Rare Items list. Doing so takes 12 hours.

Rapid Infusion: At 15th level, an artificer can cast an infusion with a casting time of one round or longer as an action instead. S/he can do this a number of times equal to 3 + his/her Int modifier.

Craft Very Rare Item: At 17th level, an artificer can create an item from the Very Rare Items list.

Legendary Craftsman: At 20th level, the artificer is a true master of his/her craft. The Artificer can create any item from the Legendary Items List.

ARTIFICER INFUSIONS

Artificers don't cast spells. Instead, they wield infusions, which imbue magical power into items both mundane and magical items. Though an infusion isn't a spell, it works just like a spell in game terms. Infusions are considered to be neither divine nor arcane. There's a limit to the number of infusions an artificer can use each day, but s/he can use any infusion from the artificer class list (level permitting) without preparing it ahead of time. An artificer never requires a divine focus to imbue an item with an infusion. In cases where an infusion duplicates a spell that requires either a material component or a divine focus, or requires either an arcane focus or a divine focus, the artificer uses the arcane material component or arcane focus. Unlike a sorcerer or bard, s/he does not select a subset of the available infusion as his/her known infusions; s/he has access to every infusion on the list that is of a level s/he can use.

To imbue an item with an infusion, an artificer must have an Intelligence score equal to at least 10 + the infusion level (Int 11 for 1st-level infusions, Int 12 for 2nd level infusions, and so forth). The save DC is Intelligence-based. Like spellcasters, an artificer can use only a certain number of infusions of a particular level per day. Her/his base daily infusion allotment is given on the accompanying table above.

An artificer's infusions are typically imbued into an item or construct (including warforged). S/he cannot, for example, simply imbue an ally with *Enhance Ability*. S/he must instead imbue that ability into an item either s/he or his/her ally is wearing or holding. S/he can, however, imbue *Enhance Ability* directly on a construct or a character with the living construct subtype, and infusions such as *Repair Light Damage* and *Iron Construct* function only when imbued on such characters.

Some infusions have long casting times, perhaps 1 minute or more. An artificer can spend 1 action point to imbue any infusion in 1 round (like a spell that takes 1 round to cast).

Saving throws against infusions have a DC based on Intelligence.

Each day, an artificer must focus his/her mind on his/her mind on his/her infusions. S/he needs a long rest, after which s/he spends 15 minutes concentrating. During this period, the artificer readies his/her mind to hold his/her daily allotment of infusions. Without such a period of time to refresh, the character does not regain the infusion slots s/he used up the day before. Any infusions used within the last 8 hours count against the artificer's daily limit.

CANTRIPS

Guidance

Light

Makeshift Wand (New, see below)

Mending

Prestidigitation

Spare The Dying (Construct only, "Emergency Repairs")

Resistance

LEVEL ONE INFUSIONS

Ablative Armor

*Adamantine Armor**

Arcane Lock

*Armor Enhancement, Lesser**

Break

Cloak of Shade

Dancing Lantern

Detect Magic

*Energy Alteration**

Enhance Ability

Healing Word (Construct Only)

Identify

Indisputible Possession

*Inflict Damage (Construct only, "Inflict Wounds")**

*Repair Damage (Construct only, "Cure Wounds")**

*Resistance Item**

Shield

Shield of Faith

*Spell-Storing Item (New, see below)**

Vanish

LEVEL TWO INFUSIONS

Arcane Lock

*Armor Enhancement**

Elemental Prod

Enhance Ability

Find Traps

Heat Metal

Knock

Lucky Blade

Magic Weapon

Reinforce Construct

Shatter

Suppress Dragonmark

*Toughen Construct**

*Weapon of Awe**

LEVEL THREE INFUSIONS

*Amplify Elixir**

*Blast Rod**

Cloak of Winds

Counterspell

Daybreak Arrow

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Dispel Magic
Elemental Aura
Glyph of Warding
Lucky Cape
*Power Surge**
Protection From Energy (Construct only)*
Spell Snare
*Stone Construct**
*Water Breathing**

LEVEL FOUR INFUSIONS

Censure Elementals
*Concurrent Infusions**
Earthglide
*Item Alteration**
*Iron Construct**
Life Bubble
Magic Siege Engine
Malfunction
Minor Creation
*Named Bullet**
Planar Adaptation
Rusting Grasp
Stoneskin
*Weapon Augmentation**

LEVEL FIVE INFUSIONS

Corrosive Consumption
*Creation**
Disrupting Weapon
Dragonmarked Weapon, Greater
Rapid Repair
Slaying Arrow
Soothe Construct
Treasure Stitching
*Unbreakable Construct**
Wall of Force
Wall of Stone
*Wreath of Blades**

LEVEL SIX INFUSIONS

Blade Barrier
*Disable Construct**
Fluid Form
Globe of Invulnerability
*Hardening**
Move Earth
*Symbol**
*Total Repair**
Wall of Iron

