

MATTER MAGIC

PRESENTED BY LORD RUMFISH



MATTER MAGIC

LEGALESE

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FOREWORD

Matter is energy. The objects of the physical world exist, like us, across multiple dimensions. While it is easy to think of a mountain as a fixed constant, in truth it is vibrating, eroding, cracking, stretching, shifting, sliding, even thrusting taller. Moons, planets, stars, and galaxies are all in this continual state of change and flux, cycling through destruction and creation. To alter matter is to recognize this potential energy and shape it.

In altering matter, one alters fundamental energy across dimensions.

Welcome to *Codex Four of the Enchiridia Mysteria*. In this collection of **25 spells about creation, destruction, and objects** you will find the means to craft wares, bend reality, conjure what you desire, and get rid of what irks you. Most of the spells are conjuration or transmutation, but there are three abjurations, two divinations, and one evocation. Several spells make a triumphant return here, such as *Caltrops as Culdren's Caltrops*, *Hold Portal*, *Repair Damage*, *Leomund's Hidden Lodge as Silvantril's Secret Sanctuary*, *Leomund's Spacious Carriage as Silvantril's Spacious Carriage*, and *Mordenkainen's Capable Caravel as Silvantril's Savvy Ship*, the other 19 are brand-new.

Regarding the name changes away from old classical spellcasters, I feel that other spellcasters in the multiverse, other than the protagonists, should have their due. Why do we never see spells by Gromph Baenre, Manshoon, or a whole host of other lesser archmages (or even just mages) who might want to stamp their name on a spell? A living world has verisimilitude and reminds you that other characters exist in the world. You might even be curious about someone other than Leomund or Mordenkainen, curious enough to seek them out or work them into your plot. Those protagonist characters will always have their due, but hopefully not at the expense of all others.

It may seem prosaic or even provincial to thank Mom and Dad in every foreword, but I can simply never thank them enough, so here it is once again: my eternal love and gratitude. Thank you, Mom and Dad, I really and truly mean it. My gaming friends are more often interested in story and personality rather than objects, but over the years we have shaped our share of buildings and terrain, and destroyed much as well. Without their help, I wouldn't be writing these books. Special thanks to my friend Frank, who always wants to go shopping in-character for an hour of real time, and to my friend Bob, who has enjoyed playing artisans at various points.

To Mary, my love and my universe, I know you understand the impermanence of matter. It is constantly changing shape, rearranging into new forms, and converting into energy. We shall as well, in our linear perception of time. No matter how our bodies and energies change linearly, we are not fixed at any one dimension or point in time. We are traversing all of them.

And Gabriel: objects always matter.

Get it?!

