Adventure League (2024 Updates) (Best Spells)

Loved all the ideas and suggestions. This is what I came up for as fixes for the 2024 UA Artificer I plan to allow in my games.

*UA 2024 Artificer updated (blue text = added or adjusted text)*

| ***Category*** | ***Name*** | ***Type*** | ***Attuned*** | ***Rarity*** | ***Level*** |
|---|---|---|---|---|---|
| *Armor* | *Shield +1* | *Shield* | *-* | *Uncommon* | *2nd* |
| *Armor* | *Armor +1* | *Any* | *-* | *Rare* | *6th* |
| *Armor* | *Enspelled Armor (lvl 0-1)* | *Any* | *Yes* | *Uncommon* | *6th* |
| *Armor* | *Armor of Weightlessness* | *Any* | *Yes* | *Uncommon* | *6th* |
| *Armor* | *Mariner's Armor* | *Any* | *-* | *Uncommon* | *6th* |
| *Armor* | *Plate of Knight's Fellowship* | *Plate* | *Yes* | *Uncommon* | *6th* |
| *Armor* | *Adamantine Armor* | *Medium/Heavy (not Hide)* | *-* | *Uncommon* | *6th* |
| *Armor* | *Mithral Armor* | *Medium/Heavy (not Hide)* | *-* | *Uncommon* | *6th* |
| *Armor* | *Armor of the Fallen* | *Medium/Heavy* | *Yes* | *Uncommon* | *6th* |
| *Armor* | *Armor of Fungal Spores* | *Medium* | *-* | *Uncommon* | *6th* |
| *Armor* | *Serpent Scale Armor* | *Scale Mail* | *-* | *Uncommon* | *6th* |
| *Armor* | *Vanrak's Mithral Shirt* | *Chain Shirt* | *-* | *Uncommon* | *6th* |

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|---|---|---|---|---|---|
| *Armor* | *Boomerang Shield* | *Shield* | *Yes* | *Uncommon* | *6th* |
| *Armor* | *Sentinel Shield* | *Shield* | *-* | *Uncommon* | *6th* |
| *Armor* | *Enspelled Armor (lvl 2-3)* | *Any* | *Yes* | *Rare* | *14th* |
| *Armor* | *Armor of Resistance* | *Any* | *Yes* | *Rare* | *14th* |
| *Armor* | *Feywrought Armor* | *Any* | *Yes* | *Rare* | *14th* |
| *Armor* | *Gloomwrought Armor* | *Any* | *Yes* | *Rare* | *14th* |
| *Armor* | *Demon Skin* | *Heavy* | *Yes* | *Rare* | *14th* |
| *Armor* | *Elven Chain+1* | *Chain Mail/Shirt* | *-* | *Rare* | *14th* |
| *Armor* | *Breastplate of Balance* | *Breastplate* | *Yes* | *Rare* | *14th* |
| *Armor* | *Dragonguard+1* | *Breastplate* | *-* | *Rare* | *14th* |
| *Armor* | *Glamoured Studded Leather+1* | *Studded Leather* | *-* | *Rare* | *14th* |
| *Armor* | *Zephyr Armor* | *Light* | *Yes* | *Rare* | *14th* |
| *Armor* | *Arrow-Catching Shield* | *Shield* | *Yes* | *Rare* | *14th* |
| *Armor* | *Shield+2* | *Shield* | *-* | *Rare* | *14th* |
| *Weapon* | *Weapon+1* | *Any* | *No* | *Uncommon* | *2nd* |
| *Weapon* | *Enspelled Weapon (lvl 0-1)* | *Any* | *Yes* | *Uncommon* | *6th* |

