D&D BEYOND

Seraphina Lightbrew

CHARACTER NAME

Artificer 14	
CLASS & LEVEL	PLAYER NAME
Aasimar	Guild Artisan / Guild Merc
RACE	BACKGROUND / EXPERIENCE POINTS

STRENGTH	-1 (8)
DEXTERITY	+1 (12)
CONSTITUTION	+3 (17)
INTELLIGENCE	+5 (20)
WISDOM	+0 (10)
CHARISMA	+1 (13)

SAVING THROWS

○	-1	Strength
○	+1	Dexterity
⊙	+8	Constitution
⊙	+10	Intelligence
○	+0	Wisdom
○	+1	Charisma

Saving Throw Modifiers

SKILLS

○	+1	Acrobatics	DEX
○	+0	Animal Handling	WIS
Ⓟ	+10	Arcana	INT
○	-1	Athletics	STR
○	+1	Deception	CHA
○	+5	History	INT
Ⓟ	+5	Insight	WIS
○	+1	Intimidation	CHA
Ⓟ	+10	Investigation	INT
○	+0	Medicine	WIS
○	+5	Nature	INT
○	+0	Perception	WIS
○	+1	Performance	CHA
Ⓟ	+6	Persuasion	CHA
○	+5	Religion	INT
○	+1	Sleight of Hand	DEX
○	+1	Stealth	DEX
○	+0	Survival	WIS
○			
○			
○			

INITIATIVE: +1

ARMOR CLASS: 20

Resistances - Necrotic, Radiant

DEFENSES

INSPIRATION

PROFICIENCY BONUS: +5

ABILITY SAVE DC

30 ft. (Walking)

SPEED

Max HP	Current HP	Temp HP
115		--

HIT POINTS

Total 14d8

HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

=== ARMOR ===
Light Armor, Medium Armor, Shields

=== WEAPONS ===
Firearms, Simple Weapons

=== TOOLS ===
Alchemist's Supplies, Brewer's Supplies, Cook's Utensils, Thieves' Tools, Tinker's Tools

=== LANGUAGES ===
Celestial, Common, Primordial

PROFICIENCIES & LANGUAGES

=== ACTIONS ===
Standard Actions
Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object

Healing Hands • 1 / Long Rest
As an action, you can touch a creature and heal it for 5d4 hit points.

Magical Tinkering • 5 / Other
Imbue a Tiny nonmagical object with a magical property of your choice: 5ft. radius light, up to 6 second long recorded message, emits odor or nonverbal sound, static visual effect including up to 25 words of text. You can affect a maximum of 5 objects at a time.

=== BONUS ACTIONS ===

While holding the Radiant Weapon, the wielder can take a bonus action to cause it to shed bright light in a 30-foot radius and dim light for an additional 30 feet.

Celestial Revelation • 1 / Long Rest
Once per long rest, you can use a bonus action to transform using your revelation which lasts for one minute or until you end it as a bonus action.

Celestial Revelation (Radiant Soul)
While transformed, you have a flying speed equal

ACTIONS

15	PASSIVE WISDOM (PERCEPTION)
15	PASSIVE WISDOM (INSIGHT)
25	PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 60 ft., Unknown 5 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Crossbow, light	+7	1d8+2 Piercing	Infusion: Radiant Weapon, 4/4 Charges, Simple, Ammunition, Loading, Range, Two-Handed, Range (80/320)
Dagger	+6	1d4+1 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)
Unarmed Strike	+4	0 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

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Aasimar	Guild Artisan / Guild Merc
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=== ARTIFICER FEATURES ===

* Hit Points • TCoE 10

* Proficiencies • TCoE 10

* Magical Tinkering • TCoE 11
Imbue a Tiny nonmagical object with a magical property of your choice: 5ft. radius light, up to 6 second long recorded message, emits odor or nonverbal sound, static visual effect including up to 25 words of text. You can affect a maximum of 5 objects at a time.

| 5 / Other • 1 Action

* Spellcasting • TCoE 11
You can cast prepared artificer spells using INT as your spellcasting modifier (Spell DC 18, Spell Attack +10) and prepared artificer spells as rituals if they have the ritual tag. You must have a spellcasting focus — specifically thieves' tools or some kind of artisan's tool — in hand when you cast any spell with this feature.

