

# ARTIFICER

## SPECIALIZATION:

### STONE AGE INVENTOR

**T**he year? In the double digits. Unlike your primitive peers who are part of the hunting and gathering tribe, you take your time collecting the different shiny rocks, fluids from different sources, and spending time just putting them together to figure out what it could do. You aren't just going to use your new discoveries to survive, you will use them to dominate.

#### TOOL PROFICIENCY

When you adopt this specialization at 3rd level, you gain proficiency with woodcarver's tools. If you already have this proficiency, you gain proficiency with one other type of artisan's tools of your choice.

#### STONE AGE INVENTOR SPELLS

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Stone Age Inventor Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

#### STONE AGE INVENTOR SPELLS

Artificer Level	Spell
3rd	<i>goodberry, hunter's mark</i>
5th	<i>barkskin, locate animal or plant</i>
9th	<i>Leomund's tiny hut, slow</i>
13th	<i>locate creature, stone shape</i>
17th	<i>insect plague, tree stride</i>

#### ADAPT. OVERCOME. SURVIVE.

At 3rd level, your experience with the primitive world helps to stay safe. You gain proficiency in Nature and Survival if you weren't already.

#### NEW DAWN OF WEAPONRY

At 3rd level, you change the prehistoric game with your new weaponry. At the end of a long rest, you can create one of the weapons listed on the next page. With these simple weapons that you are proficient with, you can use your Intelligence modifier, instead of Strength or Dexterity modifier, for the attack and damage rolls. If a weapon requires the target to make a saving throw, the DC is equal to your artificer spell save DC.







**Harder Club.** You've learned that adding a big stone to the end of a club makes a huge difference. This weapon has a 5 foot range and deals 1d12 bludgeoning damage on a hit, and once per turn you can force a creature hit with this weapon to make a Constitution saving throw, it's speed reduced by half for 1 minute on a failure, or until it takes an action to patch itself up. Once a creature has been affected by this ability, it is immune to it for 24 hours

**Pointy Spear.** You have done the impossible, you put a pointy rock or piece of metal on a stick. This weapon has a 10 foot range and deals 1d8 piercing or slashing damage (your choice) on a hit, and once per turn you can force a creature hit with this weapon to make a Constitution saving throw, on a failure taking additional slashing damage equal to your Intelligence modifier at the start of it's turn for 1 minute or until it takes an action to patch itself up. Once a creature has been affected by this ability, it is immune to it for 24 hours

**Varied Blow Gun.** You can shoot out a wide variety of darts from your specialized blow gun. This weapon has a 30 foot normal range and a 60 foot long range and deals 1d6 piercing damage on a hit, and once per turn you can force a creature hit with this weapon to make a Constitution saving throw, on a failure you roll a d6 to see the additional affect that happens to the creature. Only 1 creature can be affected by this ability at a time.

#### d6

#### Effect

- 1 The target takes an additional 1d4 poison damage
- 2 The target takes an additional 1d4 necrotic damage
- 3 The target is poisoned until the end of your next turn
- 4 The target is blinded until the end of your next turn
- 5 The target is stunned until the end of your next turn
- 6 The target goes into a frenzy and attacks any creatures nearby until the end of your next turn

### EXTRA ATTACK

Starting at 5th level, you can attack twice, rather than once, whenever you take the Attack action on your turn.



## ADVANCED SURVIVAL

At 9th level, you can make the ordeal of surviving much easier with your applied knowledge. You gain an amount of uses for this feature equal to half your Intelligence modifier (rounded up) per long rest that you can use to create one of the listed effects.

- **Healing Balm.** As an action, you can apply a soothing balm on you or a creature within 5 feet of you, healing 3d8 + your Intelligence modifier and remove one condition on the targeted creature if it is suffering from one.

- **Frenzied Mushrooms.** As an action, you can give a handful of weird mushrooms to you or a creature within 5 feet of you, giving them advantage on one weapon attack on their turn for a minute and giving them an amount of temporary hit points equal to your Intelligence modifier.

- **Sneaky Trap.** As an action, you can set up a trap that is 10x10 feet wide in an unoccupied space. This trap has an AC of 14 and hit points equal to your artificer level. As a bonus action or as a reaction to someone entering that space, you can force any creatures within the area of the trap to make a Dexterity saving throw against your artificer spell save DC. On a failure, a creature is *restrained* for a minute or until the trap is destroyed and any attacks made on a creature within the trap deals additional damage equal to your Intelligence modifier.

### CREATED BY HICKS

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## STONE AGE GENIUS

At 15th level, you are unmatched in your field, achieving a second evolution with your inventions and almost becoming one with them. You can make a single attack with one of your weapons from your New Dawn of Weaponry feature as a bonus action. Additionally, your weapons increase in effectiveness at this level.

- **Harder Club.** When you hit a creature with an attack from this weapon, you can force it to make a Constitution saving throw as you try and critically break their bodies. On a failure, they have disadvantage on all attacks for a minute. You can use this feature an amount of times equal to half your Intelligence modifier (rounded up) per long rest.

- **Pointy Spear.** When you hit a creature with an attack from this weapon, you can attempt to make an additional attack against a creature within this weapon's range. You can only do this once per turn, and you can use this feature an amount of times equal to half your Intelligence modifier (rounded up) per long rest.

- **Varied Blow Gun.** The effects table for this weapon increases to a d8 and you gain two new effects.

d8

Effect

- |   |   |
|---|---|
| 7 | The target gains a level of exhaustion, to a maximum of 2 levels from this effect |
| 8 | The target is unconscious until the end of your next turn                         |





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