

“I see the secret patterns of magic, and through the items I carry, I can use that magic to protect you, heal you . . . or make you explode.”

CLASS TRAITS

Role: Leader. You channel arcane power into items that empower your allies and hinder your enemies.

Power Source: Arcane. The cryptic formulas of arcane magic and the complex recipes of alchemy appeal to you. You are especially knowledgeable about magic items.

Key Abilities: Intelligence, Constitution

Armor Proficiencies: Cloth, leather

Weapon Proficiencies: Simple melee, simple ranged

Implements: Orbs, rods, staves, wands

Bonus to Defenses: +1 Fort, +1 Will

Hit Points at 1st Level: 12 + Constitution score

Hit Points per Level Gained: 5

Healing Surges per Day: 7 + Constitution modifier

Trained Skills: Arcana. From the class skills list below, choose four more trained skills at 1st level.

Class Skills: Arcana (Int), Diplomacy (Cha), Dungeoneering (Wis), Heal (Wis), History (Int), Perception (Wis), Thievery (Dex)

Build Option: Battlesmith

Class Features: Arcane Replenishment, Healing Infusion



PLAYTEST: ARTIFICER

by Logan Bonner, Mike Mearls & David Noonan

illustrations by William O'Connor

ARTIFICERS TREAT mastery of magic like a technical skill. They see a pattern in energy and matter, and they develop an understanding of how to manipulate the flow of arcane energy in and around material objects and creatures. Artificers learn to channel magic into items by using complex chains of sigils and diagrams or by using magical materials. With their skills, they can assemble the perfect magical object for any situation.

As an artificer, you might have learned your craft through a variety of means. You could be a formal student of arcane who became interested in magic items and artifacts. Maybe you're a tinkerer who devised magic tools in a musty basement. Or perhaps you are an explorer who found your knowledge in forgotten places.

With a bandolier slung across your chest, you carry an arsenal of alchemical compounds, magical implements,

mundane materials, and tools. You mix reagents, drink potions, and craft items. And you use your knowledge to infuse yourself and your allies with arcane power. One day, your magical skills will carry you into legend.

CREATING AN ARTIFICER

This article features the battlesmith. As a battlesmith, you focus on healing allies and strengthening allies with your spells. You infuse allies' weapons and armor with magic, creating effects that shield friends while harming enemies. Your spells rely on Intelligence for accuracy and Constitution for potency.

BATTLESMITH ARTIFICER

Improved healing and powers that improve allies' abilities are the focus of this build. Suggested powers aren't included below because all powers in this article are intended for the build.

Suggested Feat: Durable (Human feat: Toughness)
Suggested Skills: Arcana, Heal, History, Perception, Thievery

ARTIFICER CLASS FEATURES

You have the following class features.

ARCANE REPLENISHMENT

Your study of magic items has given you the ability to manipulate the power contained within such objects. You can restore energy drained from a magic item. During a short rest, you can recharge an item's daily power. You can recharge an item that has a level less than or equal to your level + your Intelligence modifier.

You can use arcane replenishment once per day, plus you gain one additional use for each milestone you reach. An item can be recharged by arcane replenishment only once per day.

COMPONENTS

Your weapons, implements, and other gear are inscribed with runes and mystic patterns. You carry esoteric reagents and materials, along with tiny crafted objects that you use to create your artifices (see below). Eventually, you also pack a large number of magic items. If you don't have what you need, you can transmute mundane materials into components. After an extended rest, you craft, imbue, or prepare the objects and compounds you need to use your powers for the day.

HEALING INFUSION

The artificer's Healing Infusion class feature works like a power. The Healing Infusion class feature encompasses multiple powers. An artificer can access powers from this class feature twice per encounter. At 16th level, you can access powers from this class feature three times per encounter.

Healing Infusion: Restorative Formula

Artificer Class Feature

You breathe arcane energy into a special mixture of restorative compounds. You then blow that mixture into the air, focusing it on someone in need.

Encounter (Special) ♦ Arcane, Healing

Minor Action **Close burst 5**
(10 at 11th level, 15 at 21st level)

Target: You or one ally in burst

Effect: The target can spend a healing surge and regain an additional 1d6 hit points.

Increase the amount of additional hit points regained to 2d6 at 6th level, 3d6 at 11th level, 4d6 at 16th level, 5d6 at 21st level, and 6d6 at 26th level.

Special: You can use a *healing infusion power* twice per encounter, but only once per round. At 16th level, you can use a *healing infusion power* three times per encounter, but only once per round.

WHAT'S A PLAYTEST ARTICLE

This article, presenting the artificer, is the first in a new semi-regular feature in *Dragon*. Every few months, we're going to give you a sneak peek at content scheduled for release in a print product sometime in the coming year or so. That means this content is not finished. That's right, you're looking at something that's still being worked on by our designers, developers, and editors.

In this case, we're presenting the artificer, which is scheduled for release in 2009 in the *Eberon Player's Guide*. This article presents a single build for the artificer, from 1st to 30th level. That means that not only is this content liable to change between now and when you see the class in print,

but you're only seeing a portion of the class's eventual suite of powers. Everything you see here is still eminently playable, so feel free to create your first artificer character and start playing.

Because this class isn't done, though, we're also asking for your feedback. If you have comments on the artificer, feel free to send them to dndinsider@wizards.com. Include the subject line "Artificer Playtest Feedback" in the subject line, and be specific! If your comments are of the "I just don't like it" or "I think it's great" nature, that won't help us make this class the best it can be. The more specific you are in the nature of your comments, the better. So dig deep and tap that inner game designer!

ARTIFICER OVERVIEW

Characteristics: You direct arcane energy to protect your allies while harming your opponents. Most of your attacks are area or ranged, and you deal moderate damage. Your powers, including healing, are versatile despite these minor limitations.

