

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’re the first person to make 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.

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

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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

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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.

New Artificer Specialty:

Culinerian

For some, cooking is more than a task, it's an art. For some, it's a still a task, but a magical task. A magical, artistic task. You can make magic food, is the thing.



IRON CHEF

You may add your proficiency bonus to any ability check involving creating or preparing food. A kitchen apron is treated as leather armor for you.

HEALTHY SNACKS

Beginning at 1st level, whenever you may spend a hit die to regain hit points, you may instead prepare a *healthy snack*. If you are able to spend hit dice outside of a short or long rest by some means, doing so to make a *healthy snack* takes a full round. When a *healthy snack* is eaten, the consumer regains 2d4+2 hit points as if consuming a *potion of healing*. You may carry a number of healthy snacks equal to your proficiency bonus. The rest have gone bad; you should throw those things away.

ENERGIZING SNACKS

At 3rd level, you can spend a hit die to make a delicious snack which copies the effect of any Common potion. The total number of *energizing snacks* and *healthy snacks* you can carry remains equal to your proficiency bonus. They really go stale quick. Even if you make a magical jerky.

QUALITY COOKING

Also at 3rd level, you may spend one minute “touching up” a quantity of food sufficient to feed four people, effectively casting *purify food and drink* on it. Plus delicious spices and seasonings.

SUPER-ENERGIZING SNACKS

Beginning at 9th level, your *energizing snacks* can be made to duplicate the effects of Uncommon potions. Doing this requires spending two hit dice, and you may only do this during a short or long rest, even if you are able to spend hit dice at other times. The total amount of snacks you can carry remains equal to your proficiency bonus.

GRAND MEAL

At 14th level, so long as you have ingredients, a heat source, and 10 minutes to spare, you can prepare an amazing meal for up to one person per your artificer level. In all ways, this meal is treated as the spell *heroes' feast*, except that it costs you no spell slots and does not create a table or place settings (or food, really. You have to supply food, you're just transforming it.) You can add double your proficiency bonus to skill checks if you are competing on *Chopped* or a similar cooking competition.

Once you have used this ability, you must complete a long rest before you can use it again.

MASTER SNACKS

At 17th level, your *energizing snacks* may duplicate the effects of Rare potions. Doing this requires 3 hit dice, and may only be done during a short or long rest, even if you may spend hit dice at other times. You may carry a total number of *energizing* and *healthy snacks* equal to twice your proficiency bonus.

New Artificer Specialty:

Electrician

It begins with the Tesla coils. And then it continues with more Tesla coils, until there's just a tactile field of static permeating your entire living space, and your hair never lays flat on your head again. And then you laugh maniacally as you realize your plan is coming together.

THE POWER GLOVE

Beginning at 1st level, you build a glove. As long as you are wearing the glove, you have the *shocking grasp* cantrip.

ELECTRICAL UPGRADE

At 3rd level, any damage you do with a magic item you created other than your Power Glove (or an item that's been in your possession for more than a day) does an additional 1d6 lightning damage. At 7th level, this increases to 2d6, and at 15th level, it increases to 3d6.

INSULATION

At 3rd level, you learn to dress for the lab. As long as you are dressed (i.e., not naked), you have resistance to lightning damage.

BROADCAST ENERGY

Beginning at 9th level, your Power Glove's *shocking grasp* cantrip has a range of 50 ft. when you use your regular action to cast it. The energy does not actually pass through the intervening space, instead effectively teleporting from your hand to the target.

LIVING COIL

Beginning at 14th level, whenever you take lightning damage, you can choose to use your body as a Tesla coil, letting the electricity dance around you, growing and amplifying. As a reaction, when you take lightning damage, you can instead absorb a number of damage dice, up to your Constitution score, taking no damage. (Any excess dice do damage normally). Instead, you gain an aura that extends 5 feet from you in all directions. Any creature that starts its turn in your aura, or that enters your aura, takes



1d6 lightning damage. For every die of damage you absorb, you have one charge. Each round, subtract a charge. When you have no more charges, your aura dissipates harmlessly, although the hair of everyone in a 30-foot radius stands on end for one minute.

You may absorb dice over multiple occasions, so long as the total dice don't exceed your Constitution score. For instance, if you have a 10 Constitution and you absorbed an 8d6 *lightning bolt*, you could still absorb a 2d6 *shocking grasp* later. Once you have exceeded your Constitution score, you can't use this ability again until you have taken a short or long rest.

At any time before the aura dissipates, you may expel all remaining charges outward as a *lightning bolt*, doing 1d6 damage per charge. You may not expel fewer than all your remaining charges.

CALLING DOWN THE LIGHTNING

Beginning at 17th level, if you currently have any charges from your *living coil* ability, you may spend one charge to cast *Call Lightning* as an action.

New Artificer Specialty:

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.

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 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 which does no damage 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.

New Artificer Specialty:

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 the time you are using its "eyes", 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. Humanoid targets of size medium or smaller must make a Dexterity save (DC equals 8 + your proficiency modifier + the car's strength bonus, which is 0) or fall prone.

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.

Tuff: The car has a strength bonus of +2 for purposes of bumping into creatures (see the *Basic RC* ability above).

Scry: A separate handheld device has a mirror which 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 *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, which triggers another contest.

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.

New Artificer Specialty:

Tech Support

Eventually, everybody needs to call Tech Support, and it's up to you to solve their problems, give them pitying looks that they don't know how to do it themselves, and smugly tell them how easy the fix was and give them basic security notes that honestly, they should have already known. N00bs.

YOU SERIOUSLY DON'T KNOW WHAT THAT IS?

