

# EVOLVING CANTRIPS



## HOME BREW

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



# SCALING CANTRIPS & PSIONIC TALENTS

## INTRODUCTION

The most reliable tools of any mage are cantrips, that are fixated in the spellcaster's mind. All offensive cantrips increase in power along with the spellcaster's experience – it always struck me as odd that non-damaging cantrips do not have the same benefit. For example, a 20th level Archmage can still only light one candle at a time using *prestidigitation*. Or the Cleric, who has become a Champion of his god, can only maintain *thaumaturgy* effects for one minute. As such, the goal of this document is to follow the precedent set by offensive cantrips and provide scaling effects for all other cantrips, demonstrating the caster's progressive understanding of them at higher levels.

## BLADE WARD

**At 5th Level.** You can cast this spell on a creature of your choice that you can see within 30 feet of you.

**At 11th Level.** You can ignore the verbal component of the spell.

**At 17th Level.** When you cast this spell on another creature, you also gain its benefits.

## CONTROL FLAMES

**At 5th Level.** You can double or halve the area of bright light and dim light cast by the flame. This change lasts for 1 hour.

**At 11th Level.** You can have up to six non-instantaneous effects active at a time, and you can dismiss all such effects as a bonus action. Additionally, you can extinguish or change the area of light cast by any number of flames within range simultaneously.

**At 17th Level.** Any flames you target for the effects of this spell may fit within a 10-foot cube, and the duration of non-instantaneous effects increases to 24 hours.

## DANCING LIGHTS

**At 5th Level.** When creating lights with this spell, you can choose any number of them to shed bright light in a 10-foot radius and dim light for an additional 10 feet. You can also combine them into one glowing vaguely bestial form of Medium size.

**At 11th Level.** When you cast this spell, or as an action, you can attach one light to an object or creature within range. If the target is an unwilling creature, make a ranged spell attack. On a hit, the light safely attaches to the target. A light attached in this way moves with the target for the spell's duration, can no longer be moved by you, and it does not wink out if it exceeds the spell's range.

**At 17th Level.** You can create up to six lights, and you can combine them into one glowing vaguely humanoid or bestial form of Large size.

## DRUIDCRAFT

**At 5th Level.** You gain a deeper control over the elements and can create one of the following effects within range:

- A barrier against weather extends out from you in a 10-foot radius and moves with you, remaining centered on you and shielding the area from nonmagical snow, rain and wind. The barrier lasts for 1 hour.
- You dim the flame of a candle, a torch, or a small campfire, halving its light radius.
- You create a more potent sensory effect, like a roar of a tiger, rumble of thunder, or the acrid scent of smoke or burning wood.
- You touch a creature and remove any unnatural smell from its body or clothing

**At 11th Level.** When you use this spell to make a flower blossom, a seed pod open, or a leaf bud bloom, you can do so for all plants within range simultaneously. You can also reverse these effects by making seeds infertile, wilting flowers or drying out leaves. Additionally, when you use this spell to light or snuff out a flame, you may do so to any number of targets within range.

**At 17th Level.** When you use this spell to create a barrier against weather, you can influence the temperature and humidity within the sphere to feel comfortable to all creatures within it. This does not mitigate the dangers of extreme heat or cold, nor does it overcome magical weather effects.

## FRIENDS

**At 5th Level.** The creature realizes that you used magic to influence its mood but may not turn hostile toward you based on its disposition. A creature prone to violence might still attack you or seek retribution in other ways.

**At 11th Level.** You can substitute the somatic and material components of this cantrip with a verbal component that you can weave into a sentence by including the word "*friend*".

**At 17th Level.** This spell does not require concentration when you cast it. The creature realizes you have used magic on it 1 minute after the spell ends.

## GUIDANCE

**At 5th Level.** You can cast this spell on a willing creature of your choice that you can see within 30 feet of you.

**At 11th Level.** While rolling for the benefit of this spell, the target may reroll any 1.

**At 17th Level.** You can choose up to two creatures to receive the benefit of this spell. The spell ends when both targets have rolled, and each target may only roll once within its duration.





## GUST

**At 5th Level.** When you push a creature with this spell, you may do so up to 10 feet. When you push an object with this spell, you can affect all other applicable objects within a 5-foot cube. Additionally, the spell can be used to displace vapor, gas, or fog within a 5-foot cube.

**At 11th Level.** This spell can affect Large creatures, pushing them up to 5 feet, and objects affected by this spell can be pushed up to 20 feet. Additionally, by aiming a gust at the ground below you, you extend the distance of your high jump or long jump by 5 feet.

**At 17th Level.** This spell can affect all creatures and objects within a 10-foot cube simultaneously. Additionally, by aiming a gust at the ground below you, you extend the distance of your high jump or long jump by 10 feet.

