

EXPANDED MAGITECH NPCs

HOME BREW

Sonixverse Labs



ARTIFICERS

In the pursuit to unravel the mysteries of the arcane, some brilliant minds learned to combine the disciplines of magic with that of technology. As a result, these individuals have been able to engineering magnificent creations that attempt to challenge the very limitations of magic itself. These creations can also result in dangerous and volatile new technologies granting immense magical power to those with no natural arcane talents.

ARTIFICER TYPES

Due to rapid growth and innovation of magical technology, it is hard to completely encompass every form in which these tools are used. However, many societies that possess such technology typically possess technology in the following three categories: magitech firearms, magitech armor, and constructs.

ARTIFICER GUNNERS

Artificer gunners have learned to craft a new form of weaponry known as firearms which are known to fire projectiles and arcane bursts of energy over long distances. Although they do not possess the range of other ranged weapons such as longbows, they make up for it with sheer power and relative ease of use.

ARTIFICER ARMORERS

Whereas artificer gunners focus on offense, armorers utilize their magitech to create nearly invincible suits of armor. These magically enhanced suits can take many forms as some design entire exoskeletons to protect their body while others even implement and replace their own natural limbs for magitech instead to give themselves superior strength, speed, endurance, and other unique abilities.

ARTIFICER TINKERERS

Artificer tinkers focus primarily on the process of creation, creating magical constructs to serve them. These constructs can take many forms as they can be powered through numerous methods such as mechanically powered clockworks. Others rely on steam, electricity, runes, crystals, or other rare power sources.

Tinkers possess the special ability to control their creations to fight as a singular unit with deadly efficiency.

ARTIFICER GUNNER TEMPLATE

Medium Humanoid, Varies

Armor Class 16 (Breastplate)

Hit Points 39 (6d8+12)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	16 (+3)	14 (+2)	12 (+1)

Saving Throws Str +5, Dex +5, Con +5, Int +6, Wis +5, Cha +4

Skills Arcana +7, Investigation +5, Perception +4

Senses passive Perception 14

Languages Common and one language of choice

Proficiency Bonus +2

Challenge 2 (450 xp)

Arcane Infusions The artificer gunner can add its Intelligence modifier to all of its saving throws. This bonus is already included in its save bonuses

Artificial Casting The artificer gunner cannot lose concentration on spell effects from taking damage.

Firearm The artificer gunner's ranged weapon attacks can ignore penalties from firing in close range.

Magitech Weapons The artificer gunner's weapon attacks count as adamantine, silvered, and magical for the purpose of overcoming resistance. They can also use their Intelligence modifier instead of using Strength or Dexterity for determining attack and damage rolls.

Spell Gun The artificer gunner can use its weapons as its arcane focus. Additionally, spells cast through their weapons have their range doubled

Actions

Multiattack. The artificer gunner can two magitech rifle attacks. It can substitute a magitech rifle attack for a hammer

Magitech Hammer *Melee Weapon Attack:* , +5 to hit, range 5ft. ,one target. *Hit:* 8(1d8+3) bludgeoning damage.

Magitech Rifle *Ranged Weapon Attack:* , +5 to hit, range 90ft. ,one target. *Hit:* 9(1d10+3) piercing damage.

ARTILLERIST TEMPLATE

Medium Humanoid, Varies

Armor Class 18 (Plate Armor)

Hit Points 81 (12d8+36)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	18 (+4)	14 (+2)	12 (+1)

Saving Throws Str +7, Dex +6, Con +7, Int +8, Wis +6, Cha +5

Skills Arcana +10, Investigation +7, Perception +5

Senses passive Perception 15

Languages Common and one language of choice

Proficiency Bonus +3

Challenge 7 (2900 xp)

Artificial Casting The artificer artillerist cannot lose concentration on spell effects from taking damage.

Firearm The artificer artillerist's ranged weapon attacks can ignore penalties from firing in close range.

Magitech Weapons The artificer artillerist's weapon attacks count as adamantine, silvered, and magical for the purpose of overcoming resistance. They can also use their Intelligence modifier instead of using Strength or Dexterity for determining attack and damage rolls.

Spell Gun The artificer artillerist can use its weapons as its arcane focus. Additionally, spells cast through their weapons have their range doubled

Actions

Multiattack. The artificer artillerist can cast a spell and can make two attacks with its magitech maul. It can substitute any number of maul attacks for a ballista attack.

Magitech Maul *Melee Weapon Attack:* , +7 to hit, range 5ft. ,one target. *Hit:* 11(2d6+4) bludgeoning damage.

Magitech Ballista *Ranged Weapon Attack:* , +7 to hit, range 60ft. ,one target. *Hit:* 16(2d10+4) piercing damage. Creatures within 5ft. of the original target takes the same amount of damage as well



ARTIFICER GUNMASTER TEMPLATE

Medium Humanoid, Varies

Armor Class 18 (Plate Armor)

Hit Points 170 (20d8+80)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	20 (+5)	14 (+2)	12 (+1)

Saving Throws Str +9, Dex +7, Con +9, Int +10, Wis +7, Cha +6

Skills Arcana +15, Investigation +0, Perception +7

Senses passive Perception 17

Languages Common and one language of choice

Proficiency Bonus +5

Challenge 15 (13000 xp)

Artificial Casting The artificer gunmaster cannot lose concentration on spell effects from taking damage.

Firearm The artificer gunmaster's ranged weapon attacks can ignore penalties from firing in close range.

Legendary Resistances(3/day) Upon failing a saving throw, the artificer gunmaster can choose to succeed. Upon using this feature, the artificer gunmaster can cast a spell.

Magitech Weapons The artificer gunmaster's weapon attacks count as adamantine, silvered, and magical for the purpose of overcoming resistance. They can also use their Intelligence modifier instead of using Strength or Dexterity for determining attack and damage rolls.

