

Artificer Specialists: Alchemist, Gunsmith, Mechanist



Artificer Specialists

Artificers pursue a variety of specializations. The three most common ones, alchemist, gunsmith, and mechanist, are presented here.

In addition to these specialties, there are a few minor changes to the main Artificer class features: you now only gain proficiency in Thieves' tools since each Specialist subclass gives additional tool proficiencies. Also, the 6th level feature, Mechanical Servant, has been removed since the Mechanist Specialist subclass is now devoted to creating and maintaining a construct. Instead at 6th level you gain an additional Artificer Specialist feature, described in each Specialist's description below.

Alchemist

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

Master Alchemist

You gain a proficiency with alchemist's supplies and leatherworker's tools. Add both of these tools to the standard starting equipment for the artificer.

Unstable brews

Starting when you choose this specialty at 1st level, you have unlocked the secrets of quickly brewing certain alchemical formulae. These brews are highly unstable and must be stored within a uniquely crafted magical satchel which, in addition to preventing any mishaps while transporting the brews, is uniquely attuned to your pattern in the weave so that only you can safely remove the brews from it.

As an action, you can withdraw one brew from your satchel and throw it up to 30 ft. It detonates where it lands, spreading its effects in a 5 ft. sphere. All creatures within the radius of the detonation may choose to make a Dexterity saving throw to avoid experiencing the initial effects of the brew. Any objects within the radius automatically fail the save. Any target (creature or object) with full cover from the point of origin is not affected by the brew's effects. Roll once for the effects of a brew and apply the results to all targets who were affected by it.

Once you withdraw a brew from your satchel, if it has not been thrown by the end of your turn, it will detonate, releasing its effects at its current location.

Use your artificer spellcasting saving throw DC to set the DC for any saving throws the targets need to make related to your brews when they detonate.

If you lose your satchel, you can create a new one over the course of three days of work (eight hours each day), provided you still have access to leatherworker's tools and alchemist's supplies, by using 100gp worth of leather and other raw materials, or spending an additional three days collecting the needed materials from the environment.

Brewmaster

Starting at 1st level, you discover 3 brew recipes, and another one at 3rd, 6th, 9th, 14th, and 17th level (see the list below for your options).

During the two hours of light activity allowed during a long rest you can craft a number of brews equal to your Intelligence modifier plus your Artificer level (minimum of 1). Any additional activities you wish to undertake during the long rest will be limited (at your DM's discretion). Any unused brews lose their potency 24 hours after being crafted, turning into an inedible liquid with no magical effects.

During a short rest or the two hours of light activity permitted during a long rest, you can mix brews to combine multiple effects into one brew. Every hour, you can do this a number of times equal to your Wisdom modifier (minimum of 1). Any additional activities you wish to undertake during a rest will be limited (at your DM's discretion).

You must make a DC 8 Wisdom (Alchemist supplies) check each time you mix two or more brews together. Increase the DC by 2 for each brew in the mix. If all brews in the mix are the same type, reduce the DC by 5.

With a success, you now have one brew with all of the effects from all of the original brews combined. With a failure, all brews used in the mix are destroyed.

If the D20 roll for the Wisdom (Arcana) check is a 20, each brew in the mix contributes one extra roll (plus any modifier) of the dice for its effect.

If the D20 roll for the Wisdom (Arcana) check is a 1, there is an explosion and all of the brews used in the mix are destroyed. All creatures and objects within 10 feet of you must make a DC 13 Dexterity save or take 1d4 acid damage for each brew used in the mix.

The following list of available brews explain what effects are applied to each target that does not succeed on the saving throw when the brew detonates.

Ability Improvement. The target improves one ability score (chosen by you when this brew is crafted) by 1d4 until the end of the target's next turn.

Acid. The target takes 1d4 Acid damage, and any armor worn by target is permanently -1 AC (minimum of 0).

Fire. The target takes 1d4 fire damage, and an additional 1d4 fire damage at the start of each turn of the target until they use an action to put out the fire. Another creature may also use the Help action to put out the fire.

