

HUGE NERD GAMES
PRESENTS

QUICK BUILDS: ANIMUS ARTIFICER



Quick Builds: Animus Artificer

HUGE NERD GAMES

Words and Layout ♦ Brian Stinson

Art ♦ Anthony Cournoyer



ANIMUS ARTIFICER

ANIMUS ARTIFICER

The animus is the driving force behind all things, the spark that gives motion to the motionless. Arcane, divine, primal; no one source can truly claim the animus, for it seems more ancient than them all. It's the substance of ghosts and spirits, the animating principle behind elementals, the essence of enchanted weapons and armor, and for you, the most potent weapon an artificer can wield.

You are a student of the animus, using this lifeblood (both figuratively and literally) to power your spells and inventions.

LEVEL 1 AT-WILL SPELLS

Animus Shield Artifice: An etched rod is often the first device created by a fledgling animus artificer, and its ability to manifest small portions of its own magical energy as a reactive shield makes it an invaluable tool. Recharging it with ambient energy is a simple enough matter that it is essentially inexhaustible.

Animus Shield Artificer Attack 1

A glowing shield of magical force, created from the life force of the ally it protects, releases its energy in a vengeful blast when broken.

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

Standard Action Close burst 5

Primary Target: You or one ally in the burst

Effect: The target gains temporary hit points equal to your Constitution modifier. If these temporary hit points are lost before the end of your next turn, make the following attack as a free action:

Secondary Target: One creature within 5 squares of the primary target.

Attack: Intelligence vs. Fortitude

Hit: 1d8 + Intelligence modifier force damage.

Level 21: 2d8 + Intelligence modifier force damage.

Spring to Life Artifice: Before adventuring, you attach small, coin-sized devices to each party member's weapon or implement. With a flick of a wrist the device activates, using the ebb and flow of its owner's animus to perform a simple mimicked attack of its own accord.

Spring to Life Artificer Attack 1

Diligent practice builds up not only muscle memory, but something more innate. Like a conductor's baton your rod activates the subject's animus, duplicating an attack.

At-Will ♦ **Arcane, Implement**

Standard Action Ranged 5

Target: One ally

Effect: The target makes a basic attack with a +1 power bonus to the attack roll. If the ally is bloodied, the attack deals additional damage equal to your Constitution modifier on a hit.

Level 21: The attack deals additional damage equal to your Constitution modifier, or twice your Constitution modifier if the ally is bloodied.

WHAT IS THE ANIMUS?

The body and soul are only two of the fundamental parts that make up a mortal creature; between them lies the animus. Also known as a creature's "essence" or "vital force", it grants motion and rudimentary intelligence to the lifeless and is the basis of many innate supernatural abilities, such as resistance to energy or levitation. For instance, while a rock is composed only of matter, an earth elemental has an animus that brings it to life. The magical properties of enchanted items stem from the animus as well, although obviously in much smaller quantities. Other creatures include golems, which are bodies created with an artificial animus, lesser primal spirits, who guard the natural world by instinct alone, and ghosts, who are an undead soul and animus, but no body.

LEVEL 1 ENCOUNTER SPELLS

Bloodied Animation Artifice: Essence, spirit, life-force; whatever others call it, the animus suffuses the body, and is found most potently in the blood. The release of animus from wounds sustained in battle can be gathered, harnessed, and used to fuel a powerful reaction with this bowl-shaped device. Once calibrated to the signatures of your allies, it can automatically detect the blood of its subjects and absorb the discharged animus, to be used later.

Bloodied Animation Artificer Attack 1

Shed blood powers a collection device, which supercharges the subject's body and allows for a furious counterattack.

Encounter ♦ Arcane, Implement

Immediate Reaction Close burst 10

Trigger: An ally within the burst becomes bloodied

Effect: Once before the end of the encounter, you can use the Bloodied Activation power on an ally of your choice.

