

TINKERER

All artificers deal in tinkering to some extent, though in varying degrees. That same drive for invention that fuels their speciality also lends itself to innovation in a wide variety of other, only tangentially related areas. Some artificers, however, specialize in this sort of mechanical tinkering, pushing the limits of machinery and magic simultaneously.

Many sorts of tinkerers exist, as many as there are forms of technology. Some deal in clockwork creations which tick and tock across test-tables, while others have workshops filled with the steam of whirring engines. Still others deal in electricity and its shocking versatility; and there are those who craft their works from arcane power alone.

ALTERNATE ARTIFICING

This subclass option presents an expansion on the ideas offered by the original artificer's 6th level feature, **Mechanical Servant**. As such, when using this archetype it may be best to replace the existing 6th level feature with the following.

INTERDISCIPLINARY STUDIES

Beginning at 6th level, your research has led you to broaden the scope of your skills. Choose one of the following features. You may not choose the feature of your own Artificer Specialization.

Minor Alchemy. You learn a single Alchemical Formula of your choice from the Alchemist specialization. When calculating damage or healing done, you use half your artificer level (rounded down). You pull these formulas from a bag you specify when you take this feature, which can be remade in 1 day (eight hours) using 100gp of components if you lose it.

Smith's Flaregun. You create a flaregun which you can use to cast the *fire bolt* or *dancing lights* cantrips. As an action, you may overload the flaregun and attempt to blind a creature within 5ft, who must succeed a Constitution saving throw against your artificer spell save DC or be blinded until the end of your next turn. This flaregun does not consume ammo.

Construct Tinkerer. You gain the original 6th level Artificer feature.

TINKERER'S TOOLBELT

At 1st level, you craft a Tinkerer's Toolbelt, a special collection of belt pouches that contain all of your tinkering tools and spare parts. The belt also has a pouch for holding up to 60 bolts, as well as a coin pouch. The belt is non-magical and can be switched at any time, but the bags and their contents are magical and allow for you to pull out just the right amount of parts for your Cantrip Constructs, detailed below. After you use one of those options, the bag reclaims the spare parts.

If you lose your toolbelt, you can create a new set of bags over the course of three days of work (eight hours a day) by expending 100gp worth of raw materials and spell components.

ARCANE CROSSBOW

Also a 1st level, your knowledge of mechanics and engineering have led to a wide study of various subjects. You gain proficiency in hand crossbows and heavy crossbows. Additionally, you may tinker for 1 hour to create up to two Arcane Crossbows from the following list.

Auto-Loader. This modified hand crossbow gives you a +2 to attack rolls made with it. Additionally, whenever you make an attack with an Auto-Loader hand crossbow, you may use your bonus action to make an attack with another Auto-Loader hand crossbow held in your other hand.

Quickfire Repeater. This modified light crossbow allows you to make three attacks as a special attack action, but requires a full action to reload afterwards. You may also make a single-attack as normal and reload a single bolt as part of that attack action.

Ironsides Puncher. This modified heavy crossbow has a range of 150/600, and scores a critical hit on a roll of 19 or 20.

Lightweight Striker. This modified heavy crossbow has been reconstructed with strong, but lightweight materials, and loses the Heavy quality. Additionally, you gain a +2 to attack rolls made with this weapon.

MECHANICAL GUARDIAN

Starting at 3rd level, you begin working on a mechanical marvel. This Guardian serves as your faithful protector, assistant, and ongoing magnum opus. Though the Guardian is fueled by magic, it is not magical itself. You are assumed to have been working on this creation for some time now, finishing it during a short or long rest after reaching 3rd level.

Select a creature from the following list; brown bear, dire wolf, giant spider, giant toad, lion, or tiger. The Guardian uses that creature's game-statistics, but may look however you like, as long as its form is appropriate for its statistics. It has the following modifications:

- It is a construct instead of its original type.
- It can't be charmed.
- It is immune to poison damage and the poisoned condition.
- It gains darkvision with a range of 60 feet if it doesn't have it already.
- It understands the languages you can speak when you create it, but it can't speak.
- If you are the target of a melee attack and the Guardian is within 5 feet of the attacker, you can use your reaction to command the Guardian to counterattack, using its reaction to make a melee attack against your attacker.

In combat, you may order the Guardian to attack a target using your action. After that, the Guardian will pursue and attack that creature until it is dead or further than 120ft from you, or until you use your action to order it to stop or pursue a new target.

If damaged, you can repair the Guardian over the course of a long rest so long as you have access to its body. You may also partially repair it during a short rest, returning the Guardian to half its maximum hit points.

If you wish to change the form of your Guardian, or if the body is damaged and in need of complete rebuilding, you can do so with one week of work (eight hours each day) and 500gp of raw materials.

CHROMATIC ARMORING

Starting at 6th level, your ongoing experimentation has necessitated additional precautions to protect you during your work. During a long rest, you can choose to imbue a single set of light armor with magical protections. The armor grants a +1 to your AC while worn, and also gives you resistance to one of the following damage types: acid, cold, fire, lightning, poison, or thunder.

Alternatively, you can give the same benefits to your mechanical guardian. You may only apply this feature to one or the other at a time, and the armor only functions while worn by you. This lasts for 8 hours or until you use this feature again.

HUMANOID GUARDIANS

With your DM's approval, you may also use the following NPCs from the Monster Manual as the basis for your **Mechanical Guardian** feature: scout, spy, thug.

Starting at 14th level with the **Advanced Engineering** feature, you may also use the bandit captain or berserker statblock.

ADVANCED ENGINEERING

At 14th level, your craft has improved and grown more innovative. You may now equip your Guardian with a custom-made contraption to aid it in combat. Choose one of the contraptions listed below; if you wish to change this choice later, you may do so by spending 150gp and working for 8 hours on creating the new device.

Flame Cannon. You may expend a spell slot to store a *burning hands* spell of the same level into your Guardian. As an action, you may command your Guardian to activate the Flame Cannon using your spell save DC and expending the stored spell.

Mechano-Ballista. This heavy crossbow is integrated with your Guardian, allowing them to make ranged attacks with it using their action. If the Guardian normally has Multiattack, they may make only one crossbow attack as usual.

Perimeter Grid. As a reaction to being hit by a melee attack, your Guardian may cast the *shocking grasp* cantrip on the attacker using your caster level. It may also do this as a reaction to you being hit by a melee attack, provided that both you and the attacker are within 5ft of the Guardian.

Additionally, you improve the construction of your Guardian. You may now choose the form of your Guardian from the following list, in addition to any existing options: giant boar, giant constrictor snake, giant eagle, giant elk, giant octopus, hunter shark, polar bear, or rhinoceros. You do not pay the normal time or gold cost to switch forms the first time you do so after taking this feature.

CRAFT MAGIC DEVICE

At 17th level, you begin to create more complicated contraptions, listed below. Each item may be crafted in 1 hour over a long rest. You may only have one of these devices at a time.

Amulet of the Master. While you are wearing this amulet, you may use it as a bonus action to command your Guardian to cast the *warding bond* spell on you with a range of 60ft. The amulet may be used once per long rest.

Hellfire Cartridge. When slotted into one of your Arcane Crossbows as a bonus action, the Hellfire Cartridge allows you to cast *scorching ray* as a 3rd level spell once before the end of your next turn. This cartridge recharges after a long rest.

Spitfire Grenade. As an action, you may throw this grenade up to 30ft. At the point of impact, the grenade causes the effects of a 3rd level *fireball* spell. You can make a new grenade during a long rest, and may only have one grenade at a time.