

## QUICK CAMP

*4th-level abjuration*

**Casting Time:** 10 minutes

**Range:** Touch

**Components:** V, M (a small, dry twig)

**Duration:** 12 hours

The 50 foot cube area you touch becomes a camp. Tents magically arise for up to 100 creatures to stay in, and campfires burn wherever you choose, though these fires will not spread or light other objects alight.

The entire area is magically lit up, however, the light is not visible to creatures outside the area. Creatures have disadvantage to detecting this camp and its inhabitants. Sounds from the inside are muffled to travelling out one tenth the audible distance they would otherwise, and noise caused by the campfires and other aspects of this spell are muted entirely to those outside.

Substance is provided for all creatures in this area for the duration, and up to 12 of the creatures who long rest in this area awake with 2d8 temporary hit points and lose one additional level of exhaustion.

**Spell Lists.** Ranger