

FEY SPELLS

These spells are presented in alphabetical order.

CHAMELEON MASK

1st-level illusion

Casting Time: 1 action

Range: Touch

Components: V, S, M (a chameleon's tail)

Duration: Concentration, up to 10 minutes

You touch a willing creature and place a minor illusion on it that allows it to blend in with its surroundings. For the duration, that creature may replace its Dexterity (Stealth) modifier with your spell attack bonus on any Dexterity (Stealth) checks it makes.

CHEAT

Divination cantrip

Casting Time: 1 bonus action

Range: Self

Components: S, M (a weighted die)

Duration: 1 round

You subtly twist your fingers and fate seems to follow suit. For the duration, you can reroll any ability check you make to play nonmagical games of skill. Therefore, this ability could influence a game of Three Dragon Ante, but not the result of a *Deck of Many Things*.

CURSE WEAPON

5th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Permanent (until broken)

You touch a weapon. Until the spell ends, the weapon becomes magical (if it wasn't already) and gains the following property in addition to any others it has:

Curse. This weapon is cursed, and touching it extends this curse to you, unless you are a fey creature, in which case you suffer no ill effect. As long as you remain cursed, you are unwilling to part with the weapon, keeping it within reach at all times.

Whenever you roll a 1 on an attack roll with this weapon, roll a d6 and apply the result from the table below.

d6	Result
1	You fall prone and your turn ends immediately.
2	You are blinded until the end of your next turn.
3	You are deafened until the end of your next turn.
4	You are immediately teleported 20 feet in a random direction. If you would end up within a solid obstacle, you take 2d6 bludgeoning damage and end up as close to the destination as possible.
5	All food items within ten feet of you immediately spoil, becoming completely inedible.
6	The weapon transforms into a live goose, which is magically bound to your hand and cannot be removed by any means (except by ending the curse). It reverts to its original form after one minute.

This curse can be broken only by a *remove curse* spell or similar. This ends the effect on the weapon and anyone who has touched it.

DIRE CHARM

4th-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S, M (a nymph's eyelash, worth at least 100 gp. If you are a nymph, you may use your own - you don't even have to pluck it out)

Duration: 10 days

You attempt to charm a humanoid you can see within range. It must make a Wisdom saving throw, and does so with disadvantage unless you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends. If you or your companions do anything harmful to it, it may attempt the saving throw again. The charmed creature regards you as a friendly acquaintance. When the spell ends, the creature knows it was charmed by you.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the duration becomes permanent (until dispelled).

FAERIE WARD

1st-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a handful of acorns, which the spell consumes)

Duration: Concentration, up to 10 minutes



Until the spell ends, one willing creature you touch is protected against certain types of creatures: aberrations, constructs, fiends, giants, oozes and undead.

The protection grants several benefits. Creatures of those types have disadvantage on attack rolls against the target. The target also can't be charmed, frightened or possessed by them. If the target is already charmed, frightened or possessed by such a creature, the target has advantage on any new saving throw against the relevant effect.

GINGERBREAD COTTAGE

5th-level conjuration

Casting Time: 10 minutes

Range: 30 feet

Components: V, S, M (candies, biscuits and cakes worth at least 10 gp, which the spell consumes)

Duration: 8 hours

This spell conjures a small cottage made out of gingerbread centered on a point you can see within range. You determine the floorplan of the cottage, though it must fit within a 15-by-15-foot footprint, and may have no more than one story and one door. The interior is comfortably appointed, and up to six people may rest inside (if there are more occupants, it becomes too cramped to allow resting).

The walls of the cottage are magically reinforced and cannot be destroyed except by *dispel magic* or *disintegrate* spell. The door has a mundane lock (DC 15 to pick). You may place windows in any of the exterior walls, allowing those inside to see out and those outside to see in. Ranged attacks can be made through windows.

Everything inside the cottage is made out of gingerbread and other sweet treats. There are enough non-essential elements to feed up to six creatures, which gain the following benefits after spending 10 minutes eating in the cottage: the creature is freed from any charm or domination affecting it, and is immune the charmed condition. Its hit point maximum increases by 2d6 and it gains the same number of hit points. These benefits last for the next 8 hours.