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SPELL LISTS

BARD SPELLS

CANTRIPS

Crafter's Boon
Create Ammunition
Culdren's Caltrops

1st LEVEL

Conjure Weapon
Hide Object
Hold Portal
Repair Damage

2nd LEVEL

Mimic Glue
Minor Telekinesis

4th LEVEL

Silvantril's Secret Sanctuary
Silvantril's Spacious Carriage

5th LEVEL

Xyst Illuminant

6th LEVEL

Conjure Ring

7th LEVEL

Object Lesson

8th LEVEL

Dispel the Impermanent
Silvantril's Savvy Ship

9th LEVEL

Strike Gold

2nd LEVEL

Beam Wand

5th LEVEL

Xyst Illuminant

7th LEVEL

Object Lesson

DRUID SPELLS

CANTRIPS

Crafter's Boon
Create Ammunition
Minor Destruction

1st LEVEL

Destroy Item
Hide Object

2nd LEVEL

Mimic Glue

3rd LEVEL

Culdren's Cubes

4th LEVEL

Silvantril's Secret Sanctuary

5th LEVEL

Fortification

7th LEVEL

Culdren's Spheres

8th LEVEL

Dispel the Impermanent

CLERIC SPELLS

CANTRIPS

Crafter's Boon
Create Ammunition

1st LEVEL

Conjure Weapon
Hold Portal
Repair Damage

PALADIN SPELLS

1st LEVEL

Conjure Weapon

2nd LEVEL

Beam Wand

5th LEVEL

Xyst Illuminant

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RANGER SPELLS

1st LEVEL

Hide Object
Hold Portal

2nd LEVEL

Mimic Glue

4th LEVEL

Silvantril's Secret Sanctuary
Silvantril's Spacious Carriage

SORCERER SPELLS

CANTRIPS

Crafter's Boon
Create Ammunition
Culdren's Caltrops
Minor Destruction

1st LEVEL

Conjure Weapon
Destroy Item
Hide Object
Hold Portal
Repair Damage

2nd LEVEL

Mimic Glue
Minor Telekinesis

3rd LEVEL

Culdren's Cubes
Witch Flight

4th LEVEL

Silvantril's Secret Sanctuary
Silvantril's Spacious Carriage

5th LEVEL

Fortification
Xyst Illuminant

6th LEVEL

Conjure Ring

7th LEVEL

Culdren's Spheres
Object Lesson

8th LEVEL

Dispel the Impermanent
Silvantril's Savvy Ship

9th LEVEL

Dual Disintegrate
Strike Gold

WARLOCK SPELLS

CANTRIPS

Create Ammunition
Culdren's Caltrops
Minor Destruction

1st LEVEL

Conjure Weapon
Destroy Item
Hide Object

2nd LEVEL

Mimic Glue
Minor Telekinesis

3rd LEVEL

Witch Flight

6th LEVEL

Conjure Ring

7th LEVEL

Culdren's Spheres

8th LEVEL

Dispel the Impermanent
Silvantril's Savvy Ship

9th LEVEL

Dual Disintegrate

WIZARD SPELLS

CANTRIPS

Crafter's Boon
Create Ammunition
Culdren's Caltrops
Minor Destruction

1st LEVEL

Conjure Weapon
Destroy Item
Hide Object
Hold Portal
Repair Damage

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2nd LEVEL

Beam Wand
Mimic Glue
Minor Telekinesis

3rd LEVEL

Culdren's Cubes
Witch Flight

4th LEVEL

Silvantril's Secret Sanctuary
Silvantril's Spacious Carriage

5th LEVEL

Fortification
Xyst Illuminant

6th LEVEL

Conjure Ring

7th LEVEL

Culdren's Spheres
Object Lesson

8th LEVEL

Dispel the Impermanent
Silvantril's Savvy Ship

9th LEVEL

Dual Disintegrate
Strike Gold

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SPELLS BY SAVING THROW

STRENGTH (0)

DEXTERITY (5)

Culdren's Caltrops

Culdren's Spheres

Dual Disintegrate

Fortification

Mimic Glue

CONSTITUTION (3)

Destroy Item

Minor Destruction

Strike Gold

INTELLIGENCE (0)

WISDOM (0)

CHARISMA (0)



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SPELLS (25 TOTAL)

BEAM WAND

2nd level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (a candlestick, which is consumed)

Duration: Concentration, up to 1 minute

You turn a candlestick into a brilliant wand of radiance for the spell's duration. Only you can wield it properly. The candlestick glows with bright pearly white light out to 10 feet, with an additional 10 feet of dim light.

As an action, you can fire a beam of radiance from the candlestick. Make a ranged spell attack. On a hit, the target takes 2d8 radiant damage.

The wax of the candle gradually disappears over the course of the spell, until it finally disappears as it is converted into energy.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the radiant damage increases by 1d8 for every slot level above 2nd.

CONJURE RING

6th level conjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 24 hours

You bring a random magical ring into being for the spell's duration. Roll 1d8 on the chart below to see which ring is summoned.

If you wear this ring, it instantly attunes to you and does not count against your attuned

item limit. If you give the ring to another creature, it must attune to the item as normal.

You know any command words necessary to use the ring, and it comes fully charged if applicable.

Conjure Ring Chart	
d8 Roll	Ring Summoned
1	Ring of Chaos (Appendix, p.17)
2	Ring of Djinni Summoning (DMG p.190)
3	Ring of Invisibility (DMG p.191)
4	Ring of Resistance, character chooses the type (DMG, p.192)
5	Ring of Retribution (Appendix, p.17)
6	Ring of Shooting Stars (DMG p.192)
7	Ring of Summoning (Appendix, p.17)
8	Ring of the Ram (DMG p.193)



CONJURE WEAPON

1st level conjuration

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 8 hours

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You bring a simple or martial weapon into being for the spell's duration. Once the weapon has been conjured, it may be given to another character, dropped, etc., like any normal weapon. No ammunition is created for ranged launchers like bows, crossbows, or slings.

There is a slight tinge of obvious magic about the conjured item, so vendors usually insist the item be identified before they will buy it. Magic-savvy vendors will recognize the item as being temporary.

CRAFTER'S BOON

Divination cantrip

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 12 hours

You focus yourself and draw forth the knowledge of your trade, ready to start working. While this spell is in effect, you gain +1 on all checks related to creating items and other inventions.

Normally this would be a single check at the end of a workday or a workweek, but this spell could assist in other ways, such as for an Intelligence (Arcana) check made to determine if crafting a magic item or researching a spell was feasible in the first place.

The bonus to crafting-related checks increases by 1 when you reach 5th level (+2), 11th level (+3), and 17th level (+4).

CREATE AMMUNITION

Conjuration cantrip

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 hour

You conjure up one piece of ammunition for a handheld ranged weapon, such as an arrow, a bolt, or a sling bullet. The item disappears after it has hit or missed its target.

You may only have up to three instances of this spell active at a time.

The number of pieces of ammunition summoned increases by 1 when you reach 5th level (2), 11th level (3), and 17th level (4).

CULDREN'S CALTROPS

Conjuration cantrip

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 hour

You fill three 5-foot squares with razor-sharp steel tetrahedron-shaped caltrops (shaped like a d4). They can be created on solid, unoccupied ground that you can see.

Any creature that enters an affected square must succeed on a DC 15 Dexterity saving throw or stop moving and take 1 piercing damage. Until the creature regains at least 1 hit point, its walking speed is reduced by 10 feet. A creature moving through the area at half speed doesn't need to make the saving throw.

