

# CODEx OF CANTRIPS, Vol. 2

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*Five Minor Magicks for Your Game*



*Written by Ian S. Johnston*

# Codex of Cantrips, Vol. 2

## *Five Minor Magicks for Your Game*

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### INTRODUCTION

Welcome to another volume of Silverthorne Games' spell compendiums for the fifth edition of the world's most popular roleplaying game (you know the one). As always, if you choose to use these cantrips in your own games, please let us know what you think of them in terms of balance, utility, and overall usefulness in your game. We will be updating this file as the spells are revised. Thanks for taking the time to check out our product and enjoy!

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### SPELL LISTS

#### **Bard**

*flame arc*

*puff of smoke*

*toxic cloud*

#### **Cleric**

*searing grasp*

*puff of smoke*

#### **Druid**

*ball lightning*

*toxic cloud*

#### **Sorcerer**

*ball lightning*

*flame arc*

*puff of smoke*

*searing grasp*

*toxic cloud*

#### **Warlock**

*ball lightning*

*flame arc*

*searing grasp*

*toxic cloud*

#### **Wizard**

*ball lightning*

*flame arc*

*puff of smoke*

*searing grasp*

*toxic cloud*

## SPELL DESCRIPTIONS

### Ball Lightning

*Evocation cantrip*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

You manifest an orb of crackling electricity in your palm and throw it at any single creature you can see within range. Make a ranged spell attack against the target. On a hit, the creature takes 1d6 lightning damage and has disadvantage on its next attack roll.

The damage of this spell increases by 1d6 at 5th level (2d6), 11th level (3d6), and 17th level (4d6).

### Flame Arc

*Evocation cantrip*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a flint and steel)

**Duration:** Instantaneous

You create an arc of fiery energy targeting a single creature you can see within range. Make a ranged spell attack against the target. On a hit, the target takes 1d6 fire damage and up to two additional creatures within five feet of the target take half this damage.

The damage of this spell increases by 1d6 at 5th level (2d6), 11th level (3d6), and 17th level (4d6).

### Puff of Smoke

*Conjuration cantrip*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a pinch of ashes)

**Duration:** 1 round

You create a burst of billowing smoke on an unoccupied space on a solid surface you can see within range, filling an area no larger than two contiguous five foot cubes. The color of the smoke and the arrangement of its area (either vertically or horizontally) are determined whenever you cast this spell. Creatures or objects in the spell's area or behind the smoke are heavily obscured. You may also cause the smoke to animate, forming rudimentary shapes or symbols within it. The smoke dissipates at the beginning of your next turn or until a wind of

moderate or greater speed (at least 10 miles per hour) disperses it.

The spell's area increases by one five foot cube when you reach 5th level (3), 11th level (4), and 17th level (5).

### Searing Grasp

*Evocation cantrip*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a bit of brimstone)

**Duration:** Instantaneous

Your hands become temporarily wreathed in scorching flame. Make a melee spell attack against a single target you can see within range. On a hit, the target takes 1d8 fire damage and must make a Constitution save or catch fire. Targets that catch fire take half the initial fire damage at the start of their next turn. The flames die out after this secondary damage.

The initial damage increases by 1d8 at 5th level (2d8), 11th level (3d8), and 17th level (4d8).

### Toxic Cloud

*Conjuration cantrip*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a drop of adder poison)

**Duration:** Instantaneous

You conjure a small toxic cloud of billowing poison centered on a creature within range that you can see. The creature must succeed on a Constitution save or take 1d4 poison damage and have disadvantage on the next attack roll it makes before the end of its next turn. Creatures immune to the poisoned condition are unaffected.

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

# TABLES

## Spells by School

School	Spell Name
Evocation	<i>ball lightning, flame arc, searing grasp</i>
Conjuration	<i>puff of smoke, toxic cloud</i>

## LEGAL

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