

Eberron Player's Guide: Artificer

Brought to /tg/ by BEHEMOTHY and Kamen Rider. Shout out to my man WotC for a kickass product and a shitty marketing strategy. I want to copypaste my goddamn power entries, motherfucker.

Anonymous loves you.

Artificer

"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. You lean toward controller as a secondary role.

Power Source: Arcane. The cryptic formulas of arcane magic and the complex recipes of alchemy appeal to you. You also know a great deal about magic items.

Key Abilities: Intelligence, Constitution, Wisdom

Armor Proficiencies: Cloth, leather

Weapon Proficiencies: Simple melee, simple ranged

Implements: Rods, staves, wands

Bonus to Defense: +1 Fortitude, +1 Will

Hit Points at 1st Level: 12 + Constitution score

Hit Points per Level Gained: 5

Healing Surges per Day: 6 + Constitution modifier

Trained Skills: Arcana. From the class 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)

Class Features: Arcane Empowerment, Arcane Rejuvenation, Healing Infusion, Ritual Casting

Artificers treat mastery of magic like a technical skill. They see patterns in energy and matter, and they understand how to manipulate the flow of magic in and around objects and creatures. Artificers channel energy into items using magical components, diagrams and complex chains of sigils. Their skills let them assemble a magic device for any situation.

As an artificer, you might be a formal student of magic who became interested in artifacts and arcane items.

Alternatively, you could be a tinkerer who devised magic tools in a musty basement. Or perhaps you are an explorer who found your knowledge in the forgotten places of the world. Whatever the source of your talents, a passion for the technical components of magic drives you to perfect your art.

With a bandolier slung across your chest, you carry an arsenal of alchemical compounds, magic implements, mundane materials, and tools. Your weapons, implements, and other gear are inscribed with runes and mystic patterns. You mix reagents, drink potions, and craft items. You use your knowledge to infuse yourself and your allies with arcane power. And one day, your magical skills will carry you into legend.

Artificer Class Features

Arcane Empowerment

Your study of magic has given you the ability to manipulate the arcane energy contained within items. You begin each day with the ability to empower a magic item, and you gain one additional arcane empowerment for each milestone you reach. You must spend a short rest with an item in order to empower it. You can empower an item in two ways.

Impart Energy: You recharge the daily power of a magic item. An item can be recharged only once per day in this way.

Augment Energy: You infuse a weapon or an implement with a reservoir of energy that lasts until the end of your next extended rest or until it is expended. The wielder of the implement or the weapon can use a Free Action - after making an attack roll to expend the reservoir of energy to gain a +2 bonus to that attack roll. An implement or a weapon can be augmented only once per day in this way.

Arcane Rejuvenation

Before combat, an artificer spends time infusing his or her allies' magic items with curative energy. Whenever one of the artificer's allies uses a magic item's daily power, that ally absorbs the energy and gains temporary hit points equal to one-half your level + your Intelligence modifier.

Healing Infusion

You can create healing infusions for later use. At the end of an extended rest, you create two healing infusions that last until the end of your next extended rest. At 16th level, you instead create three healing infusions.

You determine the effect of a healing infusion at the time you use the power, not at the time you create it. When you use a Healing Infusion power, you expend one of the infusions you created during your last extended rest. During a short rest, you or an ally can spend a healing surge to replenish one of the infusions expended.

Healing Infusion: Curative Admixture

Artificer Feature

You use the magic of your infusion to heal the wounds of your target.

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 regains hit points equal to its healing surge value + your Wisdom modifier, and you expend an infusion created with your Healing Infusion class feature.

Lv 6: Healing surge value + your Wisdom modifier +2

Lv 11: Healing surge value + your Wisdom modifier +4

Lv 16: Healing surge value + your Wisdom modifier +6

Lv 21: Healing surge value + your Wisdom modifier +8

Lv 26: Healing surge value + your Wisdom modifier +10

Special: You can use two Healing Infusion powers per encounter, but only one per round. At 16th level, you can use three Healing Infusion powers per encounter, but only one per round.

Healing Infusion: Resistive Formula

Artificer Feature

You channel the energy of your infusion into your target's armor, providing lasting protection.

Encounter (special) * Arcane

Minor Action - Close Burst 5 (10 at 11th level, 15 at 21st level)

Target: You or one ally in burst.

Effect: The target gains a +1 power bonus to AC until the end of the encounter, and you expend an infusion crafted with your Healing Infusion class feature. The target can end the bonus as a Free Action - to gain temporary hit points equal to its healing surge value + your Constitution modifier.

Level 11: Temporary hit points equal to target's healing surge value + twice your Constitution modifier.

Level 21: Temporary hit points equal to target's healing surge value + three times your Constitution modifier.

Special: You can use two Healing Infusion powers per encounter, but only one per round. At 16th level, you can use three Healing Infusion powers per encounter, but only one per round.

Ritual Casting

You gain the Ritual Caster feat as a bonus feat, allowing you to use magical rituals (see Chapter 10 of the *Player's Handbook*). You own a ritual book, and it contains the following rituals that you have mastered: Brew Potion, Disenchant Magic Item Enchant Magic Item and Make Whole. In addition, you can use Disenchant Magic item without expending components.

Implements and Weapons

Artificers make use of rods, staffs and wands to help channel and direct their spells. When you wield a magic rod, a magic staff, or a magic wand, you can add its enhancement bonus to the attack rolls and damage rolls of artificer powers and artificer paragon path powers that have the implement keyword. Without an implement, you can still use these powers. Some artificer powers use a ranged weapon. When an artificer makes an attack using a thrown weapon, that weapon returns to the artificer as if it were magical, even if it is not.

Creating an Artificer

Two artificer builds are presented here: the battlesmith and the tinkerer. The tinkerer creates arcane constructs, while the battlesmith infuses weapons and armor with magic. All artificers rely on Intelligence to create and control their spells. In addition, Wisdom helps you animate constructs, while Constitution focuses your magic in nonanimate items.

Tinkerer Artificer

Using whatever materials are on hand, you empower weapons and armors and even create allies. You imbue each of your creations with magic, elemental spirits, and a spark of life, giving it the power to perform a specific task. Your attack powers are based on Intelligence, so it should be your primary ability score. Your second-best ability score should

be Wisdom, which enhances the artifices and the constructs you create. Other artificer powers rely on Constitution, so that should be your third highest ability score.

Suggested Feat: Alchemy.

Suggested Skills: Arcana, Heal, History, Perception, Thievery.

Suggested At-Will Powers: Magic Weapon, Thundering Armor.

Suggested Encounter Power: Spike Wire.

Suggested Daily Power: Obedient Servant.

Battlesmith Artificer

You weave strands of magic and thread them into items and allies. With these infusions, weapons become stronger, armor becomes tougher, and allies become more durable. You should make Intelligence your highest ability score, because it determines the accuracy and potency of your attack powers. Constitution helps augment your spells' damage and defense boosts, so it should be your second highest ability. A good Wisdom score can help bolster your Will and support any powers you take outside your specialty.

Suggested Feat: Alchemy.

Suggested Skills: Arcana, Heal, History, Perception, Thievery.

Suggested At-Will Powers: Aggravating Force, Static Shock.

Suggested Encounter Power: Burning Weapons.

Suggested Daily Power: Icebound Sigil.

