Everyday Magic
UNLOCKED

Expanded Systems for 5E

- 50+ Utility Spells and 12 Magic Feats
- Alternate Spell Point and Permanency Systems
- Magic Use For Non-Spellcasters

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Table of Contents

Introduction

One of my favorite thought exercises is to imagine what everyday life would be like in a world where magic exists like it does in tabletop roleplaying games. We've got vancian style write ups for all of our combat spells, but what about the things that would be technology replacers? The ones that would be used in everyday life to build the empires of the "ancients" that adventurers constantly come across. The perpetual lights, everclean water cisterns, minor healing and cosmetic spells, building and construction spells, and anything else you might wish to have to make life just a bit easier.

How would societies and cultures change? How clean would the streets be if more people had minor magics to remove dirt and keep walls free from stains and unwanted graffiti? How interesting might the graffiti become if the tagger could animate it or make it interact with those trying to clean it off? What new job paths would open up for "minor" mages who specialize in the everyday magic abilities. What spells might the battle mage add to their collected spell books in order to be useful to the court during peace times?

Combat magic is fun, but everyday magic is interesting. The concept and scope of this book has been a perpetual work in progress over the last 5 years, changing to fit the mood of the time, the amount of energy I had in me, and most recently due to changes to the licenses which third party publishers can use to create their works. The concept and setup has definitely been scaled down and reworked from original visions, and it's been shelved and pulled back out once or twice with different paradigms in play. Hopefully you find something here that is interesting for your games and allows you to add a little spark into the everyday life of your worlds.

- John Arcadian

Integrating Everyday Magic Into Your Game

You'll find a large list of over 50 "everyday" spells you can use in your games here. In the hands of clever players, some may alter the balance of tightly controlled games and should be considered carefully, some may just be fun little thought experiments your players use to enhance the roleplay of their characters between adventures. As the Game Master, you'll have to decide how much of this content you want to work into your world and how you might want to control it. I'm always a fan of letting the players do awesome and clever things and just reworking combat encounters to still provide a challenge, or giving the quick clever win every once in a while to reward the player's engagement with the game. It's all up to you and remember, season to your tastes.

Adding Everyday Magic to Your Game

There are many factors to consider with how this type of magic is available in your game. The narrative concerns are first. How available is this type of magic? Is there a stand on every corner that sells health potions or is all magic a tightly held secret of wizards guilds and magic cabals? The more narratively integrated magic is into your game world, the more available this type of magic should be. The flip side of that coin is that protections against this type of magic are also likely more common. If spells to change appearances are much more common, wands that detect thaumaturgic modifications might be as well. "Oh, he's had work done…" becomes an entirely different concept in a world where that work is flawless, instantaneous, and much more useful to thieves and spies.

Once you've decided on how accessible this type of magic is it's time to decide how characters access it mechanically. There are a few options I recommend.

Spell Lists

Just like there are wizard, bard, cleric, etc. spell lists, you can create a Mundane or Everyday Spell list and allow magic casting classes to access that spell list alongside their regular spell lists. Maybe wizards and bards can access that, but clerics don't get it unless their deity is one where it would make sense. It's just not a class feature they get without something extra.

Depending on the type of magic casting the character does, having additional spell slots or spells known may be necessary to integrate the additional spells without giving up other options. You could also split the spell slots for everyday magic off into their own pool if you are worried about balance, but we'll get into that a bit more later. You could, of course, get very detailed and add certain spells to certain class spell lists rather than keeping all the spells in their own spell list.

Feats

Everyday Magic may be locked behind a feat that players can take. It may not be something that the dark wizards of Locknar teach as part of their training, but that doesn't mean a character couldn't pursue extra capabilities as they learn spellcasting.

Here are a few sample feats you may use to grant access. Choose whichever one fits your world setting and desired mechanics.

Mundane Magic

Prerequisite: The ability to cast at least one spell

You are able to access and learn spells from the Mundane Magic spell lists.

Mundane Magic
(with extra spells)

Prerequisite: The ability to cast at least one spell

You are able to access and learn spells from the Mundane Magic spell lists. If your spellcasting ability works with a maximum number of spells known, you gain two additional spells known at character level 1 and then one additional at character levels 3, 6, 9, 12, 15, and 18. These spells must come off of the mundane spell list.

Considering The Right Feat Options

- **Mundane Magic (with extra spells and spell slots)** will remove a choice between mundane or regular magic, but the extra slots could be used for more fireballs.

- **Mundane Magic (with extra spells and split spell slots)** will solve the extra combat capability problem, but it will require extra bookkeeping.

- **Even More Spells** – If you want players to have more mundane spells available, you could use either of these but grant three mundane spell slots at level 1 and then one additional mundane spell known at spellcasting levels 3, 5, 7, 9, 11, 13, 15, 17, and 19. That would result in twelve total mundane spells with a bit of a skew to lower level mundane spells.

Mundane Magic
(with extra spells and spell slots)

Prerequisite: The ability to cast at least one spell

You are able to access and learn spells from the Mundane Magic spell lists. If your spellcasting ability works with a maximum number of spells known, you gain two additional spells known at character level 1 and then one additional at character levels 3, 6, 9, 12, 15, and 18. These spells must come off of the mundane spell list. Additionally, you gain 1 spell slot whenever you gain regular spell slots of a level. If you would have two 1st level spell slots at spellcasting class level 1, you instead have three. When you raise your spellcasting class level to 5 and would normally have four 1st level, three 2nd level, and two 3rd level spell slots, you instead have five 1st level, four 2nd level, and three 3rd level slots.

Mundane Magic
(with extra spells and split spell slots)

Prerequisite: The ability to cast at least one spell

You are able to access and learn spells from the Mundane Magic spell lists. If your spellcasting ability works with a maximum number of spells known, you gain two additional spells known at character level 1 and then one additional at character levels 3, 6, 9, 12, 15, and 18. These spells must come off of the mundane spell list. Additionally, you gain 1 mundane magic spell slot whenever you gain regular spell slots of a level. If you would have two 1st level spell slots at spellcasting class level 1, you have those and one 1st level mundane magic spell slot. When you raise your spellcasting class level to 5 and have four 1st level, three 2nd level, and two 3rd level spell slots, you also have one 1st level, one 2nd level, and one 3rd level mundane magic spell slot. You can use regular spell slots to cast mundane spells. Example: 1st level slots: 4/1, 2nd Level Slots: 3/1, 3rd Level Slots: 2/1.

Balancing Everyday Magic

There are a few different "general" options you might employ for balancing these sorts of spells in your world setting. These are of course the sorts of spells that enhance roleplaying, but also provide ammunition to clever players. Here are a few go-to options you might apply.

- **Narrative Balance** - Make the spells only available through a certain, clandestine magic guild who grant only certain spells to people to prevent competition.

- **Doesn't Exist** - Certain spells that you might find unbalancing just don't exist or don't exist to mortal casters.

- **Concentration or Ritual** - Add the concentration tag to spells you might find unbalancing. It now becomes a choice between casting that or the one that grants extra combat benefits. You could make a note that certain spells are ritual only to prevent them being overused.

- **Casting Time** - Long casting times may prevent players from using a particular spell in a combat way when it is intended for non-combat uses.

- **Components** - Expensive or semi-expensive material components may be required. Sure, you can create the most incredible ephemeral mansion, but it costs 800 gold every time you cast it.

- **Limitations** - You could add a 1/day or 1/short or long rest clause to a spell that might get overused. The nature of the spell itself exhausts the caster in some way.

- **Spells are "Complex" to learn** - One option I have used to narratively determine why mundane magic - or magic in general - doesn't run amok is making the learning of these spells "complex" and requiring much more time to learn them. In these instances I require one work week (5 days) of downtime per spell level to learn. I let the players make an arcana roll of 10 + spell level once. If they succeed, they can reduce the learning time by 1d4 or 1d6 days to a minimum of 1 day. For spells of 5th level and above where the learning time is a full month, I may allow two rolls to gain two dice or just use a single higher die - like a d12 or even a d20. The effect of this is more narratively limiting as to why some mundane effects aren't infinitely common amongst low level mages. It all depends on your world's narrative setting.

Some Thoughts On Balance

- The idea of Complex Spells that are harder to learn is interesting if you want your game to feel less like "level up, get powers" but remember, other classes wouldn't be subject to those limitations. I would say to tread carefully when making spells "Complex".

- That being said, if you want to really make spells harder to learn, you could choose to have a learning DC of 11+1 per spell level at the end of the downtime spent. A failure means the spell wasn't learned and the person has to try again. If I do this, I usually give them a d6 or d8 of reduced learning time free to represent their previous attempts.

- Overall, balance is a finicky thing. I am of the school of opinion to reward player creativity unless it is a severe problem. If players use magic to build defenses for a village against a horde of marauding bandits with a spell, that's awesome to me. If they refuse to engage in any combat where they don't control the battlefield completely and that prevents others from using their cool options, that bears somoe thinking on. In many ways it's more of a social contract issue than a particular mechanic.

Mundane Spells

In the list of mundane spells on the next pages you'll find a few that have balancing suggestions to make them more relevant to different types of games. These are just suggestions for tweaking the spells or modifying how they work if your game needs a different power level or narrative tone.

