

MORTIFICER



ARTIFICER SPECIALIZATION



by Oskar Orn Eggertsson
for Dungeons & Dragons, fifth edition



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Mortificer

Not all artificers pursue the perfection of magic items and machinery but wish to gain mastery over life and death. These artificers attempt to incorporate necromancy into their magic and infusions, and raise a terrible undead as their servant and entourage.

Morbid Fascination

Artificers who follow this path are commonly referred to as mortificers. It is a degrading title that mortificers have grown to welcome. When mortificers form societies, they are usually small with only a handful of selected members. Most often, mortificers work in secret except perhaps in places that welcome their necromantic exploits, such as Karnath.

Features

Artificer levels	Mortificer features
3rd	Tool Proficiency, Mortificer Spells, Undead Monstrosity
5th	Syphon Life
9th	Arcane Corpse
15th	Morbic Mastery

Tool Proficiency

Upon choosing this specialization at 3rd level, you

immediately gain proficiency with leatherworker's tools. If you are already proficient with leatherworker's tools you may gain proficiency with another set of artisan tools of your choice.

Mortificer Spells

Artificer levels	Mortificer Spells
3rd	false life, inflict wounds
5th	gentle repose, ray of enfeeblement
9th	animate dead, revivify
13th	blight, death ward
17th	contagion, raise dead

Undead Monstrosity

You create an undead monster from a dead body or bodies. This undead servant is loyal to you and will do everything you command it to, even if doing so would destroy it. If your undead monstrosity is destroyed, you can create a new one once you've finished a long rest, provided you have the required materials and tools.

Your undead monstrosity uses the stats from the provided statblock. During a fight, your undead monstrosity follows your orders and acts immediately after you in the initiative order. It can only take one action and move, but has no bonus actions. You can give your undead monstrosity new orders as a

bonus action on your turn. If you give it no new orders, it will continue to follow the last order you gave it.

Your undead monstrosity does not lose hit points from attacks or effects that deal necrotic damage, but instead regains half that many hit points. It cannot regain hit points from spells such as Cure Wounds or Healing Word. It is also immune to poison damage and to being poisoned, but is vulnerable to fire damage.

Finally, your undead monstrosity has one of the following features. When you reach 5th level in this class, it gets another feature, and again on levels 9th and 15th. These features are fixed and cannot be replaced until your undead monstrosity is destroyed and you make a new one. Each feature can only be chosen once.

- **Acidic Spit:** Your undead monstrosity has a gland that can expel acidic spit. On its turn, instead of a slam attack, the undead monstrosity can make a spit attack; Ranged Weapon Attack: +0 to hit, range 15 ft., one creature. Hit: 2d6 acid damage. When you reach level 10 in this class, the damage increases to 2d8.
- **Beast of Burden:** Your undead monstrosity can carry twice the weight it normally could

for its Strength score and size. It has an advantage on Strength ability checks.

- **Blades of Bones:** Your undead monstrosity sprouts sharp bones out from various locations on its body. It replaces its slam attack with a boneblade attack; Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 1d8 + 2 piercing damage. When you reach level 10 in this class, the damage increases to 1d10 + 2.
- **Conduit:** Your undead monstrosity is resistant to lightning damage. In addition, on its first turn after taking lightning damage, its melee attack deals additional 1d6 lightning damage. When you reach level 10 in this class, the melee attack deals additional 1d8 lightning damage instead.
- **Detonate:** Your undead monstrosity can burst into a ball of fire as its action. All creatures within a 10-foot radius from it must make a Dexterity saving throw against your spell save DC. On a failure, they take 4d10 fire damage, or half as much if they succeed. If your undead monstrosity takes 10 or more fire damage from a single source, they also explode. This explosion can only occur



once, after which your undead monstrosity is destroyed. When you reach level 10 in this class, the range of the detonation extends to a 20-foot radius.

- **Fire Deterred:** Your undead monstrosity is no longer vulnerable to fire.
- **Infected:** Your undead monstrosity is infected. Whenever it strikes a creature with a melee attack, that creature must make a Constitution saving throw against your spell save DC. If it fails, they take additional 1d6 poison damage and are poisoned for one minute. When you reach the 10th level of this class, the damage

becomes 1d8 poison damage instead.

