

# CHAPTER 1: ARTIFICER

**T**HIS DOCUMENT COVERS THE SUBCLASSES for the most innovative and technologically advanced of the classes found in Rhyonis; the Artificers. Artificers employ a seamless blending of machinery and arcane magic to create marvels and wonders. This guide also highlights the Rhyonis crafting system of Prosmechics; mechanical prosthetics that are installed by Artificers known as Mechanists.

The following Specializations are native to Rhyonis but are compatible with any 5e setting at the DM's discretion: *Mechanist*.

All Rhyonis Homebrew content was made by myself, Rhyonis creator, Austin Rose. Thank you for taking a look at my work and I hope you look forward to seeing more! Until next time, remember, in a cold and dark world, we are each other's warmth and light!

## MECHANIST WONDROUS WORKERS, STUDENTS OF THE STEAMFINGERS

The Steamfinger Gnomes are renowned far and wide for a great many things. Somethings more known than others, somethings better to be known for than others, but they are known all the same. The most notable of their contributions to the realm would be, of course, the Prosmechic. This fantastical marvel of machinery and magic has been used to improve the quality of life of people from all walks of life.

From orphans, to victims of war, to powerful figureheads of entire continents, to the general store merchant down the road, Prosmechics have touched the lives of many within Rhyonis and it is all thanks to the Mechanists. The Mechanists are practitioners of magic, expertly trained in the practical knowledge of machinery, technology, and medicine. Through the intricate melding of all these practices, Mechanists are able to fuse a magical, mechanical limb to an individual who may need one, or desire one in place of their organic limbs. Most Mechanists will do this work *pro bono* for those in need, but set up established businesses for clientele who may voluntarily choose to undergo the process to "enhance" their body.

### PROSMECHIC TOOLS

At level 3, you gain proficiency with Prosmechic Repair Tools. This is a complicated toolset that requires knowledge of magic, machinery, and medicine, using Intelligence for skill checks. If you are already proficient with the Repair Tools, you may choose another toolset to gain proficiency with.

### SPECIALIZATION SPELLS

Also at level 3, as a Mechanist, you automatically understand specific incantations and rites that are an part of the intricate process that is Prosmechic surgery. These are prepared spells that you gain access to when you reach certain levels as an Artificer. These spells count as Artificer spells for you if they are not otherwise and do not count against the total number of spells you may prepare. You also learn one of your choice between the *Spare the Dying* and *Mending* cantrips.

### SPECIALIZATION SPELLS

Artificer Level	Spells
3rd	Cure Wounds, Shield
5th	Warding Bond, Wrist Pocket
9th	Life Transference, Revivify
13th	Death Ward, Fabricate
17th	Greater Restoration, Raise Dead

### MECHANIST PROSMECHIC

Prosmechics are the bread and butter of the Mechanist Artificer. Not only is it their livelihood and way of life, but also their greatest weapon in combat. A Mechanist is able to tap into the deepest parts of their personal Prosmechic limb and turn it into a powerful and deadly force of destruction. Starting at 3rd level, you gain a specialized Prosmechic limb, or improve upon an existing one you already have. This limb, referred to now as your Mechanist Limb, follows the regular rules for Prosmechics explained at the end of this section, except for the fact that it does not count against the number of Base Features you may hold across all of your Prosmechics based on your Constitution Modifier. Additionally, where Prosmechic abilities typically function with a creature's Constitution, a Mechanist may use their Intelligence to operate their Mechanist Limb and other Prosmechic limbs they may possess. When you gain this feature, you may choose a new Base Feature for an existing limb, or create a new Prosmechic Limb as your Mechanist Limb

through a routine surgery that you yourself are unable to perform. This surgery is performed by another Mechanist in which they prepare the spot to affix the limb by removing an existing limb or applying it to a trunk of an existing missing limb, as well as equip it with a Base Feature. These features are *Ablative Projection*, *Hidden Compartment*, *Spell Glyph*, and *Weapon Coating* and are described at the end of the Prosmechic section of this chapter. This surgery is free for all Mechanists, but they must provide the gold cost for the Base Feature they wish to have added. At any time which you are able to perform maintenance on it, by spending the gold cost for the procedure, or providing components to do it yourself, you are able to alter the components of a Feature. Meaning, you can change the spell stored in a *Spell Glyph*, or the damage type of a *Hidden Coating*, but you are unable to remove the workings of the Prosmechic to remove an existing Feature, so choose wisely when implementing a Feature. You can add additional features, improve the level of existing ones, or change the components of a Feature, but you are not able to remove them without replacing the Limb itself. Additionally, at will, you are able to transmute the limb into any one-handed simple melee weapon as a bonus action. This transformation lasts until you transmute it into something else or you are knocked unconscious. You are also able to make unarmed strikes with it, dealing 1d4 + your choice of your Strength Modifier or Intelligence Modifier in bludgeoning damage. This damage die increases by one with your Proficiency Bonus (1d4 at +2, 1d6 at +3, 1d8 at +4, 1d10 at +5, and 1d12 and +6). Regardless, of the form it takes, you are considered proficient with it, and attack and damage rolls may use your Intelligence in place of Strength or Dexterity.