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|---|---|---|---|---|---|
| *Weapon* | *Adamantine Weapon* | *Any* | *-* | *Uncommon* | *6th* |
| *Weapon* | *Dragon's Wrath Weapon, Slumbering* | *Any* | *Yes* | *Uncommon* | *6th* |
| *Weapon* | *Weapon of Warning* | *Any* | *Yes* | *Uncommon* | *6th* |
| *Weapon* | *Bloodrage Greataxe* | *Greataxe* | *-* | *Uncommon* | *6th* |
| *Weapon* | *Hew+1* | *Battleaxe* | *-* | *Uncommon* | *6th* |
| *Weapon* | *Shatterspike+1* | *Longsword* | *Yes* | *Uncommon* | *6th* |
| *Weapon* | *Lightbringer+1* | *Mace* | *-* | *Uncommon* | *6th* |
| *Weapon* | *Trident of Fish Command* | *Trident* | *Yes* | *Uncommon* | *6th* |
| *Weapon* | *Blood Spear* | *Spear* | *Yes* | *Uncommon* | *6th* |
| *Weapon* | *Javelin of Lightning* | *Javelin* | *-* | *Uncommon* | *6th* |
| *Weapon* | *Moon Sickle+1* | *Sickle* | *Yes* | *Uncommon* | *6th* |
| *Weapon* | *Reszur+1* | *Dagger* | *-* | *Uncommon* | *6th* |
| *Weapon* | *Sling of Giant Felling* | *Sling* | *-* | *Uncommon* | *6th* |
| *Weapon* | *Weapon+2* | *Any* | *-* | *Rare* | *14th* |
| *Weapon* | *Enspelled Weapon (lvl 2-3)* | *Any* | *Yes* | *Rare* | *14th* |
| *Weapon* | *Dragon Slayer+1* | *Any* | *-* | *Rare* | *14th* |

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|---|---|---|---|---|---|
| *Weapon* | *Dragon's Wrath Weapon+1, Stirring* | *Any* | *Yes* | *Rare* | *14th* |
| *Weapon* | *Flame Tongue* | *Any* | *Yes* | *Rare* | *14th* |
| *Weapon* | *Giant Slayer+1* | *Any* | *-* | *Rare* | *14th* |
| *Weapon* | *Vicious Weapon* | *Any* | *-* | *Rare* | *14th* |
| *Weapon* | *Crystal Blade* | *Sword* | *Yes* | *Rare* | *14th* |
| *Weapon* | *Sword of Life Stealing* | *Sword* | *Yes* | *Rare* | *14th* |
| *Weapon* | *Sword of Wounding* | *Sword* | *Yes* | *Rare* | *14th* |
| *Weapon* | *Serpent's Fang* | *Longsword* | *-* | *Rare* | *14th* |
| *Weapon* | *Sun Blade+2* | *Longsword* | *Yes* | *Rare* | *14th* |
| *Weapon* | *Flayer Slayer+1* | *Greataxe* | *Yes* | *Rare* | *14th* |
| *Weapon* | *Woodcutter's Axe+1* | *Greataxe* | *-* | *Rare* | *14th* |
| *Weapon* | *Devotee's Censer* | *Flail* | *Yes* | *Rare* | *14th* |
| *Weapon* | *Ruinous Flail+1* | *Flail* | *Yes* | *Rare* | *14th* |
| *Weapon* | *Bonecounter+2* | *Mace* | *-* | *Rare* | *14th* |
| *Weapon* | *Mace of Disruption* | *Mace* | *Yes* | *Rare* | *14th* |
| *Weapon* | *Mace of Smiting+1* | *Mace* | *-* | *Rare* | *14th* |

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|---|---|---|---|---|---|
| *Weapon* | *Mace of Terror* | *Mace* | *Yes* | *Rare* | *14th* |
| *Weapon* | *Luminous War Pick+1* | *War Pick* | *Yes* | *Rare* | *14th* |
| *Weapon* | *Grasping Whip+1* | *Whip* | *-* | *Rare* | *14th* |
| *Weapon* | *Lash of Immolation+1* | *Whip* | *-* | *Rare* | *14th* |
| *Weapon* | *Dagger of Blindsight* | *Dagger* | *Yes* | *Rare* | *14th* |
| *Weapon* | *Dagger of Venom+1* | *Dagger* | *-* | *Rare* | *14th* |
| *Weapon* | *Dragontooth Dagger+1* | *Dagger* | *-* | *Rare* | *14th* |
| *Weapon* | *Moon Sickle+2* | *Sickle* | *Yes* | *Rare* | *14th* |
| *Weapon* | *Bow of Conflagration* | *Bow* | *Yes* | *Rare* | *14th* |
| *Weapon* | *Dragon Wing Bow* | *Bow* | *Yes* | *Rare* | *14th* |
| *Weapon* | *Glimmering Moonbow+1* | *Bow* | *Yes* | *Rare* | *14th* |
| *Weapon* | *Starshot Crossbow* | *Crossbow* | *Yes* | *Rare* | *14th* |
| *Wand* | *Wand of the War Mage+1* | *Spellcaster* | *Yes* | *Uncommon* | *2nd* |
| *Weapon* | *Radiance+1* | *Any* | *Yes* | *Uncommon* | *6th* |
| *Wand* | *Wand of Entangle* | *Spellcaster* | *Yes* | *Uncommon* | *6th* |
| *Wand* | *Wand of Magic Detection* | | *-* | *Uncommon* | *6th* |