GLITTERDUST

3rd-level conjuration

Casting Time: 1 action

Range: Self (15-foot cone)

Components: V, S, M (a handful of powdered mica)

Duration: 1 minute

You spray golden particles in a 15-foot cone, covering all creatures and objects in that area. Any creature affected by the spell must make a Constitution save or be blinded for the duration. They may repeat the save at the end of each of their turns.

All attack rolls against a creature or object covered in glitter have advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.

The glitter disappears 1 minute after being conjured.

NONDESCRIPT

2nd-level illusion

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

This spell makes you seem ordinary and nondescript to others, though it does not change your actual appearance. Creatures who saw you while you were under the influence of this spell are unable to recall you upon being asked if they had seen you or someone matching your description.

PETAL STORM

2nd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a handful of flower petals)

Duration: Concentration, up to 1 minute

Choose an unoccupied 5-foot cube of air that you can see within range. An elemental force of





swirling winds appears in the cube and lasts for the spell's duration.

Any creature that ends its turn within 5 feet of the petal storm must make a Strength saving throw. On a failed save, the creature takes 1d8 slashing damage and has disadvantage on any attack rolls it makes before the end of its next turn. On a successful save, the creature takes half as much damage and suffers no additional penalty. As a bonus action, you can move the storm up to 30 feet in any direction. If it moves over leaf litter, flowers, bushes, or trees, it sucks up extra material and forms a 10-foot-radius cloud of leaves and petals around itself that lasts until the start of your next turn. The cloud heavily obscures its area.

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

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SECRET ENCLAVE

9th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a tiny, silver bell)

Duration: 10 minutes

You conjure a shimmering, multicolored portal, large enough to admit creatures up to large in size, which connects to a pocket dimension, much like the *demiplane* spell. The enclave is a cube with 600 foot sides and behaves as if it were part of the Feywild, including the seasons, weather and special effects described on page 50 of the DMG. The floor is made of earth that is fertile but cannot be burrowed through. When the spell ends, the portal disappears, and any creatures or objects inside the enclave remain trapped there, as the portal also disappears from the other side.

You or anyone else can create another portal leading back to the enclave by casting this spell again. However, once an enclave has been created, its location is fixed, and the portal can only be opened from that same location (or from within the enclave). If you are in the correct location, you do not need to know anything about the enclave to open a portal to it; you do not even need to know that it is there.

VANISHING TRICK

2nd-level conjuration

Casting Time: 1 reaction, which you take when you are targeted by an attack

Range: Self

Components: V, S, M (a pinch of pixie dust)

Duration: Instantaneous

You vanish in a puff of glitter just as your opponent makes their attack. When you cast this spell, you immediately teleport into an unoccupied space within 5 feet. This may cause the triggering attack to miss, either because you are no longer in range, or because it puts you behind cover that raises your effective AC.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the teleport distance increases by 5 feet for every spell level above 2nd.

WOODEN SANCTUARY

2nd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You step into a wooden object or tree large enough to fully contain your body, melding yourself and all the equipment you carry with the wood for the duration. Using your movement, you step into the wood at a point you can touch. Nothing of your presence remains visible or otherwise detectable by nonmagical senses.

While merged with the wood, you can't see what occurs outside it, and any Wisdom (Perception) checks you make to hear sounds outside it are made with disadvantage. You remain aware of the passage of time and can cast spells on yourself while merged in the wood. You can use your movement to leave the wood where you entered it, which ends the spell. You otherwise can't move.

Minor physical damage to the wood doesn't harm you, but its partial destruction or a change in its shape (to the extent that you no longer fit within it) expels you and deals 3d6 bludgeoning damage to you; the same happens if your concentration is broken while merged with the wood. The wood's complete destruction (or transmutation into a different substance) expels you and deals 25 bludgeoning damage to you. If expelled, you fall prone in an unoccupied space closest to where you first entered.