Spell Gun The artificer gunmaster can use its weapons as its arcane focus. Additionally, spells cast through their weapons have their range doubled

Actions

Multiattack. The artificer gunmaster can cast a spell and can make two attacks with its Magitech Cannon Glaive. It can substitute any number of cannon glaive attacks for a Magitech Cannon attack.

Magitech Cannon Glaive *Melee Weapon Attack:* , +10 to hit, range 10ft. ,one target. *Hit:* 11(1d10+5) slashing damage.

Magitech Cannon *Ranged Weapon Attack:* , +10 to hit, range 60ft. ,one target. *Hit:* 15(4d4+5) piercing damage.

Legendary Actions (3/turn)

Movement(1 action) The artificer gunmaster can move up to 30ft. to a location that it can see within range. If it possesses a special mobility feature, it can use that ability.

Resilience (1 action) The artificer gunmaster can end one spell effect or status condition on themselves

Arcane Tinkering (1 action) If the artificer gunmaster has a recharge ability, it can choose to roll a d6 again to recover that feature.

Quick Strike (1 action) If the artificer gunmaster can make an attack with its glaive or cannon. Alternatively, it can use on of its special weapon options instead.

Cast a spell (2 action) The artificer gunmaster can cast a spell

ARTIFICER ARMORER TEMPLATE

Medium Humanoid, *Varies*

Armor Class 18 (Artificer Armor)
Hit Points 45 (6d8+18)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	16 (+3)	14 (+2)	12 (+1)

Saving Throws Str +6, Dex +5, Con +6, Int +6, Wis +5, Cha +4
Skills Arcana +7, Investigation +5, Perception +4
Senses passive Perception 14
Languages Common and one language of choice
Proficiency Bonus +2
Challenge 3 (700 xp)

Arcane Infusions The artificer armorer can add its Intelligence modifier to all of its saving throws. This bonus is already included in its save bonuses

Artificial Casting The artificer armorer cannot lose concentration on spell effects from taking damage.

Firearm The artificer armorer's ranged weapon attacks can ignore penalties from firing in close range.

Magitech Weapons The artificer armorer's weapon attacks count as adamantine, silvered, and magical for the purpose of overcoming resistance. They can also use their Intelligence modifier instead of using Strength or Dexterity for determining attack and damage rolls.

Powerful Build The artificer armorer counts as one size large for the purposes of carrying, pushing, lifting, grappling, and wielding weapons.

Actions

Multiattack. The artificer armorer can two armored fist attacks. It can substitute a fist attack for a handcannon strike

<agitech Fist *Melee Weapon Attack:* , +5 to hit, range 5ft. ,one target. *Hit:* 8(2d4+3) bludgeoning damage.

Magitech Hand Cannon *Ranged Weapon Attack:* , +5 to hit, range 60ft. ,one target. *Hit:* 8(1d8+3) piercing damage.

ARTIFICER RUNEMECH TEMPLATE

Medium Humanoid, *Varies*

Armor Class 20 (Artificer Armor)
Hit Points 102 (12d8+48)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	18 (+4)	14 (+2)	12 (+1)

Saving Throws Str +8, Dex +6, Con +8, Int +8, Wis +6, Cha +5
Skills Arcana +12, Investigation +8, Perception +7
Senses passive Perception 14
Languages Common and one language of choice
Proficiency Bonus +4
Challenge 9 (5000 xp)

Arcane Infusions The artificer runemech can add its Intelligence modifier to all of its saving throws. This bonus is already included in its save bonuses

Artificial Casting The artificer runemech cannot lose concentration on spell effects from taking damage.

Firearm The artificer runemech's ranged weapon attacks can ignore penalties from firing in close range.

Magitech Weapons The artificer runemech's weapon attacks count as adamantine, silvered, and magical for the purpose of overcoming resistance. They can also use their Intelligence modifier instead of using Strength or Dexterity for determining attack and damage rolls.

Powerful Build The artificer runemech counts as one size large for the purposes of carrying, pushing, lifting, grappling, and wielding weapons.

Actions

Multiattack. The artificer runemech can cast a spell and make two armored fist attacks. It can substitute a fist attack for a cannon strike

magitech Fist *Melee Weapon Attack:* , +8 to hit, range 5ft. ,one target. *Hit:* 14(4d4+4) bludgeoning damage.

Magitech Cannon *Ranged Weapon Attack:* , +8 to hit, range 60ft. ,one target. *Hit:* 15(2d10+4) piercing damage.



ARTIFICER MECHLORD TEMPLATE

Medium Humanoid, *Varies*

Armor Class 23 (Artificer Armor)

Hit Points 210 (20d8+120)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
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22 (+6)	14 (+2)	22 (+6)	20 (+5)	14 (+2)	12 (+1)
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Saving Throws Str +11, Dex +7, Con +11, Int +10, Wis +7, Cha +6

Skills Arcana +17, Investigation +11, Perception +8

Senses passive Perception 18

Languages Common and one language of choice

Proficiency Bonus +6

Challenge 18 (20000 xp)

Arcane Infusions The artificer mechlord can add its Intelligence modifier to all of its saving throws. This bonus is already included in its save bonuses

Artificial Casting The artificer mechlord cannot lose concentration on spell effects from taking damage.

Firearm The artificer mechlord's ranged weapon attacks can ignore penalties from firing in close range.

Legendary Resistances(3/day) Upon failing a saving throw, the artificer mechlord can choose to succeed. Upon using this feature, the artificer mechlord can cast a spell.

Magitech Weapons The artificer mechlord's weapon attacks count as adamantite, silvered, and magical for the purpose of overcoming resistance. They can also use their Intelligence modifier instead of using Strength or Dexterity for determining attack and damage rolls.

Powerful Build The artificer mechlord counts as two sizes large for the purposes of carrying, pushing, lifting, grappling, and wielding weapons.

Actions

Multiattack. The artificer mechlord can cast a spell and make two armored fist attacks. It can substitute a fist attack for a cannon strike

Magitech Greathammer Melee Weapon Attack: , +10 to hit, range 5ft. ,one target. *Hit:* 16(4d4+6) bludgeoning damage.