NEW ARTIFICER INFUSIONS (SPELLS)

Cantrips

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MAKESHIFT WAND (Evocation cantrip)

Casting Time: 1 action

Range: 60 feet

Components: S (see text)

Duration: Instantaneous

You employ any small object as a temporary wand, channeling a blast of energy. The target of the energy blast must succeed on a Dexterity saving throw or take 1d8 damage. The spell can inflict acid, fire, cold, lightning or thunder damage; choose a single damage type, and you can choose which one to use when you cast the spell. The infusion's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8). At each of these levels, you may also select an additional damage type to add to your repertoire. You can prepare any handheld object to serve as a channel for this spell; this requires one action (i.e., inscribing a few runes on it). It has no specific components, but you must have some sort of focus object.

1st Level

ABLATIVE ARMOR (1st level Abjuration)

Casting Time: 1 minute

Range: Touch

Components: S, M (a shard of scrap metal)

Duration: 10 minutes

Target: Suit of armor touched

Armor imbued with this infusion absorbs 5 points of damage from the next attack that deals damage to the creature that wears it (treat this as one-time damage resistance of 5 points). Forms of damage that aren't affected by damage resistance likewise overcome ablative armor. Once the infused item has prevented damage from a single attack (even if not all the damage reduction is needed), the magic fades. The damage reduction increases by 1 for every caster level above 1st, to a maximum of 15 at 10th level.

Special: A character with any Mark of Sentinel dragonmark casts this infusion at +1 caster level.

Component: A shard of scrap metal from a forge.

ADAMANTINE ARMOR (1st level Transmutation)

Casting Time: 1 minute

Range: Touch

Components: S, M

Duration: 10 minutes

Target: Armor or shield touched

This infusion temporarily alters the substance of one suit of armor or shield, transforming it into adamantine. This effect replaces the properties of any other special material the armor might be constructed from. Only armor made of metal can benefit from this infusion.

BREAK (1st Level Transmutation)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a twig)

Duration: Instantaneous

Target: One Medium or smaller object

Saving Throw: Constitution negates (object); Spell Resistance yes (object)

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You can attempt to break or at least damage any one Medium or smaller object within range. If the target fails its Constitution saving throw, it gains the broken condition. If cast on a broken item, that item is destroyed on a failed save.

CLOAK OF SHADE (1st level Abjuration)

Casting Time: 1 action

Range: Touch

Components: V, M (outer upper garment)

Duration: 8 hours

Target: one creature per level

This infusion provides the subject with some degree of protection from the harmful effects of the sun. The cloaked subject has a +5 to his/her Constitution saving throw against environmental heat due to sun exposure. Armor or heavy clothing do not provide a disadvantage on the saving throw while wearing the cloak. The infusion does not, however, eliminate the effects of direct sunlight on creatures vulnerable to sunlight. *Cloak of shade* has no effect on environmental heat from sources other than the sun.

DANCING LANTERN (1st level Transmutation)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a lantern)

Duration: 8 hours

You can animate a lantern and order it to follow you. The lantern floats at shoulder height and remains within 5 feet of you, no matter how fast you move. The lantern cannot support any additional weight. The lantern illuminates its normal area, even if it does not have any oil in it. For the purposes of spells or effects targeting it the lantern always acts as if in your possession even when not directly on your person.

ENERGY ALTERATION (1st level Transmutation)

Casting Time: 1 round

Range: Touch

Components: S, M

Duration: 1 hour

Target: Magic item touched

You alter an item that employs an energy type or grants protection from an energy type, to employ or protect against a different energy type. For example, you could change a flaming battleaxe to a frost battleaxe or a ring of minor energy resistance (acid) to a ring of minor energy resistance (electrical). The amount of damage dealt by energy, protection offered from energy, and all other effects remain the same.

INDISPUTABLE POSSESSION (1st level Conjuration)

Casting Time: 1 minute

Range: Touch

Components: V, M

Duration: 10 minutes

Target: Object touched

This infusion creates a bond between you and an object. If that item ever leaves your possession, you can call it back to your hand as an action. The bond is severed if the item is out of your possession for more than 10 minutes. A creature holding onto an item you are trying to retrieve can make a Wisdom save to retain its grasp on the item, but that creature must be holding or wearing it, not merely carrying the object among its possessions.

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RESISTANCE ITEM (1st level Abjuration)

Casting Time: 1 round

Range: Touch

Components: S, M

Duration: 10 minutes

Target: Item touched

A nonmagical item imbued with this infusion grants a +1 resistance bonus on saving throws to a character who wears or wields it. This bonus increases by 1 for every four caster levels (to +2 at 4th level, +3 at 8th level, +4 at 12th level, and so forth).