Bloodied Activation Artificer Attack 1

At-Will ♦ Arcane, Implement

Standard Action Ranged 10

Requirement: The power Bloodied Animation must be active in order to use this power.

Target: One ally in range

Hit: The target can take two free actions to perform any combination of the following actions, but only one of each: shift its speed, make a basic attack, spend a healing surge.

LEVEL 1 DAILY SPELLS

Animated Force Artifice: Contained within a smoky sphere is an animated force, an arcane creation of pure animus. Unlike a ghost it has no soul and is not truly undead, but still responds to the commands of its owner. You can use it to temporarily possess the bodies and weapons of your enemies, causing them to strike themselves.

Animated Force Artificer Attack 1

An ethereal presence from a glass sphere is unleashed, using its animating powers to make your opponents swing wildly and hurt themselves.

Daily ♦ Arcane, Conjuration, Implement

Standard Action Ranged 5

Effect: You conjure an animated force in an unoccupied square within range. The force lasts until the end of your next turn. As a move action, you can move the force up to 5 squares. You can use the Animated Force Attack power using the force, and on the turn you conjure the force, you use that power as part of using this power.

Sustain Minor: The force persists.

Animated Force Attack Artificer Attack 1

At-Will ♦ Arcane, Implement

Standard Action Melee 1

Requirement: The power Animated Force must be active in order to use this power.

Target: One creature

Attack: Intelligence vs. Reflex

Hit: The target makes a basic attack against itself and hits. If the target has multiple basic attacks, you choose which attack it uses. In addition, the target grants combat advantage until the end of your next turn.

LEVEL 2 UTILITY SPELLS

Binding Enchantment Artifice: Runes of binding are some of the most elaborate and strict symbols that can be cast, and one errant mark can disrupt the entire effect. Conveniently this portable ink press removes the margin of error, enabling you to focus on charging--or even overcharging--the runes it imprints.

Binding Enchantment Artificer Utility 2

With a stamp of your ink press, a binding enchantment temporarily links an object to its owner's essence.

Daily ♦ Arcane

Minor Action Melee touch

Target: One creature and one object held or worn by the creature

Effect: You place a binding enchantment on the targets that lasts for 5 minutes or until the end of the encounter. As long as the targets are within 10 squares of each other, once per round the creature can spend a free action to teleport the object into their space and may instantly equip the object without spending an action.

Special: When using this power, you can choose to spend a healing surge but regain no hit points. If you do, the effect lasts until the end of the creature's next extended rest, and the creature can use this power's effect as long as the targets are within 100 squares of each other and does not need line of sight or line of effect.

LEVEL 3 ENCOUNTER SPELLS

Dampen Essence Artifice: While the animus governs motion, it also represents a more fundamental, more integral part of an object or creature. With this three-pronged device, you can project a ray that temporarily tampers with the target's basic essence, stripping away innate magical defenses.

Dampen Essence Artificer Attack 3

Your invention shines a scouring ray that suppresses magical and elemental defenses.

Encounter ♦ Arcane, Force, Implement

Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Will

Hit: Until the end of your next turn, each of the target's existing resistances are reduced by 5, and each of the target's immunities become resist 10 instead. Then, the target takes 1d10 + Intelligence modifier force damage.

LEVEL 5 DAILY SPELLS

Animus Clockwork Artifice: While this small clockwork machine may look like a toy, the glass baubles that adorn it are not decorations; rather, it's equipped with containers that can be filled with expended animus from living creatures. With enough power, it can then project the stored energy as a shield.

Animus Clockwork Artificer Attack 5

A clanking humanoid machine whirrs to life at your command, its empty enchanted containers ready to be filled with life energy.

Daily ♦ Arcane, Implement, Summoning
Minor Action Ranged 10

Effect: You summon an animus clockwork in an unoccupied square in range. The clockwork is an ally to you and your allies.