The number of squares affected increases by one when you reach 5th level (four), 11th level (five), and 17th level (six).

CULDREN'S CUBES

3rd level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 10 minutes

You create four 5-foot wooden cubes that can be placed on solid, unoccupied ground that you

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can see, or floating in unoccupied liquid. The cubes can be stacked on top of one another on solid ground.

Each cube has AC 15, 600 hit points (10 HP per inch of thickness), and weighs 2,000 pounds. It has typical object characteristics, such as immunity to psychic and poison damage. After being placed initially, the cubes can be pushed or pulled as desired. If a cube is pushed into water, it floats.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the duration and the number of cubes increase as shown below.

Culdren's Cubes		
Spell Slot	Duration	Number of Cubes
4th	1 hour	5
5th	8 hours	6
6th	24 hours	7
7th	3 days	8
8th	7 days	9
9th	30 days	10



CULDREN'S SPHERES

7th level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: 8 hours

You create four 5-foot stone spheres that can be placed on solid, unoccupied ground that you can see. You cannot initially place the spheres on slopes greater than a “steep” incline (44 percent grade).

Each sphere has AC 17, 900 hit points (15 HP per inch of thickness) and weighs 10,000 pounds. It has typical object characteristics, such as immunity to psychic and poison damage.

If one or more spheres rest on flat ground the spheres can be pushed as desired. Since the spheres are perfectly round, any creature with Strength 10 or higher can roll one 5 feet on flat ground as a move action. The sphere will continue to roll another 5 feet before it stops. On rough, unlevel, or sloped ground, it is nigh impossible for a creature to move a sphere.

The spheres roll if the ground has any incline. For gentle inclines (10 percent grade or less), the sphere rolls 20 feet on the first round and accelerates 10 feet each round, up to a maximum speed of 200 feet per round.

For middle inclines (11 to 25 percent grade), the sphere rolls 40 feet on the first round and accelerates 20 feet each round, up to a maximum speed of 400 feet per round.

For steep inclines (26 to 49 percent grade), the sphere rolls 80 feet on the first round and accelerates 40 feet each round, up to a maximum speed of 800 feet per round.

For extremely steep inclines (50 percent grade or more), the sphere rolls 400 feet on the first round, and travels 1,600 feet on subsequent rounds.

Creatures and objects in the path of a sphere must make a Dexterity saving throw or take damage, as shown on the chart below. Those who succeed take half damage.

If you stack the spheres in a line so that they roll together (such as down a 5 ft. wide corridor or staircase), increase the effective

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sphere speed of the front sphere by 10 ft. for each added, but count them all as one sphere for purposes of damage.

The sphere stops when it directly strikes a creature or object of Small or larger size and does not reduce its HP to 0. Otherwise, the sphere continues to roll losing 10 ft. of speed (spheres that were travelling more than 200 feet per round are reduced to 190 feet when this occurs).

Culdren's Spheres		
Sphere Speed	Dex Save	Bludgeoning Damage
5 ft.	DC 10	1d6
10 ft.	DC 10	2d6
20 ft.	DC 11	3d6
30 ft.	DC 11	4d6
40 ft.	DC 12	5d6
50 ft.	DC 12	6d6
60 ft.	DC 13	7d6
70 ft.	DC 13	8d6
80 ft.	DC 14	9d6
90 ft.	DC 14	10d6
100 ft.	DC 15	11d6
110 ft.	DC 15	12d6
120 ft.	DC 16	13d6
130 ft.	DC 16	14d6
140 ft.	DC 17	15d6
150 ft.	DC 17	16d6
160 ft.	DC 18	17d6
170 ft.	DC 18	18d6
180 ft.	DC 19	19d6
190 ft.	DC 19	20d6
200 ft. or more	DC 20	21d6

At Higher Levels: When you cast this spell using a spell slot of 8th level or higher, the number of spheres increases by one (five at 8th level, six at 9th level).

DESTROY ITEM

1st level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

This spell attempts to destroy a single nonmagical object that is made to be held in one or two hands, such as a scimitar, greataxe, shield, torch, lantern, etc. An unattended nonmagical object is destroyed automatically, leaving shards and fragments. If you target an object in a creature's possession, that creature must make a Constitution saving throw, and on a failure the item is destroyed.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you may target one additional object for every slot level above 1st. At 6th level or higher, you may target objects meant to be worn, such as armor.

DISPEL THE IMPERMANENT

8th level abjuration

Casting Time: 1 hour

Range: Self (10 miles)

Components: V, S, M (green gemstones collectively worth 5,000 gp or more, which the spell consumes)

Duration: Instantaneous

This spell makes a dispel attempt affecting every source of magic in a 10-mile radius of you that is not permanent. Magic items and spells with a permanent duration are unaffected, although spells with a duration of "until dispelled" are vulnerable.

For each creature, object, or magical effect within range, any spell of 8th level or lower with a non-permanent duration on the affected creature, object, or magical effect ends.

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For each spell of 9th level or higher on the target, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a successful check, the spell ends.

