

MAGIC JAR

6TH-LEVEL NECROMANCY

Casting Time: 1 minute

Range: Self

Duration: Until dispelled

Components: V, S, M (a gem, crystal, reliquary, or some other ornamental container worth at least 500 gp)

Your body falls into a catatonic state as your soul leaves it and enters the container you used for the spell's material component. While your soul inhabits the container, you are aware of your surroundings as if you were in the container's space. You can't move or use reactions. The only action you can take is to project your soul up to 100 feet out of the container, either returning to your living body (and ending the spell) or attempting to possess a humanoid's body.

You can attempt to possess any humanoid within 100 feet of you that you can see (creatures warded by a protection from evil and good or magic circle spells can't be possessed). The target must make a Charisma saving throw. On a failure, your soul moves into the target's body, and the target's soul becomes trapped in the container. On a success, the target resists your efforts to possess it, and you can't attempt to possess it again for 24 hours.

Once you possess a creature's body, you control it. Your game statistics are replaced by the statistics of the creature though you retain your alignment and your Intelligence, Wisdom, and Charisma scores. You retain the benefit of your own class features. If the target has any class levels, you can't use any of its class features.

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Meanwhile, the possessed creature's soul can perceive from the container using its own senses, but it can't move or take actions at all.

While possessing a body, you can use your action to return from the host body to the container if it is within 100 feet of you, returning the host creature's soul to its body. If the host body dies while you're in it, the creature dies, and you must make a Charisma saving throw against your own spellcasting DC. On a success, you return to the container if it is within 100 feet of you. Otherwise, you die.

If the container is destroyed or the spell ends, your soul immediately returns to your body. If your body is more than 100 feet away from you, or if your body is dead when you attempt to return to it, you die. If another creature's soul is in the container when it is destroyed, the creature's soul returns to its body if the body is alive and within 100 feet. Otherwise, that creature dies.

When the spell ends, the container is destroyed.

COMMUNE WITH NATURE

5TH-LEVEL DIVINATION (RITUAL)

Casting Time: 1 minute

Range: Self

Duration: Instantaneous

Components: V, S

You briefly become one with nature and gain knowledge of the surrounding territory. In the outdoors, the spell gives you knowledge of the land within 3 miles of you. In caves and other natural underground settings, the radius is limited to 300 feet. The spell doesn't function where nature has been replaced by construction, such as in dungeons and towns.

You instantly gain knowledge of up to three facts of your choice about any of the following subjects as they relate to the area:

terrain and bodies of water

prevalent plants, minerals, animals, or peoples

powerful celestials, fey, fiends, elementals, or undead

influence from other planes of existence

buildings

For example, you could determine the location of powerful undead in the area, the location of major sources of safe drinking water, and the location of any nearby towns.

AUGURY

2ND-LEVEL DIVINATION (RITUAL)

Casting Time: 1 minute

Range: Self

Duration: Instantaneous

Components: V, S, M (specially marked sticks, bones, or similar tokens worth at least 25 gp)

By casting gem-inlaid sticks, rolling dragon bones, laying out ornate cards, or employing some other divining tool, you receive an omen from an otherworldly entity about the results of a specific course of action that you plan to take within the next 30 minutes. The DM chooses from the following possible omens:

Weal, for good results

Woe, for bad results

Weal and woe, for both good and bad results

Nothing, for results that aren't especially good or bad

The spell doesn't take into account any possible circumstances that might change the outcome, such as the casting of additional spells or the loss or gain of a companion. If you cast the spell two or more times before completing your next long rest, there is a cumulative 25 percent chance for each casting after the first that you get a random reading. The DM makes this roll in secret.

GIANT INSECT

4TH-LEVEL TRANSMUTATION

Casting Time: 1 action

Range: 30 feet

Duration: Concentration, up to 10 minutes

Components: V, S

You transform up to ten centipedes, three spiders, five wasps, or one scorpion within range into giant versions of their natural forms for the duration. A centipede becomes a giant centipede, a spider becomes a giant spider, a wasp becomes a giant wasp, and a scorpion becomes a giant scorpion.

Each creature obeys your verbal commands, and in combat, they act on your turn each round. The DM has the statistics for these creatures and resolves their actions and movement.

A creature remains in its giant size for the duration, until it drops to 0 hit points, or until you use an action to dismiss the effect on it.

The DM might allow you to choose different targets. For example, if you transform a bee, its giant version might have the same statistics as a giant wasp.

