

# Artificer

Masters of invention, artificers use ingenuity and magic to unlock extraordinary capabilities in objects. They see magic as a complex system waiting to be decoded and then harnessed in their spells and inventions. You can find everything you need to play one of these inventors in the next few sections.

Artificers use a variety of tools to channel their arcane power. To cast a spell, an artificer might use alchemist's supplies to create a potent elixir, calligrapher's supplies to inscribe a sigil of power, or tinker's tools to craft a temporary charm. The magic of artificers is tied to their tools and their talents, and few other characters can produce the right tool for a job as well as an artificer.

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# Artificer overview

1d8 per artificer level

## Proficiencies

Light armor, medium armor, shields

Simple weapons, firearms

Thieves' tools, tinker's tools, one type of artisan's tools of your choice

Constitution, Intelligence

Choose two from Arcana, History, Investigation, Medicine, Nature, Perception, Sleight of Hand

## Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- any two simple weapons
- a light crossbow and 20 bolts
- (a) studded leather armor or (b) scale mail
- thieves' tools and a dungeoneer's pack

# Artificer features

## Magical Tinkering

At 1st level, you've learned how to invest a spark of magic into mundane objects. To use this ability, you must have thieves' tools or artisan's tools in hand. You then touch a Tiny nonmagical object as an action and give it one of the following magical properties of your choice:

- The object sheds bright light in a 5-foot radius and dim light for an additional 5 feet.
- Whenever tapped by a creature, the object emits a recorded message that can be heard up to 10 feet away. You utter the message when you bestow this property on the object, and the recording can be no more than 6 seconds long.
- The object continuously emits your choice of an odor or a nonverbal sound (wind, waves, chirping, or the like). The chosen phenomenon is perceivable up to 10 feet away.
- A static visual effect appears on one of the object's surfaces. This effect can be a picture, up to 25 words of text, lines and shapes, or a mixture of these elements, as you like.

The chosen property lasts indefinitely. As an action, you can touch the object and end the property early.

You can bestow magic on multiple objects, touching one object each time you use this feature, though a single object can only bear one property at a time. The maximum number of objects you can affect with this feature at one time is equal to your Intelligence modifier (minimum of one object). If you try to exceed your maximum, the oldest property immediately ends, and then the new property applies.

## Spellcasting

You've studied the workings of magic and how to cast spells, channeling the magic through objects. To observers, you don't appear to be casting spells in a conventional way; you appear to produce wonders from mundane items and outlandish inventions.

## Tools Required

You produce your artificer spell effects through your tools. You must have a spellcasting focus—specifically thieves' tools or some kind of artisan's tool—in hand when you cast any spell with this Spellcasting feature (meaning the spell has an "M" component when you cast it). You must be proficient with the tool to use it in this way. See the equipment chapter in the Player's Handbook for descriptions of these tools.

After you gain the Infuse Item feature at 2nd level, you can also use any item bearing one of your infusions as a spellcasting focus.

## Cantrips (0-Level Spells)

At 1st level, you know two cantrips of your choice from the [artificer spell list](#). At higher levels, you learn additional artificer cantrips of your choice, as shown in the Cantrips Known column of the Artificer table.

When you gain a level in this class, you can replace one of the artificer cantrips you know with another cantrip from the [artificer spell list](#).

## Preparing and Casting Spells

The Artificer table shows how many spell slots you have to cast your artificer spells. To cast one of your artificer spells of 1st level or higher, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of artificer spells that are available for you to cast, choosing from the [artificer spell list](#). When you do so, choose a number of artificer spells equal to your Intelligence modifier + half your artificer level, rounded down (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 5th-level artificer, you have four 1st-level and two 2nd-level spell slots. With an Intelligence of 14, your list of prepared spells can include four spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell [Cure Wounds](#), you can cast it using a 1st-level or a 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of artificer spells requires time spent tinkering with your spellcasting focuses: at least 1 minute per spell level for each spell on your list.

## Spellcasting Ability

Intelligence is your spellcasting ability for your artificer spells; your understanding of the theory behind magic allows you to wield these spells with superior skill. You use your Intelligence whenever an artificer spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for an artificer spell you cast and when making an attack roll with one.