* Infuse Item • TCoE 12
Whenever you finish a long rest, you can touch up to 5 nonmagical objects, imbuing each of them with one of your artificer infusions, turning it into a magic item. You can attune yourself to the item the instant you infuse it, or you can forgo attunement so that someone else can attune to the item.

Your infusion remains in an item indefinitely, but when you die, the infusion vanishes after 5 days. The infusion also vanishes if you give up your knowledge of the infusion or you exceed your maximum number of infusions.

| 5 / Other • Special

* Artificer Infusions • TCoE 12
You have invented numerous magical infusions that rapidly create magic items. Each infusion tells you the type of item that can receive it and if the resulting magic item requires attunement.
Some infusions specify a minimum artificer level, and unless an infusion's description says otherwise, you can't learn it more than once.

* Artificer Specialist • TCoE 13
The type of specialist are:

| Alchemist

* The Right Tool for the Job • TCoE 13
With thieves' tools or artisan's tools in hand, you can magically create one set of artisan's tools in an unoccupied space within 5 feet of you. This creation requires 1 hour of uninterrupted work, which can coincide with a short or long rest. Though the product of magic, the tools are nonmagical, and they vanish when you use this feature again.

| 1 Hour

* Tool Proficiency • TCoE 14
You gain proficiency with alchemist's supplies. If you already have this proficiency, you gain proficiency with one other type of artisan's tools of your choice.

* Alchemist Spells • TCoE 14
You always have certain spells prepared after you reach particular levels in this class, as shown in the Alchemist Spells table.

* Experimental Elixir • TCoE 14
Whenever you finish a long rest, you can magically produce up to 2 experimental elixir(s), each in an empty flask you touch. Roll for each elixir's effect separately. Each elixir requires its own flask.

* Ability Score Improvement • TCoE 13

* Alchemical Savant • TCoE 15
Whenever you cast a spell using your alchemist's supplies as the spellcasting focus, you gain a +5 bonus to one roll of the spell. That roll must restore hit points or be a damage roll that deals acid, fire, necrotic, or poison damage.

| Special

* Tool Expertise • TCoE 13
Your proficiency bonus is doubled for any ability check you make that uses your proficiency with a tool.

| Special

* Flash of Genius • TCoE 13
When you or another creature you can see within 30 feet of you makes an ability check or a saving throw, you can use your reaction to add +5 to the roll.
You can use this feature 5 times, regaining uses on finishing a long rest.

| 5 / Long Rest • 1 Reaction

* Restorative Reagents • TCoE 15
Whenever a creature drinks an experimental elixir you created, the creature gains temporary hit points equal to 2d6 + 5.
You can cast lesser restoration without expending a spell slot and without preparing the spell, provided you use alchemist's supplies as the spellcasting focus. You can do so a number of times equal to your Intelligence modifier (minimum of once), and you regain all expended uses when you finish a long rest.

* Magic Item Adept • TCoE 13
You can now attune to up to four magic items at once. If you craft a magic item with a rarity of common or uncommon, it takes you a quarter of the normal time, and it costs you half as much of the usual gold.

FEATURES & TRAITS

CP	0
SP	0
EP	0
GP	23
PP	19

WEIGHT CARRIED
129.34 lb.

ENCUMBERED
120 lb.

PUSH/DRAG/LIFT
240 lb.

NAME	QTY	WEIGHT
Bag of Holding	1	15 lb.
Cloak of Displacement	1	--
All-Purpose Tool, +2	1	--
Emerald Pen	1	--
Shield	1	6 lb.
Breastplate	1	20 lb.
Dagger	1	1 lb.
Crossbow, light	1	5 lb.
Crossbow Bolts	20	1.5 lb.
Backpack	1	5 lb.
Case, Crossbow Bolt	1	1 lb.
Clothes, Traveler's	1	4 lb.
Component Pouch	1	2 lb.
Pouch	1	1 lb.
Rope, Silk (50 feet)	1	5 lb.

NAME	QTY	WEIGHT
Signet Ring	1	--
Cloak of Protection	1	--
Potion of Healing (Greater)	2	1 lb.
Enduring Spellbook	1	--
Bead of Nourishment	10	--
Bedroll	1	7 lb.
Healer's Kit	1	3 lb.
Lantern, Bullseye	1	2 lb.
Mess Kit	1	1 lb.
Oil (flask)	6	6 lb.
Tinderbox	1	1 lb.