## LIGHT

**At 5th Level.** When you cast this spell, you can limit the radius of bright and dim light shed by the object, down to a minimum of 5 feet. As a bonus action, you can change the color and brightness of the light if you can see it and it is within 300 feet of you.

**At 11th Level.** You can fire a wisp of light at an object up to 120 feet away, applying the spell's effects on contact. If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell.

**At 17th Level.** When you cast this spell, you can camouflage the light shed by the object, rendering it visible only to creatures within its radius.

## MAGE HAND

**At 5th Level.** You can ignore the verbal component of this spell. When you cast this spell, you can make the hand appear fully corporeal, albeit featureless.

**At 11th Level.** The spell's range increases to 60 feet. When you cast this spell, you can make the hand appear with any features and adornments you like, as long as it retains the general structure of a hand, such as an armored gauntlet, bestial paw or a bloody dismembered limb.

**At 17th Level.** The hand can carry up to 20 pounds and can be made to appear twice as large.

## MAGIC STONE

**At 5th Level.** You can cast this spell on one to five small, nonmagical objects that fit in your palm and weigh less than 1 pound each. For example, you can enchant a few playing cards, some coins, or a needle, but not a vial filled with a magical potion or an enchanted amulet.

**At 11th Level.** When used to attack, you can make the imbued object ricochet and hit a separate target of your choice within 10 feet of the original target. If you do so, make another ranged spell attack with disadvantage. On a hit, the additional target takes the spell's normal damage.

**At 17th Level.** You can cast this spell on one to ten objects and make them harmlessly float a few inches out from you in a circle. You can quickly draw floating objects to your hand as a part of the ranged attack. If an object is removed from the circle against your will, the spell immediately ends for that object.

## MENDING

**At 5th Level.** The spell repairs a single break or tear that is no larger than 3 feet in any dimension. Additionally, you can reassemble any number of broken fragments of an object which can fit inside a 1-foot cube. You can also remove scratches and rust from metal objects or restore burned cloth and leather as long as 4/5 of it remains intact.

**At 11th Level.** The spell repairs a single break or tear that is no larger than 10 feet in any dimension. Additionally, you can reassemble any number of broken fragments of an object which can fit inside a 5-foot cube. You can also restore corroded metal objects to their original, untarnished state. The spell has a range of 15 feet.

**At 17th Level.** The spell has a casting time of 1 action.

## MESSAGE

**At 5th Level.** The spell has a range of 300 feet.

**At 11th Level.** You can ignore the somatic and material components of the spell.

**At 17th Level.** You can ignore the verbal component of the spell, sending the message to your target telepathically instead. A simple mental image may accompany this message, and your target can reply in the same way.

## MINOR ILLUSION

**At 5th Level.** When you cast the spell, you can delay its manifestation by up to 1 minute, after which the effect occurs as normal.

**At 11th Level.** The spell has a range of 60 feet.

**At 17th Level.** You can create an image of flowing liquid or a cacophony of sounds no louder than a scream.

## MOLD EARTH

**At 5th Level.** You can have up to five non-instantaneous effects active at a time, and you can dismiss all such effects as an action.

**At 11th Level.** The shapes or colors you make appear on dirt or stone last for up to 12 hours. Additionally, you can excavate packed earth, and any earth you move with this spell can be deposited up to 15 feet away.

**At 17th Level.** This spell can manipulate dirt and stone that fits within a 10-foot cube. Additionally, shapes or colors you make appear on dirt or stone last for up to 24 hours. You can also 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.

## PRESTIDIGITATION

**At 5th Level.** You can have up to five non-instantaneous effects active at a time, and you can dismiss all such effects as an action. Additionally, you can dry any willing creature that you can see within range.

**At 11th Level.** The spell has a range of 30 feet. You can light or snuff out any number of candles, torches, and small campfires within range simultaneously.

**At 17th Level.** You can 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. You can also create a nonmagical trinket or illusory image that can fit in a 1-foot cube. The duration of all of your non-instantaneous effects increases up to 8 hours.

## RESISTANCE

**At 5th Level.** You can cast this spell on a willing creature of your choice that you can see within 30 feet of you.

**At 11th Level.** While rolling for the benefit of this spell, the target may reroll any 1.

**At 17th Level.** You can choose up to two creatures to receive the benefit of this spell. The spell ends when both targets have rolled, and each target may only roll once within its duration.





## SHAPE WATER

**At 5th Level.** You can have up to five non-instantaneous effects active at a time, and you can dismiss all such effects as an action. Additionally, you can boil the water, provided that there are no creatures in it. The water cools in 1 hour.

**At 11th Level.** You can manipulate other liquids if at least half of their content is water. Additionally, you can move water in any direction within range if it fits within a 1-foot cube.

