

ARTIFICERS



To our newest Artificer,

Hello and welcome! Now that you've chosen to start an exciting career in the Artificers Guild, there is much to learn and much to do! We are the premier creators of enchanted and consecrated items in the Kingdom of Exiles.

Principles

Artificers unite to improve working conditions and achieve greater heights through collaboration! Members donate their time and magical or miraculous power to other Artificers, and in exchange receive assistance, advanced training and supplies to craft their own masterpieces.

Skills

The specialist training that comes from our masterworkers of magical and miraculous items allows you to learn to create items with ease. Of particular interest for priests is our training in consecrating items to paths other than the one you follow.

Guild resources

As Artificers work together, you will receive assistance from other members when creating your items. You can call on other Artificers to put in time or power to help you create your items.

Your bench in the workshop is ready and waiting.

Artificer Emeline Beaumont

OOO: Playing an Artificer

You can find out the details of being in the Artificers guild on the website:

[Player Rules > The Kingdom > Guilds > Artificers](#)

The Artificers are a guild dedicated to creating magical and miraculous items. These items provide ways of casting spells, miracles and effects that aren't limited by the normal rules of casting. Artificers donate money and time to other members of the guild and receive their assistance in turn on their own items.

We don't recommend new players play Artificers, as it can be very challenging to find exciting things to do on a patrol when most of your abilities revolve around creating items in downtime. It's possible, but we suggest you speak to an experienced member to get some advice. Artificers are usually encountered as NPCs rather than player characters.

Any character can become an Artificer, but it is best suited to Mages and Priests. Mages may want to look at which schools have spells best suited to items - for example, permanent Earth items are very popular. Priests can learn to create items from Paths other than their own, but this versatility is countered by the increased cost. It is often quicker to learn ceremonies and rituals than individual spells, and embed these into items, but this will mean you can't do as much on games as ceremonies and rituals take a long time to cast.

Artificers can become very rich very quickly if other players are willing to buy their items. However, they sometimes struggle to play an active role on a patrol as their skills are slower to use and often not very suited for fighting.

Your character may not know much about life outside the town or city where they live; crafting items takes a lot of time, and it's difficult to explore when you're stuck in a workshop for days at a time.