

# ARTIFICER SPECIALIST IN SKYMASTERY

Skymastery is a pursuit that emphasizes flight. Artificers choosing this path construct a flying machine—either a glider or a balloon—and use it to take to the skies. The glider is nimble and agile, allowing you to dive at your enemies and then retreat to the skies. The balloon is large and gives you the safety of the air from which to fire down from. Both grant the safety of the skies and come with increased control over the wind and sea. Skymastery is a popular pursuit with explorers and adventurers on the cutting edge of new frontiers.

## SKYMASTER SPELLS

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

## SKYMASTER SPELLS

Artificer Level	Spells
3rd	Feather Fall, Zephyr Strike
5th	Skywrite, Warding Wind
9th	Blinding Smite, Wind Wall
13th	Freedom of Movement, Storm Sphere
17th	Control Winds, Swift Quiver

## FLYING MACHINE

At level 3, you construct a flying machine. Choose one of the following designs:

### THE BALLOON.

The balloon has a flying (hovering) speed of 30, and can carry a number of pounds equal to your 200 + Intelligence modifier \* 30 (minimum of 230). When in heavy winds, its speed is increased or decreased by 10.

### THE GLIDER.

The glider has a flying speed of 40, and can carry you and an additional number of pounds equal to your 100 + Intelligence modifier \* 30 (minimum of 130).

Both flying machines have an AC = 12 + your Intelligence modifier, a large size, and are vehicles only you are proficient in. You can control them to move while you ride them using only your movement and at least one hand. Both vehicles can be reduced to a small size that can easily be carried while grounded. It takes one minute to set up the flying machine after being folded up this way, and one minute to take it down. Setting up the flying machine this way requires a tinderbox or other way to light a fire if you are using the balloon.

Your flying machine has hit points equal to 5 for each artificer level you have.

If the Mending spell is cast on it, it regains 2d6 hit points. If it has been broken within the last hour, you can use your leatherworker's tools, tinker's tools, weaver's tools, or any suitable tool kit you are proficient with as an action to repair it, provided you are within 5 feet of it and you expend a spell slot of 1st level or higher.

Alternatively, during a long rest, you may construct a new flying machine if your original is broken or destroyed, or if you want to change the design or to the other type of flying machine. This uses your leatherworker's tools, tinker's tools, weaver's tools, or any suitable tool kit you are proficient with. Doing this breaks the original, if it was not already broken.

## WEAPONIZED WINGS

Starting at level 3, if you are using your glider, as an action, you may flap its wings, creating a mighty gust before you. When you do this, all creatures in a 15 foot cube in front of you must make a Strength saving throw against your Artificer spell DC. On a failed save, a creature in the area takes 1d10 bludgeoning damage and is pushed back 20 feet.

Starting at 5th level, if a creature succeeds on the save, it takes half the damage. In addition, the damage is increased to 2d10.

## WEAPONIZED FLAMES

Starting at level 3, if you are using your balloon, as an action, you may let a fireball out of the air heating mechanism. When you do this, all creatures in a 15 foot cone in front of you must make a Dexterity saving throw against your Artificer spell DC. On a failed save, a creature in the area takes 1d12 fire damage.

Starting at 5th level, if a creature succeeds on the save, it takes half the damage. In addition, the damage is increased to 2d12.

## BONUS PROFICIENCY

At level 3, you gain proficiency with cartographer's tools.

## IMPROVED GLIDER

At level 5, your ability to control your glider improves. Your glider's speed increases to 50. When you are flying the glider, you may use the Disengage action as a bonus action. When you hit a creature with a melee weapon attack for the first time each turn after diving at it for at least 10 feet down, the attack deals an additional 2d6 damage.

This damage is increased to 4d6 at level 15.

## IMPROVED BALLOON

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At level 5, your ability to control your balloon improves. The balloon's carrying capacity is doubled, its speed is no longer affected by heavy winds, and, when you hit a creature with a ranged weapon attack from at least 10 feet above it for the first time each turn, the attack deals an additional 1d8 damage.

This damage is increased to 2d8 at level 15.

## ONBOARD WEAPON

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Beginning with 9th level, your flying machines have their own weapons.

If your weapon is a glider, you can attach a powerful blade or series of blades to the front or sides. When you attack a creature with a melee weapon attack while using the glider, you may slice at a creature in range. When you do this, make a melee weapon attack, adding your Intelligence modifier to the attack and damage rolls. You are proficient with this weapon, which does 1d10 piercing damage on a hit.

If your weapon is a balloon, you can mount onboard a small ballista or other siege weapon. As an action, you may attack with this weapon, which is a ranged weapon only you are proficient with. It has the ammunition (100/400), loading, and two-handed properties. When you attack with this weapon, make a ranged weapon attack, adding your Intelligence modifier to the attack and damage rolls. You are proficient with this weapon, which does 2d8 piercing damage on a hit.

## INCREASED CAPACITY

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In addition, at level 9, you increase the carrying capacity of your flying machine. Regardless of your flying machine's type, it may now carry up to six creatures in addition to an amount of items equal to its capacity. The flying machines are now size huge, and their ACs = 14 + your Intelligence modifier.

Your flying machine now has hit points equal to 10 for each artificer level you have.

## ENHANCED ARMAMENT

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At level 15, you improvement the weaponry of your flying machines.

If your weapon is a glider, when you dive towards an enemy and attack with your blades, any number of other creature on your vehicle may use their reaction to attack with other blades, using your Intelligence the same way you do.

If your weapon is a balloon, it gains a second siege weapon with the same stats as the other. Any friendly creature within 15 feet of you has proficiency with the weapon as long as you are not incapacitated.