

CANTRIPS: THE TREANTMONK VARIANT

SPECTRAL HAND

Necromancy Cantrip

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: 1 Round

You create a ghostly, skeletal hand in the space of a creature within range. Make a ranged spell attack against the creature to assail it with the chill of the grave. On a hit, the target takes 1d8 necrotic damage, and it can't regain hit points until the start of your next turn. Until then, the hand clings to the target.

If you hit an undead target, it also has disadvantage on attack rolls against you until the end of your next turn.

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

DRUIDCRAFT

Transmutation Cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Whispering to the spirits of nature, you create one of the following effects within range:

- You create a tiny, harmless sensory effect that predicts what the weather will be at your location for the next 24 hours. The effect might manifest as a golden orb for clear skies, a cloud for rain, falling snowflakes for snow, and so on. This effect persists for 1 round.
- You instantly make a flower blossom, a seed pod open, or a leaf bud bloom.
- You create an instantaneous, harmless visual effect, such as falling leaves, a puff of smoke, or a tiny animal, the effect must fit in a 5-foot cube.
- You instantly light or snuff out a candle, a torch, or a small campfire.
- You can influence nonmagical weather events such as rain, snow or wind to move around you, preventing you from being affected by them for the next 10 minutes.
- You create a cacophony of animal sounds, winds rushing through trees, or the sounds of distant inclimate weather in a 10 foot cube within range.
- You may create a mild odor of plants within a 10 foot cube within range, whether the smell of fresh flowers, rotting vegetation, or otherwise.

FRIENDS

Enchantment Cantrip

Casting Time: 1 action

Range: self

Components: V

Duration: Concentration, up to 10 Minutes

For the duration, you have advantage on all Charisma checks directed at one creature of your choice that isn't hostile toward you. When the spell ends, the creature realizes that you used magic to influence its mood and becomes hostile toward you. A creature prone to violence might attack you. Another creature might seek retribution in other ways (at the DM's discretion), depending on the nature of your interaction with it. The verbal component of this spell may be slipped into casual conversation. A successful Wisdom (Insight) check contested by your Charisma (Deception) check (made with advantage) allows a listener to determine that a spell has been cast.

POISON SPRAY

Evocation Cantrip

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Instantaneous

You extend your hand toward a creature you can see within range and project a puff of noxious gas from your palm. The creature must succeed on a Constitution saving throw or take 1d10 poison damage and suffer the poisoned condition (see Appendix A) until the beginning of your next turn.

This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

PRODUCE FLAME

Conjuration Cantrip

Casting Time: 1 action

Range: self

Components: V, S

Duration: 10 Minutes

A flickering flame appears in your hand. The flame remains there for the duration and harms neither you nor your equipment. The flame sheds bright light in a 10-foot radius and dim light for an additional 10 feet. The spell ends if you dismiss it as an action or if you cast it again.

You can also attack with the flame when you cast this spell, or as an action on a later turn, you can hurl the flame at a creature within 30 feet of you. Make a ranged spell attack. On a hit, the target takes 1d10 fire damage. When you do so, another flame appears instantaneously in your hand if you wish it to do so, otherwise the spell ends.

This spell's damage increases by 1d8 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

RESISTANCE

Abjuration Cantrip

Casting Time: 1 action

Range: touch

Components: V, S, M*

Duration: Concentration, 10 Minutes

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

*- (a miniature cloak)

SHOCKING GRASP

Evocation Cantrip

Casting Time: 1 action

Range: touch

Components: V, S

Duration: Instantaneous

Lightning springs from your hand to deliver a shock to a creature you touch. The creature must succeed on a Dexterity saving throw or take 1d8 lightning damage and can't take reactions until the start of its next turn. If the creature succeeds on the saving throw it takes no damage, but cannot take opportunity attacks against you until the end of your turn.

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

TRUE STRIKE

Divination Cantrip

Casting Time: 1 action

Range: 30 Ft

Components: S

Duration: Concentration 1 Round

You point a finger at a willing target in range. Your magic helps to guide their attacks. At any time until the beginning of your next turn when the target makes an attack roll, you may immediately use your reaction to have them reroll the attack. You can choose to do so after they roll the attack, but before the outcome is determined. Doing so ends the spell.

VICIOUS MOCKERY

Enchantment Cantrip

Casting Time: 1 action

Range: 60 Ft

Components: V

Duration: Instantaneous

You unleash a string of 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 Wisdom saving throw or take 1d4 psychic damage and have disadvantage on the next attack roll it makes before the end of its next turn.

The spell causes disadvantage on the next 2 attacks when you reach 5th level, the next 3 attacks at 11th level, and the next 4 attacks at 17th level.



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