

Compendium of Additional Arcana I

Spells by Level

Cantrip

Arcane Barrage
Create Caltraps
Encourage
Fearsome Mockery
Imbue Stone
Keen Sense
Leaf/Stone/Thorn Barrage
Quicken
Temporal Curtailment
Vanish

Level 1

Augmented Alacrity
Bowstaff
Call Nature Spirits (R)
Call to Arms
Creepy Fingers
Curative Concoction
Designate Adversary
Dictated Dislocation
Gear Shield
Ghost Light

Level 1 (continued)

Insidious Innuendo
Magical Melee
Momentary Maneuvering
Otherworldly Choir
Piloting Pointer (R)
Rapid Rise
Retroactive Continuity
Shadow Siphon
Spiritual Safeguard
Surge of Action
Word of Advice

Level 2

Fiendish Flesh
Hex Deflection
Perpetual Progress
Scold
Servant Swarm
Supportive Grace
Time Step
Tremorsense

Level 3

Celestial Manifestation
Connected Circumstances
Shift Shape

Level 4

Misty Migration
Ocular Optimization
Pep Talk
Rapturous Smite
Ride the Lightning
Timely Transport

Level 5

Haunting Swarm
Virtuous Smite

Level 8

Eldritch Perception

Spells by Class

Artificer

Cantrips (0 level)

Arcane Barrage
Create Caltraps
Imbue Stone
Quicken
Vanish

1st Level

Augmented Alacrity
Dictated Dislocation
Gear Shield
Ghost Light
Magical Melee
Momentary Maneuvering
Piloting Pointer (R)
Rapid Rise
Retroactive Continuity
Surge of Action
Word of Advice

2nd Level

Perpetual Progress
Scold
Tremorsense

4th Level

Misty Migration

Bard

Cantrips (0 level)

Fearsome Mockery
Quicken

1st Level

Augmented Alacrity
Creepy Fingers
Dictated Dislocation
Insidious Innuendo
Momentary Maneuvering
Otherworldly Choir
Piloting Pointer (R)
Rapid Rise
Surge of Action
Word of Advice

2nd Level

Fiendish Flesh

3rd Level

Connected Circumstances

4th Level

Misty Migration
Ocular Optimization
Pep Talk

Cleric

Cantrips (0 level)

Encourage
Quicken

1st Level

Designate Adversary
Ghost Light
Momentary Maneuvering
Piloting Pointer (R)
Spiritual Safeguard

2nd Level

Fiendish Flesh
Hex Deflection
Scold
Supportive Grace

3rd Level

Celestial Manifestation
Connected Circumstances

4th Level

Misty Migration
Ocular Optimization

Druid

Cantrips (0 level)

Create Caltraps
Encourage
Leaf/Stone/Thorn Barrage
Imbue Stone
Keen Sense
Quicken

1st Level

Call Nature Spirits (R)
Momentary Maneuvering
Piloting Pointer (R)
Surge of Action

2nd Level

Perpetual Progress
Tremorsense

3rd Level

Shift Shape

4th Level

Ride the Lightning

Paladin

1st Level

Bowstaff
Call to Arms
Designate Adversary
Momentary Maneuvering
Retroactive Continuity
Spiritual Safeguard
Surge of Action

2nd Level

Hex Deflection
Scold
Supportive Grace

3rd Level

Celestial Manifestation

4th Level

Pep Talk
Rapturous Smite

5th Level

Virtuous Smite

Ranger

1st Level

Bowstaff
Call Nature Spirits (R)
Designate Adversary
Rapid Rise
Retroactive Continuity
Surge of Action

2nd Level

Perpetual Progress
Tremorsense

3rd Level

Shift Shape

Sorcerer

Cantrips (0 level)

Arcane Barrage
Create Caltrops

1st Level

Augmented Alacrity
Creepy Fingers
Ghost Light
Insidious Innuendo
Rapid Rise
Shadow Siphon
Surge of Action
Word of Advice

2nd Level

Fiendish Flesh
Perpetual Progress
Scold
Tremorsense

3rd Level

Shift Shape

4th Level

Misty Migration
Ocular Optimization
Ride the Lightning

8th Level

Eldritch Perception

Warlock

Cantrips (0 level)