- **Intelligent:** Your undead monstrosity's Intelligence score increases to 5 and it is now able to make its own decisions. You no longer need to give it commands during fights for it to change tactics (it will still follow commands when given). In addition, it can learn another language of your choice (that you know) and is capable of speaking.
- **Mindless:** Your undead monstrosity becomes immune to the charmed condition. It cannot have this feature if it also has the Intelligent feature.

- **Runner:** Your undead monstrosity's speed increases by +10. When you reach the 10th level of this class, its speed increases by +20.
- **Sentry:** Your undead monstrosity adds your proficiency bonus to its Wisdom (Perception) checks. As long as it remains in one place and does not move, its passive Perception increases by +5.

Syphon Life

At 5th level, when you roll necrotic damage from an attack that you control, that attack deals additional necrotic damage equal to your Intelligence modifier. In addition, when a living creature (i.e. neither a construct nor undead) within 30 feet from you takes necrotic damage from a spell that you control, you regain half that many hit points, up to your hit points maximum.

Arcane Corpse

When you reach 9th level, you can imbue your undead monstrosity with a single cantrip or spell. Until you finish a long rest, your undead monstrosity can cast the spell as its action, even if it only requires a bonus action, using your spell attack bonus and spell save DC, and spending your spell slots if not a cantrip. When your undead

monstrosity casts the imbued spell, it is always cast at its lowest level, even if you spend a higher level spell slot. Whenever you finish a long rest, you can imbue your undead monstrosity again, either with the same spell or a different one.

You can only imbue your undead monstrosity with a cantrip that you know or an artificer spell that you can cast. If you switch out that cantrip for another one when you gain a new level, your undead monstrosity loses its cantrip and you must imbue it with a new one once you've finished a long rest.

Morbid Mastery

As a master mortificer, you gain the following benefits when you reach 15th level:

- You can create two undead monstrosities, following the guidelines above. Each can have 4 features, and you can either assign them the 4 same features or different 4 features each. You must imbue both monstrosities with the same spell when you use the Arcane Corpse feature. You cannot create a third undead monstrosity while you have the other two.
- Once per long rest, when you cast the animate dead spell, you can give the undead servant one feature from

those available to your undead monstrosities. You must do this at the same time as when you cast the spell.

- Through your arcane studies into immortality, you have devised arcane means that can extend your life unnaturally. For every 10 years that pass from this time onward, your body ages only 1 year.

New Infusions

Spectral Armor

Prerequisite: 6th level artificer

Item: A suit of armor (requires attunement)

A creature gains a +1 bonus to Armor Class while wearing this armor.

This suit of armor has 3 charges. While wearing it, the wearer can spend one of its charges to become ethereal until the end of their turn. While ethereal, they can move through solid objects, walls, and other creatures as if they weren't there. If they end their turn inside an object or in a space that is occupied by another creature, they are immediately forced into the nearest unoccupied space that can fit them, and they take 2d8 force damage. The armor regains all spent charges daily at dawn.

Wand of Bones

Item: A wand (requires attunement by a spellcaster)

A creature that uses this wand as a focus to cast a spell from the school of necromancy increases their spell save DC by +1. This bonus increases to +2 at 10th level of this class.

Weapon of Necrosis

Prerequisite: 6th level artificer

Item: A melee weapon

A creature gains a +1 bonus to attack and damage rolls made with this weapon.

Whenever the wielder hits another creature with this weapon, that creature needs to make a Constitution saving throw. If it fails, it takes additional 1d4 necrotic damage and is poisoned until the end of the wielder's next turn. A creature that is immune to necrotic damage is also immune to being poisoned by this weapon.

Undead Monstrosity

Medium undead, unaligned

Armor Class 10 (natural armor)

Hit Points equal to the undead monstrosity's Constitution modifier + your Intelligence modifier + five times your level in this class

Speed 20 ft.

Str	Dex	Con	Int	Wis	Cha
15 (+2)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws WIS +0

Damage Vulnerabilities fire

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive perception 8

Languages understands one of your languages (your choice) but can't speak

Fueled by Death. Instead of losing hit points to necrotic damage, the undead monstrosity regains half that many hit points, up to its hit points maximum.

Might of the Master. The following numbers increase by 1 when your proficiency bonus increases by 1: the monstrosity's skill and saving throw bonuses (above), the bonuses to hit and damage of its attacks, its Armor Class.

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.