The clockwork lacks action of its own. Instead, you spend actions to command it mentally, choosing from the actions in its description. You don't need line of effect to the clockwork to command it. When you command the clockwork, the two of you share knowledge but not senses.

When the clockwork makes a check, you make the roll using your game statistics, not including temporary bonuses or penalties.

The clockwork lasts until it drops to 0 hit points, at which point you lose a healing surge (or hit points equal to your healing surge value if you have no surges left). Otherwise, it lasts until you dismiss it as a minor action or until the end of the encounter.

Animus Clockwork Summoned Creature Small elemental construct

HP your bloodied value; **Healing Surges** none, but you can spend a healing surge for the clockwork if an effect allows it to spend one **Defenses** your defenses, not including any temporary bonuses or penalties

Speed 5

Immune charm, fear

☼ Animus Collection ♦ Aura 3

Whenever an ally in the aura takes damage, the clockwork gains 5 temporary hit points.

⚔ Standard Action ♦ At-Will

Attack: Melee 1; Intelligence + 4 vs. Reflex
Hit: 1d8 + Intelligence modifier damage.

Effect: If the clockwork has any temporary hit points, it can transfer them to an adjacent ally as a free action.

⚔ Immediate Reaction ♦ At-Will

Trigger: An adjacent enemy becomes bloodied

Target: The triggering enemy

Attack: Melee 1; Intelligence + 4 vs. Reflex
Hit: 1d8 + Intelligence modifier damage.

Effect: The clockwork gains 10 temporary hit points.

Minor Action ♦ At-Will (1/round)

Effect: The clockwork crawls, runs, stands up, shifts, squeezes, or walks.

LEVEL 6 UTILITY SPELLS

Whirling Enchantment Artifice: Within many magical items lies a well of dormant energy waiting to be harnessed. This rotating etching device is perfectly suited for inscribing hilts, handles, and rods with a spell that can transform the enchanted object's latent animus into a whirlwind escape. With a little bit of your own animus, the effect can be made even more dramatic as well.

Whirling Enchantment Artificer Utility 6

The momentum of an enchanted item's attack is combined with its dormant magical power into a graceful, spinning burst of flight.

Daily ♦ Arcane

Minor Action **Melee touch**

Target: One weapon or implement

Effect: You place a whirling enchantment on the target that lasts for 5 minutes or until the end of the encounter. Once per round, when the target's wielder makes an attack on their turn, they can fly 3 squares after the attack is resolved.

Special: When using this power, you can choose to spend a healing surge but regain no hit points. If you do, the target's wielder can instead fly up to their speed, and does not provoke opportunity attacks while flying.

LEVEL 7 ENCOUNTER SPELLS

Spiritual Armor Artifice: It might not be a holy symbol, but the inscribed metal disk you hold can still work miracles. With a toss it seeks out one of your allies, attaching magnetically as it clicks its components into place and activates its runes. The resulting burst of animus is nearly blinding, but is quickly utilized by the device to form a barrier around the ally.

Spiritual Armor Artificer Attack 7

A piece of your ally's essence is unleashed, which you then harness to create a shimmering protective aura.

Encounter ♦ Arcane, Force, Implement, Radiant

Standard Action **Ranged 10**

Target: One ally

Effect: The target gains 10 temporary hit points. Until these temporary hit points are expended, the target cannot be critically hit. Then, make the following close burst attack using the target's square as the origin:

Secondary Target: Each enemy adjacent to the primary target.

Attack: Intelligence vs. Reflex

Hit: 1d6 + Intelligence modifier force and radiant damage.

LEVEL 9 DAILY SPELLS

Animus Siphon Artifice: Draining the soul is usually the hallmark of necromancers and the undead. You, on the other hand, are using the complex clicking sphere set into your rod to merely drain the *animus*, which you assure your allies is very different from a technical standpoint and thus completely moral. Even then, it's hard to argue with results: the longer you sustain the siphon, the weaker the target becomes.