Religion: Artificers favor knowledge over faith, so only a few artificers devote themselves to a specific deity. Corellon and Ioun appeal to an artificer's passion for magic and understanding, and Erathis and Moradin are natural choices for artificers due to each deity's influence in technology, crafting, and civilization. Pious artificers might invoke any of these deities at the appropriate time.

Races: Dwarves were the first artificers, combining their race's crafting skills with magic. Other races likely to produce artificers include humans, eladrin, gnomes, and warforged.

RITUAL CASTER

You gain the Ritual Caster feat as a bonus feat, allowing you to use magical rituals. You possess a ritual book, and it contains two rituals you have mastered: Make Whole (*Player's Handbook*, page 309) and one other 1st-level ritual of your choice.

IMPLEMENTS AND WEAPONS

Artificers make use of rods, staffs, and wands to help channel and direct their arcane powers. Without an implement, an artificer can still use artificer powers, including those that have the implement keyword. An artificer wielding a magic rod, staff, or wand can add its enhancement bonus to the attack rolls and the damage rolls of artificer powers, as well as artificer paragon path powers, that have the implement keyword.

Some artificer powers have the weapon keyword and often require a ranged weapon. If the ranged

weapon fires ammunition, the ammunition carries the power's effect. Otherwise, the weapon carries the effect. When the attack is made, a mundane weapon returns to the artificer like a magic thrown weapon does.

ARTIFICER POWERS

Your arcane powers are called spells, though many artificers refer to spells that instill magic in objects as "infusions." The powers here also introduce a new keyword: *artifice*.

Artifice: An artifice is an object that consists of inanimate materials that are infused with and animated by magic. It does not occupy a square unless a power states otherwise. As a minor action, you can make your artifice move a number of squares equal to your Constitution modifier, or you can shift it 1 square. The artifice's defenses equal your level + 4,

Healing Infusion: Curative Admixture

Artificer Class Feature

Casting your restorative compound into the air, you create a cloud that you infuse with arcane energy to bolster you and your comrades.

Encounter (Special) ◆ Arcane

Minor Action

Close burst 5

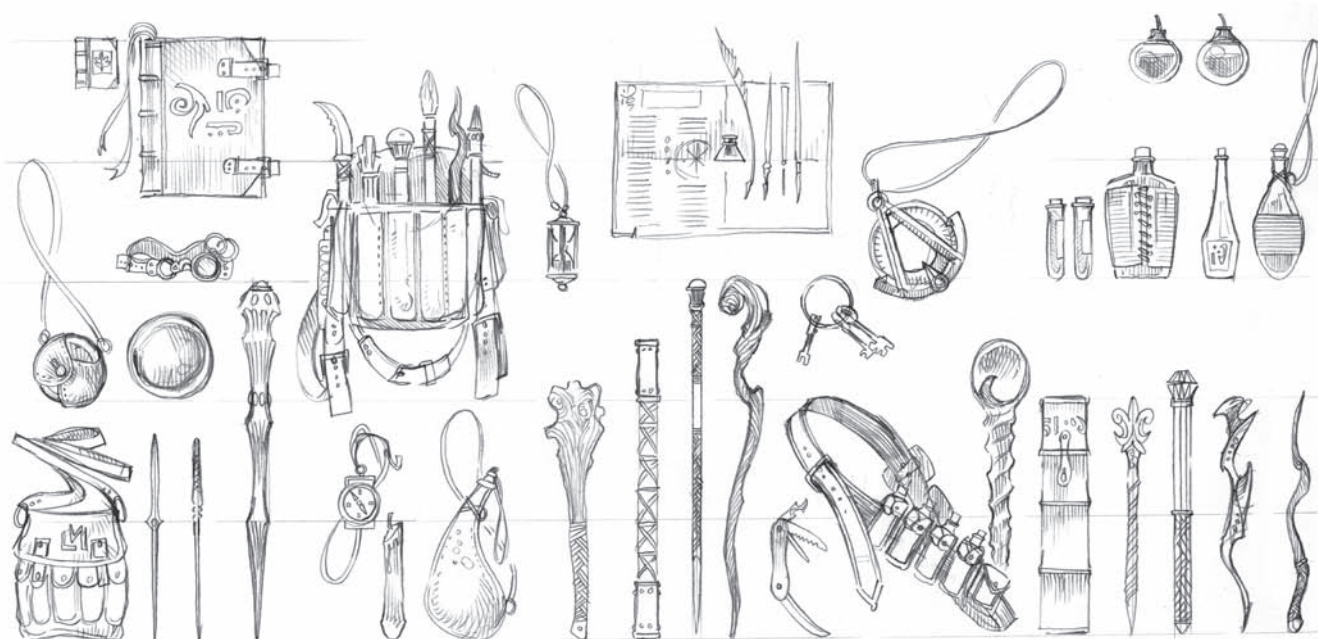
(10 at 11th level, 15 at 21st level)

Targets: You and each ally in burst

Effect: Each target can spend a healing surge to gain temporary hit points equal to your Constitution modifier + 1.

Increase the amount of temporary hit points gained to Constitution modifier + 2 at 6th level, Constitution modifier + 3 at 11th level, Constitution modifier + 4 at 16th level, Constitution modifier + 5 at 21st level, and Constitution modifier + 6 at 27th level.

Special: You can use a *healing infusion* power twice per encounter, but only once per round. At 16th level, you can use a *healing infusion* power three times per encounter, but only once per round.



and it has hit points equal to your healing surge value. If an artifice drops to 0 hit points or is consumed, it is destroyed. If the effect an artifice creates ends without the artifice being destroyed, the artifice reverts to its inert form. You can reuse an artifice that has reverted to its inert form.



