

# DRAGON<sup>®</sup>

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## WHAT'S COMING NEXT

Our first 4th Edition issue is now one for the e-books. Based on what we've been hearing from everyone out there surfing the tubes, #364 seems to be a success. I certainly feel pretty happy with the content, and none of it would have been possible without the awesome support of the D&D Insider team, especially Bart Carroll, Stacy Longstreet, Chris Perkins, and Steve Winter, as well as the rest of RPG R&D. What a fantastic group!

If you've already glanced through the #364 compilation, you might have noticed that we made some changes—tweaks, really—to a few articles. It turns out that our new digital release medium allows us to make corrections to articles after they've gone live. So we're taking advantage of that fact, listening to our staff and readers like you, and making corrections to articles before the compilations go live. We're listening to all our fans and contributors, many of whom sent in helpful corrections, and we're more than willing to make changes as needed to give you the best possible D&D experience in these pages.

On another topic, over the next few months, you lucky readers are likely to notice something of a trend. We're going to be showing you all sorts of new features pretty much every month. At some point, we'll likely settle into a rhythm, but for now, we're taking the opportunity to finally launch some of the great ideas we've been kicking around the office for more than a year.

In this issue, we have an especially big surprise in store. As you've likely noticed—because, really, who stops to read the editorial when there's a juicy feature to download—the first of our new features is already

live. Our Playtest series will be a new recurring feature in Dragon. Every so often, we're getting clearance from the powers that be to showcase something (typically a class, but sometimes something else entirely) from a print product that might not even be in the catalog yet.

This month, we're bringing you a first look at a build from the artificer, which won't see print until the release of 4th Edition Eberron in 2009. The artificer is ready to drop right into your D&D game, whether you're playing an Eberron campaign or not. On top of that, it's completely RPGA legal, which means you should be rolling up your first artificer . . . now!

That said, these Playtest articles come with a pretty big disclaimer: These rules are subject to change. When the print version finally hits the shelves, it's likely—almost certain, in fact—that some of the features and powers of the class will have changed.

Other new features we'll be rolling out this month include the Codex of Betrayal, which is to devils as the Demonomicon of Iggwilv is to demon princes. Plus, the newly redesign Backdrop series is back, with a look at Cormyr, and our first 4th Edition Ecology article will also show up later this month. So stick around, keep sending in your feedback, and keep checking back with us every week!



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

#### CLASS TRAITS

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

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

**Key Abilities:** Intelligence, Constitution

**Armor Proficiencies:** Cloth, leather

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

**Implements:** Orbs, rods, staves, wands

**Bonus to Defenses:** +1 Fort, +1 Will

**Hit Points at 1st Level:** 12 + Constitution score

**Hit Points per Level Gained:** 5

**Healing Surges per Day:** 7 + Constitution modifier

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

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

**Build Option:** Battlesmith

**Class Features:** Arcane Replenishment, Healing Infusion



# PLAYTEST: ARTIFICER

by Logan Bonner, Mike Mearls & David Noonan

illustrations by William O'Connor

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

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

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

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

## CREATING AN ARTIFICER

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

### BATTLESMITH ARTIFICER

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

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

## ARTIFICER CLASS FEATURES

You have the following class features.

### ARCANE REPLENISHMENT

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

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

## COMPONENTS

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

## HEALING INFUSION

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

### Healing Infusion: Restorative Formula

Artificer Class Feature

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

**Encounter (Special) ♦ Arcane, Healing**

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

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

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

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

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

## WHAT'S A PLAYTEST ARTICLE

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

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

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

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

## ARTIFICER OVERVIEW

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

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

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

### Healing Infusion: Curative Admixture

#### Artificer Class Feature

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

**Encounter (Special) ♦ Arcane**

**Minor Action** Close burst 5

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

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

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

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

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

## RITUAL CASTER

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

## IMPLEMENTS AND WEAPONS

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

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

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

## ARTIFICER POWERS

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

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

