







Animal Messenger (ritual)

Artificer Level 2 Enchantment DC 15 Spell Mod +7







24 hrs

A morsel of food

By means of this spell, you use an animal to deliver a message. Choose a Tiny beast you can see within range, such as a squirrel, a blue jay, or a bat. You specify a location, which you must have visited, and a recipient who matches a general description, such as "a man or woman dressed in the uniform of the town guard" or "a red-haired dwarf wearing a pointed hat." You also speak a message of up to twenty-five words. The target beast travels for the duration of the spell toward the specified location, covering about 50 miles per 24 hours for a flying messenger, or 25 miles for other animals. When the messenger arrives, it delivers your message to the creature that you described, replicating the sound of your voice. The messenger speaks only to a creature matching the description

Catapult

Artificer Level 1 Transmutation DC 15 Spell Mod +7





Choose one object weighing 1 to 5 pounds

within range that isn't being worn or carried.

The object flies in a straight line up to 90 feet

in a direction you choose before falling to the

ground, stopping early if it impacts against a

creature, that creature must make a Dexterity

strikes the target and stops moving. When the

object strikes something, the object and what

it strikes each take 3d8 bludgeoning damage. At Higher Levels. When you cast this spell

using a spell slot of 2nd level or higher, the

target with this spell increases by 5 pounds,

and the damage increases by 1d8, for each slot

maximum weight of objects that you can

solid surface. If the object would strike a

saving throw. On a failed save, the object

Cloud of Daggers

Artificer Level 2 Conjuration DC 15 Spell Mod +;





Conc, 1 min

A sliver of glass

You fill the air with spinning daggers in a cube 5 feet on each side, centered on a point you choose within range. A creature takes 4d4 slashing damage when it enters the spell's area for the first time on a turn or starts its turn there. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 2d4 for each slot level above 2nd.

Detect Magic (ritual)

Artificer Level 1 Divination DC 15 Spell Mod +7

you gave. If the messenger doesn't reach its







Conc, 10 mins



Floating Disk (ritual)





A drop of mercury

1 Act.

level above 1st.

Identify (ritual)

Artificer Level 1 Divination DC 15 Spell Mod +7

1 min Touch



Inst

A pearl worth at least 100 gp and an owl feather

You choose one object that you must touch

For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any. The spell can penetrate most barriers, but it is blocked by I foot of stone, I inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

This spell creates a circular, horizontal plane of force, 3 feet in diameter and 1 inch thick, that floats 3 feet above the ground in an unoccupied space of your choice that you can see within range. The disk remains for the duration, and can hold up to 500 pounds. If more weight is placed on it, the spell ends, and everything on the disk falls to the ground. The disk is immobile while you are within 20 feet of it. If you move more than 20 feet away from it, the disk follows you so that it remains within 20 feet of you. It can move across uneven terrain, up or down stairs, slopes and the like, but it can't cross an elevation change of 10 feet or more. For example, the disk can't move across a 10-foot-deep pit, nor could it leave such a pit if it was created at the bottom. If you move more than 100 feet from the disk (typically because it can't move around an

throughout the casting of the spell. If it is a magic item or some other magic-imbued object, you learn its properties and how to use them, whether it requires attunement to use, and how many charges it has, if any. You learn whether any spells are affecting the item and what they are. If the item was created by a spell, you learn which spell created it. If you instead touch a creature throughout the casting, you learn what spells, if any, are currently affecting it.

Levitate

Artificer Level 2 Transmutation DC 15 Spell Mod +7









Either a small leather loop or a piece of golden wire bent into a cup shape with a long shank on one end

One creature or object of your choice that you can see within range rises vertically, up to 20 feet, and remains suspended there for the duration. The spell can levitate a target that weighs up to 500 pounds. An unwilling creature that succeeds on a Constitution saving throw is unaffected. The target can move only by pushing or pulling against a fixed object or surface within reach (such as a wall or a ceiling), which allows it to move as if it were climbing. You can change the target's altitude by up to 20 feet in either direction on your turn. If you are the target, you can move up or down as part of your move. Otherwise, you can use your action to move the target, which must remain within the spell's range. When the spell ends, the target floats gently to the ground if it is still aloft.

Mage Hand

Artificer - Conjuration cantrip DC 15 Spell Mod +7







1 min

A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again. You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open

container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it. The hand can't attack, activate magic items, or carry more than 10 pounds.

Prestidigitation

Artificer - Transmutation cantrip DC 15 Spell Mod







Up to 1 hr

This spell is a minor magical trick that novice spellcasters use for practice. You create one of the following magical effects within range: You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor. • You instantaneously light or snuff out a candle, a torch, or a small campfire. • You instantaneously clean or soil an object no larger than I cubic foot. • You chill, warm, or flavor up to I cubic foot of nonliving material for I hour. • You make a color, a small mark, or a symbol appear on an object or a surface for I hour. • You create a nonmagical trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn. If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss C

Page I (reverse)						
			Animal Messenger (reverse) destination before the spell ends, the message is lost, and the beast makes its way back to where you cast this spell. At Higher Levels. If you cast this spell using a spell slot of 3nd level or higher, the duration of the spell increases by 48 hours for each slot level above 2nd.			
		Floating Disk (reverse) obstacle to follow you), the spell ends.				
		obstacle to follow you), the spen ends.				
	Prestidigitation (reverse) such an effect as an action.					

Artificer Level I Abjuration DC 15 Spell Mod +7 B.A. 30 ft V.S.M 1 min A small silver mirror You ward a creature within range against attack. Until the spell ends, any creature who targets the warded creature with an attack or a harmful spell must first make a Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This spell doesn't protect the warded creature from area effects, such as the explosion of a fireball. If the warded creature makes an attack or casts a spell that affects an enemy creature, this spell ends.	

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