

“Hold on guys, I’ve got just the invention for our problem right here...”

## CLASS TRAITS

**Role:** Leader. You manipulate matrices of arcane energies to enhance your allies’ equipment and blast enemies with your magic inventions.

**Power source:** Arcane. You tinker with the fundamental workings of magic, creating complex algorithms and diagrams to channel magical energies into your creations.

**Key Abilities:** Intelligence, Dexterity, Charisma

**Armor Proficiencies:** Cloth, leather; light shield

**Weapon proficiencies:** Simple melee, simple ranged

**Implement:** Rods, staves, tools, 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:** 7 + Constitution modifier

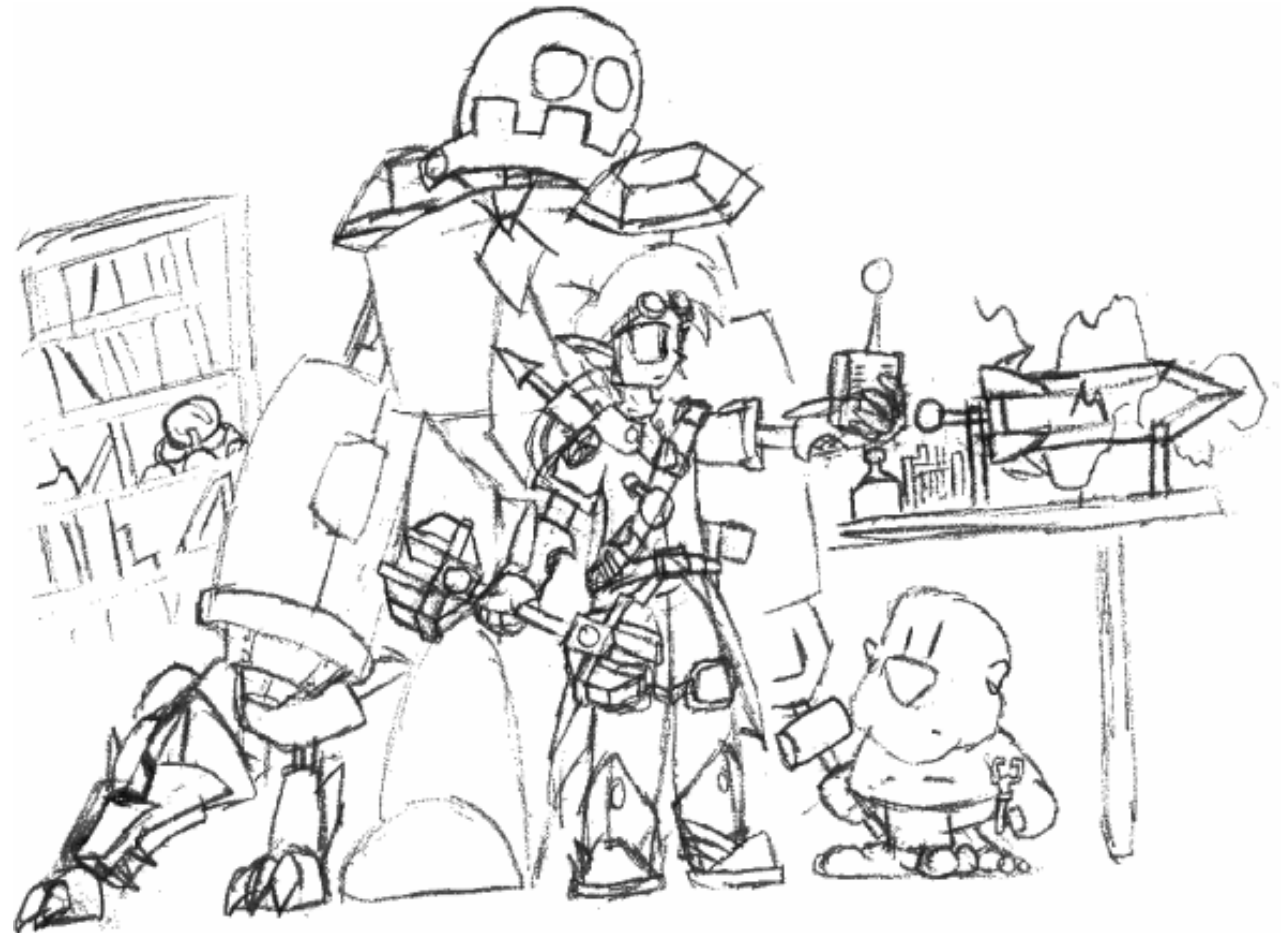
**Trained Skills:** Arcana. From the class skills list below, choose four more trained skills at 1st level.

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

**Build Options:** Bufficer, blastificer

**Class Features:** Ritual Casting, Expert Artisan, Maintenance, Power surge

Artificers combine magic with technology. With their understanding of patterns in magic energy, they can manipulate the flow of arcane matrices through their equipment and in other matter. Though they do not employ magic as directly as wizards or other spellcasters, they specialize in channeling magic



through items, employing magical items and enchanting their allies’ weapons and armor.

You are fascinated by magical objects and became an expert in their creation. You learned your craft through arcane study of artifacts and their engineering, apprenticeship to a practiced artificer, or through

tinkering with various magical contraptions on your own.

Loaded from head to toe with various gadgets, wands, rods, tools, and vials of alchemical reagents, your gear prepares you for almost any situation. Your weapons and armor with their encrusted runes protect you with various enchantments, you have belts and

pouches organized across your waist and chest to provide maximum efficiency in battle, and you have the tools and arcane knowledge to craft wondrous magical inventions. Your ingenuity will soon shake the world.

## CREATING AN ARTIFICER

Two builds are given here for the artificer: the bufficer and the blastificer. All artificers rely on their Intelligence for technical potency, but also rely on Dexterity to guide their attacks, and Charisma to boss around elemental spirits used to power your more sophisticated contraptions.

### BUFFICER

You focus on buffing your allies' weapons and armor, enchanting their blades to be sharper and their shields to be more durable. With your powers, you channel magic into your party's equipment to help each member perform better in their given niche. Intelligence is your most important ability and determines the power of most of your arcane infusions. Charisma gives you higher mastery of the elemental spirits whose energies are channeled through many of your powers. Dexterity should be your third best score, as it can help with several of your ranged attacks. Constitution will also be helpful as it will increase your number of healing surges which you can use to administer healing alchemical tonics and repair automaton allies. Select powers that allow you to improve your allies' abilities and defenses.

**Suggested Feat:** Improved Initiative (Human feat: Durable)

**Suggested Skills:** Arcana, Diplomacy, Dungeoneering, Heal, Perception

**Suggested At-Will Powers:** *guided blade, impulse guard*

**Suggested Encounter Power:** *deflective aura*

**Suggested Daily Power:** *channel resilience*

### Blastificer

You focus on using your inventions and powers to maximize you and your party's firepower. While you prepare some defensive enchantments for your party beforehand, in battle you employ offensive magical weapons and gadgets to blast away at your foes and sabotage your enemies' defense. Intelligence empowers the potency of your items and should be your most important ability score. Dexterity will greatly improve your ranged attacks with magic weapons and should be your second highest score. Charisma should be your third best score to help channel the energy of elemental spirits through your offensive powers. You may also want to invest in good Strength and Constitution scores if you'd prefer to engage your enchantments in melee combat.

**Suggested Feat:** Quick Draw (Human feat: Action Surge)

**Suggested Skills:** Arcana, Dungeoneering, History, Perception, Thievery

**Suggested At-Will Powers:** *destruct, force bolt*

**Suggested Encounter Power:** *armor-piercing arrow*

**Suggested Daily Power:** *explosive strike*

## Implements

Artificers make use of rods, staffs, tools, and wands to help channel and direct their arcane powers. An artificer wielding a rod, staff, tool, or wand can add its enhancement bonus to the attack rolls and damage rolls of artificer powers, as well as artificer paragon path powers, that have the implement keyword. Without a rod, staff, tool, or wand, an artificer can still use these powers, but he or she doesn't gain the bonus provided by the magic implement.

## Artificer Class Features

You have the following class features.

### Item Enchantment

You may cast certain rituals pertaining to items as though you had the ritual casting feat. At first level, you have access to the Make Whole and Enchant Magic Item rituals, and you master Disenchant Magic Item at 4<sup>th</sup> level. Additionally, you can create magical items as though your level were 1 higher than it actually is.

### Expert Artisan

Some artificers choose to work with all types of magical items while others choose to specialize in a certain area. By choosing to specialize, artificers gain benefits from being more acquainted with certain types of gear they make and use. You may choose either to take one of the below specialization paths, or you may choose not to specialize.

**Weaponsmith:** Once per encounter, you may gain a +2 bonus to attack and damage rolls on an attack made with a magical weapon.

**Armorsmith:** Once per encounter, you may gain a +2 bonus to all defenses until the end of your next turn as an immediate interrupt triggered when you are hit by an attack.

**Gadgetsmitth:** Once per encounter, you may gain a +2 bonus to attack and damage rolls on an attack made with a magical implement.

**No Specialization:** Once per day as a free action, you may increase the enhancement bonus of a magical item you possess by 1 until the end of your next turn.

## Maintenance

All artificers know two basic infusions used to maintain their creations and to create alchemical medicines. You know *Alchemical Heal* and *Repair* as class feature powers.

## Power Surge

Once per day, you can choose to do one of the following: Exchange the use of a class daily power for an additional use of a magic item daily power, or restore the daily power of an item that's already been spent that day. At 11<sup>th</sup> level you may use this class feature twice per day, and at 21<sup>st</sup> level you may use it thrice per day.

## Artificer Powers

Your powers are known as infusions. Some infusions have a special action type called a short-rest action. During a short rest, you must prepare special diagrams, runes, and alchemical components to be able to use these powers. If you are interrupted while preparing such a power, it has no effect, but it is not expended.