ATTUNED MAGIC ITEMS	QTY	WEIGHT
Cloak of Displacement	1	--
All-Purpose Tool, +2	1	--
Shield	1	6 lb.

EQUIPMENT

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D&D BEYOND

Seraphina Lightbrew	Artificer 14	
CHARACTER NAME	CLASS & LEVEL	PLAYER NAME
	Aasimar	Guild Artisan / Guild Merc
	RACE	BACKGROUND / EXPERIENCE POINTS

* Spell-Storing Item ? TCoE 13
Whenever you finish a long rest, you can store a 1st- or 2nd-level Artificer spell, that requires 1 action to cast, in a simple or martial weapon, or spellcasting focus.

While holding the object, a creature can take an action to produce the spell ' s effect from it, using your spellcasting ability modifier of +5. If the spell requires concentration, the creature must concentrate. The spell stays in the object until it ' s been used 10 times, or until you use this feature again to store a spell in an object.

| 10 / Long Rest ? Special

* Magic Item Savant ? TCoE 14
You can attune to up to five magic items at once. You ignore all class, race, spell, and level requirements on attuning to or using a magic item.

=== AASIMAR RACIAL TRAITS ===

* Ability Score Increases ? MotM 5
When determining your character ' s ability scores, increase one score by 2 and increase a different score by 1, or increase three different scores by 1.

| Increase two scores (+2 / +1) ?
Increase one of these scores by 2 and a different score by 1.

* Languages ? MotM 5
Your character can speak, read, and write Common and one other language that you and your DM agree is appropriate for the character.

* Creature Type ? MotM 7
You are a Humanoid.

* Size ? MotM 7
You are Medium or Small. You choose the size when you select this race.

* Speed ? MotM 7
Your walking speed is 30 ft.

* Celestial Resistance ? MotM 7
You have resistance to necrotic damage and radiant damage.

* Darkvision ? MotM 7
You can see in dim light within 60 ft. of you as if it were bright light and in darkness as if it were dim light. You discern colors in that darkness only as shades of gray.

* Healing Hands ? MotM 7
As an action, you can touch a creature and heal it for 5d4 hit points.

| 1 / Long Rest ? 1 Action

* Light Bearer ? MotM 7
You learn the light cantrip. Charisma is your spellcasting ability for it.

* Celestial Revelation ? MotM 7
You choose between one of three revelation options: Necrotic Shroud, Radiant Consumption, or Radiant Soul.

Once per long rest, you can use a bonus action to transform using your revelation which lasts for one minute or until you end it as a bonus action.

| Radiant Soul ?
While transformed:
- You have a flying speed equal to your walking speed.
- Once on each of your turns, you can deal an extra 5 radiant damage to one target when you deal damage to it with an attack or spell.

| Celestial Revelation (Radiant Soul): 1 Bonus Action

| 1 / Long Rest ? 1 Bonus Action

=== FEATS ===

* Observant ? PHB 168
Increase your INT or WIS score by 1. If you can see a creature's mouth while it is speaking a language you understand, you can interpret what it's saying by reading its lips. You have a +5 bonus to your passive Perception and passive Investigation scores.

ADDITIONAL FEATURES & TRAITS

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
Waterskin	1	5 lb.			
Alchemist's Supplies	1	8 lb.			
Brewer's Supplies	1	9 lb.			
Cook's Utensils	1	8 lb.			
Tinker's Tools	1	10 lb.			
Thieves' Tools	1	1 lb.			
Boots	0	--			
Diamonds (300 gp)	2	--			
Pearl	1	--			

ADDITIONAL EQUIPMENT

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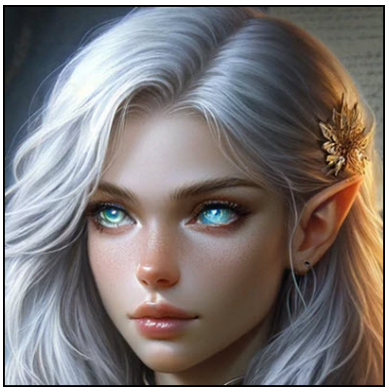
Seraphina Lightbrew

CHARACTER NAME

Female	35	Small	3' 6"	45
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Neutral Good	Gond	Pale	Bright blue	Silvery-white
ALIGNMENT	FAITH	SKIN	EYES	HAIR



CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I always want to know how things work and what makes people tick.
I'm full of witty aphorisms and have a proverb for every occasion.