Animus Siphon Artificer Attack 9

An ever-rotating orb mounted on an engraved rod tugs at an enemy's vital force, sapping with greater intensity as it charges to full power.

Daily ♦ Arcane, Force, Implement, Necrotic
Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 3d6 + Intelligence modifier force and necrotic damage, and the target takes a -2 penalty to all defenses until the end of your next turn.

Miss: Half damage, and the target takes a -1 penalty to all defenses until the end of your next turn. Even if you miss, you can sustain this power on your next turn, but the attack deals half damage whenever you sustain it.

Sustain Standard: You repeat the attack against the target as long as it is within range. On a hit, the penalty to defenses increases by 1, to a maximum of -5. On a miss, you can't sustain this power.

LEVEL 10 UTILITY SPELLS

Transposing Enchantment Artifice: While teleporting inanimate objects is simple, doing so to living beings is an extremely precise science, one with centuries of theory and experimentation behind it. With the enchantments you've etched onto a pair of magnetic clamps, though, you've decided to work smarter, not harder: switch the places of two weapons, and their wielders will be pulled along for the ride. Much simpler, you think.

Transposing Enchantment Artificer Utility 10

Flavor text.

Daily ♦ Arcane

Minor Action Close burst 3

Target: Two weapons or implements held by two different creatures in the burst

Effect: You place a transposing enchantment on each target that lasts for 5 minutes or until the end of the encounter. As long as the targets are within 10 squares of each other, one target's wielder can spend a move action to teleport themselves and the other target's wielder, swapping positions.

Special: When using this power, you can choose to spend a healing surge but regain no hit points. If you do, the target's wielders can use this power's effect while within 50 squares of each other and do not need line of sight or line of effect to teleport.

LEVEL 13 ENCOUNTER SPELLS

Animus Overcharge Artifice: A small red shard of energy floats within this inscribed container, just waiting for a body to supercharge. You've collected it from the energy in the blood spilt in the previous battle, and when unleashed this boost of animus gives its host amazing strength, turning heroes into legends.

Animus Overcharge **Artificer Attack 13**

Flavor text.

Encounter ♦ **Arcane, Force, Implement**

Standard Action **Ranged 10**

Target: One ally in range

Effect: The target can shift up to its speed and use an unaugmented at-will attack power of its choice. If the attack hits, it deals an additional 1d6 extra force damage to up to 3 other enemies within 3 squares of the target.

LEVEL 15 DAILY SPELLS

Dancing Weapon Artifice: Can an animus be duplicated? Your notes seem to think so, and testing it on your allies' weapons and implements is top priority. If it works, you'll be able to create a spectral clone that can copy not just its properties, but the wielder's most common attack strategies as well.

Dancing Weapon **Artificer Attack 15**

With a tug of this jeweled rod a second weapon splits from your ally's hand, floating in midair and attacking on command.

Daily ♦ **Arcane, Force, Implement**

Standard Action **Ranged 10**

Target: One ally in range

Effect: The target gains a dancing weapon until the end of your next turn. While it has a dancing weapon, it can spend a minor action to use an unaugmented at-will attack power of its choice, dealing force damage instead of the power's usual damage type.

Sustain Minor: The effect persists..

LEVEL 16 UTILITY SPELLS

Repelling Enchantment Artifice: There are many types of animus, and not all are compatible with each other. This clicking machine can type the necessary runes into armor or clothes to adjust the animus just so, making its subject repel anyone that gets too close. With a little blood, you can clarify the runes to only affect anything that would cause harm.

Repelling Enchantment Artificer Utility 16

With these machine-printed magic runes, you can automatically push away others in a burst of animus force.

Daily ♦ Arcane

Minor Action Melee touch

Target: One piece of armor

Effect: You place a transposing enchantment on the target that lasts for 5 minutes or until the end of the encounter. While enchanted, creatures that start their turn adjacent to the target's wearer are pushed 1 square.

