



ALTERNATE ARTIFICER

EXPANDED

HOMEBREW

A Multitude of Additional Options for laserllama's Alternate Artificer



ALTERNATE ARTIFICER EXPANDED

Many players feel that the official artificer class falls short of the fantasy it tries to capture. The [Alternate Artificer](#) seeks to more closely represent the fantasy of playing a true master of arcane invention. Included in this compendium are additional options meant to enhance the Alternate Artificer class:

Additional Infusions. The Infusions that are included with the Alternate Artificer represent the most common Infusions of artificers. The Infusions included here may be more exotic, specific, or dangerous for those who make use of them.

Additional Specializations. Included are nine additional Specializations for your artificers to choose from at 1st level.

ADDITIONAL INFUSIONS

The Infusions below are available to the Alternate Artificer along with those presented with the base class. If an Infusion has an artificer level prerequisite, you can learn it at the same time that you meet the prerequisite. Your Infusions use your artificer spellcasting ability and your artificer Spell save DC.

ADJUSTABLE TOOL SET

Item: a set of artisan's tools (requires attunement)

The wielder is considered proficient with this magical set of tools, and as an action, they can transform this set of tools into another set of artisan's tools of their choice.

At 11th level, this magical tool set grants a +1 bonus to ability checks. This bonus increases to +2 at 17th level.

ENHANCED INSTRUMENT

Item: a musical instrument (requires attunement)

The wielder is proficient with this magic instrument and can use it as a spellcasting focus. Whenever they make an ability check using this instrument, they gain a bonus to the roll equal to your Intelligence modifier (minimum of +1).

At 11th level, this magic instrument grants a +1 bonus to spell attack rolls. This bonus increases to +2 at 17th level.

ENHANCED TOOL SET

Item: a set of tools you are proficient with

Whenever the wielder uses these tools as part of an ability check, it gains a bonus to that ability check equal to your Intelligence modifier (minimum of +1)

RING OF PROFICIENCY

Item: A ring (requires attunement)

The wearer of this ring gains proficiency in one skill or set of tools that you are proficient in (your choice upon infusion).

MANY-HANDED POUCH

Prerequisite: 5th-level artificer

Item: individual pouches equal to your Intelligence modifier

These magic pouches all share one interdimensional space with the capacity of a single pouch. Reaching into an infused pouch allows access to this shared storage space. A pouch operates as long as it is within 100 miles of another pouch; the pouch is otherwise empty and won't accept contents.

If the Infusion ends, the items stored in the shared space all move into one of the pouches, determined at random.

RING OF SPELL REFUELING

Prerequisite: 5th-level artificer

Item: A ring (requires attunement)

While wearing this magic ring, the wearer can use an action to recover one of its expended spell slots of 3rd-level or lower.

Once used, the ring can't be used again until the next dawn.

SKYFALL HARNESS

Prerequisite: 5th-level artificer

Item: a cloak, vest, or harness

This magic harness automatically sizes to fit the wearer and can be worn over clothing or light armor. It has wing-like fins between its limbs that slow falls and allow wearers to glide.

When the wearer falls and isn't incapacitated, it subtracts up to 100 feet from its fall when calculating falling damage, and it can glide 2 feet horizontally every 1 foot that it falls.

WALL SHIELD

Prerequisite: 5th-level artificer

Item: a shield (requires attunement)

This magical shield has 4 charges. As an action, the wielder can expend 1 charge and slam the shield into the ground to produce the effect of *wall of stone*. However, it only conjures a number of panels equal to your Intelligence modifier.

When cast in this way, *wall of stone* does not require the wielder's concentration. The wielder can end the spell early by using its action to remove this shield from the ground.



WAR GAUNTLET

Prerequisite: 5th-level artificer

Item: An armored gauntlet and a martial weapon or shield
You attach either a martial weapon lacking the heavy or two handed properties, or a shield, to the gauntlet. The wearer gains proficiency with the attached item, and it cannot be removed from the gauntlet while this Infusion is active.

At 11th level, this weapon grants a +1 bonus to its attack and damage rolls. This bonus increases to +2 at 17th level.

COLLAR OF TAMING

Prerequisite: 11th-level artificer

Item: a metal circlet or collar (requires attunement)
The magic of this collar can tame even the wildest animals. You, and only you, can control any beast wearing this collar as if it were a trained mount. This collar does not work on beasts with an Intelligence score greater than your own.

At 17th level, this magic collar allows you to control any monstrosity with an Intelligence score lower than your own.

METAMORPHOSIS ARMOR

Prerequisite: 11th-level artificer

Item: a suit of armor (requires attunement)
This magic suit of armor has 4 charges. As an action, the wearer can expend a charge to cast the *enlarge/reduce* spell, targeting only themselves, without expending a spell slot or requiring concentration. Expending a charge to cast the spell again ends the effect. This armor regains all charges at dawn.

At 17th level, the wearer can expend up to two charges at one time to reduce or grow their size by two size categories.

VAMPIRIC WEAPON

Prerequisite: 11th-level artificer

Item: A melee weapon (requires attunement)
When the wielder scores a critical hit with this weapon, the target takes an extra 2d6 necrotic damage, and the wielder gains temporary hit points equal to the necrotic damage dealt. Undead are immune to the effects of this Infusion.

