

The Artificer

A New Character Class for AD&D
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The Artificer is featured in this issue's AD&D scenario, Star of Darkness.

The Artificer is the herald of the new technological age which is destined never to reach the AD&D world. His (or her) expertise is in the field of things mechanical and the small scale creation: the Artificer is an engineer in the widest possible sense of the word. He is able to turn his hand to making a lock, hinge, box, door or jewel, he can design new weapons or even act as an architect. In short, the Artificer will try his hand at almost anything and will always attempt to further the cause of technology whenever he has the opportunity.

The range of talents an Artificer will gain demands a high level of ability from the outset: Strength must be greater than 12 and Intelligence, Wisdom and Dexterity must all be 15 or greater. No experience point bonuses are available, nor may an Artificer be multi-classed, however, any alignment is allowable, with the proviso that the Artificer remembers the cause he fights for.

Artificers may wear any armour except for plate or a large helm (unless made by himself), but may only perform their specific thievish abilities in leather armour or less. They may only use the following weapons: dagger, shortsword, hammer, pick, hand axe and all bows. Initial gold is the same as for a Cleric and the Artificer uses the same proficiency and combat progression as this class. Because of their eye for that sort of thing, in a situation where a weapon might normally break, a weapon chosen or made by an Artificer is entitled to a saving throw: if the roll of a d20 is less than or equal to the Artificer's level then it is saved. These weapons cost no more than usual.

A human, dwarf, half-elf or gnome may be an Artificer; in this case a dwarf can use spells because of their pragmatic and partially clerical nature (note that NPC dwarven Clerics use spells). In fact, dwarfs usually make the best Artificers.

Level	Experience Points	Hit Dice (d6)	Title
1	0-2400	1	Apprentice
2	2401-4800	2	Journeyman
3	4801-11000	3	Technician
4	11001-22000	4	Craftsman
5	22001-45000	5	Artisan
6	45001-100000	6	Engineer
7	100001-150000	7	Craftsman
8	150001-240000	8	Artificer
9	240001-400000	9	Master Artificer
10	400001-750000	9+2	Master Artificer (10th level)

400,000 experience points per level for each additional level beyond 10th.

Artificers gain 2HP per level after the 9th.

COMMON ABILITIES

Artificers have the following talents arising from their training:

Detect Traps/Mechanisms (DT). If alert and wary (+30% if concentrating). Includes pits, shifting walls, spring-loaded traps, etc, generally non-magical.

Find/Remove Traps (F/RT). As a Thief, + DEX bonuses.

Open Locks (OL). As Thief, + DEX bonuses.

See Irregularity (SI). Noticing cracks, peepholes, secret doors. 20' range, +10% to chance if concentrating.

Know Value (KV). Knowledge of the actual market value of gems, jewellery, etc. Doesn't identify magical properties. Bonuses of +15% if in special area, +8% if part specialist.

Illusion Immunity (II). In addition to saving throws; Artificers have a great dislike of illusions and illusionists. Subtract the level of the illusion spell from the % chance to resist.

ARTIFICER FUNCTION TABLE

Level Of Artificer	DT	F/RT	% Ability		KV	II
			OL	SI		
1	1	25	30	5	15	5
2	5	32	35	8	20	10
3	10	37	40	12	26	15
4	20	45	50	20	33	20
5	30	58	61	30	41	25
6	38	68	72	45	50	30
7	45	80	83	60	60	35
8	50	85	94	70	70	40
9	55*	90	99	80*	80*	45**

*Plus 1% per level after the 9th

**Plus 2% per level after the 9th

Racial Adjustments

Race	DT	F/RT	OL	SI	KV	II	Level Limit
Gnome	+3	+5	-	-	+5	-10	6
Elf	-	-	-	+5	-	+5	9
Half-elf	-	+5	+5	-	-	-5	8

SPELL USAGE

Artificers also have limited spell-using capabilities, although no Artificer will ever admit to using magic. In many cases, however, the Artificer will look as if he is carrying out a normal task whilst the spell is cast - verbal components can often be passed off as 'singing while you work'.

Artificers will, at all times, try to pass off every spell as if the task was completed by non-magical means. The subtle workings of Artificer magic results in it not registering under *detect magic*.

When a Master Artificer sends his apprentice off for the first time, he will give him all the level 1 spells. Each time the young Artificer wishes to progress a level, he must return for training for a period equal to his level, in months. The apprentice will be given all the level 2 spells on attaining 4th level if he has shown sufficient promise. Once the character reaches 7th level he must spend three months working on his own, in a suitable environment, to progress further. A master will not give him the level 3 spells - these must be found. Each time the Artificer achieves a new level (above 6th), he has a (level)% chance of finding one of his choice. Spells are not written down, but are passed on by word of mouth or gained intuitively. When used, a spell is 'forgotten' and must be regained by resting, as for other magic-using classes.

