Abjuration

- Burnt Offering
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Burnt Offering

1st-level abjuration (ritual)

Casting Time: 10 minutes

Range: Self

Components: V, S, M (a pyre and slain animal)

Duration: 24 hours

By constructing a pyre and burning an animal’s corpse, you court the favor of the gods. For the duration, you can add your Wisdom modifier, instead of your Dexterity modifier, to your Armor Class.

At Higher Levels. If you cast this spell using a spell slot of 3rd level or higher, you can also reroll one saving throw you make during the duration. You can choose to reroll the saving throw after you roll the die, but must decide before the outcome is determined and must use the new roll.

Transient Bulwark

1st-level abjuration (ritual)

Casting Time: 1 action

Range: Self

Components: V, S, M (a pearl worth 10 gp, which the spell consumes)

Duration: 8 hours

The next attack made against you within the duration has a -10 penalty to hit.

Curse Ward

2nd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

You reach out your hand and touch a willing creature within your reach, raising a smoke-like barrier around it. For the duration, the target has resistance to necrotic damage and can’t be cursed, possessed, or targeted by a hex. Also, its maximum hit points can’t
be lowered. If the target is already affected by one of these effects, the effect is suspended until the spell ends.

Protection From Ballistics

2nd-level abjuration (renaissance)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

A shimmering shield of energy surrounds one willing creature you touch. For the duration, ranged attacks made by firearms have disadvantage against the target, and the target has resistance to any damage dealt by firearms.

Force buckler

Abjuration cantrip

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (a specially-prepared gauntlet worth at least 5 gp)

Duration: 1 round

You summon a translucent, yet visible, field of force which springs forth from the prepared gauntlet. Until the beginning of your next turn, this shield grants you a +2 bonus to your Armor Class, as if you were wielding a shield. This spell ends early if you are hit by an attack.