







Alarm (ritual)

Artificer Level 1 Abjuration DC 15 Spell Mod +7









A tiny bell and a piece of fine silver wire

You set an alarm against unwanted intrusion. Choose a door, a window, or an area within range that is no larger than a 20-foot cube. Until the spell ends, an alarm alerts you whenever a Tiny or larger creature touches or enters the warded area. When you cast the spell, you can designate creatures that won't set off the alarm. You also choose whether the alarm is mental or audible. A mental alarm alerts you with a ping in your mind if you are within I mile of the warded area. This ping awakens you if you are sleeping. An audible alarm produces the sound of a hand bell for 10 seconds within 60 feet.

Catapult

Artificer Level 1 Abjuration DC 15 Spell Mod +7



Longstrider

Artificer Level 1 Transmutation DC 15 Spell Mod +







You touch a creature. The target's speed increases by 10 feet until the spell ends. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

Shield

Artificer Level 1 Abjuration DC 15 Spell Mod +7









Thunderwave

Artificer Level 1 Evocation DC 15 Spell Mod +7











Find Traps

Artificer Level 2 Divination DC 15 Spell Mod +7









An invisible barrier of magical force appears and protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from magic missile.

A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed. In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

You sense the presence of any trap within range that is within line of sight. A trap, for the purpose of this spell, includes anything that would inflict a sudden or unexpected effect you consider harmful or undesirable, which was specifically intended as such by its creator. Thus, the spell would sense an area affected by the alarm spell, a glyph of warding, or a mechanical pit trap, but it would not reveal a natural weakness in the floor, an unstable ceiling, or a hidden sinkhole. This spell merely reveals that a trap is present. You don't learn the location of each trap, but you do learn the general nature of the danger posed by a trap you sense.

Locate Object

and the object.

Artificer Level 2 Divination DC 15 Spell Mod +7









Conc, 10 mins

Describe or name an object that is familiar to you. You sense the direction to the object's location, as long as that object is within 1.000 feet of you. If the object is in motion, you know the direction of its movement. The spell can locate a specific object known to you, as long as you have seen it up close—within 30 feet—at least once. Alternatively, the spell can locate the nearest object of a particular kind, such as a certain kind of apparel, jewelry, furniture, tool, or weapon. This spell can't locate an object if any thickness of lead, even a

thin sheet, blocks a direct path between you

Scorching Ray

level above 2nd.

Artificer Level 2 Evocation DC 15 Spell Mod +7







You create three rays of fire and hurl them at

target or several. Make a ranged spell attack

for each ray. On a hit, the target takes 2d6 fire

damage. At Higher Levels. When you cast this

spell using a spell slot of 3rd level or higher,

you create one additional ray for each slot

targets within range. You can hurl them at one



Shatter

Artificer Level 2 Evocation DC 15 Spell Mod +7

A sudden loud ringing noise, painfully



slot level above 2nd.





intense, erupts from a point of your choice within range. Each creature in a 10-foot-radius sphere centered on that point must make a Constitution saving throw. A creature takes 3d8 thunder damage on a failed save, or half as much damage on a successful one. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw. A nonmagical object that isn't being worn or carried also takes the damage if it's in the spell's area. At Higher Levels. When you cast this spell using a spell slot of 3rd level or

higher, the damage increases by 1d8 for each



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Silence (ritual)

Artificer Level 2 Illusion DC 15 Spell Mod +7

120 ft



Conc, 10 mins

Fireball

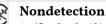
Artificer Level 3 Evocation DC 15 Spell Mod +7







A tiny ball of bat quano and sulfur



Artificer Level 3 Abjuration DC 15 Spell Mod +7



V,S,M 8 hrs A pinch of diamond dust worth 25 gp sprinkled over the target, which the spell consumes

For the duration, you hide a target that you A bright streak flashes from your pointing finger to a point you choose within range and touch from divination magic. The target can be then blossoms with a low roar into an a willing creature or a place or an object no explosion of flame. Each creature in a larger than 10 feet in any dimension. The 20-foot-radius sphere centered on that point target can't be targeted by any divination must make a Dexterity saving throw. A target magic or perceived through magical scrying takes 8d6 fire damage on a failed save, or half sensors. as much damage on a successful one. The fire

For the duration, no sound can be created within or pass through a 20-foot-radius sphere centered on a point you choose within range. Any creature or object entirely inside the sphere is immune to thunder damage, and creatures are deafened while entirely inside it. Casting a spell that includes a verbal component is impossible there.

Protection from Energy

Artificer Level 3 Abjuration DC 15 Spell Mod +7



Touch



Conc, 1 hr

Wind Wall

above 3rd.

Artificer Level 3 Evocation DC 15 Spell Mod +7





spreads around corners. It ignites flammable objects in the area that aren't being worn or carried. At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level

Conc, 1 min

A tiny fan and a feather of exotic origin

For the duration, the willing creature you touch has resistance to one damage type of your choice: acid, cold, fire, lightning, or thunder.

A wall of strong wind rises from the ground at a point you choose within range. You can make the wall up to 50 feet long, 15 feet high, and I foot thick. You can shape the wall in any way you choose so long as it makes one continuous path along the ground. The wall lasts for the duration. When the wall appears, each creature within its area must make a Strength saving throw. A creature takes 3d8 bludgeoning damage on a failed save, or half as much damage on a successful one. The strong wind keeps fog, smoke, and other gases at bay. Small or smaller flying creatures or objects can't pass through the wall. Loose, lightweight materials brought into the wall fly upward. Arrows, bolts, and other ordinary projectiles launched at targets behind the wall are deflected upward and automatically miss. (Boulders hurled by giants or siege engines,

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		Wind Wall (reverse) and similar projectiles, are unaffected.) Creatures in gaseous form can't pass through it.			