

BEAST TRANSMUTATION

2nd-level transmutation

Casting Time: 1 action

Range: 20 ft.

Components: S

Duration: 1 hour

This spell transforms a beast that you can see within range into a human commoner. An unwilling creature must make a Wisdom saving throw to avoid the effect.

The transformation lasts for the duration, or until the target drops to 0 hit points or dies. The target's game statistics, excluding mental ability scores, are replaced by the statistics of commoner. It retains its alignment and personality.

The target assumes the hit points of its new form. When it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form.

As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious.

The creature is limited in the actions it can perform by the nature of its new form.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the spell's duration increases by 1 hour for each slot level above 2nd.

BUBBLE PRISON

3rd-level evocation

Casting Time: 1 action

Range: 60 ft.

Components: V, S, M

Duration: Concentration 1 minute

Choose a medium creature or smaller that you can see within range. The target must succeed on a Dexterity saving throw or be trapped inside a floating bubble prison. The creature is unable to move or make a ranged, melee, or spell attack while inside the bubble. The spell lasts for the duration or until another creature spends an action to pierce the bubble from the outside.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for each slot level above 3rd. The creature must be within 20 ft of each other when you target them.

EMBER BELLY

2nd-level evocation

Casting Time: 1 action

Range: 20 ft.

Components: S, M (a flask of oil)

Duration: 12 hours

As an action, you may swallow a flask of oil, which the spell consumes. During the duration of the spell, you may choose to exhale the oil, igniting it as you expel it from your body.

All creatures in a 20-foot line must make a Dexterity saving throw or take 2D10 fire damage or half as much on a successful roll.

It's an action to use the oil in this way and once you have the spell ends.

ORIGAMI BIRD SWARM

5th-level transmutation

Casting Time: 1 action

Range: 250 ft.

Components: V, S, M (10 gold worth of fine papers which the spell consumes)

Duration: Instantaneous

8 origami birds erupt from a stack of papers in your hand and fly with intent toward a target creature you can see within range.

If the targeted creature is within 30 ft. when the spell is cast the swarm of birds

collide with the target dealing 1d8 slashing damage per bird.

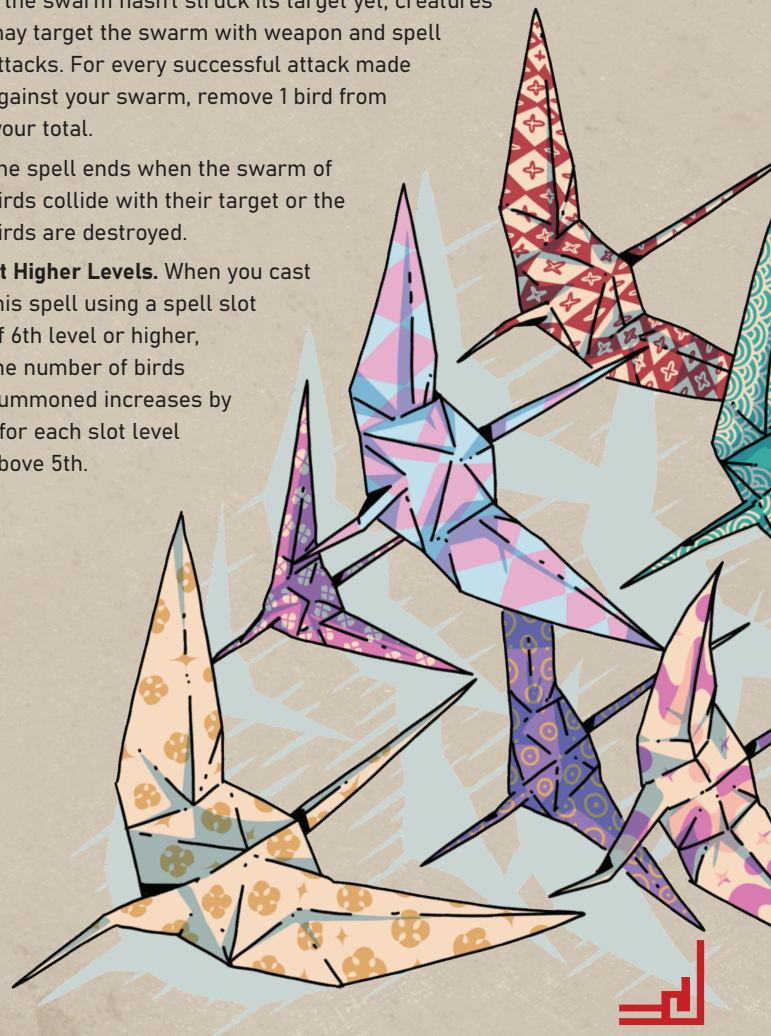
If the target is further than 30 ft. away when the spell is cast the swarm travels at 30 ft. per round in the direction of the target, moving around other

creatures and obstructions. While the swarm is traveling they obstruct a 5 ft. area as if they were a creature and have an AC equal to your spell save DC.

If the swarm hasn't struck its target yet, creatures may target the swarm with weapon and spell attacks. For every successful attack made against your swarm, remove 1 bird from your total.

The spell ends when the swarm of birds collide with their target or the birds are destroyed.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the number of birds summoned increases by 1 for each slot level above 5th.



PACIFISM

3rd-level enchantment

Casting Time: 1 action

Range: 60 ft.

Components: V, S, M

Duration: Concentration 1 minute

You attempt to pacify a creature you can see within range. It must make a Wisdom saving throw. If it fails the saving throw, it is pacified by you until the spell ends. The pacified creature can not take the attack action. The pacified target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for each slot level above 3rd. The creatures must be within 30 ft of each other when you target them.