Arcane Barrage
Create Caltrops
Imbue Stone
Vanish

1st Level

Augmented Alacrity
Creepy Fingers
Curative Concoction
Dictated Dislocation
Insidious Innuendo
Shadow Siphon
Spiritual Safeguard

2nd Level

Fiendish Flesh
Hex Deflection
Servant Swarm

3rd Level

Connected Circumstances

4th Level

Misty Migration
Timely Transport

8th Level

Eldritch Perception

Wizard

Cantrips (0 level)

Arcane Barrage
Create Caltrops
Temporal Curtailment
Vanish

1st Level

Augmented Alacrity
Creepy Fingers
Curative Concoction
Dictated Dislocation
Ghost Light
Insidious Innuendo
Magical Melee
Piloting Pointer (R)
Rapid Rise
Shadow Siphon
Spiritual Safeguard
Surge of Action
Word of Advice

Wizard (continued)

2nd Level

Fiendish Flesh
Hex Deflection
Perpetual Progress
Scold

3rd Level

Connected Circumstances

4th Level

Misty Migration
Ocular Optimization
Ride the Lightning
Timely Transport

5th Level

Haunting Swarm

8th Level

Eldritch Perception

Spells by School Abjuration <i>Celestial Manifestation</i> <i>Encourage</i> <i>Gear Shield</i> <i>Hex Deflection</i> <i>Shadow Siphon</i> <i>Touch of Vitality</i> Conjuration <i>Create Caltrops</i> <i>Curative Concoction</i> <i>Misty Migration</i> <i>Ride the Lightning</i> <i>Servant Swarm</i> <i>Spiritual Safeguard</i> <i>Time Step</i> <i>Timely Transport</i> <i>Vanish</i>	Divination <i>Augmented Alacrity</i> <i>Keen Sense</i> <i>Ocular Optimization</i> <i>Piloting Pointer</i> <i>Word of Advice</i> Enchantment <i>Call to Arms</i> <i>Dictated Dislocation</i> <i>Insidious Innuendo</i> <i>Pep Talk</i> <i>Rapid Rise</i> <i>Rapturous Smite</i> <i>Scold</i> <i>Torporous Tonic</i>	Evocation <i>Arcane Barrage</i> <i>Fearsome Mockery</i> <i>Ghost Light</i> <i>Leaf/Stone/Thorn Barrage</i> <i>Supportive Grace</i> <i>Virtuous Smite</i> Illusion <i>Otherworldly Choir</i> Necromancy <i>Connected Circumstances</i> <i>Haunting Swarm</i>	Transmutation <i>Bowstaff</i> <i>Call Nature Spirits</i> <i>Creepy Fingers</i> <i>Designate Adversary</i> <i>Fiendish Flesh</i> <i>Imbue Stone</i> <i>Magical Melee</i> <i>Momentary Maneuvering</i> <i>Perpetual Progress1</i> <i>Quicken</i> <i>Retroactive Continuity</i> <i>Shift Shape</i> <i>Surge of Action</i> <i>Temporal Curtailment</i> <i>Tremorsense</i>
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Spell Descriptions	
Arcane Barrage <i>Evocation cantrip</i> Casting Time: 1 action Range: 90 feet Components: V, S Duration: Instantaneous You conjure an arcane projectile and fling it at a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 2d4 bludgeoning, piercing, or slashing damage (choose when you cast this spell.) The spell creates more than one projectile when you reach higher levels: two projectiles at 5th level, three projectiles at 11th level, and four projectiles at 17th level. You can direct the projectiles at the same target or at different ones. Make a separate attack roll for each projectile. Classes: <i>Artificer, Sorcerer, Warlock, Wizard</i> Augmented Alacrity <i>1st-level enchantment</i> Casting Time: 1 action Range: Touch Components: V, S, M (a pinch of dried tea leaves) Duration: 1 hour You touch a creature and give it a small amount of foresight that enables it to react quickly in battle. The target has advantage on the next initiative roll it makes before the duration expires. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can touch and affect one extra creature for each slot level above 1st. Classes: <i>Artificer, Bard, Sorcerer, Warlock, Wizard</i>	Bowstaff <i>1st-level transmutation</i> Casting Time: 1 bonus action Range: Touch Components: S, M (A short or longbow) Duration: 1 minute The bow that is touched takes on the rigidity and toughness of forged steel, allowing it to be used as a two-handed melee weapon instead of a ranged weapon. For the duration, you can use your spellcasting ability instead of Strength for the attack and damage rolls of melee attacks using that weapon, and the weapon's damage die becomes a d8. The bow’s enhancement bonus, if any, applies on melee attack and damage rolls. Additional weapon special weapon qualities also apply to melee attacks if such qualities can be added to a melee weapon. The weapon also becomes magical if it isn't already. On each of your turns before the spell ends, you can use a bonus action to switch the weapon between melee and ranged. The spell ends if you cast it again or if you let go of the weapon. At Higher Levels. When you cast this spell using a spell slot of 2nd or 3rd level, the duration becomes 10 minutes. When you use a spell slot of 4th level, the duration becomes 1 hour. When you use a spell slot of 5th level or higher, the duration becomes 8 hours. Classes: <i>Paladin, Ranger</i>