### ENERGY CORE

Starting at Level 5, you have tinkered with your Mechanist Limb and implemented a specialized core that stores reserve energy. This *Energy Core* increases the power of your Mechanist Limb, allowing you to make two attacks with it when you take the Attack action on your turn, as well as now counting completely as magic for the purpose of overcoming damage resistance. Also, a number of times per long rest equal to your Proficiency Bonus, you may activate the *Energy Core* as a Bonus Action. Doing so empowers your Mechanist Limb, causing it to deal an additional amount of force damage equal to your Intelligence Modifier until the start of your next turn. Lastly, your Mechanist Limb's inherent Base Feature improves by one stage, without

needing to supply gold cost or undergoing the procedure as your body magically alters the limb.

### DEFENSIVE CORE

Once you reach Level 9, you have further tinkered with your Mechanist Limb and you may now transmute it into any one-handed martial melee weapon. Additionally, when you activate *Energy Core*, you also add your Intelligence Modifier to your AC for its duration. Lastly, your Mechanist Limb's inherent Base Feature improves by one stage, without needing to supply gold cost or undergoing the procedure as your body magically alters the limb.

### TRANSMUTATIVE REACH

Upon reaching Level 15 as a Mechanist, your Mechanist Limb is truly an extension of yourself and you can make masterful use of it in combat. You may now make three attacks with it when you take the Attack action on your turn. Lastly, your Mechanist Limb's inherent Base Feature improves by one stage, without needing to supply gold cost or undergoing the procedure as your body magically alters the limb.

### EXALTED PROSMECHIC

At level 17, your Mechanist Limb is a paragon of all Prosmechic models and a truly masterful work of art. You may choose to give it 10 ft. reach, regardless of the type of weapon it is transmuted as. This reach may be added to the weapon form during the Bonus Action used to transmute it, or on a subsequent turn as an additional Bonus Action. Additionally, while it is transmuted to have reach, you are considered to have the *Polearm Master* feat. Your Mechanist Limb's inherent Base Feature improves to its maximum potential, without needing to supply gold cost or undergoing the procedure as your body magically alters the limb.

## PROSMECHIC LIMBS

Prosmechic Crafting is a Rhyonian Crafting System, and adheres to the following general rules, at the discretion of the DM. To perform a procedure to create, apply, repair, or enhance Prosmechic Limbs, one must be proficient in Prosmechic Repair Tools which use your intelligence Modifier for Skill Checks that use them.

### PROSMECHIC LIMB SURGERY

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Being outfitted with a Prosmechic is a fairly grueling that is made almost entirely mundane by the soothing skill of the Mechanist performing the surgery. During this process, the Mechanist prepares the surface to affix the limb through a complicated weaving of arcane magic and biomechanical science in surgical artifice. The surgery itself is free for all Mechanists when they receive their Mechanist Limb, who will in turn provide their own services. The entire procedure takes about a day, and the recovery is typically complete within two weeks, greatly expedited by the performing Mechanists healing skills.

### ESOTERIC COMPONENTS

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Prosmechic materials are comprised of a specialized alloy that can be repaired and affixed to an individual's nervous system with magic, machinery, and medicine. Removing a limb from its bindings after recovery takes about a minute, similar to doffing light armor and a similar amount of time is required to attach a limb as well. The process of which is easy enough to do alone as the arcane connections within the limb are enchanted to affixed themselves to docking ports within the base of the body.

### STEAMFINGERS AND ANVILSONS

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This wondrous line of crafting was indeed born into existence by the- moderately deranged and extremely brilliant- minds of the Steamfinger Gnomes. For generations, their Mechanists have been the world's premier crafters of Prosmechic Limbs; outfitting the realm with magical mechanical limbs as needed. However, in recent years, one of the Steamfinger branch families- the Anvilsons- have adopted an ingenious prodigy who has truly revolutionized the Prosmechic industry. Agnar Anvilson's precision and masterful craftsmanship is so pristine, he's been commissioned by the Shaded Coalition on a permanent retainer to provide limbs for them as needed. His shop, Agnar's Prosmechic Armory, is housed within the hustle and bustle of the *Fabrication Nexus* of Areezah where he focuses his time and energy on crafting new limbs for

those in need, the Coalition upon demand, taking special requests, or practicing new skills and styles to sell through the *Fabrication Nexus* worldwide.

