Tempest Windwright

CHARACTER NAME

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

STRENGTH	-1 (8)
DEXTERITY	+2 (14)
CONSTITUTION	+3 (16)
INTELLIGENCE	+5 (20)
WISDOM	+0 (10)
CHARISMA	+0 (10)

○	-1	Strength
○	+2	Dexterity
⊙	+8	Constitution
⊙	+10	Intelligence
○	+0	Wisdom
○	+0	Charisma

Saving Throw Modifiers

Advantage made to maintain your concentration on a spell when you take damage

SAVING THROWS

○	+2	Acrobatics	DEX
○	+0	Animal Handling	WIS
Ⓟ	+10	Arcana	INT
○	-1	Athletics	STR
○	+0	Deception	CHA
○	+5	History	INT
Ⓟ	+5	Insight	WIS
○	+0	Intimidation	CHA
Ⓟ	+10	Investigation	INT
○	+0	Medicine	WIS
○	+5	Nature	INT
○	+0	Perception	WIS
○	+0	Performance	CHA
Ⓟ	+5	Persuasion	CHA
○	+5	Religion	INT
○	+2	Sleight of Hand	DEX
○	+2	Stealth	DEX
○	+0	Survival	WIS
○	___	_____	
○	___	_____	
○	___	_____	

SKILLS

+2 INITIATIVE

ARMOR 17 CLASS

Resistances - Lightning

DEFENSES

INSPIRATION

+5 PROFICIENCY BONUS

ABILITY SAVE DC

35 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, Smith's Tools, Thieves' Tools, Tinker's Tools, Woodcarver's Tools

=== LANGUAGES ===
Common, Gnomish, 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

Create Eldritch Cannon • 1 / Long Rest
Once per long rest (or expend a spell slot of 1st level or higher), you can take an action to magically create a Small or Tiny eldritch cannon within 5ft of you.
You can have 1 cannon(s) at a time and can't create one while your cannon is present.

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 ===
Eldritch Cannon: Flamethrower • 70 / Other
AC: 18
It is immune to poison damage, psychic damage, and all conditions.
Bonus Action: 15-foot cone of fire - each creature takes 3d8 fire damage, half that on a DEX save (DC:18). Cannon can walk or climb up to 15 feet as part of the bonus action.

ACTIONS

10	PASSIVE WISDOM (PERCEPTION)
15	PASSIVE WISDOM (INSIGHT)
20	PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 60 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Crossbow, light	+8	1d8+3 Piercing	Infusion: Repeating Shot, Simple, Ammunition, Loading, Range, Two-Handed, Range (80/320)
Dagger	+8	1d4+3 Piercing	Infusion: Returning Weapon, Simple, Finesse, Light, Thrown, Range (20/60)
Fire Bolt	+12	3d10 Fire	V/S
Shocking Grasp	+12	3d8 Lightning	V/S
Unarmed Strike	+4	0 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

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Tempest Windwright

CHARACTER NAME

Artificer 14		
CLASS & LEVEL		PLAYER NAME
Air Genasi	Guild Artisan / Guild Merc	
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 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:

| Artillerist

* 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 17
You gain proficiency with woodcarver's tools. If you already have this proficiency, you gain proficiency with one other type of artisan's tools of your choice.

* Artillerist Spells • TCoE 17
You always have certain spells prepared after you reach particular levels in this class, as shown in the Artillerist Spells table.

* Eldritch Cannon • TCoE 18
Using woodcarver's tools or smith's tools, you can take an action to magically create a Small or Tiny eldritch cannon in an unoccupied space on a horizontal surface within 5 feet of you. A Small eldritch cannon occupies its space, and a Tiny one can be held in one hand.
Once you create a cannon, you can't do so again until you finish a long rest or until you expend a spell slot to create one. You can have only one cannon at a time and can't create one while your cannon is present.

| Create Eldritch Cannon: 1 / Long Rest • 1 Action

| Eldritch Cannon: Flamethrower: 70 / Other • 1 Bonus Action

| Eldritch Cannon: Force Ballista: 70 / Other • 1 Bonus Action

| Eldritch Cannon: Protector: 70 / Other • 1 Bonus Action

* Ability Score Improvement • TCoE 13

* Arcane Firearm • TCoE 18
When you finish a long rest, you turn a wand, staff, or rod into your arcane firearm.
You can use your arcane firearm as a spellcasting focus for your artificer spells. When you cast an artificer spell through the firearm, roll a d8, and you gain a bonus to one of the spell's damage rolls equal to the number rolled.

| 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.

