

# Archive of Forgotten Lore:

## Artificer

This is Supplemental Material

### Artificer Specialist

At 3rd level, an artificer gains the Artificer Specialist feature. This is an option written by Odvaskar for that feature: The Mutagenist

### Mutagenist

An artificer that specializes as a mutagenist creates mutagens from the condensed essence of creatures. A combination of an alchemist and a surgeon, mutagenists are experts when it comes to the transmutation of flesh. Most mutagenist can be found traveling the world hunting monster for their research into mutagens. The most accomplished artificers of this specialization are essential members of monster hunting guilds or black-market mutagen dealers.

### Mutagenist Spells

3rd-level Mutagenist feature

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

#### Mutagenist Spells

Artificer Level	Spells
3rd	<i>Expeditious Retreat, Jump</i>
5th	<i>Alter Self, Gentle Repose</i>
9th	<i>Haste, Revivify</i>
13th	<i>Death Ward, Polymorph</i>
17th	<i>Awaken, Reincarnate</i>

### Tool Proficiency

3rd-level Mutagenist feature

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

### Essence Harvest

3rd-level Mutagenist feature

At 3rd level, you have learned how to extract the essence from a corpse or other remains. The extraction requires you to have your alchemist's supplies on your person, and for the remains to no older than 1 hour. The extraction process takes 10 minutes at the end of which you must make an Intelligence (Alchemist's Supplies) check against the creature's CR that the remains belonged to. If you are successful the essence is safely stored in a vial, provided that you have an empty vial.

### Mutagens

3rd-level Mutagenist feature

Whenever you finish a long rest, you can produce a number of mutagens equal to your proficiency bonus using harvested essences. Each mutagen requires its own flask or syringe. As an action, a creature can use or administer the mutagen. A mutagen's effect last for 1 hour.

Creating a mutagen requires you to have alchemist's supplies on your person, and harvested essence. The creature type of the essence used determines the effect of the mutagen as shown in the Mutagen Creation table. Mutagens you create with this feature lasts until it is used or until the end of your next long rest.

You can create additional mutagens by expending a spell slot of 1st level or higher for each one. This

process takes 1 minute to complete but the mutagen is less potent. Mutagens create this way have a duration of a number of minute(s) equal to the spell slot level used.

If a creature tries to use more than 2 mutagens at once it must make a Constitution saving throw against your spell save DC. On a failed save, the creature is magically deformed for number of hours equal to your Intelligence modifier. While deformed, the creature has its speed halved and has disadvantage on ability checks, saving throws, and attacks. On a successful save, the extra mutagen effect is active. The DC increases by 2 for each additional mutagen used after the third.

### Mutagen Creation

Creature Type	Effect
Aberration	The user gains resistance to psychic damage.
Beast	The user gains darkvision of 60 feet or advantage on Wisdom (perception) checks that rely of hearing or smell.
Celestial	The user gains resistance to radiant damage for 1 hour.
Dragon	The user gains a +2 bonus to AC.
Elemental	The user gains resistance to cold, fire, lightning, or thunder damage. (damage type based on the type of elemental essence)
Fey	The user gains advantage on saving throws against being charmed and frightened and magic can't put you to sleep.
Fiend	Magical darkness doesn't impede your darkvision.
Giant	The user gains a +2 to its Strength ability score.
Humanoid	The user polymorphs into the same type of humanoid that the essence was harvested from. Their statistics other than size don't change.
Monstrosity	The user gains a climbing, or swimming speed equal to its walking speed.
Ooze	The user gains resistance to acid damage.

Plant The user has advantage on saving throws against being poisoned and gains resistance to poison damage.

Undead The user gains resistance to necrotic damage.

## Regeneration Augment

### 5th-level Mutagenist feature

Starting at 5th level, you found a way to augment your mutagens. When a creature under an effect of one of your mutagens starts its turn with less than half of its maximum hit points, it regains hit points equal to your intelligence modifier. The creature doesn't regain hit points in this way if it starts its turn with 0 hit points.

## Transmutationist

### 9th-level Mutagenist feature

At 9th level, you develop a way extract more transmutational power from essences. You can now extract 2 essences per corpse or remains. When you create a mutagen, it gains 1 more additional effect from the Mutagen Augment table corresponding creature type as the essence used. The additional effect last for 1 hour. This feature does not work on mutagens created using a spell slot.

### Mutagen Augment

Creature Type	Effect
Aberration	The user gains telepathy of 60 feet or the user is immune to any effect that would read its thoughts and emotions.
Beast	The user gains blindsight of 60 feet while not deafened or the user can breathe air and water.
Celestial	The user gains resistance to bludgeoning, piercing, and slashing damage from nonmagical weapon attacks.
Dragon	The user gains a breath weapon. As a bonus action, it can exhale a 15-foot cone of energy that deals acid, cold, fire, lightning, or poison

damage. Each creature in the cone must succeed on a Dexterity saving throw against your spell save DC or take 3d6 damage. (The essence used for this mutagen must be from a dragon with a breath attack)

Elemental	A creature that touches or hits the user with a melee attack within 5 feet take 1d10 damage. (The damage type is the same as the damage resistance you get from this mutagen)
Fey	The user gains advantage on saving throws against spells and other magical effects.
Fiend	The user gains resistance cold, fire, and lightning damage.
Giant	The user gains an additional +2 to its Strength ability score.
Humanoid	The user gains one racial trait from the race the humanoid essence was harvested from.
Monstrosity	The user gains burrowing, or flying speed equal to its walking speed.
Ooze	The user can climb difficult surfaces, including upside down ceilings, without needing to make an ability checks or it can move through space as narrow as 1 inch wide without squeezing. Anything you are wearing or carrying is dropped.
Plant	The user has is immune to being poisoned and poison damage.
Undead	The user can see 60 feet into the ethereal plane, or it gains immunity to exhaustion.

## Metamorphic Mastery

### 15th-level Mutagenist feature

When you reach 15th level, your countless hours spent researching and experimenting with mutagens has brought you to a breakthrough. You gain the following benefits:

- You are immune to any spell or effect that would alter your form. Unless you allow it.
- You can cast *Regenerate* and *Clone* spells without expending a spell slot, without preparing the spell, provided you use alchemist's supplies as the spellcasting focus. Once you cast either spell with this feature, you can't cast that spell with it again until you finish a long rest.