

AURA OF INCENSE 2ND-LEVEL ABJURATION

CASTING TIME
1 ACTION

RANGE
SELF

COMPONENTS
V

DURATION
UP TO 10 MINUTES (C)

You summon an aura of sweet smelling wind that permeates a 15-foot radius around you. The aura moves with you until the spell ends. Any harmful smoke, gas, airborne mold, or another airborne contaminant becomes harmless while contained within the aura. If any creatures within the aura are currently suffering any negative effects as a result of the contaminant, the creature has advantage on any new saving throw against it while they remain within the aura.

◆ AT HIGHER LEVELS ◆

★ CLE, DRU, RAN

WITCH+CRAFT

AWAKEN OBJECT 6TH-LEVEL TRANSMUTATION

CASTING TIME
8 HOURS

RANGE
TOUCH

COMPONENTS
V, S, M

DURATION
INSTANTANEOUS

Materials: A raw ruby worth at least 1,500 gp, which the spell consumes

You spend the casting time drawing arcane symbols with the raw ruby. Afterwards, you touch a Huge or smaller object. If the item is magical, it must be an object that is currently attuned to you or an object you helped create, and the target must have either no Intelligence score or an Intelligence of 3 or less. On touch, the target gains an Intelligence of 10 and the ability to speak one language you know. It can perceive through sight and sound (Wisdom of 10) but has no darkvision. The target gains the ability to move all of its physical parts (limbs, handles, wheels, etc); if the target has no obvious form of locomotion, it instead gains a fly (hover) speed of 10 feet, increased to 20 feet if the object is magical. Your GM chooses statistics appropriate for the awakened object (see Appendix X for examples).

The awakened object is charmed by you for 30 days or until you or your companions do anything harmful to it. When the charmed condition ends, the awakened object chooses whether to remain friendly to you, based on how you treated it while it was charmed.

★ BARD, WIZ

WITCH+CRAFT

DETECT HEAT/COLD 2ND-LEVEL TRANSMUTATION

CASTING TIME
1 ACTION

RANGE
TOUCH

COMPONENTS
V, S, M

DURATION
1 HOUR

Materials: A small prism

You touch a willing creature to grant it the ability to see in infrared. For the duration, the creature has heatvision out to a range of 60 feet. Extreme cold appears dark purple, warming to blue-green, then yellow-orange; extreme heat appears red. For example: A hot coal gives off little light, but would appear as bright red, next to the warm-blooded humanoid creature whose skin would appear as yellow and whose comparatively cold metal armor would appear blue. The creature can see in the visible light spectrum and darkvision as they would normally, but their ability to accurately perceive colors is superseded by the heatvision.

◆ AT HIGHER LEVELS ◆

★ DRU, RAN, SOR, WIZ

WITCH+CRAFT

FEY RESPITE 4TH-LEVEL CONJURATION

CASTING TIME
1 MINUTE

RANGE
20 FEET

COMPONENTS
V, S, M

DURATION
2 HOURS

You conjure a portal within range to an extradimensional resort that lasts for the duration. The portal shines warmly and is 5 feet wide and 10 feet tall. You and any creature you designate when you cast the spell can enter the extradimensional resort as long as the portal remains open. You can open or close the portal if you are within 30 feet of it. While closed, the portal is invisible.

The tall, tree-like dwelling is 60 feet wide and 200 feet tall, furnished and decorated with large comfortable pillows, sweet smelling incense, and calming music that filters through the room from above. A staff of fey creatures blink in and out of existence, attending to all who enter, offering access to a sauna, bathhouse, and massages to those who enter. The resort also contains sufficient food to serve as a filling meal for up to 20 people. The fey creatures can appear and disappear anywhere within the dwelling but can't leave through the portal.

Any creature that completes a short rest within the resort recovers one level of exhaustion. Furnishings and other objects created by this spell dissipate into harmless glitter if removed from the resort. When the spell ends, any creatures inside the extradimensional space are gently expelled into the open spaces nearest to the entrance.

★ BARD, DRU, WAR

WITCH+CRAFT

FIND GREATER FAMILIAR 3RD-LEVEL CONJURATION

CASTING TIME
1 HOUR

RANGE
10 FEET

COMPONENTS
V, S, M

DURATION
INSTANTANEOUS

Materials: 10 gp worth of charcoal, incense, and herbs that must be consumed by fire in a brass brazier

You gain the service of a familiar that takes an animal form of your choice: blood hawk, camel, flying snake, giant crab, giant rat, giant weasel, mastiff, mule, pony, or stirge. Appearing in an unoccupied space within range, the familiar has the statistics of the chosen form, though it is a celestial, fey, or fiend instead of a beast. You may choose its type when you cast the spell.

Your familiar acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn. A greater familiar can take all actions as normal, including the Attack action. When the familiar drops to 0 hit points, it disappears, leaving behind no physical form. It reappears after you cast this spell. While your familiar is within 100 feet of you, you can communicate with it telepathically. Additionally, as an action, you can see through your familiar's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the familiar has. During this time, you are deaf and blind with regard to your own senses. (cont.)

