

THE DISRUPTOR

AN EXPLOSIVE ARTIFICER SPECIALIST
FROM ARCHETYPES OF EBERRON



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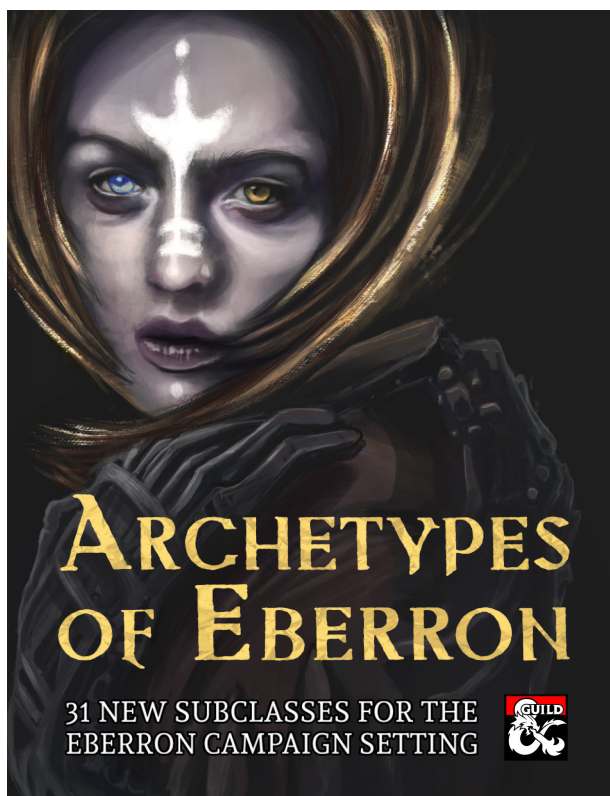
Note: Spells marked with ^{XGE} are from *Xanathar's Guide to Everything*.

FEATURED CHARACTER ART

The featured character art for this subclass was created by Olie Boldador (modifications by Laura Hirsbrunner). Used with permission. Visit Olie's portfolio here: [ArtStation](#)

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DISRUPTOR

The dull thunder of stampeding hooves approached, and Alisha swore under her breath. “This would be easy, he said. Not dangerous at all, he said.” She muttered a charm as she quickly completed one last engraving with her chisel and hammer, then the stone disk in her hand glowed an eerie red for a moment as her dragonmark warmed. As the magic settled into the prepared disk, the light faded. Setting the disk in the doorway to the hall, the Disruptor hurried to an interior doorway and braced herself, drawing a highly polished wooden rod of Kythrian manchineel. She breathed deeply and waited, counting to herself.

Less than a minute later, the door shuddered under the blows of a creature from outside. Alisha's breathing quickened, and her knuckles whitened as she gripped the rod. A sword cut through the stout wooden door, and a skeletal arm reached through and turned the handle. A Karrnathi skeleton, bedecked in patriotic armor, stepped through the door, cold dead eyes searching for any sign of life. It took another step, then the blast disk released a burst of blinding light.

Hearing the blast, Alisha rolled out of the doorway, wand leveled at the undead intruder. But further attack was unnecessary; the breath of life radiated from her blast disk already finished the job.

The Disruptor excels at controlling the battlefields of Eberron, then when the moment is right, blowing it all to Khyber. The blast disks they use to spread mayhem were developed at the start of the Last War in a collaboration between Brelish artificers and the gnomes of Zilargo, but the practice quickly spread to the other nations, and within a generation, all nations employed their own Disruptors as valued combat specialists.

Now that the Last War is ended, Disruptors gravitate toward pursuits where they feel valued and useful, especially to adventuring and mercenary companies.

Scholars at Morgrave University also report finding evidence of ancient Dhakaani stone disks that suggest a similar tradition of arcane explosives. Explorers to the Tashana Tundra of Sarlona bear tales of dwarves there with similarly advanced explosive techniques.

TOOL PROFICIENCY

When you adopt this specialization at 3rd level, you gain proficiency with mason's tools. If you already have this proficiency, you gain proficiency with one other type of artisan's tools of your choice.