At Higher Levels: When you cast this spell using a spell slot of 9th level, the radius extends to 100 miles, and you automatically end the effects of a non-permanent duration spell on all affected creatures, objects, and magical effects.

DUAL DISINTEGRATE

9th level transmutation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (two lodestones and a pinch of dust)

Duration: Instantaneous

A pair of thin green rays spring from two of your pointing fingers, each to a target that you can see within range. You may target the same subject twice, striking with each ray if desired. The target can be a creature, an object, or a creation of magical force, such as the wall created by *Wall of Force*.

A creature targeted by this spell must make a Dexterity saving throw for each ray aimed at it. On a failed save, the target takes 10d6 + 25 force damage per ray. If this damage reduces the target to 0 hit points, it is disintegrated.

A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. The creature can be restored to life only by means of a *True Resurrection* or a *Wish* spell.

Each ray of this spell automatically disintegrates a Large or smaller nonmagical object or a creation of magical force. If the target is a Huge or larger object or creation of

force, a ray disintegrates a 10-foot-cube portion of it. A magic item is unaffected by this spell.

FORTIFICATION

5th level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: 24 hours

You conjure defenses for your allies, or a hindrance for your enemies. Choose between low walls or an archer's parapet.

If you choose low walls, you conjure a low stone wall three inches thick. The wall has AC 15 and 90 hit points (30 HP / inch of thickness). You can create a total of 60 feet of length of low wall, which does not have to be connected. Each section can be divided into parts as small as 5 feet. For example, you could create a barrier that surrounds a 5 ft. square using 20 feet of wall, and the creature within would have half cover from all attacks. Crossing a low wall costs an extra 5 feet of movement, so this spell can also be used to slow down an enemy's advance.



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The second option is to create an archer's parapet. This usually takes the form of a narrow tower up to 30 feet in height that harmlessly raises the target creature within as it is created. You cannot target a creature of Large or greater size, as they will not fit within the parapet. The tower is a 5 ft. thick column of solid stone, AC 17, 900 HP (15 HP / inch of thickness). The top is enclosed on three sides with arrow slits providing three-quarters cover, and it has arrow slits in the roof as well. The rear side is open to allow escape, you can choose whether the tower has handholds built in or not.

In either case, an unwilling creature who does not want to be surrounded by a low wall or lifted into a parapet can make a Dexterity saving throw to move 5 feet and avoid the effect.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, you may create an additional 20 feet of low wall or add another parapet for each spell slot beyond 5th.

HIDE OBJECT

1st level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You hide an object from view using mundane means of obfuscation. When you cast this spell, you target an object you are personally capable of moving. A suitable hiding spot must be within 10 feet of you, or the spell fails. Suitable hiding spots usually include some form of cover for the object, such as a deep alcove, a pile of rubble, a hollow tree, etc.

You make a Stealth check using your spellcasting ability modifier, and the roll has advantage. Once the object is in place, there is

no magical trace of this spell, rendering *Detect Magic* and *Dispel Magic* useless (if the object itself is magical, combine this spell with *Nystul's Magic Aura*).

The object remains hidden until mundanely detected (such as by a high passive Perception score), if conditions render it obvious (such as if the alcove it was hiding in is destroyed, or if a wall is disintegrated), or if certain divination spells are used (thin layers of lead are recommended to block *Locate Object*).

HOLD PORTAL

1st level abjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: 10 minutes

You magically hold shut a door or similar object blocking an entrance, such as window shutters or a boulder blocking a hallway. It must be a relatively coherent object, not a pile of rubble. The door (or object) is held fast, whether it is locked or not.

The door (or object) and the surrounding frame have resistance to all damage (and objects are immune to poison and psychic damage).

Creatures who interact with the door in any way have disadvantage on checks that relate to it, such as a Strength check to break it down (DC equal to your spell save DC or the door's natural DC, whichever is higher), a Dexterity check with proficiency in thieves' tools to pick the lock, or an Intelligence (Arcana) check to analyze the magic on the door.

Dispel Magic can bypass this spell as usual and *Knock* cast at an equal or higher spell slot dispels this as well. A lower-level *Knock* has a chance to dispel this spell, as *Dispel Magic*. This spell can affect the same door as *Arcane Lock*.

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At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the duration increases as shown below.

Hold Portal Duration	
Spell Slot	Duration
2nd	1 hour
3rd	8 hours
4th	24 hours
5th	3 days
6th*	1 week
7th*	1 month
8th*	1 year and 1 day
9th*	Until dispelled

* At 6th level spell slots or higher, this spell can only be dispelled by an equal or higher level *Knock*, or a *Wish* spell.

MIMIC GLUE

2nd level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: 10 minutes

This spell covers a creature or object in sticky glue similar to the secretions of a **mimic**. An unwilling creature may make a Dexterity saving throw to avoid the effect.

An affected creature or object gains the following trait:

- **Adhesive.** The creature or object adheres to anything that touches it. A Huge or smaller creature adhered to the creature or object is also grappled by it (escape DC equal to your spell save DC). Ability checks made to escape this grapple have disadvantage.