★ WIZ

WITCH+CRAFT

FIND GREATER FAMILIAR 3RD-LEVEL CONJURATION

CASTING TIME
1 HOUR

RANGE
10 FEET

COMPONENTS
V, S, M

DURATION
INSTANTANEOUS

Materials: 10 gp worth of charcoal, incense, and herbs that must be consumed by fire in a brass brazier

(cont.)

As an action, you can temporarily dismiss your familiar. It disappears into a pocket dimension where it awaits your summons. Alternatively, you can dismiss it forever. As an action while it is temporarily dismissed, you can cause it to reappear in any unoccupied space within 30 feet of you. You can't have more than one familiar at a time. If you cast this spell while you already have a familiar, you instead cause it to adopt a new form. Choose one of the forms from the above list; your familiar transforms into the chosen creature.

Finally, when you cast a spell with a range of touch, your familiar can deliver the spell as if it had cast the spell. Your familiar must be within 100 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your attack modifier for the roll.

★ WIZ

WITCH+CRAFT

HEW 1 (RITUAL) EVOCATION

CASTING TIME
1 ACTION

RANGE
TOUCH

COMPONENTS
V, S, M

DURATION
INSTANTANEOUS

Materials: a diamond worth at least 50 gp

Your hands crackle with destructive energy as you cut through a Medium or smaller object made of wood, bone, or a softer material, severing it into two pieces. The spell cannot be cast on an item that is being held or worn by an unwilling creature.

◆ AT HIGHER LEVELS ◆

When you cast this spell using a spell slot of 2nd level or higher, you can choose to increase either the size of the object or substance you can cut through. For example, cutting through a Huge stone boulder would require a 4th level spell slot, while cutting a Small adamantium lock would require a 5th level spell slot.

★ BARD, WIZ

WITCH+CRAFT

JUMPSTART 4TH-LEVEL TRANSMUTATION

CASTING TIME
1 ACTION

RANGE
10 FEET

COMPONENTS
V, S, M

DURATION
UP TO 1 HOUR (C)

Materials: Two fireflies inside a glass vial

Choose a destroyed or deactivated construct within range. Your spell imbues the target with a temporary spark of energy. The construct regains 1 hit point, and gains temporary hit points equal to half its maximum hp (determined by the GM). On each of your turns, you can use a bonus action to mentally command a creature you have activated with this spell as long as the creature is within 60 feet of you. You decide what action the creature will take and where it will move during its next turn. Alternatively, you can issue a general command, such as to guard a particular chamber or corridor. Once given an order, the creature continues to follow it until its task is complete.

(cont.)

◆ AT HIGHER LEVELS ◆

When you cast this spell using a spell slot of 5th level or higher, you can concentrate for up to 8 hours. If you use a slot of 7th level or higher, you can concentrate for up to 24 hours.

★ BARD, WIZ

WITCH+CRAFT

JUMPSTART 4TH-LEVEL TRANSMUTATION

CASTING TIME
1 ACTION

RANGE
10 FEET

COMPONENTS
V, S, M

DURATION
UP TO 1 HOUR (C)

Materials: Two fireflies inside a glass vial

(cont.)

If you issue no commands, the creature will automatically defend itself against hostile creatures, but take no other actions, offensive or otherwise. The creature is under your control for 1 hour or until you lose concentration, after which it returns to its dormant state, dropping to 0 hit points, and stops obeying any command you've given it.

◆ AT HIGHER LEVELS ◆

When you cast this spell using a spell slot of 5th level or higher, you can concentrate for up to 8 hours. If you use a slot of 7th level or higher, you can concentrate for up to 24 hours.

★ BARD, WIZ

WITCH+CRAFT



MISE-EN-SCENE 2 (RITUAL) TRANSMUTATION



CASTING TIME
1 ACTION

RANGE
40 FEET

COMPONENTS
V, S

DURATION
UP TO 1 HOUR

You unleash one of the following magical effects within range:

- You create an instantaneous, harmless sensory effect, such as bright fireworks, a shower of rain, the din of battle, or a sickening odor. This effect causes light obscurement at worst.
- You instantaneously light or snuff out all candles, torches, and/or campfires within range.
- You instantaneously clean or soil any objects of your choice within the spell's range. Objects larger than the spell area are cleaned or soiled only in the locations within range of the spell.
- You chill, warm, and/or flavor any nonliving materials within range for 1 hour.
- You make myriad colors, markings, and/or variety of symbols appear on nearby objects and surfaces for 1 hour.
- You can conjure up matching prop items, costumes, or disguises for any creature within range. If the items bear resemblance to weapons or armor, they are non-functional in combat. The items disappear after the spell ends.

