

# Cantrips

## Grasping Vine

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Evocation cantrip (*Druid, Sorcerer, Warlock, Wizard*)

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (the stem of a thorned plant)

**Duration:** 1 minute

You summon a long vine that originates from your forearm and changes shape according to your mental command. As part of casting this spell, and on each of your subsequent turns, as an action you can order the vine to strike. You can make a melee spell attack against a target within 15 feet of you. If the attack hits, the creature takes 1d6 piercing damage, and if the creature is Large or smaller, you pull the creature up to 10 feet closer to you. Alternatively you can target a Large or smaller creature within 30 feet of you and pull it up to 25 feet closer to you.

**At Higher Levels.** This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

## 1st Level Spells

### Blighted Spear

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1st level evocation (*Druid, Sorcerer, Warlock, Wizard*)

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a dead twig)

**Duration:** Concentration, up to 1 minutes.

You shoot forth a wooden spear laced with corrupting powers. Make a ranged spell attack, on a hit the creature takes 2d6 necrotic damage and has its energy drained for the next minute. During that time it rolls a d4 and subtracts the number rolled from all its attack rolls and ability checks. A creature can use its action to remove the spear by making a Strength check against your spell save DC, extracting the spear on a success.

**At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, you can target an additional creature for each slot level above 1st, making an attack roll against each creature.

## 2nd Level Spells

### Draining Vines

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2nd level conjuration (*Druid, Ranger, Warlock*)

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Concentration, up to 1 minutes.

You lift your hands in a grasping motion, summoning dead vines which wrap around your foe. The target must succeed on a Strength saving throw or be restrained by the magical vines until the spell ends. A Large or larger creature has advantage on this saving throw. If the target succeeds on the save, the vines vanish like ash.

As part of casting this spell, and on subsequent turns as an action, you can cause the vines to dig deeper in the restrained target's body. They take 2d6 necrotic damage and you regain Hit Points equal to half the amount of necrotic damage dealt. A creature restrained by the vines or one that can touch the creature can use its action to make a Strength check against your spell save DC. On a success, the target is freed.

**At Higher Levels:** When you cast this spell using a spell slot of 3rd level or higher, you deal an additional 1d6 necrotic damage for each slot level above 2nd.

## Rotten Breath

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2nd level evocation (*Druid, Warlock*)

**Casting Time:** 1 action

**Range:** Self (20-foot cone)

**Components:** V, S, M (a couple of drops of skunk fluid)

**Duration:** 1 round

You exhale an extremely toxic and volatile gas in front of you. Each creature in a 20-foot cone must make a Constitution saving throw. A creature takes 4d4 poison damage on a failed save, or half as much damage on a successful one. At the end of your turn, the gas becomes unstable, if any fire is lit within the area, it violently reacts with the fumes and causes an explosion. Each creature in the area of the gas must succeed on a Dexterity saving throw or take 4d4 fire damage and be knocked prone on a failure, or half as much damage on a success and not be knocked prone. This fire ignites any flammable objects in the area that aren't being worn or carried.

**At Higher Levels:** When you cast this spell using a spell slot of 3rd level or higher, you deal an additional 1d4 fire and poison damage for each slot level above 2nd.

## Blooming Death

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2nd level necromancy (*Druid, Warlock*)

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (the petal of a flower)

**Duration:** 1 minute

You infuse a flower petal with the inevitable touch of death. The petal flies forth, sharp as a knife. It hits a creature of your choice within range dealing 3d6 slashing damage. The blood of the creature drips to the floor, turning into a writhing mass of burgundy flowers in a 10-foot radius centered on the target, which is considered difficult terrain. A *shield* spell blocks this spell.

**At Higher Levels:** When you cast this spell using a spell slot of 3rd level or higher, you deal an additional 1d4 fire and poison damage for each slot level above 2nd.

