

Archive of Forgotten Lore:

Artificer

This is Supplemental Material

Artificer Specialist

At 3rd level, an artificer gains the Artificer Specialist feature. This is an option written by Odvaskar for that feature: The Saboteur.

Saboteur

An artificer that specializes as a Saboteur creates a gauntlet to help with all covert operations. A combination of a rogue and inventor, a Saboteur is an expert when it comes to infiltration and perfecting their designs. Many saboteurs are burglars, hired killers, or bounty hunters.

Saboteur Spells

3rd-level Saboteur feature

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

Saboteur Spells

Artificer Level	Spells
3rd	<i>Disguise Self, Fog Cloud</i>
5th	<i>Invisibility, Silence</i>
9th	<i>Major Image, Nondetection</i>
13th	<i>Dimension Door, Greater Invisibility</i>
17th	<i>Mislead, Modify Memory</i>

Covert Inventor

3rd-level Saboteur feature

When you adopt this specialization at 3rd level, you gain proficiency with Dexterity (Stealth) checks and Poisoner's Kit.

Infiltrator Gauntlet

3rd-level Saboteur feature

Your covert pursuits have led you to create a gauntlet to help you in your dubious deeds. You can use the Infiltrator Gauntlet as a spellcasting focus for your artificer spells. The main feature of the base model is a grappling hook. The hook has an effective range of 30 feet, and an extended range of 60 feet. You can use an action to shoot the hook from the gauntlet, making a ranged spell attack against the target. On a successful hit, the target takes 1d4 piercing damage. If you miss, the grapple hook instantly retracts back into the gauntlet. Depending on the target you can do the following:

Surfaces: Hitting hard surfaces like metal or stone, causes the grapple hook to be deflected. Hitting soft surfaces like wood allows the hook to pierce into surface and allows you to use your reaction to pull yourself 30 feet closer to the spot where the hook pierced the surface.

Objects: Successfully hitting an object that is smaller than your size cause it to become grappled and you can use your reaction to pull it 30 feet closer to you. As long as it weighs no more than half your weight.

Creatures: When you hit a creature you can use your reaction to do one of the following:

- Pull a creature of smaller size than you 30 feet closer.
- Grapple a creature of your size. Use your artificer spell save DC for breaking the grapple.
- Pull yourself 30 feet closer to a creature of larger size than you.

Replacing an infiltrator Gauntlet takes 4 hours and for your thieves' tool to be in hand.

Gauntlet Model

3rd-level Saboteur feature

You can customize your Infiltrator Gauntlet. When you do so, choose from one of the two models: Assassin or Burglar. Each model has a special weapon. When you attack with that weapon, you can add your Intelligence modifier, instead of Strength or Dexterity, to attack and damage rolls.

You can change the gauntlet's model whenever you finish a short or long rest, provided you have thieves' tools in hand.

Assassin Model. This model is made for deadly assassins. It has the following features:

Assassin Blade. The gauntlet has a concealed retractable dagger. The blade deals 1d4 piercing damage on a hit. If you surprise or have advantage on creature and hit it with the blade, the attack deals a number of d6s equal to half your artificer level (rounded down) of extra damage. You can only deal this extra damage once per turn.

Dartgun. Your gauntlet has an integrated blowgun. You are required to buy or make darts as ammunition for the dartgun, but once per short rest you can create a number of poisoned darts equal to your proficiency bonus. You must have a Poisoner's Kit in hand to create the poison, which loses its potency after an hour. When a creature is hit by a poisoned dart it must succeed on a Constitution saving or become poisoned until the start of its next turn. In addition to being poisoned, it also can't take reactions until the start of its next turn.

Burglar Model. This model is made for thieves and hired thugs. It has the following features:

The Enforcer. Your gauntlet has an armored power glove. The glove deals 1d6 bludgeoning damage on a hit. When you use your action to attack with the glove, you can make an additional attack with the glove as a bonus action.

Thief's Hand. Your thieves tools and small magical magnets are intergraded into your gauntlet. Whenever you make a Dexterity (Thieves' Tool and Sleight of Hand) check, you gain a bonus to the

check equal to your Intelligence modifier (minimum of +1). Additionally, the range of your Dexterity (Sleight of Hand) checks is increased by 10 feet.

Reliable Tool

5th-level Saboteur feature

Starting at 5th level, you have enhanced the design of your Infiltrator Gauntlet. Attacks made with the gauntlet count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. Additionally, you can use the grappling hook on the gauntlet as a bonus action and the grapple hook can pierce hard surfaces.

Saboteur Gauntlet

9th-level Saboteur feature

When you reach 9th level, you have learned how to integrate the Assassin and Burglar models on the same gauntlet.

Perfected Design

15th-level Saboteur feature

At 15th level, you have perfected the design of your gauntlet. The perfected design gives you the following features as long as you are wearing the gauntlet:

- **Guardian Shield.** You added a retractable lightweight magical shield to your gauntlet that animates to protect you. You gain +2 to your AC and you have advantage Dexterity saving throws.
- **Stealth field.** As an action, you can cast the *Invisibility* spell without expending a spell slot or using any components. You can cast the spell in this way a number of times equal to your proficiency bonus and you regain all expended uses when you finish a long rest.