**Spell save DC** = 8 + your proficiency bonus + your Intelligence modifier

**Spell attack modifier** = your proficiency bonus + your Intelligence modifier

## Ritual Casting

You can cast an artificer spell as a ritual if that spell has the ritual tag and you have the spell prepared.

## Infuse Item

At 2nd level, you've gained the ability to imbue mundane items with certain magical infusions, turning those objects into magic items.

## Infusions Known

When you gain this feature, pick four [artificer infusions](#) to learn. You learn additional infusions of your choice when you reach certain levels in this class, as shown in the Infusions Known column of the Artificer table.

Whenever you gain a level in this class, you can replace one of the artificer infusions you learned with a new one.

## Infusing an Item

Whenever you finish a long rest, you can touch a nonmagical object and imbue it with one of your artificer infusions, turning it into a magic item. An infusion works on only certain kinds of objects, as specified in the infusion's description. If the item requires attunement, you can attune yourself to it the instant you infuse the item. If you decide to attune to the item later, you must do so using the normal process for attunement (see the attunement rules in the *Dungeon Master's Guide*).

Your infusion remains in an item indefinitely, but when you die, the infusion vanishes after a number of days equal to your Intelligence modifier (minimum of 1 day). The infusion also vanishes if you replace your knowledge of the infusion.

You can infuse more than one nonmagical object at the end of a long rest; the maximum number of objects appears in the Infused Items column of the Artificer table. You must touch each of the objects, and each of your infusions can be in only one object at a time. Moreover, no object can bear more than one of your infusions at a time. If you try to exceed your maximum number of infusions, the oldest infusion ends, and then the new infusion applies.

If an infusion ends on an item that contains other things, like a bag of holding, its contents harmlessly appear in and around its space.

## Artificer Specialist

At 3rd level, you choose the type of specialist you are. Your choice grants you features at 5th level and again at 9th and 15th level.

Spe cial ty	Sou rce
Alch emi st	Tas ha's Caul dron of Ever ythi ng Eber ron: Risi ng fro m the Last War

Arm orer	Tas ha's Caul dron of Ever ythi ng
Artill erist	Tas ha's Caul dron of Ever ythi ng Eber ron: Risi ng fro m the Last War
Batt le Smit h	Tas ha's Caul dron of Ever ythi ng Eber ron: Risi ng fro m the Last War

<b>The following domains are unofficial content developed by Eberron writer Keith Baker and released on the Dungeon Master's Guild</b>	
<a href="#">Forge Adept</a>	Exploring Eberron
<a href="#">Mastermaker</a>	Dread Metrol
<a href="#">Maverick</a>	Exploring Eberron
<b>Archived Unearthed Arcana</b>	



Archivist	Unearthed Arcana 58 - Artificer
Armorer	Unearthed Arcana 69 - Subclasses, Part 3

## The Right Tool for the Job

At 3rd level, you've learned how to produce exactly the tool you need: with thieves' tools or artisan's tools in hand, you can magically create one set of artisan's tools in an unoccupied space within 5 feet of you. This creation requires 1 hour of uninterrupted work, which can coincide with a short or long rest. Though the product of magic, the tools are nonmagical, and they vanish when you use this feature again.

## Ability Score Improvement

When you reach 4th level, 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

## Tool Expertise

At 6th level, your proficiency bonus is now doubled for any ability check you make that uses your proficiency with a tool.

## Flash of Genius

At 7th level, you've gained the ability to come up with solutions under pressure. When you or another creature you can see within 30 feet of you makes an ability check or a saving throw, you can use your reaction to add your Intelligence modifier to the roll.

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

## Magic Item Adept

When you reach 10th level, you achieve a profound understanding of how to use and make magic items:

- You can attune to up to four magic items at once.
- If you craft a magic item with a rarity of common or uncommon, it takes you a quarter of the normal time, and it costs you half as much of the usual gold.

## Spell-Storing Item

At 11th level, you can now store a spell in an object. Whenever you finish a long rest, you can touch one simple or martial weapon or one item that you can use as a spellcasting focus, and you store a spell in it, choosing a 1st- or 2nd-level spell from the [artificer spell list](#) that requires 1 action to cast (you needn't have it prepared).

