Alchemist

Tools of the Trade
By the time you adopt this specialty at 3rd level, you're deeply familiar with employing its tools.
Proficiencies. You gain proficiency with alchemist's supplies and the herbalism kit, assuming you don't already have them. You also gain alchemist's supplies and an herbalism kit for free – the result of tinkering you've done as you've prepared for this specialization.
Crafting. If you craft a magic item in the potion category, it takes you a quarter of the normal time, and it costs you half as much of the usual gold.

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

Artificer Level	Alchemist Spells
3rd	Purify Food and Drink, Ray of Sickness
5th	Melf's Acid Arrow, Web
9th	Create Food and Water, Stinking Cloud
13th	Blight, Death Ward
17th	Cloudkill, Raise Dead

Alchemical Homunculous
At 3rd level, you learn ancient methods for magically creating a special homunculus that is formed by alchemical substances.
Whenever you finish a long rest and your alchemist's supplies are with you, you can form this homunculus in an unoccupied space within 5 feet of you. If you already have a homunculus from this feature, the first one immediately dies.
The homunculus is friendly to you and your companions, and it obeys your commands. See this creature's game statistics in the Alchemical Homunculus stat block. You determine the homunculus's appearance, which includes wings and bits of alchemical equipment. Some alchemists prefer mechanical-looking birds, whereas others like winged vials or miniature cauldrons.
In combat, the homunculus shares your initiative count, but it takes its turn immediately after yours. The only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take one of the actions in its stat block or to take the Dash, Disengage, or Help action.
If the Mending spell is cast on it, it regains 2d6 hit points. If it has died within the last hour, you can use your alchemist's supplies as an action to revive it, provided you are within 5 feet of it and you expend a spell slot of 1st level or higher. The homunculus returns to life with all its hit points restored.

Alchemical Homunculus
Tiny construct, neutral
Armor: Class 13 (natural armor)
Hit Points: equal to five times your level in this class + your Intelligence modifier
Speed: 20 ft., fly 30 ft.
STR 4 (−3) DEX 15 (+2) CON 11 (+0) INT 10 (+0) WIS 10 (+0) CHA 7 (−2)
Skills: Perception +4, Stealth +4
Damage Immunities: acid, poison
Condition Immunities: charmed, exhaustion, poisoned
Senses: darkvision 60 ft., passive Perception 10
Languages: understands the languages you speak
Might of the Master: The following numbers increase by 1 when your proficiency bonus increases by 1: the homunculus's skill bonuses and the bonuses to hit and damage of its Acidic Spittle.
Actions (Require Your Bonus Action):
Acidic Spittle. Ranged Weapon Attack: +4 to hit, range 30 ft., one target you can see. Hit: 1d6 + 2 acid damage.
Alchemical Salve: (3/Day). The homunculus produces a salve and touches one creature you designate. The target receives one of the following magical benefits of your choice:
• Buoyancy. The target gains a flying speed of 10 feet for 10 minutes.
• Inspiration. The target feels giddy and effective, gaining advantage on certain ability checks in the next hour. The target chooses the checks before or after rolling. The magic runs out after the target has used it on a number of checks equal to your Intelligence modifier (minimum of 1).
• Resilience. The target gains a number of temporary hit points equal to 2d6 + your Intelligence modifier.

Alchemical Mastery
At 6th level, your command of magical chemicals has become masterful, enhancing the healing and damage you create through them. When you cast a spell using your alchemist's supplies as the spellcasting focus, you gain a bonus to one roll of the spell. That roll must restore hit points or be a damage roll that deals acid or poison damage, and the bonus equals your Intelligence modifier (minimum of +1).
In addition, you can cast Lesser Restoration without expending a spell slot, provided you use alchemist's supplies as the spellcasting focus. You can do so a

number of times per day equal to your Intelligence modifier (minimum of once).

Chemical Savant

By 14th level, you have been exposed to so many chemicals and unlocked their secrets that they pose little risk to you, and you can use them to quickly end certain ailments. You gain resistance to acid damage and poison damage, and you are now immune to the poisoned condition.

In addition, you can cast Greater Restoration once without expending a spell slot and without providing the material component, provided you use alchemist's supplies as the spellcasting focus. You regain the ability to do so when you finish a long rest.

