Transmutation

- Feathered Reach
- Instant Replay
- Stone Bones
- Pillar of Salt
- Snakestaff
- Card trick
- Moment to think
- Quickstep
- Springheel

Feathered Reach

3rd-level transmutation

Casting Time: 1 action

Range: Self

Components: S, M (a small feather)

Duration: 1 minute

You transform your arms into powerful wings, and your fingers into long, graceful feathers. The effects of this spell last 1 minute, at which point the feathers gradually fall out, causing you to float gently to the ground as your arms return to their original form. This spell confers a number of benefits upon the caster:

ll As a bonus action, you can fly up to double your movement speed. You must land once you finish your movement, although you do not take fall damage while this spell is active, as your feathered arms bear you gently to the ground.

ll You can use your powerful feathered arms to propel yourself upward a distance equal to half your movement speed. You can do this once during your turn and may use it in conjunction with a regular jump.

ll When falling, you can use your reaction to stiffen your arms, and glide on the wind. You may fly up to your movement speed, in any direction, choosing where you land.

ll You gain advantage on all athletics checks used to make a long or high jump. You do not need to move 10 feet before you jump to gain distance, and you triple the distance you would jump normally.

In order to benefit from this spell your hands must be free of shields and heavy weapons, and you cannot be encumbered.

Spell list: Druid, Ranger

Instant Replay

1st-level transmutation (chronomancy)

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 minute

The next time you miss a creature with an attack before this spell ends, you can instantly reset yourself to the moment before the attack and repeat it against the same target.

Stone Bones

2nd-level transmutation

Casting Time: 1 bonus action

Range: 30 feet

Components: V, S

Duration: 1 round

You magically reinforce a creature you can see within range, granting it resistance to nonmagical bludgeoning, piercing, and slashing damage until the end of its next turn.

Pillar of Salt

3rd-level transmutation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a drop of lantern oil and a pinch of sulfur)

Duration: Instantaneous

You deliver a mote of divine wrath to a point you can see within range. Each creature you choose in a 10-foot radius sphere centered on that point must make a Constitution saving throw. On a failed save, a creature takes 7d6 necrotic damage, or half as much on a successful save. If this damage reduces a target which failed its saving throw to 0 hit points, it is transformed into a pillar of salt.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

Snakestaff

3rd-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a quarterstaff)

Duration: Concentration, up to 1 hour

You cast a staff to the ground, which writhes and grows into a giant constrictor snake under your control, which acts on its own initiative count. The snake is friendly to you and your companions. The snake will obey any verbal commands that you issue to it (no action required by you). If you don’t issue any commands, it defends itself from hostile creatures, but otherwise takes no actions. If the snake is reduced to 0 hit points, it dies and reverts to a broken staff. The GM has the creature’s statistics.

Card trick

Transmutation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a deck of playing cards)

Duration: Instantaneous

With a flash of your hands, you fling a playing or tarot card charged with energy at your opponents. Choose whether you make a spell attack roll or for the target to make a Dexterity saving throw. On a hit or a failed saving throw, the target takes 1d6 force damage.

This spell’s damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Moment to think

Transmutation cantrip (chronomancy)

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Instantaneous

When you cast this spell, you briefly stop time for everyone but yourself. You can take one additional action and move around in your space while no time passes for other creatures. That action can be used only to take the Search or Use an Object action, or to make an Intelligence check to remember information about something.

Furthermore, you can’t affect or damage any creature or object, other than objects you are wearing or carrying. If an object leaves your hand, it also becomes frozen in time.

Quickstep

Transmutation cantrip

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: 1 round

You call upon your inner reserves to give you a brief flash of speed. When you cast this spell, your base movement speed increases by 10 feet until the beginning of your next turn.

Springheel

Transmutation cantrip

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: 1 round

You flood magic into your legs, allowing you to bound high into the air from a standstill. When you cast this spell, your jump distance increases 10 feet until the beginning of your next turn, and you can make a running high jump or a running long jump without a running start.