Artificer dnd 5e pdf 5e pdf book download

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ARTIFICER SPECIALITY

At 3rd level, an artificer gains the speciality feature. The following option is available to an artificer, in addition to the options offered in Ebberon: the Last War. The Archivist.

ARCHIVIST

What are the best ways to store vast amounts of information? That question has occupied chroniclers and librarians for centuries. Scrolls and books were the finest informationstoring methods for hundreds of years, but the first archivists imagined something greater: storing information in an artificial mind.

As an archivist, you are on the cutting edge of arcane advancement. Like all new breakthroughs, you must be careful with who you allow to witness this ability. Many will be frightened, some will see you as a genius, and some more nefarious factions may seek to bend you to their will. How will you use your fringe ability to create artificial intelligence?

ARCHIVIST FEATURES

ncer Level	Speil
3rd	Tool Proficiency, Artificial Mir

Archivist Spells Limited Sentience

9th Acute Overload 15th Permenent Sentience

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

AKTIFICIAL MIND

At 3rd level, you discover how to awaken a mind inside an object. Whenever you finish a long rest, and you have calligrapher's supplies available, you can magically rouse a keen mind within a Tiny, nonmagical object on which you write mystical symbols. The object is a magic item while the mind is inside it, adn you can use it as a spellcasting focus. If you already have an aritficial mind from this feature, the first one immediately dissipates. You must have the object on your person and be attuned to it in order to gain its benefits.

The magic item has the following properties. Information Overload As an action while the item is on your person, you can try to magically overload the thoughts of one creature that you can see within 30ft. The artificial mind channels a jumble of information at the creature, and they creature takes 1d8 psychic damage, and the next attack roll against it before the end of your next turn has advantage, since it is temporarily too distracted to defend itself well. The damage increases to 2d8 at 5th level, 3d8 at 11th level, and 4d8 at 17th level

Additionally, whenever you deal damage with this feature, you can expend a spell slot to deal extra damage to the target. The damage is 2d8 for a 1st level spell slot, plus 1d8 for each spell level higher than 1st.



Magical Telephony. While your artifical mind is on your person, you can communicate telepathically with anyone carrying an item bearing one of your artificier infusions, as the mind transmits the thoughts. The other person can communicate with you as long as they have the item. This two-way communication can even cross planar boundries. Skill Proficiencies. The artificial mind telepathically supplies you with advice and information about certain topics while the item is on your person, you have proficiency in two skills of your choice: the item's main material determines which skills you can choose from, as shown on the Artificial Mind table in the Skill Proficiencies column, for the nature of the object affects the mind's knowledge.