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|---|---|---|---|---|---|
| *Wand* | *Wand of Magic Missiles* | | *-* | *Uncommon* | *6th* |
| *Wand* | *Wand of Secrets* | | *-* | *Uncommon* | *6th* |
| *Wand* | *Wand of Web* | *Spellcaster* | *Yes* | *Uncommon* | *6th* |
| *Wand* | *Wand of Binding* | | *-* | *Rare* | *14th* |
| *Wand* | *Wand of Enemy Detection* | | *-* | *Rare* | *14th* |
| *Wand* | *Wand of Fear* | | *-* | *Rare* | *14th* |
| *Wand* | *Wand of Fireballs* | *Spellcaster* | *Yes* | *Rare* | *14th* |
| *Wand* | *Wand of Lightning Bolts* | *Spellcaster* | *Yes* | *Rare* | *14th* |
| *Wand* | *Wand of Paralysis* | *Spellcaster* | *Yes* | *Rare* | *14th* |
| *Wand* | *Wand of the War Mage+2* | *Spellcaster* | *Yes* | *Rare* | *14th* |
| *Wand* | *Wand of Viscid Globs* | | *Yes* | *Rare* | *14th* |
| *Wand* | *Wand of Winter* | | *Yes* | *Rare* | *14th* |
| *Wand* | *Wand of Wonder* | | *Yes* | *Rare* | *14th* |

*—---Examples----------*

**Alchemist**

- Spells:
    - Cantrips (4): *Acid Splash, *Poison Spray, Mage Hand, Prestiditation

    - 1st level (5+2): *Healing Word, *Ray of Sickness, *Alarm, *Catapult, Cure Wounds, Disguise Self, Sanctuary
    - 2nd level (3+2): *Flaming Sphere, *Melf's Acid Arrow, *Blur, *Dragon's Breath, *Invisibility
    - 3rd level (3+2): *Gaseous Form, *Mass Healing Word, *Blink, *Haste, *Revivify
    - 4th level (2+2): *Death Ward, *Vitriolic Sphere, *Arcane Eye, *Freedom of Movement
    - 5th level (2+2): *Cloud Kill, *Raise Dead, *Animate Objects, *Bigby's Hand
    - Enspelled Staff (uncommon): Ray of Sickness or Cure Wounds
    - Enspelled Staff (rare): Web or Mass Healing Word
- Elixirs
    - Lvl 3 - 2+2(crafted) (Acid 2d6 = 7)
    - Lvl 5 - 3 (Bomb 3d6+4 = 14)/unlimited (Acid 2d6+4 = 11)
    - Lvl 9 - 4 (Fire Bomb 5d6+5 = 22)/unlimited (Acid 2d6+5 = 12)
    - Lvl 15 - 5 (Fire Bomb 8d6+2d8+6 = 43)/unlimited (Acid 2d6+2d8+6 = 22)
- Plans (*Most commonly prepared)
    - 2nd-5th lvl - 4 Plans (*Alchemy Jug, *Bag of Holding, Cap of Water Breathing, Rope of Climbing)
    - ~~Uncommon Wondrous Item or Enspelled Staff~~
    - 6th lvl - 5 Plans (*Enspelled Staff [uncommon], *Broom of Flying, *Alchemy Jug, Bag of Holding, Cap of Water Breathing)
    - 7th lvl - 5 Plans (*Enspelled Staff [uncommon], *Broom of Flying, *Baba Yaga's Dancing Broom, Alchemy Jug, Cap of Water Breathing)
    - 8th lvl - 5 Plans (*Enspelled Staff [uncommon], *Broom of Flying, *Baba Yaga's Dancing Broom, Robe of Useful Items, Cap of Water Breathing)
    - 9th lvl - 5+1 Plans (*Enspelled Staff [uncommon], *Broom of Flying, *Baba Yaga's Dancing Broom, *Robe of Useful Items, Gloves of Missile Snaring, Bag of Tricks)
    - ~~Uncommon Ring~~
    - 10th lvl-13th lvl - 6+1 (*Enspelled Staff [uncommon], *Broom of Flying, *Baba Yaga's Dancing Broom, *Robe of Useful Items, *Mind Sharpener, Gloves of Missile Snaring, Bag of Tricks)
    - ~~Rare Ring or Wondrous Item or Enspelled Staff~~
    - 14th lvl - 7+1 (*Enspelled Staff [rare], *Broom of Flying, *Baba Yaga's Dancing Broom, *Robe of Useful Items, *Mind Sharpener, *Ring of Spell Storing, Gloves of Missile Snaring)
    - 15th lvl - 7+1 (*Enspelled Staff [rare], *Broom of Flying, *Cloak of Displacement, *Robe of Useful Items, *Mind Sharpener, *Ring of Spell Storing, Gloves of Missile Snaring)
    - 16th lvl - 7+1 (*Enspelled Staff [rare], *Broom of Flying, *Cloak of Displacement, *Cube of Summoning, *Mind Sharpener, *Ring of Spell Storing, Robe of Useful Items)
    - 17th lvl - 7+1 (*Enspelled Staff [rare], *Broom of Flying, *Cloak of Displacement, *Cube of Summoning, *Helm of Teleportation, *Ring of Spell Storing, Robe of Useful Items)