ACTION TYPE

Some artificer powers do not have an action type and instead require a longer casting time—usually a short rest. You must spend the required time to use the power because often the power requires you to craft an item, combine ingredients, or infuse an object with a large amount of arcane energy. If you are interrupted or unable to spend the required time, the power has no effect but is not expended.

ROTES

All artificers know the *repair object* rote, a simple spell that can aid them in daily tasks.

Repair Object Artificer Rote

You weave arcane energy into an object, restoring it to its intended structure.

Encounter ♦ Arcane, Healing
Minor Action Melee touch

Target: One object

Effect: The target regains a number of hit points equal to your healing surge value. You cannot repair an object that has been reduced to 0 hit points.

LEVEL 1 AT-WILL SPELLS

Thundering Armor Artificer Attack 1

Pointing your implement, you make your friend's armor pulse with energy, protecting that ally and knocking a single foe away with the intense reverberation.

At-Will ♦ Arcane, Implement, Thunder
Standard Action Ranged 10

Primary Target: One ally

Effect: The primary target gains a +1 power bonus to AC until the end of your next turn. Make an attack.

Secondary Target: One creature adjacent to the primary target

Attack: Intelligence vs. Fortitude

Hit: 1d6 + Intelligence modifier thunder damage, and you push the secondary target 1 square away from the primary target.

Increase damage to 2d6 + Intelligence modifier at 21st level.

Aggravating Force Artificer Attack 1

When your infused weapon strikes an enemy, the weapon unleashes a force that amplifies subsequent damage.

At-Will ♦ Arcane, Force, Weapon
Standard Action Ranged weapon

Target: One creature

Attack: Intelligence vs. AC

Hit: 1[W] + Intelligence modifier force damage. Until the end of your next turn, the next attack against the target from one of your allies gains a +2 power bonus to the attack roll.

Increase damage to 2[W] + Intelligence modifier at 21st level.

LEVEL 1 ENCOUNTER SPELLS

Spike Wire Artificer Attack 1

As your projectile flies forward, with it goes a barbed wire of arcane energy that entangles foes. Afterward, further attacks drive the barbs into those foes.

Encounter ♦ Arcane, Force, Weapon
Standard Action Area burst 1 within weapon range

Target: Each enemy in burst

Attack: Intelligence vs. Fortitude

Hit: 1[W] + Intelligence modifier force damage, and attacks against the target gain a +2 bonus to damage rolls until the end of your next turn.

Shielding Cube Artificer Attack 1

You launch a miniscule cube covered in runes into the fray. The cube exudes an aura that bashes nearby foes and shields your allies.

Encounter ♦ Arcane, Artifice, Force, Implement
Standard Action Ranged 10

Requirement: You must be wielding a ranged weapon.

Effect: Your artifice lands in a square adjacent to an enemy within range. Until the end of your next turn, you and any ally adjacent to or occupying the same square as the artifice gain a +1 power bonus to AC. Make an attack.

Target: One creature adjacent to the artifice

Attack: Intelligence vs. Reflex

Hit: 1d8 + Intelligence modifier force damage.

LEVEL 1 DAILY SPELLS

Lifetap Artificer Attack 1

With your implement, you launch one infused dart at an ally and one at an adversary. The foe's dart transfers life force to your friend in a golden flash.

Daily ♦ Arcane, Implement
Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 2d10 + Intelligence modifier damage, and an ally within 10 squares of you gains 10 temporary hit points.

Miss: Half damage, and the ally gains 5 temporary hit points.

Caustic Rampart Artificer Attack 1

You infuse energy into spilled liquid reagents, throwing up a defensive wall of acidic fumes.

Daily ♦ Acid, Arcane, Conjunction, Implement
Standard Action Area wall 5 within 10 squares

Effect: You conjure a wall that consists of contiguous squares filled with acid. It can be up to 5 squares long and up to 2 squares high. The wall lasts until the end of your next turn. Any creature that starts its turn in or adjacent to the wall takes 1d6 + Intelligence modifier acid damage. The wall is difficult terrain, and the wall's squares are lightly obscured.

Sustain Minor: The wall persists.

LEVEL 2 UTILITY SPELLS

Restorative Infusion Artificer Utility 2

You direct restorative compounds at a comrade, who can then breathe those agents toward another member of your party.

Daily ♦ Arcane
Standard Action Ranged 10

Target: You or one ally

Effect: The target gains 20 temporary hit points. As a minor action, the target can transfer any number of temporary hit points to an ally within 5 squares.

Arcane Springboard Artificer Utility 2

Infusing a small square of prepared cloth with arcane energy, you create a bouncy surface that launches any who step on it in a desired direction.

Daily ♦ Arcane, Artifice
Standard Action Ranged 10

Effect: Your artifice lands in a square within range. You and any ally who enters the artifice's square can jump a number of squares equal to your Constitution modifier. The jump does not count against a character's speed. The effect lasts until the end of your next turn.

Sustain Minor: The effect persists.

LEVEL 3 ENCOUNTER SPELLS

Altered Luck Artificer Attack 3

By channeling a specific pattern of energy into an ally's equipment, you alter the flow of fortune.

Encounter ♦ Arcane, Implement
Standard Action Area burst 2 within 10 squares

Target: Each enemy in burst

Attack: Intelligence vs. Will

Hit: The target takes a -2 penalty to attack rolls, skill checks, ability checks, and saving throws until the end of your next turn.

Effect: One ally in the burst gains a +2 bonus to an attack roll, a skill check, an ability check, or a saving throw before the end of your next turn. The ally can use the bonus after determining the result of a roll.