PERSONALITY TRAITS

Generosity. My talents were given to me so that I could use them to benefit the world. (Good)

IDEALS

I will get revenge on the evil forces that destroyed my place of business and ruined my livelihood.

BONDS

I'm never satisfied with what I have—I always want more.

FLAWS

Seraphina Lightbrew's story begins in the tranquil town of Eldoria, nestled in the heart of a lush valley. Born to a family of modest means, her early years were filled with the simple joys of childhood. However, Seraphina was no ordinary child. From a young age, she exhibited an innate connection to the celestial realm, a gift from her Aasimar heritage. Her eyes shimmered with a golden light, and her presence brought a sense of calm to those around her.

As Seraphina grew, so did her curiosity about the world and her place in it. She spent countless hours in the town's library, poring over ancient texts and alchemical treatises. Her fascination with alchemy was not just academic; she felt a deep, personal connection to the art of transformation and creation. It was as if the celestial spark within her resonated with the alchemical process of turning base materials into something greater.

Her talents did not go unnoticed. The local alchemist, a wise and kindly old gnome named Tiberius, took Seraphina under his wing. Under his tutelage, she honed her skills, mastering the delicate balance of ingredients and the precise timing required for successful alchemy. Tiberius also taught her the importance of using her abilities for the greater good, a lesson that resonated deeply with her Aasimar nature.

As Seraphina's expertise grew, so did her reputation. People came from far and wide to seek her remedies and potions. She found joy in helping others, and her celestial heritage allowed her to heal wounds and ailments with a touch, a gift she used sparingly but effectively.

However, Seraphina's peaceful life took a dramatic turn when a mysterious illness struck Eldoria. The disease spread rapidly, and the town's healers were powerless to stop it. Desperate for a cure, Seraphina turned to her alchemy, working tirelessly in her laboratory. After many sleepless nights, she finally developed a potion that halted the disease's progress.

The town hailed her as a hero, but Seraphina felt no pride in her accomplishment. The experience had exposed her to the harsh realities of the world outside her peaceful valley. She realized that her gifts could make a real difference, not just in Eldoria but in the wider world.

With a heavy heart, she bid farewell to her family and Tiberius, setting out on a journey to learn more about her celestial heritage and to use her alchemy to help those in need. Her travels took her to distant lands, where she encountered creatures and cultures she had only read about in books. She faced challenges that tested her skills and her spirit, but she met each one with courage and determination.

One of her most significant encounters was with a group of adventurers who were on a quest to stop a dark cult from summoning a powerful demon. Seraphina's knowledge of alchemy proved invaluable, and she played a crucial role in thwarting the cult's plans. The experience taught her the importance of teamwork and the strength that comes from diverse skills and perspectives.

As she continued her journey, Seraphina's understanding of her celestial heritage deepened. She learned to harness the radiant energy within her, using it to enhance her alchemical creations and to protect herself and her allies in battle. Her wings, once a mere shimmer, now unfurled in their full glory, a manifestation of her divine nature.

Despite the dangers she faced, Seraphina never lost sight of her goal: to use her gifts to bring light to the darkest corners of the world. She became a beacon of hope to those she helped, her name synonymous with healing and compassion.

Seraphina's journey is far from over. She knows that there are still many mysteries to uncover and countless people in need of her aid. But she faces the future with confidence, secure in the knowledge that she is walking the path that was meant for her, guided by the celestial spark that burns brightly within her soul.

