You Cannot Lose your Humanity to fear

An Artificer Archetype by My Wife is the MC inspired by Kabaneri of the Iron Fortress.

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Homebrew Artificer

This homebrew is designed for the Artificer as presented in the A5E System Reference Document (A5ESRD). Any references or similarities to the Artificer published by Wizards of the Coast are purely coincidental and unintentional.

Artificer

At level 3, an Artificer chooses a field of study and technological specialty. The Sealwright represents the curse-afflicted tinkerer of Ikoma from Kabaneri of the Iron Fortress.

Homebrew Material
This subclass is homebrew content, created with care and refined through multiple design passes. While it hasn't been through full-scale playtesting, it's built with balance, clarity, and fun in mind. You may still encounter the occasional edge case or moment of friction during play, so feel free to adjust anything to fit your table's needs. If you find issues or have feedback, please share it **[here]**. As with all unofficial content, this material isn't legal for D&D Adventurers League or other official events.

Sealwright

Suppress Your Curse and Use Its Power

Sealwrights are tinkerers by trade and abjurers by necessity, blending the two disciplines to seal a powerful curse within them. Using their creations to keep this malediction regulated, they can tap into its incredible power. The full extent of this curse is unclear, but its initial effects nearly cost them their sense of self. Regardless of the circumstances of their affliction, the curse has embedded itself deep in the Sealwright's soul, rendering conventional consecration or purification powerless against it.

Define the Curse
Discuss the nature of the curse with your DM during character creation, including how your character chanced upon this affliction. Perhaps they were tinkering with forces beyond their comprehension, or they've caught the ire of a powerful entity tied to your Curse Origin. Agree as well on the full extent of this curse. Is it absolute thralldom? Does it induce an insatiable hunger for flesh? Is it a condensed form of energy that will disintegrate the surrounding area if left unchecked? These details are intended to help with roleplay and storytelling without affecting your Sealwright features.

Level 3: Curse Origin

Be it by design or by mistake, you become afflicted by a powerful curse.

Origin. Using the Curse Origin table, choose the source of your curse (or determine it randomly) from the Origin column, as well as one damage type listed on the Curse Damage Type column for your chosen Origin. The chosen damage type is used in various Sealwright features.

Cursed Nature

d6	Origin	Curse Damage Type
1	Aberration	Psychic
2	Dragon	Acid, Cold, Fire, Lightning, or Poison
3	Fey	Psychic or Necrotic
4	Fiend	Fire
5	Plant	Piercing or Poison
6	Undead	Necrotic

Curse Sense. As a Magic action, you can tap into your curse to detect creatures tied to your Curse Origin. For the next 10 minutes or until you have the Incapacitated condition, you know the location of any creature of the same type as your Curse Origin within 60 feet of yourself. Within the same radius, you also detect the presence of a creature or object affected by a curse (such as the *Hex* spell). You can do this a number of times equal to 1 + your Intelligence modifier (minimum of 0), and you regain all expended uses after you finish a Long Rest.

Curse Resistance. You have Advantage on saving throws to resist a curse other than your own (such as the *Bestow Curse* spell). Similarly, any damage you take from another curse's effect is halved (such as the Necrotic damage from the *Hex* spell).

Malediction. You roll a special die called a Malediction Die, which is a d4. This die increases when you reach higher Artificer levels: at level 5 (1d6), level 9 (1d8), level 13 (1d10), and level 17 (1d12). This die is used in several of your Sealwright features.

Level 3: Sealwright Spells

When you reach an Artificer level specified in the Sealwright Spells table, you thereafter always have the listed spells prepared under the Curse Spells column, as well as the spells listed under your Curse Origin's column.

Sealwright Spells

Artificer Level	Curse Spells	Aberration Spells	Dragon Spells	Fey Spells	Fiend Spells	Plant Spells	Undead Spells
3	*Detect Evil and Good*	*Dissonant Whispers*	*Command*	*Hideous Laughter*	*Hex*	*Entangle*	*Inflict Wounds*
5	*Prayer of Healing*	*Detect Thoughts*	*Enthrall*	*Misty Step*	*Ray of Enfeeblement*	*Spike Growth*	*Gentle Repose*
9	*Magic Circle*	*Counterspell*	*Fear*	*Hypnotic Pattern*	*Bestow Curse*	*Plant Growth*	*Spirit Guardians*
13	*Death Ward*	*Banishment*	*Charm Monster*	*Confusion*	*Compulsion*	*Conjure Woodland Beings*	*Blight*
17	*Dispel Evil and Good*	*Telekinesis*	*Legend Lore*	*Hold Monster*	*Dominate Person*	*Contagion*	*Antilife Shell*

Level 3: Seal Valve

You built a special device on your body called a Seal Valve, which prevents your curse from fully manifesting. You determine the appearance of this device, such as a translucent Abjuration brand on your body, a circular plate covering intricate machinery, or a piece of your Curse Origin held in place by tiny armatures attached to your skin. The appearance of your Seal Valve has no effect on your game statistics.