Artificers and Summoning

The artificer animates objects and creates constructs. Many of these creations follow the same rules as summoned creatures. When an artificer animates an object, he or she summons an elemental spirit and binds it to that object. The binding process also requires a bit of the artificer's own vitality. If the construct is destroyed before the end of the encounter or before the artificer dismisses it, the destruction takes a toll on the artificer. For this reason, an artificer's summoning is limited in both duration and frequency.

Artificer Powers

You carry esoteric reagents and materials. If you don't have what you need, you transmute mundane materials into components. Each day, you craft, imbue, and prepare the objects and compounds you need for your arcane powers, which are called spells. Many artificers refer to spells that instill magic in objects as "infusions".

Level 1 At Will Spells

Aggravating Force

Artificer Attack 1

When your infused weapon strikes an enemy, the weapon unleashes a force that rattles the foe.

At Will * Arcane, Force, Weapon

Standard Action - Melee or Ranged weapon

Target: One creature

Attack: Intelligence vs. AC

Hit: 1[W] + Intelligence modifier force damage, and the next ally to attack the target before the end of your next turn gains a +2 power bonus to the attack roll.

Level 21: 2[W] + Intelligence modifier damage.

Magic Weapon

Artificer Attack 1

Your attack issues a burst of magical energy that enhances the weapons of allies close to you.

At Will * Arcane, Weapon

Standard Action - Melee or Ranged weapon

Target: One creature.

Attack: Intelligence + 1 vs. AC

Hit: 1[W] + Intelligence modifier damage and each ally adjacent to you gains a +1 power bonus to attack rolls and a bonus to damage rolls equal to your Constitution or your Wisdom modifier until the end of your next turn.

Level 21: 2[W] + Intelligence modifier damage, and a +2 power bonus to attack rolls.

Static Shock

Artificer Attack 1

You imbue your opponent with a crackling arcane charge, hindering the potency of its next attack.

At Will * Arcane, Implement, Lightning

Standard Action - Melee or Ranged 5**Target:** One creature**Attack:** Intelligence vs. Reflex**Hit:** 1d8 + Intelligence modifier lightning damage. The next attack the target makes before the end of your next turn takes a penalty to the damage roll equal to your Constitution modifier.*Level 21:* 2d8 + Intelligence modifier damage.

Thundering Armor

Artificer Attack 1

*Thunder ripples outward from your implement, coalescing around you or an ally before focusing its might on a nearby enemy.***At Will * Arcane, Implement, Thunder****Standard Action - Close burst 10****Primary Target:** You or one ally in burst**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 in burst.**Attack:** Intelligence vs. Fortitude**Hit:** 1d8 + Intelligence modifier damage and you push the target 1 square away from the primary target.*Level 21:* 2d8 + Intelligence modifier thunder damage.**Level 1 Encounter spells:**

Burning Weapons

Artificer Attack 1

*Flames dance across the weapons that you and your comrades wield***Encounter * Arcane, Fire, Weapon****Standard Action - Melee or Ranged weapon****Target:** One creature**Attack:** Intelligence vs. AC**Hit:** 1[W] + Intelligence modifier fire damage. Until the end of your next turn, you and any ally within 2 squares of you deals extra fire damage equal to your Constitution modifier with weapon or fire attacks.

Scouring Weapon

Artificer Attack 1

*You infuse your weapon with acid, momentarily corroding your opponent's defenses***Encounter * Acid, Arcane, Weapon****Standard Action - Melee or Ranged weapon****Target:** One creature**Attack:** Intelligence vs. AC**Hit:** 2[W] + Intelligence modifier acid damage, and the target takes a -2 penalty to AC until the end of your next turn.

Shielding Cube

Artificer Attack 1

*You direct a minute cube covered in runes into the fray. Although small, the cube contains a force that bashes foes and shields allies.***Encounter * Arcane, Force, Implement****Standard Action - Ranged 10****Target:** One creature**Attack:** Intelligence vs. Reflex**Hit:** 2d6 + Intelligence modifier force damage.**Effect:** Until the end of your next turn, any ally gains a +1 power bonus to AC while adjacent to the target.

Spike Wire

Artificer Attack 1

*You throw a bundle of barbed wire that bies into your enemy's flesh, digging deeper and deeper.***Encounter * Arcane, Force, Implement****Standard Action - Ranged 10****Target:** One creature**Attack:** Intelligence vs. Fortitude**Hit:** 1d8 + Intelligence modifier force damage. Until the end of your next turn, any attack deals extra damage to the target equal to your Wisdom modifier.**Level 1 Daily Spells**

Caustic Rampart

Artificer Attack 1

You spill some liquid and infuse it with energy, creating a defensive wall of acidic fumes.

Daily * Acid, Arcane, Conjuration, Implement

Standard Action - Area wall 5 within 10 squares

Effect: You conjure a wall of acidic fumes. The wall can be up to 2 squares high and must rest on a solid surface, and it lasts until the end of your next turn. The wall is difficult terrain, and its squares are lightly obscured. Any creature that starts its turn within the wall or adjacent to it takes acid damage equal to 1d6 + your Intelligence modifier.

Sustain Minor: The wall persists.

Icebound Sigil

Artificer Attack 1

By etching an arcane sigil upon a weapon, you infuse it with icy cold, giving it the power to freeze foes.

Daily * Arcane, Cold

Minor Action - Melee touch

Target: One weapon or implement

Effect: Until the end of the encounter, any attack that uses the target as a weapon or an implement deals extra cold damage equal to your Constitution modifier.

As a free action, the target's wielder can end the effect when he or she hits a creature. That creature is then immobilized (save ends).

Life-Tapping Darts

Artificer Attack 1

You launch magical darts at an ally and a foe. The darts that strikes the foe transfers vitality to your comrade in a golden flask.

Daily * Arcane, Implement

Standard Action - Ranged 10

Target: One creature

Attack: Intelligence vs. Reflex

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

Miss: Half damage, and one ally within 10 squares of you gains 5 temporary hit points.

Obedient Servant

Artificer Attack 1

You infuse a construct with an elemental animus and then throw it into the fray to aid your allies.

Daily * Arcane, Implement, Summoning

Minor Action - Ranged 5

Effect: You create a medium obedient servant in any unoccupied square within range. The servant has speed 6. Any marked enemy that starts its turn adjacent to your servant takes damage equal to your Wisdom modifier. You can give the obedient servant the following special commands.

Standard Action: Melee 1 or Ranged 5; targets One creature, Intelligence + 2 vs. AC; 1d10 + Intelligence modifier damage.

Opportunity Attack: Melee 1; targets one creature: Intelligence + 2 vs. AC; 1d10 + Intelligence modifier damage, and the target is marked until the end of your next turn.

Level 2 Utility Spells

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.

Daily * Arcane, Conjuration

Standard Action - Ranged 10

Effect: You conjure an arcane springboard in a square within range. The springboard lasts until the end of your next turn. You or any ally who enters the square can jump a number of squares equal to your Wisdom modifier. The distance jumped does not count toward a character's movement. A character can only benefit from this conjuration's effect only once per turn.

Sustain Minor: The conjuration persists.

Bolster Armor

Artificer Utility 2

You touch some armor, causing it to glow as you enhance its defenses.

Daily * Arcane

Minor Action - Melee touch

Target: You or one ally

Effect: The target gains a +1 power bonus to AC. When hit by an attack, the target can end this bonus as a free action to gain a +4 bonus to AC against that attack.

Reinforced Minion

Artificer Utility 2

You send energy to bolster one of your artifices, helping it to evade an attack that might otherwise have damaged it.