At 17th level, the extra necrotic damage becomes 4d6.

BOOTS OF DESTRUCTION

Prerequisite: 17th-level artificer

Item: a pair of boots (requires attunement)
While wearing these magic boots, the wearer can use an action to stomp the ground and cast *destructive wave* without expending a spell slot. Once they do so, they must finish a short or long rest before they can do so again.

MYSTIC ARMAMENT

Prerequisite: 17th-level artificer

Item: a melee weapon (requires attunement)
The wielder of this weapon can cast *steel wind strike* without expending a spell slot, so long as they use this magic weapon as the spellcasting focus for the spell.

Once *steel wind strike* is cast in this way, the wielder must finish a short or long rest before it can cast it this way again.

MYSTIC SHOT

Prerequisite: 17th-level artificer

Item: a ranged weapon (requires attunement)
The wielder of this weapon can cast *swift quiver* without expending a spell slot, so long as they use this magic weapon as the spellcasting focus for the spell.

Once *swift quiver* is cast in this way, the wielder must finish a short or long rest before it can cast it this way again.

SPECIALIZATIONS

At 1st level, the Alternate Artificer chooses a Specialization. The following additional options are available: the Aeronaut, Archivist, Biomancer, Chronothief, Composer, Dungeoneer, Enhanced, Machinist, and Puppeteer.

AERONAUT

The most dangerous Specialization an artificer can pursue is that of the Aeronaut. Constantly carrying out dangerous trials in their pursuit of mechanical flight, these pioneering minds will risk anything to complete the perfect flying machine. No setback or injury can dampen the spirits of a true Aeronaut.

TOOLS OF THE TRADE

1st-level Aeronaut feature

You gain proficiency with woodcarver's tools. If you are already proficient with woodcarver's tools, you instead gain proficiency with another set of artisan's tools of your choice.

AERONAUT'S HARNESS

1st-level Aeronaut feature

When you adopt this Specialization, you craft for yourself the signature safety harness of an Aeronaut. You learn the *skyfall harness* Infusion, it doesn't count against your total number of Infusions Known, and you can ignore its level prerequisite.

However, until you reach 5th level in this class, only you can don the *skyfall harness* you create with this Infusion.

For all other creatures, this Infusion fails to function.



AERONAUT SPELLS

2nd-level Aeronaut feature

You learn certain spells at the artificer levels noted in the table below. These don't count against your total number of Spells Known and can't be switched upon gaining a level.

Artificer Level Spell

2nd	<i>fog cloud, zephyr strike*</i>
5th	<i>dust devil*, warding wind*</i>
9th	<i>fly, wind wall</i>
13th	<i>death ward, summon elemental (air)**</i>
17th	<i>control winds*, steel wind strike*</i>

FLYING MACHINE

3rd-level Aeronaut feature

You have constructed the signature invention of an Aeronaut, the Flying Machine. Over the course of 1 hour, which can be during a short or long rest, you can use woodcarver's tools to craft a Flying Machine. Some Flying Machines include wings made of canvas, rotating blades, or even elemental engines.

Your Flying Machine can only be used by you and can be attached to your *skyfall harness*. While you wear your Flying Machine, you can use it as a spellcasting focus for spells. It also grants you a flying speed of 20 feet, and you can hover.

At certain artificer levels, this flying speed increases: at 5th level (30 feet), at 9th level (40 feet), and at 15th level (60 feet).

You can only maintain one Flying Machine, and creating a second one causes the magic of any others to dispel.

AIRBORNE ASSAULT

5th-level Aeronaut feature

Your Flying Machine allows you to attack foes from unorthodox positions and catch enemies unaware. When you are flying at least 5 feet off the ground, your weapon attacks and artificer spell attacks deal an additional 1d8 bonus damage on hit.

At 15th level, this bonus damage becomes 2d8.

AERIAL MANEUVERS

9th-level Aeronaut feature

You have greatly improved the maneuverability of your Flying Machine. While you are flying at least 5 feet off the ground with your Flying Machine, you gain the following benefits:

- You can use your bonus action to Dash.
- You gain a bonus to your Dexterity ability checks and saving throws equal to your Intelligence modifier (minimum of +1).

MASTER AERONAUT

15th-level Aeronaut feature

You have become a master Aeronaut. While you are flying at least 5 feet off the ground in your Flying Machine, and are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed, and only half damage if you fail.

SPECIALIZATION SPELLS

Each Specialization includes a list of spells that all artificers of that Specialization learn at the artificer levels indicated in the table. All these spells come from the *Player's Handbook*, *Xanathar's Guide to Everything**, and *Tasha's Cauldron of Everything***.

ARCHIVIST

For centuries chroniclers have sought the best way to store vast amounts of information. While most were satisfied with scrolls, the Archivists looked for something greater. In their research, they learned to store libraries worth of information in objects, awakening the first Artificial Minds. Working with these wondrous Minds, Archivists wield the limitless power of these arcane intelligences to drive their research forward.

TOOLS OF THE TRADE

1st-level Archivist feature

You gain proficiency with calligrapher's supplies and learn to speak, read, and write two languages of your choice. If you are proficient with calligrapher's supplies, you gain proficiency with another set of artisan's tools of your choice.