While holding the object, a creature can take an action to produce the spell's effect from it, using your spellcasting ability modifier. If the spell requires concentration, the creature must concentrate. The spell stays in the object until it's been used a number of times equal to twice your Intelligence modifier (minimum of twice) or until you use this feature again to store a spell in an object.

## Magic Item Savant

At 14th level, your skill with magic items deepens more:

- You can attune to up to five magic items at once.
- You ignore all class, race, spell and level requirements on attuning to or using a magic item.

## Magic Item Master

Starting at 18th level, you can attune up to six magic items at once.

## Soul of Artifice

At 20th level, you develop a mystical connection to your magic items, which you can draw on for protection:

- You gain a +1 bonus to all saving throws per magic item you are currently attuned to.
- If you're reduced to 0 hit points but not killed out-right, you can use your reaction to end one of your artificer infusions, causing you to drop to 1 hit point instead of 0.

# Infusions

***Artificer infusions are extraordinary processes that rapidly turn a nonmagical object into a magic item. The description of each of the following infusions details the type of object that can receive it, along with whether the resulting magic item requires attunement.***

***Some infusions specify a minimum artificer level. You can't learn such an infusion until you are at least that level.***

***Unless an infusion's description says otherwise, you can't learn an infusion more than once.***

## Arcane Propulsion Armor

***Prerequisite: 14th-level artificer***

***Item: A suit of armor (requires attunement)***

The wearer of this armor gains these benefits:

- The wearer's walking speed increases by 5 feet.
- The armor includes gauntlets, each of which is a magic melee weapon that can be wielded only when the hand is holding nothing. The wearer is proficient with the gauntlets, and each one deals 1d8 force damage on a hit and has the thrown property, with a normal range of 20 feet and a long range of 60 feet. When thrown, the gauntlet detaches and flies at the attack's target, then immediately returns to the wearer and reattaches.
- The armor can't be removed against the wearer's will.
- If the wearer is missing any limbs, the armor replaces those limbs - hands, arms, feet, legs, or similar appendages. The replacements function identically to the body parts they replace.

## Armor of Magical Strength

***Item: A suit of armor (requires attunement)***

This armor has 6 charges. The wearer can expend the armor's charges in the following ways:

- When the wearer makes a Strength check or a Strength saving throw, it can expend 1 charge to add a bonus to the roll equal to its Intelligence modifier.
- If the creature would be knocked prone, it can use its reaction to expend 1 charge to avoid being knocked prone.

The armor regains 1d6 expended charges daily at dawn.

## Armor of Tools (UA)

***Item: A suit of armor***

As an action, a creature wearing this infused armor can integrate into it artisan's tools or thieves' tools. The tools remain integrated in the armor for 8 hours or until the wearer removes the tools as an action. The armor can have only one tool integrated at a time. The wearer can add its Intelligence modifier to any ability checks it makes with the integrated tool. The wearer must have a hand free to use the tool.

## Boots of the Winding Path

***Prerequisite: 6th-level artificer***

***Item: A pair of boots (requires attunement)***

While wearing these boots, a creature can teleport up to 15 feet as a bonus action to an unoccupied space the creature can see. The creature must have occupied that space at some point during the current turn.

## Enhanced Arcane Focus

***Item: A rod, staff or wand (requires attunement)***

While holding this item, a creature gains +1 bonus to spell attack rolls. In addition, the creature ignores half cover when making a spell attack.

The bonus increases to +2 when you reach 10th level in this class.

## Enhanced Defense

***Item: A suit of armor or a shield***

A creature gains a +1 bonus to Armor Class while wearing (armor) or wielding (shield) the infused item.

The bonus increases to +2 when you reach 10th level in this class.

## Enhanced Weapon

***Item: A simple or martial weapon***

This magic weapon grants a +1 bonus to attack and damage rolls made with it.

The bonus increases to +2 when you reach 10th level in this class.

## Helm of Awareness

***Prerequisite: 10th-level artificer***

***Item: A helmet (requires attunement)***

While wearing this helmet, a creature has advantage on initiative rolls. In addition, the wearer can't be surprised, provided it isn't incapacitated.

