

ARTIFICER: ENCHANTER

An Enchanter is an artificer who has vowed themselves to the practice of sealing spells inside objects and creatures. Concerned primarily with a subject's reactivity to magic upon interaction, an enchanter uses their years of training and study to maintain far more spells at once than most casters, end their magical focus with a 'BANG', and disable oppositional enchantments.

ENCHANTER FEATURES

Artificer Level	Feature
3rd	Tool Proficiency, Enchanter Spells, Career Caster, Arcane Resonance, Heightened Imbuement
5th	Incantation Savant
9th	Arcane Dissonance
15th	Enchantment Mastery

TOOL PROFICIENCY

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

ENCHANTER SPELLS

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

ENCHANTER SPELLS

Artificer Level	Spells
3rd	<i>Heroism, Shield of Faith</i>
5th	<i>Enhance Ability, Magic Weapon</i>
9th	<i>Haste, Fly</i>
13th	<i>Stone Skin, Polymorph</i>
17th	<i>Holy Weapon, Skill Empowerment</i>

CAREER CASTER

Starting at 3rd level, you dedicate yourself to a path of artifice that requires you to cast spells more often than other Artificers, and as a result your capacity for casting has grown. You learn two new Artificer Cantrips. Also, you may add your proficiency bonus to the number of Artificer Spells you prepare each day.

Additionally, as a part of a Short Rest you may regain a single expended Spell Slot of your highest applicable level. This feature cannot restore a spell slot above 5th level. You may use this feature once per Short Rest, and twice in total per Long Rest.

ARCANE RESONANCE

Also at 3rd level, you discover the ancient scientific theory of Resonance; the art of accumulating magical potential energy within a creature or object for eventual kinetic release.

As a Bonus Action, while you have Concentration on a spell that targets a single creature, you may cause a burst of arcane confluence to emit upon the target creature. If the target creature is an ally, they receive Temporary Hit Points equal to *(the Level of the Spell effecting them + your Intelligence Modifier)*. If the target creature is an enemy, the creature must succeed on an Intelligence Saving Throw against your Spell Save DC or take Force Damage equal to *(1d10 + the Level of the Spell effecting them)*.

HEIGHTENED IMBUEMENT

Lastly at 3rd level, your talent for drawing out unflowered arcane potential within an object becomes a semiregular part of your casting, allowing you to power a spell beyond its limits. When casting an Artificer spell of 1st level or higher that would give additional effects or damage for expending a spell slot above what is necessary, you may treat the spell as if you had cast it with a spell slot one higher than you had actually cast it with.

You can use this feature a number of times equal to your Proficiency Bonus. You regain all expended uses when you finish a long rest.

ENCHANTERS OF THE FORGOTTEN REALMS

Although Artificers in general are few and far between, Enchanters happen to be one of the more common subsets. Comfortably nestled in baazars of major cities, or a their own dedicated workshop if lucky, Enchanters are most fit in mercantile hubs of magic and commerce. Cities such as Waterdeep, Neverwinter, and Baldurs Gate all have a thriving econonomy part in due to the trade brought in by Enchanters.

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INCANTATION SAVANT

Starting at 5th level, your mastery over the simple imbue of magic into objects has culminated in the ability to focus on multiple enchantments at the same time. You may cast a second concentration spell while already concentrating on a first spell, as long as both spells are Artificer spells and neither are targeting yourself. If you need to make a Constitution saving throw to maintain your concentration on both spells, you make the save with disadvantage. On a failure, you lose concentration on both spells.

Additionally, your damaging enchantments affect even creatures that avoid the majority of your hex. When a creature succeeds on a saving throw against your cantrip or against your Arcane Resonance ability, the creature still takes half the damage but suffers no extra effect (*if from the cantrip*). You may also add your Intelligence Modifier to the damage dealt by your Artificer Cantrips.

ARCANE DISSONANCE

Starting at 9th level, you are able to harmonize the arcane resonance passively emitting between a long term and a short term Enchantment to disabling effect. When you target a creature with a spell that has a duration of Concentration, you may also choose to end one spell targeting that creature or their items. The level of the spell you end must be equal to or lower than the level of the spell slot you expended to cast your spell. Usage of this feature includes the Spell Level increase given by your Heightened Imbue ability.

In addition, the maximum number of items you can infuse at once increases by 2, but these extra infused items gained by this feature cannot be used by you and must be carried / worn / attuned to by creatures other than yourself. If and while you personally possess these additional infused items, you cannot use features from this Artificer subclass.

ENCHANTMENT MASTERY

At 15th level, your ability to spontaneously embalm spells into creatures and items has become unparalleled.

- You may add your intelligence modifier as a bonus to concentration checks, and your concentration cannot, as through some ability, automatically be ended without a failed saving throw.
- You may now store up to 3rd level spells using your Spell-Storing Item class feature, instead of up to 2nd level spells.
- Your Heightened Imbue ability now allows you to treat a spell as if you had cast it with a spell slot two higher than you had actually cast it with.

- Finally, you can cast Animate Objects and Fizban's Platinum Shield as Artificer spells without expending a spell slot, as long as you use your Jeweler's supplies as the spellcasting focus. Additionally you always have both spells prepared. Once you cast either spell with this feature, you can't cast that spell with it again until you finish a long rest.

A NOTE ON ENCHANTING VS. THE SCHOOL OF ENCHANTMENT

Although the two Disciplines share nearly the same name, no good mage should confuse the technique of artifice known as "enchanting" with the wizardly school of magic known as "enchantment". Whereas the scholarly study of enchantment magic deals primarily with alteration of a creature's mind or perception, the thaumaturgical method of artifice deals almost exclusively with the transmuting of objects and creatures to maintain some duration of arcane changed effect. In practice this difference is the space between a career mesmerist and a runic inscriber.

For sake of ease in some settings of Academia scholars have separated the onomatology of the two disciplines. In these cases wizards of the school of Enchantment would keep their title, and artificers practicing the craft of Enchanting would name themselves a Thaumaturge.

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