



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 the best 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

You’ll, of course, be spending most of your academic career in labs, both spellcasting and magic infusing courses, but most significantly in Wondrous Inventing (although you’re “inventing” things that have already been invented a hundred times over; what you really think you invented the *bag of holding?*). Unlike most students who take classes in magic item crafting, however, you actually get to take stuff home after.

Your first semester will require Magic Item Analysis (ART 101), which lays the groundwork for everything to come, and you’ll have to develop expertise in several crafting tools.

SOPHOMORE YEAR

During your second year, you’ll start getting into the nitty-gritty of item attunement, and learn all about how to use more magic items than your friend there can. More importantly, though, this is the year when you start breaking into creating mechanical servants. Remember, it’s okay to boss them around if you made them. Ingrates.

JUNIOR YEAR

Your third year is mostly lab intensive. You’re well past the basics now, and can start inventing *folding boats and hats of disguise*.

SENIOR YEAR

If all goes well, in your senior year, you will have mastered the art of Artifice and will actually possess the Soul of Artifice. Which sounds impressive, but it just means you can use more magic items than you could before you started.

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.

Just get used to labs. You will never not be in a lab for your entire college career.

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.

Your most important groundwork class is Thunder Cannon Crafting 110, on which all your other Gunsmith classes are hinged. Thereafter, you'll be taking a number of Thunder Mongering courses, increasing your capabilities and the overall quality of your weapon. By senior year, you should be blowing things up real good.

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.

Cigar of popping. You can plop this cigar in an opponent's mouth and light it as an action; you must succeed on a melee attack roll. The cigar immediately explodes, doing 1d4 fire damage for every 2 artificer levels you possess.

Flower of squirting. The flower on your lapel can squirt a stream of water onto a creature in an adjacent square. The spray is distracting, causing the creature to have disadvantage on its next action.

Powder of Itching. You can produce a handful of powder which, when thrown at a target, gives that target disadvantage in all actions that requires two hands, 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). The snake will immediately attack, but is not under your control and behaves on its own thereafter.

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 minute it counts as a Disguise Kit with which you have proficiency.

SETTING UP A GOOD ONE

At 3rd level, you can craft a Simple Trap (see *Xanathar's Guide to Everything*) of Moderate severity (2d10 damage, or equivalent to a spell of up to 1st level you or a cohort helping you knows). You can set up this trap in five minutes. At your discretion, it may do LARP damage (see the "Recreation" chapter of the *Administrator's Guide*).

JOYOUS BUZZER

At 3rd level, you craft a buzzer that is worn on the hand. When you touch another creature with the buzzer by making an attack roll, you do lightning damage to that creature. Your buzzer has a number of charges equal to your level. You may expend as many charges as you wish with each use; each charge does 1d6 lightning damage. Once you use all the charges in your buzzer, you must take a long rest to recover it (it takes a while to wind up).

IMPROVING THE CLASSICS

Beginning at 3rd level, you may have any two selections from the list under “The Classics” above at any one time.

PRANK AWARENESS

A good prankster always sees it coming. At 9th level, you always have advantage when searching for traps, and in saving throws against effects from traps. On a successful save, you avoid all damage from a trap, even if you would normally take half damage.

GREAT PRANKING

Beginning at 9th level, you may craft a Simple Trap of Dangerous Severity in thirty minutes. It may do up to 4d10 damage, or be equivalent to a spell of up to 3rd level you or a cohort helping you knows. At your discretion, the trap may do LARP damage.

EPIC PRANKING

Beginning at 14th level, you may craft Simple Traps of Moderate Severity of Deadly Severity in one hour. The trap may do up to 10d10 damage, or be equivalent to a spell of up to 6th level that you or a cohort helping you knows. At your discretion, the trap may do LARP damage.

AURA OF PRANKING

Beginning at 17th level, you are such a master prankster, anyone hostile towards you could be pranked just by the sheer force of your mischief. Anyone who attacks you and misses must make a charisma saving throw (DC is equal to your Artificer spell DC), or be pranked as follows:

If the attack is with a melee weapon, the weapon sprouts flowers. The attacker must spend their next action removing the flowers.

If the attack is with a thrown weapon, the weapon proves to be on a string attached to the thrower’s wrist. The thrower must spend their next action untying themselves.

If the attack is with a ranged weapon that uses ammunition, the weapon’s ammunition turns out to be a flag that says “Bang” (or another such phrase), dangling from the weapon. The attacker must use their next action to remove the flag.