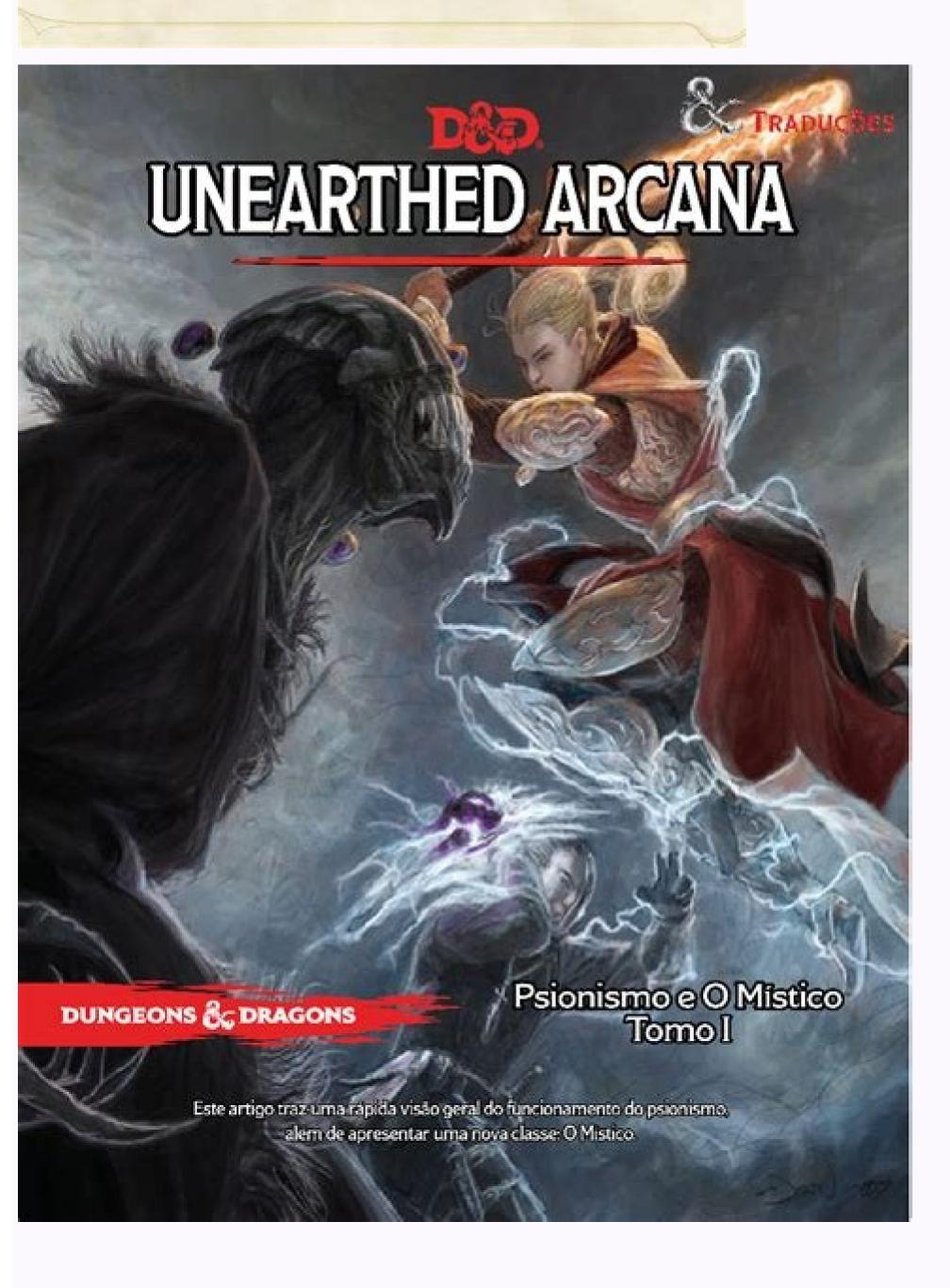
ARTIFICIAL MIND

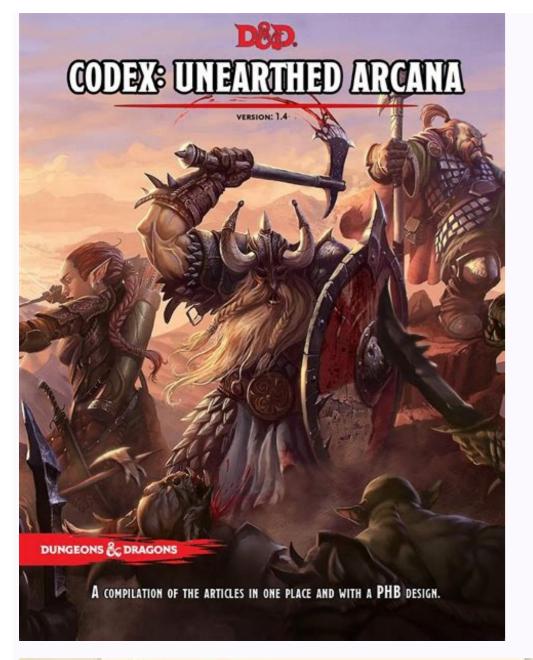
Material Examples Animal Parchment, Mineral Class, Metal

Deception, Intimidation Performance, Persuasion Leather, Bone

Plant Paper, Wood

Arcana, History Investigation, Nature Religion Animal Handling Insight, Medicine Perception, Survival





IRAANKI

Medium Aberration, neutral evil

Armor Class 13 Hit Points 110 (13d8+52) Sp eed 30ft.

