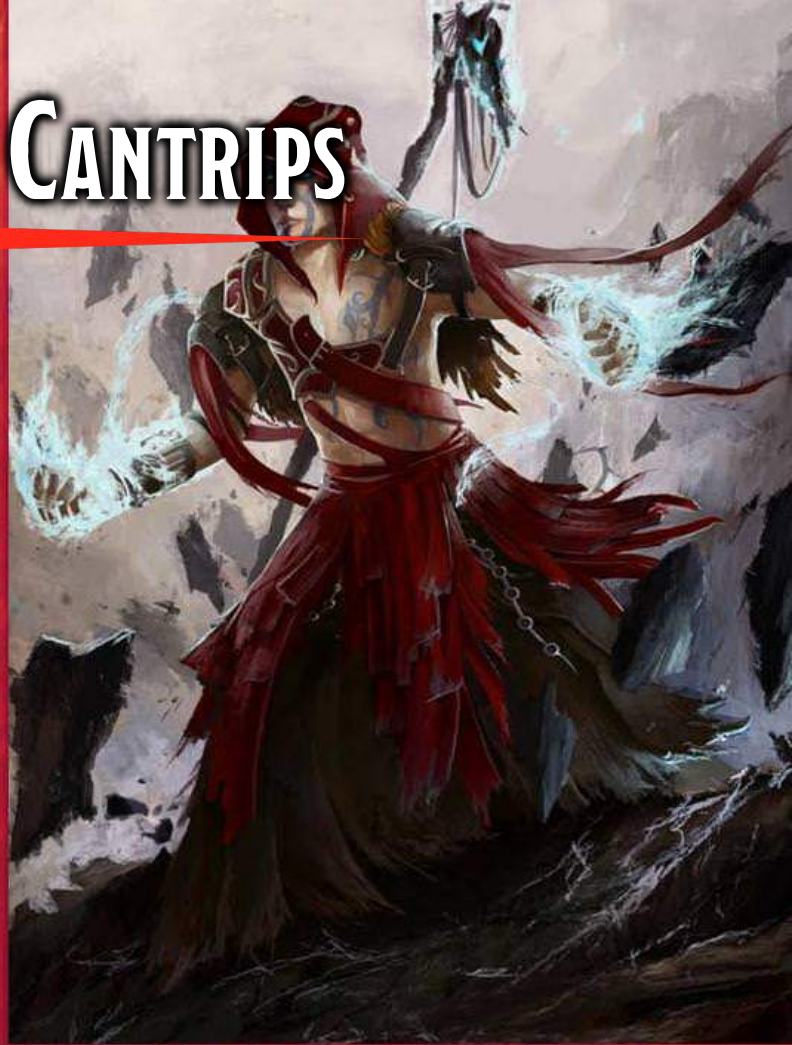
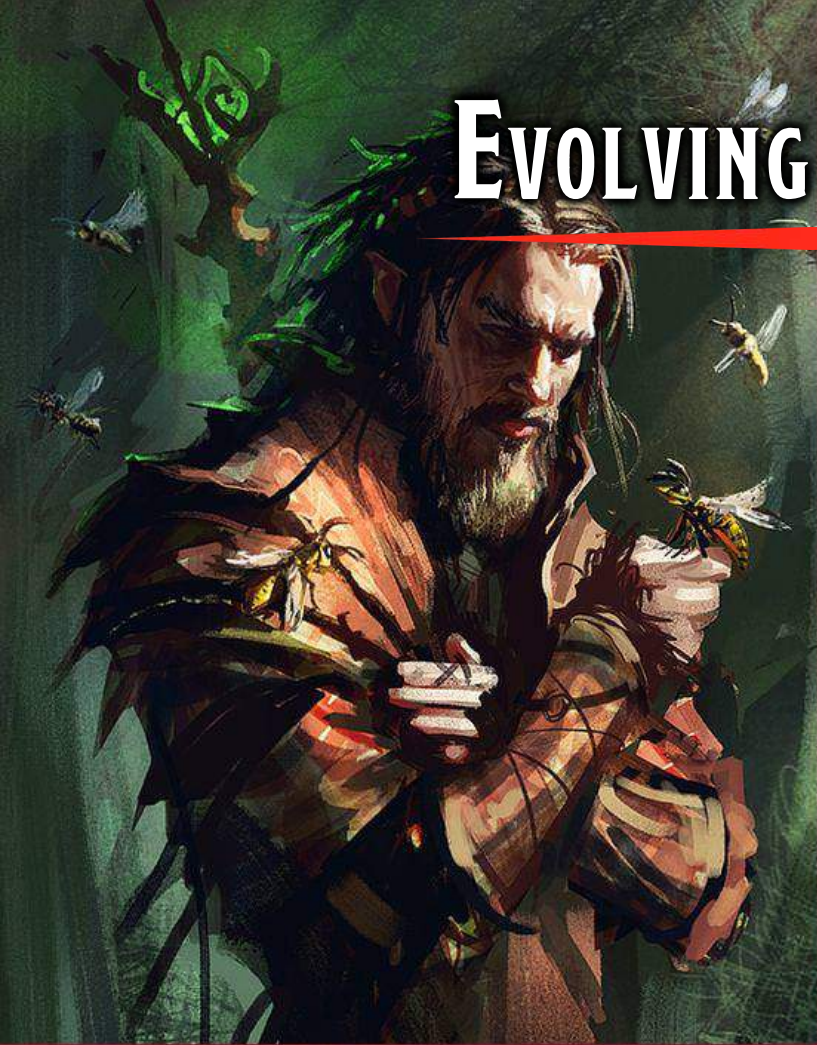