    - 18th-20th lvl - 8+1 (*Enspelled Staff [rare], *Broom of Flying, *Cloak of Displacement, *Cube of Summoning, *Helm of Teleportation, *Ring of Spell Storing, *Amulet of Health, Mantle of Spell Resistance)

**Artillerst**

- Spells:
    - Cantrips (4): *Fire Bolt, *Ray of Frost, *Resistance, *Elementalism
    - 1st level (5+2): *Magic Missile, *Thunderwave, *Cure Wounds, *Faerie Fire, *False Life, *Jump, *Longstrider
    - 2nd level (3+2): *Scorching Ray, *Shatter, *Invisibility, *Lesser Restoration, *Web
    - 3rd level (3+2): *Fireball, *Windwall, *Blink, *Haste, *Revivify
    - 4th level (2+2): *Ice Storm, *Wall of Fire, *Arcane Eye, *Otiluke's Resilient Sphere
    - 5th level (2+2): *Cone of Cold, *Wall of Force, *Animate Objects, *Greater Restoration
- Artillerst Plans (*Most commonly prepared)
    - 2nd-5th lvl - 4 Plans (*Wand of the War Mage+1, *Rope of Climbing, Goggles of Night, Cap of Water Breathing)
    - ~~Uncommon Wand~~
    - 6th - 5 Plans (*Wand of Entangle, *Wand of Magic Missiles, *Wand of the War Mage+1, Rope of Climbing, Cap of Water Breathing)
    - 7th - 5 Plans (*Wand of Entangle, *Wand of Magic Missiles, *Pipes of Haunting, Wand of the War Mage+1, Rope of Climbing)
    - 8th - 5 Plans (*Wand of Entangle, *Wand of Magic Missiles, *Pipes of Haunting, Cloak of the Manta Ray, Wand of the War Mage+1)
    - 9th - 5+1 Plans (*Wand of Entangle, *Wand of Magic Missiles, *Pipes of Haunting, *Cloak of the Manta Ray, Eyes of Charming)
    - ~~Uncommon Ring or Wondrous Item~~
    - 10th - 6+1 Plans (*Wand of Entangle, *Wand of Magic Missiles, *Pipes of Haunting, *Gloves of Missile Snaring, *Winged Boots, Cloak of the Manta Ray, Eyes of Charming)
    - 11th - 6+1 Plans (*Wand of Entangle, *Wand of Magic Missiles, *Pipes of Haunting, *Gloves of Missile Snaring, *Winged Boots, Elemental Gem, Eyes of Charming)
    - 12th - 6+1 Plans (*Wand of Entangle, *Wand of Magic Missiles, *Gloves of Missile Snaring, *Winged Boots, *Cloak of Protection, Elemental Gem, Eyes of Charming)
    - 13th - 6+1 Plans (*Wand of Entangle, *Wand of Magic Missiles, *Gloves of Missile Snaring, *Winged Boots, *Cloak of Protection, Elemental Gem, Robe of Useful Items)
    - ~~Rare Ring or Wondrous Item or Wand~~
    - 14th - 7+1 Plans (*Wand of Fireballs, *Cloak of Displacement, *Wand of Entangle, *Wand of Magic Missiles, *Gloves of Missile Snaring, *Winged Boots, Elemental Gem, Robe of Useful Items)

