

Eldritch Grimoire:

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 Occultist

Occultist

An artificer that specializes as an occultist seeks ancient forbidden knowledge to unlock arcane power. Many occultist are known to not have the most stable of minds but a lifetime of scholarly research into the occult tends to open one's mind to dark forces. These dark forces allow the occultist to use curses, hexes, harness souls, and even summon creatures from another dimension.

"If you gaze into the abyss, the abyss gazes also into you." - Friedrich Nietzsche, *Beyond Good and Evil*

Occultist Spells

3rd-level Occultist feature

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

Occultist Spells

Artificer Level	Spells
3rd	<i>Bane, Dissonant Whispers, Mind sliver</i>
5th	<i>Borrowed Knowledge, Mind Spike</i>
9th	<i>Hunger of Hadar, Speak with Dead</i>
13th	<i>Banishment, Raulothim's Psychic Lance</i>
17th	<i>Contact Other Plane, Synaptic Static</i>

Occult Knowledge

3rd-level Occultist feature

When you adopt this specialization at 3rd level, you delve deep into occult writings to find forgotten knowledge. Through your time spent studying ancient writings and glyphs you have gain proficiency Calligrapher's Tools and you've learned how to channel eldritch magic. When your spellcasting feature lets you learn or replace an artificer spell of 1st level or higher, you can choose the new spell from the warlock spell list. You must obey all the restrictions for the selecting spell, and it becomes an artificer spell for you.

This knowledge comes with a price, your sanity. You suffer from indefinite madness. Roll a 1d100 on the indefinite madness table to determine your new flaw.

Indefinite Madness

d100 Flaw (lasts until cured)

01-15	"Being drunk keeps me sane."
16-25	"I keep whatever I find."
26-30	"I try to become more like someone else I know—adopting their style of dress, mannerisms, and name."
31-35	"I must bend the truth, exaggerate, or outright lie to be interesting to other people."
36-45	"Achieving my goal is the only thing of interest of me, and I'll ignore everything else to pursue it."
46-50	"I find it hard to care about anything that goes on around me."
51-55	"I don't like the way people judge me all the time."
56-70	"I am the smartest, wisest, strongest, fastest, and most beautiful person I know."
71-80	"I am convinced that powerful enemies are hunting me, and their agents are everywhere I go. I am sure they're watching me all the time."

81-85 “There’s only one person I can trust. And only I can see this special friend.”

86-95 “I can’t take anything seriously. The more serious the situation, the funnier I find it.”

95-100 “I’ve discovered that I really like killing people.”

Unspeakable Commune

3rd-level Occultist feature

You’ve found a ritual that will allow you to contact with an entity from another dimension. Through this contact the entity bestowed you with forbidden knowledge. You learn one Eldritch Invocation of your choice from the warlock class. If the invocation has any prerequisites, you can’t choose it. Additionally, during a short rest you can perform the ritual to change the invocation for another, but the entity demands a sacrifice of knowledge. Every time you change the invocation you must choose one skill you are proficient with to temporarily lose your proficiency to it. If you have no skill proficiencies you can’t perform the ritual, and you regain all your skill proficiencies back after a long rest.

Otherworldly Thrall

5th-level Occultist feature

Starting at 5th level, you can use part of a person’s soul to create an aberrant loyal servant. When you slay a creature (that’s not an undead or construct), you can create a Gazer, the statistics for which are below and in the monster Manual. When the gazer appears it gains temporary hit points equal your artificer level. In combat it rolls its own initiative and it obeys your telepathic commands up to a range of 120 feet.

The gazer remains under your control until it dies, you create another gazer at which point the first gazer vanishes, or until your next long rest.

You can create a gazer in this way a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Sacrificial Rite

9th-level Occultist feature

At 9th level, you’ve discovered an ancient sacrificial rite used to harness the power from souls. As an action, you choose one creature (that isn’t an undead or construct) you can see within 60 feet of you. The target is cursed by this rite until the end of your next turn. The cursed creature has disadvantage on all saving throws and vulnerability to one damage type of your choice until it is hit by an attack from you or one of your allies, after it takes damage the curse ends. You can use this rite once per short or long rest.