ARTIFICIAL MIND

1st-level Archivist feature

You learn to awaken mundane objects. Over the course of 1 hour, which can be during a short or long rest, you can use calligrapher's supplies to awaken an Artificial Mind in a Tiny nonmagical object you touch. While the object is awakened, it is a magical item that requires your attunement and can be used as a spellcasting focus for any artificer spells you learn.

Should you awaken a second Artificial Mind, any previous Artificial Minds are instantly dispelled. While attuned to the awakened Artificial Mind, you gain the following benefits:

Magical Telephony. You can communicate telepathically with any creature carrying one of your infused items within a 1-mile radius. The creature can also respond telepathically.

Skill Proficiencies. Depending on the material of the object you awaken, you gain proficiency in two skills of your choice from the corresponding column on the table below.

Material	Examples	Skill Proficiencies
Animal	parchment, leather, bone	Animal Handling, Insight Perception, Survival
Mineral	gems, glass, metal, stone	Deception, Intimidation Performance, Persuasion
Plant	paper, wood, vegetable	Arcana, History Nature, Religion

ARCHIVIST SPELLS

2nd-level Archivist feature

You learn certain spells at the artificer levels noted in the table below. These don't count against your total number of Spells Known and can't be switched upon gaining a level.

Artificer Level Spell

2nd	<i>comprehend languages, dissonant whispers</i>
5th	<i>detect thoughts, mind spike*</i>
9th	<i>hypnotic pattern, tongues</i>
13th	<i>locate creature, phantasmal killer</i>
17th	<i>modify memory, synaptic static*</i>

INFORMATION OVERLOAD

3rd-level Archivist feature

Your Artificial Mind can bombard other minds with psychic information. As an action, you can force a creature you can see within 30 feet to make an Intelligence saving throw. On a failure, it takes 1d8 psychic damage and has disadvantage on the first attack roll it makes before the start of your next turn.

As you gain artificer levels, the psychic damage increases: at 5th level (2d8), at 11th level (3d8), and at 17th level (4d8).

ACUTE OVERLOAD

5th-level Archivist feature

The power of your Artificial Mind has increased. Whenever a creature fails its save against Information Overload you can expend an artificer spell slot to increase the psychic damage. The damage increases by 2d8 for a 1st-level spell slot, and an additional 1d8 for each spell level higher than 1st-level.

Also, when you deal psychic damage using your Artificial Mind as a spellcasting focus, you gain a bonus to the damage roll equal to your Intelligence modifier (minimum of +1).

IMPROVED CONSCIOUSNESS

9th-level Archivist feature

When you are forced to make a Constitution saving throw to maintain concentration on a spell while you are attuned to your Artificial Mind, you gain a bonus to your roll equal to your Intelligence modifier (minimum of +1).

Moreover, your Artificial Mind doesn't count against the total number of magical objects you can be attuned to.

MASTER ARCHIVIST

15th-level Archivist feature

You have become a master of Archivist artifice. As an action on your turn, you can transform into pure information and teleport to an unoccupied space that you can see within 60 feet, or an unoccupied space within 5 feet of a creature or object bearing one of your artificer Infusions.

BIOMANCER

While most artificers are content with mechanical invention, some see biology, the science of living things, as an area rife with potential. Biomancers are those who use their talents to supplement their own anatomy and create life. Combining necromancy and transmutation magic, Biomancers see all living things as prototypes that can be magically evolved.

TOOLS OF THE TRADE

1st-level Biomancer feature

You gain proficiency with leatherworker's tools. If you are already proficient with leatherworker's tools, you instead gain proficiency with a set of artisan's tools of your choice.

BIOMANCER GOLEM

1st-level Biomancer feature

You can use the magic of your artifice to create a facsimile of life. You learn the *find familiar* spell, but until you gain the Spellcasting feature you can only cast the spell as a ritual. When you cast *find familiar*, your familiar is known as a Biomancer Golem, and it has the following changes:

- The material component is 1 pound of organic matter.
- It is a monstrosity (instead of a celestial, fey, or fiend).
- It has additional hit points equal to your artificer level.

In addition, your Biomancer Golem can heal others by grafting its flesh onto the creature's wounds. As an action, it can sacrifice any amount of its hit points and touch a willing creature. The target creature then regains hit points equal to the number of hit points your familiar sacrificed.

BIOMANCER SPELLS

2nd-level Biomancer feature

You learn certain spells at the artificer levels noted in the table below. These don't count against your total number of Spells Known and can't be switched upon gaining a level.

Artificer Level Spell

2nd	<i>false life, find familiar</i>
5th	<i>alter self, spider climb</i>
9th	<i>haste, life transference</i>
13th	<i>blight, polymorph</i>
17th	<i>reincarnate, skill empowerment</i>



MODULAR BIOLOGY

3rd-level Biomancer feature

You can use your knowledge of arcane biology to enhance your physical form. At the end of each long rest, you can use your leatherworker's tools to modify your body in one of the ways below, which lasts until the end of your next long rest:

Amphibious Physiology. You develop gills and webbing between your digits. You can breathe both air and water, and you gain a swimming speed equal to your walking speed.