Daily * Arcane

Immediate Interrupt - Close burst 5

Trigger: One of your summoned creatures within 5 squares of you is hit by an attack.

Effect: The triggering attack misses the summoned creature.

Restorative Infusion

Artificer Utility 2

You infuse a comrade with a restorative compound. That ally can then redirect excess vitality to your other allies.

Daily * Arcane

Minor Action - Ranged 5

Target: You or one ally

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

Swift Mender

Artificer Utility 2

You empower a tiny construct to zoom to an ally's aid.

Encounter * Arcane

Minor Action - Ranged 5

Target: You or one ally

Effect: The target makes a saving throw.

Use Magic Item

Artificer Utility 2

Your knowledge unlocks the power in a magic item without expending your own energy.

Daily * Arcane

Free Action - Personal

Effect: The next magic item daily power you use before the end of your next turn does not count toward your limit of magic item daily power uses.

Level 3 Encounter Spells

Altered Luck

Artificer Attack 3

Your magic blasts an enemy and transfers its luck to an ally.

Encounter * Arcane, Implement

Standard Action - Area burst 2 within 10 squares

Target: One creature in burst

Attack: Intelligence vs. Will

Hit: 1d6 + Intelligence modifier damage, and the target takes a -2 penalty to saving throws until the end of your next turn.

Effect: One ally within the burst gains temporary hit points equal to 5 + your Wisdom modifier and 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.

Force Infusion

Artificer Attack 3

Your attack binds energy within the foe's form. The magic reacts with concussive force each time you or an ally strikes the creature.

Encounter * Arcane, Force, Weapon

Standard Action - Melee or Ranged Weapon

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 1[W] + Intelligence modifier + Constitution modifier force damage.

Effect: Until the end of your next turn, whenever any ally hits the target with a melee attack, that ally pushes the target 1 square.

Lightning Sphere

Artificer Attack 3

The small metal ball you roll at your enemies bursts apart in an explosion of lightning.

Encounter * Arcane, Implement, Lightning

Standard Action - Area burst 1 within 10 squares

Target: Each enemy in burst

Attack: Intelligence vs. Fortitude

Hit: 1d8 + Intelligence modifier lightning damage, and the target grants combat advantage until the end of your next turn.

Repulsion Strike

Artificer Attack 3

You empower your weapon to create a field of resistance around your enemy, hindering your foe's attacks.

Encounter * Arcane, Force, Weapon

Standard Action - Melee or Ranged weapon

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 2[W] + Intelligence modifier force damage, and your target takes a penalty to melee attack rolls equal to your Constitution modifier until the end of your next turn.

Level 5 Daily Spells

Corrosive Sigil

Artificer Attack 5

Your sigil imbues a weapon or an implement with arcane acid.

Daily * Acid, Arcane

Minor Action - Melee touch

Target: One weapon

Effect: Until the end of the encounter, any attack that uses the target as a weapon deals ongoing 5 acid damage (save ends). As a free action, the target's wielder can end the effect when he or she hits a creature using the target in order to give that creature a penalty to AC equal to your Constitution modifier (save ends).

Dancing Weapon

Artificer Attack 5

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

Daily * Arcane, Summoning, Weapon

Minor Action - Ranged 5

Requirement: You must be holding a melee weapon

Effect: You throw a melee weapon you are holding into an unoccupied square within range. The weapon has speed 0 and fly 6 (hover). The weapon is considered to be a Small creature. When the dancing weapon drops to 0 hit points, it is not destroyed and you don't lose a healing surge. Instead, the weapon returns to your hand. The dancing weapon cannot open or close a door or container, or pick up or drop an item. You can give the dancing weapon the following special commands.

Minor Action: Melee 1; targets one creature; Intelligence vs. AC; 1[W] + Intelligence modifier damage.

Opportunity Attack: Melee 1; targets one creature; Intelligence vs. AC; 1[W] + Intelligence modifier damage.

Flameheart Defender

Artificer Attack 5

You infuse a small construct with a volatile heart of elemental fire

Daily * Arcane, Fire, Implement, Summoning

Standard Action - Ranged 5

Effect: You create a Small flameheart defender in an unoccupied square within range. The flameheart defender has speed 6. Any enemy adjacent to the flameheart defender at the start of your next turn is marked by it. You can give the flameheart defender the following special commands.

Standard Action: Melee 1 or Ranged 5; targets one creature; Intelligence + 2 vs. AC; 2d6 + Intelligence modifier fire damage.

Opportunity Attack: Melee 1; targets one creature; Intelligence + 2 vs. AC; 2d6 + Intelligence modifier fire damage.

No Action: When the flameheart defender drops to 0 hit points, it must make the following attack; Close burst 2; targets each creature in burst; Intelligence vs. Reflex; 1d8 + Wisdom modifier fire damage.

Predatory Shards

Artificer Attack 5

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

Daily * Arcane, Force, Weapon, Zone

Standard Action - Area burst 1 within weapon range

Target: Each enemy in burst

Attack: 2[W] + Intelligence modifier damage.

Miss: Half damage

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

Level 6 Utility Spells

Animate Helper

Artificer Utility 6

You've crafted the perfect assistant for your task.

Daily * Arcane**Free Action - Personal**

Effect: You gain a bonus to your next skill check before the end of your turn equal to your Wisdom modifier.

Healing Reserve

Artificer Utility 6

You channel arcane energy to assist an ally's healing.

Daily * Arcane, Healing**Free Action - Ranged 10**

Trigger: An ally within 10 squares of you spends a healing surge to regain hit points.

Target: The triggering ally.

Effect: The target does not expend the healing surge but still gains its benefit. The target regains additional hit points equal to your Wisdom modifier.

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 20**

Effect: Choose a square within range and another square within range and within 2 + your Intelligence modifier squares of the chosen square. You create a phantasmal bridge between the two squares that lasts until the end of your next turn.

The bridge connects the two chosen squares by the shortest path. The bridge has no height, and a creature can pass through a square containing the bridge as though it were normal terrain, even if it normally contains no terrain, difficult terrain, challenging terrain, or hindering terrain.

Sustain Minor: The bridge persists

Regeneration Infusion

Artificer Utility 6

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

Daily * Arcane, Healing**Minor Action - Close burst 10**

Target: You or one ally in burst; target must be bloodied.

Effect: The target gains regeneration equal to your Constitution modifier until the end of the encounter. As a minor action, the target can end the effect to spend a healing surge.

Level 7 Encounter Spells

Gale-Force Infusion

Artificer Attack 7

You imbue an ally's armor with the power of a violent windstorm.

Encounter * Arcane, Implement

Standard Action - Area burst 2 centered on an ally within 10 squares of you

Target: Each enemy in burst

Attack: Intelligence vs. Reflex

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

Effect: The ally in the attack's origin square gains a bonus to AC equal to 2 + your Constitution modifier until the end of your next turn.

Icy Weapons

Artificer Attack 7

An icy wind imbues your weapons with frost.

Encounter * Arcane, Cold, Weapon

Standard Action - Melee or Ranged Weapon

One creature

Attack: Intelligence vs. AC

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

Effect: You and an ally adjacent to you deal extra cold damage equal to your Constitution modifier with weapon or cold attacks until the end of your next turn.

Runic Resistance

Artificer Attack 7

Using your implement, you hurl a sigil-scribed sphere that blasts your foes and shields your allies.

Encounter * Arcane, Implement, Varies

Standard Action - Area burst 1 within 10 Squares

Target: Each enemy in burst

Attack: Intelligence vs. Reflex

Hit: 2d6 + Intelligence modifier damage. Choose a damage type: acid, cold, fire, or lightning. The attack deals damage of that type to each target.