## Class Features

### Alchemical Heal Artificer Feature

*By administering an alchemical curative prepared beforehand, you help to seal your ally's wounds.*

**At-Will** ♦ Arcane, Healing

**Special:** You can use this power a number of times per day equal to your Intelligence modifier (minimum 1), but only once per round.

**Standard Action**      **Melee** touch

**Target:** One creature

**Effect:** The target may spend a healing surge.

### Repair Artificer Feature

*With just a bit of tinkering you restore an object to working condition.*

**Encounter** ♦ Arcane, Healing

**Special:** You can use this power twice per encounter, but only once per round.

**Minor Action**      **Melee** touch

**Target:** One construct, living construct, or inanimate object or structure (1 square)

**Effect:** You spend a healing surge but regain no hit points. Instead, the target regains hit points as if it had spend a healing surge. You must have at least one healing surge remaining to use this power.

## Level 1 At-Will Infusions

### Destruct Artificer Attack 1

*You spot the weak points in the hulking automaton's build and begin breaking it apart with your touch.*

**At-will** ♦ Arcane, Force, Implement

**Standard Action**      **Melee** touch

**Target:** One construct, living construct, or inanimate object or structure (1 square)

**Attack:** Intelligence vs. Fortitude

**Hit:** 1d8 + Intelligence modifier force damage (ignores resistance) and the target takes a -2 penalty to AC until the end of your next turn.

Increase damage to 2d8 + Intelligence modifier and -4 penalty at 21<sup>st</sup> level.

### Force Bolt Artificer Attack 1

*The runes glow on your ranged weapon, unleashing an arrow of arcane energy in place of ammunition.*

**At-will** ♦ Arcane, Force, Weapon

**Standard Action**      **Ranged** weapon

**Target:** one creature

**Attack:** Dexterity vs. AC

**Hit:** 1[W] + Intelligence modifier force damage. Increase damage to 2[W] + Intelligence modifier damage at 21<sup>st</sup> level

**Special:** This power counts as a ranged basic attack. When a power allows you to make a ranged basic attack, you can use this power. Use of this power expends no ammunition.

## Guided Blade Artificer Attack 1

*You gain insight into an opponent's defenses and guide your ally's weapon to strike true.*

At-will ♦ Arcane

Standard Action Ranged 5

Target: one ally

Effect: Your ally may immediately make a basic attack with a +2 power bonus to the attack roll.

## Impulse Guard Artificer Attack 1

*A sudden influx of energy knocks away your foes and temporarily strengthens your ally's armor.*

At-will ♦ Arcane, Implement, Thunder

Standard Action Ranged 10

Primary Target: one ally

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

Secondary Target: all enemies adjacent to the primary target

Secondary Attack: Intelligence vs. Fortitude

Hit: 1d4 + Charisma modifier thunder damage and push the secondary target 1 square away from the primary target.

Increase to 2d4 + Charisma modifier damage at 21<sup>st</sup> level.

## Level 1 Encounter Infusions

### Armor-piercing Arrow Artificer Attack 1

*Whistling through the air at great speed, your shot glows and ruptures your foe's armor, momentarily making them more vulnerable.*

Encounter ♦ Arcane, Weapon

Standard Action Ranged weapon

Target: one creature

Attack: Dexterity + 2 vs. AC

Hit: 2[W] + Dexterity modifier damage and the target takes a -2 penalty to AC until the end of your next turn.

### Blaster Artificer Attack 1

*A blast of energy erupts from your staff and disperses your opponents.*

Encounter ♦ Arcane, Implement, Thunder

Standard Action Close blast 3

Requirement: You must be wielding an implement.

Target: each creature in blast

Attack: Intelligence vs. Reflex

Hit: 1d10 + Intelligence thunder damage and the target is pushed 3 squares.

### Deflective Aura Artificer Attack 1

*A silvery aura erupts around you and grants protection to your allies.*

Encounter ♦ Arcane, Force, Implement, Zone

Standard Action Close burst 2

Target: each enemy in burst

Attack: Intelligence vs. Reflex

Hit: 1d8 + Charisma modifier force damage.

Effect: The burst creates a zone of protection that lasts until the end of your next turn. The origin of the zone moves with you. Allies who begin their turn in the zone gain a +2 power bonus to AC until the end of your next turn.

Sustain Minor: The zone persists.

### Elemental Weapon Artificer Attack 1

*Elemental energies are channeled into your blow, making your weapon blaze with fire or crackle with lightning.*

Encounter ♦ Arcane, Weapon

Standard Action Personal

Effect: Choose a damage type – acid, cold, fire, or lightning. Your weapon attacks deal that type of damage until the end of your next turn. Make a basic attack with your weapon against one creature and add 1d6 + your Intelligence modifier to the damage roll.

## Level 1 Daily Infusions

### Channel resilience Artificer Attack 1

*Your enemy's armor becomes brittle as you channel its essence to harden your allies' defenses.*

#### Daily ♦ Arcane, Implement

**Standard Action**      **Ranged** 10

**Primary Target:** one creature

**Attack:** Intelligence vs. Fortitude

**Hit:** 1d6 + Charisma modifier damage and the target takes a -2 penalty to AC (save ends). Allies within 5 squares of you gain a +1 power bonus to AC until the end of the encounter.

**Effect:** You and each ally within 5 squares gain temporary hit points equal to 5 + your Charisma modifier.

### Elemental Syphon Artificer Attack 1

*Elemental immunity is drained from your opponent as your attack channels that element into you.*

#### Daily ♦ Arcane, Implement

**Standard Action**      **Melee** or **Ranged** weapon

**Primary Target:** one creature

**Attack:** Intelligence vs. AC

**Hit:** 2[W] + Strength modifier damage (melee), or 2[W] + Dexterity modifier damage (ranged). Choose one type of damage resistance the target has. They gain vulnerability 5 to that damage type (save ends) and you gain resistance 5 to that damage type until the end of the encounter.

**Miss:** Choose one type of damage resistance the target has. They gain vulnerability 5 to that damage type until the end of your next turn.

### Explosive Strike Artificer Attack 1

*Upon impact, your attack produces a forceful explosion, blowing your foe off their feet.*

#### Daily ♦ Arcane, Fire, Weapon

**Standard Action**      **Melee** or **Ranged** weapon

**Primary Target:** one creature

**Attack:** Strength vs. AC (melee) or Dexterity vs. AC (ranged)

**Hit:** 2[W] + Strength modifier fire and weapon damage (melee) or 2[W] + Dexterity modifier fire and weapon damage (ranged). The primary target is knocked prone.

**Miss:** half damage.

**Effect:** Make a secondary attack.

**Secondary Target:** each creature adjacent to the primary target other than yourself

**Secondary Attack:** Intelligence vs. Reflex

**Hit:** 1d6 + Intelligence modifier fire damage.

### Magnetic Grasp Artificer Attack 1

*The air around your victim hums as they are dragged by your electric field.*

#### Daily ♦ Arcane, Implement, Lightning

**Standard Action**      **Ranged** 10

**Target:** one creature

**Attack:** Intelligence vs. Will

**Hit:** 2d8 + Intelligence modifier lightning damage and you slide the target 3 squares.

**Miss:** half damage, and the target does not slide.

**Effect:** Until the end of your next turn, any ally who attacks the target with a melee attack moves at +2 speed when moving towards the target, or any ally who targets the target adds 2 squares to their weapon's normal and long range.

## Level 2 Utility Infusions

### Force shield Artificer Utility 2

*With a wave of your rod, a thin layer of force envelopes your party's armor, making small biting insects no longer a problem.*

#### Daily ♦ Arcane

**Standard Action**      **Close** burst 5

**Target:** you or each ally in burst

**Effect:** The targets gain a +1 power bonus to AC and resistance 2 against all attacks until the end of the encounter.

### Hurl Tonic Artificer Utility 2

*You hurl a flask at your wounded ally. It shatters and gives them some nasty cuts, but thankfully the soft red liquid inside immediately heals their wounds.*

#### Daily ♦ Arcane, Healing

**Standard Action**      **Ranged** 10

**Target:** you or one ally

**Effect:** The target can spend a healing surge.

### Magic Weapon Artificer Utility 2

*The blade in your hands glows gently as you channel arcane power through it, sharpening its edge.*

#### Encounter ♦ Arcane

**Standard Action**      **Close** burst 5

**Target:** you or one ally in burst

**Effect:** The target's weapon gains a +1 power bonus to attack and damage rolls until the end of the encounter.

## Radiant Item Artificer Utility 2

*Light radiates from the end of your rod, a trinket held in your hand, or from some nearby space.*

**At-Will** ♦ Arcane

**Minor Action** Ranged 5

**Target:** One object or square

**Effect:** The target sheds bright light out to a 4 square radius. The light lasts until the end of your turn, but can be sustained as a free action.

**Special:** You can have only one *radiant object* power active at a time. If you create a new *radiant object*, your previously cast *radiant object* winks out.

## Remote Operation Artificer Utility 2

*You reach out your hand and pull the lever across the chasm with an unseen force.*

**Encounter** ♦ Arcane, Force

**Minor Action** Ranged 5

**Effect:** You manipulate some mechanical object such as a lever, a pulley, a control panel, etc. from a distance. You can also manipulate similar mechanical objects adjacent to the primary object's square.

**Sustain Minor:** You can continue to manipulate the object indefinitely.

## Level 3 Encounter Infusions

### Alchemical Grenade Artificer Attack 3

*You produce a small container of yellow-orange liquid from a pouch, remove a lock, and toss it blazing at your foes.*

**Encounter** ♦ Arcane, Fire, Implement

**Standard Action** Area burst 1 within 10 squares

**Target:** each creature in burst

**Attack:** Dexterity vs. Reflex

**Hit:** 1d8 + Intelligence modifier fire damage. The targets take ongoing 5 fire damage and they make attacks of opportunity against creatures who leave a square adjacent to them (save ends both).