Bestial Senses. You enhance your sense of hearing and smell to rival wild beasts. You are considered proficient in Perception if you were not already, and you gain a bonus to Wisdom (Perception) checks that rely on hearing, sight, or smell equal to your Intelligence modifier (minimum of +1).

Resilient Hide. Your flesh has grown thicker and knotted. So long as you aren't wearing any armor, your Armor Class equals 10 + your Intelligence modifier + your Constitution modifier.

Vestigial Limb. You grow a shrunken limb that resembles your other limbs. Its reach is 5 feet, and it can lift a total number of pounds equal to twice your Intelligence score. It can't use weapons or shields nor can it do anything that requires precision, such as using tools.

AUGMENTED FLESH

5th-level Biomancer feature

Your own altered form can merge with that of your Golem to enhance your abilities. As an action, you can touch your Golem and merge with it, gaining the benefits below:

- You gain temporary hit points equal to the Biomancer Golem's remaining hit points + your Intelligence modifier (minimum of 1).
- Any movement speeds you have increase by 10 feet.
- You can use Intelligence, in place of Strength, for Strength attack rolls, damage rolls, ability checks, or saving throws.
- You can attack twice, rather than once, whenever you take the Attack action on your turn.
- As a bonus action, you can expend an artificer spell slot to gain temporary hit points equal to 5 times the slot's level.

You remain merged with your Golem until your temporary hit points from this feature are depleted, at which point your Golem is destroyed and you return to your normal form.

ARCANE EVOLUTION

9th-level Biomancer feature

Your walking speed increases by 10 feet, and at the end of each long rest, you can use leatherworker's tools to modify your body with two Modular Biology features.

When you reach 15th level in this class, you can modify yourself with any three Modular Biology features at once.

MASTER BIOMANCER

15th-level Biomancer feature

You have become a master amongst Biomancers. Whenever you target a creature with one of your Biomancer Spells, you can grant one target of that spell temporary hit points equal to your artificer level + your Intelligence modifier.

In addition, when merged with your Biomancer Golem, you are resistant to bludgeoning, piercing, and slashing damage.



CHRONOTHIEF

For those that pursue the magic of artifice, no area of study is too dangerous. Perhaps against their better judgment, some artificers choose to experiment with Chronomancy, the magic of time. Known as Chronothieves, these bold artificers are marked by their signature Chronometers, a wondrous object that they use to steal moments and adjust the flow of time.

TOOLS OF THE TRADE

1st-level Chronothief feature

You gain proficiency with jeweler's tools. If you are already proficient with jeweler's tools, you instead gain proficiency with another set of artisan's tools of your choice.

In addition, you are always aware of the exact time while you are on your home plane of existence. Once you spend a full day on another plane you gain this benefit there as well.

CHRONOTHIEVES & DUNAMANCY MAGIC

If your table uses the Dunamancy magic found in *Explorer's Guide to Wildemount*, your Chronothief is considered familiar with such secret magic.

Moreover, when you gain the Chronothief Spells feature at 2nd level, you can choose to replace the spells you would normally gain from that feature with any Dunamancy spell of the same spell level.





CHRONOMETER

1st-level Chronothief feature

You have learned to construct a wondrous device that marks you as a Chronothief. Over the course of 1 hour, which can be during a short or long rest, you can use your jeweler's tools to construct a Chronometer, which appears as a Tiny object of your choice. Chronometers often resemble tiny hourglasses filled with sand, intricate contraptions, or pocket watches.

When you gain the Spellcasting feature at 2nd level, your Chronometer can be used as a spellcasting focus by you.

You can only have one Chronometer at a time, and creating a second causes the magic of the first to instantly dispel.

Your Chronometer has a number of Charges equal to twice your Intelligence modifier and regains all expended charges when you finish a long rest. While holding your Chronometer, you can expend 1 Charge to use one of the abilities below:

Accelerate. As a bonus action, you can increase the speed of a creature you can see within 60 feet by a total number of feet equal to 5 times your Intelligence modifier (minimum of 5 feet) until the beginning of your next turn.

Decelerate. As a bonus action, you can force a creature you can see within 60 feet to make a Charisma saving throw (DC 8 + your proficiency bonus + your Intelligence modifier). On a failed save, its speed is reduced by a number of feet equal to 5 times your Intelligence modifier (minimum of 5 feet) until the beginning of your next turn.

CHRONOTHIEF SPELLS

2nd-level Chronothief feature

You learn certain spells at the artificer levels noted in the table below. These don't count against your total number of Spells Known and can't be switched upon gaining a level.

Artificer Level	Spell
3rd	<i>expeditious retreat, featherfall</i>
5th	<i>hold person, misty step</i>
9th	<i>haste, slow</i>
13th	<i>banishment, dimension door</i>
17th	<i>hold monster, modify memory</i>

IMPROVED CHRONOMETER

3rd-level Chronothief feature

You have come to a deeper understanding of chronomancy magic, growing your Chronometer's power. You can expend 1 Charge of your Chronometer to use the following abilities:

Rush. When you roll initiative and aren't surprised, you can replace the d20 for your initiative roll with your artificer level.