## Homunculus Servant

***Item: A gem or crystal worth at least 100 gp***

You learn intricate methods for magically creating a special homunculus that serves you. The item you infuse serves as the creature's heart, around which the creature's body instantly forms.

You determine the homunculus's appearance. Some artificers prefer mechanical-looking birds, whereas some like winged vials or miniature, animate cauldrons.

The homunculus is friendly to you and your companions, and it obeys your commands. See this creature's game statistics in the Homunculus Servant stat block, which uses your proficiency bonus (PB) in several places.

In combat, the homunculus shares your initiative count, but it takes its turn immediately after yours. It can move and use its reaction on its own, but 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 another action. That action can be one in its stat block or some other action. If you are incapacitated, the homunculus can take any action of its choice, not just Dodge.

The homunculus regains 2d6 hit points if the mending spell is cast on it. If you or the homunculus dies, it vanishes, leaving its heart in its space.

<b>Homunculus Servant</b>
<i>Tiny construct</i>
<b>Armor Class:</b> 13 (natural armor)
<b>Hit Points:</b> 1 + your Intelligence modifier + your artificer level (the homunculus has a number of Hit Dice [d4s] equal to your artificer level)
<b>Speed:</b> 20 ft., fly 30 ft.

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R	X	N	T	S	A
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-	(	(	(	(	—
3	+	+	+	+	2
)	2	1	0	0	)
	)	)	)	)	

**Saving  
Throws:**  
Dex +2  
plus PB

**Skills:**  
Perception  
+0 plus PB  
x 2, Stealth  
+2 plus PB

**Damage  
Immunities:** poison

**Condition  
Immunities:**  
exhaustion  
, poisoned

**Senses:**  
darkvision  
60 ft.,  
passive  
Perception  
10 + (PB x  
2)

**Language  
s:**  
understan  
ds the  
languages  
you speak



**Challenge**  
: —

**Proficiency Bonus (PB):**  
equals  
your bonus

***Evasion.*** If the homunculus is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails. It can't use this trait if it's incapacitated.

**Actions**

**Force Strike.**

*Ranged Weapon*

*Attack:*

your spell attack modifier to hit, range 30 ft., one target you can see.

*Hit:* 1d4 + PB force damage.

**Reactions**

**Channel Magic.**

The homunculus delivers a spell you cast that has a range of touch. The homunculus must be within 120 feet of you.

## Mind Sharpener

***Item: A suit of armor or robes***

The infused item can send a jolt to the wearer to refocus their mind. The item has 4 charges. When the wearer fails a Constitution saving throw to maintain concentration on a spell, the wearer can use its reaction to expend 1 of the item's charges to succeed instead. The item regains 1d4 expended charges daily at dawn.

## Radiant Weapon

**Prerequisite: 6th-level artificer**

**Item: A simple or martial weapon (requires attunement)**

This magic weapon grants a + 1 bonus to attack and damage rolls made with it. While holding it, the wielder can take a bonus action to cause it to shed bright light in a 30-foot radius and dim light for an additional 30 feet. The wielder can extinguish the light as a bonus action.

The weapon has 4 charges. As a reaction immediately after being hit by an attack, the wielder can expend 1 charge and cause the attacker to be blinded until the end of the attacker's next turn, unless the attacker succeeds on a Constitution saving throw against your spell save DC. The weapon regains 1d4 expended charges daily at dawn.

## Repeating Shot

**Item: A simple or martial weapon with the ammunition property (requires attunement)**

This magic weapon grants a + 1 bonus to attack and damage rolls made with it when it's used to make a ranged attack, and it ignores the loading property if it has it.

If you load no ammunition in the weapon, it produces its own, automatically creating one piece of magic ammunition when you make a ranged attack with it. The ammunition created by the weapon vanishes the instant after it hits or misses a target.

## Replicate Magic Item

Using this infusion, you replicate a particular magic item. You can learn this infusion multiple times; each time you do so, choose a magic item that you can make with it, picking from the Replicable Items tables. A table's title tells you the level you must be in the class to choose an item from the table. Alternatively, you can choose the magic item from among the common magic items in the game, not including potions or scrolls.