SPELL STORING ITEM (1st level Transmutation)

Casting Time: 1 minute (see text)

Range: Touch

Components: S

Duration: 1 hour or until discharged

You place a spell effect into an item to draw it forth later at your command. The item becomes, in effect, a wand with a single charge which only you can use. You may choose any first level spell. You must provide any expensive material components at the time you imbue the spell into the object. Your artificer level is used as the spell's caster level.

Creating a spell storing item is a difficult and dangerous process. When you attempt it, you must make an Arcana check; the difficulty is [10+(the Spell Level x2)]. If you fail, your action is wasted and the spell/infusion slot is lost. If you fail by 10 or more, you suffer a mishap; this could either inflict 2d6 damage on you or have an unintended effect determined by the DM.

You may reduce the casting time to a single action by expending a Hit Die when you cast the spell.

VANISH (1st level Transmutation)

Casting Time: 1 action

Range: Touch

Component: V, S, M

Duration: 5 rounds

Target: Item worn by creature touched

This infusion functions like *invisibility*, except the effect only lasts for 1 round per caster level (maximum of 5 rounds). Like *invisibility*, the spell immediately ends if the *vanished* subject attacks any creature.

2nd Level

ARMOR ENHANCEMENT (2nd level Transmutation)

Casting Time: 1 minute

Range: Touch

Components: S, M

Duration: 1 hour

Target: Armor or shield touched

The armor or shield you touch temporarily gains a temporary special ability commonly or uncommonly found on

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magic armor or shields. You can choose any special ability whose rarity value is equivalent to being *uncommon* in rarity status. The armor or shield does not need to have an existing enhancement bonus. This ability increases to a special ability of a *rare* magic item as a 4th level infusion and *very rare* as a 6th level infusion.

ELEMENTAL PROD (2nd level Abjuration)

Casting Time: 1 minute

Range: Touch

Components: S

Duration: 1 minute

Target: Staff or pole touched

The need to control elementals more easily during the binding process led to the creation of an infusion that imbues a staff or pole with the ability to move elementals. As an action, the wielder of an elemental prod can gesture with the staff, indicating the starting and ending position for a target elemental creature. The total distance covered must be no greater than 10 feet + 5 feet/2 caster levels. The target creature immediately understands the command to move, and it can elect to be pushed along without resisting. Elementals that choose to resist take 1d6 points of damage and are moved only 5 feet in the desired direction.

LUCKY BLADE (2nd level Abjuration)

Casting Time: 1 minute

Range: Touch

Components: S, M

Duration: 30 minutes or until discharged

Target: Weapon touched

A weapon imbued with this infusion allows the bearer to draw upon the luck stored within it, gaining immediate advantage of an attack roll made with that weapon, allowing for a second d20 to be rolled and the better of the 2 rolls may be used for the attack roll. The decision to use this ability must be made before the DM declares whether the roll results in success or failure.

REINFORCE CONSTRUCT (2nd level Transmutation)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour or until discharged; see text

Target: Construct touched

You bolster a construct's frame, making it better able to withstand blows. The construct gains temporary hit points equal to 1d6 + 1 per caster level (maximum +10). A warforged artificer who imbues himself with this infusion instead gains temporary hit points equal to 1d10 + 1 per caster level (maximum +10).

Special: A character with any Mark of Making dragonmark, or is Favored in House (Cannith), casts this infusion at +1 caster level.

SUPPRESS DRAGONMARK (2nd level Abjuration)

Casting Time: 1 minute

Range: 30 feet

Components: S, M

Duration: 24 hours

Target: One dragonmarked creature

Using an inversely charged Siberys dragonshard, this spell absorbs the magical energy of the target creature's

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dragonmark. In casting the spell, you must touch the target creature with the charged dragonshard, requiring either a ranged or melee touch attack. If the creature is struck by the Siberys shard and fails its Wisdom save, it loses the ability to use any spell-like abilities granted by its dragonmark for the duration of the spell.

Focus: A Siberys dragonshard worth at least 25 gp and inversely tuned, a process requiring 1 hour of uninterrupted concentration. Once the infusion is cast, the inverse tuning must be repeated for the focus to work again.

TOUGHEN CONSTRUCT (2ND level Transmutation)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

Target: Construct touched

Toughen construct thickens the unliving matter that forms a construct's skin. The effect grants a +2 enhancement bonus to the creature's existing armor bonus. This enhancement bonus increases by 1 for every three caster levels above 3rd, to a maximum of +5 at caster level 12th. The enhancement bonus provided by toughen construct stacks with the target's natural armor bonus, but not with other enhancement bonuses to natural armor. A creature without natural armor has an effective natural armor bonus of +0.

WEAPON OF AWE (2ND level Transmutation)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 10 minutes

Target: Weapon touched

You transform a single weapon into an awe-inspiring instrument. The weapon gains a +2 bonus on damage rolls, and if the weapon scores a critical hit, the target of that critical hit becomes stunned for 1 round with no saving throw. This is a mind-affecting fear effect. A ranged weapon affected by this spell applies these effects to its ammunition. You can't cast this infusion on a natural weapon, but you can cast it on an unarmed strike.