Slip. When a creature you can see within 60 feet makes an attack roll, ability check, or saving throw, you can force them to re-roll as a reaction. You can use this reaction after the creature rolls, but before you know if it succeeded or failed.

Warp. As a bonus action, you can switch places with a creature you can see within 60 feet, each instantly teleporting to the other's space. Unwilling creatures must succeed on a Charisma saving throw or be forced to switch places.

STOLEN MOMENTS

5th-level Chronothief feature

Your Chronometer can capture time for later use. When you successfully paralyze, stun, or reduce a creature's speed to 0 with an artificer spell or one of your Chronothief abilities, your Chronometer regains 1d4 of its expended charges.

Also, you can use a bonus action to expend an artificer spell slot and cause your Chronometer to regain expended charges equal to the level of the spell slot you expend.

EMPOWERED CHRONOMANCY

9th-level Chronothief feature

Your understanding and control over time magic has greatly increased. Your Chronometer improves in the following ways:

Accelerate. Opportunity attacks against the target creature have disadvantage until the end of their next turn.

Decelerate. You can spend an additional Charge to double the speed reduction. If this feature reduces a target's speed to 0, the creature is stunned until the beginning of its next turn.

Rush. You also gain a bonus to your initiative roll equal to your Intelligence modifier (minimum of +1)

MASTER CHRONOTHIEF

15th-level Chronothief feature

You have become a master Chronothief. While holding your Chronometer, you can use your action to overload the device, expending all of its remaining Charges, to cast *time stop*.

Once you use this feature you must finish a short or long rest before you can cast *time stop* in this way again.

COMPOSER

Behind every great musician, every standing ovation, every sold-out concert, there is most often Composer who put quill to parchment and penned the notes. These great minds are unlike other bards and entertainers, Composers take a more cerebral approach to music. They are masters of patterns and repetition, and when they apply their analytical mind to a problem it is only a matter of time before they find a solution.

TOOLS OF THE TRADE

1st-level Composer feature

You gain proficiency with smith's tools. If you are already proficient with smith's tools, you instead gain proficiency with another set of artisan's tools of your choice.

In addition, if you spend at least 1 minute practicing with a musical instrument, you are considered proficient with that musical instrument until the end of your next long rest.



MUSICAL APPARATUS

1st-level Composer feature

You have designed a wondrous new musical instrument. Over the course of 1 hour, which can be during a short or long rest, you can use smith's tools to construct a Musical Apparatus of your own design. You are proficient with your Apparatus as a musical instrument, and whenever you make an ability check that uses your Musical Apparatus, you can add double your proficiency bonus to the result of your roll.

When you gain the Spellcasting feature at 2nd level your Musical Apparatus can be used as a spellcasting focus.

You can only have one Musical Apparatus at a time. If you create a second, the previous Apparatus becomes unusable.

COMPOSER SPELLS

2nd-level Composer feature

You learn certain spells at the artificer levels noted in the table below. These don't count against your total number of Spells Known and can't be switched upon gaining a level.

Artificer Level	Spell
2nd	<i>charm person, thunderwave</i>
5th	<i>shatter, silence</i>
9th	<i>beacon of hope, fear</i>
13th	<i>charm monster*, dominate beast</i>
17th	<i>destructive wave, dominate person</i>

WEAPONIZED APPARATUS

3rd-level Composer feature

You can modify your Musical Apparatus to be used for both entertainment and combat. When you create an Apparatus, it gains one of the following features of your choice:

Raucous Blast. As an action, you can use your Apparatus to make a spell attack against a creature within 60 feet that can hear you. On hit, the creature takes 1d8 thunder damage and is deafened until the beginning of your next turn.

This thunder damage increases by 1d8 at 5th level (2d8), and again at 11th level (3d8), and at 17th level (4d8).

Ringed Strike. Your Apparatus is a simple weapon with the versatile property, that deals 1d8 (1d10) bludgeoning damage on hit. You are considered proficient with it, and you can use your Intelligence, in place of Strength, for attack and damage rolls with the Apparatus.

You also learn the *booming blade** cantrip. It counts as an artificer spell for you, but it doesn't count against your total number of Spells Known. When you cast *booming blade*, you must use your Apparatus as the spell's material component.

THUNDEROUS NOTE

5th-level Composer feature

When you use your Apparatus to deal thunder damage, you can expend a spell slot to knock a Large or smaller creature back with a thunderous burst of sound. The target is knocked back 10 feet for a 1st-level spell slot, and an additional 10 feet back for each spell level higher than 1st-level.

Also, whenever you deal thunder damage you can add your Intelligence modifier (minimum of +1) to the damage roll.

RESONANT FREQUENCY

9th-level Composer feature

As an action, you can play a note on your Apparatus to cause a creature of your choice within 10 feet to resonate with undetectable vibrations for 1 hour. The next time it is hit with a melee attack, its attacker must make a Constitution saving throw. On a failure, the attacker takes 2d8 thunder damage and cannot take reactions until the beginning of its next turn. On a successful save, the attacker takes half damage.

You may use this feature a number of times equal to your Intelligence modifier (minimum of once), and you regain all expended uses when you finish a long rest.