STR DEX CON INT WIS CHA

17 (+3) 15 (+2) 18 (+4) 12 (+1) 14 (+2) 14 (+2)

Saving Throws Int +5, Wis +5

Skills Insight +10, Perception +8

Damage Resistances Force

Damage Immunities Thunder, Psychic Condition Immunities charmed Senses passive Perception 20 Languages Iraanki

Challenge 3 (700 XP)

Magic Resistance. The Iraanki has advantage on saving throws against magical effects.

Shred If a creature is grappled, the Iraanki can use its Claw attack as a bonus action on it.

Actions

Multistack The Iraanki makes two melee attacks

Claw: Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit 7 (1d8 + 3) slashing damage plus 3 (1d4+1) psychic damage

Tentacle. Melee Weapon Attack: +6 to hit, reach 10ft., one target. Hit 6 (1d6+3) Bludgeoning Damage plus 3 (1d4+1) psychic damage. The target must succeed a DC 15 Strength saving throw or be grappled. A grappled creature can repeat the saving throw at the end of their turn.

Artist Credit: Slawomir Maniak http://magic.wizards.com/en/articles/archive/howbuild/so-you-want-build-eldrazi-2016-01-12



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Last update: March 16, 2022 introductionarmorer is my only favorite subclass in the game from an optimization point of view. Although his damage will never be starry, he can certainly be good enough and compensated for being an objectively phenomenal defender or a strong contender for the best character of skill and scout in the game. This guide is specifically for the armorer to craft, and omits sections of typical class manuals when those sections are not significantly different from other class members. For more information about the artificer manual. I also strongly recommend reading the lists of expressions artificer breakdown and artificer infoions breakdown. Table of contents disclaimerry gbot uses the color encoding scheme that has become common among the pathfinder construction manuals, which is simple to understand and easy to read at a glance. red: bad, useless options, or extremely situational options. almost never useful options or useful options that only apply in rare circumstances. sometimes useful, green: good choices, often useful, blue: fantastic options, often essential to the function of your character, very useful often. I will not cover the contents of unearthed ark either because it is not finished, and I cannot guarantee it will be available for oted in so games. the advice offered below is based on the current status of the target changes periodically as new source materials are released and this article will be updated in nos nos sodazilitu selairetam sol ed senoicroP .sogam rop odasodne/odaborpa oN .rodalitnev ed odinetnoc ed acitÃlop al ojab oditimrep rodalitnev ed laicifo on odinetnoc nu se TOBGPR .atimrep ol opmeit le omoc of rivers of the coast LLC.armorer Hechizos None of these spells is bad and even the least useful immediately, Passwall, is still situationally useful. The only problem is that, as an artifactor, you can't actually cast all as many spells and predetermined attacks with any version of the armor are so good that there's rarely a point to use the damage spells. Magic Missile level spells ironically lose the mark here. Spend one of your limited spells in 3D4+3 Damage when an attack with your armor will make 2D6+Int or D8+Int and Taunt feels incredibly wasted. This only becomes more evident when you get an additional attack. Thunderwave, on the other hand, is great. While it is directed to those who are heading and therefore it is more likely that monsters resist, it is a good damage and if fail can help you get a moment to breathe. There, and having access to him as some other options to handle crowds. Level 3 spells just wow. You get one of the best AOE control spells and then also the competitor required for the fireball. It is true that using Lightning Bolt is more difficult because it is a line, but that also makes it much easier to point with your friends. Greater invisibility is a basic spell and uses are only limited by your imagination. The shield of fire is excellent for other resistance if it is no longer resistant to both fire and cold, although the effect of the rider is a bit wasted, as it should not hit it so often on this level due to its high air conditioning or be removed from the body to body. Level 5 passwall spells at this level is usually only useful if no one else has spell slots se se, odal orto rop, ecroF fo llaW. etropsnartelet le Incredible Swiss army knife of a spell. Stop fighting. Bring someone in a sphere and move away. Options abound. Trade Tools Collecting free armor skills is always a good thing. The heavy armor