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

Vampiric Weapons

Artificer Attack 7

Encounter * Arcane, Healing, Necrotic, Weapon

Standard Action - Melee or Ranged weapon

Target: One creature

Attack: Intelligence vs. AC

Hit: 1[W] + Intelligence modifier damage. Each ally within 5 squares of you who deals damage with a weapon attack before the end of your next turn regains hit points equal to 1d6 + your Constitution modifier. An ally regains this hit points only once for each use of the power.

Level 9 Daily Spells

Brittle-Skin Missile

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).

Lightning Motes

Artificer Attack 9

Channeling arcane energy into a cloud of dust, you create lightning that ripples across your foes.

Daily * Arcane, Implement, Lightning

Standard Action - Close burst 3

Target: Each enemy in burst

Attack: Intelligence vs. Reflex

Hit: 2d6 + Intelligence modifier lightning damage, and the target is dazed (save ends)

Each failed saving throw: The target takes 5 lightning damage

Aftereffect: The target takes ongoing 5 lightning damage (save ends)

Miss: Half damage and the target takes ongoing 5 lightning damage (save ends)

Radiant Sigil

Artificer Attack 9

Daily * Arcane, Healing, Radiant

Minor Action - Melee Touch

Target: One weapon or implement

Effect: Until the end of the encounter, any attack the uses the target as a weapon or implement deals radiant damage.

Whenever any attack power using the target hits, the target's wielder regains hit points equal to your Constitution modifier.

As a free action, the target's wielder can end the effect when he or she hits a creature. The creature is dazed (save ends). In

addition, the wielder can spend a healing surge and regain additional hit points equal to your Constitution modifier.

Relentless Harrier

Artificer Attack 9

You grant animation to a nimble construct

Daily * Arcane, Implement, Summoning

Standard Action - Ranged 5

Effect: You create a Small relentless harrier in an unoccupied square within range. The relentless harrier has speed 6. The relentless harrier's attacks deal 1d6 extra damage on any creature granting combat advantage to it. You can give the relentless harrier the following special commands.

Standard Action: Melee 1; targets one creature; Intelligence + 2 vs. AC: 1d8 + Intelligence modifier damage and the relentless harrier shifts 2 squares.

Opportunity Attack: Melee 1; targets one creature; Intelligence + 2 vs. AC; 1d8 + Intelligence modifier damage.

Level 10 Utility spells

Dancing Shield

Artificer Utility 10

A small metal sphere unfolds into a medium sized shield that floats near an ally and blocks incoming attacks.

Daily * Arcane, Conjuration**Minor Action - Ranged 5****Target:** One ally**Effect:** You conjure a shield of metal and magic to protect the target. The target gains a +4 power bonus to AC and Reflex until the end of the encounter or until you move the shield. As a Minor Action - you can move the shield to a new target within range. That ally then gains the bonus.

Healing Figurine

Artificer Utility 10

*You imbue a small figurine with life force, causing it to emit a golden aura that heals allies.***Daily * Arcane, Healing, Summoning****Standard Action - Ranged 5****Effect:** You create a Small healing figurine in an unoccupied square within range. The healing figurine has speed 5. It has a +2 bonus to AC and Fortitude. Any ally who spends a healing surge while adjacent to the figurine gains additional hit points equal to your Wisdom Modifier. In addition, three times before the end of the encounter, any ally adjacent to the figurine can use a Minor Action - to make a saving throw and to regain hit points as if he or she had used a healing surge. You can give the healing figurine the following special commands.**Minor Action:** The healing figurine administers first aid to an ally adjacent to it. The figurine uses your Heal skill for the check.

Sigil of Luck

Artificer Utility 10

*You imbue a weapon or an implement with a dose of luck and arcane energy***Daily * Arcane****Minor Action - Melee touch****Target:** One weapon or implement**Effect:** Until the end of the encounter, any attack that uses the target gains a +1 power bonus to attack rolls and a bonus to damage rolls equal to your Constitution modifier. As a Minor Action - , the target's wielder can end the effect in order to remove an effect on him or her that a save can end.

Slick Concoction

Artificer Utility 10

*You direct a magical liquid under your allies' feet, causing them to slip across the battlefield.***Daily * Arcane****Minor Action - Close burst 3****Target:** Each ally in burst**Effect:** You slide each target 5 squares. Each target gains a +4 bonus to Reflex until the end of your next turn.**Level 13 Encounter Spells**

Barbed Automaton

Artificer Attack 13

Encounter * Arcane, CONjuration, Implement**Standard Action - Ranged 10****Effect:** You create a barbed automaton in an unoccupied square within range. The automaton occupies a square and counts as an ally for the purpose of flanking. The automaton lasts until the end of your next turn. Any enemy that enters a space adjacent to the automaton or starts its turn there is subject to the following attack.**Attack:** Intelligence vs. Reflex**Hit:** 1d8 + Intelligence Modifier + Wisdom MODifier damage

Energy Shroud

Artificer Attack 13

*A field of arcane energy surrounds you and your allies, lashing at attackers.***Encounter * Arcane, Force, Implement****Standard Action - Close burst 2****Primary Target:** You and each ally in burst**Effect:** Until the end of your next turn, any enemy that hits or misses the primary target with a melee attack is subject to the following attack.**Secondary Target:** The attacking enemy**Attack:** Intelligence vs. Reflex**Hit:** 2d10 + Intelligence modifier force damage.

Forceful Weapon

Artificer Attack 13

*You infuse a weapon with magic, making it deliver a greater impact than its size suggests.***Encounter * Arcane, Weapon****Standard Action - Melee or Ranged Weapon**

Target: One creature

Attack: Intelligence vs. AC

Hit: 2[W] + Intelligence modifier damage, and you push your target a number of squares equal to your Constitution modifier and knock it prone.

Positive Energy Infusion

Artificer Attack 13

You channel arcane power into your enemy, using the creature as a conduit for vitality.

Encounter * Arcane, Healing, Weapon

Standard Action - Melee or Ranged weapon

Target: One creature

Attack: Intelligence vs. AC

Hit: 2[W] + Intelligence modifier damage. Until the end of your next turn, any ally who hits the target can spend a healing surge and regain additional hit points equal to your Constitution modifier.

Level 15 Daily Spells

Animate Arbalester

Artificer Attack 15

Your crossbow glows briefly as you infuse it with elemental life force. The weapon then alights, moving as you will it.

Daily * Arcane, Summoning, Weapon

Standard Action - Ranged 5

Requirement: You must be holding a crossbow.

Effect: You throw a crossbow you are wielding into an unoccupied square within range. The crossbow has speed 0 and fly 6 (hover). The crossbow is considered to be a Small creature. When the animate arbalester drops to 0 hit points, it is not destroyed, and you don't lose a healing surge. Instead, the crossbow returns to your hand. The animate arbalester cannot open or close a door or container, or pick up or drop items. You can give the animate arbalester the following special commands.

Minor Action: Ranged 15/30; targets one creature; Intelligence vs. AC; 2[W] + Intelligence modifier damage

Clockroach Swarm

Artificer Attack 15

You unleash a horde of tiny constructs that swarm over and bite your foes.

Daily * Arcane, Implement, Zone

Standard Action - Close Blast 5

Target: Each enemy in blast

Attack: Intelligence vs. Reflex

Hit: 2d8 + Intelligence modifier damage, and ongoing 5 damage (save ends).