Flying. The target gains a flying speed of 1d12 until the end of the target's next turn.

Poison. The target takes 1d4 poison damage and must make a Constitution saving throw or become poisoned until the end of the target's next turn.

Resistance. The target may ignore 1d4 damage from one damage type (chosen by you when this brew is crafted) until the end of their next turn.

Restoration. The target has 1d4+1 Hit Points restored.

Smoke. A cylinder of smoke centered on the detonation point fills an area 10 ft. high with a radius of the brew's effect plus 1d6 ft. for one minute. The smoke provides full concealment. A strong breeze can disperse the cloud.

Swift step. The target gains an extra 1d6+2 ft. of movement for 1 minute.

Tanglefoot. The target's speed is halved until the end of the target's next turn and a patch of sticky goo (difficult terrain) with a radius of the brew's effect plus 1d6 ft. condenses on the ground centered on the detonation point for 1 minute.

Thunder. The target takes 1d4 Thunder damage and is knocked prone.

Alchemical Breakthrough

Starting at 3rd level, you discover a method to improve your brewing process. You discover another breakthrough again at 9th and 17th level. You can gain the benefits of a breakthrough more than once (effects are cumulative).

Improved Potency. You have discovered a method to refine the essence of your brews. When a brew detonates, roll the dice (and add any modifier) for all effects of the brew an additional time.

Lingering Cloud. After a brew detonates, a cloud of the brew's vaporized contents linger in the radius of the effect until the end of your next turn. Anyone who starts their turn in the cloud or enters the area is affected by the brew's effects

only once per turn. A strong breeze can disperse the cloud. Choosing this improvement a second time improves the duration to 1 minute, and to 1 hour if chosen a third time.

Dispersal Agent. You have discovered a method to spread the brew's effects to a larger area. The initial area of the brew's effect covers up to an additional 5' radius (you choose the radius when crafting each brew). If brews of different radii are mixed, choose which radius to use if the mix is successful.

Stabilizing Reagent. You have discovered an additive that allows you to reduce the risk of mixing brews. Reduce the DC for mixing brews by 2.

Improved Storage. You have improved your satchel, allowing it to maintain the potency of brews indefinitely. Increase the number of brews you can store indefinitely by 10.

Gunsmith

A master of engineering, you forge a firearm powered by a combination of science and magic.

Master Smith

You gain proficiency with tinker's tools and smith's tools. Add both of these tools to the standard starting equipment for the artificer.

Thundercannon

When you choose this specialization at 1st level, you forge a deadly firearm using a combination of arcane magic and your knowledge of engineering and metallurgy. The magical energies that power the Thundercannon are unstable and only work when you are operating it.

During the two hours of light activity permitted during a long rest, you can craft a number of bullets for your Thundercannon equal to your Intelligence modifier plus your Artificer level (minimum of 1). Any additional activities you wish to undertake during the rest will be limited (at your DM's discretion). After striking a target or 24 hours after being crafted, the magical power stored in a bullet fades, and the bullet crumbles into dust.

If you lose your Thunder Cannon, you can create a new one over the course of three days of work (eight hours each day), provided you still

have access to tinker's tools and smith's tools, by expending 100gp worth of metal and other raw materials, or spending an additional three days collecting the needed materials from the environment.

Thundercannon

Damage	Weight	Properties
2d6 piercing	10 lbs.	Ammunition (range 40/120), muzzle loading, two-handed, loud, unstable

New weapon properties:

Unstable. When an attack is rolled for the weapon, if the D20 roll is a 20, critical hit effects are applied as normal except the first damage roll is automatically maxed. If the D20 roll is a 1, the barrel is jammed (in addition to the normal automatic miss).

A jammed barrel may not be used to fire ammunition. It takes an action to clear a jammed barrel, but any of the weapon's unjammed barrels may still be used.

Muzzle-loading. You must use an action or a bonus action to reload the weapon. Any special abilities that improve a weapon's loading time will improve this weapon's loading time to give it the same loading property as a normal heavy crossbow.