    - 15th - 7+1 Plans (*Wand of Fireballs, *Cloak of Displacement, *Ring of Free Action, *Gloves of Missile Snaring, *Winged Boots, *Elemental Gem, Wand of Entangle, Robe of Useful Items)
    - 16th - 7+1 Plans (*Wand of Fireballs, *Cloak of Displacement, *Ring of Free Action, *Wand of Binding, *Gloves of Missile Snaring, *Winged Boots, Elemental Gem, Robe of Useful Items)
    - 17th - 7+1 Plans (*Wand of Fireballs, *Cloak of Displacement, *Ring of Free Action, *Wand of Binding, *Gloves of Missile Snaring, *Winged Boots, Mantle of Spell Resistance, Elemental Gem)
    - 18th - 8+1 Plans (*Wand of Fireballs, *Cloak of Displacement, *Ring of Free Action, *Wand of Binding, *Gloves of Missile Snaring, *Winged Boots, *Mantle of Spell Resistance, Elemental Gem, Helm of Teleportation)
    - 19th-20th - 8+1 Plans (*Wand of Fireballs, *Cloak of Displacement, *Ring of Free Action, *Wand of Binding, *Gloves of Missile Snaring, *Winged Boots, *Mantle of Spell Resistance, Robe of Eyes, Helm of Teleportation)

**Armorer**

- Spells:
    - Cantrips (4): *Shocking Grasp, *Thunderclap, *Light, *Resistance
    - 1st level (4+2): *Shield, *Thunderwave, *Cure Wounds, *False Life, *Jump, *Longstrider
    - 2nd level (4+2): *Mirror Image, *Shatter, *Blur, *Enlarge/Reduce, *Magic Weapon, *See Invisibility
    - 3rd level (3+2): *Hypnotic Pattern, *Lightning Bolt, *Haste, *Protection from Energy, *Revivify
    - 4th level (2+2): *Fire Shield, *Greater Invisibility, *Freedom of Movement, *Stoneskin
    - 5th level (2+2): *Passwall, *Wall of Force, *Circle of Power, *Greater Restoration
    - Enspelled Armor (uncommon): Shield or Cure Wounds
    - Enspelled Armor (rare): Hypnotic Pattern or Lightning Bolt
- Armorer Plans (*Most commonly prepared) -
    - 2nd-5th lvl - 4 Plans (*Shield+1, *Weapon+1, Cap of Water Breathing, Rope of Climbing)
    - ~~Uncommon Armor~~
    - 6th - 5 Plans (*Plate of Knight's Fellowship, *Enspelled Plate [uncommon], *Shield+1, Weapon+1, Cap of Water Breathing)
    - 7th - 5 Plans (*Plate of Knight's Fellowship, *Enspelled Plate [uncommon], *Sentinel Shield, Weapon+1, Cap of Water Breathing)
    - 8th - 5 Plans (*Plate of Knight's Fellowship, *Enspelled Plate [uncommon], *Sentinel Shield, Armor of Weightlessness, Weapon+1)
    - 9th - 5+2 Plans (*Plate of Knight's Fellowship, *Enspelled Plate [uncommon], *Sentinel Shield, *Armor of Weightlessness, *Adamantine, Armor of the Fallen, Mariners)
    - ~~Uncommon Ring or Wondrous Item~~