Akashic Proficiency
3rd level Divination

Casting Time: 1 action
Range: Touch
Components: V, S, M (a small tool to use as a focus that floats around your body while the spell is in effect)
Duration: 1 hour

You touch a creature and bestow upon it insight into creative endeavors. For the duration, the creature touched has proficiency with one tool set or skill of your choice. This applies to all rolls made within the timeframe.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher and the target already has proficiency in that toolset or skill, they gain expertise. When you cast this spell using a spell slot of 6th level or higher, the duration changes to 1 hour per the caster's proficiency bonus.

Balancing Akashic Prophecy

- You could start Akashic Proficiency at 4th level with 6th level granting expertise and 7th level to change the duration.

- The proficiency applies until the target makes a successful check using the proficiency. When cast with a 5th level or higher spell slot, the bonus applies to one successful check per proficiency bonus of the caster.

- Rather than add proficiency, the target could add 1d6 to any roll using the targeted skill or proficiency with "expertise" being counted as 1d10.

Amazing Recall
1st level Divination

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: 10 minutes

You touch a willing creature and hone their recall of certain events or knowledge, picking out the incredible details and recollections of the smallest clues or insights into snippets of what they had once read or seen. The target has advantage on any one intelligence based roll and can also add 1d6 to the result. If this benefit is not used within the time frame, the effect fades.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the target gains an additional use of the benefit for each slot level above 1st.
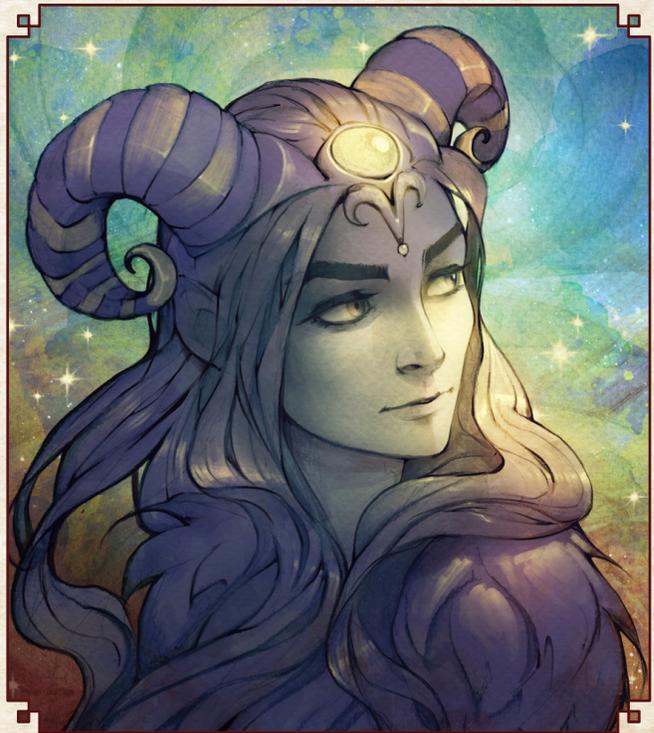
Animate Transportation
3rd level Transmutation

Casting Time: 1 minute
Range: Touch
Components: V, S, M (a small dab of grease that burns up when the spell is cast)
Duration: 8 hours

This spell imbues a non-living method of transportation that fits into the Large size category with the ability to move of its own accord. The object must have pieces capable of locomotion (i.e. wheels, functional legs, a sail, etc.), otherwise it will move along sluggishly and slowly.

If cast on an appropriate object, the transportation will move along at its max possible speed if one is listed or at a maximum speed of 60 feet per round if there is no listed max speed. The transport will be able to carry as much weight as it would normally and is still able to move at maximum speed.

At Higher Levels.
Casting this spell with a 4th level spell slot will double the maximum speed. Casting this spell with a 5th level spell slot will allow it to be cast upon an object that fits within the Huge size category. Casting this spell with a spell slot of 6th level means the vehicle doesn't need basic locomotive options and moves along as if floating above the ground. Casting this spell with a 7th level spell slot enables the vehicle to move vertically or horizontally as if fly were cast on it. Alternatively, you could choose for it to affect a vehicle that fits within the Gargantuan size category but does not allow it to fly. Casting this spell with an 8th level spell slot allows both flying and Gargantuan size.

Arrange Collection
1st level Transmutation

Casting Time: 1 round
Range: 30 feet
Components: V, S, M (a small board with multiple organized squares)
Duration: Instantaneous

You target an area that fits within a 10 foot cube and cause all of the objects within it to organize in a particular way. Pick up to three identifiers (such as Color, Material, "Type of weapon", etc.) to organize the materials by. The DM has final say over whether a classifier can be used or whether it is too broad.

Objects being held or worn by anyone within this area are immune to this effect, and objects stored in locked containers organize within the containers but do not move outside of them. The caster may choose to only organize certain types of objects and leave others alone, i.e. organize all potions by color.

Balancing Arrange Collection

- A player may try to use the Arrange Collection spell to just "solve" a puzzle. You probably don't want to allow players to say "arrange in the order that solves the puzzle", but a clever use might seem viable depending on the puzzle.

- You could add the following text to the end: Using this to help solve a puzzle will not automatically solve the puzzle, you will still need to figure out that all the pieces go in color or size order. This spell would help move pieces about and prevent having to touch them but would not solve the puzzle.

Assayer's Tools
3rd level Divination

Casting Time: 1 round
Range: 120 feet
Components: V, S
Duration: 10 minutes

You cast this spell and gain incredible knowledge and insight into the dimensions, construction, makeup, purpose, and design of physical objects within your area. Your brain automatically measures, weighs, examines, and provides information about objects you can see. You can make educated guesses about the materials used, construction methods, and other relevant details. For the rest of the duration, you have advantage on all non-combat rolls that may be helped by this type of knowledge. This may be helpful in finding secret doors, navigating through a maze, understanding where a drain pipe is likely to lead, or other location based rolls.

Astral Transport
3rd level Conjuration

Casting Time: 1 minute
Range: 60 feet
Components: V, S, M (a small replica of the transport)
Duration: 8 hours

You call into being a shimmering energy replica of a vehicle. This vehicle can move at maximum speed of 60 feet per round and fits within the Large size category. If it does not have some visible means of locomotion (such as wheels) it hovers above the ground. The vehicle can hold up to 1,500 lbs. of riders and gear and moves at the caster's command. It cannot move vertically, climb, or fly but does ignore difficult terrain.

At Higher Levels.
Casting this spell with a 5th level spell slot creates a vehicle that fits within the Huge size category and can carry up to 5,000 lbs. Casting this spell with a 7th level spell slot enables the vehicle to move vertically or horizontally as if fly were cast on it. Alternatively, you could choose for it to affect a vehicle that fits within the Gargantuan size category and is capable of carrying 10,000 lbs. but does not allow it to fly. Casting this spell with an 8th level spell slot allows both flying and Gargantuan size.

Astral Workshop
4th level Conjuration

Casting Time: 1 minute
Range: 30 feet
Components: V, S, M (a tool from a toolset that would be found within a typical workshop of the sort)
Duration: 24 hours

You call into being a workshop made of astral energies that solidifies into a physical form for 24 hours. When this spell is cast, you must designate one person to be the workshop master and designate one toolset they are proficient with. This workshop can fill up to four 10 foo cubes and is well equipped with all of the tools and non-consumable materials one might need to engage in work relevant to that toolset proficiency.

Additionally, the workshop is equipped with two unseen servants who are considered to have proficiency with the appropriate toolset. These servants can only follow instructions and help in the creation of materials. Consumable materials or objects to be worked on must be brought into the workshop. The workshop will fade after 24 hours, but using it cuts the amount of time needed to create something in half and provides advantage on any rolls required to create items with the help of the workshop.

Balancing Astral Transport and Animate Transportation

- If you need to have physical stats for the vehicle, find a similarly sized vehicle and use those. This is not intended to create a battle wagon or combat ship.

- You could make this a concentration spell if you needed it to be more limiting.

- Cutting the times in half would change its usage in exploration based campaigns. You could also determine that the astral transport may not be able to travel over certain areas of magic, may be disrupted by leylines, or may only be able to travel over leylines.

Awaken At Dawn's Light
1st level Conjuration

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (fragrant roasted beans)
Duration: 24 hours

The caster creates a small magical alarm and sets a condition for it to trigger. "Wake me in 9 hours", "Wake me if anyone comes within range", "Wake Rognar if he begins to snore". The spell can be cast upon another creature, who can resist with a will save. If the condition is met within the duration, the mystical energy that is stored in the spell springs to life and awakens the subject, filling them with a small burst of energy and bringing them to full alertness.

Brain Space
4th level Divination

Casting Time: 1 action
Range: Touch
Components: V, S, M (an hourglass that gets flipped over to start the spell)
**Duration:** 10 minutes

You create a mental pocket of space within your mind that grants various benefits to focus and cognition. The mental pocket appears as a black area devoid of any objects or distracting features save those which you imagine inside of it.

You access the mental space by closing your eyes, which shunts your perception into the mental space. When you open them again, the mental space goes "on hold" as you interact with the real world. There are many benefits the mental space grants you:

- The mental space operates on compressed time, with each minute passing in the real world being the equivalent of an hour in the mental space.

- While in the mental space, you can set a task or area of mental focus, such as alchemy, painting, research, etc. Your brain stays focused on this task and does not stray to other thoughts. You gain advantage on any rolls relating to that task or area of focus. completing tasks or making appropriate knowledge related rolls.

- While in the mental space, you can read books or other sources of information that are within 60 feet of you as if they were in the mental space.