Special: When using this power, you can choose to spend a healing surge but regain no hit points. If you do, you and allies are not pushed by this power's effect, and enemies are instead pushed 2 squares. In addition, the target's wearer cannot be grabbed and gains a +2 power bonus to saving throws.

LEVEL 17 ENCOUNTER SPELLS

Scramble Energy Artifice: Magical defenses, even when innate, are still part of a subject's animus and are under your command. This artifice may look like a strange pair of binoculars, but the dangerous animus-scrambling rays it emits are unlike anything your enemies have yet seen.

Scramble Energy Artificer Attack 17

These short telescopes aren't just for spying, but for detecting and modifying the elemental defenses of your enemies.

Encounter ♦ Arcane, Force, Implement
Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Will

Hit: You learn the target's current immunities, resistances, and vulnerabilities. Then, choose up to two of them. You can change each separately to a type chosen from the following list: acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, thunder. This change lasts until the end of your next turn. Then, the target takes 3d10 + Intelligence modifier force damage.

LEVEL 19 DAILY SPELLS

Animus Titan Artifice: Bigger is better, and your upgrade of the original animus clockwork is much better, you must say. This towering colossus folds neatly out of an extra-dimensional storage space and features huge reservoirs to capture ambient animus. It can use this animus to form a defensive shield around an ally... or annihilate your enemies.

Animus Titan Artificer Attack 19

An enormous creation of bronze and steel wades onto the battlefield, its empty animus globes waiting to be filled with blood.

Daily ♦ Arcane, Implement, Summoning
Minor Action Ranged 10

Effect: You summon an animus titan in an unoccupied 2x2 space in range. The titan is an ally to you and your allies.

The titan lacks action of its own. Instead, you spend actions to command it mentally, choosing from the actions in its description. You don't need line of effect to the titan to command it. When you command the titan, the two of you share knowledge but not senses.

When the titan makes a check, you make the roll using your game statistics, not including temporary bonuses or penalties.

The titan lasts until it drops to 0 hit points, at which point you lose a healing surge (or hit points equal to your healing surge value if you have no surges left). Otherwise, it lasts until you dismiss it as a minor action or until the end of the encounter.

Animus Titan Summoned Creature Large elemental construct

HP your bloodied value; **Healing Surges** none, but you can spend a healing surge for the clockwork if an effect allows it to spend one
Defenses your defenses + 2, not including any temporary bonuses or penalties

Speed 5

Immune charm, fear

☀ Animus Collection ♦ Aura 3

Whenever a creature in the aura takes damage, the titan gains 2 temporary hit points. Whenever an ally in the aura is bloodied, the titan gains 10 temporary hit points. These temporary hit points stack.

⚔ Standard Action ♦ At-Will

Attack: Melee 1; Intelligence + 7 vs. Reflex
Hit: 2d10 + Intelligence modifier damage plus 1 force damage for each temporary hit point the titan has. Then, the titan loses all of its temporary hit points.

⚔ Minor Action ♦ At-Will

Effect: If the titan has any temporary hit points, it can lose them to grant an adjacent ally twice that amount.

Minor Action ♦ At-Will (1/round)

Effect: The titan crawls, runs, stands up, shifts, squeezes, or walks.

LEVEL 22 UTILITY SPELLS

Inverting Enchantment Artifice: Gravity and speed are no match for your mastery of the animus, and neither are your enemies' spells. This small blinking horseshoe attaches to a boot or cape and when activated, if you're speaking technically, turns down into up and slow into fast.

Inverting Enchantment **Artificer Utility 22**

While difficult to explain to those without in-depth animus knowledge, this enchantment modifies effects that would slow you into effects that create speed.

