

Artificer (Alchemist)

SPELLCASTING CLASS

INT

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

CANTRIPS

- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____

SLOTS TOTAL SLOTS EXPENDED

1

- Absorb elements
- Alarm (ritual)
- Arcane weapon
- Catapult
- Cure wounds
- Detect magic (ritual)
- Disguise self
- Expeditious retreat
- Faerie fire
- False life
- Feather fall
- Grease
- Identify (ritual)
- Jump
- Longstrider
- Sanctuary
- Snare
- Purify food and drink (at lvl 3)
- Ray of sickness (at lvl 3)

2

- Aid
- Alter self
- Arcane lock
- Blur
- Continual flame
- Darkvision
- Enhance ability

- Enlarge/reduce
- Heat metal
- Invisibility
- Lesser restoration
- Levitate
- Magic mouth (ritual)
- Magic weapon
- Protection from poison
- Pyrotechnics
- Rope trick
- See invisibility
- Skywrite (ritual)
- Spider climb
- Melf's acid arrow (at lvl 5)
- Web (at lvl 5)

3

- Blink
- Catnap
- Dispel magic
- Elemental weapon
- Flame arrows
- Fly
- Gaseous form
- Glyph of warding
- Haste
- Protection from energy
- Revivify
- Tiny servant
- Water breathing (ritual)
- Water walk (ritual)
- Create food and water (at lvl 9)
- Stinking cloud (at lvl 9)

4

- Arcane eye
- Elemental bane
- Fabricate
- Freedom of movement
- Leomund's secret chest
- Mordenkainen's faithful hound

- Mordenkainen's private sanctum
- Otiluke's resilient sphere
- Stone shape
- Stoneskin
- Vitriolic sphere
- Blight (at lvl 13)
- Death ward (at lvl 13)

5

- Animate objects
- Bigby's hand
- Creation
- Greater restoration
- Skill empowerment
- Transmute rock
- Wall of stone
- Cloudkill (at lvl 17)
- Raise dead (at lvl 17)

ARTIFICER INFUSIONS

ITEMS ALLOWED ITEMS INFUSED

KNOWN

- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____

Alchemist spells (always prepared)

SPELLS