A creature affected by this spell cannot choose what to adhere to and what not to; for instance, a creature that fell prone while affected would

adhere to the floor and be grappled by it. A creature could climb across walls or even a ceiling this way, although it would be a very slow and tiring process.

Two objects bonded this way can support up to 1,000 pounds before the weight unglues the objects.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the duration increases. For a 3rd or 4th level spell slot, the duration increases to 1 hour. For a 5th level spell slot, the duration increases to 8 hours. For a 6th level or higher spell slot, the duration increases to 24 hours.

MINOR DESTRUCTION

Transmutation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You destroy a small or weakened nonmagical object. The target must be an object with AC 15 or less (materials such as wood, bone, leather, crystal, glass, ice, cloth, paper, or rope) with 4 or fewer hit points, such as a piece of paper, a glass bottle, a lute, a single arrow, etc. For larger objects, such as an unwound piece of rope, you destroy a section up to 1 cubic foot. Weapons larger than a piece of ammunition almost never fall into these categories.

If the target nonmagical object is being held by, or in the possession of, a creature, that creature must make a Constitution saving throw or the item is destroyed.

You may choose how the item is destroyed: a piece of paper might burn to ash in someone's hand, a rope might fray as if cut in half, a leather belt might rot apart, etc.

The number of targets increases by 1 when you reach 5th level (2), 11th level (3), and 17th level (4).

MINOR TELEKINESIS

2nd level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 10 minutes

You gain the ability to move or manipulate creatures or objects by thought. When you cast the spell, and as your action each round for the duration, you can exert your will on one creature or object that you can see within range, causing the appropriate effect below. You can affect the same target round after round, or choose a new one at any time. If you switch targets, the prior target is no longer affected by the spell.

Creature. You can try to move a Medium or smaller creature. Make an ability check with your spellcasting ability contested by the creature's Strength check. If you win the contest, you move the creature up to 30 feet in any direction, including upward but not beyond the range of this spell. Until the end of your next turn, the creature is restrained in your telekinetic grip. A creature lifted upward is suspended in mid-air.

On subsequent rounds, you can use your action to attempt to maintain your telekinetic grip on the creature by repeating the contest.

Object. You can try to move an object that weighs up to 300 pounds. If the object isn't being worn or carried, you automatically move it up to 30 feet in any direction, but not beyond the range of this spell.

If the object is worn or carried by a creature, you must make an ability check with your spellcasting ability contested by that creature's Strength check. If you succeed, you

pull the object away from that creature and can move it up to 30 feet in any direction but not beyond the range of this spell.

You can exert fine control on objects with your telekinetic grip, such as manipulating a simple tool, opening a door or a container, stowing or retrieving an item from an open container, or pouring the contents from a vial.

Attack. You can mentally grasp an object or creature that weighs 30 lbs. or less and hurl it at another creature or object. If you try to hurl a creature or an object being worn or carried, you must make an ability check with your spellcasting ability contested by that creature's Strength check. If you succeed, you hurl the creature or object.

You send the creature or object flying up to 60 feet with a sudden thrust of force. Make a ranged spell attack against the target. If you hit, both the creature or object you threw, and the creature or object impacted take 1d10 + your spellcasting ability modifier damage, usually bludgeoning.

Even if you miss, the creature or object you threw will still go somewhere and take the damage listed, plus any additional damage for falling, etc.

MODIFYING TELEKINESIS

Telekinesis is a fantastic power that sparks creativity, and players everywhere have asked their Storyteller / DM if they can perform some action not described in the spell. *Critical Role* has several famous uses of the spell that have nothing to do with the description.

When I created *Minor Telekinesis*, I included an aspect of a spell I created in a different game named *Fling*. If the minor version of *Telekinesis* can do it, the big version should be able to do with the objects too.

Add the Attack text from *Minor Telekinesis* to *Telekinesis* if you wish, with the following changes: the creature or object can weigh up to 100 lbs., and the damage is 4d10 + your spellcasting ability modifier.

OBJECT LESSON

7th level divination

Casting Time: 8 hours

Range: Self

Components: V, S, M (incense worth at least 1,500 gp, which the spell consumes, twelve ivory strips worth at least 50 gp each, and an object used as the spell's focus)

Duration: Instantaneous

Using the spell's focus object, you bring to your mind a summary of the significant lore about the object. The lore might consist of current tales, forgotten stories, or even secret lore that has never been widely known.

For any object, you learn the date it was crafted, the name of the person who crafted it, at least one significant moment in the object's existence and the date of that moment (even if that moment was only significant in the life of a commoner), and the moment the object was broken, if applicable, and how, and by whom.

The more information you already have about the object, the more precise and detailed the information you receive is.

The information you learn is accurate but might be couched in figurative language. For example, if you have a mysterious pottery shard on hand, the spell might yield this information: "I was crafted by Ilexere Ven'arr the drow in 1141 DR. Many who venerated evil drank at my lips. When I was whole, I told the story of the deity Shar and her dark love of a mortal. One who lost everything to gain the shadow weave carried me in 1361 DR. I was broken by the hand of Raelynthiss'tak the erinyes in 1363 DR."

