

# SPELLS (2ND): THE TREANTMONK VARIANT

## BARKSKIN

*2nd level Transmutation*

**Casting Time:** 1 bonus action

**Range:** Touch

**Components:** V, M\*

**Duration:** 1 Hour

You touch a willing creature. Until the spell ends, the target's skin has a rough, bark-like appearance, the bark like skin is treated as armor, which the target is considered proficient in, providing AC 15 plus their dexterity modifier up to +2.

-\* (a handful of oak bark)

## BRANDING SMITE

*2nd level Evocation*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V

**Duration:** Concentration 1 Minute

The next time you hit a creature with a weapon attack before this spell ends, the weapon gleams with astral radiance as you strike. The attack deals an extra 2d8 radiant damage to the target, which becomes visible if it is invisible, and the target sheds dim light in a 5-foot radius and can't become invisible until the spell ends.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the extra damage increases by 1d8 for each slot level above 2nd.

## CORDON OF ARROWS

*2nd level Transmutation*

**Casting Time:** 1 action

**Range:** 5 feet

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

**Duration:** 8 Hours

You plant four pieces of nonmagical ammunition – arrows or crossbow bolts – in the ground within range and lay magic upon them to protect an area. Until the spell ends, whenever a creature other than you comes within 30 feet of the ammunition for the first time on a turn or ends its turn there, one piece of ammunition flies up to strike it. Make a ranged spell attack against the target. On a hit the creature takes 1d8 plus your spellcasting ability modifier piercing damage. The piece of ammunition is then destroyed. The spell ends when no ammunition remains.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the amount of ammunition that can be affected increases by two for each slot level above 2nd.

-\* (four or more arrows or bolts)

## CROWN OF MADNESS

*2nd level Enchantment*

**Casting Time:** 1 action

**Range:** 120 Feet

**Components:** V, S

**Duration:** Concentration 1 Minute

One humanoid of your choice that you can see within range must succeed on a Wisdom saving throw or become charmed by you for the duration. While the target is charmed in this way, a twisted crown of jagged iron appears on its head, and a madness glows in its eyes.

At the beginning of the charmed target's turn, you may either command the target to spend its action to make a melee attack against a creature other than itself, or command it to move up to its speed in a direction of your choice. The target follows your command before doing anything else on its turn. The target may act normally on its turn if you do not command it.

A target isn't compelled to move into an obviously deadly hazard, such as a fire or pit, but it will provoke opportunity attacks to move in the designated direction.

On your subsequent turns, you must use your action to maintain control over the target, or the spell ends. Also, the target can make a Wisdom saving throw at the end of each of its turns. On a success, the spell ends.

## ENTHRALL

*2nd level Enchantment*

**Casting Time:** 1 action

**Range:** 60 Feet

**Components:** V, S

**Duration:** 1 Minute

You weave a distracting string of words, causing creatures of your choice that you can see within range and that can hear you to make a Wisdom saving throw. If you or your companions are fighting a creature, it has advantage on the save. On a failed save, the target is charmed and has disadvantage on Wisdom (Perception) checks while charmed in this way made to perceive any creature other than you until the spell ends or until the target can no longer hear you. The spell ends if you are incapacitated or can no longer speak.

## FIND TRAPS

*2nd level Divination*

**Casting Time:** 1 action

**Range:** 120 Feet

**Components:** V, S

**Duration:** Instantaneous

You sense the location of any trap within range that is within line of sight. A trap, for the purpose of this spell, includes anything that would inflict a sudden or unexpected effect you consider harmful or undesirable, which was specifically intended as such by its creator. Thus, the spell would sense an area affected by the alarm spell, a glyph of warding, or a mechanical pit trap, but it would not reveal a natural weakness in the floor, an unstable ceiling, or a hidden sinkhole.

This spell reveals the location of traps, the location of the triggers of those traps, and the general nature of the danger posed by a trap you detect.