Curse Release. As a Bonus Action, you can control the release valve that regulates the flow of Abjuration magic that suppresses your curse. When you do so, choose a number up to your Intelligence modifier. This number represents the Release Level, which determines how much you will tap into your curse's power.

Your curse is partially released for 1 minute, and it ends early if you are reduced to 0 Hit Points, or by taking the Utilize action during your turn. During this time, you gain the following effects:

Curse Pool. As part of using Curse Release, you can expend a number of your Hit Dice up to your Proficiency Bonus (minimum of 0 Hit Dice). You gain a pool of vitality called a Curse Pool equal to 10 times the number of expended Hit Dice. Alternatively, you can expend a level 1+ spell slot, adding a number of points to your Curse Pool equal to 15 times the level of the spell slot expended. When Curse Release ends, any amount remaining in the pool vanishes.

Accursed Form. Your physical form magically undergoes alterations related to your Curse Origin, such as growing draconic scales, opening additional sets of eyes, or ashen skin.

Curse Empowerment. You gain the effects of your current Release Level, as well as all lower levels, as shown on the Curse Empowerment table.

Release Regulation. On your succeeding turns, you can take a Bonus Action to reduce the current Release Level or increase it further (up to your Intelligence modifier). Doing so softens or heightens the alterations of Accursed Form, respectively.

Seal Pressure. At the start of each of your turns, your curse draws twice your current Release Level from your Curse Pool. You take damage of your Curse Damage Type equal to any amount in excess of your Curse Pool.

Curse Empowerment

Release Level	Effect
1	When you attack with a weapon, you can use your Intelligence modifier, instead of your Strength or Dexterity modifier, for the attack and damage rolls. In addition, you can cause the weapon to deal its normal damage type or your Curse Damage Type.
2	Your Speed increases by 10 feet. In addition, whenever you make a check that uses Strength or Dexterity, you gain a bonus to the check equal to one roll of your Malediction Die.
3	You deal additional damage of your Curse Damage Type equal to one roll of your Malediction Die whenever you hit with a weapon attack or deal damage with a cantrip.
4	When you make a saving throw, you can draw vitality from your Curse Pool up to your current Release Level (no action required) and gain a bonus to your save equal to the number drawn.
5	If you start your turn Bloodied, you regain a number of Hit Points equal to one roll of your Malediction Die.

Level 5: Valve Limiter

You built a limiter on your Seal Valve, granting the following benefits:

Extra Attack. You can attack twice instead of once whenever you take the Attack action on your turn.

Spell Malediction. When you cast an Artificer spell, roll your Malediction Die and add the number rolled to one of the spell's damage rolls.

Level 9: Unlock Safeties

You've disengaged the safeties of your Seal Valve, granting the following benefits:

Empowered Malediction. While Curse Release is active, whenever you roll a 1 or 2 on your Malediction Die, you can choose to reroll it and take the higher result.

Curse Overclock. While Curse Release is active and at Release Level 3+, you can use a Bonus Action to make one weapon attack immediately after you take the Attack action or cast a cantrip, or take the Dash action. You can use this benefit a number of times equal to your Intelligence modifier. You regain all expended uses when you finish a Long Rest.

You can still use this benefit even if you no longer have any uses. However, if you do so, draw vitality from your Curse Pool equal to one roll of your Malediction Die. You take damage of your Curse Damage Type equal to any amount in excess of your Curse Pool. This damage cannot be reduced in any way.

Level 15: Manifest Curse

Your Seal Valve can manifest a significant portion of your curse's true potential. While Curse Release is active, you gain the following additional benefits:

Curse Charge. Once on your turn, when you roll your Malediction Die to deal additional damage of your Curse Damage Type, you can add twice your current Release Level to that damage.

Undying Curse. When you are reduced to 0 Hit Points, you instead drop to 1 Hit Point, and you ignore the Seal Pressure effect of your Curse Release at the start of your next turn. In addition, you draw all remaining vitality from your Curse Pool (if any), and you regain a number of Hit Points equal to twice the number drawn. You can use this benefit once, and you can't do so again until you finish a Long Rest.

Origin Empowerment. While at Release Level 5, you gain an additional benefit according to your chosen Curse Origin as shown on the Origin Empowerment table.

