



BLOOD OF THE SANDS



I AM IMHOTEP!
TWO ARTIFICER SPECIALIZATIONS

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Backgrounds and Assets from Wikimedia

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Published by Daylight Publications

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I AM IMHOTEP!

I am the Builder, the Creator, the Craftsman, the Architect of the Gods. I am the Trapper, the Mechanist, the All-Seeing, He whom Thoth and Re-Horakety seek Knowledge from. Heed my call, for I....am....IMHOTEP!

This creed is carved into the great sandstone archways over the gateways of those artificer workshops devoted to the Architect of the Gods. Under the teachings of Imhotep's architheists are two specializations: the Great Builder, or the Soulkeeper. Both lead to great power, but also terrible responsibility.

THE GREAT BUILDER

TOOL PROFICIENCY

When you choose this specialization at 3rd level, you gain proficiency with mason's tools. If you are already proficient with mason's tools, you gain proficiency with one other type of artisan's tools of your choice.

GREAT BUILDER SPELLS

When you choose this specialization at 3rd level, you always have additional spells prepared after you reach particular levels in this class, as shown in the Great Builder Spells table, below. These spells count as artificer spells for you, but don't count against the number of artificer spells you prepare.

When you cast an artificer spell which requires a material component with a gold value, you can reduce the required cost by 10 times your Artificer level.

Artificer Level

3rd - alarm, earth tremor

5th - arcane lock, knock

9th - glyph of warding, magic circle

13th - private sanctum, stone shape

17th - wall of force, wall of stone

PERCUSSIVE MAINTENANCE

At 3rd level, you gain proficiency with light hammers, warhammers, mauls, and improvised weapons. You may use your intelligence modifier, rather than your Strength or Dexterity, for attack and damage rolls. When you successfully deal damage to structures, constructs, or inanimate objects with one of these weapons, this damage is considered a Critical Hit.



THE RIGHT TOOL

At 5th level, you can easily get your hands on the right tools for any given job, even if that job is violent. So long as your hands are not bound, you no longer require a set of thieves' tools or artisan's tools to use your 'Right Tool for the Job' class feature, and you only need 10 minutes of uninterrupted work to create a set of artisan's tools in this way.

KINETIC BLAST

At 9th level, when you make a successful melee attack you may expend a number of spell slots up to your proficiency modifier. For each spell slot expended this way, add an additional 2d6 force damage to the attack.

WALLBREAKER

At 15th level, you can easily circumvent most fortifications:

- You have a burrow speed of 10 feet. You can burrow through solid nonmagical rock at half your burrowing speed and you leave a 5-foot-diameter tunnel in your wake.
- You can cast *passwall* and *move earth* without expending a spell slot, without preparing the spell, and without material components. Once you cast either spell with this feature, you can't cast that spell with it again until you finish a long rest.

THE SOULKEEPER

SOUL PRISON

When you take this specialization at 3rd level, you construct a Soul Cage, capable of capturing the essence of life and converting it to power for your artificer spells.

The Soul Prison is a tiny magical object with an AC of 18 and a number of hit points equal to five times your current artificer level and a maximum number of charges equal to your proficiency bonus. It is resistant to bludgeoning, piercing, or slashing damage from nonmagical sources. If the mending spell is cast on it, it regains 2d6 hit points. If it is reduced to 0 hit points, it loses all charges and must be reconstructed during a ritual over the course of a long rest.

As an action, you can touch a humanoid that has died within the last minute. You absorb their soul into your Soul Cage before it continues to its divine fate. For each soul absorbed this way your soul cage gains one charge. During a short or long rest, you may expend a charge to create an item capable of producing one of the following effects:

- An item that, as a bonus action, restores hit points equal to 2d6+your Intelligence modifier
- An item that grants your intelligence modifier to the AC of the wearer for up to 1 minute
- An item that can be used to make a single ranged attack within 30 feet, dealing necrotic damage equal to 3d8 + your intelligence modifier
- An item that can be used to emit a single 15 foot cone of sonic damage, requiring a Constitution saving throw against your spell save DC or dealing 2d6 damage and applying the Deafened effect for 1 minute.
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At 5th level you may make two of these items per long rest, and at 15th level you may make up to 3 items per long rest.

CAPTURE SOUL

At 5th level, as long as your soul cage contains at least one charge, you can use an action to target any humanoid within 5 feet of you with a spell attack emitted from your Soul Cage. On a hit, this attack deals 4d6 necrotic damage. This increases to 6d6 damage at 9th level, and 10d6 damage at 13th level. If the total damage dealt is greater than or equal to the target's remaining hit points, the target is instantly killed and the soul absorbed into the Soul Cage. You gain temporary hit points equal to the amount of damage dealt. If the total damage dealt is less than the creature's remaining hit points, you lose a charge from the Soul Cage and may not attempt the Capture Soul creature against that target again until after your next Long Rest.

SOUL EATER

At 9th level, you may use an action and expend up to 3 charges from your Soul Cage to recover a combined level of spell slots equal to the number of charges expended. For example, you may recover a single third level slot or one first level slot and one second level slot. Once you recover spell slots in this way you cannot do so again until you finish a long rest.

SOUL VISAGE

At 15th level you can, as an action, surround yourself with the souls of your victims. For up to one minute you enter an incorporeal form where you gain the following benefits:

- You have resistance to acid, fire, lightning, and thunder damage as well as slashing, piercing, and bludgeoning damage from nonmagical attacks.
- You gain immunity to cold, necrotic, and poison damage.
- You are immune to the conditions charmed, exhausted, frightened, grappled, paralyzed, petrified, poisoned, prone, and restrained.
- You have a 40 feet fly speed.
- You can move through other creatures and objects as if they were difficult terrain. You take 1d10 force damage if you end your turn inside an object.

You can dismiss this form at any time.



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