## FIND STEED

*2nd level Conjuration*

**Casting Time:** 10 Minutes

**Range:** 30 Feet

**Components:** V, S

**Duration:** Instantaneous

You summon a spirit that assumes the form of an unusually intelligent, strong, and loyal steed, creating a long-lasting bond with it. Appearing in an unoccupied space within range, the steed takes on a form that you choose: a warhorse, a pony, a camel, an elk, or a mastiff. (Your GM might allow other animals to be summoned as steeds.) The steed has the statistics of the chosen form, though it is a celestial, fey, or fiend (your choice) instead of its normal type. Additionally, if your steed has an Intelligence of 5 or less, its Intelligence becomes 6, and it gains the ability to understand one language of your choice that you speak.

Your steed serves you as a mount, both in combat and out, and you have an instinctive bond with it that allows you to fight as a seamless unit. While mounted on your steed, you can make any spell you cast that has a range of self or which targets only yourself and has no area of effect parenthetical also target your steed.

When the steed drops to 0 hit points, it disappears, leaving behind no physical form. You can also dismiss your steed at any time as an action, causing it to disappear. In either case, casting this spell again summons the same steed, restored to its hit point maximum.

While your steed is within 1 mile of you, you can communicate with each other telepathically.

You can't have more than one steed bonded by this spell at a time. As an action, you can release the steed from its bond at any time, causing it to disappear.

Whenever the mount disappears, it leaves behind any objects it was wearing or carrying.

## FLAME BLADE

*2nd level Evocation*

**Casting Time:** 1 bonus action

**Range:** Self

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

**Duration:** 10 Minutes

You evoke a fiery blade in your free hand. The blade is similar in size and shape to a scimitar, and it lasts for the duration. If you let go of the blade, it disappears, but you can evoke the blade again as a bonus action.

You can use your action to make a melee spell attack with the fiery blade. On a hit, the target takes 3d6 fire damage.

The flaming blade sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, you may attack twice with the blade using your action on your turn.

\* (leaf of sumac)

## GENTLE REPOSE

*2nd level Necromancy*

**Casting Time:** 1 action (Ritual)

**Range:** Touch

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

**Duration:** 30 days

You touch a corpse or other remains. For the duration, the target is protected from decay and can't become undead.

The spell also effectively extends the time limit on raising the target from the dead, since days spent under the influence of this spell don't count against the time limit of spells such as *raise dead*.

\* (a pinch of salt and one copper piece placed on each of the corpse's eyes, which must remain there for the duration)

## LOCATE OBJECT

*2nd level Divination*

**Casting Time:** 1 action

**Range:** Self

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

**Duration:** Instantaneous

Describe or name an object that is familiar to you. You sense the direction and distance to the object's location, as long as that object is within 5 miles of you. If the object is in motion, you know the direction of its movement.

The spell can locate a specific object known to you, as long as you have seen it up close—within 30 feet—at least once. Alternatively, the spell can locate the nearest object of a particular kind, such as a certain kind of apparel, jewelry, furniture, tool, or weapon.

This spell can't locate an object if any thickness of lead, even a thin sheet, blocks a direct path between you and the object.

\* (a forked twig)

## MAGIC MOUTH

*2nd level Illusion*

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

**Range:** 30 Feet

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

**Duration:** Until Dispelled

You implant a message within an object in range, a message that is uttered when a trigger condition is met. Choose an object that you can see and that isn't being worn or carried by another creature. Then speak the message, which must be 25 words or less, though it can be delivered over as long as 10 minutes. Finally, determine the circumstance that will trigger the spell to deliver your message.

When that circumstance occurs, a magical mouth appears on the object and recites the message in your voice and at the same volume you spoke. If the object you chose has a mouth or something that looks like a mouth (for example, the mouth of a statue), the magical mouth appears there so that the words appear to come from the object's mouth. When you cast this spell, you can have the spell end after it delivers its message, or it can remain and repeat its message whenever the trigger occurs.

The triggering circumstance can be as general or as detailed as you like, though it must be based on visual or audible conditions that occur within 30 feet of the object. For example, you could instruct the mouth to speak when any creature moves within 30 feet of the object or when a silver bell rings within 30 feet of it. The magic mouth ignores illusions, and an illusory effects never trigger a magic mouth on their own.