# EVOLVING CANTRIPS



**HOME BREW**

A flavorful and unique scaling of non-combat cantrips.  
Bring your cantrips to the next level!





# SCALING CANTRIPS

## INTRODUCTION

Everybody knows and loves cantrips. The PHB describes cantrips as simple spells, fixated in the caster's mind. Some cantrips, like *Prestidigitation* are described as "*minor magical tricks that novice spellcasters use for practice*". All of the offensive cantrips scale with levels and gain more power as the spellcaster gains more experience. It always struck me as odd that the non-damaging cantrips do not have the same benefit. It is strange that a Level 20 Archmage can only light up a single candle at a time using *Prestidigitation*. Or the Cleric, who has basically become a Champion of a god can merely hold his *Thaumaturgy* magic for a short while. Offensive cantrips have set up the fact that cantrips can indeed scale in power depending on the power of the spellcaster. As such, my goal was to make sure every single cantrip in the game has a progression of sorts, allowing the caster to benefit from deeper understanding of them.

## BLADE WARD

- At 5th level, the cantrip gains a range of 30 feet and can affect one creature of your choice.
- At 11th level, you may ignore the verbal component of the spell.
- At 17th level, both you and the target get the benefit of the cantrip when you cast it.

## CONTROL FLAMES

- At 5th level, you can quadruple the area of bright light and dim light cast by the flame.
- At 11th level, you can have up to six non-instantaneous effects active at a time and can dismiss such effects as a bonus action. Also, you may choose to affect any non-magical flames within range for the purposes of making them brighter or dimmer.
- At 17th level, you can affect flames within a 10-foot cube, may expand the flame 5 feet in any direction (provided that fuel is present in the new location) and the duration of non-instantaneous effects increases to 24 hours.

## DANCING LIGHTS

- At 5th level, when you create the lights, you may choose any amount of them to shed bright light in a 10-foot radius and dim light for an additional 10 feet.
- At 11th level, you may create six lights and ignore the concentration if you simply make them float around within 5 feet of you.
- At 17th level, you may create eight lights have them combine into a vaguely humanoid form of a Large size.

## DRUIDCRAFT

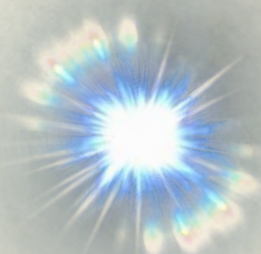
- At 5th level, you gain a deeper control over the elements, allowing you to shield a 10-foot radius sphere (centered on you) from snow and rain for an hour, dim fires instead of snuffing them out, recreate louder effects, like a roar of a tiger or a rumble of thunder, as well as effects related to burning, such as acrid scent of smoke, or burning wood. Additionally, you may touch a creature and remove any smell from it.
- At 11th level, you may choose to affect all plants within range when you use the cantrip. Make all seeds sprout, all flowers blossom, all fruit to ripen. You may also create opposite effects: make seeds infertile, plants to wilt and leaves to dry. When lighting or snuffing out small fires, you may affect all of them within range.
- At 17th level, the range of your cantrip increases to 60 feet. Within your 10-foot radius sphere you may also control the temperature, making it neutral, mildly warm or mildly cold.