- While in the mental space, you can "create" objects and tools, such as quill and paper, painting supplies, desks, musical instruments, etc that exist only within the mental space. If one of these tools is in your vicinity within the real world, you can emulate it nearly exactly.

- You may choose to convey things you create in the mental space out to the real world. Doing so ends the spell, and your body goes into a trance in the real world, using the tools to create the item you "stored" in the mental space. You could write words on mental parchment and store them for transfer, doing so would cause you to pick up the quill and begin to write everything down that you wrote in the mental space. The amount of time it would take to finish the physical creation in the real world is cut in half, unless parts of the process (such as waiting for a forge to heat up) create delays.

At Higher Levels.
When you cast this spell using a spell slot of 5th level or higher, the duration increases by 10 minutes for each slot level above 3rd.
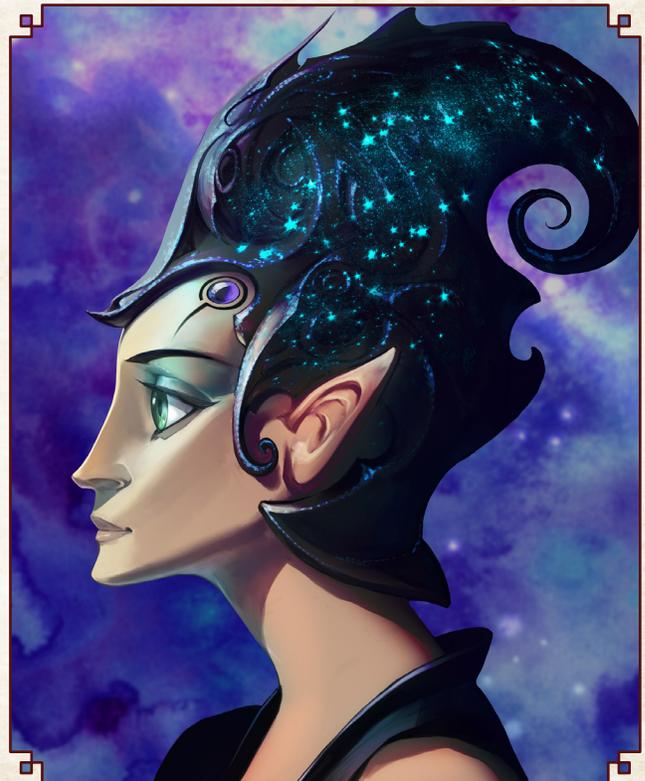
Carve The Road
6th level Transmutation

Casting Time: 1 hour
Range: 120 feet
Components: V, S, M (tools that must be clanged together as the spell is cast, 100 gp worth of incense)
Duration: Instantaneous

Chanting, singing, and clanging tools together, the caster moves along a path and causes raw materials from the surrounding area to fabricate into a finished roadway or tunnel. A tunnel can be carved through stone but takes twice as long to create.

The road or tunnel being carved can be as wide as 30 feet and as tall as 15 feet. The length is determined by how far the caster can normally move within the time and is 4 miles long at maximum. The caster cannot move faster than their base movement speed. The ritual of their deliberate movement causes the magic to work and the road to be carved. The final roadway is contingent upon the materials within the range of the spell. If used within a cave system the stone and earth may be carved and modified to form natural arches and a smooth floor. If used within a forest, the path may clear of brambles and the ground become compressed to hardness. The spell does not create anything other than a path over the area. Pitfalls, traps, secret doors, decorations, or other adornments must be added later through other means.

Ceremonial Markings
1st Level Illusion

Casting Time: 1 round
Range: Touch
Components: V, S
Duration: 12 hours

You create paint markings, tattoos, or henna patterns on up to ten willing creatures. These markings are not permanent and will fade after 12 hours. The markings can be of any style or pattern, but very complex markings or duplicating markings from another source may require an appropriate roll.

At Higher Levels.
Casting this spell with a higher level spell slot will increase the duration by 12 hours for each slot level above 1st used. Casting this spell with a 4th level spell slot can make the markings permanent or can remove markings of this nature even if they weren't created by the spell.

Climate Control
3rd Level Transmutation

Casting Time: 1 round
Range: 120 feet
Components: V, S
Duration: 4 hours

You create weather conditions of a certain style within a 120 foot radius. Within that radius, you can cause the temperature to increase or decrease, cause it to rain or be dry, sunny or cloudy, and can create gentle or moderately strong breezes, and other minor weather patterns. At the edge of the effect, the regular weather for the area occurs, and may bleed into the bubble of magical climate for a few feet, but does not affect the overall weather inside the bubble.

At Higher Levels.
Casting this spell with a higher level spell slot will increase the duration by 4 hours for each slot level above 3rd used.

Balancing Carve The Road

- If the effect would be too powerful for your game, you could raise it to 8th level.
- The spell may require 3 or 4 casters to cast the spell at the same time.
- The spell could require a much higher cost in incense if the effects are larger than just removing vegetation and smoothing an area of land.
- A caster might be able to add ornate touches with the right materials and a relevant skill or check against an ability.

Coins From The Vault
3rd level Conjuration (Ritual)

Casting Time: 1 hour
Range: 30 feet
Components: V, S, M (50 gp of incense and chalk for the initial ritual, two identical items such as a bracelet or unique coin or statue - one gets left in the vault, the other acts as a "key" of sorts)
Duration: 24 hours

You perform a ritual that enchants a cube of up to 10 feet per side to act as a kind of mystical vault. At the end of the ritual, one small item (a piece of jewelry, bracelet, token, unique coin) is left in the vault while another identical item is magically linked to it and taken out of the vault to act as a symbolic link to the vault.

The person with the linked item can pull from or place into the vault small items of intrinsic value that can fit within the palm of the hand (items such as coins, small art objects, ornate and decorative statues, etc.). These items teleport into or out of your hand so long as you are within 1,000 miles of the vault. Pulling or putting items into the vault is an action, but costs no magical energy. Once the ritual has been established on a vault, the spell can be recast daily to extend the duration but must be recast within 30 feet of the vault.

At Higher Levels.
Casting this spell with a 4th level spell slot extends the duration to 1 month. Casting this spell with a 5th level spell slot can extend the duration to 1 year or change the range to anywhere within 5,000 miles of the vault. Casting the spell with a 7th level spell slot can make the duration permanent or extend the range to within 10,000 miles of the vault. Casting the spells with an 8th level spell slot extends the range to anywhere within the same plane of existence.

Dictate
2nd level Transmutation

Casting Time: 1 round
Range: 60 feet
Components: V, S, M (charcoal, ink, or other writing or drawing implements; parchment or similar materials to hold the information)
Duration: 1 hour

You enchant writing implements to magically write down all words spoken within the range. Each speaker is given a symbol, and their speech is denoted with that symbol. The words are written in chronological order upon parchment provided. If there is not enough parchment available to hold the conversations going on, the writing implements begin to cover any available surface with the dictated speech. No translation is performed with this spell.

Door To …
7th level Conjuration

Casting Time: 1 hour
Range: 60 feet
Components: V, S, M (an object from the area being linked to, a gem worth 1,000 gp which is consumed by the spell)
Duration: 4 hours

You create a rend in space that acts as a one way doorway to another location within the same plane of existence. This area can be no larger than 10 feet to a side and the other location can be seen through the doorway. The doorway can be anchored to some object that is large enough to touch it on all sides. A creature or object can pass through this doorway without harm, but cannot get back from the other side.

At Higher Levels.
Casting this spell with a higher level spell slot increases the size of the doorway that can be created by an additional 5 feet per side for each spell level above 7th used. Casting this spell with an 8th level spell slot changes the duration to permanent. Casting this spell with a 9th level spell slot causes the doorway to be active from each side, enabling two way transportation.

Ethereal Garden
5th level Conjuration

Casting Time: 10 minutes
Range: 120 feet
Components: V, S, M (a small potted plant and coins worth 20 gp; the coins are consumed but the plant is not)
Duration: 4 hours

You call into being a magical garden full of incredible plants and fantastic sculptures. The garden's plants are alight with magic and energy, and eating any of the fruits that grow in the garden has the same effects as eating a goodberry. Up to thirty fruits of this sort grow in the garden. You can take a short rest within the garden and it will convey the same effects as a long rest, but a creature can only gain the benefit of this effect once. Taking a long rest outside of the garden refreshes the ability to gain the garden's benefits again.

The garden grows in a space no larger than 50 feet to a side and can be of any configuration the caster imagines. Ethereal music and sounds can be heard in the garden, as well as illusory lights or other images flitting about. Additionally, everyone within the garden is under the effects of a Calm Emotions spell, but can make a Charisma saving throw to resist the effects.

Explorer's Comfort
2nd level Abjuration

Casting Time: 1 action
Range: Touch
Components: V, S, M (a small piece of flora or natural material from the surrounding area)
Duration: 12 hours

You surround the creature or object touched in a bubble of energy that protects them from extreme temperatures and the annoyances of insects, bushes, wading through mud, etc. An object can be no larger than the Huge size category. This forcefield keeps the target clean and at a comfortable temperature, making them immune to heat and cold within the natural limits of the material plane. Additionally, the barrier offers a very thin layer of protection, reducing all damage from non magical sources by one and providing advantage on checks to resist any attack or effect that is gaseous in nature.

Balancing Ethereal Garden

- If you don't want this to be a safe haven of healing during a dungeon crawl, you can say that the effects of goodberry only happen once per person consuming fruit from the garden.