Fiery Infusion Artificer Attack 3

Sigils on your projectile glow as you infuse them. The missile generates a blazing matrix on impact, roasting your foes and igniting your allies' weapons with arcane fire.

Encounter ♦ Arcane, Fire, Weapon
Standard Action Area burst 1 within weapon range

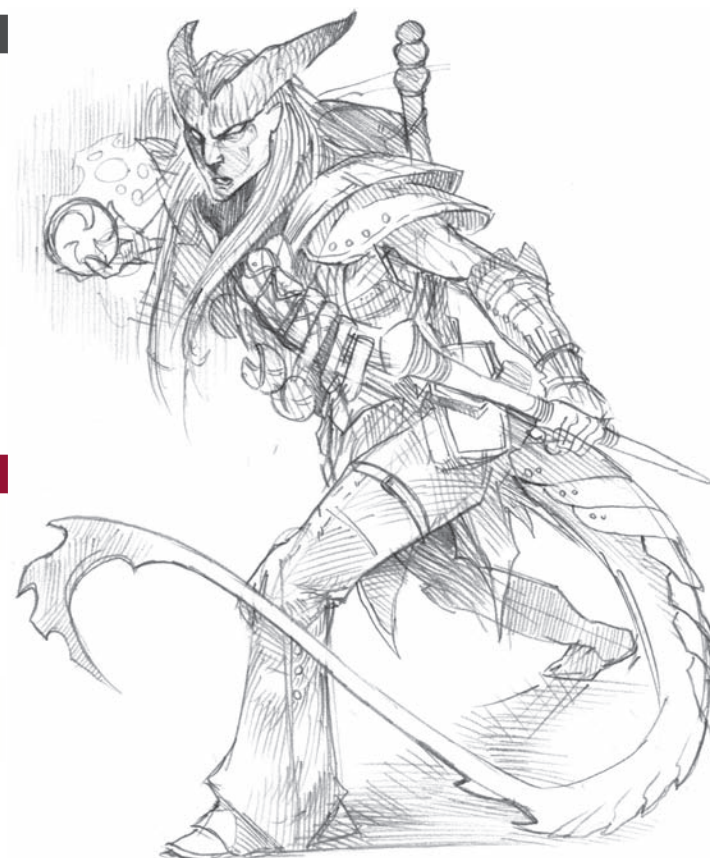
Requirement: You must be wielding a ranged weapon.

Target: Each enemy in burst

Attack: Intelligence vs. Reflex

Hit: 1[W] + Intelligence modifier fire damage.

Effect: Each ally in the burst deals 2 extra fire damage whenever he or she hits with a melee attack until the end of your next turn.



LEVEL 5 DAILY SPELLS

Predatory Shards Artificer Attack 5

On impact, your rune-inscribed projectile creates a cloud of magical shards hostile to your enemies.

Daily ♦ Arcane, Force, Weapon, Zone
Standard Action Area burst 1 within weapon range

Requirement: You must be wielding a ranged weapon.

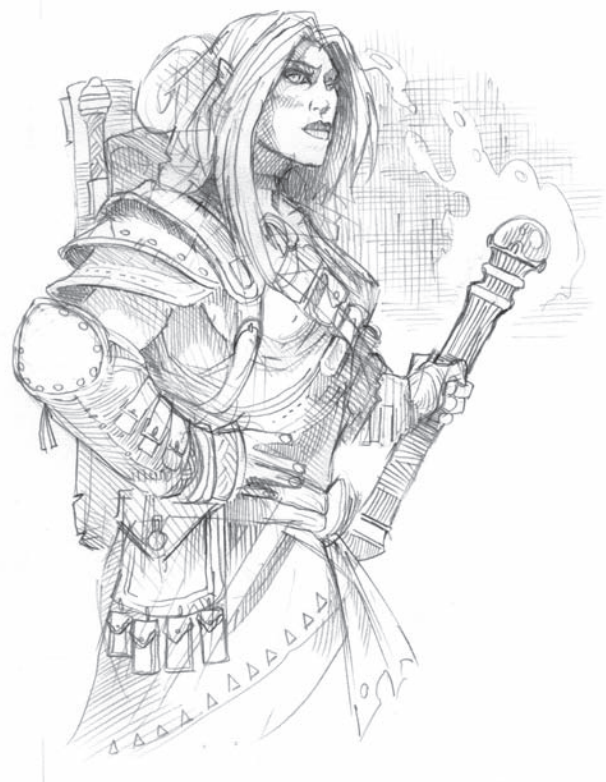
Target: Each enemy in burst

Attack: Intelligence vs. AC

Hit: 2[W] + Intelligence modifier damage.

Miss: Half damage.

Effect: The burst creates a zone of magical shards that lasts until the end of the encounter. An enemy that starts its turn in the zone takes 5 force damage.



Dancing Weapon Artificer Attack 5

Your weapon flies from your hand and harries one of your enemies.

Daily ♦ Arcane, Artifice, Implement, Weapon

Standard Action Ranged 10

Target: One creature

Effect: A melee weapon you are holding becomes an artifice, but reducing this artifice to 0 hit points only ends this effect, rather than destroying the weapon. The weapon enters a square in the target's space and makes an attack against the target. If the target moves, the weapon moves with it. If the target moves beyond the power's range or is killed, the effect ends. Otherwise, the effect lasts until the end of your next turn.

Attack: Intelligence + weapon's proficiency bonus vs. AC. Before you make the attack roll, choose whether to use the enhancement bonus, critical dice, and properties of your weapon or your implement for the damage roll.

Hit: 1[W] + Intelligence modifier damage.

Sustain Minor: When you sustain the power, repeat the attack.

