DUALINK

Bombardier

Artificer Subclass



Runeterra Edition

Bombardier

Bombardiers are arcane engineers obsessed with controlled destruction. Through careful alchemical preparation and runic stabilization, they craft volatile magical explosives capable of reshaping the battlefield.

Where other artificers build tools of precision, Bombardiers build tools of inevitability.

Every blast is deliberate. Every detonation is planned.

Arcane Explosives

At 3rd level, you develop a set of prototype magical bombs fueled by condensed arcane reagents.

You gain proficiency with **alchemist's supplies**. If you already have this proficiency, you gain proficiency with **tinkerer's tools** or **smith's tools** (your choice).

You can use these tools as a spellcasting focus.

Bomb Charges

You have a number of Bomb Charges equal to your **proficiency bonus**. You regain all expended Bomb Charges when you finish a **short or long rest**. You must expend **1 Bomb Charge** to create or throw a bomb.

Bomb save DC = your spell save DC.

Your bombs count as magical damage for the purposes of overcoming resistances.

Throw Bomb

As an action, you throw an arcane bomb to a point you can see within **60 feet**.Choose one bomb type:

Bouncing Bomb

You hurl an unstable explosive that ricochets unpredictably.

Choose a point within range. If the bomb would land in an unoccupied space, it bounces up to **20 feet** further in the same direction before detonating. If the bomb comes into contact with a creature before completing the bounce, it detonates immediately. The bomb explodes in a **10-foot radius**.

Creatures in the area must make a Dexterity saving throw.

- Failure: 2d6 fire or force damage (your choice)
- Success: half damage

Damage increases as you gain artificer levels:

- 5th level: 4d6
- 9th level: 6d6
- 15th level: 8d6

Satchel Charge

You place a volatile charge at a point within **5 feet** of you. As a bonus action on a later turn, you may detonate it.

Creatures of your choice within **10 feet** must succeed on a Strength saving throw or:

- take 2d6 force damage
- be pushed up to 10 feet away from the charge

You are unaffected by your own Satchel Charge's damage, but will still be pushed if you are within range. The charge lasts for **1 minute** or until detonated.

You may have only one Satchel Charge active at a time.

Explosive Savant

When you cast an artificer spell or use an ability that deals fire or force damage, you add your Intelligence modifier to one damage roll of the spell.

Chain Reaction

At 5th level, your explosives destabilize magical reactions nearby. When one of your bombs deals damage, you may choose one:

Chain Detonation

One Satchel Charge you created within 30 feet may immediately detonate.

Volatile Residue

The bomb leaves unstable energy in its space until the start of your next turn. The first creature that enters the space or starts its turn there takes force damage equal to your Intelligence modifier.

Combat Rhythm

At the start of combat, you regain **1 expended Bomb Charge**.

Minefield Deployment

At 9th level, you can rapidly seed areas with unstable arcane charges. As an action, expend 1 Bomb Charge to create a Minefield in a **15-foot square** within 60 feet.

The area lasts for 1 minute. The first time a creature enters the area on a turn or starts its turn there, it must succeed on a Dexterity saving throw or take **2d8 force damage**.

The area counts as difficult terrain for enemies.

You may maintain a number of Minefields equal to your Intelligence modifier (minimum 1).

Explosive Momentum

When a creature is reduced to 0 hit points by damage you deal that is fire or force damage, you regain **1 Bomb Charge**.

You may regain only **1 Bomb Charge per turn** this way.

Masterwork Payload

At 15th level, your most dangerous creations are terrifyingly precise.

At the start of combat, you regain **2 Bomb Charges** instead of 1.

When you expend a Bomb Charge, you may enhance the bomb with one of the following effects:

Mega Bomb

Increase the bomb radius by **10 feet** and double the bomb's range.

Additionally, **two damage dice are maximized**.

You may use Mega Bomb a number of times equal to your proficiency bonus per long rest.

Siege Charge

Your bomb ignores resistance to fire and force damage.

Objects and structures take double damage.

Perfect Placement

You may create or throw the bomb as a **bonus action** instead of an action.

New Infusion Options

These infusions follow normal artificer rules for known and active infusions.

Echoing Payload

Item: weapon or spellcasting focus

When you deal fire or force damage with an artificer spell or Bombardier

feature, you may cause unstable arcane energy to linger.

The first creature that enters the affected space before the start of your next turn takes force damage equal to your Intelligence modifier.

If the damage came from a bomb, the affected area increases by 5 feet.

Trickshot Bomb Rack

Item: gloves, bracers, or tool set

Your bombs follow unpredictable trajectories.

When you throw a Bouncing Bomb, you may alter the direction of the bounce by up to 90 **degrees**.

Additionally, increase the bounce distance by **10 feet**.

Stabilized Payload Core

Item: spellcasting focus

Your explosives are unnaturally consistent.

When you roll damage for a bomb, treat any roll of **1** on a damage die as a **2**.

Once per turn, you may reroll one bomb damage die.

You must use the new result.

Concussive Delivery System

Item: boots or gauntlets

Your bombs disrupt enemy footing.

Creatures that fail their saving throw against one of your bombs have disadvantage on the next attack they make before the end of their next turn.

If the bomb pushes the creature, increase the push distance by 5 feet.