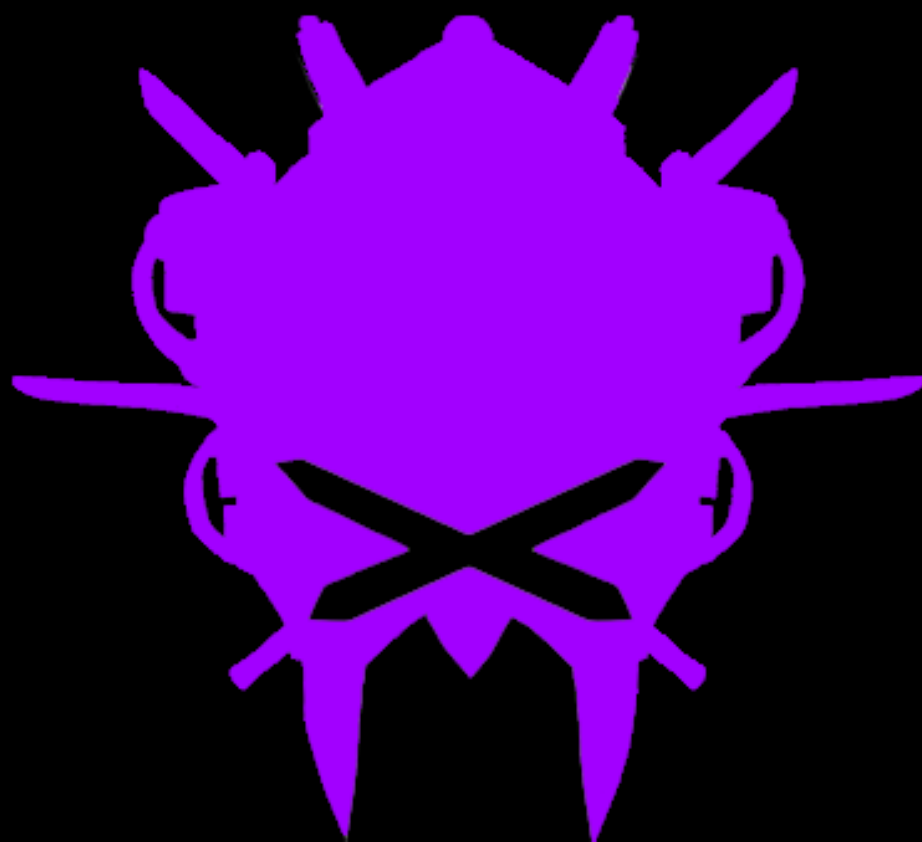# THE SEER KNIGHT

FURIEL V. LUNA

A warrior that uses a magical helm to control the battlefield with psychic powers
The seer knight is a new artificer subclass for the world's greatest roleplaying game

ARTIFICER
SPECIALIST TYPE

SEER KNIGHT

Seer knights use their intellect and inventions to strengthen the power of their mind and manifest it in the world as pure psychic force.

They can be standing perfectly still while a tempest of thoughts enacts their will on and off the battlefield. Harnessing their mental gifts, seer knights strategize while their mind projects their image, their voice, and even their touch to the outside.

Seer knights amplify their mental powers with a seerhelm, a helm that taps into their psychic potential, a mystic invention created in secrecy.

Those witness to the power of the seer knight often mistake what they see for ghosts or spirits acting in the world.

SEER KNIGHT FEATURES

Artificer Level	Feature
3rd	Tool Proficiency, Seer Knight Spells, Seerhelm
5th	Seerhelm Powers
9th	Psychic Fortitude
15th	Mind Games

TOOL PROFICIENCY

When you adopt this specialization at 3rd level, you gain proficiency with tinker's tools. If you already have this proficiency, you gain expertise with your tinker's tools or proficiency with one other type of artisan's tool of your choice.

SEER KNIGHT SPELLS

Starting at 3rd level, you also always have certain spells prepared after you reach particular levels in this class, as shown in the Seer Knight Spells table.

These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

Artificer Level	Spells
3rd	*Dissonant Whispers, Wrathful Smite*
5th	*Mind Spike, Phantasmal Force*
9th	*Dispel Magic, Slow*
13th	*Phantasmal Killer, Staggering Smite*
17th	*Geas, Synaptic Static*

SEERHELM

At 3rd level, you construct a mystical helm of your design to unlock the potential power of your mind. You can take your seerhelm off and on freely, but it can't be removed without your consent.

If somehow a creature other than you tries to use it, they must make an Intelligence saving throw (DC 20) or take 10d10 damage each turn they use it.

You can use your seerhelm as a focus for your spell-casting and add your Intelligence modifier to your spell damage, if that spell's damage type is psychic.

Casting spells with your seerhelm does not expend spell slots or require components.

Additionally, as a bonus action, you can use your tinker's tools on your seerhelm to enable you to cast the *mage hand* or *mind sliver* cantrip once per turn.

These cantrips count as artificer cantrips for you, but they don't count against the number of artificer cantrips you know.

SEERHELM POWERS

At 5th level, your dedication to experiment with your brain and unlock your mystic powers has paid off, but at the cost of your hair and leaving your head hideously scarred, covered with metal and crystal bits that lock your seerhelm in place.

As an action, you can use your tinker's tools on your seerhelm to activate one psychic power per turn:

At 5th level, you can cast *telekinesis* as many times equal to your Intelligence modifier per long rest.

At 9th level, you can cast *telepathy* as many times equal to your Intelligence modifier per long rest.

At 13th level, you can cast *astral projection*, on yourself only, once before requiring a long rest.

At 17th level, you can cast *psychic scream* once before requiring a long rest.

PSYCHIC FORTITUDE

At 9th level, your seerhelm grants you resistance against psychic damage, psychic attacks made against you are made at a disadvantage, and you gain advantage on all Intelligence checks.

MIND GAMES

At 15th level, as an action, you can use your tinker's tools on your seerhelm to create a psychic aura that lasts 1 minute and has a radius of 120 feet from you.

Enemies within the area are vulnerable to psychic damage and any saving throw they make must be made as an Intelligence saving throw.

You must take a long rest before using this feature again.