    - 10th-13th - 6+2 Plans (*Plate of Knight's Fellowship, *Enspelled Plate [uncommon], *Sentinel Shield, *Adamantine, *Winged Boots, *Mithral, Armor of the Fallen, Mariners)
    - ~~Rare Ring or Wondrous Item or Armor~~
    - 14th - 7+2 Plans (*Plate of Knight's Fellowship, *Enspelled Plate [rare], *Arrow-Catching Shield, *Adamantine, *Winged Boots, *Mithral, *Mariners, Armor of the Fallen, Sentinel Shield)
    - 15th - 7+2 Plans (*Plate of Knight's Fellowship, *Enspelled Plate [rare], *Arrow-Catching Shield, *Adamantine, *Winged Boots, *Mithral, *Cloak of Displacement, Mariners, Armor of the Fallen)
    - 16th - 7+2 Plans (*Plate of Knight's Fellowship, *Enspelled Plate [rare], *Arrow-Catching Shield, *Adamantine, *Winged Boots, *Mithral, *Cloak of Displacement, Mariners, Robe of Eyes)
    - 17th - 7+2 Plans (*Enspelled Plate [rare], *Arrow-Catching Shield, *Adamantine, *Winged Boots, *Mithral, *Cloak of Displacement, *Mantle of Spell Resistance, Mariners, Robe of Eyes)
    - 18th-20th - 8+2  Plans (*Enspelled [rare] *Adamantine *Mithral Plate of *Resistance, *Arrow-Catching Shield, *Winged Boots, *Cloak of Displacement, *Mantle of Spell Resistance, Mariners, Robe of Eyes)

**Battle Smith**

- Spells:
    - Cantrips (4): *Shocking Grasp, *Guidance, *Light, *Resistance
    - 1st level (4+2): *Shield, *Heroism, *Cure Wounds, *Feather Fall, *Longstrider, *Sanctuary
    - 2nd level (4+2): *Shining Smite, *Warding Bond, *Blur, *Dragon's Breath, *Lesser Restoration, *Magic Weapon
    - 3rd level (3+2): *Aura of Vitality, *Conjure Barrage, *Blink, *Protection from Energy, *Revivify
    - 4th level (2+2): *Aura of Purity, *Fire Shield, *Freedom of Movement, *Mordenkainen's Faithful Hound
    - 5th level (2+2): *Banishing Smite, *Mass Cure Wounds, *Bigby's Hand, *Greater Restoration
    - Enspelled Weapon (uncommon): Shield or Cure Wounds
    - Enspelled Weapon (rare): Shield or Conjure Barrage
- Battle Smith Plans (*Most commonly prepared)
    - 2nd-5th lvl - 4 Plans (*Longsword+1, *Shield+1, Cap of Water Breathing, Rope of Climbing)
    - ~~Uncommon Weapon~~
    - 6th - 5 Plans (***Enspelled** [uncommon] ***Longsword of Warning**, *Shield+1, Cap of Water Breathing, Rope of Climbing)
    - 7th - 5 Plans (*Enspelled [uncommon] ***Blood Spear**, *Bow of Warning, Shield+1, Cap of Water Breathing)

- 8th - 5 Plans (*Enspelled [uncommon] *Blood Spear, *Bow of Warning, Shield+1, **Cloak of the Manta Ray**
- 9th - 5+1 Plans (*Enspelled [uncommon] *Blood Spear, *Bow of Warning, ***Armor+1**, Cloak of the Manta Ray, **Eyes of Charming**
- ~~Uncommon Ring or Wondrous Item~~
- 10th-13th - 6+1 Plans (*Enspelled [uncommon] *Blood Spear, *Bow of Warning, ***Winged Boots**, ***Elemental Gem**, Cloak of the Manta Ray, Eyes of Charming
- ~~Rare Ring or Wondrous Item or Weapon~~
- 14th - 7+1 Plans (***Vicious** Shortsword, ***Enspelled [rare]** *Scimitar of Warning, *Winged Boots, *Elemental Gem, *Cloak of the Manta Ray, Eyes of Charming, Blood Spear
- 15th - 7+1 Plans (*Vicious ***Flame Tongue** Shortsword, *Enspelled [rare] *Scimitar of Warning, *Winged Boots, *Elemental Gem, Cloak of the Manta Ray, Eyes of Charming
- 16th - 7+1 Plans (*Vicious *Flame Tongue Shortsword, *Enspelled [rare] *Scimitar of Warning, *Winged Boots, ***Cloak of Displacement**, Elemental Gem, Cloak of the Manta Ray
- 17th - 7+1 Plans (*Vicious *Flame Tongue Shortsword, *Enspelled [rare] ***Crystal** Scimitar, *Winged Boots, *Cloak of Displacement, Bow of Warning, Elemental Gem
- 18th - 8+1 Plans (*Vicious *Flame Tongue Shortsword, *Enspelled [rare] *Crystal Scimitar, *Winged Boots, *Cloak of Displacement, *Robe of Eyes, Bow of Warning, **Helm of Teleportation**