Magitech Cannon Ranged Weapon Attack: , +10 to hit, range 60ft. ,one target. *Hit:* 17(2d10+6) piercing damage.

Legendary Actions (3/turn)

Movement(1 action) The artificer mechlord can move up to 30ft. to a location that it can see within range. If it possesses a special mobility feature, it can use that ability.

Resilience (1 action) The artificer mechlord can end one spell effect or status condition on themselves

Arcane Tinkering (1 action) If the artificer mechlord has a recharge ability, it can choose to roll a d6 again to recover that feature.

Quick Strike (1 action) If the artificer mechlord can make an attack with its glaive or cannon. Alternatively, it can use on of its special weapon options instead.

Cast a spell (2 action) The artificer mechlord can cast a spell



ARTIFICER TINKERER TEMPLATE

Medium Humanoid, Varies

Armor Class 16 (Breastplate)

Hit Points 39 (6d8+12)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	16 (+3)	14 (+2)	12 (+1)

Saving Throws Str +5, Dex +5, Con +5, Int +6, Wis +5, Cha +4

Skills Arcana +7, Investigation +5, Perception +4

Senses passive Perception 14

Languages Common and one language of choice

Proficiency Bonus +2

Challenge 2 (450 xp)

Arcane Infusions The artificer tinkerer can add its Intelligence modifier to all of its saving throws. This bonus is already included in its save bonuses

Arcana Link The artificer tinkerer can concentrate on two spell effects using the bound construct to focus on the spell effect. The construct must succeed concentration checks to maintain the spell effect each time it takes damage.

As long the the artificer tinkerer is with 60ft. of the bound construct and can see it, the artificer tinkerer can cast spell's through a bound construct's space

Artificial Casting The artificer tinkerer cannot lose concentration on spell effects from taking damage.

Bound Infusions The bound construct gains a bonus to its saving throws equal to the artificer tinkerer's Intelligence modifier.

Construct Tinkerer Whenever the artificer tinkerer casts a healing spells, constructs can benefit from this feature.

Firearm The artificer tinkerer's ranged weapon attacks can ignore penalties from firing in close range.

Magitech Weapons The artificer tinkerer's weapon attacks count as adamantine, silvered, and magical for the purpose of overcoming resistance. They can also use their Intelligence modifier instead of using Strength or Dexterity for determining attack and damage rolls.

Spell Core The artificer tinkerer can store one spell that it can cast into a bound construct. To do so, the artificer tinkerer casts the spell on the construct which has no effect and is stored within it.

When commanded to do so by the artificer tinkerer or a predefined situation arises, the construct can cast the spell within any parameters set by the artificer tinkerer requiring no spell components.

When the spell is cast or a new spell is store,d any previously stored spells are lost.

GOLEM UPLINK

After spending 1 minute interacting with a willing construct it can see. At the end of the duration, the construct is magically bound to the artificer tinkerer and can telepathically command the construct as long as they are on the same plane of existence.

While bound, both the artificer tinkerer and the construct know the location of one another.

Whenever the construct is within 60ft. of the artificer tinkerer, the artificer tinkerer takes half damage as the other half (rounded up) is transferred to the construct.

A construct remains bound to the artificer tinkerer until the artificer tinkerer releases the bond(no action required), is incapacitated, or uses this feature again on another

Actions

Multiattack. The artificer tinkerer can two magitech pistol attacks. It can substute any number of pistol attacks for a hammer.

Magitech Hammer *Melee Weapon Attack:* , +5 to hit, range 5ft. ,one target. *Hit:* 8(1d8+3) bludgeoning damage.

Magitech Pistol *Ranged Weapon Attack:* , +5 to hit, range 60ft. ,one target. *Hit:* 6(1d6+3) piercing damage.

Reactions

Counterdefense Whenever the artificer tinkerer takes damage, it can use its reaction to command its construct to make a single weapon attack.

ARTIFICER GOLEMANCER

TEMPLATE

Medium Humanoid, *Varies*

Armor Class 16 (Breastplate)

Hit Points 78 (12d8+36)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
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14 (+2)	14 (+2)	14 (+2)	18 (+4)	14 (+2)	12 (+1)
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Saving Throws Str +6, Dex +6, Con +6, Int +6, Wis +6, Cha +5

Skills Arcana +10, Investigation +7, Perception +5

Senses passive Perception 15

Languages Common and one language of choice

Proficiency Bonus +3

Challenge 7 (2900 xp)

Arcane Infusions The artificer golemancer can add its Intelligence modifier to all of its saving throws. This bonus is already included in its save bonuses

Arcana Link The artificer golemancer can concentrate on two spell effects using the bound construct to focus on the spell effect. The construct must succeed concentration checks to maintain the spell effect each time it takes damage.

As long the the artificer golemancer is with 60ft. of the bound construct and can see it, the artificer golemancer can cast spell's through a bound construct's space

Artificial Casting The artificer golemancer cannot lose concentration on spell effects from taking damage.

Bound Infusions The bound construct gains a bonus to its saving throws equal to the artificer golemancer's Intelligence modifier.

Construct Tinkerer Whenever the artificer golemancer casts a healing spells, constructs can benefit from this feature.

Firearm The artificer golemancer's ranged weapon attacks can ignore penalties from firing in close range.

Magitech Weapons The artificer golemancer's weapon attacks count as adamantine, silvered, and magical for the purpose of overcoming resistance. They can also use their Intelligence modifier instead of using Strength or Dexterity for determining attack and damage rolls.

Shield Link A bound construct gains 10 temporary hitpoints at the start of each of its turns.

Spell Core The artificer golemancer can store one spell that it can cast into a bound construct. To do so, the artiifcer casts the spell on the cosntruct which has no effect and is stored within it.

When commanded to do so by the artificer golemancer or a predefined situation arises, the construct can cast the spell within any parameters set by the artificer golemancer requiring no spell components.

When the spell is cast or a new spell is store,d any previously stored spells are lost.