Daily ♦ **Arcane**

Minor Action **Melee touch**

Target: One piece of armor

Effect: You place an inverting enchantment on the target that lasts for 5 minutes or until the end of the encounter. The target's wearer gains a +2 power bonus to speed and doubles any distance jumped. Additionally, whenever the target's wearer would be slowed, they are instead granted an additional +2 bonus to speed for the duration of the slowing effect.

Special: When using this power, you can choose to spend a healing surge but regain no hit points. If you do, the target's wearer gains a fly speed equal to their speed, and whenever the target's wearer would be immobilized, they are instead granted an additional +5 bonus to speed for the duration of the immobilizing effect.

LEVEL 23 ENCOUNTER SPELLS

Forceful Expulsion Artifice: Like a gyroscope, this artifice spins around a glowing center. When the energy it contains is released, it causes a chain reaction in your allies' animus that creates a dazzling explosion of force shields.

Forceful Expulsion **Artificer Attack 23**

Nearly simultaneously, this orb makes your allies' animus burst into shimmering shields of force, damaging any unlucky enemies nearby.

Encounter ♦ **Arcane, Force, Implement, Radiant**

Standard Action **Close burst 10**

Primary Target: Each ally in the burst

Effect: Make a secondary attack in a close burst 2 of the primary target:

Secondary Target: Each enemy in the burst.

Attack: Intelligence vs. Reflex

Hit: 2d12 + Intelligence modifier force and radiant damage, and the primary target gains 5 temporary hit points. These temporary hit points stack.

LEVEL 25 DAILY SPELLS

Trap the Animus Artifice: Once again, you must remind your allies that trapping an animus is very different than trapping a soul, as the two are very distinct and in two completely different schools of magic. This snaring laser-like device certainly gets the job done, however.

Trap the Animus Artificer Attack 25

A ray projected from this artifice begins to siphon the essence of your enemy, becoming more powerful as the enchantment charges.

Daily ♦ Arcane, Force, Implement, Necrotic, Reliable

Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 4d8 + Intelligence modifier force and necrotic damage, and the target is slowed (save ends). Then, each ally within 5 squares of the target can shift 2 squares.

First Failed Saving Throw: The target is immobilized (save ends), and each ally within 5 squares of the target can shift 5 squares.

Each Additional Failed Saving Throw: The target is stunned (save ends), and each ally within 5 squares of the target can immediately spend a standard action.

LEVEL 27 ENCOUNTER SPELLS

Enchantments Unleashed Artifice: The small coin devices you've placed on your allies' weapons and implements have been upgraded, and you now can unleash the fury of their enchantments at your command.

Enchantments Unleashed Artificer Attack 27

With a battlecry and a button press, your allies strike with a synchronized magical attack.

Encounter ♦ Arcane, Implement

Standard Action Close burst 10

Target: Each ally in the burst

Effect: The target can use an unaugmented at-will attack power of their choice or charge an enemy of their choice within range. If the target attacks and hits with an enchanted weapon or implement, that weapon or implement triggers its properties as if it had scored a critical hit.

LEVEL 29 DAILY SPELLS

Transcendent Animus Artifice: It looks differently for every artificer: a jewel-encrusted rod, a complex whirling orb, a pulsing clanking machine. What they all have in common is their ability to unite their allies' animus as one, creating a fighting force unseen by god or mortal.

Transcendent Animus Artificer Attack 29

With your animus as one, you are unstoppable.

Daily ♦ **Arcane, Implement**

Standard Action Personal

Effect: You gain an aura 10 until the end of the encounter. You and allies in the aura share vulnerabilities, resistances, immunities, speeds, and movement modes, always using the highest of each. Whenever you or an ally in the burst uses an at-will or encounter attack power, you can spend a free action to repeat the attack using your space or the space of another ally in the burst as the origin square of the attack.

LIFEBLOOD ANIMATOR

"The blood of heroes courses through our veins, and nothing is a better fuel."