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 with range, you know it and where to find.
- 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*

Call to Arms

1st-level enchantment

Casting Time: 1 bonus action
Range: 20 feet
Components: V, S
Duration: 1 round

Your battle cry fills your allies within 20 feet of you with righteous fury, making their strikes more sure and deadly. Until the start of your next turn, the first time each turn that you or a creature friendly to you makes a melee attack, that creature gains a +2 bonus to the attack roll. If an attack that benefits from this bonus hits, the damage of the attack is increased by an amount equal to your spellcasting ability modifier.

Classes: *Paladin*

Celestial Manifestation

3rd-level abjuration

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: 1 minute

A creature you touch gains resistance to all damage caused by fiends for the duration.

Classes: *Cleric, Paladin*

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*

Create Caltrops

Conjuration cantrip

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: 1 minute

You create caltrops in a 5-foot square area on ground that you can see within range. Any creature in the caltrop's space when you cast the spell or moves into the caltrop's space for the first time on a turn must succeed on a Dexterity saving throw. A creature moving through the caltrop's area at half speed doesn't need to make the saving throw. On a failed save, the creature stops moving, takes 1d6 piercing damage and its speed is reduced by 10 feet until the end of its next turn. On a successful save, the creature is unaffected by the caltrops.

Classes: *Artificer, Druid, Sorcerer, Warlock, Wizard*

Creepy Fingers

1st-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

You detach your hand at the wrist, transforming it into a spider. While the spider is within 100 feet of you, you can communicate with it telepathically.

Additionally, as an action, you can see through its eyes and hear what it hears until the start of your next turn. During this time, you are **deaf** and **blind** with regard to your own senses.

If the spider is killed or prevented from returning to you, your hand is restored, but you take 1d6 points of psychic damage. If you command the spider to return, it crawls back to your wrist, and the spell ends.

Classes: *Bard, Sorcerer, Warlock, Wizard*

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*

Designate Adversary

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

When you cast this spell, you designate a foe by creature type and imbue a nonmagical weapon you touch with the power to deal additional damage to that foe. The weapon gains a +1 bonus to attack rolls against the designated foe and deals an additional 1d6 points of damage when it hits those foes.

Classes: *Cleric, Paladin, Ranger*

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*

Eldritch Perception

8th-level divination

Casting Time: 1 action

Range: Touch

Components: V, S, M (a piece of clear quartz)

Duration: Concentration, up to 10 minutes

The recipient of this spell can see in normal and magical darkness, see invisible creatures and objects, automatically detect visual illusions and succeed on saving throws against them, perceives the original form of a shapeshifter or a creature that is transformed by magic, notices secret doors hidden by magic, and can see into the Ethereal Plane, all out to a range of 120 feet.

Furthermore, the recipient can sense the presence of magic within 30 feet of themselves. If they sense magic in this way, they can use their action to see a faint aura around any visible creature or object in the area that bears magic, and they learn its school of magic, if any. The recipient also knows the name and effect of every spell they witness during Eldritch Perception's duration.