## FRIENDS

- At 5th level, the affected creature doesn't magically turn hostile, but it fully knows that you affected it with magic. Creatures may still seek retribution and a creature prone to violence might still attack you.
- At 11th level, you may substitute the somatic and material components of this cantrip with a verbal component.
- At 17th level, this cantrip no longer requires concentration when you cast it.

## GUIDANCE

- At 5th level, the range of the cantrip increases to 10 feet.
- At 11th level, if the target rolls a 1 on the 1d4, the cantrip does not end, until the target either rolls a number higher than 1, or the duration ends.
- At 17th level, you may select two creatures within range to have them both be affected when casting this cantrip.







## GUST

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- At 5th level, your *gust* becomes wider, capable of pushing Large creatures 5 feet and pushing all small objects that weigh no more than 5 pounds and aren't held nor carried, that fit within a 5-foot cube away from you. Also, the cantrip may now hedge out vapor within a 5-foot cube.
- At 11th level, your *gust* becomes stronger. You may push Medium or smaller creatures 10 feet, and objects that weigh up to 5 pounds 20 feet. By aiming a *gust* underneath yourself, you can increase your high jump and long jump distances by 5 feet.
- At 17th level, the effects of your *Gust* cantrips can affect all items within a 10-foot cube. By aiming a *gust* underneath yourself, you can increase your high jump and long jump distances by 10 feet.

## LIGHT

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- At 5th level, your *Light* cantrip can shed bright light up to 20 feet in radius, to a minimum of 5 feet and dim light for an additional distance, equal to the bright light radius. While the light is within 300 feet of you and you can see it, you can use your bonus action to change the color and the brightness of the light
- At 11th level, you may shoot the cantrip out in a bolt of light. It has a range of 120 feet and is under the same limitations as in the description. Unwilling targets must succeed on a Dexterity saving throw to avoid the spell.
- At 17th level, your *Light* cantrip can shed bright light up to 40 feet in radius, to a minimum of 5 feet and dim light for an additional distance, equal to the bright light radius.

## MAGE HAND

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- At 5th level, you may ignore the Verbal component when casting the cantrip, and may make the Mage Hand fully visible.
- At 11th level, the distance of the cantrip increases to 60 feet and you may change its visual style, as long as it still has the structure of a hand.
- At 17th level, Mage Hand can carry up to 20 pounds of weight and can be made to appear up to two times bigger than normal.

## MAGIC STONE

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- At 5th level, you may enchant any small non-magical object that fully fits in your palm and weighs less than 1 pound using this cantrip. For example, you can enchant a playing card or a needle, but not a vial with a magical potion. You may enchant up to five objects at the same time. Additionally, an object enchanted in this way can ricochet off an object once, without losing any of its speed, potentially allowing it to shoot a behind corners. If you do not see the target, the attack is made with a disadvantage.
- At 11th level, if the enchanted object hits the target, it ricochets once. You may make a second attack roll with disadvantage against a target within 10 feet of the original target. You cannot attack the same target twice.
- At 17th level, you may enchant up to 10 objects and may choose for them to slowly float around you, a few inches out, without dealing damage.



## MENDING

- At 5th level, the spell can partially reconstruct mundane objects, if more than 4/5 of the object is present, or the cumulative corrosive damage to a weapon is no more than -3. For example, you may restore a key that has a small part of the tip missing, or restore a chipped sword.
- At 11th level, the spell can mend any amount of fragments of an object that could fit in a volume of a 1-foot cube, or a tear that is 3 feet in any dimension, or a weapon destroyed by rust or corrosion.
- At 17th level, the spell can mend any amount of fragments of an object that could fit in a volume of a 5-foot cube, or a tear that is 10 feet in any dimension.

## MESSAGE

- At 5th level, you may ignore the somatic component of the cantrip.
- At 11th level, the range of the cantrip increases to 300 feet.
- At 17th level, the effect changes to a telepathic connection. You no longer have to whisper the message and may transmit it mentally, alongside a simple mental image. You may ignore the verbal component of the cantrip.

## MINOR ILLUSION

- At 5th level, you may create up to two images of objects or sounds that must all fit in a 5-foot cube.
- At 11th level, you may create up to five images of objects or sounds that must all fit in a 5-foot cube and the range of the cantrip increases to 60 feet.
- At 17th level, you may create any amount of images of objects or sounds that must all fit in a 5-foot cube.