in particular is necessary to make a version of the class function and is a lovely side of the sauce for the other. The competition for free blacksmith tools is a good piece of flavor, but it's really there to make the next possible part. Arcane Armor Robert Downey Jr has nothing in you. Now you use your approach, use the full plate with 8 force and no drawbacks, and you can remove it as a sleeping action. All about this is mouth. Armor model Oh no, wait for me to improve. What do you want me to be your sub-sub-class? Guardian gets the only unlimited mechanic of "attraction" in the game and the ability to self-generate temp hp to help compensate for the blow d8 die, whistle Infiltrator means that you can take that complete dish and walk around it, quiet as a church mouse. A very fast church mouse. A very fast church mouse as part of a short or long break, but if you're optimizing, you're still going to have a primary role you expect to be in. Extra Attack Very boring, but still very good Armor Modifications. Because they can be given to friends, there may be a legitimate expectation that you do not keep all of them yourself, particularly if you are in a low magic environment where the magical elements are more difficult to come. This gives you two free that can only be applied to you, helping to relieve part of the tension. In addition, creating additional slots on you means that you can have some of the best optionsKeep using your suit. Perfect armor the guardian version of this is good but competes for her reaction with the other increase. that that your job is protecting people, only using your reaction to pull something and punch it when you could be giving them a massive bonus on, for instance, a save vs finger of death is inevitably going to lead to some moment where you tear your hair out because you already used your reaction. The Infiltrator version is phenomenal. If your first attack hits the benefits apply to the second attack so you¢ÃÂÂre always going to want to save your extra d6 for the second roll as the advantage makes it more likely to crit and multiply the bonus die. Ability ScoresLike any other caster class, your primary stat will be that which controls your spells. Max Int first, and your second highest should be dictated by what your primary role is going to be.Str: You can¢ÃÂÂt afford to have high ability scores in four abilities, and Strength simply isn¢ÃÂÂt useful enough.De x: Guardian primaries won¢ÃÂÂt need any. Infiltrator primaries will take this after int to help with stealth and sleight of hand, as well as filling out the breastplate cap.Con: Guardian primaries will bump this after int. Infiltrator primaries still want some but having proficiency on con saves helps enormously with maintaining concentration and you shouldn¢ÃÂÂt need all the hit points your tank cousin does.Int: You are powered by Int.Wis: Dump.Cha: DumpPoint BuyStandard ArrayStr: 8Str: 8Dex: 14 (13)Con: 15 (14)Con: 15 (14)Con: 15 (14)Con: 15 (14)Con: 15 (14)Con: 16 (14)Con: 17 (14)Con: 18 (14)Con: 18 (14)Con: 19 (14)C durability for Guardian primaries or your proficiency/skills for Infiltrator primaries are great options. The list of races and subraces below is intentionally reduced to those options which I think make an effective Armorer Artificer or which offer traits which are edeup es orep ,rotartlifnI ed sarrab sal arap setnelecxe odneis neugis satatse saL: BHP emonG tseroFF .setnednerpros soiradnuces soicifeneb sonugla y serodartlifnI sol arap atcefrep n³Ãisufid al neneit sodnuforp emonG sol y ,dadiroirp royam al se aicnegiletnI : BHP emonG .alle ed n³Ãtnom nu neneit semong sol y ,dadiroirp royam al se aicnegiletnI : BHP emonG .alle ed n³Ãtnom nu neneit semong sol y ,dadiroirp royam al se aicnegiletnI : BHP emonG .alle ed n³Ãtnom nu neneit semong sol y ,dadiroirp royam al se aicnegiletnI : BHP emonG .alle ed n³Ãtnom nu neneit semong sol y ,dadiroirp royam al se aicnegiletnI : BHP emonG .alle ed n³Ãtnom nu neneit semong sol y ,dadiroirp royam al se aicnegiletnI : BHP emonG .alle ed n³Ãtnom nu neneit semong sol y ,dadiroirp royam al se aicnegiletnI : BHP emonG .alle ed n³Ãtnom nu neneit semong sol y 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Human PHB: versatile and fantastic in everything., Wild Scag: Statics are decent for the infiltrated network and fire resistance is always appreciated. The wing will not work for Guardian's primaries, since it will use heavy armor, but it is a large part of the uniltated primaries. The launch of innate spells based â € < a feet will use heavy armor, but it is much less attractive than they could be. If you also take a lineage of