Loud. Whenever you fire the weapon, you have disadvantage on Dexterity (Stealth) checks to remain hidden or move silently until the end of your next turn and other creatures have advantage on Wisdom (Perception) checks to discern your location.

Modular Attachments

Starting at level 1, you can create 3 modular attachments for your Thundercannon, and 2 may be installed at a time. Each time you level up, you may scrap one attachment and create a different one. You create one additional attachment at 3rd, 6th, 9th, 14th, and 17th level. You gain the ability to install one additional attachment at 3rd, 9th, and 17th level. See the end of this section for a list of attachments and their effects.

During a short rest or the two hours of light activity permitted during a long rest, you can remove attachments and replace them with other attachments. Every hour, you can do this a number

of times equal to your Dexterity modifier (minimum of 1). Any additional activities you wish to undertake during a rest will be limited (at your DM's discretion).

For each attachment swapped, you must make a DC 12 Dexterity (Tinker's tools) check to correctly install the attachment. If you fail, the attachment does not provide any of its benefits until it has been correctly reinstalled.

Scope. An attachment above the Thundercannon's barrel(s). If you take an action to aim through the scope, all attacks made with the Thundercannon while aiming are made with advantage. All Wisdom (Perception) checks to notice anything that you are not aiming at are made with disadvantage. You may stop aiming as a free action. If you take any damage, use any of your speed, or use any action or bonus action (other than firing the Thundercannon), you stop aiming immediately.

Enhanced Scope. An extension of the scope attachment. Attacks made with the Thundercannon while aiming are +1 to hit.

(This attachment requires the regular scope to also be installed).

Stabilizer Stock. Replace the standard stock with a spring-loaded stock that dampens your movements allowing more precise targeting with the Thundercannon. Add your proficiency modifier to the Thundercannon's damage.

(This attachment cannot be used with pistol grip).

Pistol Grip. Replace the standard stock with a pistol grip. You can now fire the Thundercannon with one hand.

(This attachment cannot be used with the stabilizer stock).

Revolver. The Thundercannon can fire 6 shots before it needs to be reloaded. Reloading the revolver takes 1 action. This attachment feeds all of the Thundercannon's barrels.

Launcher. An attachment mounted below the Thundercannon's barrel(s). As an action, you can load the launcher with any tiny or smaller object and fire it at a target. This is considered an attack with an improvised ranged weapon.

Launcher properties: Improvised Weapon Damage, 5 lbs., Ammunition (range 30/120), muzzle loading, two-handed, loud.

Silencer. A device attached at the end of the Thundercannon's barrel. The loud property is ignored for any barrel with a silencer attached to it. For each barrel you would like to be silenced, you need to craft one additional silencer.

Energy Regulator. An attachment on the side of the Thundercannon's barrel(s). Remove the effects caused by the unstable property from the Thundercannon.

Bullseye Light. A magical light attached to the side of the Thundercannon's barrel(s). The Alchemist may use an Action to engage or disengage the light (bright light in a 60 ft. cone, dim light for an additional 60 ft.).

Engineering Upgrade

Starting at 3rd level, you can improve the Thundercannon with 1 upgrade, and again at 9th and 17th level. Each upgrade cannot be taken more than once. Use your spellcasting saving throw DC for any effects that require a saving throw.

2nd barrel. The Artificer may fire the Thundercannon twice when taking the attack action (must be at least 9th level Artificer to create this upgrade). Each barrel must be loaded separately.

Rifled barrel(s). The Thundercannon's range is doubled for both short and long range. This applies to all barrels of the weapon.

Magic ammo. All Thundercannon ammunition you create counts as magical when determining resistances and immunities to damage. The damage for each bullet increases by 1 at 5th, 11th, and 17th level.

Explosive ammo. On a hit, the Thundercannon bullet explodes. Each creature or object within 5 ft. of the target must make a Dexterity saving throw or take 1d6 fire damage. Any creature or object with full cover from the target is not affected. The damage increases by 1d6 at 5th, 11th, and 17th level.