GOLEM UPLINK

After spending 1 minute interacting with a willing construct it can see. At the end of the duration, the construct is magically bound to the artificer golemancer and can telepathically command the construct as long as they are on the same plane of existence.

If the construct is not willing, it must succeed a DC 15 Wisdom saving throw. on a failed saving throw, it is bound by the artificer golemancer

While bound, both the artificer golemancer and the construct know the location of one another.

Whenever the construct is within 60ft. of the artificer golemancer, the artificer golemancer takes half damage as the other half (rounded up) is transferred to the construct.

A construct remains bound to the artificer golemancer until the artificer golemancer releases the bond(no action required), is incapacitated, or uses this feature again on another construct.

Actions

Multiattack. The artificer golemancer can cast a spell two magitech pistol attacks. It can substitute any pistol attacks for a hammer attack

Magitech Hammer *Melee Weapon Attack:* , +7 to hit, range 5ft. ,one target. *Hit:* 9(1d8+4) bludgeoning damage.

Magitech Pistol *Ranged Weapon Attack:* , +7 to hit, range 60ft. ,one target. *Hit:* 7(1d6+4) piercing damage.

Reactions

Counterdefense Whenever the artificer golemancer takes damage, it can use its reaction to command its bound construct to make a single weapon attack.

ARTIFICER WARMIND TEMPLATE

Medium Humanoid, *Varies*

Armor Class 16 (Breastplate)

Hit Points 150 (20d8+60)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	16 (+3)	22 (+6)	14 (+2)	12 (+1)

Saving Throws Str +8, Dex +8, Con +9, Int +12, Wis +8, Cha +7

Skills Arcana +16, Investigation +11, Perception +7

Senses passive Perception 17

Languages Common and one language of choice

Proficiency Bonus +5

Challenge 15 (13000 xp)

Arcane Infusions The artificer warmind can add its Intelligence modifier to all of its saving throws. This bonus is already included in its save bonuses

Arcana Link The artificer warmind can concentrate on two spell effects using the bound construct to focus on the spell effect. The construct must succeed concentration checks to maintain the spell effect each time it takes damage.

As long the the artificer warmind is with 60ft. of the bound construct and can see it, the artificer warmind can cast spells through a bound construct's space

Artificial Casting The artificer warmind cannot lose concentration on spell effects from taking damage.

Bound Infusions The bound construct gains a bonus to its saving throws equal to the artificer warmind's Intelligence modifier.

Construct Tinkerer Whenever the artificer casts a healing spells, constructs can benefit from this feature.

Firearm The artificer warmind's ranged weapon attacks can ignore penalties from firing in close range.

Legendary Resistances(3/day) Upon failing a saving throw, the artificer warmind can choose to succeed. Upon using this feature, the artificer warmind can command its construct to make one weapon attack.

Magitech Weapons The artificer warmind's weapon attacks count as adamantite, silvered, and magical for the purpose of overcoming resistance. They can also use their Intelligence modifier instead of using Strength or Dexterity for determining attack and damage rolls.

Shield Link A bound construct gains 20 temporary hitpoints at the start of each of its turns.

Spell Core The artificer warmind can store one spell that it can cast into a bound construct. To do so, the artiifcer casts the spell on the cosntruct which has no effect and is stored within it.

When commanded to do so by the artificer warmind or a predefined situation arises, the construct can cast the spell within any parameters set by the artificer warmind requiring no spell components. When the spell is cast or a new spell is stored any previously stored spells are lost.

GOLEM UPLINK

After spending 1 minute interacting with a willing construct it can see. At the end of the duration, the construct is magically bound to the artificer warmind and can telepathically command the construct as long as they are on the same plane of existence. If the construct is not willing, it must succeed a DC 19 Wisdom saving throw. on a failed saving throw, it is bound by the artificer warmind.

While bound, both the artificer and the construct know the location of one another. Whenever the construct is within 60ft. of the artificer, the artificer warmind warmind takes half damage as the other half (rounded up) is transferred to the construct. A construct remains bound to the artificer warmind until the artificer warmind releases the bond(no action required), is incapacitated, or uses this feature again on another construct.

Actions

Multiattack. The artificer warmind can cast a spell two magitech pistol attacks. They can substitute a pistol attack for a hammer attack

Magitech Hammer Melee Weapon Attack: , +11 to hit, range 5ft. ,one target. *Hit:* 11(1d8+6) bludgeoning damage.

Magitech Pistol Ranged Weapon Attack: , +11 to hit, range 60ft. ,one target. *Hit:* 9(1d6+6) piercing damage.

Reactions

Counterdefense Whenever the artificer warmind takes damage, it can use its reaction to command its bound construct to make a single weapon attack.

Legendary Actions (3/turn)

Movement(1 action) The artificer warmind can move up to 30ft. to a location that it can see within range. If it possesses a special mobility feature, it can use that ability.

Resilience (1 action) The artificer warmind can end one spell effect or status condition on itself or a bound construct

Quick Strike (1 action) If the artificer warmind can command a bound construct to move up to its movement speed and make a weapon attack against a creature in range

Cast a spell (2 action) The artificer warmind can cast a spell

MOBILITY OPTIONS

Mobility Option	Mobility Effect
1. Grappling Hook	As a bonus action, the artificer can propel themselves 30ft. in a direction of their choice without provoking opportunity attacks.
2. Magitech Thrusters	The artificer gains a flying speed of 30ft. This flying speed is considered to be hovering
3. Magnetic Boots	The artificer gains a climbing speed of 30ft and can climb difficult surfaces (including upside down) without making ability checks.
4. Nautical Suit	The artificer gains a swimming speed of 30ft. and can breathe in air and in water
5. Magitech Enhancement	The artificer's movement speed increases by 10ft. and they can use their bonus action to Dash and is unaffected by non-magical difficult terrain.
6. Teleportation Matrix	The artificer can use its bonus action to teleport 30ft. to a spot it can see within range.