- You could change the short rest conveying the benefits of a long rest to: "A short rest can be completed within the garden within 10 minutes."

- You could leave off the language about refreshing the garden's benefits if you wanted or keep it for more gritty gameplay.

- You could also add a Charisma or a Wisdom saving throw to leave the garden. Failing the throw means the person is charmed and does not want to leave the peace and tranquility of the garden.

- Want to take that even farther? When the spell ends, anyone in the garden is transported to a fey realm where the garden drew its energies from. That will make anyone charmed and refusing to leave the garden at risk and a situation their companions need to deal with.

Ever Clean Object
3rd level Enchantment

Casting Time: 1 round
Range: Touch
Components: V, S, M (an oil or salve worth 10 gp that is consumed by the spell)
Duration: Permanent

You touch a non-living object that fits within a 10 foot cube and enchant it so that it is perpetually clean and enduring. The object is considered magical, and will shed off dirt, grime, and dust. The object is also immune to the regular ravages of time and will not suffer under normal wear and tear. It can still be broken or damaged, but will not degrade due to the elements or neglect.

At Higher Levels. When you cast this spell with a higher level spell slot, add a 5 foot square to the size of the object that can be affected for each slot level above 3rd.

Ever Clean Abode
5th level Enchantment

Casting Time: 1 hour
Range: 30 feet
Components: V, S, M (cleaning supplies worth 100 gp which get consumed if the spell is made permanent)
Duration: 1 month

You enchant a dwelling or building that is no larger than fifty 10 foot cubes and cause it to perpetually clean and neaten itself. The dwelling is considered magical, and will shed off dirt, grime, and dust automatically. It will remove all contaminants from the walls, floors, ceilings, and other areas. Additionally, anyone who is inside the house can use the cleaning effect of prestidigitation on any object that is held within the confines of the dwelling.

The dwelling is immune to the regular ravages of time and will not suffer under normal wear and tear. It can still be broken or damaged, but will not degrade due to the elements or neglect. The spell can be cast multiple times over a larger dwelling to cover the entire area.

At Higher Levels.
Casting the spell with an 8th level or higher spell slot and consuming the 100 gp of cleaning supplies will make the spell permanent. Please note that some fey dislike permanently magically clean houses like this and have been known to harass dwellers within them if not suitably appeased.

Ever Full Larder
4th level Conjuration

Casting Time: 1 hour
Range: 30 feet
Components: V, S, M (five Empty dishes or plates with one gold coin placed in each; the coins disappear but the plates do not)
Duration: 1 week

You enchant a space no larger than a 10 foot cube and cause it to become brimming with food and drink. The space contains enough food to feed twenty people a day. The larder refills itself with food once per day until the duration ends.

At Higher Levels.
Casting the spell with a 7th level or higher spell slot will make the duration permanent. 100 gold coins must be used to cast the spell at this level and are consumed by the spell.

Ever Organized Drawer
4th level Enchantment

Casting Time: 1 minute
Range: 30 feet
Components: V, S
Duration: Permanent

You enchant a space no larger than a 5 foot cube and cause it to perpetually re-organize and arrange its contents. When someone leaves the space and returns to it after a span of at least 1 minute, they will find it organized and cleaned, no matter the state of disarray they left it in. If a person organizes the space in a particular way (with labels or a particular method of sorting) then the space will keep that method of organization intact, attempting to incorporate any new object into the organization method. Using prestidigitation within the space, a person can locate any object that is within the space and be led directly to it by speaking its name.

At Higher Levels.
When you cast this spell with a higher level spell slot increase the size that can be enchanted by one 5 foot cube for each slot level above 4th.

Fickle Fortune
4th level Divination

Casting Time: 1 round
Range: Touch
Components: V, S
Duration: 8 hours

You imbue a creature with incredible luck and fortune. Throughout the duration, the minor moments of life take a turn in their favor. Bread lands butter side up, they catch a falling plate before it spills, they arrive at the market before the best fruits are gone, they notice the puddle before they step in it, etc. For the duration, they can push their luck into more tangible results, gaining 1d6 uses of advantage that can be triggered on any roll occurring within the duration. However, the DM gains the same number of uses of disadvantage that they can trigger on the creature or anything within 120 feet of the creature at any time during the duration.

Goblin's Disguise
3rd level Transmutation

Casting Time: 1 minute
Range: Touch
Components: V, S, M (a piece of hair or body part of the race you are changing into)
Duration: 24 hours

You change into a different species of humanoid, looking like yourself, but as if you had been born to parents of a different species. Sex, phenotypic traits, and skin color can be changed, but your distinguishing features, tattoos and scars, and body type remain in the new template. If your ears are large, they will still be large for the new form.

At Higher Levels.
Casting this spell with a higher level spell slot will increase the duration by 1 day for each slot level above 3rd.

Balancing Spells That Change People's Forms

Many spells here have some capability to change a person's appearance or form. This could prevent easy "wins" for infiltration based games. Here are some options you might use.

- ❧ Magical technology to detect alterations or illusions might be fairly common because of spells like these.
- ❧ People with magical detection capabilities may be able to easily see through disguises like this or most guards, diplomats, adventurers could be trained to see through magical disguises and get a check to determine the illusion or alteration.

Magic that changes physical forms also affects many cultural and body image concepts. It could affect a person who wants to alter their form to match more of how they feel as a person or if a person has to deal with bigotry and otherness because of racial or cultural differences in their normal lives. These types of spells have an effect both in-game and out-of-game. Consider if a spell like this might have a connotation outside of what you might attach to it when thinking about it in terms of the game.

Whatever you do in your games treat all people with respect and consider the positive and negative impacts of magic that changes people's forms.

Illustrate The plan
2nd level Illusion

Casting Time: 1 round
Range: Touch
Components: V, S
Duration: 8 hours

You cast the spell and designate up to eight willing targets who can proceed to make a plan or discuss an idea. As they do so, illusionary examples of schematics, objects being described, memories of layouts, or other elements important to the planning session appear in the air alongside their descriptions. These illusions are accurate to the participant's memories and can be controlled and manipulated by the people involved in the planning session allowing them to share information more readily and accurately.

Once the planning session is complete, the participants have a much clearer understanding and clarity of the plan, thanks to the spell and mystical insight it provides. For the remainder of the duration, each participant can add a 1d6 "plan die" to a single check if it relates to the plan being discussed.

At Higher Levels.
Casting this spell with a spell slot of 4th level or higher grants an extra number of d6 "plan dice" that can be distributed to any participants in the planning session. The number of extra dice is equal to the caster's proficiency bonus.

Karmic Hex
1st level Necromancy

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a small drop of your blood)
Duration: 10 minutes

You target a creature who has made some slight against the world and bestow a small karmic hex upon them. You must know of some misdeed or slight that creature has perpetuated upon someone else, either through witnessing it yourself or being told about it. The DM will determine whether the slight is powerful enough for karma's retribution to take effect, considering elements such as self defense, intent, and culture.

If the DM determines the slight is valid, the target gets disadvantage on 1d4 rolls that occur within the duration. The caster has no special way of knowing whether or not the target's slight gets punished by karma. If the DM decides the slight does not justify karmic retribution, the caster takes the disadvantage rather than the target. The DM can keep this secret by instead adding 1d6 to DCs that the character must roll against.

Lasting Physical Change
4th level Transmutation

Casting Time: 1 minutes
Range: Touch
Components: V, S
Duration: Instantaneous

When you cast this spell and touch a willing creature, some lasting physical change occurs in them and becomes permanent. You can make one of the following changes:

- ஃ Inscribe or remove tattoos or other permanent markings or skin-color change.

- ஃ Permanently change the color of someone's hair or eyes.

- ஃ Cause horns or other non-prehensile affectations to grow from the body or shrink to nothingness. Grow or shrink the size of a bodily part such as ears, nose, fingers, etc.

- ஃ Reshape the structure of the bones within the face.

- ஃ Change the height, weight, or muscle tone of the person.

The change registers as magical for a few minutes, but then settles in as time passes. Major physical changes (such as regrowing a missing appendage, adding wings, or growing a prehensile tail) cannot be made with this spell.

Mansion's Key
4th level Conjuration

Casting Time: 1 minute
Range: Touch
Components: V, S, M (an object that becomes linked to a magnificent mansion and acts as a "key")
Duration: 24 hours

While standing within a magnificent mansion or within sight of the doorway of one, you touch a small object that acts as a beacon for the mansion. Once within the duration, anyone touching the object can speak its command word and teleport up to eight willing creatures and their gear into the mansion. The caster can designate a particular location where the creatures using the key will arrive. Once the object has been used, it loses its power. This functions on any plane as if using plane shift to teleport to a teleportation circle within the mansion.

Moldable Mansion
5th level conjuration

Casting Time: 1 minute
Range: 300 feet
Components: V, S, M (a miniature portal carved from ivory, a small piece of polished marble, a tiny silver spoon, and a small medallion with the symbol of a hammer on it, each item worth at least 5 gp)
Duration: 24 hours

Cast as part of the casting of a magnificent mansion or onto a currently existing instance of magnificent mansion, this add-on spell modifies and changes the nature of the astral structure in one of the following ways:

- **Extend Into Material Plane.** The structures of the mansion can extend beyond the portal into the real world. Each cube of space that it extends into the material plane takes away one cube from the total space of the mansion. Within the extension, furniture, structures, and any other effect viable within the mansion can exist, including unseen servants. These structures cannot replace or move actual material structures, but can overlay or interact with them. If any of these are moved beyond the boundaries of the

extension, they dissipate into smoke. These are never real, physical matter.

