

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 Neurologist

Neurologist

An artificer that specializes as a neurologist seeks to uncover the secrets of the mind and psionics. Many neurologists were surgeons or doctors before taking an interest in the mind. It's not rare to see one of these artificers traveling with a dozen brains in jars that they use for search and psionics focuses. This fascination with psionic leads many neurologist to the dangerous study mind flayers and other aberrant creatures. This research can lead to their doom or worse an unstable mind riddled with madness.

Neurologist Spells

3rd-level Neurologist feature

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

Neurologist Spells

Artificer Level	Spells
3rd	<i>Charm Person, Dissonant Whispers, Mind sliver</i>
5th	<i>Detect Thoughts, Mind Spike</i>
9th	<i>Fear, Hypnotic Pattern</i>
13th	<i>Confusion, Raulothim's Psychic Lance</i>
17th	<i>Modify Memory, Synaptic Static</i>

Tool Proficiency

3rd-level Neurologist 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's tools of your choice.

Neurosurgeon

3rd-level Neurologist feature

At 3rd level, you have learned how to extract the brain from a corpse. The extraction requires you to have your alchemist's supplies on your person, and for the remains to be no older than 1 hour. The surgery 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 brain is safely stored in a large glass jar, provided that you have an empty jar and chemicals for preservation (20 GP).

Cerebral Focus

3rd-level Neurologist feature

Whenever you finish a long rest, you can create a number of cerebral focuses equal to your proficiency bonus using the brains you extracted and your alchemist's supplies. A cerebral focus is a brain in a jar that has an AC of 11 and a number of hit points equal to your Artificer level. A cerebral focus can be used to as conduits for psionics. You can activate these psionics as an action on your turn. Once a cerebral focus is used for a psionic ability from the table below, that brain can't be used again until you finish a long rest.

Psionics are cast innately, can't be counter spelled, and are not affected by anti-magic fields.

Psionics

Name	Effect
Detect Sentience	You can sense the presence and location of any creature within 100 feet of you that has an Intelligence of 3 or higher, regardless of interposing barriers for 1 minute. Unless the creature is an Undead or Construct.
Enhanced Intelligence	You gain advantage on Intelligence saving throws and ability checks for the next 10 minutes.
Heightened Awareness	You can add your Intelligence Modifier when you roll initiative for 1 hour.
Psionic Surge	You can cast one of the spells on the Neurologist Spell table without having to expending a spell slot, as long as you are the required level for that spell.
Secondary Concentration	You can have the brain in the focus concentrate on one artificer spell for you. The brain will concentrate on the spell until the spell's duration is complete, or the cerebral focus is destroyed.
Warded Mind	You gain resistance to psychic damage for 1 hour.

Bioelectrical Current

5th-level Neurologist feature

Starting at 5th level, you can enhance the psionic potential of one cerebral focus by creating and attaching a small battery to send electrical currents to the brain. This process takes an hour and if the cerebral focus is destroyed you can attach the battery to another focus which takes an hour.

As long as the enhanced cerebral focus isn't used to activate a psionic ability it can be used to as an arcane focus for your artificer spells. When you cast a spell that deals psychic damage you deal extra damage equal to a d8. Additionally, if a creature fails a saving throw against one of your spells by 5 or more it is stunned until the end of its next turn.

Synaptic Plasticity

9th-level Neurologist feature

At 9th level, you have learned a procedure to strengthen the connection between synapses of the brains within cerebral focuses. When you create a cerebral focus you can perform this procedure. The awakened cerebral focus now has one of the constant effects from the table below and it can't be used to activate psionics from the Psionics table. You can only have a number of awakened cerebral focuses activate equal to half of your proficiency bonus (round down) at one time.

Synaptic Plasticity Effect

Name	Effect
Detect Thoughts	You are under the constant effects of a <i>Detect Thought's</i> spell.
Levitation	You are under the constant effects of a <i>Levitate</i> spell.
Limited Magic Resistance	Once per short rest you can gain advantage on one saving throw against a spell or any magical effect.
Psychic Deflection	If you take psychic damage, you can use your reaction to target one creature within 30 feet of you to take half of the damage you took.
Telepathy	You can telepathic communicate with any creature within 100 feet of you.
Telepathic Shroud	You are immune to any effect that would sense your emotions or read your thoughts, as well as all divination spells.

Psionic Blast

15th-level Neurologist feature

When you reach 15th level, you can overload a cerebral focus to cause it to unleash a devastating wave of psionic energy in a 30-foot cone. Each creature in area must make an Intelligence saving throw or take 4d8 + your Intelligence Modifier psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The cerebral focus used can't be an awakened or enhanced focus and it is destroyed.