

CELANDINE'S COMPENDIUM

- ARCANES INCANTATIONS FROM AN ARCHMAGE'S SPELLBOOK -

(with notations about spells from other less impressive sources)

Celandine's Connected Circumstances

3rd-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: 1 hour

Choose two creatures that you can see. Both creatures must make Charisma saving throws, and they do so with advantage if they are hostile to you. If a creature is charmed by you, it has disadvantage on this saving throw. If both creatures fail their saving throws, then their circumstances are now bound together.



- Whenever one of the creatures takes damage, the other creature takes an identical amount of damage, unless both creatures took damage from the same source.
- Whenever one of the creatures regains hit points, the other creature regains an identical number of hit points, unless both creatures regained hit points from the same source.

The two target creatures remain connected for the duration of the spell, even if both targets are on different planes of existence.

Classes: Bard, Cleric, Warlock, Wizard

Celandine's Curative Concoction

1st-level conjuration

Casting Time: 1 minute

Range: Self

Components: V, S, M (alchemist's supplies)

Duration: 24 hours

You create a healing elixir in a simple vial that appears in your hand. The elixir retains its potency for the duration or until it is consumed, at which point the vial vanishes.

As an action, a creature can drink the elixir or administer it to another creature. The drinker regains 2d4 + 2 hit points.

Classes: Warlock, Wizard

Celandine's Dictated Dislocation

1st-level enchantment

Casting Time: 1 action

Range: 120 feet

Components: S

Duration: Instantaneous

Your gesture forces one humanoid you can see within range to make a Constitution saving throw. On a failed save, the target must move up to its speed in a direction you choose. In addition, you can cause the target to drop whatever it is holding. This spell has no effect on a humanoid that is immune to being charmed.

Classes: Artificer, Bard, Warlock, Wizard

Celandine's Insidious Innuendo

1st-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You unleash a torrent of conflicting thoughts in the mind of one creature you can see within range, impairing its ability to make decisions. The target must succeed on a Wisdom saving throw or be incapacitated. At the end of each of its turns, it takes 1d12 psychic damage, and it can then make another Wisdom saving throw. On a success, the spell ends on the target.

Classes: Bard, Sorcerer, Warlock, Wizard

Celandine's Magical Melee

1st-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (a simple or martial weapon)

Duration: Concentration, up to 1 minute

You channel arcane energy into one simple or martial weapon you're holding. While concentrating on this spell, you can use a Bonus Action to gain proficiency with it until the start of your next turn. If the weapon isn't magical, it becomes a magic weapon for the spell's duration.

Until the spell ends, when you attack with this magic weapon, you can use your Intelligence modifier instead of Strength or Dexterity modifier for the attack and damage rolls. You deal an extra 1d4+1 force damage to any target you hit with the weapon.



At Higher Levels. When you cast this spell using a spell slot of 2nd or 3rd level, you can maintain your concentration on the spell for up to 10 minutes. When you use a spell slot of 4th level or higher, you can maintain your concentration on the spell for up to 1 hour.

Classes: Artificer, Wizard

Celandine's Piloting Pointer

1st-level divination (ritual)

Casting Time: 1 minute

Range: 5 feet

Components: V, S

Duration: Concentration, up to 8 hours

You create a Tiny incorporeal arrow of shimmering light in an unoccupied space you can see within range. The arrow exists for the duration, but it disappears if you travel to a different plane of existence.

When the arrow appears, you name one major landmark, such as a city, mountain, castle, or battlefield on the same plane of existence as you. Someone in history must have visited the site and mapped it. If the landmark appears on no map in existence, the spell fails. Otherwise, whenever you move toward the arrow, it moves away from you at the same speed you moved, and it moves in the direction of the landmark, always remaining 5 feet away from you.

If you don't move toward the arrow, it remains in place until you do and beckons for you to follow once every 1d4 minutes.

Classes: Artificer, Bard, Cleric, Druid, Wizard

Celandine's Rapid Rise

1st-level enchantment

Casting Time: 1 bonus action

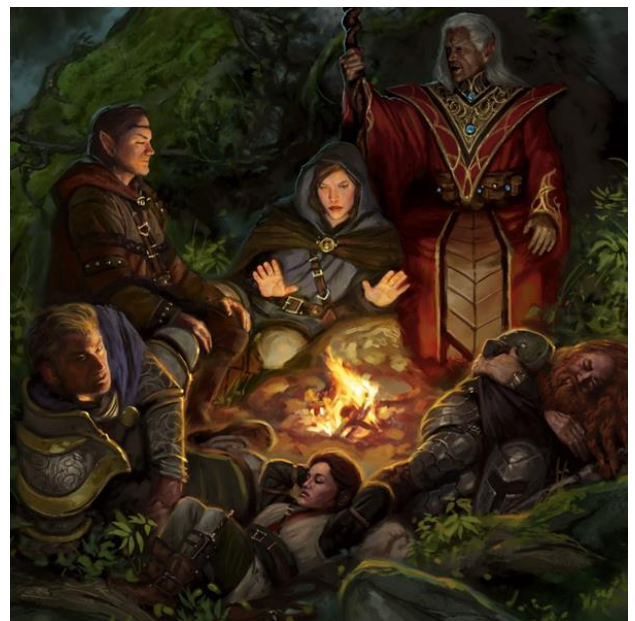
Range: 10 feet

Components: V

Duration: Instantaneous

Each sleeping creature you choose within range awakens, and then each prone creature within range can stand up without expending any movement.