Effect: You create a zone of tiny mechanical cockroaches that lasts until the end of the encounter. Any enemy within the zone grants combat advantage.

Lightning Sigil

Artificer Attack 15

Pouring Arcane power into a weapon your implement, you create a crackling field that lashes at foes with tendrils of lightning.

Daily * Arcane, Lightning

Minor Action - Melee Touch

Target: One weapon or implement

Effect: Until the end of the encounter, any attack that uses the target as a weapon or an implement deals extra lightning damage equal to 5 + your Constitution modifier.

As a free action, the target's wielder can end the effect when he or she hits a creature. That creature is dazed (save ends).

Stalwart Defender

Artificer Attack 15

You animate a small construct covered in armored plates.

Daily * Arcane, Implement, Summoning

Standard Action - Ranged 5

Effect: You create a Small Stalwart defender in an unoccupied square within range. The stalwart defender has speed 6 and a +2 bonus to AC. Any enemy that starts its turn next to the stalwart defender is marked by the stalwart defender until the end of your next turn. You can give the stalwart defender the following special commands.

Standard Action: Melee 1; targets one creature; Intelligence + 2 vs. AC; 2d8 + Intelligence modifier damage and the target is immobilized until the end of your next turn.

Opportunity attack: Melee 1; targets one creature; Intelligence + 2 vs. AC; 2d8 + Intelligence modifier damage.

Level 16 Utility Powers

Good Luck Charm

Artificer Utility 16

*You infuse a small object with luck.***Daily * Arcane****Standard Action - Melee Touch****Target:** One object**Effect:** You charge the target with luck that lasts until the end of your next extended rest. Any ally who is holding or wearing the target can expend the charge to gain a bonus equal to your Wisdom modifier to his or her next saving throw or skill check before the end of his or her next turn.

Iron-Hide Infusion

Artificer Utility 16

*You crush a bit of iron in your hand, infusing it with protective magic. You then cast the dust onto your allies' armor.***Encounter * Arcane****Minor Action - Close burst 5****Target:** You and each ally in burst**Effect:** Each target gains a +4 bonus to AC until the end of your next turn

Protection from Elements

Artificer Utility 16

*You direct a vibrant ray of protective energy at an ally, granting resistance to that element and those around him or her.***Daily * Arcane****Minor Action - Ranged 5****Target:** One ally**Effect:** Choose a damage type: acid, cold, fire, lightning, or thunder. The target gains resist 15 to that damage type until the end of the encounter. In addition, while you or any ally is adjacent to the target, you or that ally gains resist 10 to the chosen damage type.

Vorpal Edge

Artificer Utility 16

*The deadly parts of the weapon you touch become suffused with magic, making them sharper and deadlier.***Daily * Arcane****Minor Action - Melee Touch****Target:** One **Melee** weapon**Effect:** Until the end of the encounter, attacks with the target score critical hits on rolls of 18 or higher.**Level 17 Encounter Spells**

Earth's Embrace

Artificer Attack 17

*You transpose a glowing rune of force onto an ally's armor, and send that ally skating across the battlefield, crashing into nearby foes.***Encounter * Arcane, Force, Implement****Standard Action - Ranged 10****Primary Target:** One ally**Effect:** You slide the primary target a number of squares equal to your Wisdom modifier. You then make an attack that is an area burst 1 centered on your primary target.**Secondary Target:** Each enemy in burst.**Attack:** Intelligence vs. Fortitude**Hit:** 2d10 + Intelligence modifier force damage, and you slide the secondary target 1 square or immobilize it until the end of your next turn.

Radiant Burst

Artificer Attack 17

*As your ally heals, you channel excess healing energy into a flash of arcane light that burns a nearby foe.***Encounter * Arcane, Healing, Implement, Radiant****Standard Action - Ranged 10****Effect:** You or one ally within 10 squares of you can spend a healing surge and regain additional hit points equal to your Intelligence modifier.**Target:** One creature adjacent to the character who spent the healing surge**Attack:** Intelligence vs. Fortitude**Hit:** 2d6 + Intelligence modifier Radiant damage, and the target is dazed until the end of your next turn.

Skipping Shot

Artificer Attack 17

*Infusing a projectile with volatile energy, you send the missile ricocheting among opponents.***Encounter * Arcane, Force, Weapon**

Standard Action - Ranged Weapon**Primary Target:** One creature**Primary Attack:** Intelligence vs. AC**Hit:** 1[W] + Intelligence modifier force damage, and the primary target is dazed until the end of your next turn.**Effect:** Make a secondary attack.**Secondary Target:** One creature other than the primary target.**Secondary Attack:** Intelligence vs. AC**Hit:** 1[W] + Intelligence modifier damage, and the target is dazed until the end of your next turn

Unstable Infusion

Artificer Attack 17

*You sabotage one of your own infusions, loosing a blast of raw arcane energy.***Encounter * Arcane, Implement****Standard Action - Close blast 3****Target:** Each creature in blast**Attack:** Intelligence vs. Reflex**Hit:** 2d10 + Intelligence modifier damage, and you knock the target prone.**Level 19 Daily Spells**

Burrowing Projectile

Artificer Attack 19

*When your shot strikes a foe, the projectile spins like a top, burrowing into the creature***Daily * Arcane, Weapon****Standard Action - Ranged Weapon****Target:** One creature**Attack:** Intelligence vs. AC**Hit:** 3[W] + Intelligence modifier damage, and the target takes ongoing 5 damage and grants combat advantage (save ends both).**Aftersave:** The target takes ongoing 5 damage (save ends). If the target drops to 0 hit points before the ongoing damage ends, you choose an enemy within 5 squares of the target to take ongoing 5 damage (save ends).**Miss:** Half damage and the target grants combat advantage (save ends).

Clockwork Acid Wasp

Artificer Attack 19

*You grant animation to a clockwork wasp fueled by acid.***Daily * Acid, Arcane, Implement, Summoning****Standard Action - Ranged 5****Effect:** You create a Small clockwork acid wasp in an unoccupied square within range. The wasp has Speed 4 and Fly 8 (hover). It has a +2 bonus to AC and Reflex. When the clockwork wasp drops to 0 hit points, you don't lose a healing surge. You can give the clockwork acid wasp the following special commands.**Standard Action:** Melee 1 or Ranged 5; Intelligence vs. AC; 1d10 + Intelligence modifier damage, and ongoing 10 acid damage (save ends).**Opportunity Attack:** Melee 1; targets one creature; Intelligence + 2 vs. AC; 1d10 + Intelligence modifier damage, and ongoing 10 acid damage (save ends).**No Action:** When the clockwork acid wasp drops to 0 hit points, it must make the following attack: Close burst 1; Intelligence vs. Reflex; 2d8 + Wisdom modifier acid damage.

Grasping Rope

Artificer Attack 19

*Weaving magic into a prepared rope, you transform the object into a whirling, grasping artifice.***Daily * Arcane, Implement, ZZone****Standard Action - Area burst 2 within 10 squares****Target:** Each enemy in burst**Attack:** Intelligence vs. Reflex**Hit:** 1d10 + Intelligence modifier damage, and the target is immobilized (save ends).**Miss:** Half damage and the target is slowed until the end of your next turn.**Effect:** The burst creates a zone of grasping rope that lasts until the end of your next turn. The zone is difficult terrain to enemies, and each enemy that enters the zone or starts its turn there is slowed until the end of its next turn.**Sustain Minor:** The zone persists.