CHARACTER BACKSTORY

ADDITIONAL NOTES

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D&D BEYOND

Artificer

SPELLCASTING CLASS

INT	20	+12
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
	=== CANTRIPS ===	(At Will)							
O	Guidance <C>	Artificer	--	1A	Touch	V,S	Concentration, up to 1 minute	PHB 248	D: 1m, V/S
O	Mending	Artificer	--	1m	Touch	V,S,M	Instantaneous	PHB 259	V/S/M
O	Message	Artificer	--	1A	120 ft.	V,S,M	1 round	PHB 259	D: 1Rnd, V/S/M
O	Mage Hand	Artificer	--	1A	30 ft.	V,S	1 minute	PHB 256	D: 1m, V/S
P	Light	Light Bearer (Always Prepared)	DEX 16	1A	Touch/20 ft. Sphere	V,M	1 hour	PHB 255	D: 1h, 20 ft. Sphere, V/M
	=== 1st LEVEL ===	4 Slots OOOO							
O	Cure Wounds	Artificer	--	1A	Touch	V,S	Instantaneous	PHB 230	V/S
O	Detect Magic [R]<C>	Artificer	--	1A	Self/30 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB 231	D: 10m, 30 ft. Sphere, V/S
O	Faerie Fire <C>	Artificer	DEX 20	1A	60 ft./20 ft. Cube	V	Concentration, up to 1 minute	PHB 239	D: 1m, 20 ft. Cube, V
O	Identify [R]	Artificer	--	1m	Touch	V,S,M	Instantaneous	PHB 252	V/S/M
O	Absorb Elements	Artificer	--	1R	Self	S	1 round	EE 150	D: 1Rnd, S
O	Expeditious Retreat <C>	Artificer	--	1BA	Self	V,S	Concentration, up to 10 minutes	PHB 238	D: 10m, V/S
P	Healing Word	Artificer (Always Prepared)	--	1BA	60 ft.	V	Instantaneous	PHB 250	V
P	Ray of Sickness	Artificer (Always Prepared)	CON 20 / +12	1A	60 ft.	V,S	Instantaneous	PHB 271	V/S
O	Alarm [R]	Artificer	--	11m	30 ft.	V,S,M	8 hours	PHB 211	D: 8h, V/S/M
O	Disguise Self	Artificer	--	1A	Self	V,S	1 hour	PHB 233	D: 1h, V/S
O	False Life	Artificer	--	1A	Self	V,S,M	1 hour	PHB 239	D: 1h, V/S/M
O	Feather Fall	Artificer	--	1R	60 ft.	V,M	1 minute	PHB 239	D: 1m, V/M
O	Grease	Artificer	DEX 20	1A	60 ft./10 ft. Square	V,S,M	1 minute	PHB 246	D: 1m, 10 ft. Square, V/S/M
O	Jump	Artificer	--	1A	Touch	V,S,M	1 minute	PHB 254	D: 1m, V/S/M
O	Longstrider	Artificer	--	1A	Touch	V,S,M	1 hour	PHB 256	D: 1h, V/S/M
O	Purify Food and Drink [R]	Artificer	--	1A + 10m	10 ft./5 ft. Sphere	V,S	Instantaneous	PHB 270	5 ft. Sphere, V/S
O	Sanctuary	Artificer	WIS 20	1BA	30 ft.	V,S,M	1 minute	PHB 272	D: 1m, V/S/M
