D&D BEYOND

Frendat Smeltfoot	Artificer 10 [Alchemist]
CHARACTER NAME	CLASS & LEVEL
	PLAYER NAME
	Deep Gnome
	RACE
	Cloistered Scholar
	BACKGROUND
	EXPERIENCE POINTS

STRENGTH	+0	10
DEXTERITY	+4	18
CONSTITUTION	+2	14
INTELLIGENCE	+3	16
WISDOM	+0	10
CHARISMA	-1	8

○	+1	Strength
○	+5	Dexterity
⊙	+7	Constitution
⊙	+8	Intelligence
○	+1	Wisdom
○	+0	Charisma

Saving Throw Modifiers

+1 Bonus on saves
Advantage on INT Against Magic
Advantage on WIS Against Magic
Advantage on CHA Against Magic

SAVING THROWS

○	+4	Acrobatics	DEX
○	+0	Animal Handling	WIS
Ⓟ	+7	Arcana	INT
○	+0	Athletics	STR
○	-1	Deception	CHA
Ⓟ	+7	History	INT
○	+0	Insight	WIS
○	-1	Intimidation	CHA
Ⓟ	+7	Investigation	INT
○	+0	Medicine	WIS
○	+3	Nature	INT
Ⓟ	+4	Perception	WIS
○	-1	Performance	CHA
○	-1	Persuasion	CHA
○	+3	Religion	INT
○	+4	Sleight of Hand	DEX
○	+4	Stealth	DEX
○	+0	Survival	WIS
○	___	_____	
○	___	_____	
○	___	_____	

SKILLS

+4
INITIATIVE

ARMOR
20
CLASS

DEFENSES

INSPIRATION

+4
PROFICIENCY BONUS

ABILITY SAVE DC

25 ft. (Walking)
SPEED

Max HP	Current HP	Temp HP
73		--

HIT POINTS

Total 10d8
HIT DICE

SUCCESSES ○○○
FAILURES ○○○
DEATH SAVES

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

=== WEAPONS ===
Firearms, Simple Weapons

=== TOOLS ===
Alchemist's Supplies, Jeweler's Tools, Thieves' Tools, Tinker's Tools

=== LANGUAGES ===
Common, Dwarvish, Gnomish, Orc, Undercommon

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

Magical Tinkering • 3 / 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 3 objects at a time.

=== REACTIONS ===
• 4 / Dawn
Whenever the creature fails a CON saving throw to maintain concentration on a spell, it can use its reaction to succeed instead, expending 1 charge.

Flash of Genius • 3 / Long Rest
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 +3 to the roll.

=== SPECIAL ===
Alchemical Savant
Whenever you cast a spell using your alchemist's supplies as the spellcasting focus, you gain a +3 bonus to one roll of the spell. That roll must restore hit points or be a damage roll that deals acid, fire,

ACTIONS

14	PASSIVE WISDOM (PERCEPTION)
10	PASSIVE WISDOM (INSIGHT)
17	PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 120 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Crossbow, Light	+8	1d8+4 Piercing	Simple, Ammunition, Loading, Range, Two-Handed, Range (80/320)
Dagger	+8	1d4+4 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)
Dagger	+8	1d4+4 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)
Pistol	+9	1d10+5 Piercing	Infusion: Repeating Shot, Firearms, Ammunition (Firearms), Range, Loading, Range (30/90)
Fire Bolt	+8	2d10 Fire	V/S
Unarmed Strike	+4	1 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

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D&D BEYOND

Frendat Smeltfoot	Artificer 10 [Alchemist]
CHARACTER NAME	CLASS & LEVEL / PLAYER NAME
	Deep Gnome / Cloistered Scholar
	RACE / BACKGROUND / EXPERIENCE POINTS

=== 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 3 objects at a time.

| 3 / Other • 1 Action

* Spellcasting • TCoE 11
You can cast prepared artificer spells using INT as your spellcasting modifier (Spell DC 15, Spell Attack +7) 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 4 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 3 days. The infusion also vanishes if you give up your knowledge of the infusion or you exceed your maximum number of infusions.

| 4 / 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 +3 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 +3 to the roll.
You can use this feature 3 times, regaining uses on finishing a long rest.

| 3 / 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 + 3.
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	0
PP	9
WEIGHT CARRIED	103.68 lb.
ENCUMBERED	150 lb.
PUSH/DRAG/LIFT	300 lb.

