

## ARTIFICER STITCHLING

An artificer that works with bodies, sometimes around a mechanical superstructure. Whether done out of necessity or a strange (and possibly unhealthy) fascination with the macabre, the stitchling uses his knowledge of mechanics and arcane magic to pull together a working construct that was once organic and spirit, now partially synthetic.

The Stitchling's "companion" is an undead creature, and functions a lot like a Beastmaster Ranger's companion with four variants that you can fabricate. Each offers different strengths and weaknesses, and you may switch out what kind of stitchling you are fabricating during a short rest or upon waking after a long rest. A limb is constructed from an arm, leg, pseudopod, tentacle, or whatever the equivalent appendage is of the creature, and due to its small size and agility it is hard to hit and good at infiltration. A corpse is dumb but strong, capable of taking a beating, surviving past what most constructs can, and holding down enemies that would otherwise endanger the artificer. A skeleton is smart and cunning, hitting a middle ground between the survivability of the corpse and the agility of the limb, but adding a mental and martial aspect that the others don't have. And the abomination is just huge, moving slowly but powerfully into combat to aid its master in his/her quest.

When you play a Stitchling, you get a radically different experience from other artificers. You lack the support and utility options of the Battle Smith, Armorer, Artillerist, and Alchemist, but in exchange you gain heavy reductions to opponents, reliable damage and damage soaking for the party, and a few neat tricks that can fill needs in the party.

### FABRICATE CADAVER

Starting at 3rd level when you take this subclass, you gain the ability to stitch bodies (or body parts) back together, infusing them with magic to bring them back to life (commonly called a "cadaver"). The cadaver activates either at the start of your turn or the end of your turn: you may spend a bonus action to command the cadaver, and it will follow that instruction without needing to spend a bonus action in future turns until you give it a new command.

Each turn a cadaver may perform an action, a bonus action (if it has one to perform), a move, and a reaction.

After finishing a long rest, if you do not have a cadaver active, you may fabricate one. You may also fabricate a cadaver during a short rest if your cadaver is destroyed, banished, etc. The *Mending* cantrip may also be used to restore 2d6 hit points to the cadaver.

Choose one of the following forms for your cadaver:

**Limb Cadaver:** An arm, leg, tentacle, or other appendage of a creature, the limb cadaver is silent, stealthy, and hard to hit due to its small size.

Limb Cadavers offer a stealth option, and while limbs may not have as high damage as other cadavers, thanks to its Blindsight its damage is reliable. And when you add on the *Poisoned* condition being applied whenever it damages a target, it's inflicting disadvantage on enemy attacks, providing a useful utility option for the party.

Limb Cadavers use the following profile:

## LIMB CADAVER

*Tiny Undead Construct*

**Armor Class** 13

**Hit Points** 14(4d6 + 0)

**Speed** 20ft Run, 15ft Climb

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	10 (+0)	5 (-3)	8 (-1)	3 (-4)

**Damage Immunities** Poison

**Condition Immunities** Poisoned

**Senses** Blindsight 60ft, Telepathy 60ft (works only with the cadaver's master and others with telepathy), passive Perception 9

**Languages** Knows your languages, but cannot speak

**Proficiency Bonus** +2 (+3 at 5th Level, +4 at 9th Level, and +5 at 15th Level)

**Proficiencies** Acrobatics+5, Athletics+1, Stealth+5  
**Challenge** 1/4

**Creeper.** Limbs gain advantage on Stealth rolls and Hide rolls they make. Limbs may also perform the Hide action as a bonus action for the turn.

**Thin Target.** Piercing melee attacks, all ranged attacks, and spell attacks against the Limb Cadaver that do not involve a saving throw, are performed at disadvantage.

### Actions

**Scratch.** *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 5 (1d4 + 3) slashing damage, and gains the *Poisoned* condition for 1 hour. *Scratch* may be used to perform opportunity attacks.