O	Catapult	Artificer	DEX 20	1A	60 ft.	S	Instantaneous	EE 150	S
O	Snare	Artificer	DEX 20	1m	Touch	S,M	8 hours	XGtE 165	D: 8h, S/M
O	Tasha's Caustic Brew <C>	Artificer	DEX 20	1A	Self/30 ft. Line	V,S,M	Concentration, up to 1 minute	TCoE 115	D: 1m, 30 ft. Line, V/S/M
O	Illusory Script	Emerald Pen	--	1m	Touch	S,M	10 days	PHB 252	D: 10d, S/M
	=== 2nd LEVEL ===	3 Slots OOO							
O	Web <C>	Artificer	DEX 20	1A	60 ft./20 ft. Cube	V,S,M	Concentration, up to 1 hour	PHB 287	D: 1h, 20 ft. Cube, V/S/M
O	Lesser Restoration	Artificer	--	1A	Touch	V,S	Instantaneous	PHB 255	V/S
P	Acid Arrow	Artificer (Always Prepared)	+12	1A	90 ft.	V,S,M	Instantaneous	PHB	V/S/M
P	Flaming Sphere <C>	Artificer (Always Prepared)	DEX 20	1A	60 ft./5 ft. Sphere	V,S,M	Concentration, up to 1 minute	PHB 242	D: 1m, 5 ft. Sphere, V/S/M
P	Melf's Acid Arrow	Artificer (Always Prepared)	+12	1A	90 ft.	V,S,M	Instantaneous	PHB 259	V/S/M
O	Aid	Artificer	--	1A	30 ft.	V,S,M	8 hours	PHB 211	D: 8h, V/S/M
O	Alter Self <C>	Artificer	--	1A	Self	V,S	Concentration, up to 1 hour	PHB 211	D: 1h, V/S
O	Arcane Lock	Artificer	--	1A	Touch	V,S,M	Until dispelled	PHB 215	D: Until Dispelled, V/S/M
O	Blur <C>	Artificer	--	1A	Self	V	Concentration, up to 1 minute	PHB 219	D: 1m, V
O	Continual Flame	Artificer	--	1A	Touch	V,S,M	Until dispelled	PHB 227	D: Until Dispelled, V/S/M
O	Darkvision	Artificer	--	1A	Touch	V,S,M	8 hours	PHB 230	D: 8h, V/S/M
O	Enhance Ability <C>	Artificer	--	1A	Touch	V,S,M	Concentration, up to 1 hour	PHB 237	D: 1h, V/S/M
O	Enlarge/Reduce <C>	Artificer	CON 20	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB 237	D: 1m, V/S/M
O	Heat Metal <C>	Artificer	--	1A	60 ft.	V,S,M	Concentration, up to 1 minute	PHB 250	D: 1m, V/S/M
O	Invisibility <C>	Artificer	--	1A	Touch	V,S,M	Concentration, up to 1 hour	PHB 254	D: 1h, V/S/M
O	Levitate <C>	Artificer	CON 20	1A	60 ft.	V,S,M	Concentration, up to 10 minutes	PHB 255	D: 10m, V/S/M
O	Magic Mouth [R]	Artificer	--	11m	30 ft.	V,S,M	Until dispelled	PHB 257	D: Until Dispelled, V/S/M
O	Magic Weapon <C>	Artificer	--	1BA	Touch	V,S	Concentration, up to 1 hour	PHB 257	D: 1h, V/S
O	Protection from Poison	Artificer	--	1A	Touch	V,S	1 hour	PHB 270	D: 1h, V/S