**Miss:** half damage, the target makes attacks of opportunity normally, and no ongoing damage.

### Electrostatic Jam Artificer Attack 3

*An eldritch butter knife spreads conductive jelly over the golem's optical sensory devices, coursing electricity through it's chassis and temporarily distracting it.*

**Encounter** ♦ Arcane, Implement, Lightning

**Standard Action** Ranged 10

**Target:** one construct or living construct

**Attack:** Intelligence vs. Will

**Hit:** 2d8 + Intelligence modifier lightning damage and the target is dazed (save ends).

### Elemental Vestment Artificer Attack 3

*Energy explodes around your ally as a cloak of flame, frost, or thunder surrounds them.*

**Encounter** ♦ Arcane, Implement

**Standard Action** Ranged 10

**Primary Target:** one ally

**Effect:** The primary target chooses one damage type – acid, cold, fire, or lightning. He or she gains resistance 5 against that damage type until the end of your next turn. Make a secondary attack.

**Secondary Target:** All enemies adjacent to primary target

**Secondary Attack:** Intelligence vs. Reflex

**Hit:** 1d10 + Charisma modifier damage of the type the primary target selected.

### Lock On Artificer Attack 3

*Your shattered bolt baths your quarry in a glowing aura, attracting your allies' arrows like a beacon.*

**Encounter** ♦ Arcane, Reliable, Weapon

**Standard Action** Ranged weapon

**Target:** one creature

**Attack:** Intelligence vs. AC

**Hit:** 1[W] + Intelligence modifier damage, and all ranged attack rolls against the target gain a +4 power bonus until the end of your next turn.

## Level 5 Daily Infusions

### Dancing Sword Artificer Attack 5

*An invisible knight yanks a massive sword out of your hand and decapitates your foe in a ride-by.*

#### Daily ♦ Arcane, Weapon

**Standard Action**      **Ranged** 10

**Target:** one creature

**Effect:** A melee weapon you are holding moves toward the target and attacks. The weapon moves with the target, but stops if the target moves out of range. You can move the weapon up to 10 squares to a new target as a move action. The target can be flanked while the weapon is attacking them. The weapon lasts until the end of your next turn.

**Attack:** Intelligence + weapon's proficiency bonus vs. AC

**Hit:** 1[W] + Intelligence modifier damage

**Sustain Minor:** Continue the attack.

### Mage Blade Artificer Attack 5

*Parts fly off your foe and reassemble themselves onto your mechanical ally.*

#### Daily ♦ Arcane, Implement

**Standard Action**      **Ranged** 10

**Target:** you or one ally

**Effect:** The target chooses one damage type – acid, cold, fire, or lightning. Until the end of the encounter, all attacks made with their weapon deal an extra 1d6 damage of the chosen type. The target may immediately make a basic attack and add your Charisma modifier to the attack roll.

### Mass Impact Artificer Attack 5

*Your deceptively light projectile surprises your foes as it slams into them with the force of a cannonball.*

#### Daily ♦ Arcane, Force, Weapon

**Standard Action**      **Ranged** weapon

**Primary Target:** one creature

**Attack:** Dexterity vs. AC

**Hit:** 2[W] + Dexterity modifier damage, and the primary target is dazed and knocked prone.

**Effect:** Make a secondary attack.

**Secondary Target:** all enemies adjacent to the primary target.

**Secondary Attack:** Intelligence vs. Reflexes

**Hit:** 1d8 + Intelligence modifier force damage.

### Reclamation Artificer Attack 5

*Parts fly off your foe and reassemble themselves onto your mechanical ally.*

#### Daily ♦ Arcane, Implement

**Standard Action**      **Melee** touch

**Target:** one construct or living construct

**Attack:** Intelligence vs. Fortitude

**Hit:** 3d10 + Intelligence modifier damage (ignores resistance).

**Miss:** half damage.

**Effect:** An ally within 5 squares with the construct or living construct type can spend a healing surge

## Level 6 Utility Infusions

### Armor Enhancement Artificer Utility 6

*Series of complex sigils and diagrams drawn upon mundane armor cause it to attain magical properties.*

#### Daily ♦ Arcane

**Short Rest**      **Melee** touch

**Target:** touched armor

**Effect:** For one hour, the target gains the properties and powers of any level 5 or lower magic armor. These properties and powers replace any properties and powers the armor currently has. The wearer of this armor can end this effect as a free action.

### Enchanted Legion Artificer Utility 6

*You raise your staff, and power courses through you and your allies' weapons.*

#### Daily ♦ Arcane

**Minor Action**      **Close** burst 20

**Target:** You and each ally in burst

**Effect:** Until the end of the encounter, all targets gain a +1 power bonus to attack and damage rolls.

### Invigorative Reagent Artificer Utility 6

*Your hurled flask of tasty mystery potion shatters against your buddy's skull. Thankfully the liquid inside heals more than the glass wounds hurt.*

#### Daily ♦ Arcane, Healing

**Standard Action**      **Ranged** 10

**Target:** one creature

**Effect:** The target can spend a healing surge and gains a +2 power bonus to their next attack roll, saving throw, or skill check.

## Reinforce

Artificer Utility 6

*Steel becomes as strong as adamantium and stone becomes hard as diamond under your touch.*

Encounter ♦ Arcane

Minor Action Melee touch

**Target:** one construct or living construct or inanimate object or structure (1 square)

**Effect:** The target gains resistance to all damage equal to 1 + your Intelligence modifier until the end of the encounter.

## Weapon Augmentation

Artificer Utility 6

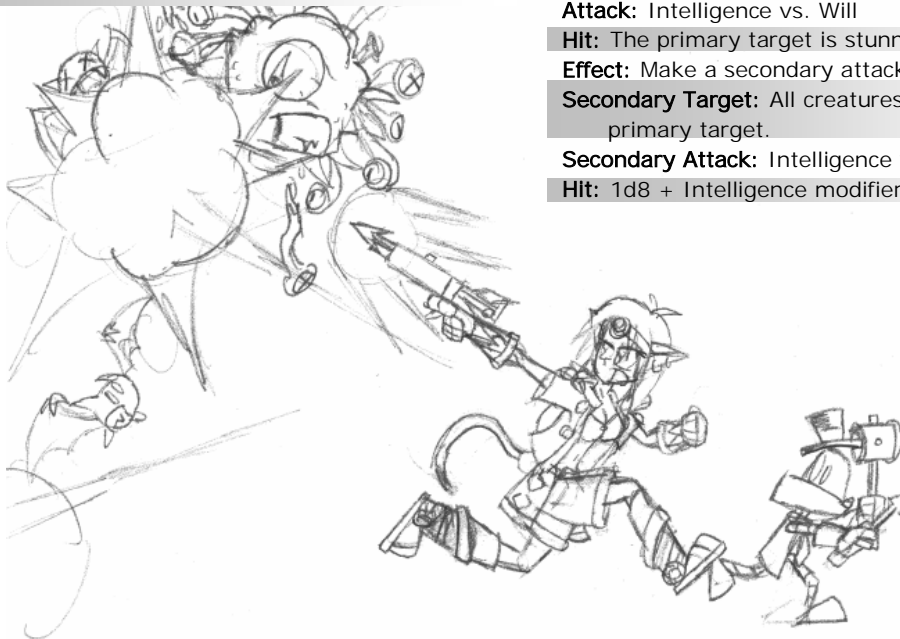
*Runes drawn down the weapon's length give a mundane weapon magical lethality.*

Daily ♦ Arcane

Short Rest Melee touch

**Target:** touched weapon

**Effect:** For one hour, the target gains the properties and powers of any level 5 or lower magic weapon. These properties and powers replace any properties and powers the weapon currently has. The wielder of this weapon can end this effect as a free action.



## Level 7 Encounter Infusions

### Chill Metal

Artificer Attack 7

*Ice coats the plates of your opponent's armor, making it unbearably cold.*

Encounter ♦ Arcane, Cold, Implement

Standard Action Ranged 10

**Target:** one ally or enemy wearing heavy armor

**Effect:** If the target is an ally, he or she gains cold resistance equal to 5 + your Charisma modifier and their attacks deal an additional 2 cold damage until the end of your next turn. If the target is an enemy, make an attack.

**Attack:** Intelligence vs. Fortitude

**Hit:** Ongoing 5 + Charisma modifier cold damage and the target is slowed (save ends both).

### Disable Construct

Artificer Attack 7

*Electric force immobilizes your mechanical adversary.*

Encounter ♦ Arcane, Implement, Lightning

Standard Action Ranged 10

**Primary Target:** one construct or living construct

**Attack:** Intelligence vs. Will

**Hit:** The primary target is stunned (save ends).

**Effect:** Make a secondary attack.

**Secondary Target:** All creatures adjacent to the primary target.

**Secondary Attack:** Intelligence vs. Reflex

**Hit:** 1d8 + Intelligence modifier lightning damage.

## Heat Metal

Artificer Attack 7

*Your opponent begins dancing uncontrollably as their plate mail heats to extreme temperatures.*

Encounter ♦ Arcane, Fire, Implement

Standard Action Ranged 10

**Target:** one ally or enemy wearing heavy armor

**Effect:** If the target is an ally, he or she gains fire resistance equal to 5 + your Charisma modifier and their attacks deal an additional 2 fire damage until the end of your next turn. If the target is an enemy, make an attack.