If the creature is slain, you harvest its soul and can use it to empower your Unspeakable commune and Otherworldly Thrall features. You can only hold one soul at a time. If you use the soul as a component for your unspeakable commune, you can treat your artificer levels as warlock levels for eldritch invocation prerequisites. If you use the soul when creating a gazer from your otherworldly thrall feature, you can create a Spectator instead of a gazer. The statistics for which are below and in the monster Manual. The soul is consumed after its used to empower your features.

Eldritch Comprehension

15th-level Occultist feature

When you reach 15th level, your countless hours spent hoarding and reading eldritch knowledge has opened your mind to otherworldly forces. Your mind has been changed forever and you gain the following benefits:

- You are immune to any effect that would sense your emotions or read your thoughts, as well as all divination spells.
- You can cast *Maddening Darkness*, *Soul Cage*, *Symbol* spells without expending a spell slot, without preparing the spell, provided you use Calligraphers’ Tools as the spellcasting focus. Once you cast any spell with this feature, you can’t cast that spell with it again until you finish a long rest.

Gazer

Tiny Aberration (beholder), unaligned

Armor Class 13 (natural armor)

Hit Points 13

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	17 (+3)	14 (+2)	3 (-4)	10 (+0)	7 (-7)

Saving Throws Wis +2

Skills Perception +4, Stealth +5

Condition Immunities prone

Senses darkvision 60ft., passive Perception 14

Languages understands one language you know but can't speak.

Mimicry. The gazer can mimic simple sounds of speech it has heard in any language. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.

Actions

Bite. Mele Weapon Attack: +5 to hit, range 5 ft., one target. Hit: 1 piercing damage.

Eye Rays. The gazer shoots two of the following magical eye rays at random (roll two d4s, and reroll duplicates), choosing one or two targets it can see within 60 feet of it.

1-Dazing Ray. The target creature must succeed on a DC 12 Wisdom saving throw or be charmed until the start of the gazer's next turn. While the target is charmed in this way, its speed is halved, and it has disadvantage on attack rolls.

2-Fear Ray. The target creature must succeed on a DC 12 Wisdom saving throw or be frightened until the start of the gazer's next turn.

3-Frost Ray. The target must succeed on a DC 12 Dexterity saving throw or take 3d6 cold damage.

4-Telekinetic Ray. If the target is a creature that is medium or smaller, it must succeed on a DC 12 Strength saving throw or be moved up to 30 feet directly away from the gazer. If the target is a tiny object that isn't being worn or carried, the gazer moves it up to 30 feet in any direction. The gazer can also exert fine control over objects with this

ray, such as manipulating a simple tool or opening a container.

Bonus Actions

Aggressive. The gazer moves up to its speed towards a hostile creature that it can see.



Spectator

Medium Aberration (beholder), unaligned

Armor Class 14 (natural armor)

Hit Points 39

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	13 (+1)	14 (+2)	11 (+0)

Skills Perception +6

Condition Immunities prone

Senses darkvision 120ft., passive Perception 16

Languages Deep Speech, Telepathy 120ft., Undercommon

Actions

Bite. Mele Weapon Attack: +1 to hit, range 5 ft., one target. Hit: 1d6-1 piercing damage.

Eye Rays. The spectator shoots two of the following magical eye rays at one or two targets it can see within 90 feet of it. It can use each ray only one a turn.

1-Confusion Ray. The target creature must succeed on a DC 13 Wisdom saving throw, or it can't take reactions until the end of its next turn. On its turn, the target can't move, and it uses its action to make a melee or ranged attack against a randomly determined creature within range. If the target can't attack, it does nothing on its turn.

2-Paralyzing Ray. The target creature must succeed on a DC 13 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

3-Fear Ray. The target must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if the spectator is visible to the target, ending the effect on itself on a success.

4-Wounding Ray. The target must make a DC 13 Constitution saving throw, taking 3d10 necrotic damage on a failed save, or half as much damage on a successful one.

Create Food and Water. The spectator magically creates enough food and water to sustain itself for 24 hours.

Reactions

Spell Reflection. If the spectator makes a successful saving throw against a spell, or a spell attack misses it, the spectator can choose another creature (including the spellcaster) it can see within 30 feet of it. The spell targets the chosen creature instead of the spectator. If the spell forced a saving throw, the chosen creature makes its own save. If the spell was an attack, the attack roll is rerolled against the chosen creature.