LEVEL 6 UTILITY SPELLS

Regeneration Infusion Artificer Utility 6

You tie an ally's equipment to a steady flow of arcane energy, which restores your friend's vigor.

Daily ♦ Arcane, Healing

Standard Action Ranged 10

Target: You if you're bloodied or one bloodied ally

Effect: The target gains regeneration 2 until the end of your next turn.

Sustain Minor: The effect persists.

Phantom Structure Artificer Utility 6

By arranging small objects in your hand, you create an ephemeral structure made of magical force.

Daily ♦ Arcane, Conjuration

Standard Action Ranged 5

Effect: You conjure a bridge, a staircase, or a ladder (see below) that appears in a space within range. The effect lasts until the end of your next turn.

Bridge: The bridge is 2 squares wide and a number of squares long equal to twice your Constitution modifier.

Spiral Staircase: The staircase occupies a space 2 squares on a side and is a number of squares tall equal to twice your Constitution modifier. The stairs are 1 square wide.

Straight Staircase: The staircase's base occupies 1 square, and the staircase rises 1 square vertically for each square it has in length. It is a number of squares long equal to twice your Constitution modifier.

Ladder: The ladder occupies 1 square and is a number of squares tall equal to twice your Constitution modifier.

Sustain Minor: The structure or object persists.

LEVEL 7 ENCOUNTER SPELLS

Gale-Force Infusion Artificer Attack 7

You charge an ally's armor with potential that erupts like a vicious blast of wind that churns the air for a moment.

Encounter ♦ Arcane, Implement

Standard Action Area burst 2 within 10 squares

Target: Each enemy in burst centered on one ally

Attack: Intelligence vs. Reflex

Hit: 1d10 + Intelligence modifier damage, and you slide the target 2 squares.

Effect: The ally gains a +4 power bonus to AC against ranged attacks until the end of your next turn.

Runic Resistance Artificer Attack 7

Using your implement, you hurl sigil-scribed ceramic sphere that blasts your foes and covers your allies in protective veils.

Encounter ♦ Arcane, Implement; Acid, Cold, Fire, or Lightning

Standard Action Area burst 1 within 10 squares

Target: Each enemy in burst

Attack: Intelligence vs. Reflex

Hit: 2d6 + Intelligence modifier damage of a type you choose: acid, cold, fire, or lightning.

Effect: Each ally in the burst chooses a damage type—acid, cold, fire, or lightning—and gains resistance equal to 5 + your Constitution modifier against that damage type until the end of your next turn.

LEVEL 9 DAILY SPELLS

Lightning Motes Artificer Attack 9

Channeling arcane energy into receptive ferrous dust, you create lightning that you then spread on your foes.

Daily ♦ Arcane, Implement, Lightning

Standard Action Close burst 3

Target: Each enemy in burst

Attack: Intelligence vs. Reflex

Hit: 2d10 + Intelligence modifier lightning damage, and the target is dazed (save ends). Each time the target fails the saving throw, it takes 5 lightning damage.

Aftereffect: Ongoing 5 lightning damage (save ends).

Miss: Half damage, and ongoing 5 lightning damage (save ends).

Brittleskin Infusion Artificer Attack 9

Your rune-scribed projectile calcifies flesh and causes your foe to falter.

Daily ♦ Arcane, Weapon
Standard Action Ranged weapon

Target: One creature

Attack: Intelligence vs. AC

Hit: 2[W] + Intelligence modifier damage, and the target is slowed and gains vulnerable 5 to melee attacks (save ends both).

Miss: Half damage, and the target is slowed (save ends).

LEVEL 10 UTILITY SPELLS

Healing Figurine Artificer Utility 10

You imbue a small model of a robust figure with your own life force, causing it to emit a golden aura.

Daily ♦ Arcane, Artifice, Healing
Standard Action Ranged 10

Effect: You spend a healing surge while creating the artifice, but you regain no hit points for doing so. Your artifice lands in a square within range. The artifice has hit points equal to twice your healing surge value. As a minor action, you or any ally adjacent to or occupying the same space as the artifice can remove a number of hit points from the artifice to regain the same number of hit points. The effect lasts until the artifice's hit points are depleted or until the end of the encounter.

Slick Concoction Artificer Utility 10

You direct magic-infused liquid under an ally's boots, causing her to slip suddenly forward.

Encounter ♦ Arcane
Move Action Ranged 5

Target: One ally

Effect: You slide the target 5 squares.

LEVEL 13 ENCOUNTER SPELLS

Barbed Automaton Artificer Attack 13

You hurl a small knot of inscribed barbed wire, which grows and springs to life, attacking your foes.

Encounter ♦ Arcane, Artifice, Implement
Standard Action Ranged 10

Effect: Your artifice lands in a square within range. The artifice occupies a square and counts as an ally for the purpose of flanking. The artifice makes an attack against an enemy that begins its turn adjacent to the artifice or enters a square adjacent to it. The effect lasts until the end of your next turn.

Attack: Intelligence vs. Reflex

Hit: 2d8 + Intelligence modifier damage.

Forceful Missile Artificer Attack 13

You infuse a rune-inscribed projectile with magic, making it deliver an impact that belies its size.

Encounter ♦ Arcane, Weapon
Standard Action Ranged weapon

Target: One creature

Attack: Intelligence vs. AC

Hit: 2[W] + Intelligence modifier damage, and the target is pushed 3 squares and knocked prone.

LEVEL 15 DAILY SPELLS

Lightning Matrix Artificer Attack 15

Pouring arcane power into your armor, you create a crackling pattern that lashes at your foes with tendrils of electricity.