an existing career, you can maintain many of the benefits of the original race, such as competencies and languages. The climbing is almost as good as the flight for many our own. Hexblood Vrtr: giving his spooky token to his homãtique is an excellent way to do better familiar, and hexadecimal magic is decently a Étil. Flamy, they are really good. You are very durable thanks to the nature and knowledge without death of a past life will help you have a A © xito in those chronic blocks of blocking/inspection of doors. The specific establishment careers are addressed below. Not all configurations allow each race, and although most of the careers presented in the central rules and in the content of the forgotten kingdoms can be used in other environments, the specific careers for configurations such as Ravnica are not generally allowed In other configurations. Talk to your DM on what races are allowed in your game. As an additional advantage, you can be the clock At night for a last protection of the party. Dragonmarks while the intention of design for Dragonmarks was that they would offer an innate spelling for each, each dragon brand includes an expanded spell list that is, arguably, a more significant benefit that the majority of the racial features provided. Because the expanded spell options are such an important part of the dragon brands, if they are not playing a machine of spells you are renouncing a large part of your racial features, which makes it exceptionally difficult The game of a Dragonmark character who can't launch spells, Dragonmark sare a onically ostile for artifier. Any amount of additional spelling can significantly improve your capabilities since your spell slots are so limited. Dwarf Erlw Dragonmark's Dragonmark features replace your subrazo. Mark of Warding Ok extended and only the loss free spells, but the list of additional spells is quite good and a D4 to check the infiltrator's primaries plan to do quite a lot often is large. Dragonmark Elf Erlw's characteristics replace your subrazo. Shadow -temptation spell brand for an infiltrator primary, but the bad diffuse means that we should look elsewhere. Dragonmark gnome designated by Dragonmark replace his subraza. Doubt better than shadow frames because at least you still have +2 INT, but it is not yet a great option. Dragonmark features replace all your racial features. Mark a perfect skill increases and some wonderfully thematic extras. Although there is certainly an overlap in spells, free mending is fantastic and it is worth not expanding its options therefore. Paso brand a good of new spells. Mark of Sentinel Guardian Primaries will enjoy the propagation of the shelf and many of the additional benefits. Ravnicasimic Hybrid GGTR careers: The increase in constitution is ã ostile for Guardian's primaries. IMPROVEMENT OF ANIMAL ANIMALS Several excellent options as you get levels, and saves you the problem of getting those effects from your limited number of spell slots. The advantage over the savings of wisdom helps to protect your weakest common savings and untiring precision is the best way to take your checks of tools from already incredible thieves and drive them through the clouds. The shipowners enjoy are presented below. Fey played everyone likes teleportation and access it and some of them are very useful. Also, grabbing an additional first-level spell is an excellent way to complete what you miss. This would help you apply your glove debuff to multiple enemies in a shift or a booming sword to someone before you move away, but since your air conditioning will be astronomical, you don't care much about the attack of the opportunity you take advantage of to leave Alcance and if you're taking the action of the board, you're not protecting your allies. The mobile is also somewhat redundant with the boots on the devanate route because it can use them to perform similar tactics of coup and leak, although the boots on the sinuous route eat their bonus action that should generally be reserved for your homunocle, and also are not Help if you start body to body. a lovely stop breach until you get a higher level. Expert in an expert on a fantastic option for infiltrated primarys, use it to move from any syllable domain to experience immediately. You can 't take a counter to help with Checks Telekinetic qo, what a good hazaã ± a. Adding rank to Mage Hand is one of the most cool things that I have seen in a feat One of the uses for her. You can also booming blade your goal and then push it away from you for what you have to take the damage if you even want to hit again. Telepalic if you really need to remain