Origin Empowerment

Origin	Benefit
Aberration	Whenever an enemy ends its turn within 5 feet of you, it takes Psychic damage equal to one roll of your Malediction Die.
Dragon	You have a Fly Speed equal to your Speed, and you have Advantage on saving throws to resist the Frightened condition.
Fey	You can cast *Misty Step* without expending a spell slot.
Fiend	You can cast *Hellish Rebuke* (level 1 version) without expending a spell slot.
Plant	Your AC increases by 2, and you ignore Difficult Terrain.
Undead	Once on your turn, when you deal damage to an enemy with an attack or cantrip and roll your Malediction Die, you regain Hit Points equal to the number rolled.

Magic Item

This section shows magic items appropriate for a Sealwright character.

Seal Rivet

Weapon (Seal Rivet), Rarity Varies (Requires Attunement by a Sealwright Artificer)

This handheld tool, called a Seal Rivet, releases Abjuration Rivets using pressurized air and is used to complete a Sealwright's Seal Valve. The Seal Rivet weighs 4 pounds. While attuned to this weapon, you gain proficiency with it. This weapon has the following traits:

Weapon Category: Simple Ranged

Damage on a Hit: 1d4 Force plus one roll of your Malediction Die and the ability modifier used for the attack roll

Properties: Ammunition (Range 20/120 ft.; Abjuration Rivet), Two-Handed

Mastery: Push (you can use this property)

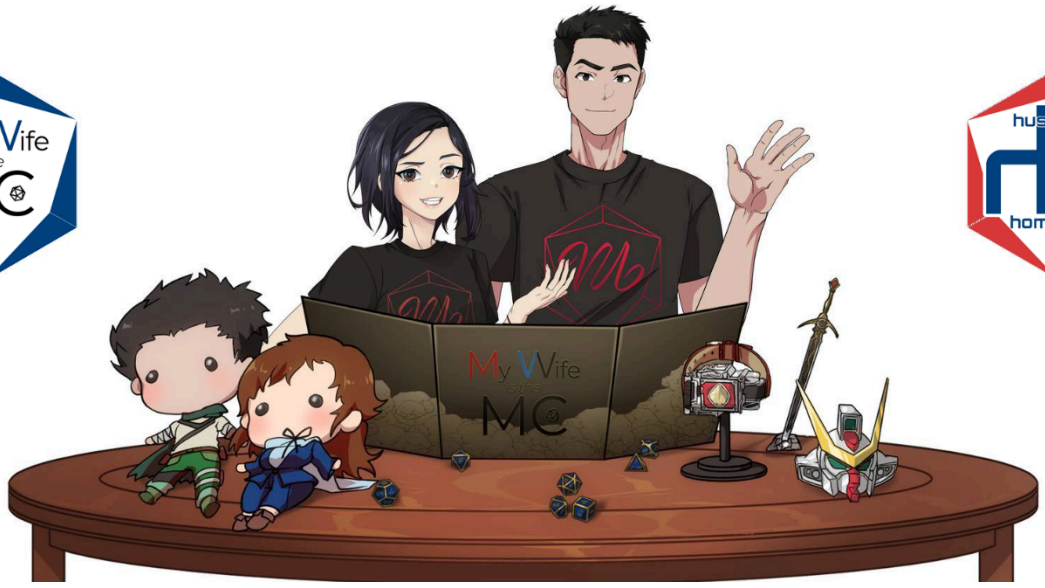
This magic weapon has the following additional properties.

Abjuration Rivets. The Seal Rivet uses nails enchanted with Abjuration magics. This weapon generates 2d6 + 3 Abjuration Rivets daily at dawn, up to a maximum of 15. While your Curse Release is active, you don't expend ammunition with this weapon, as you magically generate an Abjuration Rivet whenever you make an attack with it.

Firing in Melee. Being within 5 feet of an enemy doesn't impose Disadvantage on your attack rolls with this weapon.

Curse Empowered. You gain a bonus to your attack and damage rolls using this weapon according to your Artificer level. Its rarity changes as well.

Artificer Level	Bonus	Rarity
3	+1	Uncommon
9	+2	Rare
17	+3	Very Rare



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Artificer Class

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About My Wife is the MC

My Wife is the MC is a YouTube channel run by DM V, who creates homebrew content that translates characters from popular media into narratively themed 5e mechanics. This includes creating classes, subclasses, and magic items, or even putting homebrewed characters from various anime, movies, or video game titles into the 5e versions of their settings. By homebrewing content with the source material as a priority, we aim to capture how a pop culture character feels for any player who wants to take their favorite characters to a gaming table, all while keeping within the system's boundaries.
DM V also runs single-player campaigns with his wife, who plays the channel's titular MC.