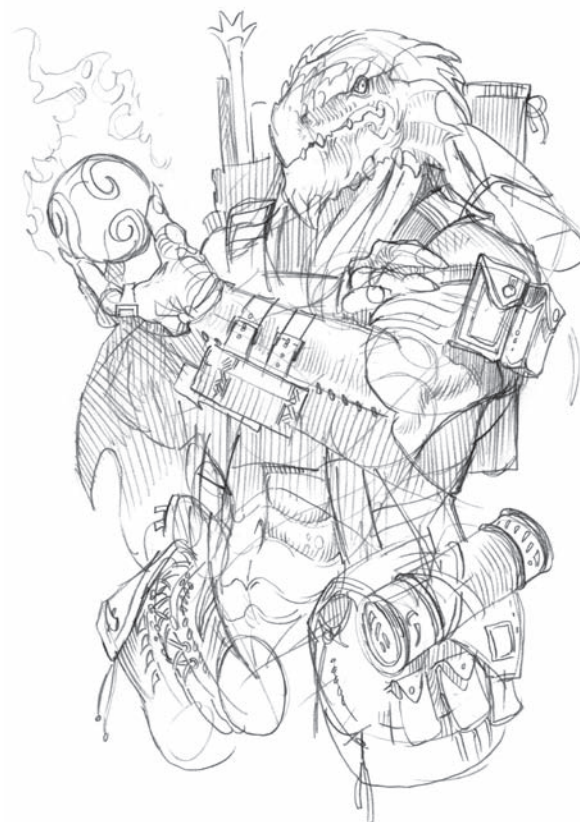
Daily ♦ Arcane, Implement, Lightning
Standard Action Close burst 5

Target: Each enemy in burst

Attack: Intelligence vs. Reflex

Hit: 2d10 + Intelligence modifier lightning damage.

Effect: Until the end of the encounter, any enemy that begins its turn adjacent to you takes 5 lightning damage and is dazed until the end of your next turn.

**Hornet Shot** Artificer Attack 15

Your weapon buzzes with toxic energy as you infuse it with magic. When it strikes your target, the weapon emits a cloud of hornet-like motes that sting your foe and nearby enemies.

Daily ♦ Arcane, Poison, Weapon
Standard Action Ranged weapon

Target: One creature

Attack: Intelligence vs. AC

Hit: 2[W] + Intelligence modifier poison damage, and the target takes ongoing 10 poison damage and grants combat advantage to you and your allies (save ends both).

Effect: Until the end of the encounter, an enemy that begins its turn adjacent to the target takes 5 poison damage.

LEVEL 16 UTILITY SPELLS

Good Luck Charm Artificer Utility 16

You infuse a small object with luck-altering energy.

Daily ♦ Arcane, Artifice
Short Rest Personal

Effect: You create an artifice that can be held. As a minor action, a creature holding the artifice can use it to gain a +5 bonus to its next saving throw or skill check. The effect lasts until it is used or until the end of your next extended rest.

Ironhide Infusion Artificer Utility 16

You crush a bit of hard material in your hand, infusing it with protective magic. Then you use your implement to direct the dust onto an ally's armor.

Encounter ♦ Arcane
Minor Action Ranged 10

Target: You or one ally

Effect: The target gains a +4 bonus to AC until the end of your next turn.

LEVEL 17 ENCOUNTER SPELLS

Skipping Shot Artificer Attack 17

Infusing a projectile with volatile energy, you send the weapon ricocheting among opponents.

Encounter ♦ Arcane, Force, Weapon
Standard Action Ranged weapon

Primary Target: One creature

Primary Attack: Intelligence vs. AC

Hit: 2[W] + Intelligence modifier force damage, and the target is dazed until the end of your next turn.

Effect: Make a secondary attack.

Secondary Targets: One or two creatures other than the primary target (the primary target can be a secondary target if the primary attack missed)

Secondary Attack: Intelligence vs. AC

Hit: 1[W] + Intelligence modifier force damage, and the target is dazed until the end of your next turn.

Earth's Embrace Artificer Attack 17

You transpose a glowing rune of force onto an ally's armor and send him skating across the ground, crashing into nearby foes.

Encounter ♦ Arcane, Force, Implement
Standard Action Ranged 10

Primary Target: One ally

Effect: You slide the primary target 3 squares and then make an attack.

Secondary Target: Each enemy adjacent to the primary target

Attack: Intelligence vs. Fortitude

Hit: 2d10 + Intelligence modifier force damage.

You slide the secondary target 1 square, and it is immobilized until the end of your next turn.

LEVEL 19 DAILY SPELLS

Strangling Rope Artificer Attack 19

Weaving magic into a prepared rope, you transform it into a whirling, grasping artifice.

Daily ♦ Arcane, Artifice, Implement
Standard Action Area burst 2 within 10 squares

Target: Each enemy in burst

Attack: Intelligence vs. Reflex

Hit: 3d10 + Intelligence modifier damage, and the target is immobilized (save ends).

Miss: Half damage, and the target is immobilized until the end of your next turn.

Effect: Each square within the area counts as a separate artifice. Destroying the artifice in one square removes the artifice from only that square. Enemies treat the area as difficult terrain, and an enemy that enters or begins its turn in the area is slowed until the end of its next turn. The effect lasts until the end of your next turn.

Burrowing Projectile Artificer Attack 19

When your magic-infused shot strikes a foe, the projectile spins like a top, burrowing into the creature and leaving it vulnerable to attacks.

Daily ♦ Arcane, Weapon
Standard Action Ranged weapon

Target: One creature

Attack: Intelligence vs. AC

Hit: 3[W] + Intelligence modifier damage, and the target grants combat advantage to you and your allies and takes ongoing 5 damage (save ends both). If the target is killed before ongoing damage from this power ends, the closest enemy within 5 squares of the target takes ongoing 5 damage (save ends).
Aftereffect: Ongoing 5 damage (save ends).