In the tables, an item's entry tells you whether the item requires attunement. See the item's description in the *Dungeon Master's Guide* for more information about it, including the type of object required for its making.

If you have *Xanathar's Guide to Everything*, you can choose from among the common magic items in that book when you pick a magic item you can replicate with this infusion.

Replicable Magic Items (2nd-Level Artificer)	
Ma gic Ite m	Att une me nt
Alch emy Jug	No
Bag of Hold ing	No
Cap of Wat er Bre athi ng	No
Gog gles of Nigh t	No

Rope of Climbing	No
Sending Stones	No
Wand of Magic Detection	No
Wand of Secrets	No

Replicable Magic Items (6th-Level Artificer)	
Magic Item	Attunement

Boots of Elvenkind	No
Cloak of Elvenkind	Yes
Cloak of the Mantara Ray	No
Eyes of Charming	Yes
Gloves of Thievery	No

Lantern of Revealing	No
Pipes of Haunting	No
Ring of Water Walking	No

Replicable Magic Items (10th-level artificer)	
Magic Item	Attunement

Boots of Striding and Springing	Yes
Boots of the Winterlands	Yes
Bracers of Archery	Yes
Brooch of Shielding	Yes
Cloak of Protection	Yes



Eye s of the Eagl e	Yes
Gau ntlet s of Ogr e Pow er	Yes
Glov es of Miss ile Snar ing	Yes
Glov es of Swi mmi ng and Clim bing	Yes

Hat of Disg uise	Yes
Hea dba nd of Intel lect	Yes
Hel m of Tele path y	Yes
Med allio n of Tho ught s	Yes
Nec klac e of Ada ptati on	Yes

Peri apt of Wou nd Clos ure	Yes
Pipe s of the Sew ers	Yes
Quiv er of Ehlo nna	No
Ring of Jum ping	Yes
Ring of Min d Shie ldin g	Yes

Slippers of Spider Climbing	Yes
Ventilating Lungs (Eberon Rising from the Last War)	Yes
Winged Boots	Yes

Replicable Magic Items (14th-level artificer)

Ma gic Ite m	Att une me nt
Amu let of Heal th	Yes
Arca ne Prop ulsi on Arm (Ebe rron : Risi ng fro m the Last War )	Yes
Belt of Hill Gian t Stre ngth	Yes

Boots of Levitation	Yes
Boots of Speed	Yes
Bracers of Defense	Yes
Cloak of the Bat	Yes
Dimensional Shackles	No
Gem of Seeing	Yes

Hor n of Blas ting	No
Ring of Free Acti on	Yes
Ring of Prot ecti on	Yes
Ring of the Ram	Yes

## Repulsion Shield

**Prerequisite:** 6th-level artificer  
**Item:** A shield (requires attunement)

A creature gains a +1 bonus to Armor Class while wielding this shield.

The shield has 4 charges. While holding it, the wielder can use a reaction immediately after being hit by a melee attack to expend 1 of the shield's charges and push the attacker up to 15 feet away. The shield regains 1d4 expended charges daily at dawn.

## Resistant Armor

**Prerequisite:** 6th-level artificer  
**Item:** A suit of armor (requires attunement)

While wearing this armor, a creature has resistance to one of the following damage types, which you choose when you infuse the item: acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder.

## Returning Weapon

***Item: A simple or martial weapon with the thrown property***

This magic weapon grants a +1 bonus to attack and damage rolls made with it, and it returns to the wielder's hand immediately after it is used to make a ranged attack.

## Spell-Refueling Ring

***Prerequisite: 6th-level artificer***

***Item: A ring (requires attunement)***

While wearing this ring, the creature can recover one expended spell slot as an action. The recovered slot can be of 3rd level or lower. Once used, the ring can't be used again until the next dawn.



# Armorer

*An artificer who specializes as an Armorer modifies armor to function almost like a second skin. The armor is enhanced to hone the artificer's magic, unleash potent attacks, and generate a formidable defense. The artificer bonds with this armor, becoming one with it even as they experiment with it and refine its magical capabilities.*

Source: Tasha's Cauldron of Everything

## Tools of the Trade

When you adopt this specialization at 3rd level, you gain proficiency with heavy armor. You also gain proficiency with smith's tools. If you already have this tool proficiency, you gain proficiency with one other type of artisan's tools of your choice.

