

NEW CANTRIPS

These spells are presented in alphabetical order.

BLOODY LANCET

Necromancy cantrip

Casting Time: 1 action

Range: 10 feet

Components: V, M (a weapon)

Duration: Instantaneous

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects and you drain life energy from them, gaining 1d4 temporary hit points.

This spell deals additional damage when you reach higher levels. At 5th level, the melee attack deals an extra 1d6 necrotic damage to the target, and you gain 2d4 temporary hit points. The damage roll increases by a further 1d6 and the hit points by 1d4 at 11th level and 17th level.

DIAMOND EDGE

Transmutation cantrip

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (a tiny diamond worth at least 1gp)

Duration: 1 minute

The edge of a slashing or piercing weapon you are holding is magically sharpened. For the duration, you can use your spellcasting ability instead of Strength or Dexterity for the attack and damage rolls of melee attacks using that weapon, and the weapon deals double damage to objects and structures. The weapon also becomes magical, if it isn't already. The spell ends if you cast it again or if you let go of the weapon.

FLURRY OF STEEL

Transmutation cantrip

Casting Time: 1 action

Range: Self

Components: V, M (a dagger)

Duration: Instantaneous

As part of the action used to cast this spell, you must make a melee attack with a dagger against one creature, otherwise the spell fails. If the attack hits, you can make another attack with the dagger against the same target. You cannot have advantage on any attacks made as part of this spell.

This spell allows you to make more attacks when you reach higher levels. At 5th level you can make up to three attacks, up to four at 11th level and up to five at 17th level. You must hit with each attack in succession before you can roll the next one.

LEGENDARY LIBATION

Conjuration cantrip

Casting Time: 1 bonus action

Range: Self

Components: V, M (a container, such as a mug, tankard, or flask, which is filled with liquid that is purified by the spell)

Duration: Instantaneous

You speak a word of power and your container transmutes its contents into with a drink of your choosing, which can be imbibed as an action. The drink is delicious and satisfies the drinker's thirst for the next 24 hours. Furthermore, the drinker has advantage on saving throws against becoming frightened for one hour after consuming this libation. If the drink is not consumed within one hour of being conjured, it loses its magic and turns into mundane, flavorless water.

A creature cannot benefit from more than one legendary libation in any given 24-hour period

RELAXING MEDITATION

Enchantment cantrip

Casting Time: 10 minutes

Range: Self

Components: S

Duration: 1 hour

You perform a calming ritual that clears the head and makes it easier to focus on what you're doing. For the duration, whenever you are forced to make a saving throw to maintain your concentration, you have advantage on the save.

SOFT FOCUS

Illusion cantrip

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

When you cast this spell, everything you see becomes slightly hazy and out-of-focus, which makes the world seem comforting and safe. You have advantage on Intelligence, Wisdom, and Charisma saving throws for the duration. This spell ends early if you take damage.

