

GEMOLOGIST

A Gemologist is a master of crafting jewelery for protection, especially that which utilises crystals and gems as forms of storing or channeling energy. They are capable of refracting light and other power sources into a much more potent form, or as a way to redirect harmful effects.

GEMOLOGIST FEATURES

Artificer Level	Feature
3rd	Tools of the Trade, Gemologist Spells, Gem Housing
6th	Gem Guard
14th	Improved Focus

TOOLS OF THE TRADE

By the time you adopt this specialty at 3rd level, you're deeply familiar with employing its tools.

Proficiencies. You gain proficiency with glassblower's tools and jeweler's tools, assuming you don't already have them. You also gain glassblower's tools and jeweler's tools for free—the result of tinkering you've done as you've prepared for this specialization.

Crafting. If you craft a magic item in the ring category, it takes you a quarter of the normal time, and it costs you half as much of the usual gold.

GEMOLOGIST SPELLS

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

GEMOLOGIST SPELLS

Artificer Level	Spells
3rd	<i>absorb elements, chromatic orb</i>
5th	<i>scorching ray, blindness/deafness</i>
9th	<i>daylight, major image</i>
13th	<i>greater invisibility, sickening radiance</i>
17th	<i>scrying, wall of light</i>

GEM HOUSING

At 3rd level, you learn how to create a device for containing and harnessing magic imbued crystals—in the form of a gauntlet, medallion, helm, or similar object—known as a gem housing.

Whenever you finish a long rest and your jeweler's tools are with you, you can create your gem housing, or reshape it to a different form. If you already have a gem housing from this feature and create a new one, the first one is immediately destroyed.

While you are wearing your gem housing and holding your jeweler's tools, as an action you can discharge a blast of elemental energy. Choose one of the following damage types: cold, fire, lightning, or thunder.



ART CREDITS

Art is [Pyromancer's Gauntlet](#) by Christine Choi.

All creatures within a 15 foot cone or 5 by 30 foot line (your choice) originating from you must make a Dexterity saving throw. Targets within this area take an amount of the chosen damage type equal to 1d6 + your Intelligence modifier (minimum of one) on a failed save, or half as much damage on a successful one. When you use this action, you can overload the blast by expending a spell slot. The blast deals additional damage equal to 2d6 per level of the slot expended, to a maximum of 10d6 additional damage.

GEM GUARD

Beginning at 6th level, as an action while you're holding your jeweler's tools, you can touch a willing creature and bestow it with a protective crystal. A Tiny gem of your choice of shape and color appears on a part of its body, remaining there until you complete a long rest or until it is destroyed. While the gem remains, the creature gains resistance to your choice of one of the following damage types; cold, fire, lightning, thunder, or radiant. Whenever the creature takes damage of that type, the gem loses a number of hit points equal to the damage taken. If the gem loses a total number of hit points equal to five times your Intelligence modifier (minimum of 5 hit points), it is destroyed.

You can use this feature a number of times equal to your Intelligence modifier (minimum of once), and you regain all expended uses when you complete a long rest.

IMPROVED FOCUS

At 14th level, your Gem Housing feature's damage increases to 2d6 + your Intelligence modifier (minimum of one).

Additionally, you can have the blast you create with your Gem Housing feature increase in size, either up to a 30 foot cone or up to a 10 by 60 foot line.