FEATURES & TRAITS

CP	0
SP	0
EP	0
GP	55
PP	30

WEIGHT CARRIED	173 lb.
ENCUMBERED	120 lb.
PUSH/DRAG/LIFT	240 lb.

NAME	QTY	WEIGHT
Bag of Holding	1	15 lb.
Cloak of Displacement	1	--
Cloak of Protection	1	--
Immovable Rod	1	--
Mithral Half Plate	1	40 lb.
All-Purpose Tool, +2	1	--
Dagger	1	1 lb.
Crossbow, light	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.
Signet Ring	1	--
Helm	1	--

NAME	QTY	WEIGHT
Potion of Healing (Greater)	2	1 lb.
Bedroll	1	7 lb.
Crowbar	1	5 lb.
Hammer	1	3 lb.
Mess Kit	1	1 lb.
Piton	10	2.5 lb.
Rations (1 day)	10	20 lb.
Rope, Hempen (50 feet)	1	10 lb.
Tinderbox	1	1 lb.
Torch	10	10 lb.
Waterskin	1	5 lb.

ATTUNED MAGIC ITEMS	QTY	WEIGHT
Cloak of Displacement	1	--
All-Purpose Tool, +2	1	--
Crossbow, light	1	5 lb.

EQUIPMENT

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Tempest Windwright

CHARACTER NAME

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

| 5 / Long Rest ? 1 Reaction

* Explosive Cannon ? TCoE 18
Your eldritch cannon ' s damage rolls all increase by 1d8 (included on the character sheet).
As an action, you can command the cannon to detonate if you are within 60 feet of it.

| Detonate Eldritch Cannon: 1 Action

* 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.

* 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.

=== AIR GENASI 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 16
You are a Humanoid.

* Size ? MotM 16
You choose between Medium or Small when you select this race.

* Speed ? MotM 16
Your walking speed is 35 ft.

* Darkvision ? MotM 16
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, only discerning colors in that darkness as shades of gray.

* Unending Breath ? MotM 16
You can hold your breath indefinitely while you ' re not incapacitated.

* Lightning Resistance ? MotM 16
You have resistance to lightning damage.

* Mingle with the Wind ? MotM 16
You learn shocking grasp. At 3rd level you can cast feather fall, and at 5th level you can cast levitate, without requiring material components. Once you cast either spell, you can ' t cast that spell again until you finish a long rest. You can also cast these spells using any spell slots you have of the appropriate level.

Your spellcasting modifier is either Intelligence, Wisdom, or Charisma (choose when you select this race).

| Intelligence ?
Intelligence is your spellcasting ability for these spells when you cast them with this trait.

=== FEATS ===

* War Caster ? PHB 170
You have advantage on CON saving throws that you make to maintain your concentration on a spell when you take damage. You can perform the somatic components of spells even when you have weapons or a shield in one or both hands. You can use your reaction to make an opportunity attack to cast a spell that has a casting time of 1 action and targets only that creature.

| 1 Reaction

ADDITIONAL FEATURES & TRAITS

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
Alchemist's Supplies	1	8 lb.			
Smith's Tools	1	8 lb.			
Tinker's Tools	1	10 lb.			
Woodcarver's Tools	1	5 lb.			
Thieves' Tools	1	1 lb.			
Crossbow Bolts	20	1.5 lb.			
Diamonds (300 gp)	1	--			
Pearl	1	--			

ADDITIONAL EQUIPMENT

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Tempest Windwright

CHARACTER NAME

Male	32	Medium	5' 4"	126
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Chaotic Good	Gond	Pale white	Vibrant orange	Sky blue
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I don’t part with my money easily and will haggle tirelessly to get the best deal possible.
I’m rude to people who lack my

PERSONALITY TRAITS

Freedom. Everyone should be free to pursue his or her own livelihood. (Chaotic)

IDEALS

I owe my guild a great debt for forging me into the person I am today.