Classes: Artificer, Bard, Ranger, Sorcerer, Wizard



Celandine's Servant Swarm



2nd-level conjuration

Casting Time: 1 minute

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

You temporarily summon three familiars—spirits that take animal forms of your choice. Each familiar uses the same rules and options for a familiar conjured by the find familiar spell. All the familiars conjured by this spell must be the same type of creature (celestials, fey, or fiends; your choice). If you already have a familiar conjured by the find familiar spell or similar means, then one fewer familiars are conjured by this spell.

Familiars summoned by this spell can telepathically communicate with you and share their visual or auditory senses while they are within 1 mile of you.

When you cast a spell with a range of touch, one of the familiars conjured by this spell can deliver the spell, as normal. However, you can cast a touch spell through only one familiar per turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you conjure an additional familiar for each slot level above 2nd.

Classes: Warlock, Wizard

Celandine's Torporous Tonic

2nd-level enchantment

Casting Time: 1 action

Range: 20 feet

Components: V, S, M (a container of liquid)

Duration: 1 minute

You open a liquid-filled container and a sandy brown smoke flows from you to a target creature. Roll 9d8; if the target creature has fewer current hit points than the total, then it falls unconscious. The target remains unconscious until the spell ends, the sleeper takes damage, or someone uses an action to wake them.

If the target creature has more hit points than the rolled total, then it becomes drowsy and its speed is halved, it can't take reactions, and it can't make more than one melee or ranged attack during its turn. The target remains drowsy until it takes damage or until the spell ends.



Undead and creatures that are immune to being charmed aren't affected by this spell.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, roll an additional 3d8 for each slot level above the 2nd.

Classes: Artificer, Bard, Warlock, Wizard

Call Nature Spirits

1st-level transmutation (ritual)

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You call out to the spirits of nature to aid you.



When you cast this spell, choose up to three of the following effects:

- If there are any tracks on the ground within range, you know where they are, and you make Wisdom (Survival) checks to follow these tracks with advantage for 1 hour or until you cast this spell again.
- If there is edible forage within range, you know it and where to find it.
- If there is clean drinking water within range, you know it and where to find it.
- If there is suitable shelter for you and your companions within range, you know it and where to find it.
- Send the spirits to bring back wood for a fire and to set up a campsite in the area using your supplies. The spirits build the fire in a circle of stones, put up tents, unroll bedrolls, and put out any rations and water for consumption.
- Have the spirits instantly break down a campsite, which includes putting out a fire, taking down tents, packing up bags, and burying any rubbish.

Classes: Druid, Ranger

Encourage

Abjuration cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You touch one creature, imbuing it with vitality. If the target has at least 1 hit point, it gains a number of temporary hit points equal to your spellcasting ability modifier plus your proficiency bonus at the start of each of its turns. The temporary hit points are lost when the spell ends.

Classes: Cleric, Druid

Imbue Stone

Transmutation cantrip

Casting Time: 1 bonus action

Range: Touch

Components: V, S

Duration: 1 minute

You touch one to three pebbles and imbue them with magic. You can make a ranged spell attack with one of the pebbles by throwing it or hurling it with a sling. If thrown, it has a range of 60 feet. On a hit, it takes 1d6 bludgeoning damage, and its speed is reduced by 10 feet until the start of your next turn. Hit or miss, the spell then ends on the stone.

If you cast this spell again, the spell ends early on any pebbles still affected by it.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Classes: Artificer, Druid, Warlock

Otherworldly Choir

1st-level illusion

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V

Duration: Concentration, up to 10 minutes



Music of a style you choose fills the air around you in a 30-foot radius. The music spreads around corners and can be heard from up to 100 feet away. The music moves with you, centered on you for the duration.

Until the spell ends, you make Charisma (Performance) checks with advantage. In addition, you can use a bonus action on each of your turns to beguile one creature you choose within 30 feet of you that can see you and hear the music.

The creature must make a Charisma saving throw. If you or your companions are attacking it, the creature automatically succeeds on the saving throw. On a failure, the creature becomes friendly to you for as long as it can hear the music and for 1 hour thereafter. You make Charisma (Deception) checks and Charisma (Persuasion) checks against creatures made friendly by this spell with advantage.

Classes: Bard

Shift Shape

3rd-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 10 minutes

This spell transforms a creature you can see within range into a new beast form. An unwilling creature must make a Wisdom saving throw to avoid the effect. A shapechanger automatically succeeds on this saving throw.

The transformation lasts for the duration, or until the target drops to 0 hit points or dies. The new form can be any beast of CR 1 or less without a fly speed.



The target's game statistics, including mental ability scores, are replaced by the statistics of the chosen beast. It retains its alignment and personality. The creature is limited in the actions it can perform by the nature of its new form, and it can't speak, cast spells, or take any other action that requires hands or speech. The creature's gear melds into its new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment.

The target assumes the hit points of its new form. When it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form.

While in this new form, the target is charmed by you and views you as a trusted ally. The target can understand simple commands such as "attack" or "stay." The charm affects creatures that are immune to charm in their normal form. The charm ends immediately when the target reverts to its normal form.

Classes: Druid, Ranger, Sorcerer