

ARTIFICER SPECIALIST IN SURGERY

Through surgery and magic, surgeon artificers can heal their allies, and they can also implant their bodies with magic objects to aid them. These implanted items are powerful magical devices that can aid their abilities, heal them, or even help them escape emergencies. This is a timely and exhausting procedure that requires a great deal of practical and arcane skill, but can bolster allies and keep them fighting and ready much longer than without.

SURGEON SPELLS

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

SURGEON SPELLS

Artificer Level	Spells
3rd	Cure Wounds, Heroism
5th	Barkskin, Warding Bond
9th	Gaseous Form, Remove Curse
13th	Blight, Death Ward
17th	Hold Monster, Raise Dead

SURGICAL IMPLANTATION

Beginning at level 3, you may implant your magical item infusions inside of your allies' bodies. During a long rest, you may select any number of willing allies you can see and touch, not including yourself, to implant. For each ally chosen, you must have a magical infusion or other item to implant them with. If the implantation is interrupted or ends abruptly, the targets gain a level of exhaustion and the implantation fails.

Items implanted in your allies still have all the effects they would if the item was worn, carried, or otherwise used normally, so long as all other requirements are fulfilled. This works for any worn item that is not armor, as well as other passive wondrous items. These items, when implanted, can only be noticed by another creature with a successful Intelligence (Arcana) check against your spell save DC.

If the infusion ends the implanted creature ceases benefiting from the item and the object naturally expells from the body during the creature's next long rest, harmlessly, to the nearest external area. If the carrier or artificer dies, all implanted objects are expelled from the body to the nearest external area.

Beginning at level 5, you may implant any number of items that meet the above qualifications an ally is attuned to into its body, instead of only your infused items.

NO-TOUCH CASTING

Starting with level 3, you may target a creature with an artificer spell if you can see the creature, if it is within 60 feet of you, if the range of the spell is touch, and you have implanted the creature with your Surgical Implantation.

BONUS PROFICIENCY

At level 3, you gain proficiency with herablist kits.

HEALING IMPLANTS

At level 5, you learn to heal allies through the implantations you have placed in other creatures. As a bonus action on your turn, you may expend a spell slot to heal an ally that has been implanted 1d6 + your Intelligence modifier (minimum of 1) if the ally is within 60 feet of you.

If the spell slot is 2nd level or higher, the ally heals an additional 1d6 per spell slot level.

In addition, you can use this feature once without expending a spell slot between long rests. When you use this feature this way, it is as if you used a 1st level spell slot.

Starting at level 15, you may use this a number of times equal to your Intelligence modifier between long rests without expending a spell slot (minimum of 1).

ESCAPE TACTICS

At level 9, you may help your allies escape emergencies. When an ally within 120 feet of you is incapacitated, as a reaction, you may move the creature up to its movement. As an action, you may also move an ally up to its movement if it is implanted and incapacitated.

This movement is sudden and jerky and seems involuntary or necrotic to witnesses. As a result, it does not provoke attacks of opportunity.

SPREADING SPELLS

Starting at level 15, when you use No-Touch Casting, you may target any number of other Implanted cratures in range. If this spell requires concentration, you may concentrate on the spell for all targets at the same time. Once you use this effect, you may not use it again until the end of a long rest.