- **Extravagant Space.** The mansion has twenty extra cubes when determining the space requirements. Additionally, "false" outside areas may be created with illusions of vistas, skies, and scenery beyond them. These illusions warp perspective so that the viewer sees them as being far off, despite them being on the walls of the mansion. Illusory weather effects can be created as well. These effects do not take up extra cubes. Skilled Servants. Up to ten of the unseen servants are granted a proficiency bonus of +3 in one skill or toolset, enabling them to do research, help with crafting, or perform other rote tasks that require some skill. The caster chooses the skillset for each servant.

- **Teleportation Circle**. The mansion has a teleportation circle that can be accessed by those who know the rune pattern. It can be teleported into despite it technically being on another plane of existence. The rune can be changed at will by the caster of the original mansion.

- **Extended Duration.** The duration of the mansion is an extra 24 hours after its duration would expire normally. Casting extended duration every day for 3 months will make the mansion permanent, but the doorway will be fixed in place and cannot be moved.

The caster of this spell can only render these effects on a mansion they have cast or one where the original caster allows their modifications.

At Higher Levels. You may choose an additional option for each spell slot above 5th that you use to cast this spell. You may choose the same option twice.
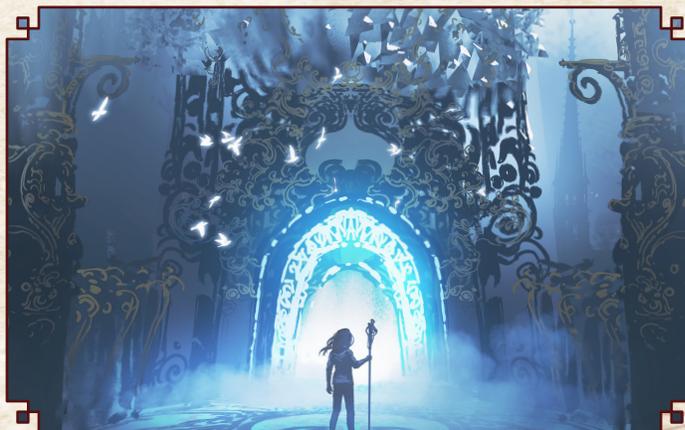
Montage
8th level Transmutation

Casting Time: 1 minute
Range: 120 feet
Components: V, S
Duration: Special

You cast this spell and weave mystical energies into a group of up to ten willing participants while also naming one non-combat oriented task to be completed, such as "building a house" or "preparing defenses". The mystical energies create a reality warping effect that makes large complex tasks easier and quicker to complete, grabbing snippets of the time needed to complete them and stacking them out of order so that everything is completed within a fraction of the time. A named task that could be completed within 24 hours normally can be completed within 1 hour. Rolls for various parts of the task must still be made, but are made with advantage. As part of the ritual for this spell, some form of musical accompaniment must occur to guide the magic.

At Higher Levels.
Casting this spell with a 9th level spell slot allows it to affect up to twenty willing participants and any task that could be completed within 1 week can instead be completed within 1d6 hours.

Morning Routine
Cantrip Transmutation

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Up to 1 hour

This spell creates minor magical effects much like prestidigitation, but aimed at personal grooming and appearance. With this spell, you can:

- Instantaneously deep clean the target's face, hair, teeth, or other bodily parts.
- Instantaneously style hair in a particular fashion. Instantaneously moisturize or dry skin up to an area of 1 cubic foot.
- Instantaneously remove an odor from a part of the body.
- Massage a sore part of the body and loosen muscle tension.
- Instantaneously end indigestion.
- Spend one spell slot and instantaneously change the color of the target's hair for 1 month.
- Change the shade or tint of a body part as if putting makeup on it.
- Apply a faint fragrance to a part of the body.

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.

Balancing Montage

- Some games this spell just doesn't fit, so it may not exist in your world.
- Each participant gains one or two levels of exhaustion at the end of the spell.
- The named task that could be completed within 24 hours normally can be completed within 1d6 hours.
- Any players participating in the task must sing a song about what they're doing during the montage.
- A spell like this might require multiple casters or can only be done where there is a sufficient amount of natural magical energy present. You might need an artifact of manna battery to power the magic that affects multiple people.
- There may be a significant material cost or you need to bargain with an extranormal entity to get the spell working. Magical reality editors gotta get paid.

Move Manor
8th level Conjuration

Casting Time: 1 hour
Range: 120 feet
Components: V, S, M (earth or stones from the area to be moved to, crumbled chalk, a gem worth 1,000 gp that is burned up during the casting)
Duration: Instantaneous

You perform a ritual marking a chalk circle around a building and cause the building and grounds within to move to another area on the same plane. The building and grounds to be moved must fit within eighty 10 foot cubes, but can contain gardens or other outdoor structures designated by the caster.

The area where the building is being moved to must be clear of other structures and be suitable for the new building. If the space isn't suitable for the building, the building will find the nearest space that is suitable and relocate there. The building will resettle in the new location, forming a new foundation and harmlessly moving trees or small obstructions to a space outside the building's footprint, keeping the structural integrity of the building intact. The caster should be familiar with the area the building is going to and may be required to roll on the teleportation familiarity table if they have not at least visited the area. Any living creature within the building when it is moved gets a Willsave to prevent being teleported. If they succeed, they are harmlessly teleported outside of the chalk circle.

Phantom Limb
3rd level Necromancy

Casting Time: 1 round
Range: Touch
Components: V, S (a small silver bracelet worth 300gp that floats on the phantom limb)
Duration: 12 hours

Touching one amputated or missing limb on a living creature, you cause a ghostly duplicate of the limb to form and act exactly as if it were the missing limb. The limb is capable of performing all tasks the limb could have and retains the same damage rating as the missing limb would have had. E.g. A limb with claws that dealt 1d6 would deal 1d6 damage exactly as the claws would have. The phantom limb is solid for all intents and purposes and is capable of being dealt damage and transmitting pain to the individual it is attached to. A phantom limb does stretch into the ethereal plane and can manipulate or interact with objects there. It counts as a magical weapon for unarmed attacks.

At Higher Levels. When you cast this spell with a higher level spell slot increase the duration of the spell by 2 hours for each higher level spell slot used. If cast as a 6th level spell, the duration is permanent.

Perfect Fit
1st level Transmutation

Casting Time: 1 round
Range: 120 feet
Components: V, S (a small pinch of grease)
Duration: Instantaneous

Touching one non-magical garment or object made to be worn (such as a shirt, ring, or headband), the caster resizes it to fit a particular person who is within range. The object (before resizing) must fit within 5 square feet of space. This spell does not work with objects of high intrinsic value, such as silver, gold, or platinum and cannot change the value of an object.

At Higher Levels. When you cast this spell with a higher level spell slot increase the size of the object that can be enchanted by one 5 foot cube for each slot level above 1st.

Perfect Likeness
1st level Transmutation

Casting Time: 1 round
Range: Touch
Components: V, S, M (charcoal, ink, or other writing or drawing implements)
Duration: Instantaneous

You touch a creature who is holding an image of something in their head. The writing or drawing implements create a perfect likeness of the image they are thinking of. If the image is from a memory, it is exact to the creature's memory. If the image is purely imagined or created, the creature gains advantage on any appropriate roll to render the likeness.

Preserve food
2nd level Enchantment

Casting Time: 1 minute
Range: Touch
Components: V, S, M (one container no larger than 5 feet on each side)
Duration: 1 month

You enchant a container that is no larger than 5 feet on each side to preserve and maintain food at its current quality level despite exterior conditions or the ravages of time. Any food stored within the vessel remains as fresh and pure as the moment it was placed in the vessel. This spell only works on organic food such as meat and plants and does not affect other objects placed within. Dead creatures stored within the container do not decay but time passes normally for them for the purposes of spells like Raise Dead.

At Higher Levels.
When you cast this spell with a higher level spell slot, the duration increases by1 month for each slot level above 2nd. When you cast this spell with a spell slot of level 6 or higher the duration increases to permanent.

Quick Read
1st level Divination

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

You touch a book, scroll, carvings, or other medium of storage for information and absorb the knowledge into your brain as if you had performed a thorough reading of it. Anything you could read in an hour you read instantly, anything you could read in 8 hours, you read within 1 minute of touching the medium of storage. You gain advantage on your next roll made with an intelligence based skill about a subject that is relevant to the contents of the book.

Random Fact
1st level Divination

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous

You target one person, creature, or object and know a random fact about it. The fact is whispered into your ear by ghostly voices that no one else can hear. The fact can be anything, and may or may not be useful or relevant.

If you need help coming up with a random fact about the target, here is a small table to inspire you.

1. Favorite meal
2. Information about a previous or current partner
3. A factoid about their home or lair
4. Their favorite song or noise
5. An embarrassing moment
6. A current ambition
7. One fear of theirs
8. A weakness they have
9. A strength they have
10. The first or last person or thing to touch them

Balancing Quick Read

If you want to limit the use you could add one of the following options:

- Using the spell creates 1 level of exhaustion per casting. These levels stack with each other and other forms of exhaustion.
- The person receiving the knowledge must make a save against a DC relative to the complexity of the information being absorbed. A failed save causes 2d6 points of psychic damage and only a partial understanding of the information and no advantage.