**Attack:** Intelligence vs. Fortitude

**Hit:** Ongoing 5 + Charisma modifier fire damage and the target grants combat advantage (save ends both).

## Pyrotechnic Burst

Artificer Attack 7

*Multiple gleaming bolts fly from your crossbow, bursting upon your foes in a brilliant flash of sparks.*

Encounter ♦ Arcane, Fire, Radiant, Weapon

Standard Action Ranged weapon

**Target:** up to 3 targets, none of which can be further than 5 spaces from each other

**Attack:** Dexterity vs. AC

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

## Level 9 Daily Infusions

### Astral Infusion Artificer Attack 9

*Blades of astral energy whirl about you and your armor gleams with mysterious force, providing extraordinary defense.*

**Daily ♦ Arcane, Force, Implement, Radiant**

**Standard Action** Close burst 10

**Target:** you or one ally in burst

**Effect:** The target gains resistance to all damage equal to 2 + your Intelligence modifier. Make an attack against any enemy that occupies a space adjacent to the target. This effect lasts until the end of the encounter.

**Attack:** Intelligence vs. Reflex

**Hit:** 1d6 + Charisma modifier force and radiant damage

### Echoing Edge Artificer Attack 9

*Ethereal daggers continue to slice at your foes long after your rune-engraved weapon struck.*

**Daily ♦ Arcane, Force, Weapon**

**Standard Action** Melee or Ranged weapon

**Target:** one creature

**Attack:** Strength vs. AC (melee) or Dexterity vs. AC (ranged)

**Hit:** 2[W] + Strength modifier damage (melee) or 2[W] + Dexterity modifier damage (ranged).

**Effect:** Until the end of the encounter, all your attacks deal ongoing force damage equal to 1 + your Intelligence modifier (save ends).

### Magnetic Field Artificer Attack 9

*A strong magnetic force pulls down on your enemies' armor, collapsing them to their knees.*

**Daily ♦ Arcane, Implement, Lightning, Zone**

**Standard Action** Area burst 2 within 10 squares

**Target:** all creatures in burst

**Attack:** Intelligence vs. Will

**Hit:** 2d8 + Intelligence modifier lightning damage. If the target is wearing heavy armor, they are restrained (save ends).

**Effect:** The burst creates a zone of magnetic force that lasts until the end of your next turn. It costs an additional 3 squares of movement to enter a square within the zone.

**Sustain Minor:** The zone persists.

### Thundering Blaster Artificer Attack 9

*With a loud crack, your foes suffer a concussion as a blast from your rod breaks the folds of time-space.*

**Daily ♦ Arcane, Implement, Thunder**

**Standard Action** Close blast 5

**Requirement:** You must be wielding an implement.

**Target:** all enemies in blast

**Attack:** Intelligence vs. Reflex

**Hit:** 2d10 + Intelligence modifier thunder damage and the target is dazed (save ends).

**Miss:** half damage.

## Level 10 Utility Infusions

### Dancing Shield Artificer Utility 10

*As the enemy's blow comes down upon your ally, their shield suddenly rises to intercept the attack.*

**Daily ♦ Arcane**

**Immediate Interrupt** Ranged 10

**Requirement:** The target must be carrying a shield.

**Target:** you or one ally

**Effect:** The target's shield releases itself from the target's grip and floats alongside them for 5 minutes or until the end of the encounter. It still provides its Shield Bonus to AC and Reflex but also provides a +2 power bonus to the target's AC and Reflex. The target is able to wield a two-handed weapon while this effect is active.

### Infused Legion Artificer Utility 10

*You infuse your ally's armor to resist the elemental powers of the multiverse.*

**Encounter ♦ Arcane**

**Standard Action** Close burst 5

**Target:** you and each ally in the burst

**Effect:** The targets gain a +1 bonus to all defenses until the end of the encounter.

### Regenerative Beam Artificer Utility 10

*A blue beam emits from your rod and surrounds your wounded ally in a restorative globe.*

**Daily ♦ Arcane**

**Standard Action** Ranged 10

**Target:** you or one ally

**Effect:** The target may spend a healing surge and gains regeneration equal to your 5 + Intelligence modifier until the end of your turn.

**Sustain Standard:** The regeneration persists.

## Resistance Artificer Utility 10

*You infuse your ally's armor to resist the elemental powers of the multiverse.*

**Daily** ♦ Arcane

**Minor Action** Ranged 10

**Target:** you or one ally

**Effect:** Against a particular damage type chosen by you, the target gains resistance equal to your level + your Intelligence modifier until the end of the encounter or for 5 minutes. Choose the damage type from the following list: acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder.

## Stone Shape Artificer Utility 10

*The earth rises at your command, forming a barrier between you and your enemies.*

**Daily** ♦ Arcane, Polymorph

**Standard Action** Ranged 5

**Requirement:** Area shaped by this spell must be made of stone.

**Effect:** You shape stone floor and stone structures to your will. You can use this to create a stone barrier, a set of stairs, a bridge, a tunnel, or some other structure. Treat whatever structure is created as a wall effect occupying no more than a number of squares equal to your Intelligence modifier. Complex structures such as machines or structures with moving parts cannot be created with this power. This power does not work against creatures made of stone or against magic items made of stone.

## Level 13 Encounter Infusions

### Cryogenic Missile Artificer Attack 13

*The flash at the end of your bolt explodes in an icy burst, encapsulating everything in the area with ice.*

**Encounter** ♦ Arcane, Cold, Weapon

**Standard Action** Ranged weapon

**Target:** one creature and all creatures adjacent to that creature

**Attack:** Dexterity vs. Fortitude

**Hit:** 1[W] + Intelligence modifier cold damage. The targets take ongoing 5 cold damage (save ends) and are immobilized until the end of your next turn.

### Forge's Lightning Artificer Attack 13

*The runes on your weapon flash as it crashes into your enemy, electrocuting them and nearby adversaries.*

**Encounter** ♦ Arcane, Lightning, Weapon

**Standard Action** Melee or Ranged weapon

**Primary Target:** one creature

**Attack:** Strength vs. AC (melee) or Dexterity vs. AC (ranged)

**Hit:** 2[W] + Intelligence modifier lightning damage. Make a secondary attack.

**Secondary Target:** One creature within 3 squares of the primary target

**Secondary Attack:** Intelligence vs. Reflex

**Hit:** 1[W] + Intelligence modifier lightning damage.

### Malfunction Artificer Attack 13

*You channel a web of energy to form a wall of crackling static, zapping opponents who come too close.*

**Encounter** ♦ Arcane, Fire, Implement

**Standard Action** Ranged 10

**Target:** one construct, living construct, or magical item  
**Attack:** Intelligence vs. Will (possessor's will for item)

**Hit:** If the target is a construct or living construct, they take 3d8 + Intelligence modifier fire damage and are stunned (save ends). If the target is a magical item, whoever is holding or wearing the magical item at the time takes 2d8 + Intelligence modifier fire damage and that magical item loses its enhancement bonus, properties, and powers until the end of the encounter.

### Prismatic Weapon Artificer Attack 13

*With a blinding flash, your friend's sword rains concentrated energy down upon their foe.*

**Encounter** ♦ Arcane, Implement, Radiant

**Standard Action** Ranged 10

**Primary Target:** you or one ally

**Hit:** Choose a damage type – acid, cold, fire, lightning, necrotic, radiant, or thunder. Until the end of the encounter, the primary target's weapon deals an additional amount of damage equal to your Charisma modifier of the chosen damage type. The primary target may immediately make a basic attack. Regardless of whether it hits, make a secondary attack.

**Secondary Target:** all enemies within 2 squares of primary target

**Secondary Attack:** Charisma vs. Will

**Hit:** The secondary target is blinded until the end of your next turn.

## Level 15 Daily Infusions

### Angel-forged Armor Artificer Attack 15

*Enemies are forced to shield their eyes as the brilliance of the heavens emanates from your party's armor.*

**Daily** ♦ Arcane, Implement, Radiant

**Standard Action**      **Close** burst 5

**Target:** Each enemy in burst

**Attack:** Intelligence vs. Will

**Hit:** 1d10 + Charisma modifier radiant damage.

**Effect:** Until the end of the encounter, whenever an enemy comes adjacent to you or any ally that was within the burst, they take 5 radiant damage and are dazed until the end of your next turn.

### Force field Artificer Attack 15

*You channel a web of energy to form a wall of crackling static, zapping opponents who come too close.*

**Daily** ♦ Arcane, Conjuration, Force, Implement, Lightning

**Standard Action**      **Area** wall 10 within 10

**Effect:** You conjure a solid wall of contiguous squares filled with impenetrable force that lasts until the end of your next turn. The wall can be up to 10 squares long and up to 10 squares high.

Any creature that starts its turn adjacent to the wall takes 2d8 lightning damage. The wall blocks line of effect and prevents movement. No creature can enter a square containing the wall. The wall is indestructible.

**Sustain minor:** the wall persists.

### Rusting Grasp Artificer Attack 15

*The pull of gravity ebbs around your ally, forcing away or pulling in foes with each strike.*

**Daily** ♦ Arcane, Implement, Polymorph, Reliable

**Standard Action**      **Melee** touch

**Target:** one creature, object, or 1 square of a larger object

**Attack:** Dexterity vs. Reflexes

**Hit:** The target takes a penalty to AC equal to your Intelligence modifier (save ends). If the target is an object, construct, or living construct, it also takes 3d8 + Intelligence modifier damage.

### Magefire Shell Artificer Attack 15

*Infused with tremendous firepower, your bolt explodes violently where your enemies stand.*

**Daily** ♦ Arcane, Fire, Weapon, Zone

**Standard Action**      **Ranged** weapon

**Primary Target:** one square

**Effect:** make a secondary attack.

**Secondary Target:** all enemies within burst 2 centered on primary target

**Secondary Attack:** Dexterity vs. Reflex

**Hit:** 2d10 + Intelligence modifier fire damage.

**Effect:** The burst creates a zone of fire that lasts until the end of your next turn. Enemies that start their turn in this zone take ongoing 10 fire damage (save ends).