silent, this can be a Étil. But all the limitations of this Telepathide make it less overwhelming when compared to telekinesis that appears just above it. Less adotil Warccast than in most of the casters, but still very good for Guardian's primaries wanting to dummy anything that tries to go over them. Weapons The only reason why you need a weapon if you are an infiltrator primary and not sure enough in your AC to get away from things before turning them on. Guardians' primaries should use cacentrips for ranges attacks. Walk to level 1 with any predetermined weapon that its bottom, etc., give it and survive on Cantrips until you are the level 3, armor shirt your initial armor as primary of infiltrator, etc., give it and survive on Cantrips until you are the level 3, armor shirt your initial armor as primary of infiltrator, etc., give it and survive on Cantrips until you are the level 3, armor shirt your initial armor as primary of infiltrator, etc., give it and survive on Cantrips until you are the level 3. plate provides more ac, but also imposes disadvantages on dexterity checks (Stealth), which denies an important advantage of the Infiltrator armor. Complete plaque your permanent armor as primary of Guardians. The shield always has a shield. You will need one or no hand to use your suit weapon and the casting is made through the approach you are using that the Artificer can use any of its Infusions as a focus). Armorer Artificer Spellcasting There is nothing really different for Armorer Artificers. The same spells remain good for all arohA .rartnocne a odneidnerpa so±Ãa etniev recifitrA nekladeV - n³Ãiccurtsnoc ed olpmejE. olratropsnart ed arenam aneub anu se atse "nÃtob ut odot ravell arap Ãha rop etreuf s¡Ãm otnemele le racilpeR. aicnetsixe al ed sodirruba s¡Ãm socits¡Ãtnaf etnemacit¡Ãmetam sotnemele sol ed onU) noitcetorP fo kaolC(ocig¡Ãm otnemele le racilpeR. aicnetsixe al ed sodirruba s¡Ãm socits¡Ãtnaf etnemacit¡Ãmetam sotnemele sol ed onU) noitcetorP fo kaolC(ocig¡Ãm otnemele le racilpeR. aicnetsixe al ed sodirruba s¡Ãm socits¡Ãtnaf etnemacit¡Ãmetam sotnemele sol ed onU) noitcetorP fo kaolC(ocig¡Ãm otnemele le racilpeR. aicnetsixe al ed sodirruba s¡Ãm socits¡Ãtnaf etnemacit¡Ãtnaf etnemacit;Ãtnaf etnemac Ävadot ralov sedeup oN¿Â) sadatsagne satoB(ocig¡Ãm otnemele le racilpeR .odaregaxe ocop nu se euq Ãsa sarudarrec anu ed acrec ratse sarepse y rotartlifnI ed oiramirp nu sere iS) yreveihT ed sorolG(ocig¡Ãm otnemele le racilpeR .asoc rojem amix³Ārp al se atse ,a±Āara ralacse o 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ese raibmac etimrep son negiro ortseun ed n³ÄicazilanosreP .etnemroiretna sadiregus arpmoc ed sedadilibah Try to align 3 or more enemies for a cylusic cuisica of Tasha, especially if you know you will rest soon. An enthusiastic observer will notice that we have not collected competence in research or hand game. We will never do it, because a creative player can use his thieves tools for almost all checks that matter for any of those skills and will obtain his tireless bonus of BãºSqueda (and eventually experience) in that way. Think about the components and how you would use them to verify the secret doors, hidden compartments, pressure plates. Perhaps the cuã ± as punctured around the edges of the stones, the mirrors that provide a better view of the interior or the upper part of things, etc. This is essential for construction. of retentive) New spell prepared: the homathen is a gift from heaven. He now has a permanent partner to provide help for research controls and who can use the perception for you while using help action to provide help for research controls and who can use the perception for you while using help action to provide help for research controls and who can use the perception for you while using help action to provide help for research controls and who can use the perception for you while using help action to provide help for research controls and who can use the perception for you while using help action to provide help for research controls and who can use the perception for you while using help action to provide help for research controls and who can use the perception for you while using help action to provide help for research controls and who can use the perception for you while using help action to provide help for research controls and who can use the perception for you while using help action to provide help for research controls and who can use the perception for you while using help action to provide help for research controls and who can use the perception for you while using help action to provide help for research