SENSORY OPTIONS

Sense Option	Sensory Effect
1. Gloom Goggles	The artificer gains darkvision up to 300ft. The artificer's vision is not hampered by any effect that heavily obscures its vision.
2. Illusion Goggles	The artificer can see invisible creatures and can automatically see through illusions. The artificer is unaffected by effects that would caused disadvantage on vision based attacks or ability checks.
3. Life Sight	The artificer can detect the presence of a living creature within 120ft. of it. This feature does not determine the creature's identity
4. Magic Sight	The artificer can detect the presence of a magical effect or object within 120ft. of it. It can determine the school of magic of that effect.
5. Sonar Helm	The artificer gains blindsight and tremorsense up to 30ft.
6. Magitech Sensors	The artificer has advantage on Perception and initiative checks and the artificer cannot be surprised.

WEAPON OPTIONS

Damage Type	Damage Effect
1. Acid	Upon a hit with a weapon attack, the attack deals an additional 1d8 acid and one creature within 5ft. of the original targets takes 5(1d8) acid damage
2. Cold	Upon a hit with a weapon attack, the attack deals an additional 1d8 cold damage and the target has its movement speed reduced by 10ft.
3. Fire	Upon a hit with a weapon attack, the attack deals an additional 1d8 fire damage and is set ablaze. Flaming creatures take an additional 1d8 fire damage at the start of its next turn. This effect does not stack.
4. Force	Upon a hit, the attack deals an additional 1d8 force damage and the target suffer disadvantage on saving throws to maintain concentration on spell effects
5. Lightning	Upon a hit, the attack deals an additional 1d8 lightning damage and the target cannot take reactions
6. Necrotic	Upon a hit, the attack deals an additional 1d8 necrotic damage and if creature below half its hitpoint maximum, it takes an additional 1d8 necrotic damage
7. Radiant	Upon a missing a target with a weapon attack, the attacker can make a weapon attack against another creature within range(it cannot be the original target). It can only benefit from this feature once per weapon attack.
8. Thunder	Upon a hit, the attack deals an additional 1d8 thunder damage and the target is pushed back 10ft if it is the artificer's size or smaller.

SECONDARY WEAPON OPTIONS

Description	Effect
1. Extending Weapon	Melee weapon attacks have an reach increased by 5ft.
2. Siege Weapon	The artificer's damage rolls deal double damage to buildings and objects.
3. Returning Weapon	Melee weapons gain range e thrown property of 20/60ft. Upon a hit or miss, the weapon returns back to the artificer.
4. Rift Weapon	When the artificer makes a melee weapon attack, the artificer can choose to force the target to make a Dexterity saving throw equal to artificer's spell save DC instead of making an attack roll. On a failed saving throw, the target takes damage as normal and none on a success.

SPECIAL WEAPON OPTIONS

Weapon type	Weapon Effects
1. Adrenaline Blaster	One creature within range gains an 10ft. increase to its movement speed until the end of its next turn
2. Elixir Blaster	One creature within range regains hitpoints equal to the damage dealt.
3. Renewal Blaster	One creature within range can remove one status condition on itself
4. Shield Blaster	One creature within range gains temporary hitpoints equal to the damage dealt. While a creature possess these temporary hitpoints, it gains resistance to all damage
5. Portal Shot	As an action, the artificer can fire to a spot within the weapon's range. Upon firing the weapon, the artificer teleports to that location.
6. Tractor Cannon	One creature within 30ft. must succeed a Strength saving throw with a DC equal to the artificers spell save DC. On a failed saving throw, creatures are pulled 30ft. towards the artificer. This movement does not provoke an opportunity attack.

OFFENSIVE OPTIONS

Mobility Option	Defense Effect
1. Burst Blade	The artificer can deal a critical hit on a 19-20. Upon dealing a critical hit with a melee weapon attack, all targets within 5ft. of the target take that damage as well.
2. Distraction Matrix	Creatures hit by the artificer's attacks suffer disadvantage on all attack rolls against creatures other than the artificer until the end of its next turn.
3. High Powered	The artificer can deal a critical hit on a 18-20. Upon dealing a critical hit, the artificer can triple the damage die instead.
4. Magitech Focus	The artificer can concentrate on two spell effects at a time. Upon losing concentration, both spell effects end.
5. Spitfire	The artificer can deal a critical hit on a 19-20. Upon dealing a critical hit with a ranged weapon attack, the artificer can make an additional ranged weapon attack
6. Shroud Matrix	Creatures hit by the artificer's attacks suffer disadvantage on all attack rolls against only the artificer until the end of its next turn.

DEFENSIVE OPTIONS

Mobility Option	Defense Effect
1. Adaptive Matrix	As a reaction, the artificer gains resistance to one damage type of the artificer's choice. This resistance changes each time this feature is used.
2. Armored Chassis	Upon failing a Constitution saving throw against an effect that deals half damage, the artificer takes half damage. On a successful saving throw, the artificer takes no damage.
3. Battle Cloak	The artificer can use its bonus action to turn invisible until the start of its next turn
4. Charged Plating	If a creature grapples or hits the artificer with a melee weapon attack, it takes 5(1d8) damage of a type of the artificer's choice.
5. Displacement Matrix	Creatures that rely on sight has disadvantage on attack rolls against it. Upon a hit, the artificer cannot benefit from this feature until the start of its next turn.
6. Evasion Matrix	Upon failing a Dexterity saving throw against an effect that deals half damage, the artificer takes half damage. On a successful saving throw, the artificer takes no damage.
7. Exoskeleton	The artificer can reduce damage taken by 10. This damage reduction is applied before any resistances are calculated.
8. Magic Ward	The artificer has advantage on saving throws against spells and magical effects
9. Mechanized Body	The artificer has advantage on Strength and Constitution ability checks and saving throws. the artificer's size counts as one size or larger.
10. Repulsive Shield	If a creature grapples or hits the artificer with a melee weapon attack, it must succeed a Strength saving throw equal to its spell DC or be pushed back 5ft.
11. Skirmished Modification	The artificer can move outside a creature's reach without provoking attacks of opportunity.
12. Magitech Shield	At the start of each of its turns, the artificer gains 10 temporary hitpoints at the start of each of their turns as long as it has at least 1 hitpoint

