

ATTACKS & SPELLCASTING

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light.

Magical Tinkering. You must have tinker's tools or other artisan's tools in hand. You touch a Tiny nonmagical object as an action and give it one of the following magical properties of your choice:The object sheds bright light in a 5-foot radius and dim light for an additional 5 feet. Whenever tapped by a creature, the object emits a recorded message (no more than 6 seconds long) that can be heard up to 10 feet away. The object continuously emits your choice of an odor or a nonverbal sound. The chosen phenomenon is perceivable up to 10 feet away. A static visual effect appears on one of the object's surfaces. The chosen property lasts indefinitely. As an action, you can touch the object and end the property early. You can bestow magic on up to 3 objects.

FEATURES & TRAITS

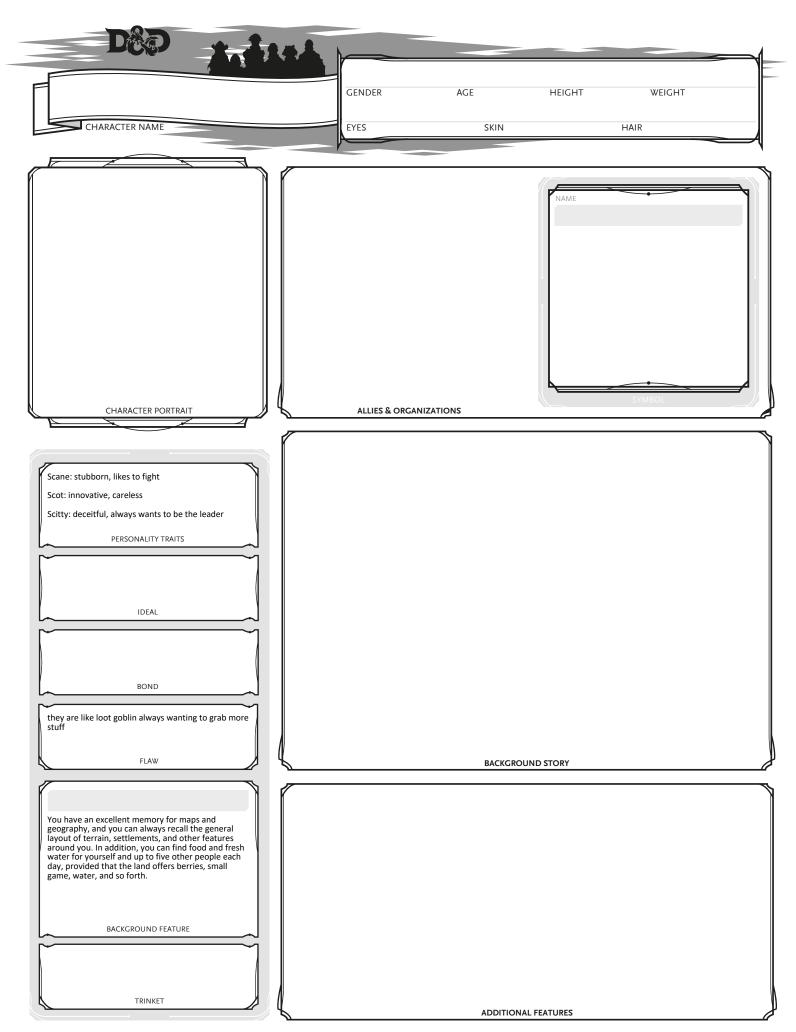
Armor Proficiencies. Light Armor, Medium Armor, Shields

Weapon Proficiencies. Simple Weapons

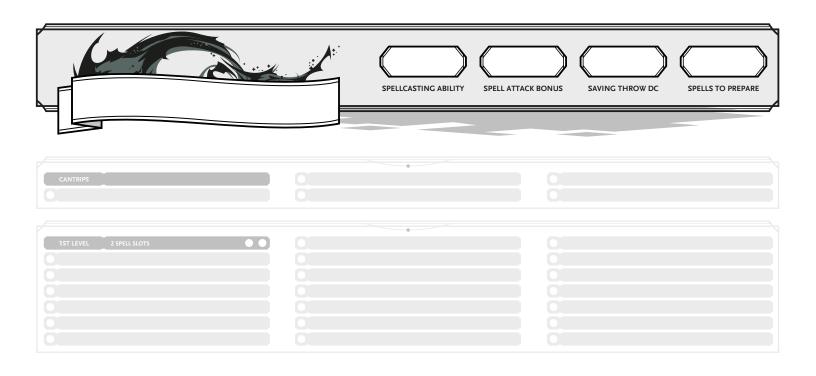
Tool Proficiencies. Drum, Smith's tools, Thieves' tools, Tinker's tools