SPELLS USABLE PER DAY

Spell	Artificer's Level														
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1	1	2	3	3	4	4	4	4	5	5	6	6	6	6	7
2	-	-	-	1	2	2	2	3	3	3	4	4	4	5	5
3	-	-	-	-	-	-	1	1	1	2	2	2	3	3	3

SPELLS

Level 1	Level 2	Level 3
Airglass	Disassemble	Detach
Detect Mechanism	Dispel Illusion	Enhance III
Enhance I	Enhance II	Know
Lubricate	Operate	Malleable
Mend	Restore/Reset	Sabotage
Muffle	Rust	
Reduction	Rustproof	
Seal		

Level 1 Spells

Airglass (Conjuration, Alteration)

Range: 1"

Components: V, S

Duration: 1 turn/level

Casting Time: 3 segments

Area of Effect: 1' diameter disc

Saving Throw: None

Causes a disc of air to form into a lens which magnifies objects to a power of 10x level of caster. Only the caster may see the lens which he may move as wished. There is no optical distortion through the lens.

Detect Mechanism (Divination)

Range: Caster

Components: V, S

Duration: 1 turn/level

Casting Time: 2 segments

Area of Effect: 3" sphere

Saving Throw: None

Makes the caster aware of the position, size and complexity of all mechanisms in range. (A mechanism is anything with 1+ moving parts).

Enhance I (Chant, Alteration)

Range: Touch

Components: V, S

Duration: Permanent

Casting Time: Varies

Area of Effect: 1 object

Saving Throw: None

Normally an Artificer can combine materials and increase the value of parts by 15%/level. If he chants this whilst working then he does so at 30%/level, or with a 23% saving throw if a working price has been fixed.

Lubricate (Summoning)

Range: Touch

Components: V, S, M

Duration: 1 year/level

Casting Time: 9 segments

Area of Effect: 6 sq'/level

Saving Throw: None

Needs a small blob of grease. Causes the area chosen to be covered in a thin film of high quality, non-flammable lubricant.

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Mend (Alteration)

Range: Touch

Components: V, S, M

Duration: Permanent

Repairs all tears/breaks in one object, making it 'as new'. Requires a 'special' needle and thread or glue (as applicable).

Casting Time: 1 round

Area of Effect: 1 object

Saving Throw: None

Muffle (Alteration, Abjuration)

Range: 0

Components: V, S, M

Duration: 2 turns/level

Muffles sound so that an Artificer's work cannot be heard outside the sphere. The material component, a piece of cloth, is bound around the Artificer's implements.

Casting Time: 4 segments

Area of Effect: 6" sphere

Saving Throw: None

Reduction (Alteration)

Range: 0

Components: V, S

Duration: Permanent

The inanimate, non-magical object affected by this spell can be reduced in size to (1/Artificer's level)th of its original size within a number of turns equal to the caster's level. It cannot be used against an opposing force. The spell is used to get very fine detail into work.

Casting Time: 1 segment

Area of Effect: 1' object

Saving Throw: None

Seal (Alteration) Reversible

Range: Touch

Components: V, S, M

Duration: 1 year/level

Hermetically seals existing joints and seams of a casing, making them stronger than the parent material. Molten wax is used as the material component. The reverse of the spell *unseals* joints, loosens nails, rivets etc, and requires no material component.

Casting Time: 1 round/year

Area of Effect: 1 object

Saving Throw: None

Level 2 Spells

Disassemble (Divination)

Range: Touch

Components: V, S

Duration: 2 rounds/level

Makes the caster aware of how objects can be taken apart - each component to be removed will, in turn, be seen by the Artificer to glow. For example, cast on a box it would enable the Artificer to take apart the pieces hiding a secret compartment, but the trap present might need removal first.

Casting Time: 1 round

Area of Effect: 1 object

Saving Throw: None

Dispel Illusion: As the Illusionist spell, but consider the Artificer as being an Illusionist of 2 levels higher than his actual level.

Enhance II: As *enhance I* but gives a 40% increase or a 29% saving.

Operate (Evocation/Divination)

Range: 0

Components: V, S

Duration: Variable

Detects stimuli required to activate any mechanism in range which the caster is aware of, and provides a level $\times 10\%$ chance of success (-30% if magical, eg *magic mouth*). Failure results in nothing happening.

Casting Time: 2 segments

Area of Effect: 120° arc, 6" radius

Saving Throw: None

Restore/Reset (Divination)

Range: Touch

Components: V, S

Duration: 2 rounds/level

Works as the reverse of *disassemble*, but includes resetting traps. Incorporates *mend* if joints need to be fixed, but not new charges if any have been expended.

Casting Time: 1 round

Area of Effect: 1 object/mechanism

Saving Throw: None

Rust (Alteration)

Range: Touch

Components: V, S, M

Duration: Permanent

This enables the caster to make one attack (within a time equal to 1 round/level) as a rust monster, with the same saving throws. The material component is a rust monster's antenna carried in the hand.

