

# SPELLS (1ST): THE TREANTMONK VARIANT

## ARMS OF HADAR

*1st level Conjuration*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** Instantaneous

You invoke the power of Hadar, the Dark Hunger. Tendrils of dark energy erupt from you and batter all creatures within 10 feet of you. Each creature in that area must make a Strength saving throw. On a failed save, a target takes 2d8 necrotic damage and can't take reactions until its next turn. On a successful save, the creature takes half damage, but suffers no other effect.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

## BURNING HANDS

*1st level Evocation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** Instantaneous

As you hold your hands with thumbs touching and fingers spread, a thin sheet of flames shoots forth from your outstretched fingertips. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 2d8 plus your spellcasting modifier fire damage on a failed save, or half as much damage on a successful one.

The fire ignites any flammable objects in the area that aren't being worn or carried.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

## CHARM PERSON

*1st level Enchantment*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** 1 Hour

You attempt to charm a humanoid you can see within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature regards you and your companions as friendly acquaintances. When the spell ends, the creature knows it was charmed by you.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

## CHROMATIC ORB

*1st level Evocation*

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, S

**Duration:** Instantaneous

You hurl a 4-inch-diameter sphere of energy at a creature that you can see within range. You choose acid, cold, fire, lightning, poison, or thunder for the type of orb you create, and then make a ranged spell attack against the target. If the attack hits, the creature takes 2d12 + your spellcasting ability modifier damage of the type you chose.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d12 for each slot level above 1st.

## COLOR SPRAY

*1st level Illusion*

**Casting Time:** 1 action

**Range:** self

**Components:** V, S, M\*

**Duration:** 1 Round

A dazzling array of flashing, colored light springs from your hand. Roll 6d10; the total is how many hit points of creatures this spell can affect. Creatures in a 15-foot cone originating from you are affected in ascending order of their current hit points (ignoring unconscious creatures and creatures that can't see).

Starting with the creature that has the lowest current hit points, each creature affected by this spell is blinded and incapacitated until the end of your next turn. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d10 for each slot level above 1st.

\* (a pinch of powder or sand that is colored red, yellow, and blue)

## CURE WOUNDS

*1st level evocation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

A creature you touch regains a number of hit points equal to 2d6 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

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

## DIVINE FAVOR

*1st level evocation*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V

**Duration:** Concentration 1 Minute

Your prayer empowers you with divine radiance. Until the spell ends, your weapon attacks deal an extra 1d6 radiant damage on a hit.

## EXPEDITIOUS RETREAT

*1st level Transmutation*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S

**Duration:** Concentration 10 Minutes

This spell allows you to move at an incredible pace away from your enemies. When you cast this spell, and then as a bonus action on each of your turns until the spell ends, you can take the Dash action. On the turn you cast this spell, your movement does not provoke attacks of opportunity.

## GOODBERRY

*1st level Transmutation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M\*

**Duration:** Instantaneous

Up to ten berries appear in your hand and are infused with magic for the duration. Eating or administering a berry takes an action. Eating a berry restores 1 hit point, and the berry provides enough nourishment to sustain a creature for one day.

The berries lose their potency if they have not been consumed within 24 hours of the casting of this spell.

\* (a sprig of mistletoe)

## HAIL OF THORNS

*1st level Conjuration*

**Casting Time:** 1 bonus action

**Range:** self

**Components:** V

**Duration:** Concentration 1 Minute

The next time you hit a creature with a ranged weapon attack before the spell ends, this spell creates a rain of thorns that sprouts from your ranged weapon or ammunition. In addition to the normal effect of the attack, the target of the attack and each creature within 5 feet of it takes 1d10 piercing damage.

**At Higher Levels.** If you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st (to a maximum of 6d10).

## HELLISH REBUKE

*1st level Evocation*

**Casting Time:** 1 Reaction\*

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

You point your finger, and the creature that damaged you is momentarily surrounded by hellish flames. The creature must make a Dexterity saving throw. It takes 1d12 + your spellcasting ability modifier fire damage on a failed save, or half as much damage on a successful one.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d12 for each slot level above 1st.