POWER ATTACK

Weapon type	Weapon Effects
1. Antimagic Emitter (recharge 5-6)	The artificer can create an antimagic field in a 20ft. radius around a spot that the artificer can see within 60ft. This field lasts for 1 minute or until the artificer uses this ability again
2. Dragon Launcher (recharge 5-6)	Creatures in a 30ft. cone must succeed a Dexterity saving throw equal to the artificer's spell DC. On a failed saving throw, the target takes a number of d8s equal to the twice the artificer's proficiency bonus and half as much on a success.
3. Magitech Core (recharge 5-6)	At the start of its turn (no action required) artificer regains a number of spell slots equal to the artificer's proficiency bonus
4. Magitech Grenade (recharge 5-6)	Creatures in a 20ft. radius around a spot that the artificer can see within 60ft. must succeed a Dexterity saving throw. On a failed saving throw, the target takes a number of d8s equal to the twice the artificer's proficiency bonus and half as much on a success.
5. Spell Replicator (recharge 5-6)	At the start of its turn(no additional action required), the artificer gains the following effect until the start of its next turn. The artificer is able to cast a spell of its choice from any spell list, even if it does not already know it without expending an additional spell slot. The artificer can only cast a spell of which it can cast.
6. Unstable Spell (recharge 5-6)	At the start of its turn(no additional action required), when the artificer casts a spell on its turn, it can treat the spell as if it were cast two level higher, even if the artificer cannot normally cast that level of a spell.. Using this feature only expends the original spell slot of that spell

DEATH EFFECTS

Death Ability	Effects
1. Invulnerability Matrix (1/day)	Upon dropping to 0 hitpoints, the artificer regains 1 hitpoint and gains immunity to all damage until the end of its next turn.
2. Magitech Ejection (1/day)	Upon dropping to 0 hitpoints, the artificer regains 1 hitpoint and can teleport to a spot it can see within 60ft.
3. Self Destruct(1/day)	Upon dropping to 0 hitpoints, creatures within 10ft. of the artificer must succeed on a Dexterity saving throw equal to the artificer's spell DC. On a failed saving throw, the target takes a number of d8s equal to the twice the artificer's proficiency bonus and half as much on a success. This effect instantly kills the artificer
4. Revival Protocol	Upon dropping to 0 hitpoints, the artificer can make a DC 10 Intelligence saving throw. On a successful saving throw, the artificer regains 1 hitpoint at the start of its next turn. Upon each successful save, the DC increases by 5. This DC resets after finish a short or long rest.

DESIGNING AN ARTIFICER

Because artificers can take many different forms and possess a wide array abilities, the best method to design one for your setting are to use the following templates to create the perfect NPC for your setting.

DETERMINING TEMPLATE

The first step to creating your NPC is to identify how it will be implemented in an encounter as that will largely determine their strength and abilities. Are they guards in a growing magitech utopia or a budding artificer novice look for the perfect construct companion. For these scenarios, an artificer armor or tinkerer with a shield guardian companion may be appropriate choice respectively. If you are looking at designing a rival adventurer or even a technological mastermind, an Artificer Artillerist or an Artificer Warmind coupled with an Iron Golem could be an appropriate encounter.

DETERMINING SPELLS

Once you have identified your NPC, identifying what type of spells they would have is important to determining their flavor and abilities. For example, a magitech guard may possess *Find Familiar* and *Hold Person* to find and detain criminals while a artificer warmind may possess *Animate Objects* and *Summon Construct* to demonstrate their ability to create robotic minions.

The adjacent table provides several spells that could be useful for an artificer themed characters with appropriate level restrictions depending on their strength. Although this list provides a basis for different spells they can use, feel free to deviate from the list too find what perfectly fits your character.

ADDING ABILITIES

The final step for this is to determine the unique abilities for your characters. As a general guideline, it is advisable to only select one or two features per category to ensure a balanced statblock. These new features will reliably increase the challenge rating by 1 or 2. Many of these features require a saving throw, which ultimately use the artificer's spellcasting DC as calculated in the adjacent table.

Some features such as the Weapon Options table are **NOT** meant to stack on the same weapon as it is best you only apply one of these features on a weapon at a time. This caveat does not necessarily apply to the Secondary Weapon Options.

Many features are passive abilities that are always active, but some such as the Special Weapon options can be substituted for a standard weapon attacks unless otherwise specified. As for Power Attacks, these abilities use an action to activate unless stated otherwise.

TEMPLATE EXAMPLES

The end of this document provides several example statblocks of artificer NPCs created using this templates.

Spellcasting

Low Tier Artificer This group includes gunners, armorers, and tinkerer's. They can cast up to 2nd level spells.

Mid Tier Artificer This group includes artillerists, runemechs, and golemancers. They can cast up to 3rd level spells.

Upper Tier Artificer This group includes gunmasters, mechlords, and warminds. They can cast up to 5th level spells.

SPELLCASTING ABILITY

The artificer's spellcasting ability is Intelligence (spell save is equal to 8 + its proficiency bonus + its Intelligence modifier, +Intelligence + proficiency bonus to hit with spell attacks). The artificer has the following spells prepared:

AVAILABLE SPELLS

Cantrips Booming Blade, Light, Mage Hand, Message, Minor Illusion, Prestidigitation, Thaumaturgy

1st Level Spells Absorb Elements, Cure Wounds, Find Familiar, Magic Missile, Thunderwave

2nd Level Spells Blur, Darkness, Hold Person, Invisibility, Mirror Image

3rd Level Spells Counterspell, Dispel Magic, Elemental Weapon, Fireball, Fly, Haste, Lightning, Slow

4th Level Spells Fabricate, Greater Invisibility, Otiluke's Resilient Sphere, Summon Construct

5th Level Spells Animate Objects, Bigby's Hand, Creation



ALCHEMICAL BLASTER

Medium Humanoid, Varies

Armor Class 16 (Breastplate)

Hit Points 39 (6d8+12)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	16 (+3)	14 (+2)	12 (+1)

Saving Throws Str +5, Dex +5, Con +5, Int +6, Wis +5, Cha +4

Skills Arcana +7, Investigation +5, Perception +4

Senses darkvision 300ft., passive Perception 14

Languages Common and one language of choice

Proficiency Bonus +2

Challenge 3 (700 xp)

Arcane Infusions The alchemical blaster can add its Intelligence modifier to all of its saving throws. This bonus is already included in its save bonuses

Artificial Casting The alchemical blaster cannot lose concentration on spell effects from taking damage.