\* (a small bit of honeycomb and jade dust worth at least 10 gp, which the spell consumes)

### MELF'S ACID ARROW

*2nd level Evocation*

**Casting Time:** 1 action

**Range:** 90 Feet

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

**Duration:** Instantaneous

A shimmering green arrow streaks toward a target within range and bursts in a spray of acid. Make a ranged spell attack against the target. On a hit, the target takes 4d8 acid damage immediately and 1d8 acid damage at the end of its next turn. On a miss, the arrow splashes the target with acid for half as much of the initial damage and no damage at the end of its next turn.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the damage (both initial and later) increases by 1d8 for each slot level above 2nd.

\* (powdered rhubarb leaf and an adder's stomach)

### PHANTASMAL FORCE

*2nd level Illusion*

**Casting Time:** 1 action

**Range:** 60 Feet

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

**Duration:** Concentration 1 Minute

You craft an illusion that takes root in the mind of a creature that you can see within range. The target must make an Intelligence saving throw. On a failed save, you create a phantasmal object, creature, or other visible phenomenon of your choice that is no larger than a 10-foot cube and that is perceivable only to the target for the duration. This spell has no effect on undead or constructs. Any illusory effect that would impose a condition (such as blindness) on a target is ineligible.

The phantasm includes sound, temperature, and other stimuli, also evident only to the creature.

The target can use its action to examine the phantasm with an Intelligence (Investigation) check against your spell save DC. If the check succeeds, the target realizes that the phantasm is an illusion, and the spell ends.

While a target is affected by the spell, the target treats the phantasm as if it were real. The target rationalizes any illogical outcomes from interacting with the phantasm. For example, a target attempting to walk across a phantasmal bridge that spans a chasm falls once it steps onto the bridge. If the target survives the fall, it still believes that the bridge exists and comes up with some other explanation for its fall - it was pushed, it slipped, or a strong wind might have knocked it off.

An affected target is so convinced of the phantasm's reality that it can even take damage from the illusion. A phantasm created to appear as a creature can attack the target. Similarly, a phantasm created to appear as fire, a pool of acid, or lava can burn the target. Each round on your turn, the phantasm can deal 1d6 psychic damage to the target if it is in the phantasm's area or within 5 feet of the phantasm, provided that the illusion is of a creature or hazard that could logically deal damage, such as by attacking. The target perceives the damage as a type appropriate to the illusion.

\* (a bit of fleece)

### PRAYER OF HEALING

*2nd level Evocation*

**Casting Time:** 1 minute

**Range:** 30 Feet

**Components:** V

**Duration:** Instantaneous

Up to six creatures of your choice that you can see within range each regain hit points equal to 2d10 + 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 3rd level or higher, the healing increases by 1d10 for each slot level above 2nd.

### RAY OF ENFEEBLEMENT

*2nd level Necromancy*

**Casting Time:** 1 Action

**Range:** 60 Feet

**Components:** V, S

**Duration:** Concentration 1 Minute

A black beam of enervating energy springs from your finger toward a creature within range. Make a ranged spell attack against the target. On a hit, the target deals only half damage with weapon attacks until the spell ends.

At the end of each of the target's turns, it can make a Constitution saving throw against the spell. On a success, the spell ends.

### ZONE OF TRUTH

*2nd level Enchantment*

**Casting Time:** 1 Action

**Range:** 60 Feet

**Components:** V, S

**Duration:** 10 Minutes

You create a magical zone that guards against deception in a 15-foot-radius sphere centered on a point of your choice within range. Until the spell ends, an unwilling creature that enters the spell's area for the first time on a turn or starts its turn there must make a Charisma saving throw. If the target is willing, or if an unwilling creature fails their save, a creature can't speak a deliberate lie while in the radius. You know whether each creature succeeded on their saving throw if they made one.

An affected creature is aware of the spell and can thus avoid answering questions to which it would normally respond with a lie. Such a creature can be evasive in its answers as long as it remains within the boundaries of the truth.



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