## Armorer Spells

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

Armorer Spells	
Arti fice r Lev el	Arm ore r Spe lls

3rd	Mag ic Miss ile, Thu nder wav e
5th	Mirr or Ima ge, Shat ter
9th	Hyp noti c Patt ern, Ligh tnin g Bolt
13th	Fire Shie ld, Gre ater Invis ibilit y

17th	Pass wall , Wall of Forc e
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## Arcane Armor

Beginning at 3rd level, your metallurgical pursuits have led to you making armor a conduit for your magic. As an action, you can turn a suit of armor you are wearing into Arcane Armor, provided you have smith's tools in hand.

You gain the following benefits while wearing this armor:

- If the armor normally has a Strength requirement, the arcane armor lacks this requirement for you.
- You can use the arcane armor as a spellcasting focus for your artificer spells.
- The armor attaches to you and can't be removed against your will. It also expands to cover your entire body, although you can retract or deploy the helmet as a bonus action. The armor replaces any missing limbs, functioning identically to a body part it is replacing.

The armor continues to be Arcane Armor until you don another suit of armor or you die.

## Armor Model

Beginning at 3rd level, you can customize your Arcane Armor. When you do so, choose one of the following armor models: Guardian or Infiltrator. The model you choose gives you special benefits while you wear it.

Each model includes a special weapon. When you attack with that weapon, you can add your Intelligence modifier, instead of Strength or Dexterity, to the attack and damage rolls.

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

**Guardian.** You design your armor to be in the front line of conflict. It has the following features:

- **Thunder Gauntlets.** Each of the armor's gauntlets counts as a simple melee weapon while you aren't holding anything in it, and it deals 1d8 thunder damage on a hit. A creature hit by the gauntlet has disadvantage on attack rolls against targets other than you until the start of your next turn, as the armor magically emits a distracting pulse when the creature attacks someone else.
- **Defensive Field.** As a bonus action, you can gain temporary hit points equal to your level in this class, replacing any temporary hit points you already have. You lose these temporary hit points if you doff the armor. You can use this bonus action a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

**Infiltrator.** You customize your armor for subtle undertakings. It has the following features:

- **Lightning Launcher.** A gemlike node appears on one of your armored fists or on the chest (your choice). It counts as a simple ranged weapon, with a normal range of 90 feet and a long range of 300 feet, and it deals 1d6 lightning damage on a hit. Once on each of your turns when you hit a creature with it, you can deal an extra 1d6 lightning damage to that target.
- **Powered Steps.** Your walking speed increases by 5 feet.
- **Dampening Field.** You have advantage on Dexterity (Stealth) checks. If the armor normally imposes disadvantage on such checks, the advantage and disadvantage cancel each other, as normal.

## Extra Attack

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

## Armor Modifications

At 9th level, you learn how to use your artificer infusions to specially modify your Arcane Armor. That armor now counts as separate items for the purposes of your Infuse Items feature: armor (the chest piece), boots, helmet, and the armor's special weapon. Each of those items can bear one of your infusions, and the infusions transfer over if you change your armor's model with the Armor Model feature. In addition, the maximum number of items you can infuse at once increases by 2, but those extra items must be part of your Arcane Armor.

## Perfected Armor

At 15th level, your Arcane Armor gains additional benefits based on its model, as shown below.

**Guardian.** When a Huge or smaller creature you can see ends its turn within 30 feet of you, you can use your reaction to magically force the creature to make a Strength saving throw against your spell save DC, pulling the creature up to 30 feet toward you to an unoccupied space. If you pull the target to a space within 5 feet of you, you can make a melee weapon attack against it as part of this reaction.

You can use this reaction a number of times equal to your proficiency bonus, and you regain all expended uses of it when you finish a long rest.

**Infiltrator.** Any creature that takes lightning damage from your Lightning Launcher glimmers with magical light until the start of your next turn. The glimmering creature sheds dim light in a 5-foot radius, and it has disadvantage on attack rolls against you, as the light jolts it if it attacks you. In addition, the next attack roll against it has advantage, and if that attack hits, the target takes an extra 1d6 lightning damage.