

Artificer

In Eberron, magic can almost be technology. Spellcasters specialize in certain forms of that technology, while artificers tinker with its fundamental workings. Artificers understand magic on a different level from spellcasters, and do not cast spells as wizards and clerics do. They have an amazing facility with magic items and constructs, and in many ways, they keep the magical world of Eberron running.

Artificers are perhaps the ultimate magical dabblers. They can use just about any spell from a wand or scroll, empower ordinary items with temporary magical power, repair damage constructs, alter the function of existing magic items, and craft magic items constructs, and dragonshard items. They have a limited list of their own spell-like infusions that they can apply to objects, and they can also work with any spells on other classes' spell lists. Their magic is neither arcane nor divine, and they are not bound by that classification: Their trade is magic in its most abstract (they might say purest) form.

Role: In a typical adventuring party, artificers have a range of roles revolving around magic items. They bring an unparalleled flexibility to both using and creating such items. In a party that doesn't include a druid, for

example, an artificer can use (or scribe) a scroll of *Barkskin* or wield a *staff of the woodlands*. Though they can fight reasonably well, few artificers are inclined to engage in front-rank melee combat.

Game Rule Information

Artificers have the following game statistics.

Abilities: Intelligence is important because his ability to create new items, as well as his infusions, are based on intelligence. Charisma is nearly equally important, as it allows him to use many of the magical items he creates. Dexterity and constitution are tertiary abilities that aid the artificer in combat.

Alignment: Any

Hit Dice: d8

Class Skills

The artificer's class skills (and the key ability for each skill) are Appraise (Int), Craft (Int), Disable Device (Int), Knowledge (arcana) (Int), Knowledge (engineering) (Int), Knowledge (planes) (Int), Perception (Wis), Profession (Wis), Spellcraft (Int), and Use Magic Device (Cha).

Skill Points at Each Level: 4+Int Modifier.

Table: The Artificer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Infusions per Day					
						1st	2nd	3rd	4th	5th	6th
1st	+0	+0	+0	+2	Artificer knowledge, Artisan bonus, Disable Trap, Item Creation, Scribe scroll	2	-	-	-	-	-
2nd	+1	+0	+0	+3	Brew Potion	3	-	-	-	-	-
3rd	+2	+1	+1	+3	Craft Wondrous Item	3	1	-	-	-	-
4th	+3	+1	+1	+4	Craft Homunculus	3	2	-	-	-	-
5th	+3	+1	+1	+4	Craft Magic Arms and Armor	3	3	1	-	-	-
6th	+4	+2	+2	+5	Craft Wand	3	3	2	-	-	-
7th	+5	+2	+2	+5	Metamagic Spell Trigger	3	3	2	-	-	-
8th	+6/+1	+2	+2	+6	Forge Ring	3	3	3	1	-	-
9th	+6/+1	+3	+3	+6	Retain Essence	3	3	3	2	-	-
10th	+7/+2	+3	+3	+7	Craft Rod	3	3	3	2	-	-
11th	+8/+3	+3	+3	+7	Metamagic Spell Completion	3	3	3	2	1	-
12th	+9/+4	+4	+4	+8	Craft Staff,	3	3	3	2	2	-
13th	+9/+4	+4	+4	+8	Skill Mastery	3	3	3	3	2	-
14th	+10/+5	+4	+4	+9	Rapid Infusion	4	3	3	3	3	1
15th	+11/+6/+1	+5	+5	+9	Craft Construct	4	4	3	3	3	2
16th	+12/+7/+2	+5	+5	+10	Extraordinary Craftsman	4	4	4	3	3	2
17th	+12/+7/+2	+5	+5	+10		4	4	4	4	3	3
18th	+13/+8/+3	+6	+6	+11	Extra Rings	4	4	4	4	4	3
19th	+14/+9/+4	+6	+6	+11		4	4	4	4	4	4
20th	+15/+10/+5	+6	+6	+12	Legendary Craftsman	4	4	4	4	4	4

Class Features

All of the following are class features of the Artificer.