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Artificer

SPELLCASTING CLASS

INT	20	+12
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
O	Rope Trick	Artificer	--	1A	Touch	V,S,M	1 hour	PHB 272	D: 1h, V/S/M
O	See Invisibility	Artificer	--	1A	Self	V,S,M	1 hour	PHB 274	D: 1h, V/S/M
O	Spider Climb <C>	Artificer	--	1A	Touch	V,S,M	Concentration, up to 1 hour	PHB 277	D: 1h, V/S/M
O	Pyrotechnics	Artificer	CON 20	1A	60 ft./5 ft. Cube	V,S	Instantaneous	EE 163	5 ft. Cube, V/S
O	Skywrite [R]<C>	Artificer	--	1A + 10m	Sight	V,S	Concentration, up to 1 hour	EE 165	D: 1h, V/S
O	Kinetic Jaunt <C>	Artificer	--	1BA	Self	S	Concentration, up to 1 minute	SACoC 37	D: 1m, S
O	Vortex Warp	Artificer	CON 20	1A	90 ft.	V,S	Instantaneous	SACoC 38	V/S
O	Air Bubble	Artificer	--	1A	60 ft.	S	24 hours	SAiS 22	Special: 2 additional globes of fresh air*, D: 24h, S
O	Lesser Restoration	Restorative Reagents	--	1A	Touch	V,S	Instantaneous	PHB 255	1 Use (5/5), V/S
	=== 3rd LEVEL ===	3 Slots OOO							
O	Haste <C>	Artificer	--	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB 250	D: 1m, V/S/M
O	Dispel Magic	Artificer	--	1A	120 ft.	V,S	Instantaneous	PHB 234	Special: (See Description)*, V/S
O	Revivify	Artificer	--	1A	Touch	V,S,M	Instantaneous	PHB 272	V/S/M
P	Gaseous Form <C>	Artificer (Always Prepared)	--	1A	Touch	V,S,M	Concentration, up to 1 hour	PHB 244	D: 1h, V/S/M
P	Mass Healing Word	Artificer (Always Prepared)	--	1BA	60 ft.	V	Instantaneous	PHB 258	V
O	Blink	Artificer	--	1A	Self	V,S	1 minute	PHB 219	D: 1m, V/S
O	Create Food and Water	Artificer	--	1A	30 ft.	V,S	Instantaneous	PHB 229	V/S
O	Fly <C>	Artificer	--	1A	Touch	V,S,M	Concentration, up to 10 minutes	PHB 243	D: 10m, V/S/M
O	Glyph of Warding	Artificer	DEX 20	1h	Touch	V,S,M	Until dispelled or triggered	PHB 245	Special: Spell Glyph (See Description)*, D: Until Dispelled or Triggered, V/S/M
O	Protection from Energy <C>	Artificer	--	1A	Touch	V,S	Concentration, up to 1 hour	PHB 270	D: 1h, V/S
O	Water Breathing [R]	Artificer	--	1A + 10m	30 ft.	V,S,M	24 hours	PHB 287	D: 24h, V/S/M
O	Water Walk [R]	Artificer	--	1A + 10m	30 ft.	V,S,M	1 hour	PHB 287	D: 1h, V/S/M
O	Elemental Weapon <C>	Artificer	--	1A	Touch	V,S	Concentration, up to 1 hour	PHB 237	Special: *, D: 1h, V/S
O	Flame Arrows <C>	Artificer	--	1A	Touch	V,S	Concentration, up to 1 hour	EE 156	D: 1h, V/S
O	Tiny Servant	Artificer	--	1m	Touch	V,S	8 hours	XGtE 168	D: 8h, V/S
O	Catnap	Artificer	--	1A	30 ft.	S,M	10 minutes	XGtE 151	D: 10m, S/M
O	Intellect Fortress <C>	Artificer	--	1A	30 ft.	V	Concentration, up to 1 hour	TCoE 107	D: 1h, V
O	Ashardalon's Stride <C>	Artificer	--	1BA	Self	V,S	Concentration, up to 1 minute	FToD 19	D: 1m, V/S
	=== 4th LEVEL ===	1 Slots O							
O	Fabricate	Artificer	--	10m	120 ft.	V,S	Instantaneous	PHB 239	V/S
P	Blight	Artificer (Always Prepared)	CON 20	1A	30 ft.	V,S	Instantaneous	PHB 219	V/S
P	Death Ward	Artificer (Always Prepared)	--	1A	Touch	V,S	8 hours	PHB 230	D: 8h, V/S
O	Arcane Eye <C>	Artificer	--	1A	30 ft.	V,S,M	Concentration, up to 1 hour	PHB 214	D: 1h, V/S/M
O	Freedom of Movement	Artificer	--	1A	Touch	V,S,M	1 hour	PHB 244	D: 1h, V/S/M
O	Stoneskin <C>	Artificer	--	1A	Touch	V,S,M	Concentration, up to 1 hour	PHB 278	D: 1h, V/S/M
O	Stone Shape	Artificer	--	1A	Touch	V,S,M	Instantaneous	PHB 278	V/S/M
O	Leomund's Secret Chest	Artificer	--	1A	Touch	V,S,M	Instantaneous	PHB 254	V/S/M
O	Mordenkainen's Faithful Hound	Artificer	--	1A	30 ft.	V,S,M	8 hours	PHB 261	D: 8h, V/S/M
O	Mordenkainen's Private Sanctum	Artificer	--	10m	120 ft.	V,S,M	24 hours	PHB 262	D: 24h, V/S/M
O	Otiluke's Resilient Sphere <C>	Artificer	DEX 20	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB 264	D: 1m, V/S/M
O	Elemental Bane <C>	Artificer	CON 20	1A	90 ft.	V,S	Concentration, up to 1 minute	EE 155	D: 1m, V/S
O	Summon Construct <C>	Artificer	--	1A	90 ft.	V,S,M	Concentration, up to 1 hour	TCoE 111	Special: When you cast this spell using a spell slot of 4th level or higher, use the higher level wherever the spell's level appears in the stat block.*, D: 1h, V/S/M

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