Your artificer ability to cast *Read Magic* and *Identify* as rituals is improved such that you can perform the ritual in one minute, rather than the standard 10 minutes. You always describe a magic item's purpose in the most sarcastic tone of voice possible. Seriously, how have they never seen a *Rod of Rulership* before?

DID YOU TRY TURNING IT OFF AND BACK ON?

Beginning at 3rd level, when all charges in an item that uses charges are expended, you can use an action to shake it or knock it against a table edge, restoring 1d3 charges to it. You can only use this ability once per item per day, and only a total number of times equal to your Intelligence bonus. You regain this ability after a short or long rest.

PATCH DOWNLOAD

At 9th level, you can take a bonus action to remove a combat condition from a construct.

TAKING IT OFFLINE

Beginning at 9th level, you can take attuned magic items "offline". You must touch the item (or the person attuned to it); if the person is unwilling, you must make a successful attack roll against them. The person may make a Charisma saving throw (DC is equal to your spellcasting DC); if they fail, the magic item is no longer attuned to them. They may reattune to it later as normal.

You may use this ability once. You must complete a short or long rest before you can use it again.

FILE TRANSFER

Starting at 14th level, you can transfer the magical properties of any magical item to any mundane item. The mundane item gains all magical properties of the original item, and the original item becomes non-magical. All properties are maintained, including method of use; if you transfer the properties of a *hat of disguise* to a brick, the *brick of disguise* must still be worn on the head to function, and your *sponge cake of springing and striding* still must be worn on the feet. Moving the +1 of a suit of magic armor to a sword does not give you a +1 sword, but instead, gives you a sword that grants +1 to Armor Class, *if you somehow wear it on your body*. Likewise, *only* magic properties are transferred, so moving the +1 of a magic sword to a carrot gives you a carrot with +1 to hit and damage, but does not give it the sword's damage dice.

If the item is attuned to an individual, the magic remains attuned to that individual when it's transferred to the new item.

File transfers take 10 minutes, and you can only complete one during a single short rest.

MEMORY WIPE

Also at 14th level, you can attempt to memory wipe a golem or other non-sapient construct whose CR is less than your level. You must touch the construct, and it gets a Charisma saving throw to avoid the effect (DC is equal to your spellcasting DC). If the construct's save fails, it becomes unmovable and inactive until such a time as its creator/controller can reboot it (which takes one minute. Creator/controllers automatically know how to reboot memory wiped constructs).

This ability does not affect modrons, warforged or other constructs with free will. Once you have used this ability, you must complete a short or long rest to use it again.

NETWORK CONNECTION

Starting at 17th level, you can form a network between a magic item you possess and a number of non-magical items possessed by allies. Each item must be possessed by a different ally, up to a number of items equal to your Intelligence bonus. Creating the connection takes a number of minutes equal to the number of non-magical items you are connecting. Once the connection is completed, it lasts ten minutes.

All items in the network now possess the same magical qualities of the magic item they are connected to. Just as your *file transfer* ability, all magical traits are transferred, so items networking with a magical hat must be worn on the head, etc. Items are considered attuned to whomever was possessing the item when the network was established.

If any item is removed from the possession of its user at any time, that item is no longer in the network and loses its borrowed magical properties instantly. If the host magic item is removed from your possession, the entire network is lost.

Once you have used this ability, you must complete a long rest to use it again.

New Artificer Specialty:

Tinker

Hey, just because you're good at building stuff doesn't mean that stuff is going to last. If your stuff is so great, how come it doesn't explode ever? Nothing that was built well is explode-proof. Tinker inventions tend to be larger than necessary, have moving parts that don't contribute to function, and don't always make it through to the end. But they're built with enthusiasm and passion, and that's what counts.

Most Tinkers are gnomes, often from either Krynn or Wildspace, or else goblins from Azeroth or some other such place where goblins are the gnomes. However, we aren't going to restrict you. You want to be a dragonborn whose wand blows up in his face, you go right ahead.

TOTALLY PERFECT VERSION

Beginning at 1st level, any time you take a long rest, you can create any Common magic item. The item is twice as heavy as a normal item of the sort, and makes quite a bit of noise and gives off

steam or sparks. It must be turned on with a switch to use (even if it is an item that normally has a continuous function such as a magic weapon or armor). After it is turned on, the item lasts 10 minutes, then malfunctions dramatically, becoming useless. The artificer (or item's current holder) must make a DC 10 saving throw using a randomly determined ability score (roll d6: 1- Strength, 2- Dexterity, 3- Constitution, 4- Intelligence, 5- Wisdom, 6- Charisma) or suffer 1d6 force damage. At the DM's discretion, the damage may be of another appropriate type, or select another appropriate effect (entanglement or stunned conditions, for instance).

At 9th level, you may choose to create an Uncommon item instead of a Common item. The DC vs. its malfunction is DC 13, and it does 3d6 damage on a failed save.

At 14th level, you may choose a Rare item. The DC is 15, and damage is 5d6.

At 17th level, you may choose a Very Rare item. The DC is 20, and damage is 10d6.

In all cases, creating an item must be done during a long rest. You use the components of your existing item to create your new item (even if they have nothing in common), so you may only have one item at a time.

FIXED IT

Beginning at 3rd level, when you possess any magic item that you didn't create yourself, you can spend your downtime studying and tinkering with it. Afterward, you may do one of the following:

- Add one die of damage to any damage-dealing capacity the item has
- Add one magical plus to a magic weapon, armor, or *wand of the war mage* (to a maximum of +3)
- Add 10 feet of movement to any movement rate the item has

You may only use this ability once a month, during downtime, and may only modify a single item once. Each of these modifications requires 100 gp. The item becomes twice as heavy with your modifications, and has a lot of unnecessary extra parts.