Weapon and Armor Proficiency: Artificers are proficient with all simple weapons, with light and medium armor, and with shields (except tower shields).

Infusions: An artificer is not a spellcaster, but he does have the ability to imbue items with magical infusions. Infusions are neither arcane nor divine; they are drawn from the artificer infusion list. They function just like spells and

follow all the rules for spells. For example, an infusion can be dispelled, it will not function in an *antimagic* area, and an artificer must make a Concentration check if injured while imbuing an item with an infusion.

An artificer can imbue an item with any infusion from the list without preparing the infusion ahead of time. Unlike a sorcerer or bard, he does not select a subset of the available infusion as his known infusions; he has access to every infusion on the list that is of a level he can use.

It is possible for an artificer to learn infusion ahead of time. These might include ancient infusions he finds in the ruins of the Kingdom of Sorcery or secret infusions known only to the members of certain guilds or organizations. When he encounters such an infusion, an artificer can attempt to learn it by making a Spellcraft check (DC 20 + spell level). If this check succeeds, he adds the infusion to his list. If not, he can try again when he gains another rank in Spellcraft, assuming he still has access to the new infusion.

To imbue an item with an infusion, an artificer must have an Intelligence score equal to at least 10+ the infusion level (Int 11 for 1st-level infusions, Int 12 for 2nd level infusions, and so forth). The save DC is Intelligence-based.

Like spellcasters, an artificer can use only a certain number of infusions of a particular level per day. His base daily infusion allotment is given on the accompanying table. In addition, he receives extra infusions per day if he has a sufficiently high Intelligence score (see Table: in chapter one the basics).

An artificer's infusions can only be imbued into an item or construct (including warforged). He cannot, for example, simply imbue an ally with *Bull's Strength*. He must instead imbue that ability into an item his ally is wearing. The item then functions as a *Belt of Giant Strength* for the duration of the infusion. He can, however, imbue *Bull's Strength* directly on a construct or a character with the living construct subtype, and infusions such as *Repair Light Damage* and *Iron Construct* function only when imbued on such characters.

Many infusions have long casting times, often 1 minute or more. An artificer can spend 1 action point to imbue any infusion in 1 round (like a spell that takes 1 round to cast).

Like a spellcaster, an artificer can apply metamagic feats to his infusions. Like a sorcerer, an artificer can apply a metamagic feat to an infusion spontaneously, but doing this requires extra time. An artificer can craft alchemical items as though he were a spellcaster.

An artificer cannot automatically use a spell trigger or spell completion item if the equivalent spell appears on his infusion list. For example, an artificer must still employ the Use Magic Device skill to use a *Wand of Light*, even though *Light* appears on his infusion list.

Each day, an artificer must focus his mind on his mind on his infusions. He needs 8 hours of rest, after which he spends 15 minute concentrating. During this period, the artificer readies his mind to hold his daily allotment of infusions. Without such a period of time to refresh himself, the character does not regain the infusion slots he used up the day before. Any infusions used within the last 8 hours count against the artificer's daily limit.

Artificer Knowledge: An artificer can use special artificer knowledge check to determine if an item is magical. This acts as a *detect magic* spell, but the artificer must hold and examine the objects for 1 round. While handling the item, he can make a spellcraft check to determine the items properties.

Artisan Bonus: An artificer gains a +2 bonus on Use Magic Device checks to activate an item of a kind for

which he has the prerequisite item creation feat.

Disable Trap: An artificer can use Perception and Disable Device to find and disarm magic traps, as a rogue can.

Item Creation (Ex): An artificer can create a magic item even if he does not have access to the prerequisites for the item. The artificer must make a successful Spellcraft check (DC 5 + caster level) as normal to finish the item, and he must add +5 to the DC for every prerequisite he does not meet (infusions do not count for purposes of spell requirements). However, he adds ½ his artificer level to spellcraft checks when creating magic items. Magic items created by an artificer are considered neither arcane nor divine.