controls and who can use the perception for you while using help action to provide help for research controls and the perception for you while using help action to provide help for research controls and the perception for you while using help action to provide help for research controls and the perception for you while using help action to provide help for research controls and the perception for you while using help action to provide help for research controls and the perception for you while using help action to provide help for research controls and the perception for you while using help action to provide help for research controls and the perception for you while using help action to provide help for research controls and the perception for you while using help action to help them while stealing in the dark. Your help will cancel the disadvantage of Fm Darkness and leave them with experience. You will also help you spend an additional action on each round that is not doing anything else with it. 1D4+The Daã ± O of the competence force is not much, but it is better than anything. Note that your homister can offer tisterile spells for you, so a turn may seem "realization of an action to throw wounds when my homunculus is playing [the goal] and then use your reaction to channel the spell for you. You still have no additional spell slots, taken another ritual. Now you can now led led sojabart sol ed sojabart sol ed sojabart sol arap adauceda atneimarreh aL 3.3 Artnocne euq ocig; Am nÃtob eclud ese odot ed sedadeiporp sal Spellsarne Armor Modelretrain Cantrips: Level 3 is each vacation that give gifts in one. Tynically we do not have points of decision at this level, but we are becoming the dishonest equivalent of the party (also muguro and support healer), so we are going to make our chain shirt (unless you have been able to Acquire a bib for now, then do it) in the infiltrated armor. 1d6+3 is actually an average better than Firebolt's 1D10 (Avg. 6.5 vs. 5.5), so we change to the gem embedded in our chest that mismically triggers rays without requiring that we hold anything. The guide is probably the best Cantrip mechanics out of combat, and we immediately begin to use it to improve ourselves in each gualified action that we take when we are not pressed for time. Now you have advantage in all stealth and 2D4 rolls at the top. We are arriving there. The last option does not matter so much for this level. For the skill expert, we choose +1 INT, we obtain competence in nature or religion that did not choose at level 1 and obtained experience in stealth. The stealthy bonus of him now progresses more than almost anything, with advantage, and an additional 2D4. More close, but we can do better late. 5 EXTRA Attack The second place of spell spells level. Remember that the additional D6 only applies once by attack, but it can be applied to the attack and does not have to choose before rolling. While any of the attacks arrives, that is 2D6+4, which equals a great sword. Let the fourth -level prepared spells fall immediately to see invisibility and heat metal. It is absurdly powerful against enemies with metal equipment and does not allow salvation, even pointing to the elements used â € â € or taken. Door/Floor/Dinosaur research. You will generally want to infuse the ring but, if you know that the day can involve the blockade, put the gloves and go to the city. As for spells, you really have all the tools you need at this point and you can choose what seems to fit the day. Minor restoration, invisibility and dark vision are all decent options, especially if you want to stop infusing your glasses at night and change them for a spell slot. 7wow, what increased skill. Since it is not specific about the type of savings shooting, it can be applied to death savings shoots if necessary, but it is better to use it to prevent people from dying first. Or if you are having a social encounter type of day, just launch a +4 to someone's persuasion. 8 Increasing the estate int 18 - confé 20uno of the few dead levels, but Maxing INT has to happen and now is the time. 9Armor Modifications 3th level of spell slot new speeches prepared: protection of energy Magic now should be executing the improved weapon in yourself at all times, and also looking at level 10 with longing. 