Burst Blade Upon dealing a critical hit with a melee weapon attack, all targets within 5ft. of the target take that damage as well.

Firearm The alchemical blaster's ranged weapon attacks can ignore penalties from firing in close range.

Gloom Goggles The alchemical blaster's vision is not hampered by any effect that heavily obscures its vision

Magitech Weapons The alchemical blaster's weapon attacks count as adamantine, silvered, and magical for the purpose of overcoming resistance. They can also use their Intelligence modifier instead of using Strength or Dexterity for determining attack and damage rolls.

Spell Gun The alchemical blaster can use its weapons as its arcane focus. Additionally, spells cast through their weapons have their range doubled

Spit Fire The alchemical blaster can deal a critical hit on a 18-20. Upon dealing a critical hit with a ranged weapon attack, the alchemical blaster can make an additional caustic rifle attack

SPELLCASTING ABILITY

The alchemical blaster's spellcasting ability is Intelligence (spell save DC 13, +5 to hit on spell attacks). The alchemical blaster has the following spells prepared:

Cantrips (at will) Booming Blade, Firebolt, Message, Thaumaturgy

1st Level Spells (4/slots) Absorb Elements, Cure Wounds, Shield, Magic Missile

2nd Level Spells (3/slots) Darkness, Invisibility

Actions

Multiattack. The alchemical blaster can two caustic rifle attacks. it can substitute any number of these attacks for a napalm hammer or elixir rifle.

Magitech Napalm Hammer *Melee Weapon Attack:* , +5 to hit, range 5ft. ,one target. *Hit:* 8(1d8+3) bludgeoning damage + 5(1d8) fire damage. Upon a hit, creatures takes 5(1d8) fire damage at the start of its next turn.

Caustic Magitech Rifle *Ranged Weapon Attack:* , +5 to hit, range 90ft. ,one target. *Hit:* 9(1d10+3) piercing damage + 5(1d8) acid damage. Upon a hit, one creature within 5ft. of the targets take 5(1d8) acid damage as well

Elixir Rifle *Ranged Weapon Attack:* , +5 to hit, range 90ft. ,one target. *Hit:* Upon a hit, the target recovers 9 (1d10+3) hitpoints.

Napalm Launcher(Recharge 5-6) Creatures in a 30ft. cone must succeed a DC 13 Dexterity saving throw. On a failed saving throw, the creatures take 18(4d8) fire damage half as much on a success.

SPELLJET GOLEMANCER

Medium Humanoid, *Varies*

Armor Class 16 (Breastplate)

Hit Points 78 (12d8+36)

Speed 30ft., 30ft. fly (hover via magitech thrusters)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	18 (+4)	14 (+2)	12 (+1)

Saving Throws Str +6, Dex +6, Con +6, Int +6, Wis +6, Cha +5

Skills Arcana +10, Investigation +7, Perception +5

Senses passive Perception 15

Languages Common and one language of choice

Proficiency Bonus +3

Challenge 7 (2900 xp)

Arcane Infusions The spelljet golemancer can add its Intelligence modifier to all of its saving throws. This bonus is already included in its save bonuses

Arcana Link The spelljet golemancer can concentrate on two spell effects using the bound construct to focus on the spell effect. The construct must succeed concentration checks to maintain the spell effect each time it takes damage.

As long as the spelljet golemancer is within 60ft. of the bound construct and can see it, the spelljet golemancer can cast spells through a bound construct's space

Artificial Casting The spelljet golemancer cannot lose concentration on spell effects from taking damage.

Bound Infusions The bound construct gains a bonus to its saving throws equal to the spelljet golemancer's Intelligence modifier.

Construct Tinkerer Whenever the spelljet golemancer casts a healing spell, constructs can benefit from this feature.

Firearm The spelljet golemancer's ranged weapon attacks can ignore penalties from firing in close range.

Magitech Ejection Upon dropping to 0 hitpoints, the golemancer regains 1 hitpoint and can teleport to a spot it can see within 60ft.

Magitech Weapons The spelljet golemancer's weapon attacks count as adamantite, silvered, and magical for the purpose of overcoming resistance. They can also use their Intelligence modifier instead of using Strength or Dexterity for determining attack and damage rolls.

Shield Link A bound construct gains 10 temporary hitpoints at the start of each of its turns.

Spell Core The spelljet golemancer can store one spell that it can cast into a bound construct. To do so, the spelljet golemancer casts the spell on the construct which has no effect and is stored within it.

When commanded to do so by the spelljet golemancer or a predefined situation arises, the construct can cast the spell within any parameters set by the spelljet golemancer requiring no spell components. When the spell is cast or a new spell is stored any previously stored spells are lost.

GOLEM UPLINK

After spending 1 minute interacting with a willing construct it can see. At the end of the duration, the construct is magically bound to the golemancer and can telepathically command the construct as long as they are on the same plane of existence. If the construct is not willing, it must succeed a DC 15 Wisdom saving throw. On a failed saving throw, it is bound by the golemancer

While bound, both the golemancer and the construct know the location of one another. Whenever the construct is within 60ft. of the golemancer, the golemancer takes half damage as the other half (rounded up) is transferred to the construct. A construct remains bound to the golemancer until the golemancer releases the bond (no action required), is incapacitated, or uses this feature again on another construct.

