

CODEx OF CANTRIPS, Vol. 3

Six Minor Magicks for Your Game



Written by Ian S. Johnston

Codex of Cantrips, Vol. 3

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

darklight
mantle of darkness
zone of lethargy

Cleric

darklight
ice jet
mantle of darkness
thunderbolt

Druid

darklight
ice jet
zone of lethargy

Sorcerer

cone of shards
darklight
mantle of darkness
thunderbolt
zone of lethargy

Warlock

cone of shards
darklight
ice jet
mantle of darkness
thunderbolt

Wizard

cone of shards
darklight
ice jet
mantle of darkness
thunderbolt
zone of lethargy

SPELL DESCRIPTIONS

Cone of Shards

Conjuration cantrip

Casting Time: 1 action

Range: Self

Components: V, S, M (a handful of broken glass)

Duration: Instantaneous

You extend your hand and cause a burst of metal shards to erupt from your outstretched palm. These shards affect a 10-foot cone emanating from you. Creatures in the area must make a Dexterity save or take 1d6 points of piercing damage.

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

Darklight

Evocation cantrip

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 hour

You manifest an orb of light in your hand that sheds bright light in a 10-foot radius and dim light for an additional 10 feet. This light is dark red or violet in hue (your choice), only sheds light for you, and cannot be seen by any other creature except by means of truesight or a *true seeing* spell. The spell ends early if you dismiss the orb, use your hand for anything other than holding the orb aloft, or if you cast this spell again before the duration expires.

Ice Jet

Conjuration cantrip

Casting Time: 1 action

Range: Self

Components: V, S, M (a hunk of ice)

Duration: Instantaneous

Calling forth frigid energy from the Elemental Plane of Ice, you emit a 10-foot long blast of frigid energy in a straight line emanating from you. Creatures in the area must make a Dexterity save or take 1d6 cold damage.

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

Mantle of Darkness

Abjuration cantrip

Casting Time: 1 action

Range: Self

Components: V, S, M (a bit of pitch)

Duration: 1 hour

You shroud yourself in a nebulous membrane of arcane energy that clings closely to you like a cloak of darkness. The shroud may be of any color or aspect you like. While active, creatures that rely on Darkvision have disadvantage on Perception checks to see you.

Thunderbolt

Evocation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You manifest a crackling bolt of thunderous energy in your hand and make a ranged spell attack, hurling it toward a single target that you can see within range. On a hit, the target takes 1d8 thunder damage and must make a Constitution save or be deafened until the start of your next turn. This thunder can be heard to a distance of 100 feet. Creatures that cannot hear are unaffected.

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

Zone of Lethargy

Transmutation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a snail shell)

Duration: 1 minute

You select a 10-foot by 10-foot area on a flat, horizontal surface you can see within range which is filled with a faint glow visible only to you. Creatures entering the area for the first time or beginning their turn there must make a Dexterity save or be slowed by 10 feet. The spell ends if you cast it again or if you dismiss it as a bonus action.

You may have two concurrent castings of this spell when you reach 5th level, three concurrent castings at 11th level, and four concurrent castings at 17th level.

TABLES

Spells by School

School	Spell Name
Abjuration	<i>mantle of darkness</i>
Conjuration	<i>cone of shards, ice jet</i>
Evocation	<i>darklight, thunderbolt</i>
Transmutation	<i>zone of lethargy</i>

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