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
Studded Leather	1	13 lb.	Clothes, Traveler's	1	4 lb.
Shield	1	6 lb.	Crowbar	1	5 lb.
Dagger	1	1 lb.	Hammer	1	3 lb.
Dagger	1	1 lb.	Piton	10	2.5 lb.
Crossbow, Light	1	5 lb.	Pouch	1	1 lb.
Pistol	1	3 lb.	Rations (1 day)	10	20 lb.
Cloak of Protection	1	--	Rope, Silk (50 feet)	1	5 lb.
Potion of Healing (Greater)	1	0.5 lb.	Sack	2	1 lb.
All-Purpose Tool, +1	1	--	Tinderbox	1	1 lb.
Crossbow Bolts	20	1.5 lb.	Torch	5	5 lb.
Ink (1 ounce bottle)	1	--	Waterskin	1	5 lb.
Ink Pen	1	--	ATTUNED MAGIC ITEMS	QTY	WEIGHT
Parchment (one sheet)	2	--	Pistol	1	3 lb.
Backpack	1	5 lb.	Cloak of Protection	1	--
Case, Crossbow Bolt	1	1 lb.	All-Purpose Tool, +1	1	--

EQUIPMENT

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Frendat Smeltfoot	Artificer 10 [Alchemist]	
CHARACTER NAME	CLASS & LEVEL	PLAYER NAME
	Deep Gnome / Cloistered Scholar	
	RACE / BACKGROUND	EXPERIENCE POINTS

=== DEEP GNOME RACIAL TRAITS ===

* Gnome Cunning • BR 37
You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

* Superior Darkvision • EE
Your darkvision has a radius of 120 feet.

* Stone Camouflage • EE
You have advantage on Dexterity (Stealth) checks to hide in rocky terrain.

=== FEATS ===

* Sharpshooter • PHB 170
Attacking at long range doesn't impose disadvantage on your ranged weapon attack rolls and your ranged weapon attacks ignore half cover and three-quarters cover. Before you make an attack with a ranged weapon that you are proficient with, you can choose to take a -5 penalty to the attack roll to add +10 to the attack's damage.

ADDITIONAL FEATURES & TRAITS

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
Wand	1	1 lb.			
Bullets, Renaissance	20	4 lb.			
Alchemist's Supplies	1	8 lb.			
Rope, Silk (50 feet)	1	5 lb.			
Pearl	1	--			

ADDITIONAL EQUIPMENT

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Frendat Smeltfoot

CHARACTER NAME

Male	151	Small	3' 5"	99
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Neutral Good	Segojan Earthca	Gray	Blue	Brown
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I am horribly, horribly awkward in social situations.
I'm convinced that people are always trying to steal my secrets.

PERSONALITY TRAITS

Self-Improvement. The goal of a life of study is the betterment of oneself. (Any)

IDEALS

My life's work is a series of tomes related to a specific field of lore.

BONDS

I overlook obvious solutions in favor of complicated ones.

FLAWS

Frendat Smeltfoot's story begins deep within the under-realm, in a secluded community of Deep Gnomes. Born into a world shrouded in darkness, yet rich with hidden wonders, Frendat was always an outlier. His striking blue eyes, a rarity among his kin, were seen as a sign of unique destiny. From a young age, Frendat exhibited an insatiable curiosity about the world around him, particularly the magical and alchemical properties inherent in the underground flora and minerals.

As he grew, Frendat's fascination turned towards the art of alchemy. His parents, though simple miners, recognized his potential and supported his apprenticeship under a renowned Deep Gnome alchemist. Under this mentorship, Frendat honed his skills, discovering his innate talent for transforming and combining natural elements into potent concoctions.

However, Frendat's thirst for knowledge extended beyond the alchemical arts. He spent his free time delving into ancient tomes and scrolls, teaching himself the languages of Dwarvish and Orc to access a broader range of texts. His dedication to learning earned him a place as a Cloistered Scholar in a prestigious underground library. This period was crucial in shaping his character: he developed a deep bond with his work, often to the detriment of his social skills, leading to his characteristic awkwardness in social situations.

Frendat's alignment towards Neutral Good and his faith in Segojan Earthcaller, the gnome deity of earth and nature, were influenced by a pivotal event in his early years. During an expedition to gather rare alchemical ingredients, he witnessed the devastating effects of irresponsible mining and land desecration. This experience instilled in him a profound respect for the earth and its treasures, shaping his ethical compass and guiding his actions henceforth.

His life's work, a series of tomes on alchemical lore and underground botany, became both his obsession and his legacy. Frendat's deep-seated fear that others might steal his discoveries only further isolated him, intensifying his peculiarities.

Despite these challenges, Frendat managed to lead a comfortable life, supported by the income from his alchemical creations and scholarly contributions. His journey, marked by a continuous quest for self-improvement and understanding, is not only a testament to his dedication as a scholar and an artificer but also to the resilience and ingenuity of the Deep Gnomes. At 151 years old, Frendat Smeltfoot stands as a unique figure in his community, an awkward yet brilliant mind whose life is as layered and intriguing as the underground realms he calls home.

DESCRIPTION
Frendat Smeltfoot, a Deep Gnome of notable intellect and skill, stands a mere 3 feet 5 inches tall, yet his presence is far from diminutive. His skin bears the classic gray hue of his subterranean kin, a perfect camouflage for the shadowy realms he calls home. His hair is a rich brown, often unkempt due to his preoccupation with his studies and experiments. What truly sets him apart, however, are his striking blue eyes – a rare and captivating feature among Deep Gnomes, reflecting a mind as deep and mysterious as the caves he hails from.