Classes: *Sorcerer, Warlock, Wizard*

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*

Fearsome Mockery

Evocation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: Instantaneous

You unleash a string of fearsome insults laced with subtle enchantments at a creature you can see within range. If the target can hear you (though it need not understand you), it must succeed on a Charisma saving throw or take 1d4 psychic damage and is **frightened** of you until the start of your next turn.

If a target's saving throw is successful or the effect ends for it, the target is immune to your fearsome mockery for the next 24 hours.

This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

Classes: Bard

Fiendish Flesh

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a handful of sulfur)

Duration: Concentration, up to 1 hour

You touch a willing creature. Until the spell ends, the target's skin has a red, scaly appearance, and the target has resistance to cold, fire, and lightning damage. For the duration, they also gain immunity to poison damage.

Classes: Bard, Cleric, Sorcerer, Warlock, Wizard

Gear Shield

1st-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a small iron gear)

Duration: Concentration, up to 10 minutes

As part of casting this spell you touch a willing creature, and you cause large spectral gears to orbit them. These gears shield the target from incoming attacks, granting a +2 bonus to AC for the duration, without hindering the subject's movement, vision, or attacks.

Classes: Artificer

Ghost Light

1st-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a clear marble)

Duration: 1 hour

You touch one object that is no larger than 10 feet in any dimension and specify any number of creatures you can see within 10 feet. Until the spell ends, the object sheds bright silvery light in a 20-foot radius and dim light for an additional 20 feet.

This light is only visible to the creatures you specified during the initial casting of the spell; all other creatures perceive the area affected by the ghost lantern as they regularly would.

Classes: Bard, Cleric, Sorcerer, Wizard

Haunting Swarm

5th-level necromancy

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

You invite spirits to take their revenge upon a target. A creature that you can see within range must make a Charisma saving throw. A creature with a Charisma score of 2 or lower can't be affected by this spell. A target takes 8d8 psychic damage on a failed save and is **frightened** of you until the spell ends. On a successful save, a target takes half damage and is not **frightened**.

Classes: Cleric, Wizard

Hex Deflection

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.

Classes: Cleric, Paladin, Warlock, Wizard

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 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Classes: *Artificer, Druid, Warlock*

Insidious Innuendo

1st-level enchantment

Casting Time: 1 action

Range: 30 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 become **incapacitated** and can't move.

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. The spell also ends if the target is ever outside the spell's range or if it has total cover from you.

Classes: *Bard, Sorcerer, Warlock, Wizard*

Keen Sense

Divination cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You touch one willing creature. While this spell is active, the target's senses are heightened. If the target rolls a 9 or below on the die when making a Wisdom (Perception) check, they instead act as if they rolled a 10.

Classes: *Druid*

Leaf/Stone/Thorn Barrage

Evocation cantrip

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Instantaneous

You conjure a natural projectile and fling it at a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 2d4 bludgeoning, piercing, or slashing damage (choose when you cast this spell.)

The spell creates more than one projectile when you reach higher levels: two projectiles at 5th level, three projectiles at 11th level, and four projectiles at 17th level. You can direct the projectiles at the same target or at different ones. Make a separate attack roll for each projectile.

Classes: *Druid*

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*

Misty Migration

4th-level conjuration

Casting Time: 1 bonus action

Range: 30 feet

Components: V

Duration: Instantaneous

You designate up to three friendly creatures (one of which can be yourself) within range. Each target teleports to an unoccupied space of its choosing that it can see within 30 feet of itself.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the spell targets one additional friendly creature for each slot level above 4th.

Classes: *Bard, Sorcerer, Warlock, Wizard*

Momentary Maneuvering

1st-level transmutation

Casting Time: 1 bonus action

Range: 30 feet

Components: V

Duration: Instantaneous

You adjust the location of an ally to a better tactical position. You move one willing creature within range 5 feet. This movement does not provoke opportunity attacks. The creature moves bodily through the intervening space (as opposed to teleporting), so there can be no physical obstacle (such as a wall or a door) in the path.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target an additional willing creature for each slot level above 1st.