\* which you take in response to being damaged by a creature within 60 feet of you that you can see

## IDENTIFY

*1st level Divination*

**Casting Time:** 1 Action (ritual)

**Range:** Touch

**Components:** V, S, M\*

**Duration:** Instantaneous

You choose one object that you must touch throughout the casting of the spell. If it is a magic item or some other magic-imbued object, you learn its properties and how to use them, whether it requires attunement to use, and how many charges it has, if any.

You learn whether any spells are affecting the item and what they are. If the item was created by a spell, you learn which spell created it. If the object requires attunement, you may attune to it immediately. This spell cannot detect a curse within a magic item.

If you instead touch a creature throughout the casting, you learn what spells, if any, are currently affecting it.

\* (an owl feather)

## ILLUSORY SCRIPT

*1st level Illusion*

**Casting Time:** 1 Minute (ritual)

**Range:** Touch

**Components:** S, M\*

**Duration:** 10 Days

You write on parchment, paper, or some other suitable writing material and imbue it with a potent illusion that lasts for the duration.

To you and any creatures you designate when you cast the spell, the writing appears normal, written in your hand, and conveys whatever meaning you intended when you wrote the text. To all others, the writing is invisible. Alternatively, you can cause the writing to appear to be an entirely different message, written in a different hand and language, though the language must be one you know.

Should the spell be dispelled, the original script and the illusion both disappear.

A creature with truesight can read the hidden message.

\* (a bottle of ink)

## JUMP

*1st level Transmutation*

**Casting Time:** 1 Action

**Range:** Touch

**Components:** V, S, M\*

**Duration:** 1 Minute

You touch a creature. The creature's jump distance is tripled until the spell ends and their jumping distance is not reduced for making a standing long or high jumps.

\* (a grasshopper's hind leg)

## RAY OF SICKNESS

*1st level Necromancy*

**Casting Time:** 1 Action

**Range:** 60 Feet

**Components:** V, S

**Duration:** Instantaneous

A ray of sickening greenish energy lashes out toward a creature within range and explodes in a nauseous gas upon impact. Make a ranged spell attack against the target. On a hit, the target takes 2d8 poison damage. The target of the attack and each creature within 5 feet of it must make a Constitution saving throw or be poisoned until the end of your next turn.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

## SEARING SMITE

*1st level Evocation*

**Casting Time:** 1 bonus Action

**Range:** Self

**Components:** V

**Duration:** Concentration 1 Minute

The next time you hit a creature with a melee weapon attack during the spell's duration, your weapon flares with white-hot intensity, exploding in searing heat when you strike, and the attack deals an extra 1d8 plus your spellcasting ability modifier in fire damage to the target, and the searing heat erupts to creatures of your choice that you can see within 5 feet of it inflicting your spellcasting ability modifier in fire damage.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the extra damage dealt to the initial target by the attack increases by 1d8 for each slot.

## THUNDEROUS SMITE

*1st level Evocation*

**Casting Time:** 1 bonus Action

**Range:** Self

**Components:** V

**Duration:** Concentration 1 Minute

The first time you hit with a melee weapon attack during this spell's duration, your weapon rings with thunder that is audible within 300 feet of you, and the attack deals an extra 1d8 plus your spellcasting ability modifier thunder damage to the target. Additionally, if the target is a creature, it must succeed on a Strength saving throw or be knocked prone, and if you choose, is knocked 10 feet away from you.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the extra damage dealt by the attack increases by 1d8 for each slot.

## WITCH BOLT

*1st level Evocation*

**Casting Time:** 1 Action

**Range:** 30 Feet

**Components:** V, S, M\*

**Duration:** Concentration 1 Minute

A beam of crackling, blue energy lances out toward a creature within range, forming a sustained arc of lightning between you and the target. Make a ranged spell attack against that creature. On a hit, the target takes 1d8 lightning damage plus your spellcasting ability modifier and it makes a Constitution saving throw. On a failed save its speed is reduced to 0 until the spell ends. On each of your turns for the duration, you can use your action to deal 1d8 lightning damage plus your spellcasting ability modifier to the target automatically. The spell ends if you use your action to do anything else. The spell also ends if the target is ever outside the spell's range or if it has total cover from you.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

\* (a twig from a tree that has been struck by lightning)



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