REPAIR DAMAGE

1st level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

An object or construct creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on other types of creatures.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the hit point repair increases by 1d8 for each slot level above 1st.

SILVANTRIL'S SAVVY SHIP

8th level conjuration

Casting Time: 10 minutes

Range: 120 feet

Components: V, S, M (miniature ship carved from mahogany, rigged with silk sails and gold thread, with a total value of 500 gp)

Duration: 10 days

You conjure into existence a fine, seaworthy ship to carry you and your companions safely and comfortably. A caravel is a fairly small, double-decked sailing ship. A mundane caravel holds a generous amount of cargo and offers cramped quarters for crew and passengers. The ship produced by this spell has even more room for cargo and passengers, contained within an extradimensional space.

The entry point to this space is a hatch on the aft upper deck. Lifting the hatch reveals a set of wooden stairs, which descend about 6 feet to a horizontal shimmering in the air about 4 feet wide.

Only those you designate can enter this space, and the extradimensional portal is shut and made invisible behind you when you enter. Those without authorization to enter instead

continue descending the steps to an ordinary cargo hold. You can open the portal again from your own side at will.

Those who pass beyond the portal's entrance find themselves in a magnificent foyer with many staterooms whose doors open from this space. The atmosphere is clean, fresh, and warm. You can create any deck plan you desire within the limit of the spell's effect. The total size of the extradimensional space is thirty 10-foot cubes.

The cabins are furnished, and the galley contains sufficient foodstuffs and preparation equipment to serve three full meals per day for 20 people.

A staff of thirty near-transparent pursers, liveried and obedient, wait upon all who enter. They function as *Unseen Servant* spells except that they are visible and can go anywhere within the extradimensional space.

Since the place can be entered only through its special portal, outside conditions do not affect the passenger space, nor do conditions inside it pass to the plane beyond.

Bad weather or other marine hazards can still threaten the vessel, but even if it sinks, the passenger space remains safe and isolated (though exiting it might prove difficult).

The ship is crewed by a minimum complement of spectral deckhands, which perform the basic tasks of maintenance. These, like the cabin servants, behave as *Unseen Servants* but can travel anywhere on-board ship and up to 60 feet away from it, and can enter the extradimensional space if you so direct.

The spectral deckhands respond to the direction of the helmsman, reducing the number of crew necessary to control the caravel to 1.

If you do not provide a real helmsman, the ship will steer itself on the last course a living helmsman provided but will not be able to avoid collisions or hazards or adjust to changing conditions.

SILVANTRIL'S SECRET SANCTUARY

4th level conjuration

Casting Time: 1 minute

Range: 120 feet

Components: V, S, M (splinters of wood and a small piece of chameleon skin)

Duration: 24 hours

You conjure a sturdy hidden hideaway made of material that is common in the area where the spell is cast. The building is normally 20 ft. by 30 ft., although you can alter the shape of the floorplan to better suit the surroundings, such as a long narrow building against the side of a cliff. The floor is level, clean, and dry. The lodging resembles a normal cottage, with a sturdy door, two shuttered windows, and a small fireplace with enough wood to last for the duration.

The building blends into the terrain effectively. You can designate up to 9 other creatures in addition to yourself who can effectively find the structure. All other creatures make Investigation and Perception checks with disadvantage to find the structure (DC is equal to your spell save DC or your Wisdom [Stealth] check, whichever is greater). You and any other designated creatures have their footprints and other spoor of their passage removed within a 1-mile radius of the structure, so tracking you and your companions is impossible within this radius.

The sanctuary has no cooling source (other than natural insulation qualities). It must be heated as a normal dwelling, and extreme heat adversely affects it and its occupants. The dwelling does, however, provide considerable security otherwise—the walls, doors, and roof have AC 15, HP 90. The dwelling is not flammable. Like any object, it is immune to poison and psychic damage.

The sanctuary contains simple furnishings — ten bunks, a trestle table, ten stools, shelving, and a writing desk.

SILVANTRIL'S SPACIOUS CARRIAGE

4th level conjuration (ritual)

Casting Time: 1 minute

Range: 60 feet

Components: V, S, M (splinters of gold-painted oak, strands of horse hair, and a strip of leather)

Duration: 8 hours

You conjure up a carriage capable of seating four passengers comfortably or six in cramped conditions, as well as the horses needed to pull it. These four "horses" are like those created by the *Phantom Steed* spell. They respond to your thoughts alone, and they can pull the carriage at a speed of up to 50 feet. In 8 hours, the carriage can travel up to 40 miles, or 53 miles at a fast pace.

The carriage is not flammable. The carriage itself is sturdy, and each 5-foot section has AC 15, HP 90. The interior contains lush, cushioned seats. The side windows can be opened to allow for missile fire or spellcasting, granting three-quarters cover. When the windows are closed, those within have total cover.

STRIKE GOLD

9th level transmutation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You motion towards a creature and mutter a bit of alchemical formulae to transmute it into gold. The target creature must make a Constitution saving throw, and on a failure, it instantly turns into gold and gains the petrified condition. On a successful save, the creature takes 6d12 necrotic damage and is not petrified.