Raven's Voice
3rd level Enchantment

Casting Time: 1 hour
Range: One Beast Touched
Components: V, S, M (a hair from a person who knows the language to be imbued)
Duration: 8 hours

Casting the spell upon an animal with no language grants it the ability to communicate and understand one language of the caster's choice. The animal is mystically able to "speak" in the chosen language, even if its vocal cords would not be capable of producing some of the sounds of the language. The caster need not know the language, but must have a hair from a person who knows the language to "imbue" it into the animal. This creates a mystical link to the innate nature of the language, and does not convey advanced knowledge of the language. The animal enchanted still thinks and communicates exactly as it did before, it can merely form words and convey the concepts it knows in a different method.

At Higher Levels.
Casting this spell with a spell slot of 5th level or higher makes the duration permanent.

Reform The Foundation
7th level Transmutation

Casting Time: 1 hour
Range: 120 feet
Components: V, S, M (building or repair materials worth 50 gp that are consumed by the spell)
Duration: Instantaneous

You target one building, or raw materials to be used in modifying a building, and magical energies construct and repair the sections of the building you mark out during the casting. Cracks in walls are repaired, foundations leveled, additions tacked on, etc. The magical energies engage in repairs that might seem impossible without excessive force. You can affect an area equal to five 10 foot cubes with each casting of this spell.

Renew To First Forging
3rd level Transmutation

Casting Time: 1 round
Range: Touch
Components: V, S
Duration: Instantaneous

You touch one non-magical non-living object that fits within a 5 foot square and cause all cracks, tears, wear, and other damage to heal. Missing pieces of the object are teleported back to the object from wherever they have been misplaced or reform themselves from astral energy, becoming solid if they have been destroyed beyond recovery. When the spell is done, the object becomes whole and complete, as if it were just created. If an object is larger than the area that can be affected, only the parts of the object that fit within the square are returned to their original state.

At Higher Levels.
When you cast this spell with a higher level spell slot, increase the size of the object that can be renewed by one 5 foot cube for each slot level above 3rd.

Restore Bodily Balance
1st level Transmutation

Casting Time: 1 round
Range: Touch
Components: V, S
Duration: Instantaneous

You touch one willing subject and erase minimal fatigue, indigestion, minor aches and pains, hangover symptoms, and other minor annoyances of bodily discomfort. This removes the first level of exhaustion from the target or triggers a reroll with advantage to stave off physical effects of an affliction. It does not remove any type of poison or disease, but only targets the physical symptoms.

Silent steps
1st level Enchantment

Casting Time: 1 round
Range: Touch
Components: V, S, M (a small feather)
Duration: 10 minutes, Concentration
You enchant one creature so that their movement is nearly noiseless. Anyone attempting to detect the creature by sound does not hear the footsteps. The creature has a +10 bonus to Stealth checks and anyone trying to find them has disadvantage on all rolls to perceive them that would be affected by the noise of their movement.

Silent Wall
2nd level Enchantment

Casting Time: 1 round
Range: 30 feet
Components: V, S, M (a small tuning fork)
Duration: 1 hour, Concentration

You create a plane of mystical force that is no larger than 10 feet by 10 feet and is 1 inch thick. Sound that would pass through this is muffled and absorbed, creating near silence on one side of it. Any checks that involve hearing something on the other side of the wall are done with disadvantage. Sound might travel over or around the wall depending on how it is placed. The wall is ephemeral and can be placed through physical objects and does not limit movement through the area.

At Higher Levels.
You can create another 10 foot by 10 foot by 1 inch plane of force for each spell slot of a higher level used. These can be arranged in any configuration you want.

Split Focus
3rd level Transmutation

Casting Time: 1 round
Range: Touch
Components: V, S, M (a cracked lens)
Duration: 10 minutes

You touch a creature and imbue it with the ability to concentrate on multiple tasks at once. The creature can focus on two mental tasks at once, reading a book while also participating in a conversation, crafting two different items using different proficiencies, engaging in multiple games at once, etc. If rolls are required for each of the two separate tasks, one roll is made as normal while one roll has disadvantage. Once per round the creature can choose which task gets the bulk of their focus.

At Higher Levels.
Casting this spell with a 6th level spell slot enables the creature touched to maintain two concentration spells at once. Since magic casting is excessively complex, if the creature is maintaining multiple concentration spells, they make rolls for each of the spells and those rolls are at disadvantage. Casting this spell with a 7th level spell slot changes the duration to 1 hour. Casting this spell with an 8th level spell slot enables the ability to handle up to three tasks at the same time.

Stay awake
2nd level Evocation

Casting Time: 1 round
Range: Touch
Components: V, S, M (anything extra)
Duration: 24 hours

You touch one willing creature. For the duration, they are filled with energy, immune to the exhausted condition, and are awake and alert. At the end of the duration, the creature finds themselves incredibly tired and in need of immediate sleep. For every 24 hours a creature is kept awake with this spell before it wears off, they take one level of Exhaustion. Three castings to stay awake 72 hours will give them three levels of exhaustion.

Tailor's Secret
1st level Transmutation

Casting Time: 1 round
Range: Touch
Components: V, S, M (a bottle of dye or ink worth at least 20 silver that gets consumed)
Duration: Instantaneous

You permanently change the color or pattern of one piece of clothing or outfit that fits within a 5 foot cube. The dye used in the materials does not have to match the color or pattern, it is merely a symbolic component.

At Higher Levels.
Casting the spell with a higher level spell slot increases the size of the clothing that can be changed by 1 foot; using a 5th level slot would allow any clothing that could fit into a 10 foot cube. Casting the spell with a 3rd level spell slot lets you make small changes or alterations to the cut and shape of the clothing. Casting the spell with a 5th level spell slot lets you make massive changes to the clothing, but you must provide new components if they were not already present. Adding leather armor pieces to a cloth jacket would require some leather to be thrown in with the jacket.

Tend The Garden
3rd level Transmutation

Casting Time: 10 minutes
Range: 120 feet
Components: V, S, M (a sickle and branch)
Duration: Instantaneous

The caster can choose an area that fits within five 10 foot cubes and cause the plants within it to grow and reshape as they desire. The magic can cause grass to cut itself, hedges to grow and shape into ornate patterns, plants to bloom and intertwine, cuttings from one plant to root and grow elsewhere within the range, etc.

The caster can direct and work the pattern and final layout the plants take during the casting time, but once the spell is done the changes settle into reality and become static. This spell may cause a plant to become healthy and vibrant, but if it is planted in bad soil or bad conditions, it will wither and die just as if it were planted there non-magically. Plants that were shaped in unnatural ways (such as forming an intertwined arch or sculpted shrubbery) will begin to grow as normal once the spell is cast. The DM may require checks to create incredibly elaborate designs.

Unassuming Face
3rd level Illusion

Casting Time: 1 action
Range: Touch
**Components:** V, S, M (a small piece of pliable clay)
Duration: 1 hour

You create a small illusion around a creature's facial and other distinguishing features, making them hard to remember and recall. While no change is made to the subject, small illusions change and shift in the face, nearly imperceptible during the actual interaction.

Anyone viewing the person under this illusion gets a Will save to resist. Anyone who fails cannot recall the person or identify them later. The viewer may be able to identify the broad strokes of the individual and the more unique features (eyepatch, a single broken horn) that are uncommon to the viewer may stick out more.

At Higher Levels.
Casting this spell with a 5th level or higher spell slot means that the viewer can't even remember the broad strokes. All the details of the person constantly shift in their memories - what they looked like, their species, their gender, height, age, or any identifying detail is either not recalled or is remembered differently every single time they think about the person.
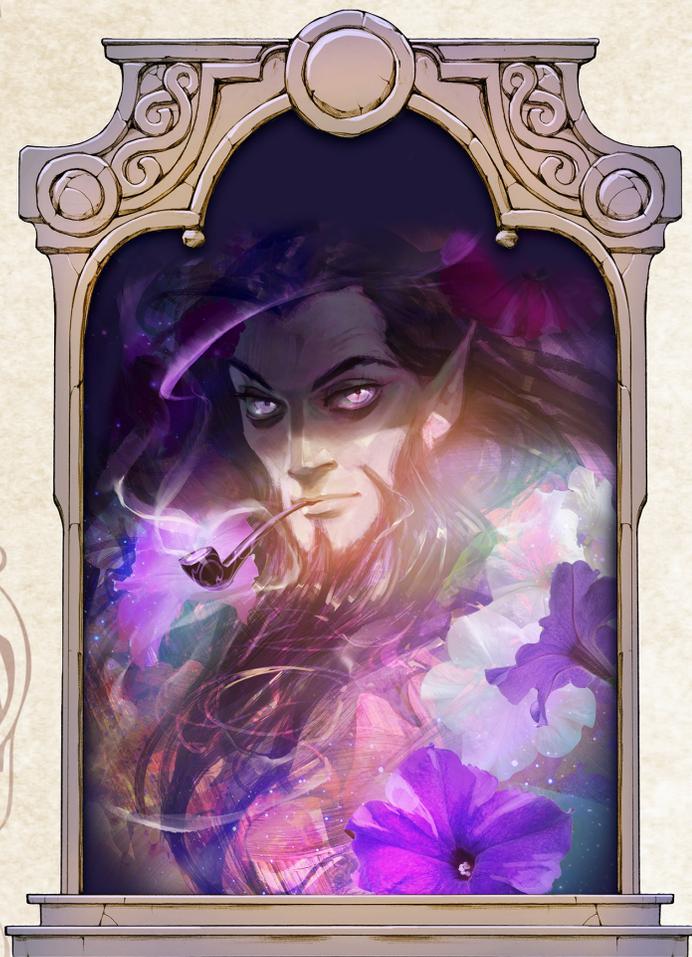
Spark Memory
3rd level Divination

Casting Time: 1 round
Range: Touch
Components: V, S
Duration: Instantaneous

You target one willing creature and delve into their memories to watch an accurate memory of a short event or time that they choose to share. This functions even if the subject has a fuzzy recall of the event, allowing both the subject and the caster to see everything captured by the subject's senses at the specified time. The memory that can be recalled can be no more than 10 minutes of time. If there are other memory-affecting magics or effects at play, the person whose memory is being delved into can make another save to resist. The DM can decide whether the details of the true memory are uncovered or if it is just revealed as an altered memory.