Hellfire Sigil

Artificer Attack 19

*Flames dance upon the surface of the item you infuse with magic, eager to incinerate your foes.***Daily * Arcane, Fire****Minor Action - Melee touch**

Target: One weapon or implement

Effect: Until the end of the encounter, any attack that uses the target as a weapon or an implement deals extra damage equal to 1d8 + your Constitution modifier.

As a free action, the target's wielder can end the effect when he or she hits a creature in order to ignite that creature with hellfire (save ends). While affected by hellfire, the target takes 10 fire damage at the start of its turn. In addition, any enemy within 2 squares of the target at the start of its turn takes 10 fire damage.

Level 22 Utility Spells

Bag of the Four Wings

Artificer Utility 22

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

Encounter * Arcane

Minor Action - Close burst 5

Target: You and each ally in burst

Effect: You slide each target a number of squares equal to your Wisdom modifier.

Cure-All Admixture

Artificer Utility 22

Your concoction provides the perfect remedy.

Daily * Arcane, Healing

Minor Action - Melee touch

Effect: The target regains hit points as if he or she had spent a healing surge, and the target can choose to end any effects on him or her. In addition, the target gains a +2 power bonus to saving throws until the end of the encounter.

Diminutive Bodyguard

Artificer Utility 22

With a burst of magic, you infuse inanimate components with life, creating a tiny construct that can intercept attacks.

Daily * Arcane, Summoning

Standard Action - Ranged 5

Effect: You create a Small diminutive bodyguard in an unoccupied square within range. The bodyguard has speed 3. It has a +2 bonus to AC, and a +4 bonus to Fortitude, Reflex, and Will. Any ally adjacent to the diminutive bodyguard gains resist 5 to all damage. You can give the diminutive bodyguard the following special command.

Immediate Interrupt: When an ally within 5 squares of the Diminutive bodyguard is hit by an attack, the ally gains a +4 bonus to all defenses against the triggering attack.

Hero's Elixir

Artificer Utility 22

You transmute a small vial of water into a potent healing draft

Daily * Arcane, Healing

Minor Action - Melee touch

Target: You or one ally

Effect: The target spends one healing surge and is restored to the maximum number of hit points possible. If the target cannot spend a healing surge, the target instead regains hit points equal to his or her bloodied value.

Level 23 Encounter Spells

Armor of Acid

Artificer Attack 23

You cast a prepared liquid onto an ally's armor, shielding that comrade in a cloud of noxious fumes that harms foes.

Encounter * Acid, Arcane, Implement

Standard Action - Area burst 1 centered on you or an ally within 10 squares

Target: Each enemy in burst

Attack: Intelligence vs. Reflex

Hit: 3d8 + Intelligence modifier acid damage.

Effect: Until the end of your next turn, the ally in the attack's origin square gains resist 15 Acid and any creature that makes a melee attack against that ally takes acid damage equal to 10 + your Wisdom modifier.

Beetle of Force

Artificer Attack 23

You release a tiny construct, which flies into your foe with impossible force before exploding with arcane energy.

Encounter * Arcane, Force, Implement

Standard Action - Ranged 10

Primary Target: One creature

Primary Attack: Intelligence vs. Fortitude

Hit: 1d8 + Intelligence modifier force damage, and you push the primary target 6 squares.

Effect: Make a secondary attack that is an area burst 2 centered on the primary target.

Secondary Target: Each creature in burst.

Secondary Attack: Intelligence vs. Reflex

Hit: 1d8 + Intelligence modifier damage, and you knock the secondary target prone

Chaos Weapon

Artificer Attack 23

With your strike, you conjure elemental powers that rage around the weapons of you and your allies.

Encounter * Arcane, Weapon; Varies

Standard Action - Melee or Ranged Weapon

Target: One creature

Attack: Intelligence vs. AC

Hit: 2[W] + Intelligence modifier damage. Choose a damage type: Acid, cold, fire, force, lightning, or thunder. This attack deals damage of this type to the target. Until the end of your next turn, the weapon attacks of each ally within 2 squares of you deal extra damage of the chosen type equal to 1d8 + your Constitution modifier.

Prismatic Strike

Artificer Attack 23

You activate runes on your weapon and cause it to emit multicolored light as you strike your foe.

Encounter * Arcane, Fire, Force, Thunder, Weapon

Standard Action - Melee or Ranged weapon

Target: One creature

Attack: Intelligence vs. Fortitude, Reflex, and Will. You make one attack roll and compare the result against all three defenses. The target might be hit up to three times depending on which defenses are hit.

Hit (Fortitude): 1[W] + Intelligence modifier thunder damage, and you knock the target prone.

Hit (Reflex): 1[W] + Intelligence modifier force damage, and you push the target a number of squares equal to your Constitution modifier. The target can't stand up from prone until the end of your next turn.

Hit (Will): 1[W] + Intelligence modifier fire damage, and the target takes a penalty to attack rolls equal to your Wisdom modifier until the end of your next turn.

Level 25 Daily Spells

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 ongoing 10 fire damage (save ends).

First Failed Saving Throw: The target takes ongoing 15 fire damage (save ends).

Second Failed Saving Throw: The target takes ongoing 20 fire damage (save ends).

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

First Failed Saving Throw: The target takes ongoing 10 fire damage (save ends).

Second Failed Saving Throw: The target takes ongoing 15 fire damage (save ends).

Dimensional Shifter

Artificer Attack 25

You bind a powerful elemental to your construct, giving the artifice the power to alter space around it.

Daily * Arcane, Implement, Summoning

Standard Action - Ranged 5

Effect: You create a Small dimensional shifter in an unoccupied square within range. The dimensional shifter has speed 6 and can teleport 6 squares as a move action. If the dimensional shifter and one of your allies are adjacent to an enemy, that enemy grants combat advantage to all creatures adjacent to it. You can give the dimensional shifter the following special commands.

Standard Action: Melee 1; targets one creature; Intelligence + 2 vs. AC; 2d8 + Intelligence modifier damage, and the dimensional shifter teleports 3 squares.

Opportunity Attack: Melee 1; targets one creature; Intelligence + 2 vs. AC; 2d8 + Intelligence modifier damage, and the dimensional shifter teleports the target 3 squares.

Life-Shock Sigil

Artificer Attack 25

Through your infusions, you create a weapon that heals while it hurts.

Daily * Arcane, Healing

Minor Action - Melee touch

Target: One weapon or implement

Effect: Until the end of the encounter, once per round when an attack that uses the target as a weapon or implement hits, one bloodied ally within 5 squares of the target's wielder regains hit points equal to 10 + your Constitution modifier. As a free action, the target's wielder can end the effect when he or she hits a creature using the target in order to spend a healing surge. In addition, the target of that attack is stunned until the end of its next turn.

Trio of Biting Blades

Artificer Attack 25

The three rune-incrined 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 the first time it attacks or moves during its turn (save ends).

Aftereffect: The target takes 10 damage the first time it moves or attacks during its turn (save ends).

Miss: Half damage and the target takes 5 damage the first time it moves or attacks during its turn (save ends).

Level 27 Encounter Spells

Grave-Dust Cloud

Artificer Attack 27

You direct a bag of ash at your foes, and it explodes in a pale cloud that saps their life while bolstering your allies' vitality.

Encounter * Arcane, Healing, Implement, Necrotic

Standard Action - Area burst 3 within 20 squares

Target: Each enemy in burst

Attack: Intelligence vs. Fortitude

Hit: 1d10 + Intelligence modifier necrotic damage. Each ally in the burst gains a +1 power bonus to attack rolls and all defenses until the end of your next turn.