### PROSMECHIC LIMB CRAFTING

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Mechanists, crafters of Prosmechic Limbs, are ingenious menders of metal and flesh. While it is by their hand that they design and connect the limb, crafting Prosmechic Limbs is never done without the touch of the Steamfingers. They are the only ones in possession of the formula utilized to create the complex alloy needed for Prosmechic to connect to the biology of living creatures. The base components for a Prosmechic Limb equate to 200 gp worth of the Prosmechic Alloy and connective wiring. From there, the design of the limb is completely up to the Mechanist that sets out to create it. The base cost of a basic completed limb is 500 gp, but most Mechanists can easily craft these and those with renown will often outfit those without means to afford a limb for free. It is once a Mechanist begins to add design motifs with metallic filigree, gemstone and crystal inlays, and of course, the ever desirable Base Features of a Prosmechic Limb, that the commercial interest of these devices comes into play. To create a Prosmechic Limb, a Mechanist must spend at least 8 hours of crafting over the course of any amount of time to complete the process. The following table shows the rolls needed with Prosmechic Repair Tools to create the limb upon finishing the 8 hours of crafting. At any point during a crafting period, a Mechanist can incorporate special metals, gems, crystals, minerals, etc. to add personal flare and value to the limb. Each additional piece added to the limb requires an hour of work, which can be performed during a Short Rest, and a separate check with your Prosmechic Repair Tools (15) to apply the desired accessory. On a success, the value of the accessory is added to the limb upon completion. On a failure, the accessory is destroyed and the limb loses 20 gp worth of value, but remains functional. On a failure of 5 or lower, the limb loses 100 gp worth of value and the components of one of its Base Features (if any) are unusable..

## PROSMECHIC LIMB CRAFTING

Roll	Effect
5	The materials go to waste and the crafting is failed.
10	You have a prototype that needs 4 more hours of crafting. Roll again, breaks on 14 or lower
15	You have completed a refined limb, acceptable to be used as a standard limb. You may perform 4 more hours of crafting and attempt to roll again to refine the quality. If you choose to perform 8 hours of crafting again, you can grant yourself advantage on this roll. This additional roll does not effect the value or functionality of the limb unless you roll a natural 1, in which case the limb and materials are destroyed.
20	You have completed an exceptional limb that can receive Base Features, limbs initially made of this quality or higher can not be refined again.
25	Your limb is of Masterwork quality and is worth an extra 500 gp for every five points beyond 20.

any time you are able to perform maintenance on it by spending the gold cost for the procedure, or components to do it yourself, you are able to alter the components of a Feature. Meaning, you can change the spell stored in a *Spell Glyph*, or the damage type of a *Hidden Coating*, but you are unable to remove the workings of the Prosmechic to remove an existing Feature, so choose wisely when implementing a Feature. You can add additional features, improve the level of existing ones, or change the components of a Feature, but you are NOT able to remove them without replacing the Limb itself. To activate the abilities granted by Base Features, anyone with a Prosmechic Limb must attune to it to activate the mechanisms within. Those who use Prosmechic Limbs utilize their physical health to operate the limb and, as such, where an ability score comes into play to determine attacks, damage, or DCs, base the ability for the Prosmechic bearer's Limb off of their Constitution Modifier.

## PROSMECHIC BASE FEATURES

A Prosmechic Limb makes an individual a bit harder as their body is reinforced by machinery. For each Prosmechic Limb an individual has, they gain +1 to their Constitution, to a maximum of 24. Additionally, Base Features may be applied to a Prosmechic Limb, with a limit of Features equal to the bearer's Constitution Modifier. To have one of the following Features added to the Prosmechic, one must undergo a procedure that takes one hour per point of the associated Proficiency Bonus and casts an amount of gold equal to 250 per point of the associated Proficiency Bonus for materials and labor. If you are proficient with Prosmechic Repair Tools, you may attempt the procedure yourself at half the cost. At any time an individual meets the Proficiency Bonus requirement, they may undergo a procedure to improve an existing Feature for 100 gold per associated Proficiency Bonus. The following tables display the four Base Features Prosmechic Limbs may have and the subsequent improvements that can be made on it when the bearer reaches higher Proficiency Bonuses. At

## ABLATIVE PROJECTION

Some Prosmechic Limbs are equipped with arcane projectors that can be deployed to mitigate damage. The strength and frequency which these *Ablative Projections* may be used increases with your ability. As with all Base Features, the projectors used to deflect damage may be improved on over time, but cannot be removed.