BONDS

No one must ever learn that I once stole money from guild coffers.

FLAWS

Tempest Windwright was born to a humble family in the bustling city of Gondolin, a place known for its technological marvels and inventive minds. His parents, skilled artisans in their own right, were members of the esteemed Guild of Gears, a collective of craftsmen dedicated to the god of invention, Gond. From a young age, Tempest showed an innate affinity for the elements, a gift inherited from his Air Genasi lineage. His skin had a pale luminescence, and his sky-blue hair seemed to dance with an unseen breeze. His vibrant orange eyes sparkled with curiosity and intelligence, making him stand out among his peers.

Growing up in the guild's workshops, Tempest was surrounded by the whirring of gears, the clanging of hammers, and the scent of molten metal. He was fascinated by the art of creation, spending hours observing and learning from the guild's master artisans. Under their guidance, he honed his skills in smithing, tinkering, and alchemy, becoming proficient with a variety of tools. His natural talent for manipulating air currents aided him in delicate tasks, earning him the nickname "Tempest" among his fellow apprentices.

As he matured, Tempest's ambition grew. He dreamed of becoming a renowned artificer, crafting devices that harnessed the power of the elements. To achieve this, he knew he needed to broaden his knowledge. He began studying the arcane arts, delving into the mysteries of magic and its integration with technology. His dedication paid off, and he soon developed a prototype for an arcane firearm, a weapon that could channel elemental energies.

However, Tempest's success did not go unnoticed. A rival artificer, Malakar Grimforge, became envious of the young genasi's talent and popularity. Malakar, a skilled but unscrupulous inventor, saw Tempest as a threat to his own standing within the guild. He began to sabotage Tempest's work, spreading rumors about the safety and reliability of his inventions.

Despite these setbacks, Tempest remained focused on his goals. He worked tirelessly to perfect his arcane firearm, determined to prove his detractors wrong. His efforts culminated in a public demonstration that attracted a large crowd, including representatives from various guilds and factions.

The demonstration was a resounding success, with Tempest's weapon performing flawlessly. However, just as he was basking in the applause, disaster struck. An explosion rocked the demonstration area, injuring several spectators and destroying much of Tempest's work. In the chaos, he spotted Malakar smirking from the shadows, a twisted satisfaction in his eyes.

The incident was a turning point for Tempest. He realized that his ambitions had made him a target, and that he could no longer pursue his dreams in the safety of Gondolin. He also understood that his creations had the potential to cause harm if misused or tampered with. Wracked with guilt over the injuries caused by the explosion, he vowed to use his talents for the greater good.

Tempest left Gondolin, taking with him only his tools, his prototype firearm, and a determination to make amends. He traveled across the land, offering his services as an artificer to those in need. He repaired broken machinery, crafted devices to aid communities, and used his elemental powers to protect the innocent. Along the way, he honed his combat skills, knowing that he might one day face Malakar or other threats.

During his travels, Tempest encountered a group of adventurers who shared his values and sense of justice. They were impressed by his skills and offered him a place in their party. Seeing an opportunity to do more good and perhaps find a way to counteract Malakar's machinations, Tempest accepted.

Now, as he embarks on his adventuring career, Tempest Windwright is driven by a desire to use his artifice for the benefit of others. He seeks to atone for the accident that marred his early success and to prove that his inventions can be a force for good. But in the back of his mind, the memory of Malakar's treachery lingers, a reminder that danger and rivalry can come from unexpected places.

As he ventures into the unknown, Tempest is determined to uphold the ideals of freedom and fair play that he holds dear. He knows that the path ahead will be fraught with challenges, but he is ready to face them with courage, ingenuity, and a steadfast commitment to making the world a better place, one invention at a time.