10magic AUTENNUEVAS INFUSIONS SUBSITION: Magic item (Winged Boots) Helm of Awarenessretrain Infusion: Magic item (Goggles of Night) - Conf Armadura Resistant New TRACK: Let's take advantage of our new things. You can instill the 4 pieces of your armor now (Helm of consciousness, winged boots, improved weapon, and resistant armor). Our other new characteristic gives us the fourth atonation slot to continue using our spell ring, once more to negotiate for gloves in a given day as necessary. We would like a second type of damage in case something is resistant or immune to the lightning that we are going to find at more high levels so bringing back Firebolt, unless its campaign expects the Daã ± o to fire otroc otroc oditraP. aÃd rop dadicapac al ed arojem ed saroh 01 selaD? retsaM dleihS as u rosnefed lE;Â airamirp ut seoD11 .neib jĀrah tsorF ed yaR ,osac ese nE .zacifeni aes sjĀtse et aroha ,recah eug rojem ogla sagnet eug sonem A .lanemonef amrof ne s¡Āratse sdnaldooW sol ed ffatS nu riugesnoc sedeup is oreP .riugesnoc ed licĀfid s¡Ām etnemelbaton aes eug odneicah ,eraR se olucĀtra odnuges le on y lanoicpo se otse(gnikomSrevE ed alletob anu areivut n©Āibmat is omoc odicerucso etnemaregil sartneim n³Āicacifinob ed n³Āicca anu omoc ratlucO .ajatnev noc)setimÃl nis ecnadiug y n³ÃisicerP(4d2+31+02d se oligis ed ollor us aroha rop y nºÃmoc ocop nu a rasap ed lic¡Ãf etnemavitaler res ebed azelarutan al ed otnam lE .socig¡Ãm sotejbo sod rarpmoc euq sagnet euq ol zah ,MD la anrobos ,abor ,adatserp ,geB .arap selevin 31 ed s®Ãvart a odnarepse odatse sah euq ol se otsE: pirtnaC weNsnoisufnI weNtnavaS metI cigaM41.41 levin raicnanif arap olasÃ. sarejuq omoc %0002 led oicifeneb nu odneicah saÃd sotnat rasaP.pq53~ arap oreca ed sarbil 05 rarpmoC. etacirbaF eraperP31. n³Ãicarud al adot etnarud ahcram ne olrenetnam arap amelborp ohcum renet ebed on euq ol rop racnarra arap etneced n³Ãicautnup anu eneit y arroha noC ne etnetepmoc se detsU .oirasecen aes nºÃges ylppaer y saelep ertne l©Ã ne esodn¡Ãrtnecnoc riuges etnemelpmis edeup euq ol rop ,sotcefe sorto sonugla ed aicnerefid a ovitejbo led etreum al ne etnemataidemni areifsnart al euq ereiuqer on n³Ãiccader al y racilpa a revlov o raznal arap n³Ãicca anu sE .o±Ãad ortseun a ozadep neub nu eda±Ãa euq n³Ãdrep y ogeuf ed ozihceh nu se kraM s'retnuH ed acraM al ajocer y edrat s¡Ãm odnatnemua someriuges eug aÃrudibaS al a 1+ nu emoT21 .aÃd adac oveun ed rigele sedeup y, Ãuga saneub senoicpo sahcum yaH .bmilC redipS ed ebro nu neiugla a elaD .arucso n³Ãisiv ed atirav al esaP ?ralepse a av eS; .sartxe sarbil 01 ?n³Ãicaruc aL; at Pass Without Trace at all times. I lied about his robbery before. It is d20+23+2d4 that averages almost 40. Having Invisibility as a spell is merely a formality. Also, wake up trees while at it because you can. You will unfortunately have to give up being attuned to the resistant armor to get both of those, but someone else might enjoy it. Mage Hand is a wonderful spell that has many uses. It¢ÃÂÂll get even better in two levels.15A free, fantastic upgrade to your attacks. I explained above why this level is so good for Infiltrator armor and I stick by it.16Upgrade Mage Hand, it¢ÅÂÂs now just as invisible as you are, and take the additional point of wisdom to bring yourself up to a final total of 12. You already had a good way to use your Bonus Action every round asking your homunculus for damage or help, but now you have another great option. 17 None of the Artificer¢ AAAs 5th level spells are particularly worth preparing all the time, but having the slots for upcasting is very nice. 18 Magic Item MasterNew infusions: Any two By this point you have many options to choose from that¢ AAAs 5th level spells are particularly worth preparing all the time, but having the slots for upcasting is very nice. 18 Magic Item MasterNew infusions: Any two By this point you have many options to choose from that¢ AAAs 5th level spells are particularly worth preparing all the time, but having the slots for upcasting is very nice. 18 Magic Item MasterNew infusions: Any two By this point you have many options to choose from that¢ AAAs 5th level spells are particularly worth preparing all the time, but having the slots for upcasting is very nice. 18 Magic Item MasterNew infusions: Any two By this point you have many options to choose from that¢ AAAs 5th level spells are particularly worth preparing all the time, but having the slots for upcasting is very nice. 18 Magic Item MasterNew infusions are particularly worth preparing all the time, but having the slots for upcasting is very nice. 18 Magic Item MasterNew infusions are particularly worth preparing all the time. are.19Ability Score Improvement (Dex)Nothing notable here, but you¢ÃÂÂre even stealthier and better at picking locks than you were before.20Now that¢ÃÂs how you do a capstone. Enjoy having a functionally permanent +6 to all saves (including death saves). saves).

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