SPELLCASTING ABILITY

The golemancer's spellcasting ability is Intelligence (spell save DC 15, +7 to hit on spell attacks). The golemancer has the following spells prepared:

Cantrips (at will) Booming Blade, Light, Message, Minor Illusion, Prestidigitation, Thaumaturgy

1st Level Spells (4/slots) Absorb Elements, Find Familiar, Magic Missile

2nd Level Spells (3/slots) Blur, Invisibility, Mirror Image

3rd Level Spells (2/slots) Fireball, Fly, Lightning Bolt

Actions

Multiattack. The spelljet golemancer can cast a spell two laser pistol attacks. Any number of pistol attacks could be substituted for a storm hammer

Extending Storm Hammer Melee Weapon Attack: , +7 to hit, range 10ft., one target. **Hit:** 9(1d8+4) bludgeoning damage + 5(1d8) lightning damage. Upon a hit, the target cannot take reactions

Laser Pistol Ranged Weapon Attack: , +7 to hit, range 60ft., one target. **Hit:** 7(1d6+4) piercing damage + 5(1d8) radiant damage. Upon a miss, a target with a weapon attack, the attacker can make a weapon attack against another creature within range (it cannot be the original target). It can only benefit from this feature once per weapon attack.

Unstable Spell(recharge 5-6) When the spelljet golemancer casts a spell on its turn, it can treat the spell as if it were cast two levels higher, even if it cannot cast that level of a spell. Using this feature only expends the original spell slot of that spell

Reactions

Counterdefense Whenever the spelljet golemancer takes damage, it can use its reaction to command its bound construct to make a single weapon attack.

MECHLORD WARMONGER

Medium Humanoid, *Varies*

Armor Class 23 (Artificer Armor)

Hit Points 210 (20d8+120)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
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22 (+6)	14 (+2)	22 (+6)	20 (+5)	14 (+2)	12 (+1)
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Saving Throws Str +11, Dex +7, Con +11, Int +10, Wis +7, Cha +6

Skills Arcana +17, Investigation +11, Perception +8

Senses passive Perception 18

Languages Common and one language of choice

Proficiency Bonus +6

Challenge 20 (25000 xp)

Arcane Infusions The mechlord can add its Intelligence modifier to all of its saving throws. This bonus is already included in its save bonuses

Armored Chassis Upon failing a Constitution saving throw against an effect that deals half damage, the mechlord takes half damage. On a successful saving throw, the mechlord takes no damage.

Artificial Casting The mechlord cannot lose concentration on spell effects from taking damage.

Exoskeleton The mechlord can reduce damage taken by 10. This damage reduction is applied before any resistances are calculated

Firearm The mechlord's ranged weapon attacks can ignore penalties from firing in close range.

Invulnerability Matrix Upon dropping to 0 hitpoints, the mechlord regains 1 hitpoint and gains immunity to all damage until the end of its next turn.

Legendary Resistances(3/day) Upon failing a saving throw, the mechlord can choose to succeed. Upon using this feature, the mechlord can cast a spell.

Magitech Weapons The mechlord's weapon attacks count as adamantine, silvered, and magical for the purpose of overcoming resistance. They can also use their Intelligence modifier instead of using Strength or Dexterity for determining attack and damage rolls.

Powerful Build The mechlord counts as two sizes large for the purposes of carrying, pushing, lifting, grappling, and wielding weapons.

Sig Monster The mechlord deals double damage to buildings and objects

Magitech Sensors The mechlord has advantage on Perception and initiative checks and the mechlord cannot be surprised.

SPELLCASTING ABILITY

The mechlord's spellcasting ability is Intelligence (spell save DC 19, +11 to hit on spell attacks). The mechlord has the following spells prepared:

Cantrips (at will) Booming Blade, Light, Message, Minor Illusion, Prestidigitation, Thaumaturgy

1st Level Spells(4/slots) Absorb Elements, Find Familiar, Magic Missile, Thunderwave

2nd Level Spells (3/slots) Blur, Darkness, Invisibility, Mirror Image

3rd Level Spells (3/slots) Elemental Weapon, Fireball, Fly, Haste, Lightning, Slow

4th Level Spells(3/slots) Fabricate, Greater Invisibility, Summon Construct

5th Level Spells(2/slots) Animate Objects, Creation

Actions

Multiattack. The mechlord can cast a spell and make two spellbreak gauntlet attacks. It can substitute a gauntlet attack for a thunder cannon strike

Spellbreak Gauntlets *Melee Weapon Attack:* , +12 to hit, range 5ft. ,one target. *Hit:* 16(4d4+6) bludgeoning damage + 5(1d8) force damage. Upon a hit, creatures have disadvantage on saving throws to maintain concentration on spell effects..

Thunder Cannon *Ranged Weapon Attack:* , +12 to hit, range 60ft. ,one target. *Hit:* 17(2d10+6) piercing damage + 5(1d8) thunder damage. Upon a hit, the target is pushed back 10ft.

Tractor Cannon One creature within 30ft. must succeed a DC 19 Strength saving throw On a failed saving throw, creatures are pulled 30ft. towards the mechlord. This movement does not provoke an opportunity attack. This attack can be substituted for any weapon attack.

Plasma Grenade(Recharge 5-6) Creatures in a 20ft. radius around a spot that the mechlord can see within 60ft. must succeed DC 19 Dexterity saving throw. On a failed saving throw, creatures take 54(12d8) lightning damage and half as much on a success.

Bonus Actions

Grappling Hook As a bonus action, the mechlord can propel themselves 30ft. in a direction of their choice without provoking opportunity attacks.

Legendary Actions (3/turn)

Movement(1 action) The mechlord can move up to 30ft. to a location that it can see within range.

Resilience (1 action) The mechlord can end one spell effect or status condition on themselves

Arcane Tinkering (1 action) The mechlord can reroll a d6 to regain its Plasma Grenade

Quick Strike (1 action) If the mechlord can make an attack with its spellbreak gauntlets or thunder cannon.

Cast a spell (2 action) The mechlord can cast a spell

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