3rd Level

AMPLIFY ELIXIR (3rd level Transmutation)

Casting Time: 1 action

Range: Personal

Components: S, M

Duration: 5 rounds

Target: Potion, elixir. or oil

This infusion greatly enhances the effects of any potion or elixir you consume or any oil used on an object. For the duration of this infusion, any potion or elixir you consume is treated as if it were empowered. Increase all variable numeric effects of the potion or elixir by half. If the potion or elixir does not have any variable numeric effects, it is instead treated as if it were extended (double the duration of the potion or elixir). If the potion or elixir does not have any variable numeric effects, or has an instantaneous duration, *amplify elixir* has no effect. *Amplify elixir* also can affect oils that target your equipment.

BLAST ROD (3rd level Evocation)

Casting Time: 1 minute

Range: Touch

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Components: S, M

Duration: 1 hour

Target: Rod touched

You store energy within a rod, then unleash it in rays of destructive power. The blast rod can deal a total of 1d8 points of damage per caster level, either focused into a single blast or divided up among multiple blasts. To use the rod, you designate how many dice of damage you wish to release, then make a ranged attack as an action against any target within 60 feet. Regardless of whether the attack hits or not, the damage dice you specified are subtracted from the total stored in the rod.

CLOAK OF WINDS (3rd level Abjuration)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (outer upper garment)

Duration: 5 minutes

You shroud a creature in a whirling screen of strong, howling wind. The subject is never checked or blown away by strong winds of windstorm or lesser strength (whether natural or magically created), and ranged attack rolls against the subject take a –4 penalty. Tiny or smaller creatures must succeed at a Dexterity save to successfully touch or attack the subject in melee. Failure knocks the attacker prone and pushes it 5 feet away from the subject per level of the caster. This movement can pass through the squares of other creatures without affecting them, but the creature takes 3d6 points of nonlethal damage, plus 1d6 if the creature strikes a solid object that blocks its movement.

DAYBREAK ARROW (3rd level Evocation)

Casting Time: 1 standard action

Range: Touch

Components: V, S

Duration: 1 hour

Target: up to 50 pieces of ammunition, all of which must be together at the time of casting

You cause ammunition to exude radiant energy. Creatures that take penalties in bright light take these penalties for 1 round after being struck by such ammunition. Undead and creatures harmed by sunlight take an additional 1d6 points of damage from such projectiles. This extra damage and half of any other damage you deal with an affected projectile results directly from radiant energy and is not subject to damage resistance. Such a projectile sheds light as if it were a torch for 1 round after it is fired or thrown.

ELEMENTAL AURA (3rd level Evocation)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 round/level

This infusion forms an aura of energy around the target, damaging all those that come near it. Choose an energy type: acid, cold, electricity, or fire. Creatures adjacent to the object when this infusion is cast and at the start of your turn take 2d6 points of energy damage of the selected type. This aura has an additional effect, depending upon the type of energy chosen.

Acid: Creatures affected by the aura take 1 point of ongoing acid damage per round for 1 round per three caster levels, and are sickened for the duration of the ongoing acid damage.

Cold: Creatures affected by the aura are fatigued. A creature that is already fatigued suffers no additional effect.

Electricity: Creatures affected by the aura are staggered for 1 round.

Fire: Creatures affected by the aura catch on fire.

Creatures adjacent to the object are allowed a Dexterity save to halve the damage and negate the additional effect. The aura's additional effects do not stack if a creature takes damage from your aura multiple times. You may only

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have one *elemental aura* in effect at one time. When you cast this infusion to deal acid, cold, electricity, or fire damage, it is a spell of that type.

LUCKY CAPE (3rd level Abjuration)

Casting Time: 1 minute

Range: Touch

Components: S, M

Duration: 1 hour or until discharged

Target: Cloak or cape touched

A cape imbued with this infusion allows the bearer to draw upon the luck stored within it, gaining an advantage and allowing for a second die roll for a saving throw. The decision to use this ability must be made before the DM declares whether the saving throw results in success or failure.

POWER SURGE (3rd level Transmutation)

Casting Time: 1 action

Range: Touch

Components: S

Duration: 10 minutes

Target: Wand or staff touched

By touching a wand or staff that has at least 1 charge, you imbue it with 1 temporary charge per five caster levels. These charges work like temporary hit points: When a character uses the item, deduct the charges spent from the temporary charges first. When the *power surge* expires, any remaining temporary charges are lost.

PROTECTION FROM ENERGY (CONSTRUCT) (3rd level Abjuration)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

Target: Construct touched

As *Protection From Energy* (see page 270 of the Player's Handbook), except that the target must be a construct.