Vanity's Stroke
2nd level Transmutation

Casting Time: 1 minute
Range: Touch
Components: V, S
Duration: 1 hour

Touching one willing creature, you cause them to become a more desirable version of themselves by whatever cultural beauty standards they adhere to. They may grow or shrink, look more healthy and hale, repair scars, remove wrinkles, or undergo other changes such as are defined by the Change Appearance option of Alter Self.

None of these changes modify attributes, remove the effects of aging, or heal damage of any sort, they merely change the appearance of the creature. For the duration, the subject has advantage on all charisma based rolls.

At Higher Levels. If casting this spell with a 5th level spell slot, the duration is changed to permanent. The advantage effect does not function past the first hour of the casting. The creature continues to age as normal, and while they might look younger, they are still as old as they were before the casting. The magic of the change lingers and can be dispelled, but if nothing removes the magic within 3 months, the changes settle in and become the creature's new body. If casting this spell with a 7th level spell slot, the effects of aging can be reversed and the effect is instantaneously made permanent and becomes the creature's new body.

Waterproof
2nd level Transmutation

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: 8 hours

You weave a waterproofing enchantment into any non-living object that could fit into a 10 foot cube. The objects enchanted have a small mystical shield that floats around them and protects them from water or other liquids. This shield conveys no other protection or benefit.

Perpetual Magic

One factor that is very important for everyday magic is some option to make that magic permanent. If mundane magics exist and are presumably services that people might pay mages for, then some means to make those effects permanent is important. Continuing to pay for recastings of spells that have short durations would be highly annoying. Some of the spells written up here have permanency options built in by casting them at higher levels, but there are core spells that you may want to make permanent. Here are a few options.

Considering Permanency In General

When it comes to allowing players the option to create or access more permanent magic capabilities, things can get tricky. Often, I like to take a very broad and open approach - but that fits the tone of my games and the narratives I spin around magic. I like to think of magic in a fantasy world as being very akin to computer programming.

A program that spits out "Hello World" is far easier than one that handles bank transactions securely. There are very different levels of effort and expertise in creating these and very different languages that can be used to make different effects. Magic permanency can be seen in this way. A spell for speaking with animals may be easier using druidic themed magic while a wizard has a far different process and may require different techniques. In either case it may be easier to imbue as a permanent effect than the ability to cast a fireball which takes much more energy. Part of this is just the Gamemaster not wanting a permanent fireball effect, but part if can be put down to the logic of the paradigm.

When the player asks why they can't imbue fireball the same way as they've already done the language spells, just reference that it's a different spell with different rules and processes around it. One might create a low level, very specific communication capability that might already be in place and the magic just taps into it. The other has to gather energy, convert it to something tangible and release it in a very controlled fashion.

Most anything with magic comes down to the specific narrative constraints of a world, so you can rely on Game Master fiat much more easily than you can with other areas. Just make choices that enable fun and the balance you want rather than limits for the sake of limits.

Permanent Magical Effects

Spell effects becoming continual was common with other editions and very useful in a world setting where magic serves more everyday purposes. An enchanted garden or a self cleaning house would be quite valuable if the effect didn't wear off. If it did, it would be no different from hiring gardeners or house cleaners to maintain the premises. There are a few options you could integrate to enable permanent magic effects.

Continual Castings

Some core spells like teleportation circle have language that says the effects can be permanent with a year's worth of castings. The core concept there is good - multiple castings seed the magic. A year feels excessive in higher fantasy settings. Setting it so that a ritual to prepare the target creates an initial casting and then recasting the spell once per day for a set number of days is a decent option. For lower level spells (say 1st and 2nd level) I might target 7 days of casting. For medium level spells (say 3rd to 6th level) I might say 30 days. HIgher than that it would be very spell dependent or might require more arcane knowledge. Much of this method would be dependent on the caster as well. Different mages with different focuses might know different tricks to speed things up. Someone whose sole profession is to enchant languages into people has probably developed a few shortcuts.

You could also go with a spell level option and say it takes 7 once per day castings per spell level, making a fifth level spell take 35 days of continual castings. Of course you can always leverage different component costs to counterbalance anything you feel is overpowered. Sure, you can put in the work to

create a teleportation circle, but if the material costs are out of bounds for your character then it may not be worthwhile or may spark a quest to find a sponsor or patron with similar interests.

Ritual or Spell

A spell targeted directly at creating permanent effects is a good option, although you may want to leverage similar material or component costs or limiters to prevent misuse. I like a ritual for these options. It has a few different associations in players minds that make it feel different than a straight up spell and not using a spell slot may free that energy up for other castings needed to make the magic work. Of course, the Ritual of Permanency might not work for all spells or may need to be researched to understand how to make it work for a particular spell. There are a lot of ways you can tweak the concept to fit your world. Here's one I use.

Ritual of Permanency (Ritual)
5th level Transmutation

Casting Time: 1 hour per spell level imbued

Range: 10 feet

Components: V, S, M (a circle of iron that is 1 foot diameter per spell level you can imbue, incense worth 20 gold per spell level, seven statues with eyes set at the edge of the circle looking inwards)

Duration: Permanent

You make the effects of a targeted spell permanent in an object or creature. If the target is a creature, it will gain the ability of the spell effect as an at will ability. If the target is an object, it will grant the ability as an at will or permanent spell effect. You (or another being) cast the spell to be imbued as the first step in the ritual. Then you enact the rest of the ritual, taking one hour per spell level of the spell to complete it. The target of the spell must be present, within the circle the entire time. Once the ritual is complete, the spell effect is made permanent into the person. After performing the ritual, you will be unable to cast magic for seven days per level of spell imbued. Cantrips imbued with this spell count as 1st level spells.

Magic Items Only

Pretty close to current systems in place, you could decide that permanency in spells is tied to magic items only. Want that enchanted garden - make the magic item that has the effect into a garden statue or brick that needs to be in the garden. Want the ever organized cabinet? A small token or charm that has to be in the cabinet has to be made. Want the effect of tongues as a permanent ability? An amulet or bracer that has it as a permanent effect is a simple way to allow it. In a scenario like this, those who practice mundane magic are likely also good at creating magical items.

Expensive or Rare Components

You may want to both hold a stricter and more lenient leash on permanent magic by making it easy to do but requiring unique components. Casting regeneration onto a person to grant them a low level healing ability may be doable just by casting the spell after the person has been prepared with a ritual that requires some super rare or expensive components. Does anyone sell the ones necessary to get a 7th level spell made permanent? Not for under a few hundred thousand gold pieces. You'll need a mess of troll livers, but not just regular ones. You'll need troll livers from a very specific type of troll king that only lives in a particular region.

The actual imbuement of the spell is easy, the access to the macguffins needed to get it is a whole quest chain. You can always decide that lower level spells require components that are easier to acquire. Speak with animals may need a special plant called Dragon's Tongue that only grows where dragons have spilled blood. That might be found via foraging rather than fighting a dragon to make it bleed and hoping the plant grows.

Permanent Spell Abilities

Rather than the effect of a spell being permanent, you may want the perpetual magic to be something that a person can cast when needed. A spell ability like this could be granted by the same methods used for permanent passive effects, but you may decide this requires a bit more.

Feats

A special feat may be required to have the ability to cast a spell. Something akin to the feats that let you choose a few spells from a spell list and let you cast them once or twice per long rest. Expanding this idea, you could create a feat that grants higher level spells or gives something akin to casting but not nearly the full class feature. This is very contingent on how you use feats in your game.

Attunement Slots

You might require that higher level spells being imbued into a person would take up an attunement slot. Lower level spells may not require an attunement in the same way that more common magical items often don't take up an attunement slot. A spell ability that can be cast at will might, but a 1 / long rest ability may not.

Imbuement Limits

You may decide that spell imbuement is limited to a person's attribute or proficiency bonus. Perhaps one spell level can be imbued per bonus a person has in an attribute like constitution. Having a +3 constitution means you can become imbued with one 3rd level spell or three 1st level spells. In a high fantasy world with more common magic, it may be linked to the proficiency bonus instead. That way a person gets more as they level up and become more powerful.

Considering Permanent Abilities

Spell abilities that a person can cast are a slightly different paradigm than spell abilities imbued onto a person. Allowing them is going to be very dependent on what spell it is. More immediate and active effects are likely to work differently when imbued than more passive effects. There isn't much difference between having speak with animals as an always on ability or the ability to cast it at will. If the range weren't self, then it might be more useful as a cast at will or a cast once per short rest.

Fireball as an imbued ability wouldn't have much passive effect, but determining what price would be levied for adding that capability to a fighter rather than a wizard is very different than deciding if adding speak with animals as an ability is appropriate for the type of game you are running.

