

THE CAPSULE SUMMONER ARTIFICER

An artificer that creates capsules designed to hold magical construct spirits that can aid him/her in reconnaissance, combat, and other tasks. Each of these has different abilities (and there are myriad options to choose), getting stronger and better as you level up.

Much like the Battle Smith and the Stitchling, the Capsule Summoner relies on an ally/buddy to accomplish tasks, with the Battle Smith helping allies through mechanical means, the Stitchling helping through undead means, and the Capsule Summoner helps through releasing captured spirits.

If you love summoning creatures to fight for you, this is an excellent and flavorful subclass for you.

ENCAPSULATED SPIRIT

Starting at 3rd level, you gain the ability to fabricate capsules for capturing the spirits of animals and plants for use in future battles. You may spend 1 hour (which may be done as part of a short rest) fabricating a capsule: an orb of whatever color you choose, made of a sturdy material of your choice. If you spend 8 hours working on a capsule, you can create a Fine Capsule (see below), and if you spend 24 hours working on a capsule you can create a Masterful Capsule (also see below). Capsules are considered tiny objects, and weigh half a pound.

Whenever a beast, plant, or monstrosity that you can see within 30ft of you dies, you may attempt to encapsulate its spirit. As a reaction, you draw and throw a capsule: the target performs a Wisdom saving throw against your spell save DC (performed at disadvantage if using a Fine Capsule), and on a failed attempt the spirit is captured. Creatures with a CR higher than your Artificer level gain advantage on the saving throw unless you are using a Masterful Capsule.

The orb may be thrown a number of feet up to your Strength modifier away from you (to a minimum of 5 feet) as an item interaction for the turn, causing it to open and release the encapsulated spirit inside. Since the creature released is a spirit, it does not need to breathe, sleep, or eat, and may use a run, swim, or fly speed in any setting (as it “swims through the air,” “flies through the water,” etc.).

The spirit does not take a turn on the turn that it is summoned (this is commonly referred to as “summoning sickness”), but on all subsequent turns it may act either at the start or end of your turn. The spirit may perform an action, bonus action, reaction, and move action, and is considered to telepathically follow your orders while it is within 60ft of you.

The spirit will fight as an ally for you as long as it is outside of the orb, or until it is reduced to 0 hit points, at which point it will return back into the orb. While in the orb the spirit loses all negative conditions, poisons, diseases, and statuses, and regains 5 hit points every 6 seconds. Once the creature is back to full health and the capsule is in your possession, you may release the spirit again.

Over time the spirits develop and grow in power, unleashing new and more powerful abilities as you grow in your ability as an artificer. When you first take this subclass, you gain two capsules each containing a spirit of a beast, plant, or monstrosity from the following list, with its future upgrade forms displayed for reference:

First Form	Second Form	Third Form
Awakened Shrub	Awakened Tree	Shambling Mound
Black/Bronze/ Green/White Dragon Wyrmling	Blue/Silver Dragon Wyrmling	Red/Gold Dragon Wyrmling
Brown Bear	Polar Bear	Owlbear
Boar	Giant Boar	Wereboar
Crocodile	Black Dragon Wyrmling	Giant Crocodile
Elk	Giant Elk	Elephant
Giant Badger	Ankheg	Bulette
Giant Crab	Ankheg	Giant Scorpion
Giant Eagle	Griffon	Manticore
Giant Goat	Rhinoceros	Triceratops
Giant Toad	Basilisk	Gorgon
Reef Shark	Hunter Shark	Giant Shark
Giant Octopus	Grick	Giant Squid
Draft Horse	Pegasus	Unicorn
Hyena	Giant Hyena	Hell Hound
Tiger	Saber-Toothed Tiger	Lamia
Giant Poisonous Snake	Swarm of Poisonous Snakes	Giant Scorpion
Vine Blight	Myconid Sovereign	Wood Woad
Wolf	Dire Wolf	Winter Wolf

The capsule spirit has the same stats and abilities as the monster entry for the beast, plant, or monstrosity. You may have one capsule spirit active at a time. While you have a capsule spirit active, you gain advantage on attacks made against targets within 5ft of your capsule spirit.

MECHANICAL RECOVERY

Starting at 5th level, your powers in capturing magic grows, allowing you to reave magical power from your capsules. During a short rest, you choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your wizard level (rounded up). You can't use this feature again until you finish a long rest.

In addition, your capsule spirits grow in power. Your capsule spirit advances to its second form, gaining the stats and abilities from the new monster entry.

ARCANE STRENGTH

Starting at 9th level, your ability to siphon magic as you fight grants you greater strength and power. When casting a spell as an action, you may spend a bonus action to cast any of your known cantrips. When casting a spell as a reaction, you may cast any of your known cantrips after resolving the spell, and may not perform a bonus action on your next turn. You add your Intelligence modifier to all of your cantrip damage.

In addition, your capsule spirits grow in power. Your capsule spirits deal magical damage of the specified damage type, and gain resistance to non-magical piercing, slashing, and bludgeoning damage.

SUPREME SPIRIT

Starting at 15th level, your capsule spirits advance to higher heights of power, and your ability to control magic grows to far greater heights in protecting and preserving yourself from damage. You add the *Shield* spell to your spell list, it is always considered to be prepared, it does not count against your number of known spells, and it counts as an Artificer spell (using Intelligence as your casting statistic). You are also considered to always have the *Protection from Poisons* spell and the *Protection from Energy* spells prepared every day, and they do not count against your list of known spells.

You may cast *Shield* a number of times each day equal to your proficiency modifier without expending a spell slot, or you may cast it using a spell slot if desired.

In addition, your capsule spirits reach their full potential. Your capsule spirit advances to its third form, gaining the stats and abilities from the new monster entry. Your capsule spirit also gains +2 hit die, and adds +3 to its proficiency bonus (affecting its proficient skill checks, saving throws, and attacks).