CHARACTER BACKSTORY

ADDITIONAL NOTES

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D&D BEYOND

Artificer	INT	20	+12
SPELLCASTING CLASS	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	Fire Bolt	Artificer	+12	1A	120 ft.	V,S	Instantaneous	PHB 242	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	Guidance <C>	Artificer	--	1A	Touch	V,S	Concentration, up to 1 minute	PHB 248	D: 1m, V/S
O	Shocking Grasp	Mingle with the Wind	+12	1A	Touch	V,S	Instantaneous	PHB 275	V/S
	=== 1st LEVEL ===	4 Slots OOOO							
O	Cure Wounds	Artificer	--	1A	Touch	V,S	Instantaneous	PHB 230	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	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	Alarm [R]	Artificer	--	1m	30 ft.	V,S,M	8 hours	PHB 211	D: 8h, V/S/M
O	Expeditious Retreat <C>	Artificer	--	1BA	Self	V,S	Concentration, up to 10 minutes	PHB 238	D: 10m, V/S
O	Identify [R]	Artificer	--	1m	Touch	V,S,M	Instantaneous	PHB 252	V/S/M
P	Shield	Artificer (Always Prepared)	--	1R	Self	V,S	1 round	PHB 275	D: 1Rnd, V/S
P	Thunderwave	Artificer (Always Prepared)	CON 20	1A	Self/15 ft. Cube	V,S	Instantaneous	PHB 282	15 ft. Cube, V/S
O	Detect Magic [R]<C>	Artificer	--	1A + 10m	Self/30 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB 231	D: 10m, 30 ft. Sphere, V/S
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	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	Absorb Elements	Artificer	--	1R	Self	S	1 round	EE 150	D: 1Rnd, S
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	Feather Fall	Mingle with the Wind	--	1R	60 ft.	V,M	1 minute	PHB 239	1/LR, D: 1m, V/M
O	Feather Fall	Mingle with the Wind	--	1R	60 ft.	V,M	1 minute	PHB 239	D: 1m, V/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	Heat Metal <C>	Artificer	--	1A	60 ft.	V,S,M	Concentration, up to 1 minute	PHB 250	D: 1m, V/S/M
P	Scorching Ray	Artificer (Always Prepared)	+12	1A	120 ft.	V,S	Instantaneous	PHB 273	V/S
P	Shatter	Artificer (Always Prepared)	CON 20	1A	60 ft./10 ft. Sphere	V,S,M	Instantaneous	PHB 275	10 ft. Sphere, 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	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 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	Levitate <C>	Mingle with the Wind	CON 20	1A	60 ft.	V,S,M	Concentration, up to 10 minutes	PHB 255	1/LR, D: 10m, V/S/M
O	Levitate <C>	Mingle with the Wind	CON 20	1A	60 ft.	V,S,M	Concentration, up to 10 minutes	PHB 255	D: 10m, V/S/M
	=== 3rd LEVEL ===	3 Slots OOO							
O	Dispel Magic	Artificer	--	1A	120 ft.	V,S	Instantaneous	PHB 234	Special: (See Description)*, V/S
O	Fly <C>	Artificer	--	1A	Touch	V,S,M	Concentration, up to 10 minutes	PHB 243	D: 10m, V/S/M
O	Revivify	Artificer	--	1A	Touch	V,S,M	Instantaneous	PHB 272	V/S/M
P	Fireball	Artificer (Always Prepared)	DEX 20	1A	150 ft./20 ft. Sphere	V,S,M	Instantaneous	PHB 241	20 ft. Sphere, V/S/M
P	Wind Wall <C>	Artificer (Always Prepared)	STR 20	1A	120 ft.	V,S,M	Concentration, up to 1 minute	PHB 288	D: 1m, 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	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	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	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	Ice Storm	Artificer (Always Prepared)	DEX 20	1A	300 ft./20 ft. Cylinder	V,S,M	Instantaneous	PHB 252	20 ft. Cylinder, V/S/M
P	Wall of Fire <C>	Artificer (Always Prepared)	DEX 20	1A	120 ft.	V,S,M	Concentration, up to 1 minute	PHB 285	D: 1m, V/S/M
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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