Languages. Common, Draconic, Undercommon

PROFICIENCIES & LANGUAGES



ADVENTURING GEAR	# lb	MAGIC ITEMS	# lb	
		ATTUNED MAGIC ITEMS /		
		VALUABLES — GEMS, ART OBJECTS, TRADE GOODS	#lb	
		COPPER SILVER ELECTRUM GOLD	PLATINUM	
		ENGLIMADDANICE LIFTING AND CARDVING		
		ENCUMBRANCE — LIFTING AND CARRYING WEIGHT CARRIED CARRY CAPACITY PUSH,	DRAG, LIFT	
		/	Biolog, Eli I	
INIVENTORY ADVE	NITUDING GEAD, A	RMS, ARMOR, AND OTHER EQUIPMENT		
INVENTORY — ADVE	NTURING GEAR, A	RMS, ARMOR, AND OTHER EQUIPMENT		
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			———	
	ADDITIONA	L TREASURE		INVENTORY — ITEM DESCRIPTIONS & NOTES
STORED ITEM	#_ lb	STORED ITEM	#_ lb	
	STORE	TEME	J	OLIEST ITEMS & TRINIVETS



Magic Stone

Transmutation Cantrip

CASTING TIME	1 bonus action
RANGE	Touch
DURATION	1 minute
COMPONENTS	V, S

You touch one to three pebbles and imbue them with magic. You or someone else can make a ranged spell attack with one of the pebbles by throwing it or hurling it with a sling. If thrown, it has a range of 60 feet. If someone else attacks with the pebble, that attacker adds your spellcasting ability modifier, not the attacker's, to the attack roll. On a hit, the target takes bludgeoning damage equal to 1d6 + your spellcasting ability modifier. Hit or miss, the spell then ends on the stone.

If you cast this spell again, the spell ends early on any pebbles still affected by it.

Spellcasting (Artificer)

Xanathar's Guide to Everythina

Shocking Grasp

Evocation Cantrip

CASTING TIME	1 action
RANGE	Touch
DURATION	Instantaneous
COMPONENTS	V, S

Lightning springs from your hand to deliver a shock to a creature you try to touch. Make a melee spell attack against the target. You have advantage on the attack roll if the target is wearing armor made of metal. On a hit, the target takes 1d8 lightning damage, and it can't take reactions until the start of its next turn.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Spellcasting (Artificer)

Absorb Elements

1st-level abjuration

CASTING TIME	$\ensuremath{1}$ reaction, which you take when you take acid, cold, fire, lightning, or thunder damage
RANGE	Self
DURATION	1 round
COMPONENTS	S

The spell captures some of the incoming energy, lessening its effect on you and storing it for your next melee attack. You have resistance to the triggering damage type until the start of your next turn. Also, the first time you hit with a melee attack on your next turn, the target takes an extra 1d6 damage of the triggering type, and the spell

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each slot level above 1st.

Prepared (Artificer)

Xanathar's Guide to Everythina

Catapult

1st-level transmutation

CASTING TIME	1 action	
RANGE	60 feet	
DURATION	Instantaneous	
COMPONENTS	S	

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 solid surface. If the object would strike a creature, that creature must make a Dexterity saving throw. On a

creature, that creature must make a Dexternly saving throw. On a failed save, the object 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 maximum weight of objects that you can target with this spell increases by 5 pounds, and the damage increases by 1d8, for each slot level above 1st.

Prepared (Artificer) Xanathar's Guide to Everything

Faerie Fire

1st-level evocation

CASTING TIME	1 action
RANGE	60 feet
DURATION	Concentration, up to 1 minute
COMPONENTS	V

Each object in a 20-foot cube within range is outlined in blue, green, or violet light (your choice). Any creature in the area when the spell is cast is also outlined in light if it fails a Dexterity saving throw. For the duration, objects and affected creatures shed dim light in a 10-foot

Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.

Prepared (Artificer)

Player's Handbook

Player's Handbook