Casting Time: 1 round

Area of Effect: Special

Saving Throw: Special

Rustproof (Adjuration/Chant)

Range: Touch

Components: V, S

Duration: Special

Proofs objects against rust for 2 years/level, or against one attack by a rust monster per level. Caster must chant whilst creating the object.

Casting Time: Special

Area of Effect: 1 object/mechanism

Saving Throw: None

Level 3 Spells

Detach (Evocation)

Range: Touch

Components: V, S

Duration: 2 rounds/level

This instills into a blade the power to part the nearest joint living or dead) on the next thing it touches. Double ligatures are doubly severed. The object to be severed should be touched within the duration of the spell.

Casting Time: 1 round

Area of Effect: 1 blade

Saving Throw: None

Enhance III: As *enhance I* but 50%/level or a 33% saving. Can be cast with *rustproof*, mingling the two chants.

Know (Divination)

Range: 3"

Components: V, S

Duration: Permanent

The caster becomes aware of exactly how a mechanism works, what it does and how and why it is constructed.

Casting Time: 1 round

Area of Effect: 1 mechanism

Saving Throw: None

Malleable (Alteration)

Range: Touch

Components: V, S

Duration: 1 turn/level

Any non-magical metal that the caster touches becomes soft and pliable to his fingers. The area affected is as much as the caster can touch.

Casting Time: 1 round

Area of Effect: Special

Saving Throw: None

Sabotage (Abjuration)

Range: 6"

Components: V, S, M

Duration: Special

Causes any mechanism not to function such that it needs a number of complete overhauls equal to the level of the caster to work again. The material component is an iron spike.

Casting Time: 1 round

Area of Effect: 1 mechanism

Saving Throw: None

SPECIAL SKILLS

The Artificer receives an education in numerous fields, but there is still too much for one person to assimilate. Each Artificer starts with two specialist areas of knowledge to which he can add one (either material or skill) at each training period prior to advancing a level.

Specialist Materials

Rock (any 3)

Crystal/Glass (any 2)

Metals/Alloys (any 2)

Elements

Wood (Hard, Soft or Bone)

Cloth (Fur, Fabric or Leather)

Paper/Ink

Specialist Skills

Weaponry (Bows, Swords, Axes)

Clubs, Polearms or Artillery)

Jewellery

Architecture (Strongholds,

Domestic or Mines)

Alchemy

Cartography

Transport

Armour

Wards (Traps or Locks)

For example, an Apprentice Artificer could start with Locks and Hardwoods, and take Softwoods upon reaching second level.

The Know Value skill of an Artificer is linked in with these fields of knowledge: the +8% bonus applies if the object is partly made of a material he specialises in; the +15% one if it is wholly constructed of such a material. An Artificer with a particular class of skill could pass himself off as the best of that profession. Each skill or material conveys special bonuses:

Material Specialities

Rock. Includes masonry skills.

Crystal/Glass. Superb gemcutter (*DMG*) in chosen materials, roll for skill in others.

Metal/Alloys. Light metalworking skills in those chosen. Need STR16+ for Smithy.

Elements. All substances not covered elsewhere.

Wood. Includes general carpentry skills.

Cloth. Includes tailoring skills.

Paper/Ink. Making scrolls, roll d6 - if less than Artificer's level then scroll is ideal for magic. Given 1 day, with Alchemy skill, can identify ink.

Skill Specialities

Weaponry. Bows includes all flighted weapons, Clubs includes maces, hammers and picks. In the field, an Artisan can design +1, non-enchanted weapons: a Master Artificer with this skill can design +2 weapons. In both cases, materials must be of a specialist area and will take two months to make.

Jewellery. Working with specialist materials adds 4%/level to value: if part-specialist, then 2%. Add 15% to KV for jewellery estimates.

Architecture. With Stronghold and using specialist materials, the Artificer adds 5%/level to the defensive points of structures (*DMG*). Choosing Mine gives dwarven detection abilities, +1% per level; Domestic gives find secret door at at the F/RT chance (+15% for concealed) and the ability to gauge distances up to 50' to within an inch.

Alchemy. Requires the Elements speciality. Given 1 hour, the Artificer has 5%/level chance of identifying a potion. The skill also conveys a KV% chance of knowing beforehand potion miscibility (*DMG*).

Cartography. The character can judge elevations accurately of 5° and above this distance to within $\pm 2\%$. It is increased by 15% against *hallucinatory terrain*. The skill also includes trigonometry functions.

Transport. Includes design of cart - and shipwright skills. Freehand, the Artificer can draw a perfect circle of up to 1 yard radius. With Rock skill, the Artificer can build roads.

Armour. Working wholly in specialist materials and taking twice the normal time (*DMG*), an Artificer (with 16+STR) can create armour which is +1 (unenchanting) if 5th level, or +2 if 8th level or above.

Wards. Adds 10% to F/RT or OL chances depending on whether Traps or Locks is chosen. If working wholly in specialist materials, the artificer can make traps or locks which are detected/picked at a 3%/level penalty, except by higher level Artificers. □