**Sustain Minor:** The zone persists.

**Miss:** Half damage.

## Level 16 Utility Infusions

### Globe of Invulnerability Artificer Utility 16

*A matrix of arcane power surrounds you, protecting you and allies within it from almost any attack.*

**Daily** ♦ Arcane, Zone

**Standard Action**      **Close** burst 2

**Target:** You and each ally in burst

**Effect:** You gain a +2 power bonus to all defenses until the end of the encounter. The burst creates a zone of invulnerability that moves with you. You and all allies within the zone gain resistance 10 to all damage until they leave the zone.

**Sustain minor:** The zone persists.

### Good Luck Charm Artificer Utility 16

*Runes inscribed upon your ally's weapon glow wickedly, suggesting lethal magical power within.*

**Daily** ♦ Arcane

**Short Rest**      **Personal**

**Effect:** You enchant a small trinket that can be held or worn by you or an ally. As a minor action, its wearer can use it to gain a +5 bonus to its next saving throw or skill check. This effect lasts until it is used or until the end of your next extended rest.

## Infusion Armor Artificer Utility 16

*Cryptic runes and sigils bestow great magical power upon the armor they're inscribed upon.*

**Daily** ♦ Arcane

**Short Rest** Melee touch

**Target:** touched armor

**Effect:** For one hour, the target gains the properties and powers of any level 15 or lower magic armor. These properties and powers replace any properties and powers the armor currently has. The wearer of this armor can end this effect as a free action.

## Infusion Weapon Artificer Utility 16

*Runes inscribed upon your ally's weapon glow wickedly, suggesting lethal magical power within.*

**Daily** ♦ Arcane

**Short Rest** Melee touch

**Target:** touched weapon

**Effect:** For one hour, the target gains the properties and powers of any level 15 or lower magic weapon. These properties and powers replace any properties and powers the weapon currently has. The wielder of this weapon can end this effect as a free action.

## Mass Magic Weapon Artificer Utility 16

*You channel arcane energy into your party's weapons, sharpening their edges and guiding them to strike true.*

**Encounter** ♦ Arcane

**Minor Action** Close burst 5

**Target:** you and each ally in burst

**Effect:** Until the end of the encounter, all targets gain a +1 power bonus to attack and damage rolls with their weapons.

## Mithral Step Artificer Utility 16

*Your allies' heavy armor become light as a feather, granting them greater mobility.*

**Daily** ♦ Arcane

**Standard Action** Close burst 5

**Target:** you and each ally in burst

**Effect:** Until the end of the encounter, all targets gain a +2 power bonus to their speed, attack rolls, AC, and Reflex.

## Level 17 Encounter Infusions

### Disruptive Impulse Artificer Attack 17

*Enemies fly before you as a great magnetic pulse from your weapon blasts them away.*

**Encounter** ♦ Arcane, Thunder, Weapon

**Standard Action** Close blast 5

**Target:** all enemies in blast

**Attack:** Strength vs. Will (melee), Dexterity vs. Will (ranged)

**Hit:** 2[W] + Intelligence modifier thunder damage and the target is pushed up to 5 squares and is knocked prone.

### Elemental Matrix Artificer Attack 17

*A web of elemental energy flows around your ally, granting superior protection and punishing attackers.*

**Encounter** ♦ Arcane, Implement

**Standard Action** Ranged 10

**Target:** you or one ally

**Effect:** Choose a damage type – acid, cold, fire, force, lightning, necrotic, radiant, or thunder. The target gains resistance 10 + your Charisma modifier against that damage type until the end of the encounter. Any enemies that start their turn adjacent to the target take 5 ongoing damage of the chosen type (save ends).

## Shut Down Artificer Attack 17

*One last step and the hulking construct before you collapses into an inactive state.*

**Encounter** ♦ Arcane, Implement

**Standard Action** Ranged 10

**Target:** one construct or living construct

**Attack:** Intelligence vs. Will

**Hit:** The target becomes unconscious (save ends).

## Level 19 Daily Infusions

### Infrastructural Scan Artificer Attack 19

*You see the patterns of energy in the creature before you and can exploit its weak points to your advantage.*

**Daily** ♦ Arcane, Implement, Psychic, Reliable

**Standard Action** Ranged 10

**Target:** one creature

**Attack:** Intelligence vs. Will

**Hit:** 3d10 psychic + Intelligence modifier damage and the target grants combat advantage to you and your allies until the end of your next turn. You also learn any of the target's resistances, vulnerabilities, and immunities until the end of the encounter and you can tell what fraction of its hit points are currently left, accurate to a tenth.

## Magnetic Crush

Artificer Attack 19

*Your foes collapse and struggle to stand as a tremendous electrical force pins them to the earth.*

**Daily** ♦ Arcane, Force, Lightning, Implement, Zone

**Standard Action** Area burst 3 within 10 squares

**Target:** Each enemy in burst

**Attack:** Intelligence vs. Will

**Hit:** 4d10 + Intelligence modifier lightning damage and the targets are restrained (save ends).

**Effect:** The burst creates a zone of intense magnetic force that lasts until the end of your next turn. Entering a square within the zone's area costs 3 extra squares of movement.

**Sustain Minor:** The zone persists.

## Tri-burst Ebb

Artificer Attack 19

*Time slows as you activate hidden runes on your equipment, giving you the chance to counter your foes.*

**Daily** ♦ Arcane, Force, Weapon

**Immediate Interrupt** Ranged weapon

**Trigger:** You or an ally within 20 squares is attacked.

**Target:** up to three enemies

**Attack:** Dexterity + 2 vs. AC

**Hit:** 2[W] + Intelligence modifier force damage and the target is knocked prone.

**Effect:** You gain a +5 bonus to Reflex until the end of your next turn.

## Vampiric Infusion

Artificer Attack 19

*The sigils burned into his or her weapon restore your friend's vitality by drinking their foe's life.*

**Daily** ♦ Arcane, Healing, Necrotic, Implement

**Standard Action** Ranged 10

**Target:** one ally

**Effect:** Add your Intelligence modifier to the target's next attack roll. The target's next successful attack with their weapon deals an extra 3d10 + your Charisma modifier necrotic damage and allows him or her to spend a healing surge. Any excess hit points gained from the healing surge become temporary hit points.

## Level 22 Utility Infusions

### Anti-Magical Field

Artificer Utility 22

*You alter the matrixes of magical energy to interrupt the flow of magical energy in a nearby energy, rendering spells useless.*

**Daily** ♦ Arcane, Zone

**Standard Action** Area burst 4 within 20

**Effect:** The burst creates a zone of anti-magical energy. Within this zone, any class powers other than those with the martial keyword don't work. Additionally, any creatures in the zone that is not of natural origin takes a -2 penalty to all defenses.

## Astral Boots

Artificer Utility 22

*Force hums beneath your feet as you propel skyward, defying gravity.*

**Daily** ♦ Arcane

**Standard Action** Personal

**Effect:** You gain a speed of fly 8 and a +5 power bonus to reflexes until the end of your next turn.

**Sustain Minor:** You can sustain this power until the end of the encounter or for 5 minutes. If you don't sustain it, you float to the ground without taking falling damage.

## Hero's Elixir

Artificer Utility 22

*Rather than hurling a painful flask of healing juice at your friend, you hand it to them gently this time, allowing them to heal more damage that would otherwise be wasted on glass-induced wounds.*

**Daily** ♦ Arcane, Healing

**Short Rest** Personal

**Effect:** You spend a healing surge to create a curative alchemical elixir that can be given to a friend. Whoever is in possession of the elixir can use a minor action to consume it and regain hit points as though they spent 2 healing surges. In addition, the character can immediately make a saving throw against each effect that a save can end. This elixir lasts until consumed or until the end of your next extended rest.

## Thirsting Aegis

Artificer Utility 22

*The wyrm glares in surprise as its iron-melting breath is absorbed and you stand unscathed and revitalized.*

Daily ♦ Arcane, Healing

Immediate Interrupt Ranged 10

**Trigger:** You or an ally is hit by an attack with one of the following keywords – acid, cold, fire, lightning, necrotic, or radiant.

**Effect:** Negate any damage dealt by the attack and you or the ally may spend a healing surge and add your Intelligence modifier to the amount of hit points healed. Until the end of your next turn, whenever you or your ally is hit again with an attack dealing the chosen damage type, you or the ally can spend another healing surge.

## Spell-Edged Weapon

Artificer Utility 22

*Your alchemical reagents and masterfully inscribed sigils temporarily infuse the weapon you hold with terrifying magical power.*

Daily ♦ Arcane

Short Rest Melee touch

**Target:** touched weapon

**Effect:** For one hour, the target gains the properties and powers of any level 20 or lower magic weapon and all attacks made with the weapon gain a +1 bonus to attack and damage rolls. These properties and powers replace any properties and powers the weapon currently has. The wielder of this weapon can end this effect as a free action.

## Spell-Hardened Armor

Artificer Utility 22

*Fortified by long-lost protective runes, the suit of armor you've infused grants unmatched resilience.*

Daily ♦ Arcane

Short Rest Melee touch

**Target:** touched armor

**Effect:** For one hour, the target gains the properties and powers of any level 20 or lower magic armor and its wearer gains a +1 bonus to all defenses. These properties and powers replace any properties and powers the armor currently has. The wearer of this armor can end this effect as a free action.

## Level 23 Encounter Infusions

### Gravity Well

Artificer Attack 23

*A sigil inscribed in midair pulls in all surrounding matter with immense force, holding your enemies fast while crushing them under the weight of their own mass and equipment.*

Encounter ♦ Arcane, Force, Implement

Standard Action Area burst 1 within 10

**Target:** all enemies in burst

**Attack:** Intelligence vs. Will

**Hit:** 3d8 + Intelligence modifier force damage and the target is restrained (save ends).

**Effect:** The burst creates a zone of crushing gravity, dealing 5 damage to anyone starting their turn in it. Entering a square within this zone costs 4 additional squares of movement.