MASTER COMPOSER

15th-level Composer feature

You have mastered the theory and applications of musical artifice, becoming a master. You gain the following benefits:

- You are immune to thunder damage and being deafened.
- Your Musical Apparatus gains both Weaponized effects.
- Your Thunderous Note feature can affect Huge or smaller creatures. Large or smaller creatures that fail the saving throw fall prone at the end of their forced movement.
- The damage of Resonant Frequency becomes 4d8.



DUNGEONEER

While most artificers focus on developing a single invention, Dungeoneers use their ingenuity to weaponize the mundane. They use basic adventuring gear to construct defensive traps, puzzles, and structures that can repel all but the hardest of adventurers and monsters. Dungeoneers will set out for an adventure to analyze the traps that guard tombs and temples.

TOOLS OF THE TRADE

1st-level Dungeoneer feature

You gain proficiency in both carpenter's tools and mason's tools. If you are already proficient with either set of tools, you instead gain proficiency with another set of artisan's tools of your choice.

In addition, you gain proficiency with improvised weapons and can use your Intelligence, in place of Strength or Dexterity, for all of your attack and damage rolls with improvised weapons. Dungeoneers are known for crafting strange weapons made from adventuring supplies.

DUNGEONEER SPELLS

2nd-level Dungeoneer feature

You learn certain spells at the artificer levels noted in the table below. These don't count against your total number of Spells Known and can't be switched upon gaining a level.

Artificer Level	Spell
2nd	<i>alarm, unseen servant</i>
5th	<i>arcane lock, knock</i>
9th	<i>glyph of warding, tiny hut</i>
13th	<i>guardian of faith, resilient sphere</i>
17th	<i>passwall, wall of stone</i>

DUNGEONCRAFT

3rd-level Dungeoneer feature

At the end of a long rest, you craft a number of objects from the Dungeoncraft Objects table equal to your Intelligence modifier (minimum of 1). These objects appear as mundane versions of those objects but turn to ash at the end of your next long rest. You can also craft the normal versions of Dungeoncraft Objects in one-quarter of the normal time.

If an object you craft with this feature forces a creature to make a saving throw, it uses your artificer Spell Save DC.

EXTRA ATTACK

5th-level Dungeoneer feature

You can attack twice, rather than once, when you take the Attack action on your turn. Moreover, you can cast one of your artificer cantrips in place of one of those attacks.

ARCANE IMPROVISATION

9th-level Dungeoneer feature

Damage you deal with improvised weapon attacks and your Dungeoncraft Objects is magical for the sake of overcoming resistances and immunities to non-magical damage.

In addition, you can cast each of your Dungeoneer Spells once without providing their material components. Once you do so, you must provide the material components of the spell each subsequent time you cast it, until you finish a long rest.



MASTER DUNGEONEER

15th-level Dungeoneer feature

You have become a master of Dungeoneering artifice.

Whenever a creature makes a saving throw to resist one of your Dungeoncraft Objects or the effects of your Dungeoneer Spells, it has disadvantage on its saving throw.

You also learn to cast a ritual version of both *passwall* and *wall of stone*. They count as artificer spells for you, and when you cast them as a ritual you don't need to expend a spell slot, but the casting time is 1 hour. The structures you create with these spells become permanent at the end of the ritual.

When you learn *passwall* and *wall of stone* as Dungeoneer Spells at 17th level, you can cast them normally or as a ritual.

DUNGEONCRAFT OBJECTS

Below is the list of Dungeoncraft Objects available for Dungeoneers to create with their Dungeoncraft feature:

acid (1 vial)	ladder (10 feet)
alchemist's fire (1 flask)	lock and key
ball bearings (1,000)	manacles and key
block and tackle	oil (1 flask)
caltrops (200)	pitons (10)
chain (25 feet)	portable ram
crowbar	rope (50 feet)
grappling hook	sledge hammer
hunting trap	torches (5)





ENHANCED

Where most artificers develop objects of wondrous power, those known as Enhanced bring their great intellect to bear by modifying their own bodies. They replace and improve their own limbs with arcane enhancements, forever striving to create a more perfect self. Enhanced artificers are known for their impressive, and deadly, combat Enhancements.

TOOLS OF THE TRADE

1st-level Enhanced feature

You gain proficiency with both smith's tools and heavy armor. If you are already proficient with smith's tools, you instead gain proficiency with a set of artisan's tools of your choice.

BLADE ENHANCEMENT

1st-level Enhanced feature

You modify one of your arms to bear a hidden blade. It is a simple melee weapon with the finesse property that deals 1d8 slashing damage on hit and has the following abilities:

- It is completely concealed within your arm unless you use a bonus action to activate or retract your blade.
- It can bear one Infusion meant for a melee weapon.
- You can use your Intelligence, in place of your Strength or Dexterity, for the attack and damage rolls of your blade.

ENHANCED SPELLS

2nd-level Enhanced feature

You learn certain spells at the artificer levels noted in the table below. These don't count against your total number of Spells Known and can't be switched upon gaining a level.