DISRUPTOR SPELLS

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Disruptor Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

DISRUPTOR SPELLS

Artificer Level	Spells
3rd	entangle, fog cloud
5th	Maximillian's earthen grasp ^{XGE} , spike growth
9th	enemies abound ^{XGE} , stinking cloud
13th	Evard's black tentacles, grasping vine
17th	conjure volley, wall of force

BATTLE SAVVY

When you reach 3rd level, your dedicated training provides you with the following benefits:

- When you are wearing light armor or no armor, you can use your Intelligence modifier, instead of your Dexterity modifier, to determine your AC. You can use a shield and still gain this benefit.
- You gain a bonus to your initiative rolls equal to your Intelligence modifier.

BLAST DISKS

Beginning at 3rd level, whenever you finish a long rest, you can magically imbue effects to create a blast disk from a flat stone you touch.

You can create one blast disk at the end of a long rest, imbuing it with one effect from the Blast Disks table, which you can later trigger by detonating the disk.

Creating a blast disk requires that you have mason's tools on your person, and any disk that you imbue with this feature lasts until it detonates or the end of your next long rest, when the magic dissipates.

When you reach certain levels in this class, you can imbue additional disks at the end of a long rest: two at 5th level, three at 9th level, and four at 15th level. Each disk requires its own flat stone.

You can imbue additional blast disks by expending a spell slot of 1st level or higher for each one. When you do so, you use your action to touch a stone disk and create a blast disk imbued with one effect from the Blast Disks table.

When a blast disk detonates, every creature within a 5-foot radius must make a saving throw as indicated on the Blast Disks table. On a failed save, a creature takes damage and is subject to the blast disk's effects. On a successful save, the creature takes half damage and suffers no other effect. The saving throw DC to avoid a blast disk's effects is equal to your artificer spell save DC.

Detonating a Blast Disk. As an action, you can touch an imbued blast disk to activate it, choosing whether to detonate it on impact or by proximity when you do so. Once activated, the blast disk can be detonated any time before the end of your next long rest using the detonation type you chose when you activated it:

- **Impact Detonation.** You can use your action to throw an activated blast disk up to 15 feet, where it detonates on contact with a creature or object, triggering its effect.
- **Proximity Detonation.** You place an activated blast disk on the ground, then when any creature other than you approaches within 5 feet of the activated blast disk, it immediately detonates, automatically triggering its effect.

ARCANE IGNITION

Starting at 5th level, you can amplify the destructive effects of magical energies. Whenever a creature you can see within 30 feet of you takes damage from a magical attack or effect, you can use your reaction to deal an additional 1d10 damage.

BLAST DISKS

Type	Save	Effect on Failed Save
Breath of Life	Wis	Deals 3d8 radiant damage to undead and heals living creatures half as much. This has no effect on constructs.
Corrosive	Dex	Deals 3d6 points of acid damage, and the creature takes half as much acid damage at the start of its next turn.
Storm Surge	Dex	Deals 3d6 points of lightning damage and the creature can't take reactions until the end of your next turn.
Enervating	Con	Deals 3d6 points of necrotic damage and the creature can't regain hit points until the end of your next turn.
Flashbang	Con	Deals 3d4 points of thunder damage and the creature is blinded and deafened until the end of your next turn.
Glitterfire	Dex	Deals 3d8 points of fire damage and the creature is coated in magical glitter. Until the end of your next turn, any attack roll against the creature is made with advantage if the attacker can see it, and the creature can't benefit from being invisible.
Hallucinogenic	Wis	Deals 3d4 points of psychic damage and the creature is frightened until the end of your next turn.
Hoarfrost	Dex	Deals 3d8 points of cold damage and the creature's speed is reduced to 0 until the end of your next turn.
Pressure Wave	Str	Deals 3d6 points of force damage and the creature is pushed 10 feet away from the blast disk.
Toxic Cloud	Con	Deals 3d8 points of poison damage and the creature is poisoned until the end of your next turn.

ENHANCED MAKER

By 9th level, you're an experienced demolitionist, and you've discovered a few shortcuts to quickly imbuing blast disks. You can now create blast disks when you complete a short or long rest, instead of just after a long rest.

COLLATERAL DAMAGE

At 15th level, you're an uncontested master of explosives, and your blast disks are unusually potent. You now roll twice as many dice when dealing damage with blast disks. For example, a *corrosive blast disk* now deals 6d6 points of acid damage on a failed saving throw.