**Corpse Cadaver:** A corpse that has been fabricated and brought back to life, the corpse may not be fast, but it is durable and hard to chop through, making it an ideal bodyguard to hold down enemies that would harm the artificer.

Corpses offer a reliable number of hit points alongside the ability to wear armor, so if you are willing to put some gold pieces into your cadaver, you can give it a pretty decent Armor Class with a good base of hit points. And with darkvision and the ability to grapple an opponent, even in dark places the corpse offers a decent "speedbump" for hostile targets that may want to engage the Artificer.

Corpse Cadavers use the following profile:

## CORPSE CADAVER

Medium Undead Construct

Armor Class 8

Hit Points 30(4d8 + 12)

Speed 20ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	6 (-2)	16 (+3)	3 (-4)	8 (-1)	6 (-2)

**Damage Immunities** Poison

**Condition Immunities** Poisoned

**Senses** Darkvision 60ft, passive Perception 9

**Languages** Knows your languages, but cannot speak

**Proficiency Bonus** +2 (+3 at 5th Level, +4 at 9th Level, and +5 at 15th Level)

**Proficiencies** Athletics+4, Intimidation+0, Light Armor, Medium Armor, Heavy Armor, Shields

**Challenge** 1/2

**Undead Fortitude.** If damage reduces the corpse to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the corpse drops to 1 hit point instead.

**Grapple.** Corpses may perform a Grapple Attack as a bonus action for the turn. When grappling a creature, the Corpse may not attack any other creature with its action, performs no opportunity attacks unless it is attacking a creature that broke free from the grapple that turn, and it gains advantage on Grapple checks and Attacks made against the grappled creature.

### Actions

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 6 (1d8 + 2) piercing damage.

## SKELETON CADAVER

Medium Undead Construct

Armor Class 12

Hit Points 19(3d8 + 6)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	12 (+1)	6 (-2)	6 (-2)

**Damage Vulnerabilities** Bludgeoning

**Damage Immunities** Poison

**Condition Immunities** Exhaustion, Poisoned

**Senses** Darkvision 60ft, passive Perception 8

**Languages** Knows your languages, but cannot speak

**Proficiency Bonus** +2 (+3 at 5th Level, +4 at 9th Level, and +5 at 15th Level)

**Proficiencies** Intimidation+0, Light Armor, Medium Armor, Shields, Simple Weapons, Martial Weapons

**Challenge** 1/2

**Cunning.** Skeletons may perform opportunity attacks.

### Actions

**Slash.** *Melee Weapon Attack:* +1 to hit, reach 5ft., one target. *Hit* 1 (1d4 - 1) slashing damage.

**Weapon Attack.** Skeletons may use weapons to perform attacks.

**Spells.** The Skeleton may cast the following spells (using Intelligence as its modifier):

Cantrips (Choose Three): *Acid Splash*, *Chill Touch*, *Frostbite*, *Green-Flame Blade*, *Message*, *Mending*

1st Level Spells (Choose Three, 3 Spell Slots): *Cause Fear*, *Color Spray*, *Disguise Self*, *Inflict Wounds*, *Ray of Sickness*, *Sleep*

**Skeleton Cadaver:** A collection of bones (maybe some are missing, maybe some are replaced with metal or wood, decide based on the theme and feel of your character) that have been joined and animated with magic, skeletons are far more dexterous and intelligent than a reanimated corpse, but its mass is far less. This makes the skeleton a useful "flex" option to meet a variety of needs for you.

The skeleton is not nearly as survivable as the Corpse (or the Abomination, which is coming up next), but it offers two things none of the others have: the ability to use weapons (so you can customize its damage types, access to ranged attacks, etc.), and it can cast spells. It's not an amazing caster from a stats perspective, but it can cast (and it scales on-level with what your Artificer gets), so you're effectively doubling the casters you command when you fabricate a skeleton. It uses the Wizard spell list, so it's not the same as the Artificer, but it provides a limited range of damage and support abilities for your party.