For purposes of meeting item prerequisites, an artificer's effective caster level equals his artificer level +2. If the item duplicates a spell effect, however, it uses the artificer's actual level as its caster level. Costs are always determined using the item's minimum caster level or the artificer's actual level (if it is higher). Thus, a 3rd-level artificer can make a scroll of *Fireball*, since the minimum cast level for *Fireball* is 5th. He pays the normal cost for making such a scroll with a caster level of 5th: 5 x 3 x 12.5=187 gp and 5 sp. But the scroll's actual caster level is only 3rd, and it produces a weak *Fireball* that deals only 3d6 points of damage.

Bonus Feat: An artificer gains every item creation feat as a bonus feat or near the level at which it becomes available to spellcasters. He gets Scribe Scroll as a bonus feat at 1st level, Brew Potion at 2nd level, Craft Wondrous Item at 3rd level, Craft Magic Arms and Armor at 5th level, Craft Wand at 6th level, Forge Ring at 8th level Craft Rod at 10th level, Craft Staff at 12th level and Craft Construct at 15th level.

Craft Homunculus (Ex): At 4th level, an artificer can create a homunculus as if he had the Craft Construct feat. He must emulate the spell requirements (*Arcane Eye*, *Mending*, and *Mirror Image*) as normal for making a magic item, and he must pay all the usual cost in gp and time (though he can spend points from his craft reserve). An artificer can also upgrade an existing homunculus that he owns, adding 1 Hit Die at a cost of 2,000 gp.

If an artificer gives his homunculus more than 6 Hit Dice, it becomes a Small creature and advances as described in the *Monster Manual* (+4 Str, -2 Dex, damage increases to 1d6). The homunculus also gains 10 extra hit points for being a Small construct.

An artificer homunculus can have as many Hit Dice as his master's Hit dice minus 2. No matter how many Hit dice it has, a homunculus never grows larger than Small.

An artificer can use this ability to construct other types of homunculi (such as the ones found on pages 284–287 of the *Eberron Campaign Setting*). The same rules apply.

Metamagic Spell Trigger: At 7th level, an artificer gains the ability to apply a metamagic feat he knows to a spell trigger item (generally a wand). He must have the appropriate item creation feat for the spell trigger item he is using. Using this ability expends additional charges from the item equal to the number of effective spell levels the metamagic feat would add to a spell.

For example, an artificer can quicken a spell cast

from a wand by spending 5 charges (4 additional charges), empower the spell by spending 3 charges, or trigger it silently by spending 2 charges. The Still Spell feat confers no benefit when applied to a spell trigger item.

An artificer cannot use this ability when using a spell trigger item that does not have charges, such as *Prayer Beads*.

Retain Essence: At 9th level, an artificer gains the ability to salvage the essence from a magic item and use it to create another magic item. The artificer must spend a day with the item, and he must also have the appropriate item creation feat for the item he is salvaging. After one day, the item is destroyed and the artificer gains raw materials $\frac{1}{2}$ its gp value. These raw materials can only be used to make new magical items; they have no value otherwise.

Metamagic Spell Completion (Su): At 11th level, an artificer gains the ability to apply a metamagic feat he knows to a spell completion item (generally a scroll). He must have the appropriate item creation feat for the spell completion item he is using. The DC for the Use Magic Device check is equal to $20 + (3 \times \text{the modified level of the spell})$. For example, applying the *Empower Spell* feat to a scroll of *Cone of Cold*, creating a 7th-level effect, has a DC of $20 + (3 \times 7)$, or 41. An artificer can use this ability a number of times per day equal to $3 + \text{his Int. modifier}$.

Skill Mastery: At 13th level, an artificer can take 10 when making a Spellcraft or Use Magic Device check, even if stress and distractions would normally prevent him from doing so. This ability circumvents the normal rule that a character may not take 10 on a Use Magic Device check.

Extraordinary Craftsman: An artificer of 16th level becomes a master of finding tricks and techniques to speed up his creations. Any time needed to create a magic item is cut by 25%.

Extra Rings: At 18th level, an artificer gains the extra-rings feat, allowing him to wear four rings at once.

Legendary Craftsman: At 20th level, the artificer is a master of true master of his craft. The raw materials needed to create a magical item cost 25% than they would normally.