Creatures immune to the petrified condition take 6d12 necrotic damage but do not turn to gold.

The statue created this way is worth 25,000 gp and weighs 500 lbs. (creatures of Small or larger size have hollow areas inside the statue to keep the weight consistent). A creature that has become a golden statue cannot turn back to normal again except with a *Wish* spell.

Each time after a statue is produced, there is a cumulative 10% chance you will never be able to cast this spell again due to the strain you place upon reality (10% chance on the first statue, 20% on the second, etc.).

WITCH FLIGHT

3rd level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a wooden broom)

Duration: Concentration, up to 1 hour

This spell enchants a wooden broom (which weighs about 3 pounds) to function like a *Broom of Flight* (DMG, p.156) for the spell's duration. You choose the command word. For your convenience, the item's description is reprinted here.

Broom of Flying

Wondrous item, uncommon

This wooden broom, which weighs 3 pounds, functions like a mundane broom until you stand astride it and speak its command word. It then hovers beneath you and can be ridden in the air. It has a flying speed of 50 feet. It can carry up to 400 pounds, but its flying speed becomes 30 feet while carrying over 200 pounds. The broom stops hovering when you land.

MATTER MAGIC

You can send the broom to travel alone to a destination within 1 mile of you if you speak the command word, name the location, and are familiar with that place. The broom comes back to you when you speak another command word, provided that the broom is still within 1 mile of you.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, you may target one additional broom for every slot level above 3rd.

XYST ILLUMINANT

5th level evocation

Casting Time: 1 action

Range: 180 feet

Components: V

Duration: 8 hours

You create a xyst (a covered walkway or portico with supporting columns) made of force and light, supposedly a structure of the angels. The xyst is 30 feet wide, 20 feet high to the covered roof, and is 300 feet long. It has 5 ft. wide columns starting at the first corner on each side and again on each side for every 20 ft. of length

(the columns are spaced as evenly as possible).

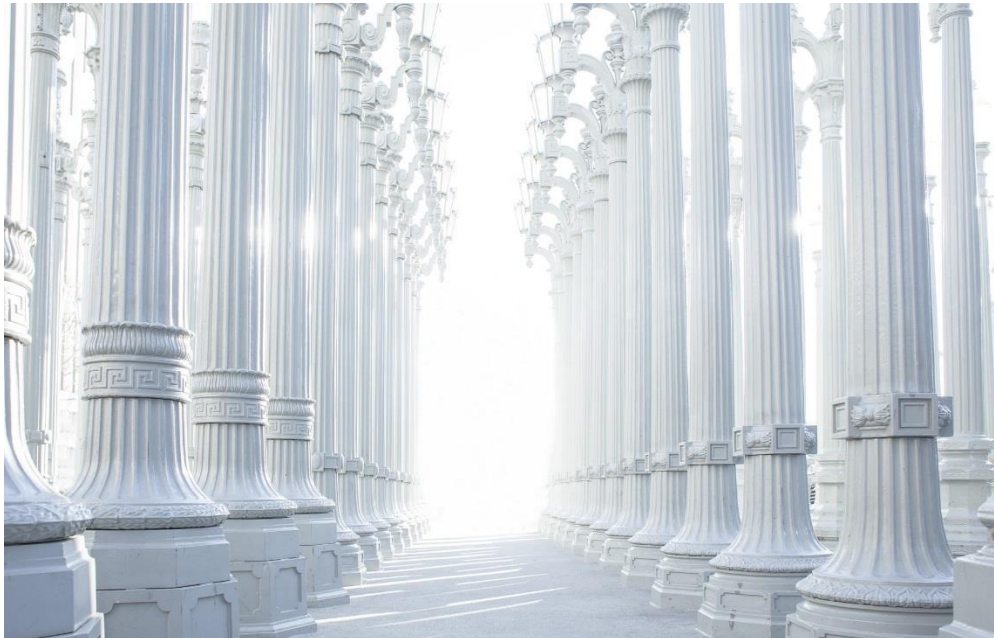
The whole xyst is lit with bright light, affording no shadows anywhere within it, and it creates bright light within 60 feet of it, followed by a further 60 feet of dim light.

The typical use of this spell is to connect two points across a chasm or dangerous area, although the xyst could be used to add strategic terrain to a battlefield or to create a ramp for horses or wagons, and a desperate caster could use it for shelter against some kinds of weather.

The xyst can be tilted up to 20 degrees, but it cannot be turned on its side or made vertical. It does not have to be anchored to solid ground and will hang in midair if the caster desires. It cannot be created inside of other objects or creatures; doing so causes the spell to fail.

Nothing can physically pass through the floor, ceiling, or pillars of the xyst. It is immune to all damage. A disintegrate spell destroys the xyst instantly. The xyst also extends into the Ethereal Plane, blocking ethereal travel through the floor, ceiling, or pillars.

Finally, this spell is treated as though it were cast using a 9th level spell slot to determine whether it is countered or dispelled.



MAGIC ITEM APPENDIX

Ring of Chaos

Wondrous item, legendary (requires attunement)

This ring constantly changes shape, style, and color. The ring has 7 charges. The ring regains 1d6+1 charges daily at dawn.