### Lightning Rod

Artificer Attack 23

*Enemies fly before you as a great magnetic pulse from your weapon blasts them away.*

Encounter ♦ Arcane, Lightning, Weapon, Zone

Standard Action Ranged weapon

**Primary Target:** one enemy

**Attack:** Dexterity vs. Reflex

**Hit:** 2d6 + Intelligence modifier lightning damage.

**Secondary Target:** Burst 4 centered on primary target (primary target inclusive)

**Secondary Attack:** Intelligence vs. Reflex

**Hit:** 1d6 lightning damage and the target is dazed until the end of your next turn.

**Effect:** The burst creates a zone conducive to lightning strikes lasting until the end of your next turn. Make a tertiary attack against any creature that enters this zone.

**Tertiary Attack:** Intelligence vs. Reflex

**Hit:** 2d6 + Intelligence modifier lightning damage and the target is dazed.

### Retaliatory Shield

Artificer Attack 23

*Vicious energy is infused into your friend's armor, punishing any foe that would dare strike them.*

Encounter ♦ Arcane, Force, Implement

Standard Action Ranged 10

**Target:** you or one ally

**Effect:** Until the end of your next turn, if the target is attacked, their attacker receives half the damage the target is dealt by it. Make a secondary attack.

**Secondary Target:** One enemy that has attacked the primary target

**Secondary Attack:** Intelligence vs. AC

**Hit:** 2d10 + Charisma modifier force damage.

## Level 25 Daily Infusions

### Demolition Artificer Attack 25

*With your staff in one hand and your palm on the ground, you emit a seismic pulse disjoining the castle's structure and crushing enemies under falling debris.*

**Daily** ♦ Arcane, Implement, Weapon

**Standard Action** Close burst 10

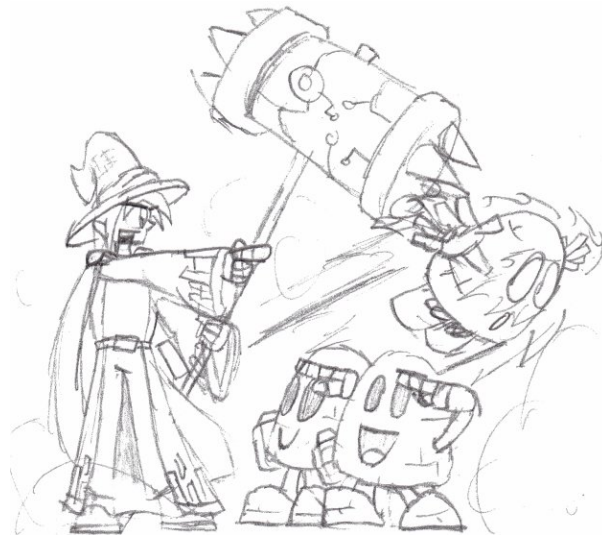
**Target:** all creatures other than yourself in burst

**Attack:** Intelligence vs. Reflex

**Hit:** 2d10 + Intelligence modifier damage.

**Effect:** The burst creates an area of permanent difficult terrain.

**Special:** You can either choose to add an implement's enhancement bonus or a melee weapon's enhancement bonus to the attack, but not both.



### Golem Grenades Artificer Attack 25

*Flames glow around these small automatons' forms and a hunger for destruction burns in their eyes as they leap from their crude outlines in the rockface.*

**Daily** ♦ Arcane, Fire, Implement, Polymorph

**Standard Action** Melee touch

**Target:** up to 2 squares occupied by obstacles or difficult terrain not occupied by another creature

**Effect:** You create 2 small construct minions of roughly humanoid shape per square affected. Their defenses are equal to your level + 5 and they move at speed 5. These minions last for 1 hour, at the end of which they become mundane objects. While they are active, you can spend a minor action to command any or all of them. You can command them to either move or attack an enemy. When commanded to attack an enemy, it will move toward the target and make a secondary attack when they are adjacent to it. If not commanded, they will just follow you.

**Secondary Target:** all creatures adjacent to minion

**Secondary Attack:** Intelligence vs. Reflex

**Hit:** 3d6 + Intelligence modifier fire damage. The minion is destroyed.

### Reprogram Artificer Attack 25

*Magic patterns you draw in the air with your rod override control of your foes' iron behemoth.*

**Daily** ♦ Arcane, Psychic, Implement

**Standard Action** Ranged 20

**Target:** one construct or living construct

**Attack:** Intelligence vs. Will

**Hit:** 3d10 psychic damage and the target is dominated (save ends). While it is dominated, it gains a bonus to attack rolls equal to your Intelligence modifier. The target takes a -2 penalty to saving throws against this power. If you or an ally attacks the target while it is dominated, it immediately gets a saving throw to throw off the effect.

## Level 27 Encounter Infusions

### Dynamite with a Laser Beam Artificer Attack 27

*Runes inscribed upon your ammunition are guaranteed to blow your foe's mind as it explodes violently and blasts forth disintegrating rays of light.*

**Encounter** ♦ Arcane, Fire, Radiant, Weapon

**Standard Action** Melee or Ranged weapon

**Primary Target:** one creature and all adjacent creatures other than yourself

**Attack:** Strength vs. Reflex (melee), Dexterity vs. Reflex (ranged)

**Hit:** 3[W] + Intelligence modifier fire and radiant damage. The primary target grants combat advantage until the end of your next turn.

**Secondary Target:** 1, 2, or 3 creatures within 10 squares of the center primary target

**Secondary Attack:** Intelligence vs. Reflex

**Hit:** 2d10 + Intelligence modifier radiant damage.

### Master Blaster Artificer Attack 27

*Incredible energy hums from your weapon as you draw upon arcane energies from elemental spirits, and then fire devastating beam of raw magical energy.*

**Encounter** ♦ Arcane, Weapon

**Standard Action** Ranged 20

**Primary Target:** one creature

**Special:** You can choose to spend a minor action each round before using this power to add 1 charge to the attack, up to a maximum of 3 charges.

**Attack:** Dexterity vs. Reflex

**Hit:** 2d6 + Charisma modifier damage. For each charge, add your Intelligence modifier to damage.

**Secondary Target:** All creatures in line between you and primary target.

**Secondary Attack:** Intelligence vs. Reflex

**Hit:** 2d6 + Charisma modifier damage. For each charge, add your Intelligence modifier to damage.

## Primordial Blade Artificer Attack 27

*You channel massive elemental power into your weapon and unleash devastating power upon your foe.*

**Encounter** ♦ Arcane, Implement

**Standard Action**      **Ranged** 10

**Primary Target:** you or one ally

**Effect:** Choose a damage type – acid, cold, fire, force, lightning, necrotic, radiant, or thunder. The target's next attack gains a power bonus equal to your Intelligence modifier and deals ongoing 10 + your Charisma modifier damage of the chosen type (save ends). Make a secondary attack.

**Secondary Target:** All enemies in burst 3 centered on primary target

**Attack:** Intelligence vs. Reflex

**Hit:** 4d6 + Charisma modifier damage of the chosen type.

## Level 29 Daily Infusions

### Armor of invincibility Artificer Attack 29

*Prismatic light surrounds your ally's armor for a short time, rendering him or her absolutely invincible.*

**Daily** ♦ Arcane, Implement, Radiant

**Standard Action**      **Range** 10

**Target:** you or one ally

**Effect:** Until the end of your next turn, the target is immune to all damage. Make an attack against any enemy adjacent to the target.

**Attack:** Intelligence vs. Fortitude

**Hit:** The target takes 2d10 + Charisma modifier radiant damage.

**Sustain Minor:** You can sustain the effect for a number of rounds equal to your Charisma modifier.

### Mordenkainen's Disjunction Artificer Attack 29

*Immense arcane energy overwhelms the local matrix of magical power, causing magical items to overload.*

**Daily** ♦ Arcane, Implement

**Standard Action**      **Area** burst 5 within 20

**Primary Target:** all creatures possessing magic items, constructs, and living constructs in burst

**Attack:** Intelligence vs. Will

**Hit:** Creatures possessing magic items take 3d8 + Intelligence modifier damage, and you make a secondary attack against those creatures. Constructs and living constructs take 4d10 + Intelligence modifier damage (save ends).

**Effect:** Conjurations or zones in the burst and their effects are destroyed.

**Secondary Target:** all magical items in burst

**Secondary Attack:** Intelligence vs. possessor's Will

**Hit:** The target loses its enhancement bonus, properties, and powers until the end of the encounter.

### Tenser's Transformation Artificer Attack 29

*Your mastery of the craft of magical artifacts allows you to temporarily transform into a heavily armed arcane machine.*

**Daily** ♦ Arcane, Implement, Polymorph

**Standard Action**      **Personal**

**Effect:** Until the end of the encounter, you transform into magically-fortified mechanical semblance of yourself. Your size category becomes large (your weapon damage scales with your new size. See PHB pg. 220), you gain a +3 power bonus to all defenses and you gain a power bonus to all Strength-based and Dexterity-based attack rolls equal to your Intelligence modifier. While in this form, you cannot use any powers other than racial powers or powers containing the weapon keyword. You can end this effect as a standard action.

## Paragon Paths

### Gadgeteer

*"I excel when left to my own devices."*

**Prerequisite:** Artificer Class

You love to invent, whether solely for the sake of invention or for power. Even more so, you love to apply your creations to overcome obstacles and fell your adversaries in battle. Your creativity always drives you to craft new and wondrous magical items.

### Gadgeteer Path Features

**Empowered Item (11<sup>th</sup> level):** When you spend an action point to take an extra action using an item power, you may increase its range by 1 (unless it targets you personally) or you may immediately deal extra damage to the target equal to 1d10 + your Intelligence modifier.

