

ARTIFICER SPECIALIST IN CONCEALEMENT

An artificer of concealment can hide weapons and tools as other objects, and has infusions that benefit the surprising and unexpected. These artificers are devastating when unexpected, and can supplement the stealthiness of its allies. Concealers, through their own abilities in stealth and disguise, can also recognize deception, stealth, and danger in others as well. Their disguises come from powerful illusion magic, but their ability to take advantage of surprise comes entirely from their own natural skills and training.

CONCEALER SPELLS

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

CONCEALER SPELLS

Artificer Level	Spells
3rd	Disguise Self, Guiding Bolt
5th	Detect Thoughts, Nystul's Magic Aura
9th	Blinding Smite, Nondetection
13th	Arcane Eye, Phantasmal Killer
17th	Seeming, Steel Wind Strike

DISGUISED ITEMS

By level 3, any infused item can be disguised as a mundane and nonmagical item of the same approximate size and shape, as you determine. It requires an Intelligence (Investigation) check against your artificer spell save DC to notice this effect. The effect is magical, but disguised from effects that see magic, which only give advantage on skill checks to detect this disguise. You apply this effect when you infuse an item, but you may change the illusion over the course of one minute of concentration, as if on a spell, whenever you wish, as long as the weapon is still infused with your infusion.

Your tools that you use as a spellcasting focus can also be disguised as a mundane and nonmagical object, like above, even if this item does not have one of your infusions on it.

STARTLING DRAW

Beginning at level 3, when you or an ally attacks with a weapon that is disguised by your Disguised Items ability, and the attack roll has advantage or the attacked creature is surprised, the attack does an additional 1d12 damage of its damage type. Each creature can only benefit from this ability once per round.

This damage increases to 2d12 force damage at level 5.

BONUS PROFICIENCY

At level 3, you gain proficiency with disguiser's kits.

SURPRISING STRIKE

With level 5, when you attack a surprised creature or a creature who you have advantage on, you may use your bonus action to make an additional attack, this turn.

MASTER FINDER

Upon reaching level 5, you gain advantage on checks to detect that objects were magically disguised.

WEAKENING STARTLE

At level 9, the scares of your weapons begin to slow your enemies. Whenever a creature deals damage using your Startling Draw ability, the damaged creature has disadvantage to attack that creature during its next turn.

MINIATURE ITEM

Beginning at level 9, when you use an infusion on an item, you may give the item a miniature form, as part of its disguise. As a bonus action, a creature using, and touching, the item may make the item exit its miniature form, which is half the size of the item normally, in each dimension. This causes the item to become one eighth its normal weight, but does not reduce its durability. Creatures proficient in the normal weapon are not proficient in the miniature weapon. As a bonus action, the creature can then cause the item to enter the miniature form again.

If the item requires attunement, only the creature attuned to it and you may cause the weapon to enter and exit its miniature form.

If the item enters an antimagic field or similar effect, the item reverts to its normal state.

PREPARATORY EXPERIENCE

With level 15, you've become a master at recognizing the signs of a fight and diving in. You gain the following benefits:

You gain a bonus to initiative rolls equal to your Intelligence modifier (minimum of 1).

As a reaction to any event that causes initiative to be rolled, you may draw a weapon and make an attack. Alternatively, you may use your reaction to allow an ally to do this, also using their reaction.

When you do damage with the Startling Draw effect, a creature must make a Wisdom saving throw against your spell save DC. On a failed save, the creature is frightened. It may remake the saving throw at the end of its turn, ending the effects on itself on a success. Otherwise, the frightening ends in 1 minute.