## MOLD EARTH

- At 5th level, you can have up to five non-instantaneous effects of the cantrip active at a time and you can dismiss all of the effects as an action.
- At 11th level, the shapes and colors you make appear on the dirt or stone last for 12 hours. You can move up to 5 cubic feet of earth along the ground and deposit it up to 15 feet away. Additionally, you may excavate even packed earth.
- At 17th level, the shapes and colors you make appear on the dirt or stone last for 24 hours. You may cause all dirt or stone within 5 feet of you to turn into difficult terrain, including the ground on which you stand, for 24 hours. Also, you may mold up to 10 cubic feet of dirt or stone.

## PRESTIDIGITATION

- At 5th level, you can have up to five non-instantaneous effects of the cantrip active at the same time and can dismiss all of the effects as an action. You can also dry any creature within range.
- At 11th level, the range of your cantrip increases to 30 feet and you may create non-magical or illusory images trinkets that can fit in both of your hands. You may light or snuff out all of the candles torches and small campfires within range.
- At 17th level, you may clean or soil an object no larger than 5 cubic feet and can chill, warm or flavor up to 5 cubic feet of nonliving material. The duration of all of your non-instantaneous effects increases to 8 hours. You may also create a non-magical trinket or an illusory image that can fit in a 1-foot cube.

## RESISTANCE

- At 5th level, the range of the cantrip increases to 10 feet.
- At 11th level, if the target rolls a 1 on the 1d4, the cantrip does not end, until the target either rolls a number higher than 1, or the duration ends.
- At 17th level, you may select two creatures within range to have them both be affected when casting this cantrip.







## SHAPE WATER

- At 5th level, you can have up to five non-instantaneous effects of the cantrip active at the same time and can dismiss all of the effects as an action. Additionally, if the water does not have any creatures in it, you may boil it.
- At 11th level, you may manipulate liquid that is at least half made of water. If such liquid would fit in a 1-foot cube you may make it move through the air within range. If you want to splash that liquid onto a creature, it can make a Dexterity saving throw to dodge out of the way.
- At 17th level, you may control up to five separate groups of liquid that would each fit in a 1-foot cube at the same time. The duration of all of your non-instantaneous effects increases to 8 hours.

## SHILLELAGH

- At 5th level, you may use this cantrip on any weapon made of wood. Additionally, as an action, you may make a special attack that releases the magical powers imbued into the weapon. Make a melee spell attack against the target. On a hit, the weapon deals an extra 1d8 damage (2d8) and the spell ends.
- At 11th level, the damage of the special attack is increased further by an 1d8 (3d8).
- At 17th level, the damage of the special attack is increased by an additional 1d8 (4d8). When you cast Shillelagh, you may apply it to two weapons you are holding at the same time.

## SPARE THE DYING

- At 5th level, the range of the cantrip increases to 15 feet.
- At 11th level, you may ignore the somatic component of this cantrip.
- At 17th level, you may target all dying creatures of your choice within a 10-foot radius around the original target. The affected creatures restore 1 hit point after 1 minute, unless they start dying again.

## THAUMATURGY

- At 5th level, you can change your voice to sound more angelic or more demonic for 1 minute. You can also magnify your voice by up to five times.
- At 11th level, you can have up to four of the cantrip's 1-minute effects active at a time. You may choose to open or close all unlocked doors and windows within the spell's range. The earth tremors you cause are strong enough to make objects within the area of effect rattle without damaging them.
- At 17th level, you can choose to make all objects that aren't being worn or carried within the spell's range take 1 damage, whether through a loud noise, intense tremors or unseen waves or slashes. The duration of your 1-minute effects is extended to 1 hour.

## TRUE STRIKE

- At 5th level, your next attack gains a +5 bonus to the attack roll, instead of gaining advantage and the spell no longer requires concentration.
- At 11th level, the duration of the cantrip extends to 1 minute and you learn what is the target's lowest saving throw between Strength, Dexterity and Constitution.
- At 17th level, you may spread the bonus to one ally within the range of the spell when you cast it.



# CREDITS

[/u/Craios125](#) (AKA) Yoonki with the help of [/u/lotrein](#). Credit to [/u/flamableconcrete](#) for watercoloring tutorials.

Artists featured in the order of appearance: Tomasz Chistowski

Lucas Parolin

Tyler Jacobson

Jason Nguyen

[tvlookplay.deviantart.com](#)

Raymond Swanland

Lloyd Allan