SPELL SNARE (3rd level Abjuration)

Casting Time: 1 minute

Range: Touch

Components: S, M

Duration: 1 hour

Target: Eberron dragonshard touched (consumed when *Spell Snare* effect functions)

A *spell snare* takes advantage of an Eberron dragonshard's innate magical affinity, tuning the shard so that it readily absorbs the energy of a spell. The next spell or spell-like ability of 3rd level or lower that targets the bearer of the *spell snare* is absorbed into the dragonshard and has no effect. Only spells or spell-like abilities that affect a single target, or orb or ray spells directed at the bearer, can be absorbed. Once the *spell snare* has absorbed a spell, its magic expires and the dragonshard disintegrates. It requires no action to absorb a spell, but you must have the dragonshard in hand.

A *spell snare* does not discriminate between harmful or beneficial spells, and will just as readily absorb a *cure light wounds* spell as *vampiric touch* (though a character could temporarily put away or set aside the *spell snare* to receive a beneficial spell).

A character can only benefit from one *spell snare* at any given time. If more than one affected shard is carried, they
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will all activate (and be destroyed) by the first spell to target the bearer.

STONE CONSTRUCT (3rd level Transmutation)

Casting Time: 1 round

Range: Touch

Components: S, M

Duration: 1 hour or until discharged

Target: Construct touched

The construct you touch gains resistance to blows, cuts, stabs, and slashes. The subject gains damage resistance against bludgeoning and stabbing attacks. Once the infusion has prevented a total of 100 points of damage, it is discharged.

WATER BREATHING (3rd level Transmutation)

Casting Time: 1 action

Range: Touch

Components: V, S, M

Duration: 8 hours; see text

Target: living creatures touched

The creatures affected by this transmutation infusion can breathe water freely. Divide the duration evenly among all the creatures you touch. The infusion does not make creatures unable to breathe air.

4th level

CENSURE ELEMENTALS (4th level Abjuration)

Casting Time: 1 action

Range: Touch

Components: S, M

Duration: 5 minutes

Target: Object touched

When artificers began construction of some of the first great elemental vessels, they wanted a way to keep elementals from wreaking havoc prior to being bound. This infusion was developed as a means of conditioning the elementals through negative reinforcement. Typically cast into a pole or other prod, this infusion creates a field that can harm elemental creatures. When held aloft (an action), the infused item deals 2d6 points of damage plus 10 points to any elemental creatures within a 20-foot-radius area. This damage repeats each round at the start of the artificer's turn as long as the item is held aloft (an action). A successful Wisdom save halves this damage. The caster can designate up to one elemental creature per level to have immunity to the effects of the infusion. *Special:* A character with any Mark of Making dragonmark, or being Favored in House (Cannith), casts this spell/infusion at +1 caster level.

CONCURRENT INFUSIONS (4th level Transmutation)

Casting Time: 1 minute

Range: Touch

Components: S, M

Duration: Instantaneous

Target: Object touched

You channel your artificer talents through an increased number of minor infusions. When you cast this infusion, Thanks to Keith Baker for his creation, ideas, and suggestions that got me started in creating this version

you can imbue the target object with the effects of three different 1st-level infusions chosen at the time of casting. The infusions function exactly as if you had cast them on the object, and do not count against your daily allotment.

EARTH GLIDE (4TH level Transmutation)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 10 rounds

Target: Piece of clothing of the intended creature

The target can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water, traveling at a speed of 5 feet. If protected against fire damage, it can move through lava. This movement leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. It requires as much concentration as walking, so the subject can attack or cast spells normally, but cannot charge or run. This infusion does not give the target the ability to breathe underground, so when passing through solid material, the creature must hold its breath.

IRON CONSTRUCT (4th level Transmutation)

Casting Time: 1 round

Range: Touch

Components: S, M

Duration: 10 minutes

Target: Construct touched

You transform an existing construct into a powerhouse of hardened iron. The construct gains damage: it takes half damage from acid and fire attacks of all kinds. Even if it is not a golem, however, it becomes vulnerable to all special attacks that affect iron golems. The construct gains a +4 enhancement bonus to Strength, but takes a –4 penalty to Dexterity as well (to a minimum Dexterity of 1). The construct's weight increases by a factor of five.

ITEM ALTERATION (4th level Transmutation)

Casting Time: 1 round

Range: Touch

Components: S

Duration: 1 hour

Target: Magic item touched

You alter an item that provides a certain type of effect so that it provides a different type of bonus to the same value or roll. For example, you could change an Uncommon magic item, such as a *ring of protection +1*, so that it provides *fire resistance* instead, or you could change a *cloak of resistance* to a *cloak of the winds*. You cannot change an item from one form of rarity to another, nor can you change the item's basic construction, i.e., a ring must remain a ring and a cloak must remain a cloak.