Artificer Level Spell

3rd	<i>expeditious retreat, thunderous smite</i>
5th	<i>alter self, spider climb</i>
9th	<i>blinding smite, haste</i>
13th	<i>freedom of movement, greater invisibility</i>
17th	<i>banishing smite, skill empowerment</i>

ENHANCEMENTS

3rd-level Enhanced feature

You gain one Enhancement of your choice from the list below. They can be attached in place of a missing body part, or over a body part.

When you gain an artificer level you can switch replace your Enhancement with another Enhancement of your choice.

As you gain artificer levels, your body can bear additional Enhancements at one time: at 5th level (2), 9th level (3), and at 15th level (4).

Mobility Enhancement. You modify one of your legs. You can take the Dash action as a bonus action on each of your turns.

Nimble Enhancement. You modify one of your hands. You add your Intelligence modifier (minimum of +1) to any Dexterity checks you make that involve your modified hand.

Power Enhancement. You modify one of your arms. You can add your Intelligence modifier (minimum of +1) to any Strength checks you make that involve your modified arm.

Visual Enhancement. You modify one of your eyes. You can add your Intelligence modifier (minimum of +1) to any checks you make that rely on your sense of sight.

COMBAT ENHANCEMENT

5th-level Enhanced feature

You have improved your modifications to further augment your combat abilities. You gain the following benefits:

- You can attack twice, rather than once, whenever you take the Attack action on your turn.
- Each of your Enhancements can bear a single Infusion usually meant for the following objects: Mobility (boots), Nimble (gauntlets), Power (armor), Visual (helm, goggles).
- Your Blade counts as magical for the sake of overcoming resistance and immunity to non-magical attacks.

IMPROVED ENHANCEMENTS

9th-level Enhanced feature

Your number of Infusions Known increases by 1, but this additional Infusion must be applied to an Enhancement.

The damage of your blade attacks also becomes 2d10.

MASTER ENHANCED

15th-level Enhanced feature

Choose one of your Enhancements to become a Masterwork Enhancement, granting you the additional benefits below.

Each time you finish a long rest, you can replace your Masterwork Enhancement with another of your choice.

Blade Masterwork. Your Blade Enhancement weapon attacks score a critical hit on a roll of 19 or 20 on the d20.

Mobile Masterwork. When you take the Dash action you are immune to opportunity attacks and you can move along vertical surfaces and liquids without falling during the move.

Nimble Masterwork. When you make a Dexterity saving throw to take half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Power Masterwork. When you make a Strength check with your modified arm, you treat a roll of 9 or lower as a 10.

Visual Masterwork. When you make a check that relies on your sense of sight, you treat a roll of 9 or lower as a 10.



MACHINIST

While some artificers spend their lives perfecting one solitary creation, Machinist artificer value quantity over quality. They are known for creating their signature Automaton, small clockwork men that are created for a single, but temporary purpose. Armed with their tools, and an army of strange and wondrous servants, Machinists are ready for any challenge.

TOOLS OF THE TRADE

1st-level Machinist feature

You gain proficiency with smith's tools. If you are already proficient in smith's tools, you instead gain proficiency with another set of artisan's tools of your choice.

AUTOMATONS

1st-level Machinist feature

You learned to craft unique mechanical servants known as Automaton. At the end of each long rest, you can use your smith's tools to craft a Small Automaton in an unoccupied space within 5 feet of you. This Automaton has the abilities of the Agent model detailed on the following page.

Automatons are magical constructs with an Armor Class equal to 12 + your Intelligence modifier and hit points equal to your artificer level + your Intelligence modifier. When they make an ability check or a saving throw, its ability scores are 10 (+0). If *mending* is cast on one, it regains 2d6 hit points. It disappears if it is reduced to 0 hit points or after 1 hour.

In order to create an additional Automaton before the end of your next long rest, you must expend an artificer spell slot of 1st-level or higher to create one. You can only have a single operational Automaton at any one time. Creating a second Automaton causes any previous ones to instantly fall apart.

Your Automatons can do nothing on their own. However, you can use a bonus action on your turn to activate one of your Automatons so long as you are within 60 feet of it. As part of this bonus action, you can also cause your Automaton to move up to 25 feet.

MACHINIST SPELLS

2nd-level Machinist feature

You learn certain spells at the artificer levels noted in the table below. These don't count against your total number of Spells Known and can't be switched upon gaining a level.

Artificer Level Spell

3rd	<i>color spray, unseen servant</i>
5th	<i>cloud of daggers, cordon of arrows</i>
9th	<i>spirit guardians, tiny servant*</i>
13th	<i>faithful hound, summon construct*</i>
17th	<i>animate objects, awaken</i>

INNOVATIVE MODELS

3rd-level Machinist feature

You have improved your craft. Whenever you create an Automaton, choose one of the Automaton models below:

AGENT AUTOMATON

When activated, you see and hear through the Automaton, so long as you are within 100 feet of it. You are deaf and blind to your senses until you end this link as a bonus action.

ANCHOR AUTOMATON

When activated, the Automaton latches onto a target within 5 feet, reducing the target's speed by a number of feet equal to 5 times your Intelligence modifier (minimum of 5 feet).

ARMOR AUTOMATON

When activated, the Automaton attaches itself to a willing creature within 5 feet. While attached, that creature's Armor Class cannot be less than 13 + your Intelligence modifier.