**Attuned Implement (11<sup>th</sup> level):** While wielding an implement that you've crafted personally, you gain a +1 bonus to attack rolls made with that implement.

**Lord of the Rings (16<sup>th</sup> level):** You can wear and gain the benefit of up to three magic rings instead of only two.

## Gadgeteer Infusions

### Blast Rod Gadgeteer Attack 11

*You channel extra power into your implement to launch an elemental blast at your enemies.*

**Encounter** ♦ Arcane, Implement

**Standard Action** Close blast 5

**Requirement:** You must be wielding an implement.

**Target:** each enemy in blast

**Attack:** Intelligence vs. Reflex

**Hit:** Choose a damage type – acid, cold, fire, or lightning. Deal 2d10 + Charisma modifier damage of the chosen type.

**Effect:** you gain a +2 power bonus to your next attack roll using your implement.

### Item Enhancement Gadgeteer Utility 12

*Using your ingenuity and with a bit of tweaking, you temporarily increase the effectiveness of a magic item.*

**Daily** ♦ Arcane

**Short Rest** Melee touch

**Target:** One magical item with an enhancement bonus

**Effect:** For 1 hour or until the end of the next encounter, the target item's enhancement bonus improves by 1.



### Forgemaster Weapon Gadgeteer Attack 20

*The blade forged by your own hands glows ferociously with channeled energy, guaranteeing your victory.*

**Daily** ♦ Arcane, Weapon

**Standard Action** Melee or Ranged weapon

**Target:** one creature

**Requirement:** a magic weapon you have crafted

**Attack:** Strength vs. AC (melee) or Dexterity vs. AC (ranged)

**Hit:** 3[W] + Intelligence modifier damage.

**Effect:** Until the end of the encounter, your weapon deals additional damage equal to 5 + your Charisma modifier.

## Renegade Master maker

*"I am my greatest and deadliest creation."*

**Prerequisite:** Artificer Class

By applying the craft of item creation to your own body, you slowly replace your natural body parts with mechanical substitutes, eventually becoming a construct yourself. When damaged in battle, you can repair your parts and quickly rejoin the fray, smashing enemies with your fists of iron.

## Renegade Master maker

### Path Features

**Self-Repair (11<sup>th</sup> level):** You can use your Repair class feature on yourself. When you do so, you regain an additional number of hit points equal to your Intelligence modifier.

**Battle Fist (11<sup>th</sup> level):** You have a mechanical hand that can be used as a weapon. It has a +3 proficiency bonus to attack rolls made with it and it

deals 1d6 damage. You can use the Enchant Item ritual to turn it into a magic weapon. When doing so, it counts as a mace for any weapon group requirements. This battle fist may be used as a basic melee attack.

**Construct Exemplar (16<sup>th</sup> level):** You've replaced your entire body with mechanical parts and are now considered a living construct for the purpose of effects that relate to creature origin. You gain all the traits of the living construct creature type (see MM pg. 279).

## Renegade Master Maker Infusions

### Mechine-Aided Strike Renegade Mastermaker Attack 11

*You find extra energy within your mechanical arm to deliver a powerful blow.*

**Encounter** ♦ Arcane, Weapon

**Standard Action** Melee weapon

**Target:** one creature

**Attack:** Strength + 2 vs. AC

**Hit:** 2[W] + Intelligence modifier damage and the target is pushed 1 square.

### Auto-Repair Renegade Mastermaker Utility 12

*Healing energy flows through the circuitry of runes covering your body, repairing you while you fight on.*

**Daily** ♦ Arcane, Healing

**Immediate Reaction** Personal

**Trigger:** You are bloodied.

**Effect:** You gain a +1 bonus to all defenses and regeneration equal to 5 + your Intelligence modifier until the end of the encounter.

## Rocket Punch

Renegade Mastermaker  
Attack 20

*Your fist blasts away from your arm and strikes your opponent at a distance with full force.*

Daily ♦ Arcane, Weapon

Standard Action Ranged 10

Requirement: requires battle fist

Target: one creature

Attack: Dexterity vs. AC

Hit: 5[W] + Intelligence modifier damage and the target is grabbed. When you release the grab as a free action, your battle fist returns to your arm.

Miss: Your battle fist returns to your arm.

## Runic Knight

*“Through my mastery of protective runes and sigils, no attack can penetrate my armor.”*

**Prerequisite:** Artificer Class, proficiency with scale armor

Your time is dedicated as much to the front line of war as it is to the forge. You walk into battle fortified by the most protective armor available, likely your own craftwork, enhanced further by your infusions.

### Runic Knight Path Features

**Fortifying Surge (11<sup>th</sup> level):** When you spend an action point to take an extra action, you also gain a +3 bonus to all defenses until the end of your next turn.

**Plate Mage (11<sup>th</sup> level):** You are proficient with plate armor.

**Rune Plate (16<sup>th</sup> level):** You gain resistance 2 against all damage and, while you are bloodied, you gain a +2 bonus to all defenses.

## Runic Knight Infusions

### Runic Bastion

Runic Knight Attack 11

*In an explosion of arcane light, foes are blown away and you become hardier of both body and mind.*

Encounter ♦ Arcane, Implement, Radiant

Standard Action Close burst 2

Target: each enemy in burst

Attack: Intelligence vs. Fortitude

Hit: 1d8 + Charisma modifier radiant damage and the target is pushed 1 square.

Effect: you gain a +3 power bonus to all defenses until the end of your next turn.

### Rejuvenating Sigil

Runic Knight Utility 12

*Through the arcane markings on your armor, you channel healing energies to close your wounds.*

Daily ♦ Arcane, Healing, Implement, Radiant

Minor Personal

Effect: You may spend a healing surge. You also gain regeneration 5 and a +2 bonus to AC until the end of the encounter.

### Invincible Ward

Runic Knight Attack 20

*For just a moment, no blow from an axe, no dragon's breath, and no mage's spell can harm you and arcane energy in your armor zaps all nearby foes.*

Daily ♦ Arcane, Implement, Lightning

Standard Action Close burst 1

Target: Each enemy in burst

Attack: Intelligence vs. Reflex

Hit: 3d10 + Charisma modifier lightning damage.

Effect: Until the end of your next turn, you are immune to all damage and any enemy that enters a square adjacent to you takes 10 lightning damage.

## Untinker

*“Demolition is my specialty, taking things apart to better understand to use them against my foes.”*

**Prerequisite:** Artificer Class

Just as easily as you create things, you destroy them even more easily. You continually take your creations apart and rebuild them with new improvements.

### Untinker Features

**Component Improvisation (11<sup>th</sup> level):** Once per day whenever you disenchant an item, you gain an action point.

**Rebuild (11<sup>th</sup> level):** When you disenchant an item, you may immediately create a higher level version of the same item. When you do so, you gain no residuum from the disenchant. Instead, for the component cost to craft the new item, you only pay the difference between the prices of the new and original items.

**Unmaking Shot (16<sup>th</sup> level):** Your strikes occasionally break your opponent's armor. Whenever you score a critical hit on an enemy, they take a -2 penalty to AC until the end of the encounter.

## Untinker Infusions

### Sabotage

Untinker Attack 11

*You unwind a loose screw in the construct and cause it to collapse in a big metal heap.*

**Encounter** ♦ Arcane, Implement

**Standard Action** Melee touch

**Target:** one construct or living construct

**Attack:** Intelligence vs. Fortitude

**Hit:** 2d10 + Intelligence modifier damage. The target is dazed (save ends), falls prone, and takes a -2 penalty to AC until the end of the encounter.

**Effect:** you gain a +3 power bonus to all defenses until the end of your next turn.

### Makeshift Defense

Untinker Utility 12

*Using spare parts you've collected over your ventures, you add extra protective plating to your armor.*

**Daily** ♦ Arcane

**Minor** Personal

**Effect:** You gain temporary hit points equal to your level and you gain a +4 power bonus to AC until the end of your next turn.

**Sustain Minor:** You can sustain the AC bonus for a number of rounds equal to your Intelligence modifier.

### Guillotine Wrench

Untinker Attack 20

*Large chunks of metal begin flying off your mechanical foe as a large astral wrench begins taking them apart.*

**Daily** ♦ Arcane, Conjuration, Force, Implement

**Standard Action** Ranged 10

**Target:** one construct or living construct

**Effect:** A large wrench made of force appears beside your target and attacks. The wrench lasts until the end of your next turn and follows the target until it leaves the power's range. You may make the wrench attack once per round as a minor action.

**Attack:** Intelligence vs. Fortitude

**Hit:** 2d10 + Intelligence modifier damage and the target is weakened (save ends).

**Sustain Minor:** The effect persists.

## Feats

Artificers have a handful of their own feats.

### Heroic Tier Feats

These feats are available to any artificer who meets the prerequisites.

### Attuned Magic Weapon

[Artificer]

**Prerequisites:** Artificer, must have crafted a magical weapon using the Enchant Magic Item ritual

**Benefit:** When you wield a magic weapon you've created yourself, you gain a +1 feat bonus to attack and damage rolls made with that weapon.

### Craft Homunculus

**Prerequisites:** Enchant Magic Item ritual, Con 13

**Benefit:** You can use the Craft Homunculus ritual to create a homunculus of your level or lower (See section of guide on constructs).

### Efficient Creation [Artificer]

**Prerequisites:** Artificer, Disenchant Magic Item ritual, Int 15

**Benefit:** You maintain a collection of useful parts and formulate ways to maximize the efficiency of the item creation process. When you use the disenchant magic item ritual on an item, the residuum you gain from it is worth 1/4 the item's price instead of 1/5 the item's price.

### Paragon Tier Feats

These feats are available to any artificer of 11<sup>th</sup> level or higher who meets the prerequisites.