LIFE BUBBLE (4th level Abjuration)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a bit of eggshell)

Duration: 8 hours

Target: creatures touched, up to one/level

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You surround the touched creatures with a constant and moveable 1-inch shell of tolerable living conditions. This shell enables the subjects to breathe freely, even underwater or in a vacuum, as well as making them immune to harmful gases and vapors, including inhaled diseases and poisons and spells like *cloudkill* and *stinking cloud*. In addition, the shell protects subjects from extremes of temperature (per *endure elements*) as well as extremes of pressure.

Life bubble does not provide protection from negative or positive energy (such as found on the Negative and Positive Energy planes), the ability to see in conditions of poor visibility (such as in smoke or fog), nor the ability to move or act normally in conditions that impede movement (such as underwater).

When you cast this infusion it has a total duration of 8 hours. You can divide this duration up in any manner you wish, not necessarily equally, between up to 1 creature per caster level.

MAGIC SEIGE ENGINE (4th level Transmutation)

Casting Time: 1 action **Range:** 30 feet

Components: V, S, M (black powder) **Duration:** 8 hours

Target: 1 siege engine touched

This infusion gives an indirect fire siege weapon an enhancement bonus on targeting and damage rolls of +5.

MALFUNCTION (4th level Transmutation)

Casting Time: 1 action **Range:** 60 feet

Components: V, S **Duration:** Concentration, up to 1 minute

Target: 1 construct

This functions as *confusion*, except it only affects constructs, and instead of babbling incoherently, the construct takes no actions on its turn.

MINOR CREATION (4th level Transmutation)

Casting Time: 1 minute **Range:** Touch

Components: V, S, M (a tiny piece of matter of the same sort of item you plan to create with *minor creation*)

Duration: 1 hour

Effect: unattended, nonmagical object of nonliving plant matter, up to 1 cubic foot

Similar to *creation*. You create a nonmagical, unattended object of nonliving vegetable matter. The volume of the item created cannot exceed 1 cubic foot. Attempting to use any created object as a material component causes the infusion to fail.

NAMED BULLET (4th level Abjuration)

Casting Time: 1 action **Range:** Touch

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Components: V, S, M

Duration: 10 minutes or until discharged

Target: one piece of ammunition or one thrown weapon

You imbue the target with deadly accuracy against a selected creature type (and subtype for humanoids or outsiders) or a specific creature you know and can name. When used against the selected creature, the ammunition never misfires and is only affected by total concealment. When the target hits the selected creature, you must overcome that creature's spell resistance, or this spell has no effect. A normal hit scored using the target against the selected creature is considered to be a critical threat and deals 10 extra points of damage, which is not multiplied on a true critical hit. A natural critical hit deals the same extra damage, but that damage is multiplied due to the critical.

Once the target is used to attack the selected creature, successfully or not, this spell is discharged.

PLANAR ADAPTATION (4th level Transmutation)

Casting Time: 1 action

Range: Touch

Component: V

Duration: 24 hours

Target: Item of clothing worn by the creature

Planar adaptation grants you immunity to the harmful environmental effects of a particular plane of existence, including such hazards as toxicity, extreme temperatures, and lack of air. Additionally, you gain energy resistance 20 to a single energy type prevalent on that plane (choose one if more than one type is equally prevalent). *Planar adaptation* has no effect when cast upon your native plane.

RUSTING GRASP (4th level Transmutation)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 minute

Target: one nonmagical ferrous object (or the volume of the object within 3 ft. of the touched point) or one ferrous creature

Any iron or iron alloy item you touch crumbles into rust. If the item is so large that it cannot fit within a 3-foot radius, a 3-foot-radius volume of the metal is rusted and destroyed. Magic items made of metal are immune to this infusion.

You may employ *rusting grasp* in combat with a successful melee touch attack. *Rusting grasp* used in this way instantaneously destroys 1d6 points of AC gained from metal armor (to the maximum amount of protection the armor offers) through corrosion.

Weapons in use by an opponent targeted by the spell are more difficult to grasp. You must succeed on a melee touch attack against the weapon. A metal weapon that is hit is destroyed. Also, you must touch the weapon and not the other way around.

Against a ferrous (iron) creature, *rusting grasp* instantaneously deals 3d6 points of damage + 10 per successful attack. The infusion lasts for 10 rounds.

WEAPON AUGMENTATION (4th level Transmutation)

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Casting Time: 1 action

Range: Touch

Components: V, S, M

Duration: 1 hour

Target: One weapon or 50 projectiles, all of which must be in contact with each other at the time of casting

The weapon you touch temporarily gains a special ability commonly found on magic weapons. You can choose any special ability whose market price is equivalent to a +1 bonus or up to an *uncommon* magic weapon ability. This bonus increases to a +2 or up to a *rare* magic weapon ability as a fifth level infusion and +3 as a *very rare* magic weapon ability as a 6th level infusion. The weapon does not have to have an existing enhancement bonus, nor does it gain one when you imbue it with this infusion. The weapon gains the benefit of the infusion only if you wield, throw, or fire it. When determining these temporary special abilities, use only the Item Rarity of the bonuses they are worth based on the normal rarity of the normally enchanted item, not including the cost of any other enhancement bonuses the weapon might already have. Likewise, special qualities that need to be applied to each end of a double-ended weapon are applied separately.