Effect: Each ally in the burst can spend a healing surge and regain additional hit points equal to 2d6 + your Wisdom modifier.

Life-Stealing Shroud

Artificer Attack 27

A gray field of necrotic energy surrounds you and your allies, stealing the life of the attackers.

Encounter * Arcane, Implement, Necrotic

Standard Action - Close burst 2

Primary Target: You and each ally in burst

Effect: Until the end of your next turn, any enemy that hits or misses the primary target is subject to the following attack.

Secondary Target: The attacking enemy

Attack: Intelligence vs. Fortitude

Hit: 4d6 + Intelligence modifier necrotic damage, and the primary target who was attacked can make a saving throw

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, Zone

Standard Action - , Area burst 1 within 10 squares

Target: Each creature in burst

Attack: Intelligence vs Reflex

Hit: 3d8 + Intelligence modifier damage

Effect: The burst creates a zone of animate caltrops that last until the end of your next turn. Any enemy within the zone grants combat advantage to you and your allies. Any creature within the zone at the end of your next turn takes fire damage equal to 2d10 + your Wisdom modifier.

Thunder-Shock Weapon

Artificer Attack 27

Your weapon screams like a hurricane as you swing it toward your foe. It strikes with a thunderous blow, knocking your foe down.

Encounter * Arcane, Thunder, Weapon

Standard Action - Melee or Ranged weapon

Target: One creature

Attack: Intelligence vs. AC

Hit: 3[W] + Intelligence modifier, and you knock the target prone. The target is dazed until the end of your next turn.

Level 29 Daily Spells

Bitter-Frost Bolt

Artificer Attack 29

The sigils etched onto your weapon stream with bitter cold. On impact, the weapon surrounds your enemy in ice.

Daily * Arcane, Cold, Weapon

Standard Action - Melee or Ranged Weapon

Target: One creature

Attack: Intelligence vs. Fortitude

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

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

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

Haste Sigil

Artificer Attack 29

The runes you inscribe on the item cause its wielder to move in a blur of speed.

Daily * Arcane

Minor Action - Melee touch

Target: One weapon or implement

Effect: Until the end of the encounter, the creature wielding the target gains a +3 power bonus to speed.

As a free action, the target's wielder can end the effect when he or she hits a creature using the target in order to take an extra standard action.

Runes of the Shadow Tendrils

Artificer Attack 29

Tracing a magic patter in the air, you cause tentacles of darkness to erupt from your allies armor and attack nearby foes.

Daily * Arcane, Implement, ~~Tentacle Rape~~

Standard Action - Area burst 1 within 10 squares centered on one ally

Target: Each enemy in burst

Attack: Intelligence vs. Will

Hit: 4d6 + Intelligence modifier damage, and the target is blinded and slowed (save ends both).

Each Failed Saving Throw: You slide the target 1 square

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

Effect: Until the end of the encounter, any enemy that attacks the ally who was in the attack's origin square is blinded until the end of your next turn.

Simulacrum

Artificer Attack 29

You use magic and elemental life force to fashion a construct capable of sophisticated attacks.

Daily * Arcane, Implement, Summoning

Minor Action - Ranged 5

Effect: You create a Medium simulacrum in an unoccupied square within range. This simulacrum has whatever speeds and modes of movement you have without bonuses or penalties. The simulacrum has nonmagical copies of any implements or weapons you possessed at the time of its creation. These disappear when the power ends or when they are removed from the simulacrum. You can give the simulacrum the following special commands.

Standard Action: The simulacrum uses an at-will or encounter artificer attack power that you know, regardless of whether you've already expended that power. The simulacrum's use of an encounter power does not count toward your use of that power. The simulacrum uses your attack bonus with the power. It can use each encounter power only once for each use of this power.

Standard Action: The simulacrum uses an artificer daily attack power that you know, regardless of whether you've already expended that power. The simulacrum cannot use Simulacrum. The simulacrum's use of an attack power does not count toward your use of that power. The simulacrum uses your attack bonus with the power. After the simulacrum uses a daily attack power, Simulacrum ends.

Opportunity Attack: The simulacrum uses your melee basic attack when making opportunity attacks

Feats

Heroic Feats

Accurate Magic Weapon**Prerequisite:** Artificer**Benefit:** Whenever you use an artificer power that targets a weapon or an implement, the next attack roll with that weapon or implement before the end of the encounter gains a +1 bonus.**Defensive Minions****Prerequisite:** Artificer**Benefit:** A creature you summon using an artificer summoning power has a +2 feat bonus to all defenses.**Forceful Defense****Prerequisite:** Artificer**Benefit:** Whenever you hit an enemy with a force power, one ally adjacent to that enemy gains a +1 bonus to AC until the end of your next turn.**Master Crafter****Prerequisite:** Artificer**Benefit:** When you use the Enchant Magic Item ritual to create a magic item, you can create a magic item of your level + your Intelligence modifier or lower.**Master Mixer****Prerequisite:** Artificer**Benefit:** You can make alchemical items of your level +3 or lower. You must have the correct formula and an appropriate skill.**Special:** You can take this feat instead of the Ritual Caster feat granted by your class feature.**Potent Restorables****Prerequisite:** Artificer**Benefit:** Your healing powers restore 2 extra hit points. The extra hit points increase to 3 at 6th level, to 4 at 11th level, to 5 at 16th level, to 6 at 21st level, and to 7 at 26th level.**Paragon Feats****Enhanced Resistive Formula** Prerequisite: 11th level, artificer, *healing infusion* class feature**Benefit:** When your *resistive formula* grants temporary hit points to you or an ally, that character can grant an equal number of temporary hit points to one ally within 5 squares of him or her.**Epic Feats****Reinforcing Healing** Prerequisite: 21st level, artificer**Benefit:** Whenever you restore hit points to an ally, that ally gains a +2 bonus to all defenses until the end of your next turn.**Multiclass Feats****Student of Artifice [Multiclass Artificer]****Prerequisite:** Int 13**Benefit:** You gain training in Arcana. Once per day, you can use the artificer's *healing infusion* power. The infusion you create cannot be replenished. In addition, you can wield artificer implements.**Paragon Paths****Battle Engineer***"A workshop? Not for me. I'll be on the front lines."***Prerequisites:** Artificer

During the Last War, most artificers provided logistical and technological support. A few artificers refused to stay in workshops, though. These artificers were battle engineers, and they carried their skills into battle. Battle engineers proved a vital addition to the armies of the Last War. Today, those who follow in the battle engineer's tradition are also formidable fighting companions

Aggressive Action (11th level): When you spend an action point to take an extra action, you gain a +1 bonus to weapon attack rolls until the end of your next turn, and your weapon attacks deal 1d6 extra damage until the end of your next turn.

Brutal Enchantment (11th level): Whenever one of your artificer or battle engineer powers grants an ally a bonus to weapon damage rolls, that ally's weapon also becomes brutal 1 until the bonus ends. If the weapon is already brutal, its brutal value increases by 1.

Accurate Enhancement (16th level): Whenever one of your artificer or battle engineer powers grants a bonus to weapon attack rolls to an ally, that bonus increases by 2.

Greater Magic Weapon

Battle Engineer Attack 11

Arcane energy enwraps your weapon and your allies' weapons.

Encounter * Arcane, Weapon

Standard Action - Melee or Ranged weapon.