CONJURE HEZROU (UA)

7TH-LEVEL CONJURATION

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 hour

Components: V, S, M (food worth at least 100 gp, which the spell consumes)

You summon a hezrou that appears in an unoccupied space you can see within range. The hezrou disappears when it drops to 0 hit points or when the spell ends.

The hezrou's attitude depends on the value of the food used as a material component for this spell. Roll initiative for the hezrou, which has its own turns. At the start of the hezrou's turn, the DM makes a secret Charisma check on your behalf, with a bonus equal to the food's value divided by 20. The check DC starts at 10 and increases by 2 each round. You can issue orders to the hezrou and have it obey you as long as you succeed on the Charisma check.

If the check fails, the spell no longer requires concentration and the demon is no longer under your control. The hezrou then focuses on devouring any corpses it can see. If there are no such meals at hand, it attacks the nearest creatures and eats anything it kills. If its hit points are reduced to below half its hit point maximum, it returns to the Abyss.

As part of casting the spell, you can scribe a circle on the ground using the blood of an intelligent humanoid slain within the past 24 hours. The circle is large enough to encompass your space. The summoned hezrou cannot cross the circle or target anyone in it while the spell lasts.

FIND FAMILIAR

1ST-LEVEL CONJURATION (RITUAL)

Casting Time: 1 hour

Range: 10 feet

Duration: Instantaneous

Components: V, S, M (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, a spirit that takes an animal form you choose: bat, cat, crab, frog (toad), hawk, lizard, octopus, owl, poisonous snake, fish (quipper), rat, raven, sea horse, spider, or weasel. Appearing in an unoccupied space within range, the familiar has the statistics of the chosen form, though it is a celestial, fey, or fiend (your choice) instead of a beast.

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 familiar can't attack, but it can take other actions as normal.

When the familiar drops to 0 hit points, it disappears, leaving behind no physical form. It reappears after you cast this spell again.

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.

As an action, you can temporarily dismiss your familiar. It

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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.

FLESH TO STONE

6TH-LEVEL TRANSMUTATION

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

Components: V, S, M (a pinch of lime, water, and earth)

You attempt to turn one creature that you can see within range into stone. If the target's body is made of flesh, the creature must make a Constitution saving throw. On a failed save, it is restrained as its flesh begins to harden. On a successful save, the creature isn't affected.

A creature restrained by this spell must make another Constitution saving throw at the end of each of its turns. If it successfully saves against this spell three times, the spell ends. If it fails saves three times, it is turned to stone and subjected to the petrified condition for the duration. The successes and failures don't need to be consecutive; keep track of both until the target collects three of a kind.

If the creature is physically broken while petrified, it suffers from similar deformities if it reverts to its original state. If you maintain your concentration on this spell for the entire possible duration, the creature is turned to stone until the effect is removed.

GUARDIAN OF NATURE

4TH-LEVEL TRANSMUTATION

Casting Time: 1 bonus action

Range: Self

Duration: Concentration, up to 1 minute

Components: V

A nature spirit answers your call and transforms you into a powerful guardian. The transformation lasts until the spell ends. You choose one of the following forms to assume: Primal Beast or Great Tree.

Primal Beast. Bestial fur covers your body, your facial features become feral, and you gain the following benefits:

Your walking speed increases by 10 feet.

You gain darkvision with a range of 120 feet.

You make Strength-based attack rolls with advantage.

Your melee weapon attacks deal an extra 1d6 force damage on a hit.

Great Tree. Your skin appears barky, leaves sprout from your hair, and you gain the following benefits:

You gain 10 temporary hit points.

You make Constitution saving throws with advantage.

You make Dexterity and Wisdom-based attack rolls with advantage

DRUIDCRAFT

TRANSMUTATION CANTRIP

Casting Time: 1 action

Range: 30 feet

Duration: Instantaneous

Components: V, S

Whispering to the spirits of nature, you create one of the following effects within range:

You create a tiny, harmless sensory effect that predicts what the weather will be at your location for the next 24 hours. The effect might manifest as a golden orb for clear skies, a cloud for rain, falling snowflakes for snow, and so on. This effect persists for 1 round.

You instantly make a flower blossom, a seed pod open, or a leaf bud bloom.

You create an instantaneous, harmless sensory effect, such as falling leaves, a puff of wind, the sound of a small animal, or the faint odor of skunk. The effect must fit in a 5-foot cube.

You instantly light or snuff out a candle, a torch, or a small campfi

GUARDIAN OF NATURE

4TH-LEVEL TRANSMUTATION

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While you are on the ground, the ground within 15 feet of you is difficult terrain for your enemies.