Artillerist

Tools of the Trade

By the time you adopt this specialty at 3rd level, you're deeply familiar with employing its tools.
Proficiencies. You gain proficiency with smith's tools and woodcarver's tools, assuming you don't already have them. You also gain those tools for free – the result of tinkering you've done as you've prepared for this specialization. In addition, you gain the ability to use rods, staffs, and wands as spellcasting focuses for your artificer spells. You also gain a nonmagical, wooden wand for free, which you've carved in your spare time.
Crafting. If you craft a magic item in the wand category, it takes you a quarter of the normal time, and it costs you half as much of the usual gold.

Artillerist Spells

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

Artificer Level	Artillerist Spells
3rd	Shield, Thunderwave
5th	Scorching Ray, Shatter
9th	Fireball, Wind Wall
13th	Ice Storm, Wall of Fire
17th	Cone of Cold, Wall of Force

Arcane Turret

At 3rd level, you learn how to create a magical turret.

With your smith's tools in hand, you can take an action to magically summon a Medium turret in an unoccupied space on a horizontal surface within 5 feet of you.

The turret is a magical object that occupies its space and that has crablike legs. It has an AC of 18 and a number of hit points equal to five times your artificer level. It is immune to poison damage, psychic damage, and all conditions. If it is forced to make an ability check or a saving throw, treat all its ability scores as 10 (+0). If the Mending spell is cast on it, it regains 2d6 hit points. It disappears if it is reduced to 0 hit points or after 10 minutes. You can dismiss it early as an action.

When you summon the turret, you decide which type it is, choosing from the options on the Arcane Turrets table. On each of your turns, you can take a bonus action to cause the turret to activate if you are within 60 feet of it. As part of the same action, you can direct the turret to walk or climb up to 15 feet to an unoccupied space.

You can summon a turret once for free and must finish a long rest before doing so again. You can also summon the turret by expending a spell slot of 1st level or higher. If you summon a second turret, the first turret disappears.

As an action, you can command your turret to detonate if you are within 60 feet of it. Doing so destroys the turret and forces each creature within 10 feet of it to make a Dexterity saving throw against your spell save DC, taking 3d6 force damage on a failed save or half as much damage on a successful one.

Arcane Turrets:

Flamethrower: The turret exhales fire in an adjacent 15-foot cone that you designate. Each creature in that area must make a Dexterity saving throw against your spell save DC, taking 1d8 fire damage on a failed save or half as much damage on a successful one. The fire ignites any flammable objects in the area that aren't being worn or carried.

Force Ballista: Make a ranged spell attack, originating from the turret, at one creature or object within 120 feet of it. On a hit, the target takes 2d8 force damage, and if the target is a creature, it is pushed up to 5 feet away from the turret.

Defender: The turret emits a burst of positive energy that grants itself and each creature of your choice within 10 feet of it a number of temporary hit points equal to 1d8 + your Intelligence modifier (minimum of +1).

Wand Prototype

By 6th level, you now regularly experiment with channeling different types of magic through wands.

Whenever you finish a long rest and your woodcarver's tools are with you, you can touch a nonmagical, wooden wand and turn it into a magic item. When you do so, you invest it with one artificer cantrip of your choice – even one you don't know – that has a casting time of 1 action. As an action, you can cause the magic wand to produce the cantrip, using your spellcasting ability modifier (other creatures are unable to use the wand's magic). The wand loses this magic when you finish your next long rest.

Any damage roll you make for a cantrip in the wand gains a bonus equal to your Intelligence modifier (minimum of +1).

When you reach 14th level in this class, you can invest the wand with two cantrips at the end of a long rest.

Fortified Position

Starting at 14th level, you're a master at conjuring a well-defended emplacement. You and your allies have half cover while within 10 feet of a turret you create with Arcane Turret, as a result of a shimmering field of magical protection that the turret emits.

You can also now summon a second turret for free and must finish a long rest before doing so again. If you summon the second turret while the first is still present, the first one doesn't disappear, and each turret can be of a different type (if you summon a third turret, the first turret vanishes). Moreover, you can use one bonus action to activate both turrets.