Skeleton Cadavers use the following profile:

**Abomination Cadaver:** The abomination is a massive construct, sometimes containing various parts stitched together from multiple bodies, and then animated to bring to life a massive beast to crush your enemies.

Like the Corpse, the Abomination has a lot of hit points and the ability to wear armor (though it's barding armor, so four times more expensive). It is faster, but it lacks the ability to grapple opponents, using its large limbs to slam opponents around instead of holding them in place. But it flails its limbs well, striking more than once per turn.

It doesn't have as many bells and whistles as the other cadavers, but it is very, very good at the few things it does: live long enough to reach the target, and batter that target to bits. And since it is Large in size, it can occupy more space (and provide a limited amount of cover) to keep others safe.

Abomination Cadavers use the following profile:



# ABOMINATION CADAVER

Large Undead Construct

Armor Class 10

Hit Points 34(4d10 + 12)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
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19 (+4)	10 (+0)	16 (+3)	2 (-4)	12 (+1)	8 (-1)
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**Damage Immunities** Poison

**Condition Immunities** Poisoned

**Senses** Darkvision 60ft, passive Perception 11

**Languages** Knows your languages, but cannot speak

**Proficiency Bonus** +2 (+3 at 5th Level, +4 at 9th Level, and +5 at 15th Level)

**Proficiencies** Athletics+6, Intimidation+1, Barding Armor (Light, Medium, or Heavy Armor)

**Challenge** 1

## Actions

**Multiattack.** The Abomination may perform two attacks with its Slam attack.

**Slam.** *Melee Weapon Attack:* +6 to hit, reach 10ft., one target. *Hit* 8 (1d8 + 4) bludgeoning damage, and if the target is large or smaller in size, the target must pass a DC14 Strength saving throw or be knocked prone. *Slam* may be used to perform opportunity attacks.

## REINFORCED REMAINS

Starting at 5th level, your tinkering with bodies unlocks new breakthroughs in ways to improve the resilience of your cadavers, and in the process you learn some new ways to ward yourself from danger. You gain resistance to non-magical piercing, slashing, and bludgeoning damage, and are immune to diseases.

In addition, your cadavers gain an Ability Score Improvement (which may be used to add a +2 to one stat, a +1 to two stats, or a feat if your dungeon master allows you to take feats), +1 additional hit die, their Proficiency Bonus is increased to a +3, and gain the following benefits:

**Limb:** The Limb gains resistance to all non-magical piercing, slashing, and bludgeoning damage.

**Corpse:** The Corpse's *Undead Fortitude* DC is reduced to 2 + Damage taken, and gains proficiency with Wisdom (Perception) rolls (granting it a Perception+2)

**Skeleton:** The Skeleton gains the following spells:

Cantrips (Choose Three): *Acid Splash*, *Chill Touch*, *Frostbite*, *Green-Flame Blade*, *Message*, *Mending*

1st Level Spells (Choose Three, 4 Spell Slots): *Cause Fear*, *Color Spray*, *Disguise Self*, *Inflict Wounds*, *Ray of Sickness*, *Sleep*

2nd Level Spells (Choose Three, 2 Spell Slots): *Acid Arrow*, *Blindness/Deafness*, *Locate Object*, *Scorching Ray*, *Shadow Blade*, *Suggestion*

**Abomination:** The Abomination gains resistance to all piercing, slashing, and bludgeoning damage.

## COMMANDED CARCASS

Starting at 9th level, your fiddling with bodies results in a discovery regarding the ability to command your cadaver. You gain the ability to telepathically communicate with your cadaver while it is within 60ft of you, and can choose to see, hear, or smell through the senses of your cadaver if the cadaver is within 60ft (and you are *Blinded*, *Deafened*, and/or *Unable to Smell* while using your cadaver's senses). Commanding your cadaver no longer requires a bonus action on your turn: you may perform it for free each turn.