If the attack is with natural weapons (such as claws or bite), the attacker suffers one charge from your Joyous Buzzer. If your Joyous Buzzer’s charges are expended, it still takes a residual jolt and is incapacitated until its next turn.

If the attack is with a targeted spell, the spell’s damaging effect (fire, acid, lightning, etc.) is changed to harmless slime, pudding, ink, or another such annoyance. The attacker must spend its next action cleaning the ick off their hand.

R.C. Enthusiast

Hang around with the right nerds, and you're bound to find somebody who's popped over to modern Earth and brought back an RC. (We *think* it stands for Radical Contraption.) They forgot to bring back a change of batteries, though, which is why we have you around. To infuse an elemental into the thing so we don't have to worry about that crap.

For you, RC is far from a hobby. It's a tool. A tool and an invention you made, with other tools. Which were probably made by a Fighter, so don't get so arrogant, dude. End of the day, you're a grown man playing with toy cars.

BASIC RC

At 1st level, you have created a basic RC, a small wheeled device which you control through your thoughts, although you make a show of controlling it with a small handheld device with a toggle and some buttons on it. Anyone else handling the controller just sends the little device darting about randomly, unable to control it no matter how well they roll.

The vehicle is size Tiny, has a movement rate of 40, an AC of 15, and 15 hp. If it is destroyed, you must spend 8 hours in a workshop to rebuild it. For all actions with your vehicle that require rolls, add your proficiency bonus and your Intelligence bonus. The RC is considered a vehicle with which you are proficient.

You can control the vehicle up to 1 mile away from you. The vehicle has some conveyance (such as a windshield or headlights) that you may use as eyes to "see" from your RC's point of view so long as it's within a mile of you. You are blind from your own eyes during this time, and you must maintain concentration to do this.

You may use the RC to bump into creatures if you want, but it isn't heavy enough to do damage.

SMART RC

Beginning at 3rd level, you can use your RC to deliver touch spells you cast, so long as you can see both it and the target, or can see the target through the RC's "eyes."

Also, you may add one of the following traits to your RC:

Flight: Give your RC a flight speed of 50. It loses its ground movement.

Boat: Give your RC a swimming speed of 40. It loses its ground movement.

Zippy: So long as it's moving, anyone attacking your RC has disadvantage.

Scry: A separate handheld shows what the RC can "see". This device may be used by another person, but that person must remain adjacent to you.

Hover: The vehicle can rise up to 100 ft. off the ground and remain stationary.

Shoot: Your RC may fire a *magic missile* as the cantrip, as by a caster equal to your level.

Sawblade: You can use your RC to attack for 1d6 slashing damage. This increases to 2d6 at 5th level, 3d6 at 7th level, 4d6 at 9th level, 5d6 at 11th level, 6d6 at 13th level, 7d6 at 15th level, 8d6 at 17th level, and 9d6 at 19th level.

"Zero-G": You can drive your RC up walls and on ceilings for 40 feet, so long as you end on a flat surface. If not, it falls for normal damage.

If your RC is destroyed, you may choose a different trait when you rebuild it. Also, you may spend a day tinkering to change the trait at any time.

IMPROVED RC

At 9th level, you may have three traits on your RC. You may add ground movement of 40 to an RC with flight or boat as one of these traits.

At 14th level, you have two RCs. Choose three traits for each; they do not have to be identical. You can control the movements of both at once, but can only attack with one per round, and can only see through one at a time.

ANYTHING'S AN RC IF YOU CONTROL IT REMOTELY

Also at 9th level, you can use your controller to attempt to control any vehicle you can see, up to one ton in weight. You can control unattended vehicles automatically. Vehicles with drivers require a vehicle proficiency contest to usurp control from the driver. You roll d20, and add your Intelligence bonus (plus proficiency bonus if you are proficient with that type of vehicle), against the driver's roll (adding proficiency if applicable and Dexterity bonus). If you win, you control the vehicle, but the driver can use his action to attempt to resume control.

You control the vehicle itself, and can operate a vehicle such as a cart or coach that is normally drawn by an animal without the beast of burden. You cannot control mounts or other creatures even if they are being used as vehicles. (If a vehicle has somehow gained sentience, but maintains the Construct creature type, it's fair game. However, the vehicle is also considered a driver and can resist your attempt to control it.)

You can control vehicles in this manner up to a mile away, so long as it remains in your sight. At 14th level, you can control vehicles up to 10 tons. At 17th level, you can control vehicles of any size.

MODULAR DESIGN

Starting at 17th level, you can rebuild your RC after it's been destroyed, or replace its traits, as a standard action.

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)

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