

Cantrips



Disheartening Strike

Conjuration cantrip (Sorcerer, Warlock, Wizard) (Arcane)

Casting Time: 1 action

Range: 40 feet

Components: S, M (a nail or spike)

Duration: Instantaneous

You hurl a spectral blade at a creature in range. Make a ranged spell attack on the target. On a hit, the target takes 1d4 Piercing damage. This attack can trigger Sneak Attack damage.

This spell creates more than one blade as you reach higher levels; two blades at 5th level, three blades at 11th level, and four blades at 17th level. You can direct the blades at the same target or at different ones. Make a separate attack roll for each blade. Sneak Attack may only be triggered on 1 creature.

Earthen Blade

Conjuration cantrip (Druid, Sorcerer, Warlock, Wizard) (Arcane, Primal)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You cause an earthen blade to materialize from the ground at target location on the ground you can see within range. A creature of your choice on the ground at the target location must make a Dexterity saving throw or take 1d12 Slashing damage.

The spell's damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12).

Osmose

Necromancy cantrip (Sorcerer, Warlock, Wizard) (Arcane)

Casting time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You attempt to drain magic from a creature within range. The target makes a Constitution saving throw, on a failed save roll a d6, the creature loses 1 spell slot of the level rolled or the next highest, you then recover your highest expended level spell slot that is no higher than the slot absorbed. A creature who is affected by this spell is immune to the spell again for 24 hours.



Tentacle Lash

Transmutation cantrip (Druid, Sorcerer, Warlock, Wizard) (Arcane, Primal)

Casting time: 1 action

Range: 30 feet

Components: S, M (a root or tentacle from a creature such as an octopus or squid)

Duration: Instantaneous

You transform your arm into a form of tendril and lash it at a creature in range. Make a melee spell attack on the target. On a hit, the target takes 1d10 Bludgeoning damage.

The spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

1st Level



Ambush Zone

From Mega Man Star Force

1st-Level *Conjuration* (Ranger, Sorcerer, Wizard Artificer) (Arcane, Primal, Digital)

Casting time: 1 Minute or Ritual

Range: 5 feet

Components: S, M (simple weapons or ammunition with a cost, ammunition is consumed)

Duration: 8 Hours

You present the material components for this spell and spend the casting time creating a magical zone on the ground within range. When a creature enters into the spell's range or ends its turn there, the spell will create a specter like figure that will make a weapon attack using the simple weapon you used for the spell's material component (or the weapon the ammunition is for), this range is the range of the weapon, which the spell will then end, this attack uses your spell casting ability. When you cast this spell you can designate targets with simple commands, such as a creature type, you can also choose any number of creatures that will not trigger the spell's attack.

At Higher Levels: You can add an additional attack to the spell using the same simple weapon, a different one, or additional ammo, for each spell slot level above 1. The spell will end after each of its attack uses has been used.

Fling

1st-Level *Transmutation* (Artificer, Sorcerer, Wizard) (Arcane)

Casting time: 1 Action

Range: 30 Feet

Components: S

Duration: Instantaneous

Choose three objects weighing no more than 1 pound within range that aren't being worn or carried. The objects fly in a straight line up to 60 feet in a direction you choose before falling to the ground, stopping early if they impact against a solid surface. If an object would strike a creature, that creature must make a Dexterity saving throw. On a failed save, the object strikes the target and stops moving. When the object strikes something, the object and what it strikes each take 1d6 bludgeoning damage.

At Higher Levels: The number of objects you can target increases by 1 for each spell slot level above 1.

2nd Level



Attack Zone

From Mega Man Star Force

2nd-Level *Enchantment* (Cleric, Paladin, Ranger, Sorcerer, Warlock, Wizard, Artificer) (Arcane, Divine, Primal, Digital)

Casting time: 1 Action

Range: 30 Feet

Components: V, S

Duration: 10 Mins

You create a magical 10 foot cube field at a point on the ground you can see within range. Until the spell ends, all creatures within the area gain +1 to attack and damage rolls they make.

At Higher Levels: The attack and damage bonus increases by +1 for every 2 spell slot levels above 2.

3rd Level

4th Level

5th Level



Double Cross

From Mega Man Battle Network/Star Force

5th-Level *Enchantment* (Bard, Warlock, Wizard) (Arcane, Digital)

Casting time: 1 Action

Range: 30 Feet

Components: V, S

Duration: Instantaneous

You target 1 creature summoned or created using a Conjuration spell, if the spell slot used for it is a lower level than the one used to cast this spell, it becomes your ally under your control, if the creature used a spell slot the same as this spell's casted level it must make a Wisdom saving throw, becoming under your control on a failed save. If the used spell slot level is above the one used to cast this spell, it fails automatically. A creature immune to charm effects is immune to this spell.