Classes: *Artificer, Bard, Cleric, Druid, Paladin*

Ocular Optimization

4th-level divination

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 8 hours

You enhance your visual senses. For the duration of the spell, you gain darkvision out to a range of 60 feet. If you already have darkvision, its range increases by 60 feet. You also gain blindsight out to a range of 60 feet.

Classes: *Artificer, Bard, Sorcerer, Wizard*

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*

Pep Talk

4th-level enchantment

Casting Time: 10 minutes

Range: 60 feet

Components: V

Duration: 1 hour

The verbal component of this spell is a 10-minute-long, inspiring speech by you. At the end of the speech, all your allies within the area of effect who heard the speech gain a +1 bonus on attack rolls and have advantage on saving throws against effects that cause the **charmed** or **frightened** condition for 1 hour.

Additionally, each recipient gains temporary hit points equal to your spellcasting ability modifier. If you move farther than 1 mile from your allies or you die, this spell ends.

A character can be affected by only one inspiring speech at a time; subsequent, overlapping castings have no additional effect and don't extend the spell's duration.

Classes: *Bard, Cleric, Paladin*

Perpetual Progress

2nd-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: S, M (a cockroach, dead or alive)

Duration: Concentration, up to 1 minute

For the duration, it does not cost you extra movement to crawl, climb, squeeze, swim, or move across difficult terrain.

Classes: *Artificer, Druid, Ranger, Sorcerer, Wizard*

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*

Quicken

Transmutation cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one Dexterity ability check or Dexterity saving throw of its choice. It can roll the die before or after making the roll. The spell then ends.

Classes: *Artificer, Bard, Cleric, Druid*

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*

Rapturous Smite

4th-level evocation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The next time you hit a creature with a melee weapon attack during this spell's duration, the attack deals an extra 2d8 radiant damage and the target must succeed on a Wisdom saving throw or it has disadvantage on all attacks, ability checks, and saving throws until the end of its next turn.

Classes: *Paladin*

Retroactive Continuity

1st-level transmutation

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.

Classes: *Artificer, Bard, Paladin, Ranger*

Ride the Lightning

4th-level conjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a length of copper wire)

Duration: Instantaneous

You transform yourself into a bolt of lightning and teleport up to 60 feet to an unoccupied space you can see. Each creature within 5 feet of the line created between your starting point and final destination takes 4d6 lightning damage.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d6 for each slot level above 4th. In addition, you can teleport yourself an additional 10 feet further for each slot level above 4th.

Classes: *Druid, Sorcerer, Wizard*

Scold

2nd-level enchantment

Casting Time: 1 action

Range: Self (15-foot cone)

Components: V, S

Duration: Instantaneous

You shout a scathing speech that assaults the minds of those before you. Each creature in a 15-foot cone must make a Wisdom saving throw. A creature takes 4d6 psychic damage on a failed save, or half as much damage on a successful one.

A creature damaged by this spell can't take reactions until the start of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

Classes: *Bard, Cleric, Paladin, Sorcerer, Wizard*

Shadow Siphon

1st-level abjuration

Casting Time: 1 reaction, which you take when you are targeted by an attack but before the roll is made

Range: Self

Components: V, S

Duration: Instantaneous

You can siphon energy from the plane of shadow to protect yourself from an immediate threat. As a reaction, you pull shadows around yourself to distort reality. The attack against you is made with disadvantage, and you have resistance to radiant damage until the start of your next turn.

Classes: *Sorcerer, Warlock, Wizard*

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

Spiritual Safeguard

1st-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

You conjure a minor angelic guardian to protect a creature you can see within range. A faintly glowing figure resembling a human head and shoulders hovers within 5 feet of the target for the duration. The figure moves to interpose itself between the target and any incoming attacks, granting the target +2 to AC. If the target fails a Dexterity saving throw while the spell is active, it can use its reaction to roll a new save. The spell then ends.

Classes: Cleric, Paladin, Warlock, Wizard

Supportive Grace

2nd-level evocation

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Concentration, up to 1 minute

At the start of each of your turns, up to 4 creatures of your choice within the area each gain 5 temporary hit points.