Any character can wield the weapon you augment. You can affect as many as 50 arrows, bolts, or bullets. The projectiles must be of the same kind, and they have to be together (in the same quiver or other container). Projectiles, but not thrown weapons, lose their transmutation when used.

This temporary enchantment can be dispelled via *Dispel Magic* or similar effects, instead of the normal suppression of magical items. Likewise, a successful Arcane check to identify a spell will tell that this is a temporary infusion. In all other ways, treat the targeted piece of equipment as normally enchanted with the chosen special ability for the duration of the infusion. Because this infusion must be cast on a weapon, it cannot be applied to natural weapons, including unarmed strikes. These special qualities are in addition to and stack with any other special qualities the weapon might have,

5th Level

CORROSIVE CONSUMPTION (5th level Conjunction)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 3 rounds

Target: Creature touched

With a touch, this infusion causes a small, rapidly growing patch of corrosive acid to appear on the target. On the first round, the acid deals 10 points of acid damage. On the second round, the acid patch grows and deals an additional 20 points of acid damage. On the third and final round, the acid patch covers the entire creature and deals an additional 50 points of acid damage. The target can spend an action to scrape off the acid, or can wash it off with at least 1 gallon of liquid to halve the damage for that round and negate the remaining rounds of the infusion.

DISRUPTING WEAPON (5th level Transmutation)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 minute

Target: 1 melee weapon

This infusion makes a melee weapon deadly to undead. Any undead creature with HD equal to or less than your caster level must succeed on a Wisdom save or be destroyed utterly if struck in combat with this weapon. Spell resistance does not apply against the destruction effect.

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DRAGONMARKED WEAPON (5th level Transmutation)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

Target: Weapon touched

A weapon under the effect of this infusion deals an extra 3d6 points of damage to any dragonmarked creature whose mark does not correspond to the caster's dragonmarked house. Because aberrant dragonmarks are unique, a dragonmarked weapon created by a caster with an aberrant dragonmark deals its extra damage to all dragonmarked creatures (except the caster).

Casting this infusion on a bow, crossbow, or sling bestows the extra damage benefit upon the weapon's ammunition.

RAPID REPAIR (5th level Transmutation)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 minute (10 rounds)

Target: Construct touched

The targeted construct gains fast healing at a rate of 5 hit points/round (total of 50). This does not stack with any fast healing the construct already has. Fast healing has no effect on a construct that has been brought to 0 or fewer hit points, or has been destroyed.

SLAYING ARROW (5th level Transmutation)

Casting Time: 1 minute

Range: Touch

Components: S, M

Duration: 30 minutes

Target: Arrow or bolt touched

An arrow or bolt imbued with this infusion becomes extremely deadly against creatures of a type specified when the infusion is cast (such as dragons or outsiders), and also gains a +1 enhancement bonus on attack rolls. If the imbued projectile successfully hits a creature of the type to which it is keyed, the target must make a Constitution save or die (or, in the case of an unliving target, be destroyed). Even creatures normally exempt from Constitution saves, such as undead and constructs, are subject to this effect. If the save is successful, the target takes no additional damage beyond the actual projectile. When keyed to a living creature (as opposed to a construct or undead), this is a death effect.

SOOTHE CONSTRUCT (5th level Abjuration)

Casting Time: 1 round

Range: 100 feet

Components: V, S

Duration: Instantaneous

Target: 1 construct

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You soothe the elemental spirit of a targeted construct, reducing its chance of going berserk by 1d10%. If cast on a construct that has already gone berserk and you are its master, you may immediately roll d% to end the construct's berserk state, it returns to normal functioning, and its berserk chance returns to 0%.

TREASURE STITCHING (5TH Level Transmutation)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M

Duration: 10 days

Targets: All objects on cloth

You can transform all objects placed on a cloth into an embroidered, two-dimensional representation, making it easy for you to store and transport the items. You can pile any amount or weight of objects on the cloth so long as the pile stays within the dimensions of the cloth (up to a 10-foot cube). When you cast the infusion the entire pile disappears into the cloth, replaced by a highly accurate, sewn picture of the pile from whatever angle you wish. The cloth retains its normal weight and dimensions. You can restore the pile of objects at any time as an action by unfurling the cloth and ordering the infusion to end, consuming the cloth. Anyone else wishing to restore the objects must successfully dispel your infusion. If the cloth is destroyed or significantly damaged, all objects held within the cloth are lost. This infusion cannot affect artifacts or other sorts of similarly unique objects.

