

CODEx OF CANTRIPS, Vol. 1

Five Minor Magicks for Your Game



Written by Ian S. Johnston

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INTRODUCTION

Welcome to the first of (hopefully) many spell compendiums for the fifth edition of the world's most popular roleplaying game (you know the one). Anyway, 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

brandish

dagger of force

Quighig's summary seal

upright

Cleric

brandish

coup de grace

upright

Druid

dagger of force

upright

Sorcerer

brandish

dagger of force

Quighig's summary seal

Warlock

brandish

coup de grace

dagger of force

Wizard

brandish

coup de grace

dagger of force

Quighig's summary seal

SPELL DESCRIPTIONS

Brandish

Enchantment cantrip

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (weapon with which you wish to gain proficiency)

Duration: 1 minute

You speak a command word and instantly gain proficiency with any single simple melee, martial melee, or ranged weapon. You may wield the weapon without penalty for the duration, using either your Strength or Dexterity modifier as appropriate to make attack rolls each turn. The weapon must be in your possession at the time of casting or the spell fails.

Coup de Grace

Necromancy cantrip

Casting time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Make a ranged spell attack against a single living creature you can see within range. If that creature has 5 or fewer hit points, they must make a Constitution save or drop to 0 hit points instead. If the target is unconscious, it takes one death save failure immediately and has disadvantage on its next death save. If a target is killed by this spell while you are within 30 feet of it, you gain 2 temporary hit points. This spell has no effect against undead or constructs.

Dagger of Force

Conjuration cantrip

Casting time: 1 action

Range: 5 feet

Components: S

Duration: 1 round

You summon forth a dagger comprised of magical energy into your hand, making a single melee spell attack against a single target within range that you can

see. On a successful hit, the target takes force damage equal to 1d6 + your spellcasting ability modifier (minimum +0). The dagger disappears at the beginning of your next turn or if you release your grip on it. This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Quiglig's Summary Seal

Abjuration cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a tiny padlock)

Duration: 1 round

You instantly seal shut a single nonmagical door, chest, gate, or other portal or container that you can see within range. The target must already be shut and can be no larger than 8 feet in its longest dimension or the spell immediately fails. Once sealed, the target object can be instantly unlocked by a targeting it with a *druidcraft*, *prestidigitation*, or *thaumaturgy* cantrip or higher level spell, such as *dispel magic* or *knock*.

Creatures may also try to open the sealed object with a Strength check against your spell save DC. Otherwise, the sealed object cannot be opened by any other means until the end of your next turn. You may dismiss this effect as an action.

Upright

Transmutation cantrip

Casting Time: 1 reaction, which you take when a conscious creature you can see within 60 feet is knocked prone

Range: 60 feet

Components: S

Duration: Instantaneous

A single, conscious, prone creature you can see within range may immediately stand upright using no movement. If the creature is grappled or pinned, it is no longer pinned, but remains grappled.

TABLES

Spells by School

School	Spell Name
Abjuration	<i>Quiglig's summary seal</i>
Conjuration	<i>dagger of force</i>
Enchantment	<i>brandish</i>
Necromancy	<i>coup de grace</i>
Transmutation	<i>upright</i>

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