Classes: Cleric, Paladin

Surge of Action

1st-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a shaving of licorice root)

Duration: 1 round

Choose a willing creature that you can see within range. During its next turn, the target gains an additional action. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.

Classes: Artificer, Bard, Druid, Paladin, Ranger, Sorcerer, Wizard

Time Step

2nd-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 round

You step forward briefly in time. You disappear from your location and reappear at the beginning of your next turn in a location within 30 feet of the space you disappeared from. You can't be affected by anything that happens during the interval you're missing. You aren't aware of anything that happens during that time.

Classes: Wizard

Temporal Curtailment

Transmutation cantrip

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Instantaneous

You send a glowing ray of temporal energy towards a creature within range. A target must succeed on a Charisma saving throw or its speed is halved and it has disadvantage on Dexterity saving throws until the end of your next turn.

The spell creates more than one ray when you reach higher levels: two at 5th level, three at 11th level, and four at 17th level. You can direct the beams at the same target (effects do not stack), or at different ones.

Classes: Wizard

Timely Transport

4th-level conjuration

Casting Time: 1 action

Range: 10 feet

Components: V, S, M (25 gold pieces, or mineral goods of equivalent value, which the spell consumes)

Duration: 10 minutes

You summon a small air elemental to a spot within range. The air elemental is formless, nearly transparent, immune to all damage, and cannot interact with other creatures or objects. It carries an open, empty chest whose interior dimensions are 3 feet on each side. While the spell lasts, you can deposit as many items inside the chest as will fit. You can then name a living creature you have met and seen at least once before, or any creature for which you possess a body part, lock of hair, clipping from a nail, or similar portion of the creature's body.

As soon as the lid of the chest is closed, the elemental and the chest disappear, then reappear adjacent to the target creature. If the target creature is on another plane, or if it is proofed against magical detection or location, the contents of the chest reappear on the ground at your feet. The target creature is made aware of the chest's contents before it chooses whether to open it and knows how much of the spell's duration remains in which it can retrieve them. No other creature can open the chest and retrieve its contents.

When the spell expires or when all the contents of the chest have been removed, the elemental and the chest disappear. The elemental also disappears if the target creature orders it to return the items to you. When the elemental disappears, any items not taken from the chest reappear on the ground at your feet.

At Higher Levels. When you cast this spell using an 8th or 9th-level spell slot, you can send the chest to a creature on a different plane of existence from you.

Classes: *Warlock, Wizard*

Tremorsense

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

You touch a willing creature to grant it the ability to detect and pinpoint the origin of vibrations within a specific radius. For the duration, that creature has tremorsense out to a range of 30 feet.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the range of the tremorsense increases by 15 feet for every slot level above 2nd.

Classes: *Artificer, Druid, Ranger, Sorcerer, Wizard*

Vanish

Conjuration cantrip

Casting Time: 1 action

Range: Self

Components: S

Duration: Concentration, up to 1 minute

You flick your wrist, causing one object in your hand to vanish. The object, which only you can be holding and can weigh no more than 1 pound, is transported to an extradimensional space, where it remains for the duration.

Until the spell ends, you can use your action to summon the object to your free hand, and you can use your action to return the object to the extradimensional space. An object still in the pocket plane when the spell ends appears in your space, at your feet.

Classes: *Artificer, Warlock, Wizard*

Virtuous Smite

5th-level evocation

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

The next time you hit a creature with a melee weapon attack during this spell's duration, your attack deals an extra 3d8 radiant damage.

In addition, until the spell ends, if the affected target makes an attack during its turn, at the end of its turn it must make a successful Wisdom saving throw or it takes 10 radiant damage.

Classes: *Paladin*

Word of Advice

1st-level divination

Casting Time: 1 reaction, which you take when a creature you can see within 30 feet of yourself makes an attack roll, an ability check, or a saving throw

Range: 30 feet

Components: V

Duration: Instantaneous

Just in time, you call out a fortunate warning to a creature. The target rolls a d4 and adds the number rolled to one attack roll, ability check, or saving throw that they have just made and uses the new result for determining success or failure.

Classes: *Artificer, Bard, Sorcerer, Wizard*