ARTISAN AUTOMATON

This Automaton is proficient with one set of tools, and when activated, it makes an ability check with its tool set, and adds your Intelligence modifier (minimum of +1) to its roll.



ASSAULT

When activated, the Automaton makes a melee spell attack against a creature within 5 feet. On hit, it deals bludgeoning damage equal to 1d6 + your Intelligence modifier

ARCANE CONDUIT

5th-level Machinist feature

You can channel your signature artificer magic through your Automatons. When you cast an artificer spell, you can choose for the spell to originate from an Automaton of your choice, instead of yourself, so long as you are within 60 feet of it.

AUTOMATED ARMY

5th-level Machinist feature

You now create two Automatons of your choice at the end of each long rest without expending a spell slot, and you can activate up to two Automatons with the same bonus action.

At 15th level, you can create and control up to three.

EFFICIENT ARTIFICE

9th-level Machinist feature

Whenever you expend an artificer spell slot to create an Automaton, you create a number of Automatons equal to the level of the spell slot expended. You cannot use this feature to exceed the maximum number of Automatons you can control.

MASTER MACHINIST

15th-level Machinist feature

You have become a master of Machinist artifice. When you are forced to make a saving throw or are hit by an attack, you can use your reaction to switch places with one of your Automatons within 60 feet. The Automaton then becomes the target of the attack or saving throw.

PUPPETEER

Though all artificers have their quirks, Puppeteers tend to be the strangest subset of arcane inventors. They dedicate their research and intellect towards mastery of manipulation and control of other creatures through the use of their Marionette Strings. Often found literally pulling the strings from behind the scenes, these strange artificers prefer to empower their allies rather than risk their own lives on the front lines.

TOOLS OF THE TRADE

1st-level Puppeteer feature

You gain proficiency with weaver's tools. If you are already proficient with weaver's tools, you instead gain proficiency with another set of artisan's tools of your choice.

ARCANE THREADS

1st-level Puppeteer feature

You have constructed for yourself arcane threads that you can manipulate with magic. You learn the *thorn whip* cantrip, and when you gain the Spellcasting feature at 2nd level, it doesn't count against your total number of Cantrips Known. When you cast *thorn whip* it has the following changes:

- You must use weaver's tools as the spellcasting focus.
- You can choose for the spell not to damage a creature.
- You can target objects and creatures. If the object is smaller than you and is not being worn or carried, it is pulled up to 30 feet to you. If the object is larger than you, you can pull yourself up to 30 feet toward the object.

PUPPETEER SPELLS

2nd-level Puppeteer feature

You learn certain spells at the artificer levels noted in the table below. These don't count against your total number of Spells Known and can't be switched upon gaining a level.

Artificer Level	Spell
3rd	<i>ensnaring strike, entangle</i>
5th	<i>crown of madness, hold person</i>
9th	<i>hypnotic pattern, slow</i>
13th	<i>dominate beast, grasping vine</i>
17th	<i>dominate person, hold monster</i>

MARIONETTE STRINGS

3rd-level Puppeteer feature

You can use your strange artifice to help and control. While holding weaver's tools, you can use an action to cause your Strings to fly and attach to a willing creature within 30 feet.

While a creature is attached to your Strings, you gain the features listed below. Your Marionette Strings detach after 1 minute, if you use a bonus action to detach them, or if you and the attached creature are ever more than 30 feet apart.

Corrected Strike. When the attached creature makes a melee attack, you can use your reaction to have them re-roll their attack roll, and they must use the new roll. You must use this reaction before you know if the attack hits or misses.

Channel Spell. As an action on your turn, you can cast an artificer spell as if it originated from the attached creature. If the spell requires concentration, you must concentrate on it.

Strands of Guidance. When the attached creature makes an ability check using a skill that you are proficient in, they add your Intelligence modifier (minimum of +1) to their roll.

Strange Movement. As a bonus action on your turn, you can move the attached creature a number of feet equal to 5 times your Intelligence modifier (minimum of 5 feet). This movement does not provoke opportunity attacks.

STRANGE STRIKES

5th-level Puppeteer feature

The control you can exert through your Strings grows. As a reaction when the creature attached to your Strings makes an attack, you can cause them to make one additional attack.

NIMBLE FINGERS

9th-level Puppeteer feature

You can have up to two creatures attached to your Strings at one time. You must have a free hand to control each creature. The two creatures can be any distance apart from each other, so long as they remain within the range of your Strings.

In addition, the length of your Marionette Strings, and the range of all of your Puppeteer abilities increases to 60 feet.

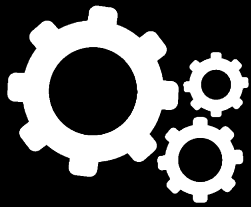
MASTER PUPPETEER

15th-level Puppeteer feature

You have become a master Puppeteer. As an action, you can use your weaver's tools to cast *Irresistible Dance*, without expending a spell slot, or requiring concentration. However, you can only have once instance of this spell active at a time, and the spell requires one of your free hands to maintain.

Once you cast *Irresistible Dance* this way, you must finish a short or long rest before you can do so again.





ALTERNATE ARTIFICER EXPANDED

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