

Consecrated Codex:

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 Optician.

Optician

An artificer that specializes as an Optician is fascinated by the properties and manipulation of light. Artificers of this trade can harness energy from sunlight through focusing lenses to power their contraptions and tools. Some optician's take this specialization for ultraistic means such as bringing energy to civilized areas, harnessing sunlight to fight the undead, or the advancement of technology. While of others do it to harness the destructive power of the searing sun or for financial reasons. Many opticians can be found roaming the world in search for new and ancient technology or looking for a civilization that needs light.

Optician Spells

3rd-level Optician feature

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

Optician Spells

Artificer Level	Spells
3rd	<i>Light, Guiding Bolt, Silent Image</i>
5th	<i>Invisibility, Mirror Image</i>
9th	<i>Daylight, Hypnotic Pattern</i>
13th	<i>Greater Invisibility, Sickening Radiance</i>
17th	<i>Dawn, Wall of Light</i>

Solar Battery

3rd-level Optician feature

When you adopt this specialization at 3rd level, you create a battery backpack that converts solar energy into spell slots. Once per day if the backpack spends 1 hour in direct sunlight or an equivalent source of light, it gains and stores your Proficiency Bonus worth of spell levels. The stored magic energy can be used to cast spells with 24 hours. After which point the energy within the battery dissipates. For example: at 5th level you have 3 spells levels stored which can be used to cast one 2nd level spell and one 1st level spell or cast three 1st level spells.

Optic Multitool

3rd-level Optician feature

At 3rd level, you have learned how to create a multitool with multiple focusing lenses and gadgets. The multitool can be one device like a gauntlet or helmet or multiple smaller tools. For this tools to function there needs be at least 1 spell level stored in the solar battery. You have access to all of the following tools:

Light Blade. A shortsword with retractable blade made of pure light. This blade deals double damage to objects and structures. You can use your Intelligence for attack and damage rolls. It deals 1d8 + your intelligence radiant damage.

Solar Beam. A beam of light used for ranged attacks. Has range of 120 feet and you can use your Intelligence for attack and damage rolls. It deals 1d6 + your intelligence radiant damage.

Enhanced Optics. Specialized optics powered by sunlight. You can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.

Light Wave Emitter. You expend 1 spell level from the batter to emit different light wave lengths in a 10 foot radius around you for 1 hour. This light is invisible to most creatures, but you can see it with your Enhanced Optics. You gain the benefits of *See Invisibility*, and you can see through illusions within 10 feet of you.

Calibrated Lenses

5th-level Optician feature

Starting at 5th level, you can attack twice, rather than once, whenever you take the Attack action on your turn. Additionally, you have calibrated the lenses for your light blade and condensed beam allowing you to increase their power output. The Light Blade deals 1d10 radiant damage instead of 1d6 and the Solar Beam deals 1d8 radiant damage instead of 1d6.

Solar Bombs

9th-level Optician feature

You learn how to create explosive devices powered by sunlight. Whenever you finish a long rest, you can create Solar Bombs. You can create a number of bombs equal to your Proficiency Bonus during a long rest from the Solar Bomb table below. Creating a bomb requires you to have your Tinker's Tools and Spell levels in your solar powered battery. Each bomb consumes one spell level of stored energy, and the bomb is usable for 24 hours after creation. After that point the bomb's energy dissipates. (Your DM will need add a gold requirement per bomb, at least 50 GP)

When a creature takes the Attack action, it can replace one of the attacks for throwing or launching a bomb that explodes on impact. If thrown the bomb has a range of 20 feet and has the Finesse property. If launched from a crossbow or similar device the bomb has a range of 60 feet, but a creature must use a bonus action to load another bomb in the device. If the bomb causes a creature to make a saving throw it is made against your spell save DC.

Bomb Table

Bomb Name	Effect
Flare Bomb	Each creature within 10 feet of the impact point, must succeed on a Dexterity saving throw or become engulfed in 5ft of bright and dim light until the end of your next turn. A creature engulfed in this light has attacks had against at advantage. On successful save the creature is not engulfed in light.
Flash Bomb	Each creature within 10 feet of the impact point, must succeed on a Constitution saving throw or become blinded until the end of your next turn. On successful save the creature is not blinded but can't make reactions until the start of its next turn.
Radiant Bomb	Each creature within 10 feet of impact point must succeed on a Dexterity saving throw or take 4d6 radiant damage. Taking half damage on a successful save.

Secondary Battery

15th-level Optician feature

When you reach 15th level, you can create a secondary battery to store more energy. This backup battery functions the same as the first, but its energy can only be used to create Solar Bombs or to cast one of the following spells once per day. As it consumes all spell levels in the backup battery. *Sun Beam*, *Crown of Stars*, and *Holy Star of Mystra* are added to your spell list and don't count against your spells known.