

GRUBBY LITTLE MITS

2nd-level conjuration (*bard, sorcerer, warlock, wizard*)

Casting Time: 1 Bonus Action

Range: 60 feet

Components: V, S, M (a pair of velvet gloves)

Duration: 1 minute

You animate a pair of velvet gloves within range, which become obsessed with stealing objects around them. The gloves remain animated for the duration or until you dismiss them as an action. The gloves also dismiss if they are ever more than 60 feet away from you or if you cast this spell again.

You can use your bonus action to move the gloves up to 60 feet and command them to steal an object. You can choose to have the gloves either add your Dexterity or your Spellcasting Ability to any Sleight of Hand checks they make.

Any object successfully stolen by the gloves instantly teleports in your possession.

The gloves can't interact manipulate objects, attack, activate magic items or carry more than 30 pounds.

PATRONAGE

3rd-level transmutation (*bard, cleric, paladin*)

Casting Time: 1 Action

Range: 60 feet

Components: V, S, M (a signed golden coin)

Duration: 1 round

You toss a magically-infused coin to a creature within range, empowering its next spell. Before your next turn, whenever the chosen creature casts a spell of 3rd level or lower, it is cast at one level higher.

At higher levels. When you cast this spell at 4th level or higher, it can affect spells of a higher level for each spell level above the 3rd.

SMUGGLER'S STASH

6th-level conjuration (*bard, sorcerer, warlock, wizard*)

Casting Time: 1 Action

Range: Touch

Components: V, S, M (a door and a platinum padlock worth at least 1000 gold)

Duration: 6 Hours

You touch a door and place upon it a platinum padlock, which instantly turns the door into your Smuggler's Stash. When you cast this spell, choose a password.

Whenever a creature opens the door, if they don't speak the password, they open the door normally, passing through to the other side. If a creature speaks the password, the door instead opens to your stash, a 40 foot wide, 40 foot long and 10 foot tall pocket dimension, lined with torches and crates. The stash has unlimited air, allowing any number of creatures to breathe inside it normally for the duration.

When the spell ends, any creatures or objects left inside the stash are expelled into the open spaces nearest to the chosen door.

PRINCE AND PAUPER

3rd-level enchantment (*bard, cleric, sorcerer, warlock, wizard*)

Casting Time: 1 Action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You create a distinction between two creatures, altering their position in the world. Choose two creatures. Each creature must succeed on a Charisma saving throw (they can choose to fail). If both creatures fail, you may choose one to be the prince and one to be the pauper.

Prince. The creature has advantage on all Constitution saving throws to maintain Concentration, and all attacks of opportunity made against it are made at advantage.

Pauper. The creature has disadvantage on all Constitution saving throws to maintain Concentration, and all attacks of opportunity made against it are made at disadvantage.