### Craft Construct

**Prerequisites:** Enchant Magic Item ritual, Cha 13

**Benefit:** You can use the Craft Construct ritual to create a construct of your level or lower (See section of guide on constructs).

### Craft Elemental Vessel

[Artificer]

**Prerequisites:** Artificer, Enchant Magic Item ritual, Cha 15

**Benefit:** You can use the Craft Elemental Vessel ritual to create an elemental vessel of your level or lower (See section of guide on constructs).

## Epic Tier Feats

These feat are available to any artificer of 21<sup>st</sup> level or higher who meets the prerequisites.

### Crossbow Mastery

**Prerequisites:** Dex 21, Int 17

**Benefit:** When you make a ranged weapon attack with a crossbow, you can score a critical hit on a natural roll of 19 or 20.

### Item Mastery [Artificer]

**Prerequisites:** Artificer, must have crafted a magical weapon using the Enchant Magic Item ritual

**Benefit:** When you make a melee or ranged weapon attack with a magical weapon with which you are proficient and you crafted personally, you can score a critical hit on a natural roll of 19 or 20.

## Constructs

Some artificers have the ability to create constructs to serve as personal helpers, body guards, or machines of war. Building these constructs requires special rituals similar to the Enchant Magic Item ritual in the Player's Handbook. However, these rituals may have specific requirements in order to use them. These additional requirements are listed in the ritual's description.

## New Rituals

The rituals for construct creation are listed below.

### Craft Elemental Vessel

*By trapping large amounts of elemental power within a specially built arcane matrix, you enchant an otherwise ordinary sea-faring vessel to take to the sky.*

**Level:** 14  
**Category:** Creation  
**Time:** special  
**Duration:** Permanent  
**Requirements:** Craft Elemental Vessel feat

**Component Cost:** Special

**Market Price:** 4,800 gp

**Key Skill:** Arcana (no check)

You bind large amounts of elemental energy into an arcane matrix built into the chassis of a vehicle or vessel of some sort, creating an elemental vessel of your level or lower. The cost to create an elemental vessel is equal to the price of a magical item 3 levels higher than the vessel's level. The time needed to create an elemental vessel is variable largely due to size differences. The time needed to create an elemental is listed in its description in the magical items section of this guide.

### Craft Golem

*Channeling elemental energy from the arcane web permeating the universe, you bring your hulking creation to life.*

**Level:** 12  
**Category:** Creation  
**Time:** 1 day  
**Duration:** Permanent  
**Requirements:** Craft Construct feat

**Component Cost:** Special

**Market Price:** 2,600 gp

**Key Skill:** Arcana or Religion

(no check)



You channel elemental energy to bring a body made of various materials to life, resulting in the creation of a golem of your level or lower. The ritual's component cost id equal to the price of a magical item 3 levels higher than the golem's level.

A golem's creator has complete control over the golem's actions. Without its creator present, a golem tries to obey its last orders to the best of its ability.

### Craft Guardian

*Through a personally attuned amulet, you infuse a semblance of life into a body of metal and wood, giving rise to a loyal guardian awaiting your commands.*

**Level:** 14  
**Category:** Creation  
**Time:** 1 day  
**Duration:** Permanent  
**Requirements:** Craft Construct feat

**Component Cost:** Special, plus an amulet focus worth 1,000 gp  
**Market Price:** 4,800 gp  
**Key Skill:** Arcana (no check)

You attune a body of metal and wood to an enchanted control amulet and animate it with arcane power. As a result, you create a guardian of your level or lower. The component cost is equal to the price of a magic item 2 levels higher than the guardian's level.

A guardian is keyed to a control amulet during its creation and designates the owner of the amulet as its master. It obeys its master's commands to the best of its ability, although it is not very good for much besides combat and simple manual labor. It can also be instructed to perform tasks at specific times or under specific circumstances. If its master dies, the guardian will carry out its master's last commands to the best of its ability until its control amulet comes into the possession of a new owner and is given orders.

## Craft Homunculus

*Magic drawn from your own life force animates your loyal hand-and-forge crafted companion.*

**Level:** 4  
**Category:** Creation  
**Time:** 1 day  
**Duration:** Permanent  
**Requirements:** Craft Homunculus feat, 1 pint of the creator's blood.

**Component Cost:** Special  
**Market Price:** 175 gp  
**Key Skill:** Arcana (no check)

Through a complicated alchemical process, you create a servant molded of clay, forged of metal, or crafted from some other material whose level is less than or equal to your level. The ritual's component cost is equal to the price of a magic item 2 levels higher than the homunculus's level.

A pint of your blood is required to give the homunculus its life force. This makes the ritual a physically trying process for the creator that leaves them weakened for 24 hours after the ritual is performed.

The homunculus shares the same life force as its creator and is very much an extension of his or herself. As such, it shares its creator's alignment and basic personality and maintains a telepathic bond with its creator. Through this bond, the homunculus knows what its master knows and can inform its master about anything it sees or hears as long as its master is no more than 1,500 feet away.

Homunculi will obey their creator until he or she specifies a new owner, at which point the homunculus bonds with its new master.

## Magic Items

### Elemental Vessel

These vehicles use the powers of trapped elemental energies to provide the fastest and most amazing forms of transportation, ranging from airships in the sky to earth-gliding sleds.

### Airship Level 21

*A flying vessel powered by air or fire elemental energy.*  
**Elemental Vessel** 525,000 gp  
**Properties:** This flying vessel is similar in build to a sailing ship. It has a fly speed of roughly 40 squares (20 miles per hour, can hover), requires a crew of 15, and can carry up to 30 tons.

### Elemental Galleon Level 16

*A huge vessel powered by air or water elemental energy.*  
**Elemental Vessel** 105,000 gp  
**Properties:** This sea-faring vessel has a sailing speed of 40 squares (20 miles per hour), requires a crew of 20, and can carry up to 150 tons.

### Earth-Glider Sled Level 14

*A sled powered by earth elemental energy that seems to glide across even the roughest terrain.*  
**Elemental Vessel** 65,000 gp  
**Properties:** This sled has a speed of 20 squares (10 miles per hour), requires a crew of 3, and can carry up to 2 tons and 10 passengers. This vehicle ignores difficult terrain.

## Tools

If you are a member of a class that can use tools as an implement, you can apply the enhancement bonus of tools to the attack rolls and the damage rolls of any of your powers from that class that have the implement keyword, and you can use those tools' properties and powers. Members of other classes gain no benefit from wielding magic tools.

Tools are sets of specialized instruments, usually made from metal. Magical tools are often inscribed

with runes and are sought after by master artisans. As with most other implements, you can't make melee attacks with tools, unless specified in its description.

## Magic Tools Level 1+

*An enchanted set of tools, crucial as a part of any artificer's inventory.*

Lvl 1	+1	Lvl 16	+4
Lvl 6	+2	Lvl 21	+5
Lvl 11	+3	Lvl 26	+6

### Implement (Tools)

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

## Tools of Destruction Level 5+

*These tools adorned with vicious red runes were forged to destroy.*

Lvl 5	+1	Lvl 20	+4
Lvl 10	+2	Lvl 25	+5
Lvl 15	+3	Lvl 30	+6

### Implement (Tools)

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d10 damage per plus

**Power (Daily):** Minor Action. Use this power on an enemy within 10 squares. That enemy takes ongoing 5 damage (save ends) and until the end of your next turn, you and your allies ignore any resistance it has.

## Tools of Elemental Reinforcement Level 7+

*These tools harness extra elemental energy to improve your enchantments.*

Lvl 7	+2	Lvl 22	+5
Lvl 12	+3	Lvl 27	+6
Lvl 17	+4		

### Implement (Tools)

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Property:** Add these tools' enhancement bonus to any resistances possessed by adjacent allies.

**Power (Daily):** Free Action. Use this power when using an artificer power that has the enchantment keyword. The power's effect lasts for an additional round and improves any resistance provided by the power by 5.

## Tools of Reparation Level 2+

*These rune-covered tools crackle with reparative power, mending damaged objects and constructs.*

Lvl 2	+1	Lvl 17	+4
Lvl 7	+2	Lvl 22	+5
Lvl 12	+3	Lvl 27	+6

### Implement (Tools)

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d4 damage per plus

**Property:** When you use a power that restores a construct, living construct, or object's hit points, it regains an additional amount of hit points equal to half your level.

**Power (Daily):** Minor Action. Use this power on a construct or living construct within 10 squares. Remove any ongoing damage and any penalties to defenses or attack rolls afflicting the recipient. The recipient may also make a saving throw against any effects a save can end.

## Tools of the Dwarven Forge Level 8+

*Dwarf-crafted tools renowned for their power to maintain armor in the midst of battle.*

Lvl 8	+2	Lvl 23	+5
Lvl 13	+3	Lvl 28	+6
Lvl 18	+4		

### Implement (Tools)

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d8 fire damage per plus

**Power (Daily):** Minor Action. Use this power on yourself or on an adjacent ally. Remove any penalties to AC from the recipient and the recipient gains 5 temporary hit points per plus.

## War Wrench Level 4+

*A powerful tool that multitasks as an effective weapon.*

Lvl 4	+1	Lvl 19	+4
Lvl 9	+2	Lvl 24	+5
Lvl 14	+3	Lvl 29	+6

### Implement (Tools)

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d8 damage per plus

**Property:** This tool can also be used as a melee weapon treated as a handaxe with which you are considered proficient. When used to make a thrown attack, it will return to your hand when the attack is resolved.

## About the Author

Stephen Lindberg is an indie computer game developer in charge of his company, Neonair Games. He's been involved in tabletop role-playing since D&D 3.5 in high school. In various projects of his own, including a spoof of D&D called Duñgeons & Dargóns, he's applied his experience from amateur game design to homebrew material for hobby gaming.

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