



The Artificer Major

Artificer School

(*Unearthed Arcana: Artificer* (online download; 2017))

“Cap of Water Breathing? Great. You’re such a useless genius. Let me know when one of you geeks invents Instagram.”

--Kailey, junior Tiefling Warlock

The Merrix d’Cannith College of Creative Artifice is the department of Sigil Prep devoted to the promotion of gadgets and gizmos aplenty. Also whozits and whatsits galore. But no thingamabobs, dammit! I already got, like twenty of those.

We tried this out as a specialization for Wizard majors, but you really can’t build crazy stuff unless you’re *all about* building crazy stuff.

Students must sign up for a specialization when they enroll in the course. Alchemy or Gunsmithing are popular. Strangely not Gadgeteering, though, which is... what I thought Artificers primarily did.

FRESHMAN YEAR

In addition to basic weapons and armor training, and various artisan courses (including the use of Thieves’ tools), you must take the following courses during your freshman year:

- Magic Item Analysis** (ART 101)
- Expertise in Tools** (ART 110)
- Wondrous Inventing** (ART 150)- one unit
- Artifice Spellcasting Lab I** (ART 201)
- Infusing Magic** (ART 203)

SOPHOMORE YEAR

During your second year, you must complete the following:

- Artifice Spellcasting Lab II** (ART 401)
- Wondrous Inventing** (ART 150)- two units
- Superior Attunement** (ART 320)
- Creation of Mechanical Servants** (ART 335)

JUNIOR YEAR

In your third year, the following courses are required:

- Artifice Spellcasting Lab III** (ART 701)
- Wondrous Inventing** (ART 150)- one unit
- Superior Superior Attunement** (ART 820)

SENIOR YEAR

In your Senior year, you must take the following:

Artifice Spellcasting Lab IV (ART 901)
Wondrous Inventing (ART 150)- one unit
Developing a Soul of Artifice (ART 990)

Upon completion, you will graduate with the Bachelor of Artifice degree.

Roxanne (“Roxy”) d’Cannith

(Human Artificer, sophomore)

Roxy is the daughter of Merrix d’Cannith, both the head of House Cannith on Eberron, and a dean at Sigil Prep. She’s a reckless, impulsive hedonist, with little regard for personal consequences. In the lab, if she thinks it might work, she’ll try it, even if the likelihood of it leveling the building is greater than the experiment’s success.

Similarly, if she thinks something might be fun, she’s going to do it. Seeker of thrills, sexually omnivorous, consumer of that stuff over there. It’s probably not going to kill her, and it might be a kick.

Despite her recklessness, she’s not overtly evil. She won’t actively seek to hurt anyone (who doesn’t piss her off; that’s another story entirely), but if they want to stand there while she’s pouring the nitroglycerine into the fire, that’s their problem.

(Roxy d’Cannith was a PC in the original Sigil Prep campaign; thanks to her player)

Artificer Career Paths

The Artificer offers a variety of specialized programs, ranging from the creation of potions, to the development of firearms. Really, seriously though, guys? Gadgeteer? I mean, it's the obvious one, innit? Where's the gadgeteer?

Alchemist

(Unearthed Arcana: Artificer (online download; 2017))

Whether the risky career choice of adventuring, or the safer and lucrative vocation of potion-making, Alchemist is a solid choice for any Artificer looking for financial stability. Plus, if you can't find work right away, you can be the best damned bartender at any restaurant in Sigil.

You must take the following courses to complete this program:

Developing an Alchemist's Satchel (ALC 101)

Alchemical Formula Lab (ALC 130)- multiple units through all four years

Gunsmith

(Unearthed Arcana: Artificer (online download; 2017))

Four years of college to build a gun. One gun. On the other hand, it's a major kickass gun, so don't think it's a total waste. But y'know. You could also go to the flea market and buy a gun, just saying.

This program requires the following courses:

Master Smithery (GNS 101)

Crafting a Thunder Cannon (GNS 110)

Crafting an Arcane Magazine (GNS 112)

Thunder Mongering (GNS 201)- multiple units throughout your university career

Creating a Blast Wave (GNS 415)

Developing Piercing Rounds (GNS 711)

Crafting Explosive Rounds (GNS 910)

Prank Master

Prank wars may be a staple of dorm life, but some people take it way too far. And when that person has the ability to cobble together gadgets from their pocket lint and paperclips, the pranks can get out of hand. And annoying. And possibly felonious.