Lightning ammo. On a hit, lightning arcs from the Thundercannon bullet to a creature of the artificer's choice within 5 ft. of the target, dealing 1d6 lightning damage to both targets, or it discharges harmlessly into the ground if no secondary target is chosen. Any creature with full cover from the target cannot be targeted by this effect. Damage increases by 1d6 and may jump to

one additional target of the artificer's choice within 5ft. of the previous target at 5th, 11th, and 17th level.

Bandoleer. You have crafted a magical bandoleer with slots for 10 bullets. The magical power of any bullet stored in the bandoleer is maintained indefinitely, preventing the bullet from crumbling into dust.

Mechanist

A master of craftsmanship, you assemble a clockwork construct of wood and gears and powered by a combination of science and magic.

Master Craftsman

You gain proficiency with carpenter's tools and tinker's tools. Add both of these tools to the standard starting equipment for the artificer.

Clockwork Construct

Starting when you chose this specialty at 1st level, you craft a clockwork construct, using a combination of arcane magic and your knowledge of engineering and carpentry. The construct has four legs and a sturdy torso with mount points for modular additions. It can hear sounds normally but can only see with its blindsight.

If anyone climbs onto the construct's back, its jerky movements make it difficult to remain seated on it and impossible to take any actions while aboard.

Each time you reach a new Artificer level, the construct's maximum Hit Points improve by 1d8 (or 4) + the construct's Constitution modifier. Each time you reach an Artificer level that allows you to take an Ability Score Improvement, you may improve one of the construct's ability scores by 2 or two ability scores by 1.

Clockwork Construct

Medium construct, unaligned

Hit Points 9

AC 14 + Dexterity modifier

Speed 30

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	3 (-4)	9 (-1)	1 (-5)

Senses blindsight 30 ft., passive Perception 9

Languages —

Reach 5 ft.

You have devised a magical device that allows you to issue orders to the construct. This device is magically tied to your pattern in the weave so that it only responds when you interact with it. On your turn, you can use an action to operate the construct's controller device, ordering the construct to move and to take an action. The construct immediately carries out your orders if it can. Unless otherwise noted, the construct uses its own abilities for any activities it attempts to do.

When an opportunity attack is triggered for the construct, you may use your reaction to command the construct to make the opportunity attack, if it has the ability to make an attack.

If you use any movement speed before operating the construct's controller device, the construct has disadvantage on all Ability Checks and Attack Rolls until the end of your turn. You cannot use any movement speed during or after operating the construct controller.

If you do not issue the construct any orders on your turn, or if it is unable to carry out your orders, immediately before the end of your turn, it will take the attack action to attack any hostile creature within its reach. Or, if there is a hostile creature within 5 feet of the construct, but it does not have the ability to take the attack action, it will take the disengage action and use its full movement speed to move as far away from the hostile creature as possible. If it does not have the ability to take either of those options, or if neither of those options are applicable to its situation, it will take the dodge action and remain in place.

During a short rest or the two hours of light activity permitted during a long rest, you may spend as many Artificer hit dice as you have to repair the construct by an amount of hit points equal to your Intelligence modifier plus the result of your hit die (minimum of 1). Any additional activities you wish to undertake during a rest will be limited (at your DM's discretion).

If you lose your construct, you can create a new one over the course of three days of work (eight hours each day), provided you still have access to carpenter's tools and tinker's tools, by using 100gp worth of metal, wood, and other raw materials, or spending an additional three days collecting the needed materials from the environment.

Modular Addition

Starting at level 1, you create 3 modular additions for your construct, and it may have 2 additions installed at a time. Each time you level up, you may scrap one addition and create a different one. You invent another addition at 3rd, 6th, 9th, 14th, and 17th level. You gain the ability to install an extra addition at 3rd, 9th, and 17th level.

During the two hours of light activity allowed during a long rest you can uninstall one addition and replace it with another addition. The number of times you can do this during one long rest is equal to your Strength modifier (minimum of 1). Any additional activities you wish to undertake during the rest will be limited (at your DM's discretion).

For each addition swapped, you must make a DC 12 Strength (Tinker's tools) check to correctly install the addition. If you fail, the addition does not provide any of its benefits until it has been correctly reinstalled.