Miss: Half damage, and the target grants combat advantage to you and your allies (save ends).

LEVEL 22 UTILITY SPELLS

Hero's Elixir Artificer Utility 22

Using your own life force, you transmute a small vial of water into a potent healing draft.

Daily ♦ Arcane, Artifice, Healing
Short Rest Personal

Effect: You spend a healing surge to create a healing draft, instead of regaining hit points. A character can take a minor action to consume the artifice to regain hit points equal to twice your healing surge value. In addition, the character can make a saving throw against each effect that a save can end. The artifice lasts until consumed or until your next extended rest.

Four-Winds Bag Artificer Utility 22

You mix reagents to create a windstorm within a small cloth bag, and then you unleash the winds to move you and your allies.

Encounter ♦ Arcane
Standard Action Close burst 5

Targets: You and each ally in burst

Effect: You slide each target 3 squares.

LEVEL 23 ENCOUNTER SPELLS

Armor of Acid Artificer Attack 23

You direct prepared liquid onto an ally's armor, which takes on a green cast and emits noxious fumes.

Encounter ♦ Acid, Arcane, Implement

Standard Action Area burst 1 within 10 squares

Target: Each enemy in burst centered on one ally

Attack: Intelligence vs. Reflex

Hit: 3d8 + Intelligence modifier acid damage

Effect: The ally gains resist 15 acid. Until the end of your next turn, any creature that makes a melee attack against the ally takes 5 acid damage.

Prismatic Shot Artificer Attack 23

You activate runes on your weapon, causing it to emit multicolored light as it zooms toward your foe.

Encounter ♦ Arcane, Cold, Poison, Psychic, Weapon

Standard Action Ranged weapon

Target: One creature

Primary Attack: Intelligence vs. Fortitude

Hit: 1[W] + Intelligence modifier poison damage, and the target is blinded until the end of your next turn.

Effect: Make a secondary attack against the target.

Secondary Attack: Intelligence vs. Reflex

Hit: 1[W] + Intelligence modifier cold damage, and the target is slowed until the end of your next turn.

Effect: Make a tertiary attack against the target.

Tertiary Attack: Intelligence vs. Will

Hit: 1[W] + Intelligence modifier psychic damage, and the target is dazed until the end of your next turn.

LEVEL 25 DAILY SPELLS

Trio of Biting Blades Artificer Attack 25

The three rune-inscribed blades you fling at your opponent surround the creature and bite deep when it attacks or moves.

Daily ♦ Arcane, Implement

Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 3d10 + Intelligence modifier damage, and the target takes 10 damage if it moves or attacks on its turn (save ends).

Afterspell: The target takes 5 damage if it moves or attacks on its turn (save ends).

Miss: Half damage, and the target takes 5 damage if it moves or attacks on its turn (save ends).

All-Consuming Missile Artificer Attack 25

Your sigil-inscribed projectile ignites and engulfs your foe in hungry flames.

Daily ♦ Arcane, Fire, Weapon

Standard Action Ranged weapon

Target: One creature

Attack: Intelligence vs. AC

Hit: 3[W] + Intelligence modifier fire damage, and the target takes ongoing 10 fire damage and is blinded (save ends both). If the target fails its first saving throw against this power, the ongoing fire damage increases to 15 damage. If the target fails its second saving throw against this power, the ongoing fire damage increases to 20 damage.

Miss: Half damage, and ongoing 5 fire damage (save ends).

LEVEL 27 ENCOUNTER SPELLS

Grave-Dust Cloud Artificer Attack 27

You direct a bag of ash at your foes, which explodes in a pale cloud that saps their life and transfers it to your allies.

Encounter ♦ Arcane, Healing, Implement, Necrotic

Standard Action Area burst 3 within 20 squares

Target: Each enemy in burst

Attack: Intelligence vs. Fortitude

Hit: 2d10 + Intelligence modifier necrotic damage.

Each ally in the burst regains hit points equal to half the damage and gains a +1 power bonus to attack rolls and all defenses until the end of your next turn.

Living Caltrop Swarm Artificer Attack 27

You direct a handful of spiked orbs across an area. After stinging your foes, the caltrops explode.

Encounter ♦ Arcane, Fire, Implement

Standard Action Area burst 1 within 10 squares

Target: Each creature in burst

Attack: Intelligence + 2 vs. AC

Hit: 3d8 + Intelligence modifier damage.

Effect: Enemies in the area grant combat advantage. At the end of your next turn, each creature in the area takes 2d10 + Constitution modifier fire damage, and the effect ends.

Artificers learn to channel magic into items by using complex chains of sigils and diagrams or by using magical materials. With their skills, they can assemble the perfect magical object for any situation.

LEVEL 29 DAILY SPELLS

Bitterfrost Bolt Artificer Attack 29

The sigils etched onto your weapon steam with bitter cold. On impact, the missile releases its wintry potential, transmuting your enemy into an ice-covered form.

Daily ♦ Arcane, Cold, Weapon

Standard Action Ranged weapon

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 3[W] + Intelligence modifier cold damage, and the target is immobilized and takes vulnerable 10 to all damage (save ends both).

Aftereffect: The target is slowed and takes vulnerable 5 to all damage (save ends both).

Miss: Half damage, and the target is slowed and takes vulnerable 5 to all damage (save ends both).

Sigils of Shadow Tendrils Artificer Attack 29

Tracing a magic pattern in the air with your implement, you cause baleful, violet runes to appear on an ally's armor. Tentacles of darkness erupt from the pattern and attack nearby enemies.

