

# Artificer Subclass: The Broadcaster

*“Any idiot with a wand can send some inane message a few feet. What Broadcasters are doing is truly special.*

*“We understand the power and the responsibility of words. Yes, manipulating sound itself; but more importantly the effect our words have on those who listen to us. Broadcasters can shift public opinion, provide comfort in times of crisis, or be the first and last place you’ll turn to for crucial information. We’ll also play your favourite song on your birthday.*

*“Trust me, when this world ends and the cockroaches are all that remains, our voices will still be bouncing around the airwaves.”*

**Penny Vimes EAM Radio**

---

## Paint pictures with words

When you adopt this specialisation at 3rd level you learn how to craft words and explain complex ideas to your audience.

You can spend 1 minute describing an image, object or document you have seen in such detail that those listening can imagine it as if they had seen it themselves.

You also gain proficiency with the Persuasion skill.

## Broadcaster Spells

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

Broadcaster Spells	
Artificer Level	Spells
3rd	Dissonant Whispers, Thunderwave
5th	Shatter, Silence
9th	Beacon of Hope, Sending
13th	Confusion, Locate Creature
17th	Synaptic Static, Telepathic Bond.

## Stay tuned

At 3rd level you gain a new option for your Magical Tinkering feature, the Receiver.

Receivers have the following magical properties:

- When you cast an Artificer spell within 60 feet of one of your Receivers, you can instead have the spell originate from the Receiver.
- As an action you can direct one of your companions within 60 feet who is carrying a Receiver to strike. When you do so, that creature can immediately use its Reaction to make one attack with a weapon or an Unarmed Strike.
- Once per day you can broadcast a message of up to 1 minute to all of your Receivers within 1 mile.

## Split broadcast

At 5th level you gain greater control over your receivers. When you cast an Artificer spell of 1st level, you can now choose to have it originate from two receivers within 60 feet of you, either targeting two creatures or increasing the area of effect. You only expend one spell slot to cast the spell in this way.

## Signal Boost

At 9th level you offer more strength to those listening to your broadcasts.

As an action you can now direct two companions who are carrying one of your Receivers to make an attack or unarmed strike by using their reaction. When they do so, they deal an additional Thunder damage equal to 1D8+your intelligence modifier.

Also, when you cast a spell and choose to have it originate from one of your receivers it deals an additional Thunder damage equal to 1D8+your intelligence modifier.

Finally, when you use your Flash of Inspiration feature, if the target is carrying one of your Receivers they also gain temporary hp equal to twice your intelligence modifier.

## Master of the Airwaves

At 15th level, you have perfected your broadcast techniques, gaining the following benefits:

- All your Infused items may also act as Receivers.
- You and anyone carrying one of your Receivers has resistance to Thunder damage.
- As an action you can choose any number of Receivers (including infused items) within 60 feet and cause them to explode, casting the Shatter spell from each one and increasing its area of effect. You do not expend any spell slots, although each Receiver used in this way is destroyed in the process. Once you have used this feature, you cannot use it again until you have completed a long rest.