Climbing kit. Sticky pads attached to the construct's feet, giving the construct a climb speed equal to its base speed.

(The construct can have only one type of kit installed at a time).

Stealth kit. Magical camouflage and padded feet that gives the construct advantage on Dexterity (Stealth) checks and any creature making a Wisdom (Perception) check to locate the construct does so with disadvantage.

(The construct can have only one type of kit installed at a time).

Fighting arm. The fighting arm is configured to wield any one-handed melee weapon or shield that you are proficient with. When you operate the construct's controller, you may command the construct to take the attack action and make a melee attack with the construct's reach, using the construct's Strength as the attack modifier, applying your proficiency bonus to the attack. At artificer level 6, the construct can make two of these attacks when it takes the attack action. The fighting arm can only be used to make attacks or wield a shield.

If you add a second fighting arm to the construct, it can wield a second one-handed weapon or use both arms to wield any two-handed weapon that you are proficient with.

(The construct can have up to two arm type additions installed at one time).

Manipulator arm. With the manipulator arm, when you operate the construct's controller, you may order the construct to interact with any object within the construct's reach, with the same dexterity as a humanoid hand. If your orders require the arm to undertake a task that requires a Strength or Dexterity ability check, use the construct's appropriate ability modifier and apply your proficiency bonus (if it's for a skill that you are proficient in). The manipulator arm follows the normal rules for object interaction. The manipulator arm does not have the ability to make attacks.

If you add a second manipulator arm to the construct, the construct can interact with two objects before it is required to take the Use an Object action.

(The construct can have up to two arm type additions installed at one time).

Dispenser Compartment. You can order the construct to take the Use an Object action to use the construct's reach to spread any ball bearings or caltrops that have been added to the dispenser (see the entries in the Player's Handbook for how ball bearings and caltrops are deployed). The dispenser is mounted at the rear of the construct and is only large enough for 1 pouch of ball bearings or 1 bag of caltrops. At your DM's discretion, the dispenser may deploy other similarly sized items.

(The construct can have only one type of compartment installed at a time).

Safe Storage Compartment. A secure compartment mounted to the rear of the construct that will only open when someone speaks the command word assigned by you. It has the same storage space as a chest. If the construct is incapacitated, the safe may be attacked to try to break it open. It has an AC of 15 and 36 Hit Points.

(The construct can have only one type of compartment installed at a time).

Top-mounted hooded light. A magical light is mounted atop the construct. It casts bright light in a 30 ft. radius and dim light for an additional 30 feet. You can order the construct to raise or lower the hood, or turn off or on the light, once per turn as a free action. When the hood is lowered, this addition casts dim light in a 5-foot radius.

(The construct can only have one type of top-mounted device installed at a time).

Top-mounted seat. This gyro-stabilized seat keeps its occupant sitting comfortably upright during any of the construct's maneuvers. The seat is designed to fit a standard humanoid. The construct is considered a mount for any creature who wishes to ride in the seat, except the construct is still controlled by the artificer.

(The construct can only have one type of top-mounted device installed at a time).

Augmentation

Starting at 3rd level, you can upgrade the construct with 1 permanent augmentation, and again at 9th and 17th level. Each augmentation cannot be taken more than once, unless specifically permitted in the augmentation's description.

Armor. You have discovered a method to reinforce the construct's shell with damage-resistant wood. The construct gains +1 to its AC. (This augmentation may be chosen more than once).

Controller redesign. You have redesigned the construct's controller device to make operating the construct easier. You now may use either your action or bonus action to operate the construct controller.

(You must be at least 9th level Artificer to create this augmentation).

Controller stabilizer. You have added a gyroscopic shock absorber to the construct's controller device to allow you to easily operate the controls while moving. There are no longer any penalties for moving before operating the controller device and no restriction against moving during or after operating the controller device.

Reach. You have added extender mechanisms to all of the construct's modular mount points. The construct gains +5 ft. reach.

Speed. You have improved the construct's drive train. The construct gains +5 ft. to its base speed. (This augmentation may be chosen more than once).