## ABLATIVE PROJECTION

Proficiency Bonus Threshold	Base Feature Level
+2	You may project a special arcane barrier to help mitigate incoming damage. A number of times per long rest equal to your Proficiency Bonus, you may use the <i>Uncanny Dodge</i> feature as a reaction to half the damage you take from a single damage source.
+3	You recover your uses of <i>Ablative Projection</i> on Short Rests.
+4	You effectively gain the <i>Uncanny Dodge</i> feature and may use this reaction so long as your Prosmechic Limb is in tact.
+5	You gain the <i>Shield Master</i> feat, so long as your Prosmechic Limb is free to use to defend yourself.
+6	When you use <i>Ablative Projection</i> / <i>Uncanny Dodge</i> , the magic of the barrier leaves a ward equal to your Constitution Modifier. These are not temporary hit points and will stack with them, but using this feature again will only reset your Ward to its max.

## HIDDEN COATING

*Hidden Coatings* are deadly concoctions that utilize magic runes and electrical impulse to draw minuscule amounts of Life Essence through Prosmechic Limbs to enhance the damage of weapon attacks. The energy required to coat a weapon with a *Hidden Coating* stored within a Prosmechic Limb via tiny tubes is steadily restored as you rest. Like all Base Features, the runes that determine the damage type and potency of your Hidden Coating can be changed, but not removed entirely as it would compromise the integrity of the Prosmechic. Hidden Coatings can be activated as a Bonus Action and once utilized cannot be again until you complete a Short Rest.

## HIDDEN COATING

Proficiency Bonus Threshold	Base Feature Level
+2	Your limb has a special core that can be used to coat your weapons with a deadly solution. The coat lasts for one minute or for three successful attacks, dealing 1d4 of acid, cold, fire, lightning, or poison damage.
+3	Your coating now deals 1d6 of the associated damage type.
+4	Your coating now deals 1d8 of the associated damage type.
+5	Your coating now deals 1d10 of the associated damage type.
+6	Your coating now deals 1d12 of the associated damage type.

## SPELL GLYPH

*Spell Glyphs* are an intricate weaving of runes and arcane geometry that contain magic to produce spell effects. They start with a singular base level spell, but as you progress in ability, the *Spell Glyph* itself can be expanded upon to include extra layers and symbolism. Additional layers of the *Spell Glyph* add additional spells to the Limb that all have their own charges. When a *Spell Glyph* is applied to a Prosmechic, the individual seal and runes can be exchanged to replace the spell stored within each level of the Glyph, but as is the standard of all Base Features, they cannot be removed entirely.

## SPELL GLYPHS

Proficiency Bonus Threshold	Base Feature Level
+2	You gain the use of a Level One spell that you may cast once per long rest.
+3	You gain the use of a Level Two spell (or a lower level spell cast at Level 2) that has a single use once per long rest.
+4	You gain the use of a Level Three spell (or a lower level spell cast at Level 3) that has a single use once per long rest.
+5	You gain the use of a Level Four spell (or a lower level spell cast at Level 4) that has a single use once per long rest.
+6	You gain the use of a Level Five spell (or a lower level spell cast at Level 5) that has a single use once per long rest.

## WEAPON COMPARTMENT

A Prosmechic Limb outfitted with a *Weapon Compartment* can be used in quick succession to attack and get the upper hand on an enemy. A *Weapon Compartment* can contain anything from retractable needles, to whirring saw blades, weighted mallets, all of which are interchangeable. Prosmechic Limbs use the body's Life Essence to operate and as such, attack and damage rolls made with the *Weapon Compartment* use your Constitution Modifier.

## WEAPON COMPARTMENT

Proficiency Bonus Threshold	Base Feature Level
+2	Your limb is equipped with a quick trip mechanism that can be released as a Bonus Action when you use your Action to attack. This <i>Weapon Compartment</i> deals 1d4 + your Constitution Modifier in piercing, bludgeoning, or slashing damage, depending on the type of weapon you designate during its creation.
+3	Your <i>Weapon Compartment</i> now deals 1d6 of the associated damage type.
+4	Your <i>Weapon Compartment</i> now deals 1d8 of the associated damage type.
+5	Your <i>Weapon Compartment</i> now deals 1d10 of the associated damage type.
+6	Your <i>Weapon Compartment</i> now deals 1d12 of the associated damage type.