6th Level



Anti Recover

From Mega Man Battle Network/Star Force

6th-Level *Necromancy* (Cleric, Warlock, Wizard) (Arcane, Divine, Digital)

Casting time: 1 Action

Range: 30 Feet

Components: V, S, M (Apple)

Duration: 1 Min

Target creature you can see within range must make a wisdom saving throw, on a failed save, any time they would recover hit points, until the spell ends, they must make a constitution saving throw against your spell save DC, on a failed save, instead taking damage equal to the amount of hit points they would have gained.

At Higher Levels: This spell lasts for 1 hour instead if casted using an 8th level spell slot.



Conjuration Recovery

From Mega Man Star Force

6th-Level *Necromancy* (Druid, Cleric, Warlock, Wizard) (Arcane, Divine, Primal, Digital)

Casting time: 1 Action

Range: Self

Components: V, S

Duration: Instantaneous

If you are still concentrating on a spell that summoned or created a creature which has been reduced to 0 hit points, you cause it to return to a spot you can see within 5 feet of you with 10d4 + your spellcasting modifier Hit Points.

At Higher Levels: The creature gains an additional 2d4 hit points for each level spell slot above 6.



Spirit Fury

From Mega Man Battle Network/Star Force

6th-Level *Abjuration* (Druid, Sorcerer, Wizard) (Arcane, Divine, Primal, Digital)

Casting time: 1 Action

Range: Touch

Components: V, S

Duration: 1 hour

You touch 1 willing creature, the first time before the spell ends, if they take Fire, Cold, Lightning, Thunder, or Acid, they instead take 0 damage, and the creature who caused the damage takes the damage equal to the amount it was reduced by. This damage is the same as the triggering damage type.

At Higher Levels: This spell's effect can be used an additional time before the spell ends for each spell slot level above 6.

7th Level



Black Barrier

From Mega Man Battle Network

7-Level *Abjuration* (Cleric, Warlock, Wizard) (Arcane, Divine, Digital)

Casting time: 1 Action

Range: Self

Components: V, S

Duration: 8 Hours

You create a shadowy barrier of negative energy around yourself, this barrier has 50 hits and takes any damage, except for psychic damage, instead of you, the barrier also is immune to Necrotic damage. If the barrier is at 0 hit points and the spell has not ended, you can use a bonus action to make it reappear with 50 hit points.

At Higher Levels: The barrier gains an additional 10 hit points for each spell slot level above 7th.

8th Level

9th Level

Eldritch Invocations for the Cantrips

Warlock Eldritch Invocations to be used if you are making use of Invocations for more than Eldritch Blast, for Invocations for all core cantrips refer to my [Warlock options document](#) where I list Dawnforgecast's Eldritch Invocations and expand upon them with more for other spells outside of the Player's Handbook and ones Warlock can only get through Pact of the Tome.

Daggers of Mask

Prerequisite: 9th Level & Disheartening Strike

Creatures hit by Disheartening Strike must now make a Constitution saving throw or be blinded until the end of their turn on a failed save.

Hunter's Knife

Prerequisite: 12th Level & Disheartening Strike

The first blade from Disheartening Strike has advantage if another enemy of the target is within 5 feet of it, and that enemy isn't incapacitated.

Blade of Ogrémoch

Prerequisite: 9th Level & Earthen Blade

Earthen Blade can now reach 10 feet into the air.

Gaia's Scorn

Prerequisite: 9th Level & Earthen Blade

Earthen Blade now has a 5 foot radius, all creatures within must make the saving throw.

Hadar's Grasp

Prerequisite: Tentacle Lash

You may grab objects with your Tentacle Lash and pull them to yourself. You may even attempt to do so with carried items, which a creature must make a grapple check against your spell save or the item is pulled from their hands and falls to the ground at their feet.

Curse of Panzuriel

Prerequisite: 5th Level & Tentacle Lash

A creature struck with Tentacle Lash is coated in a slime, causing them to require a Dexterity saving throw or be knocked prone when they attempt to move for 1 minute.

Creator's Notes

A simple list of cantrips I came up with, they are physical damage cantrips for the Wizard, Sorcerer, and Warlock to take to give them access to those three damage types on spells. Disheartening Strike actually comes from the Trickster Rogue class in Neverwinter Online and is ideal for an Arcane Trickster, while Tentacle Lash actually comes from Divinity: Original Sin 2 as an interesting take on a bludgeoning cantrip.

Osmose was hard, I wanted it to steal nothing higher than 4th level, but realized 9th level warlock would never get a spell slot back.

Eldritch Invocations for them to be used with the Warlock are added to work alongside having Invocations for more than just Eldritch Blast to help the Warlock from being a 1 trick pony and give some variety to the options the class can take.