His attire is an eclectic mix, mirroring his dual life as an alchemist and scholar. Artisanal robes, stained with the occasional splash of a failed potion or experiment, are adorned with various tools of his trade, hinting at his proficiency and dedication to the art of alchemy. Alongside these practical elements are touches of scholarly distinction – perhaps a finely crafted belt with intricate designs or a pendant symbolizing his faith in Segojan Earthcaller.

Frendat's workshop is a labyrinth of knowledge and mystery. Shelves lined with ancient tomes and scrolls speak of his background as a Cloistered Scholar, each book a testament to his relentless pursuit of wisdom and self-improvement. His alchemical station is cluttered yet organized, filled with beakers, flasks, and mysterious substances, reflecting his specialization as an Artificer Alchemist.

Despite his remarkable intellect and skill, Frendat is notably awkward in social interactions, often lost in his thoughts or mumbling about potential thefts of his secrets. This awkwardness, combined with a tendency to overlook simple solutions in favor of complex ones, makes him a uniquely eccentric figure.

Living a lifestyle of comfortable means, he is not extravagant but ensures that his basic needs are well met, so his mind can remain focused on his alchemical pursuits and scholarly endeavors. At 151 years old, Frendat has accumulated a wealth of knowledge and experience, making him a respected figure in his field, despite his quirks and idiosyncrasies.

CHARACTER BACKSTORY

ADDITIONAL NOTES

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Artificer

SPELLCASTING CLASS

INT	16	+8
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	Fire Bolt	Artificer	+8	1A	120 ft.	V,S	Instantaneous	PHB 242	V/S
	=== 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	Tasha's Caustic Brew <C>	Artificer	DEX 16	1A	Self/30 ft. Line	V,S,M	Concentration, up to 1 minute	TCoE 115	D: 1m, 30 ft. Line, V/S/M
O	Absorb Elements	Artificer	--	1R	Self	S	1 round	EE 150	D: 1Rnd, S
O	Identify [R]	Artificer	--	1m	Touch	V,S,M	Instantaneous	PHB 252	V/S/M
P	Healing Word	Artificer (Always Prepared)	--	1BA	60 ft.	V	Instantaneous	PHB 250	V
P	Ray of Sickness	Artificer (Always Prepared)	CON 16 / +8	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	Expeditious Retreat <C>	Artificer	--	1BA	Self	V,S	Concentration, up to 10 minutes	PHB 238	D: 10m, V/S
O	Faerie Fire <C>	Artificer	DEX 16	1A	60 ft./20 ft. Cube	V	Concentration, up to 1 minute	PHB 239	D: 1m, 20 ft. Cube, V
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 16	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 16	1BA	30 ft.	V,S,M	1 minute	PHB 272	D: 1m, V/S/M
O	Catapult	Artificer	DEX 16	1A	60 ft.	S	Instantaneous	EE 150	S
O	Snare	Artificer	DEX 16	1m	Touch	S,M	8 hours	XGtE 165	D: 8h, S/M
	=== 2nd LEVEL ===	3 Slots OOO							
O	Aid	Artificer	--	1A	30 ft.	V,S,M	8 hours	PHB 211	D: 8h, 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
P	Flaming Sphere <C>	Artificer (Always Prepared)	DEX 16	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	Acid Arrow	Artificer (Always Prepared)	+8	1A	90 ft.	V,S,M	Instantaneous	PHB	V/S/M
P	Melf's Acid Arrow	Artificer (Always Prepared)	+8	1A	90 ft.	V,S,M	Instantaneous	PHB 259	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 16	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB 237	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	Lesser Restoration	Artificer	--	1A	Touch	V,S	Instantaneous	PHB 255	V/S
O	Levitate <C>	Artificer	CON 16	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
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	Web <C>	Artificer	DEX 16	1A	60 ft./20 ft. Cube	V,S,M	Concentration, up to 1 hour	PHB 287	D: 1h, 20 ft. Cube, V/S/M

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Artificer

SPELLCASTING CLASS

INT	16	+8
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
O	Pyrotechnics	Artificer	CON 16	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	Lesser Restoration	Restorative Reagents	--	1A	Touch	V,S	Instantaneous	PHB 255	1 Use (3/3), V/S
	=== 3rd LEVEL ===	2 Slots OO							
O	Dispel Magic	Artificer	--	1A	120 ft.	V,S	Instantaneous	PHB 234	Special: (See Description)*, V/S
P	Mass Healing Word	Artificer (Always Prepared)	--	1BA	60 ft.	V	Instantaneous	PHB 258	V
P	Gaseous Form <C>	Artificer (Always Prepared)	--	1A	Touch	V,S,M	Concentration, up to 1 hour	PHB 244	D: 1h, V/S/M
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 16	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	Haste <C>	Artificer	--	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB 250	D: 1m, 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	Revivify	Artificer	--	1A	Touch	V,S,M	Instantaneous	PHB 272	V/S/M
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	Flame Stride (UA) <C>	Artificer	--	1BA	Self	V,S	Concentration, up to 1 minute	UA	D: 1m, V/S

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