Target: One creature

Attack: Intelligence +3 vs AC

Hit: 2[W] + Intelligence modifier damage.

Effect: Each ally adjacent to you gains a power bonus to attack rolls and damage rolls equal to your Wisdom modifier or your Constitution modifier until the end of your next turn.

Fleeting Dweomer

Battle Engineer utility 12

You infuse a weapon with a brief yet powerful enchantment.

Encounter * Arcane

Minor Action - Close Burst 5

Target: One weapon or implement in burst.

Effect: You infuse the target with arcane energy. Choose a damage type: acid, cold, fire, force, lightning or thunder. The target deals extra damage of this type equal to your Intelligence modifier until the end of the encounter. Until the end of the encounter, whenever the target's wielder scores a critical hit with the weapon, the target of the attack gains 10 ongoing damage of the damage type you chose (save ends)

Persistent Spheres

Battle Engineer Attack 20

Your weapon crashes into your foe, sending out sparklike motes that harass that creature and sting other foes that draw close to it.

Daily * Arcane, Weapon, Zone

Standard Action - Melee Weapon

Target: One creature

Attack: Intelligence vs. AC

Hit: 3d10 + Intelligence modifier damage, and if the target doesn't move at least 2 squares during its turn, it takes 10 damage at the end of its turn (save ends).

Miss: Half damage, and if the target doesn't move at least 2 squares during its turn, it takes 5 damage at the end of its turn (save ends).

Effect: The attack creates a zone of painful motes in a burst 2 centered on the target. The zone lasts until the target saves against this power. When the target moves, the zone moves with it, remaining centered on it. Any enemy that starts its turn within the zone takes 5 damage, and it grants combat advantage while within the zone.

Clockwork Engineer

"They're my friends. Lets call it a hobby."

Prerequisite: Artificer

The Last War saw incredible advances in artifice. With the creation of the warforged and the perfection of war machines, artificers attained a deeper understanding of how to blend technology with magic. Although most artificers train in the creation of magical servants, clockwork engineers elevate the practice to an art form. As a clockwork engineer, you are a master of creating imitations of life from inanimate objects. You can piece together automatons in a few moments. The devices you create are more durable, longer lasting, and more deadly than those created by your artificer peers. You fashion minions and artifices to aid your companions, although you probably feel as much kinship to the automatons as you do to your fellow adventurers. You might dote on your creations, lamenting when they become damaged, and even avenging their destruction. Outside of combat, harmless clockwork creations surround you. They twitter and buzz, fluttering near you. Many are also helpers, and through their adroit appendages, you can construct other minions more quickly.

Coordinated Action (11th level): When you use an action point to gain an extra action, you also gain two minor actions, which you can only use to command your summoned creatures.

Durable Artifice (11th level): Creatures you summon with artificer or clockwork engineer powers have a +2 power bonus to all defenses.

Superior Minions (16th level): Creatures you summon with artificer or clockwork engineer powers have a +2 bonus to speed and a +1 bonus to attack rolls.

Clockwork Soldiers

Clockwork Engineer Attack 11

Some tiny metal soldiers drop off your body and swarm a foe.

Encounter * Arcane, Implement, Zone

Standard Action - Area Burst 2 within 10 squares

Effect: The burst creates a zone of miniature clockwork soldiers. The zone lasts until the end of your next turn. The zone is difficult terrain, and any enemy that starts its turn within the zone is subject to an attack.

Attack: Intelligence vs. Reflex

Hit: 1d8 + Intelligence modifier, and the target is slowed until the end of its next turn.

Aid Artifice

Clockwork Engineer Utility 12

Your creations last longer than expected.

Encounter * Arcane, Healing

Immediate Interrupt - Close Burst 10

Trigger: A creature you summoned with an artificer or clockwork engineer power takes damage.

Target: The triggering summoned creature.

Effect: You spend a healing surge, and the target regains hit points equal to your healing surge value + 2d6.

Clockwork Companion

Clockwork Engineer Attack 20

You carefully assemble a realistic and versatile clockwork creation.

Daily * Arcane, Implement, Summoning

Minor Action - Ranged 10

Effect: You summon a Small clockwork companion in an unoccupied square within range. The clockwork companion has speed 7 and ignores difficult terrain. It has a +4 bonus to AC and Reflex. When you or an ally starts your turn adjacent to the clockwork companion, that character gains 10 temporary hit points. You can give the clockwork companion the following special commands:

Minor Action: Melee 1, targets one creature. Intelligence +2 vs. AC, 2d10 + Intelligence modifier damage, and the target is marked by the clockwork companion until the end of your next turn. If the target is already marked, the clockwork companion can deal an extra 1d8 damage instead of marking it.

Opportunity Attack: Melee 1, targets one creature. Intelligence +2 vs. AC, 2d10 + Intelligence modifier damage, and the target is marked by the clockwork companion until the end of your next turn. If the target is already marked, the clockwork companion can deal an extra 1d8 damage instead of marking it.

Alchemist Savant

"There's magic in all things. It just takes a little work to tease it out."

Prerequisite: You must be able to make alchemical items.

Herbs, tinctures, minerals, and exotic ingredients are the tools of alchemists across Khorvaire. From an alchemist's laboratory, all manner of fantastic creations are born - from poisons to potions to fantastic devices.

As an alchemist savant, you transcend the skill of hedge wizards. You blend magic with alchemical compounds. By combining mystic energy with your recipes, you produce deadly concoctions that can rival any weapon.

Alchemical Action (11th level): When you spend an action point to make an attack with an alchemical item, you gain a bonus to the attack roll equal to your Intelligence modifier.

Alchemical Innovator (11th level): At 11th level, and again at 15th, 21st and 25th, you master two formulas of your choice. The formulas you master must be of your level or lower.

Resourceful Alchemist (11th level): When you create new alchemical items, you can use existing alchemical items as components. The values of the alchemical items you use as components are subtracted from the component cost of the new alchemical item. Any value in excess of the new item's component cost is wasted.

Alchemy Master (16th level): You gain a +2 bonus to attack rolls with alchemical items.

Quick Admixture

Alchemist Savant Attack 11

In the blink of an eye, you use a prepared alchemical item.

Encounter * Arcane

Minor Action - Personal

Effect: You use an alchemical item without spending its required action.

Secret Recipe

Alchemist Savant Utility 12

Using the remnants of an alchemical compound, you create a short-lived duplicate of one of your concoctions.

Daily * Arcane

Free Action - Personal

Trigger: You use an alchemical item of your level or lower

Effect: You create a duplicate of the triggering alchemical item. The duplicate lasts until the end of the encounter.

Spell Magnet

Alchemist Savant Attack 20

A lodestone painted with sigils leaps from your outstretched hand, drawing arcane currents into a maelstrom

Daily * Arcane, Conjunction, Implement, Lightning

Minor Action - Ranged 10

Effect: You throw a stone into an unoccupied square within range. The stone creates a spell magnet, a rune-covered pillar 2 squares high that occupies the square. Any enemy within 3 squares of the spell magnet takes a -2 penalty to all defenses against your arcane attacks and a -2 penalty to saving throws against ongoing damage. The spell magnet lasts until the end of the encounter or until you dismiss it as a free action. In addition, you can make the following attack with the spell magnet once per round.

Minor Action - Close burst 5

Target: Each enemy in burst

Attack: Intelligence vs. Reflex

Hit: The target takes ongoing 10 lightning damage (save ends). The spell magnet pulls the target 5 squares.