BONUS PROFICIENCIES

When you take this specialty at 1st level, you gain proficiency in Deception, Sleight of Hand and Stealth.

THE CLASSICS

At first level, choose one of the following devices which you have crafted. Each is one use. During a short rest, you may change which of these you are carrying, or recover the one you were using previously.

Ring of Joyous Buzzing. This ring allows you to use the *Shocking Grasp* cantrip for a single use.

Powder of Itching. You can produce a handful of powder which, when thrown at a target, gives that target disadvantage in all actions it takes for one minute or until it submerges itself in water.

Cushion of Whoopee. This inflatable bladder can be placed on any chair. Seeing the cushion on the chair requires a Perception check of 15. When someone sits in the chair, it makes a rude noise, after which the sitter has disadvantage on any Charisma checks against anyone who heard the rude noise for one minute.

Can of summoning snakes. Although this looks like a can of tasty peanut brittle, when it is opened, a snake springs out (treat as Poisonous Snake from the *Monster Manual*, without the poison damage).

Stink bombs. By tossing these little balls on the ground, you fill a 10 x 10 area with a repulsive gas. Anyone in the area must make a Constitution save or be poisoned for one round (outdoors) or one minute (indoors).

Fake mustache and glasses. Although this pair of plastic glasses has no lenses and is connected to an obviously fake nose and mustache, when you wear it, for one round it counts as a Disguise Kit with which you have double proficiency.

PERFECT CONCEALMENT

At 3rd level, when you use Sleight of Hand or Stealth to conceal yourself or an object (such as a prank or trap), double your proficiency bonus.

JOYOUS BUZZINGS

Beginning at 9th level, you may use your *Ring of Joyous Buzzing* at will, as the *Shocking Grasp* cantrip. You may select other devices from your The Classics class ability as normal.

YEAH, NOT CLEANING THAT UP

At 14th level, you may spontaneously cause a literal mess over a 50 foot by 50 foot area. A massive amount of substance (jelly, pudding, balloons, feathers, or other harmless items at the DM's discretion) falls from the ceiling (or the sky if you're outside). Until your next turn, all creatures in the area have disadvantage on their next action as the mess continues to rain down. Flying creatures must make a

Strength save or fall to the ground under the weight of the goo. Thereafter, for the next hour, the area is considered difficult terrain.

THE PERFECT GETAWAY

Beginning at 17th level, you may effectively teleport to an adjacent room through walls, floor or ceiling, by passing through a trap door that's only there for you during that exact moment. You slap a prepared device (a door knob, pull ring, or similar) on the wall you wish to pass through and pull on it, opening the door, which closes immediately behind you and vanishes. This action does not allow a reaction attack. For ten minutes after using this ability, you have a 30 foot bonus to your land movement rate.

Once you use this ability, you must take a short or long rest before you can use it again.

Artificer Faculty

(Note that Merrix d’Cannith is a member of the Circle of Deans and is therefore the above department level)

Lord of Blades

(Warforged Fighter/Artificer, Professor of Artifice, Warforged Studies, Construct Culture and Society)-
[Department Head]

Professor Lord of Blades teaches you fleshies only reluctantly. He would be happier if all his classes contained only artificially constructed people, but that seems not to be the case. He will talk down to you. He will refer to you as a lesser being, and react smugly to your perceived stupidity. He probably won’t kill you, but many theorize that’s only because he’s waiting until he’s raised enough loyal students to overrun the campus and lay waste.

Dean d’Cannith is fiercely unhappy he had to give the position of Department Head over to this abusive monstrosity. He insists that he’s still department head, although his current position as Dean precludes that.

For some reason, Lord of Blades tends to use the word ‘officious’ often and incorrectly. *“That is such an officious lie! I have never been so officiously demeaned by an officious bore such as yourself!”* (There’s no canon reason for this quirk, it’s just something that happened in my game that I think is funny and you probably don’t.)

(The Lord of Blades is a major figure in the Eberron campaign setting; property of WotC)

Text and concept by Patrick Duke
Art and logo design by David Cummings
Dungeons & Dragon and all related properties ©Wizards of the Coast