UNBREAKABLE CONSTRUCT (5th level Abjuration)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M

Duration: 1 minute

Target: 1 construct

This infusion increases the target's damage resistance to 100% against 2 types of attacks (caster's choice) for the duration of the infusion. If the target does not have any already existing form of damage resistance, this infusion has no effect.

WREATH OF BLADES (5th level Abjuration)

Casting Time: 1 action

Range: Touch

Components: V, S, M (four +1 daggers)

Duration: 5 minutes

Target: You

Area: 5-foot-radius emanation centered on you

The daggers serving as foci of this spell take on a deadly sharpness as they animate and spin around you, creating a 5-foot-radius emanation of spinning blades that moves with you. Any creature that starts its turn within the area of the spinning blades takes 6d4 points of damage at caster levels 9-12, 8d4 points of damage at levels 13-16, and 10d4 points of damage at levels 17-20.

Furthermore, the daggers ward off some attacks. They make a *lunging attack* at opponents (+5-ft range), as if guided by a martially trained hand. They may also *parry* (4d8 + Dex modifier), turning back melee attacks aimed at you and thereby reducing potential damage from melee attacks.

Lastly, the blades that serve as the focus for this spell can be enchanted for greater effect. When all of the blades share the same enhancement bonus and special weapon qualities, a creature that is damaged by this spell is also

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treated as if hit by one of these weapons. No matter the modifications made to the focus weapons, they must always be +1 daggers. No other type of weapons can serve as a focus for this spell.

6th level

DISABLE CONSTRUCT (6th level Transmutation)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Target: Construct touched

Disable construct transmutes the structure of a construct to deal 100 points of damage. If the construct makes a successful Constitution saving throw (10+ caster level + 6), *disable construct* deals half this amount, but it cannot reduce the target's hit points to less than 1 if the saving throw is made.

FLUID FORM (6th level Transmutation)

Casting Time: 1 action

Range: Personal

Components: S, M (item worn)

Duration: 10 minutes

Target: You

When you cast this infusion, your body and every possession on your body takes on a slick, oily appearance. For the duration of this infusion, your form can stretch and shift with ease and becomes slightly transparent, as if you were composed of liquid. This transparency is not enough to grant concealment. You gain damage resistance against slashing weapons and your reach increases by 10 feet. In addition, you can pass through small holes or narrow openings, even mere cracks, with anything you were carrying at the time the spell was cast (except other creatures). Finally, you can move through water with a swim speed of 60 feet and can breathe both water and air for the duration of this effect.

HARDENING (6th level Transmutation)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Permanent

Target: One item of a volume no greater than 50 cu. ft.

This infusion increases the hardness of materials. Paper becomes harder to tear, glass becomes harder to break, wood becomes more durable, and so on. The object is granted an increase of 2 levels in AC (see Object Armor Class table, page 246 of the DM Guide), and gains hit points by *fragile* objects becoming *resilient*, and resilient objects increasing by 1 size level (e.g., a small resilient object gains hit points equal to a medium resilient object). This hardness increase improves only the material's resistance to damage. Nothing else is modified by the improvement. The *hardening* infusion does not in any way affect the item's resistance to other forms of transformation. Ice still melts, paper and wood still burn, rock still becomes transmutable to mud with the proper spell, and so on. This infusion only works on inanimate, non-weapon, and non-armor items.

TOTAL REPAIR (6th level Transmutation)

Casting Time: 1 action

Range: Touch

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Components: V, S

Duration: Instantaneous

Target: Construct touched

Total repair enables you to transmute the structure of a construct to wipe away damage and afflictions. It immediately ends any and all of the following adverse conditions affecting the target: ability damage, blinded, deafened, *feeble-minded*, frightened, paralyzed, stunned, and unconscious. It also repairs 150 points of damage.

WALL OF IRON (6th level Conjuration)

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (1 lb. of iron)

Duration: Concentration, up to 10 minutes

You cause a flat, vertical iron wall to spring into being. The wall inserts itself into any surrounding nonliving material if its area is sufficient to do so. The wall cannot be conjured so that it occupies the same space as a creature or another object. It must always be a flat plane, though you can shape its edges to fit the available space.

A *wall of iron* is 6 inches thick. You can double the wall's area by halving its thickness. Each 5-foot square of the wall has 30 hit points per inch of thickness and has an AC of 19. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 25 + 2 per inch of thickness.

Creatures can push the wall in one direction. A creature must make a DC 40 Strength check to push the wall over. Creatures with room to flee the falling wall may do so by making successful Dexterity saves. Any Large or smaller creature that fails takes 10d10 points of damage while fleeing from the wall. The wall cannot crush Huge and larger creatures.

Like any iron wall, this wall is subject to rust, perforation, and other natural phenomena. Iron created by this spell is not suitable for use in the creation of other objects and cannot be sold.