If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

★ BARD, SOR, WAR, WIZ

WITCH+CRAFT



PHANTOM INSPECTION 3RD-LEVEL DIVINATION



CASTING TIME
1 ACTION

RANGE
SELF

COMPONENTS
V, S

DURATION
10 MINUTES

Choose an object or structure that is of up to a maximum of 100 feet across on each side within view. A ripple of divination magic courses through the chosen target as you create a Medium illusory replica adjacent to you. For the duration of the spell, you can shrink or enlarge the duplicate up to two sizes and move or rotate it freely in midair within 10 feet of you. You can also lift, pull, or split the illusion into pieces, which can reveal structural flaws or hidden rooms or alcoves, but doesn't reveal the contents that may be hidden within. Casting this spell also provides insight into how the object was created, or how the object can be taken apart, giving you advantage on Intelligence (Investigation) checks made to discern as much while the spell is active.

(cont.)

◆ AT HIGHER LEVELS ◆

When you cast this spell using a spell slot of 4th level or higher, the dimensions of the structure you can affect increases by an additional 100 feet for each spell slot level above 3rd.

★ WIZ

WITCH+CRAFT



PHANTOM INSPECTION 3RD-LEVEL DIVINATION



CASTING TIME
1 ACTION

RANGE
SELF

COMPONENTS
V, S

DURATION
10 MINUTES

(cont.)

Any part of the object or structure that is shielded by the effects of nondetection, an antimagic field, covered in a thin sheet of lead, or other means of preventing divination will remain hidden or be displayed as empty pockets, devoid of detail.

◆ AT HIGHER LEVELS ◆

When you cast this spell using a spell slot of 4th level or higher, the dimensions of the structure you can affect increases by an additional 100 feet for each spell slot level above 3rd.

★ WIZ

WITCH+CRAFT



PUPPET 1ST-LEVEL CONJURATION



CASTING TIME
1 ACTION

RANGE
TOUCH

COMPONENTS
V, S

DURATION
UP TO 1 MINUTE (C)

Placing your hands on one or two objects, two spectral hands briefly appear overlapping your own before becoming invisible. The hands last for the duration or until you dismiss them as an action. The hands vanish if they are ever more than 60 feet away from you or if you cast this spell again, dropping the objects they are holding.

Once the hands are in place, you can use your action to handle the objects as though the hands were your own. As extensions of yourself, the hands can only lift, carry, push/pull objects that you yourself could, and use your physical scores when determining ability checks, attack rolls, and damage rolls, though any attacks made with the spectral hands have disadvantage. As part of your action, you can move the objects up to 15 feet at a time.

◆ AT HIGHER LEVELS ◆

★ BARD, SOR, WAR, WIZ

WITCH+CRAFT



RESET 1 (RITUAL) TRANSMUTATION



CASTING TIME
1 ACTION

RANGE
TOUCH

COMPONENTS
V, S

DURATION
INSTANTANEOUS

When you cast this spell in a room of up to a maximum of 15 feet across on each side, you magically preserve the room's layout, including the location and placement of all objects. The next time you cast this spell, you may choose to return the room and objects to the preserved layout, causing all affected objects to levitate and float gently into their preserved locations and settings. Objects that have been introduced since preserving the room's layout, or objects that can no longer occupy the space that they used to, instead land gently in the nearest unoccupied space. Objects that are no longer in the room do not return to their previous location.

There is no limit to the number of unique rooms you can affect with the spell, but each room can only have up to two layouts preserved at a time. If you attempt to preserve a new layout, you can dismiss one or both of the current preserved layouts.

◆ AT HIGHER LEVELS ◆

When you cast this spell using a spell slot of 2nd level or higher, the dimensions of the room you can affect increases by an additional 15 feet for each slot above 1st.

★ BARD, CLE, WIZ

WITCH+CRAFT



SOLIDIFY SOFTEN 2ND-LEVEL TRANSMUTATION



CASTING TIME
1 ACTION

RANGE
30 FEET

COMPONENTS
V, S, M

DURATION
N/A

Materials: Iron shavings in a vial of tree sap

You cause an inorganic material you can see within range to grow harder or softer for the duration. Choose either an inorganic creature or an object. If the target (or object's wearer/carrier) is unwilling, it can make a Constitution saving throw; on a success, the spell has no effect.


SOLIDIFY: The target's material hardens, gaining +2 AC and increasing the target's maximum and current hit points based on its size (Tiny or smaller +2; Small +7; Medium +13; Large or larger +22).


SOFTEN: The target's material softens, gaining -2 AC and reducing the target's maximum and current hit points based on its size (Tiny or smaller -2; Small -7; Medium -13; Large or larger -22). This can't reduce the target's hit points below 1.

If the caster maintains concentration on the spell for the entire duration, the target's change of state becomes permanent and cannot benefit from the same effects of this spell.

★ DRU, WAR, WIZ

WITCH+CRAFT


CASTING TIME


RANGE

COMPONENTS

DURATION




CASTING TIME


RANGE

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