Daily ♦ Arcane, Implement

Standard Action Area burst 1 within 10 squares

Target: Each enemy in burst centered on one ally

Attack: Intelligence vs. Will

Hit: 4d6 + Intelligence modifier damage, and the target is blinded and slowed (save ends both). Whenever the target fails its saving throw against this power, you can slide it 1 square.

Miss: Half damage, and the target is blinded (save ends).

Effect: Until the end of the encounter, any creature that attacks the ally is blinded until the end of your next turn.

MAGIC ITEMS

If there's one thing that sets artificers apart from other spellcasters, it's the way they use magic items. The items below include a few sample items that an artificer is likely to pick up in his or her adventuring career.

Rod of Deadly Casting Level 2+

Infused with war magic and covered in death symbols, this rod amplifies lethal magical strikes.

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

Implement (Rod)

Enhancement: Attack rolls and damage rolls

Critical: +1d10 damage per plus. If you roll a 10, you can roll the die again and add the result.

Rod of Runic Resistance Level 2+

The elemental runes on this thick baton mark it as an artificer's implement. It augments spells that protect against energy.

Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp
Lvl 18	+4	85,000 gp			

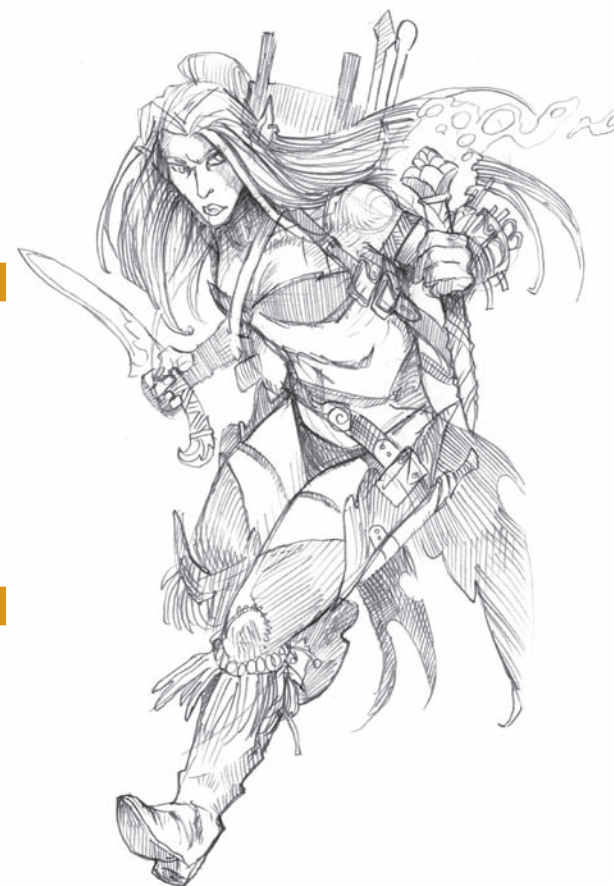
Implement (Rod)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: Affects artificers only. Resistance granted by your artificer powers that lasts until the end of your next turn instead lasts an extra round (until the end of your turn on the subsequent round).

Power (Daily): Minor Action. Area burst 1 within 10 squares. You and each ally in the burst chooses a damage type—acid, cold, fire, or lightning—and gains resist equal to 5 + your Constitution modifier against that damage type until the end of your next turn.

**Ingot Liberatis** Level 19+

An entwining runic pattern covers this heavy metal bar, which aids in freeing your allies from adverse effects.

Lvl 19	+4	105,000 gp	Lvl 29	+6	2,625,000 gp
Lvl 24	+5	525,000 gp			

Implement (Rod)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Encounter): Free action. Use this power when you hit with an attack using this rod. An ally within 10 squares of you can make a saving throw against an effect that a save can end. If the effect has the charm, fear, or polymorph keywords, the ally gains a +2 bonus to the saving throw.

ARTIFICER

Stonemeld Armor

Level 8+

The stony surface of this sigil-covered armor can harden to briefly absorb the brunt of attacks.

Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp
Lvl 18	+4	85,000 gp			

Armor: Cloth, Leather

Enhancement: AC

Power (Daily): Minor action. You gain resist 5 to all damage until the end of your next turn. When you use this power, you can expend one of your arcane encounter or daily powers to increase the resistance by 5.

Level 23 or 28: You gain resist 10 to all damage.

Reparation Apparatus

Level 6

This gauntlet-like contraption enhances your ability repair constructs.

Item Slot: Hands 1,800 gp

Property: When you use a healing power on a construct, that creature regains an additional 2d6 hit points. When you use a power to grant temporary hit points to a construct, that creature gains an additional 2d6 temporary hit points.

Cannith Goggles

Level 1

These goggles enhance your vision and can be empowered by magic to improve your vision even more.

Item Slot: Head 360 gp

Property: You gain a +2 item bonus to Perception checks.

Power (Daily): Minor action. Expend an arcane encounter or daily power to use this power. You gain darkvision until the end of the encounter or for 5 minutes if you expended an encounter power or until the end of your next extended rest if you expended a daily power. ☞

About the Authors

Logan Bonner traded the Great Plains of Kansas for Seattle when he landed a job at Wizards of the Coast. As a mechanical designer, he has worked on *Dungeon Tiles*, *D&D Miniatures*, *Forgotten Realms Player's Guide*, and *Adventurer's Vault*.

Mike Mearls is the Lead Developer for the *Dungeons & Dragons* roleplaying game. His recent credits include *H1: Keep on the Shadowfell* and *Player's Handbook II* (v.3.5).

David Noonan is a game designer for Wizards of the Coast, Inc. He contributed to the 4th edition core rules and co-wrote the *Scepter Tower of Spellgard* adventure. He lives in Washington state with his wife and two children.