Mana - An Alternate Spell Point System

Spell slots are fine, but I prefer a much more open system that lets people use the spells that are relevant in the moment rather than being limited in how many of their big spells they can cast. There are balance considerations with a system like this. A more general pool of energy to pull from means the capability to cast high level spells more often, but it also means less deliberation on wasting slots for lower level spells. While there are spell slot systems available, I prefer having the Mana cost match the spell level. Here's an iteration of that system.

Mana Cost Per Spell Level

Spell Level	Mana Cost
0	0
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9

Comparison With Other Spell Point Systems

Curious about the math and how this system stacks up against other magic systems in 5e? It's actually about the same. The DMG Spell Points option has a similar flexibility but without the 1 to 1 ratio of this system. Both systems allow nearly the same number of castings of spells per level as you progress. This system has a bit more flexibility at lower levels, but it quickly evens out.

Mana Points by Level (Full-caster class)

Class Level	Mana Points	Max Slot
1	2	1st
2	5	1st
3	8	2nd
4	10	2nd
5	15	3rd
6	20	3rd
7	25	4th
8	30	4th
9	35	5th
10	40	5th
11	45	6th
12	50	6th
13	55	7th
14	60	7th
15	65	8th
16	70	8th
17	75	9th
18	80	9th
19	85	9th
20	90	9th

Mana Points by Level (Half Caster class)

Class Level	Mana Points	Max Slot
1	2	1st
2	2	1st
3	3	1st
4	3	1st
5	8	2nd
6	8	2nd
7	10	2nd
8	10	2nd
9	16	3rd
10	16	3rd
11	20	3rd
12	20	3rd
13	24	4th
14	24	4th
15	30	4th
16	30	4th
17	36	5th
18	36	5th
19	42	5th
20	42	5th

Mana Points by Level (Third Caster class)

Class Level	Mana Points	Max Slot
1	2	1st
2	2	1st
3	2	1st
4	3	1st
5	3	2nd
6	3	2nd
7	8	2nd
8	8	2nd
9	8	3rd
10	10	3rd
11	10	3rd
12	10	3rd
13	16	4th
14	16	4th
15	16	4th
16	20	4th
17	20	5th
18	20	5th
19	24	5th
20	24	5th

Non-Caster Mana Usage

For very high fantasy or magic rich games I like to expand this system to any character or NPCs. Often I include other things that the mana could be used for in the world such as hit die needing mana to use or magical doors that require a point of mana to open. Maybe people can share mana at the rate of two to one or imbued spells, magic items, or some class options require mana to activate. To the right you will find two tables, one for higher fantasy games that grants 1 point per level and one for less magical games if you still want to use the option but with less power behind it.

Mana For Extra Ability Activation

Another option I like to use for higher fantasy type settings and epic action games is to allow mana to activate abilities that are normally 1/long rest or 1/short rest. This grants a bit more flexibility in using the abilities if someone has already triggered their one use of an ability. They can dig deep into their energy reserves and get just one more use out of the option. Below are some ability cost conversions I use and the chart for caster or non-caster mana points.

Ability Cost in Mana

Ability Frequency	Mana Cost *
1/Short Rest	3
1/Long Rest	6
3/Short Rest	1
3/Long Rest	3

* The GM May decide this cost is different for an ability or the current usage. Mana points cannot be used like Inspiration in this way and can only be used to channel into casting abilities.

Mana Points f or Non-casters

Class Level	Mana Points	Class Level	Mana Points
1	1	11	11
2	2	12	12
3	3	13	13
4	4	14	14
5	5	15	15
6	6	16	16
7	7	17	17
8	8	18	18
9	9	19	19
10	10	20	20

Mana Points for Non-casters (lower power)

Class Level	Mana Points	Class Level	Mana Points
1	1	11	6
2	1	12	6
3	2	13	7
4	2	14	7
5	3	15	8
6	3	16	8
7	4	17	9
8	4	18	9
9	5	19	10
10	5	20	10

Magical Feats

Introducing everyday magic into your game opens up the options for feats more relevant to those magical abilities. Here is a list of feats that you may find useful for your games.

Akashic Connection

When using detect magic, you can sometimes get information by querying your connection to the akashic archives. You can make a roll to determine the exact spell and even see the "fingerprints" of the person who cast the spell. If you have seen their magic style before, you may be able to recognize it later. Additionally, When you cast detect magic, it is not a concentration spell.

Arcane Weaver (Feat)

The character can weave the patterns of magic in different ways, enabling them to imbue magic into items or objects. Oftentimes the character can modify the spells they weave in by spending higher level spell slots or sorcery points. The amount needed to be spent to change spell parameters is determined by the Game Master. The character knows the Ritual of Permanent Magic and can cast it with only verbal and somatic components, with a casting time of one round per spell level to be imbued. Rather than lose their ability to cast magic for one week per spell level, the character can spend one spell slot per week instead. A 6th level spell slot would negate 6 out of 8 weeks for imbuing an 8th level spell, while a 6th level and two 1st level spell slots (or the equivalent in innate casting spells) would negate all of the penalty.

Delayed Release

You can cast a spell and hold it in a small ball of light that floats next to you for up to 1 hour. That spell will activate once a set condition has occurred (as if you readied an action) or when you release the spell as a bonus action. Only one spell at a time can be set in this fashion.

Efficient Caster

For any expensive material components or costs you can substitute materials and lower the cost by half.

Eldritch Resistance

As a bonus action you can spend a 1st level spell slot to gain advantage on saves against spells for 1d6 rounds.

Inescapable Magic

As a bonus action you can spend a 1st level spell slot to raise your Magic Save DC by one for up to 1 minute. You can spend a number of 1st level spell slots equal to your spellcasting ability's modifier in this way.

Magically Adaptive

You have an innate capability to learn spells from other spell lists. You can pick one additional spell list and learn spells from that list up to 4th level. If you take this again, you can learn spells from that spell list up to 7th level.

Options For Feats That Grant Mundane Magic

The next few feats all provide different ways to access Mundane Magic spell lists. You won't need any of them if you have decided that any spellcasting character can just access the spell lists. If you want to require a feat to use these spells, choose whichever one most fits the tone of your game. You could choose the base version so that players just have access to the spells and everything else is from their casting class, or the one with extra spells and spell slots so that players don't need to choose between everyday spells and more combat oriented spells. You could also choose the option that splits mundane spells and regular spells.

There are other options as well, if you and your game setting allow them. In a high magic game, you could decide that the prerequisite of being able to cast at least one spell does not exist. If magic and magical training are abundant, people may learn just enough of the general, everyday magic to enhance their capabilities and take whatever feat you choose to use. A situation like that might require some tweaking or GM rulings.

For example, let's imagine your world is one of high magic and you decide that anyone can take the feat to gain access to these spells. You choose to use "Mundane Magic (with extra spells)" as the feat you are going to use. A barbarian who took the feat wouldn't have spell slots unless you were using things like the spell points variant that lets everyone have some mana. If you were using that variant the problem would be solved already, but if you weren't you may need to decide that the knowledge and potential are there, they are just untrained. You could grant that character a number of spell slots equal to one of their attribute modifiers and count them like warlock spell slots - always of the highest level. You might even choose the attribute to be strength, so you could have a literal "rage mage".

The important thing for granting mundane magic through feats is to make it fit the tone of your world and provide the mechanical options you want to allow.

Mundane Magic

Prerequisite: The ability to cast at least one spell

You are able to access and learn spells from the Mundane Magic spell lists.

Mundane Magic
(with extra spells)

Prerequisite: The ability to cast at least one spell

You are able to access and learn spells from the Mundane Magic spell lists. If your spellcasting ability works with a maximum number of spells known, you gain two additional spells known at character level 1 and then one additional at character levels 3, 6, 9, 12, 15, and 18. These spells must come off of the mundane spell list.

Mundane Magic
(with extra spells and spell slots)

Prerequisite: The ability to cast at least one spell

You are able to access and learn spells from the Mundane Magic spell lists. If your spellcasting ability works with a maximum number of spells known, you gain two additional spells known at character level 1 and then one additional at character levels 3, 6, 9, 12, 15, and 18. These spells must come off of the mundane spell list. Additionally, you gain 1 spell slot whenever you gain regular spell slots of a level. If you would have two 1st level spell slots at spellcasting class level 1, you instead have three. When you raise your spellcasting class level to 5 and would normally have four 1st level, three 2nd level, and two 3rd level spell slots, you instead have five 1st level, four 2nd level, and three 3rd level slots.

Mundane Magic
(with extra spells and split spell slots)

Prerequisite: The ability to cast at least one spell

You are able to access and learn spells from the Mundane Magic spell lists. If your spellcasting ability works with a maximum number of spells known, you gain two additional spells known at character level 1 and then one additional at character levels 3, 6, 9, 12, 15, and 18. These spells must come off of the mundane spell list. Additionally, you gain 1 mundane magic spell slot whenever you gain regular spell slots of a level. If you would have two 1st level spell slots at spellcasting class level 1, you have those and one 1st level mundane magic spell slot. When you raise your spellcasting class level to 5 and have four 1st level, three 2nd level, and two 3rd level spell slots, you also have one 1st level, one 2nd level, and one 3rd level mundane magic spell slot. You can use regular spell slots to cast mundane spells. Example: 1st level slots: 4/1, 2nd Level Slots: 3/1, 3rd Level Slots: 2/1.

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