

[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)

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

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

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

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

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

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

-----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**)