While wearing it, if at least 1 charge remains you can use an action to cast a spell at random from the ring by rolling 1d8 as shown on the following table. You must choose a target creature within 60 feet; spell areas will be centered on that creature if applicable.

Ring of Chaos Effects	
d8 Roll	Effects
1	<i>Chromatic Orb</i> (acid) is cast, +7 to hit. The spell is cast at 1st level for 1 charge (minimum), additional charges raise the spell slot level 1-for-1.
2	<i>Chromatic Orb</i> (cold) is cast, +7 to hit. Spell level and charges as noted for result 1.
3	<i>Chromatic Orb</i> (fire) is cast, +7 to hit. Spell level and charges as noted for result 1.
4	<i>Chromatic Orb</i> (lightning) is cast, +7 to hit. Spell level and charges as noted for result 1.
5	<i>Chromatic Orb</i> (poison) is cast, +7 to hit. Spell level and charges as noted for result 1.
6	<i>Chromatic Orb</i> (thunder) is cast, +7 to hit. Spell level and charges as noted for result 1.
7	<i>Confusion</i> is cast, DC 17. This expends 4 charges, or all remaining charges if less than 4.
8	<i>Prismatic Spray</i> is cast, DC 17. This expends all remaining charges.

Ring of Retribution

Wondrous item, very rare (requires attunement)

This cold iron ring has 4 charges. The ring regains 1d4 charges daily at dawn.

While wearing it, you can use a reaction when struck by a melee attack to expend 1 charge. This will cast a spell at random from the ring by rolling 1d4 as shown on the following table.

The spell will affect only the creature who attacked you in melee, apart from *Armor of Agathys*.

Ring of Retribution Effects	
d4 Roll	Effects
1	<i>Hellish Rebuke</i> is cast at 4th level (5d10 fire damage), DC 15.
2	<i>Armor of Agathys</i> is cast at 4th level, granting you 20 temporary hit points against the triggering attack and dealing 20 cold damage to your attacker.
3	<i>Magic Missile</i> is cast at 4th level, with all 6 of the missiles striking the creature who attacked you.
4	<i>Polymorph</i> is cast, DC 15. If the target is affected, they are turned into a frog for up to 1 hour with no concentration required.

Ring of Summoning

Wondrous item, legendary (requires attunement)

This ring, engraved with runes describing many various monsters, has two powers.

First, whenever you naturally roll a 1 for initiative, you summon a random CR 5 monster for 1 minute that acts on your initiative (see the table below). The summoned monster is under your mental control. You may place the summoned creature anywhere within 30 feet of you when it appears. If there is no space large enough to fit the creature, the summoning fails.

Second, you may spend an action to force the ring to summon a monster as above. You cannot use this power again until the next dawn, although

this does not prevent the ring from using its first power multiple times.

Ring of Summoning Monsters	
d8 Roll	Monster Summoned
1	Air Elemental
2	Beholder Zombie
3	Cambion
4	Giant Crocodile
5	Red Slaad
6	Roper
7	Troll
8	Xorn

Rod of Architecture

Wondrous item, legendary

This unassuming steel rod has two simple functions operated by two buttons. Using either button takes one action and expends one charge from the rod. The rod has 10 charges and regains 2d4+2 charges daily at dawn.

The first button creates a 5-foot cube of wood to appear in any square adjacent to the wielder, as long as that square is solid, unoccupied ground or unoccupied liquid. The cube is created instantaneously and remains indefinitely. Cubes can be stacked on top of one another on solid ground.

Each cube has AC 15, 600 hit points (10 HP per inch of thickness), and weighs 2,000 pounds. It has typical object characteristics, such as immunity to psychic and poison damage. After being placed initially, a cube can be pushed or pulled as desired. If a cube is pushed into water, it floats.

The second button disintegrates up to a 5-foot cube of material objects or force effects adjacent to the wielder. This effect cannot destroy a permanently enchanted magic item. If you target an object held or carried by a creature, that creature can make a Dexterity saving throw (DC 17) to avoid the effect. If the object or force effect is larger than 5 feet, the rod disintegrates a 5-foot cube portion of it.

BUT THAT'S NOT ALL!

Since March 30th of 2018, I have been creating D&D 5e spells, backgrounds, and class archetypes. Modules and other books are on the way, but if you like what you see here I recommend you check out *Spell Collection 1* at the Dungeon Masters Guild website.

Spell Collection 1 has my first four books of spells collected together at a discount. It includes the following:

- *Spells from Elsewhere.* This book imagines how magic works in exotic locations, such as under the sea or on another plane of existence. It is not part of the *Enchiridia Mysteria* but it has 101 spells to add to your collection!
- *Mind Magic.* This book fleshes out the schools of Enchantment and Illusion with a host of clever and diabolical mind games. Or, just protect yourself from the same tricks!
- *Time Magic.* With spells all about the timestream and 3 optional rulesets for paradox, you are ready to manipulate time itself!
- *Mortality Magic.* Necromancy can be used for good or evil, and both are available in this grimoire about life and death.