Prerequisite: Artificer, Healing Infusion class feature

Animus is your weapon, and you've found that blood contains it at its purest. With an array of blood-powered devices and enchantments, you have the power to spend your life to take the life of others. Be careful however, for the power you wield can leave you just as weak as the enemies you use it on; but what's a little blood between you and progress?

LIFEBLOOD ANIMATOR PATH FEATURES

Font of Fortitude (11th Level): You gain one additional healing surge and become trained in Endurance. In addition, each ally within 10 squares of you not trained in Endurance gains a +2 power bonus to Endurance checks.

Life-Extending Action (11th Level): When you spend an action point to take an extra action, you can spend a healing surge but regain no hit points. Instead, one ally you can see gains temporary hit points equal to your healing surge value + your Intelligence modifier.

Revive and Animate (16th Level): Once per turn, when you use a Healing Infusion power on an ally or grant an ally temporary hit points, that ally can shift 1 square as a free action.

LIFEBLOOD ANIMATOR SPELLS

Compelling Activation Artifice: A strip of flexible metal has been pounded paper flat, allowing you to more easily imprint the runes you need. Wrapped around a wand or rod, it allows the release of the implement's magical essence in such a way that it attracts your ally's attacks almost automatically. Of course, if the effect isn't powerful enough, you could always apply a little blood as well...

Compelling Activation

Lifeblood Animator Attack 11

The magical energy discharged from your implement is a magnet for the attacks of your allies, even more so if you shed a little blood.

Encounter ♦ Arcane, Force, Implement

Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 3d6 + Intelligence modifier force damage, and one ally adjacent to the target can make a basic attack against the target as a free action.

Effect: You can choose to spend a healing surge but regain no hit points. If you do, up to two allies within 5 squares of you can make a basic attack against the target as a free action.

Lifblood Decanter Artifice: You've created a magical jar that can duplicate and store the small pieces of animus you conjure. With a word of power and a wave of your bloodied hand, the jar unleashes its magic on an ally, granting them a surge of life.

Lifblood Decanter

Lifblood Animator Utility 12

This decanter siphons small pieces of the animus of your allies, but only your blood will allow it to be opened to spread its bounty.

Daily ♦ Arcane

Minor Action

Personal

Effect: You gain a lifblood decanter, which grants you an aura 10 until the end of the encounter. Whenever you or an ally in the aura is granted temporary hit points, one-half of those temporary hit points are copied and stored in the decanter. While the decanter has temporary hit points, you can spend a minor action to spend a healing surge but regain no hit points. If you do, you or one ally in the aura gains temporary hit points equal to your healing surge value + the amount of temporary hit points in the decanter. Then, the effect ends.

Exsanguinating Enchantment Artifice: This spike-covered device is menacing, but even more menacing is the abilities it can unlock in an ally when fed the blood of a mortal. With but a prick, the blood of your enemies will flow.

Exsanguinating Enchantment

Lifblood Animator Attack 20

Blood for blood is your motto, and the blood you spend with this device lets an ally shed even more with their attacks.

Daily ♦ Arcane, Force, Implement

Standard Action Ranged 5

Primary Target: One ally

Effect: You spend a healing surge but regain no hit points. Then, the target uses an unaugmented at-will attack power. If the attack hits, you can use the Exsanguinating Enchantment Power on the target without spending an action. Once before the end of the encounter, when the target hits with an attack, the target can choose to spend a healing surge but regain no hit points. If the target does, you can repeat the Exsanguinating Enchantment Power on the target. Then, the effect ends.

Exsanguinating Enchantment Power

Artificer Attack

At-Will ♦ Arcane, Force, Implement

Requirement: The power Exsanguinating Enchantment must be active in order to use this power.

Target: The primary target

Effect: Each time you use this power, choose one of the following effects:

- The primary target's triggering attack deals additional force damage equal to the value of the healing surge spent to use this power.
- The primary target's triggering attack also stuns one if its targets until the end of the primary target's next turn.
- The primary target gains resist 10 to all damage until the end of its next turn.