In addition, your cadavers gain an Ability Score Improvement (which may be used to add a +2 to one stat, a +1 to two stats, or a feat if your dungeon master allows you to take feats), +2 additional hit die, their Proficiency Bonus is increased to a +4, and gain the following benefits:

**Limb:** You may now control two Limbs at a time. Your Limb cadavers also gain expertise on all Dexterity (Stealth) rolls they make, as they follow your commands more closely.

**Corpse:** The Corpse moves swiftly, and applies a deadly sickness when it tears flesh. The Corpse increases its movement to 40ft, and the Corpse does an additional 7 (2d6) necrotic damage whenever it deals damage to a target.

**Skeleton:** The Skeleton gains the following spells:

Cantrips (Choose Four): *Acid Splash*, *Chill Touch*, *Frostbite*, *Green-Flame Blade*, *Message*, *Mending*

1st Level Spells (Choose Three, 4 Spell Slots): *Cause Fear*, *Color Spray*, *Disguise Self*, *Inflict Wounds*, *Ray of Sickness*, *Sleep*

2nd Level Spells (Choose Three, 3 Spell Slots): *Acid Arrow*, *Blindness/Deafness*, *Locate Object*, *Scorching Ray*, *Shadow Blade*, *Suggestion*

3rd Level Spells (Choose Three, 2 Spell Slots): *Dispel Magic*, *Fear*, *Flame Arrows*, *Life Transference*, *Spirit Shroud*, *Vampiric Touch*

**Abomination:** The Abomination grows more coordinated and sophisticated (by a small bit) in its strikes. Targets struck by the Abomination's *Slam* attack must pass a DC16 Wisdom saving throw or be *Stunned* until the end of its next turn. On a successful save, the target is *Stunned* until the start of its next turn (in which case it acts normally). The Wisdom saving throw is resolved after the Strength saving throw from the *Slam* attack.

## RENOWNED REMAINS

Starting at 15th level, your work with cadavers is truly extraordinary, unlocking the secrets of bodily decay. Your ability to control and improve your cadaver(s) has led to some extraordinary discoveries in how to deliver and avoid various diseases, and you are reaping the dividends. You gain proficiency in Wisdom (Medicine) (or expertise if you already have proficiency), and gain immunity to necrotic damage. You also do not age, and will never die of old age.

In addition, your cadavers gain an Ability Score Improvement (which may be used to add a +2 to one stat, a +1 to two stats, or a feat if your dungeon master allows you to take feats), +2 additional hit die, their Proficiency Bonus is increased to a +5, and gain the following benefits:

**Limb:** You may now control four Limbs at a time. The damage die of your Limb cadavers is increased to d6s instead of d4s. In addition, the Limbs gain immunity to necrotic damage.

**Corpse:** Whenever a Corpse does damage to a target, the maximum HP for the target is reduced by the necrotic damage it suffers. In addition, the Corpse gains immunity to necrotic damage.

**Skeleton:** The Skeleton gains immunity to necrotic damage. In addition, the Skeleton gains the following spells:

Cantrips (Choose Five): *Acid Splash*, *Chill Touch*, *Frostbite*, *Green-Flame Blade*, *Message*, *Mending*

1st Level Spells (Choose Three, 4 Spell Slots): *Cause Fear*, *Color Spray*, *Disguise Self*, *Inflict Wounds*, *Ray of Sickness*, *Sleep*

2nd Level Spells (Choose Three, 3 Spell Slots): *Acid Arrow*, *Blindness/Deafness*, *Invisibility*, *Locate Object*, *Shadow Blade*, *Suggestion*

3rd Level Spells (Choose Three, 3 Spell Slots): *Dispel Magic*, *Fear*, *Flame Arrows*, *Life Transference*, *Spirit Shroud*, *Vampiric Touch*

4th Level Spells (Choose Three, 2 Spell Slots): *Black Tentacles*, *Blight*, *Confusion*, *Greater Invisibility*, *Phantasmal Killer*, *Vitriolic Sphere*

**Abomination:** The Abomination's *Slam* damage increases from 1d8+Strength to 3d8+Strength. In addition, the Abomination gains immunity to necrotic damage.