**At 17th Level.** You can move up to five 1-foot cubes of water simultaneously. The duration of all of your non-instantaneous effects increases up to 8 hours. Additionally, you can cause the water to form into complex shapes.

## SHILLELAGH

**At 5th Level.** You can cast this spell on any melee weapon made of wood. Additionally, as an action, you can make a melee spell attack against a target to release the weapon's imbued magic into it. On a hit, the target takes 2d8 bludgeoning damage. The spell then ends.

**At 11th Level.** The damage of the special attack increases by 1d8 (3d8).

**At 17th Level.** The damage of the special attack increases by 1d8 (4d8).

## SPARE THE DYING

**At 5th Level.** You can ignore the somatic component of this spell.

**At 11th Level.** If the stabilized creature takes no further damage for 1 hour, it restores 1 hit point.

**At 17th Level.** When you cast this spell on a dying target, you can apply its effects to any other dying targets within a 10-foot radius of the original target. If the stabilized creatures take no further damage for 1 minute, they restore 1 hit point.

## THAUMATURGY

**At 5th Level.** You can change your voice to sound more angelic or more demonic for 1 minute. Additionally, you can amplify your voice up to four times as loud as normal for 1 minute.

**At 11th Level.** You can have up to four of this spell's 1-minute effects active at a time. Additionally, the tremors you cause are strong enough to rattle objects without damaging them. You can also instantaneously open or close any number of unlocked doors and windows within range.

**At 17th Level.** The duration of this spell's 1-minute effects can be extended up to 1 hour. Additionally, you can cause a loud noise, intense tremors, or unseen waves or slashes to deal 1 damage to all objects that aren't being worn or carried within range.

## TRUE STRIKE

**At 5th Level.** You can choose to gain a +5 bonus to your next attack roll against the target, instead of gaining advantage. Additionally, the attack ignores half and three-quarters cover. The spell no longer requires concentration.

**At 11th Level.** The spell's effects last for 1 minute or until you make your first attack against the target. You also learn the target's lowest saving throw between Strength, Dexterity, and Constitution.

**At 17th Level.** When you cast this spell, you can choose another creature within range to receive its benefits in addition to yourself.



## PSIONIC TALENTS

### BEACON

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**At 5th Level.** You can use a free hand to cast bright light in a 30-foot cone and dim light for an additional 30 feet. You can also change the color of the light as a bonus action.

**At 11th Level.** You can shape the light into a transparent object covering your body, such as a skin-tight energy shield or a suit of armor. This effect is visual only and offers no physical protection. Additionally, you can use a free hand to cast bright light in a 60-foot cone and dim light for an additional 60 feet.

**At 17th Level.** You can extend the light 300 feet upwards in a cylinder instead of shedding light around you. The cylinder radiates bright light in a 20-foot radius and dim light for an additional 20 feet.

### BLADE MELD

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**At 5th Level.** You can meld one weapon in each hand simultaneously. Additionally, as an action, you can expel any melded weapons early, causing them to land at your feet.

**At 11th Level.** The duration of the effect extends up to 8 hours.

**At 17th Level.** when you use the talent, you can choose to absorb your weapons inside of your body, making them completely invisible. While carried in this way, you can use a bonus action to make them appear melded into your hands. When the duration ends, the weapons are expelled and land at your feet.

### BLIND SPOT

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**At 5th Level.** This talent has a range of 200 feet.

**At 11th Level.** You can erase the image of an object or creature within 60 feet of you from the target's memory instead of your own image.

**At 17th Level.** You can target two creatures you can see within 120 feet of you simultaneously.

### DELUSION

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**At 5th Level.** You can target two creatures you can see within 60 feet of you simultaneously. Additionally, images you create with this talent can appear reflective.

**At 11th Level.** The talent has a range of 120 feet.

**At 17th Level.** You can target four creatures you can see within 120 feet of you simultaneously. Additionally, images you create with this talent can appear to move within a 5-foot cube.

### LIGHT STEP

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**At 5th Level.** The effects of this talent last until the end of your next turn.

**At 11th Level.** In addition to your walking speed, any nonzero speeds you have are also increased by 10 feet, such as flying, swimming, or climbing.

**At 17th Level.** You can halve your body weight, and your high jump and long jump distances are doubled.

### MIND MELD

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**At 5th Level.** You gain access to two memories of the target's choice instead of one.

**At 11th Level.** You do not need to see your target if you are familiar with it and it is in range.

**At 17th Level.** This talent has a range of 300 feet.

### MYSTIC CHARM

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**At 5th Level.** When you use this talent, the target must succeed on your choice of an Intelligence or Charisma saving throw.

**At 11th Level.** This talent has a range of 200 feet.

**At 17th Level.** You can target two humanoid creatures you can see within 120 feet of you simultaneously.

### MYSTIC HAND

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**At 5th Level.** You can manipulate two objects simultaneously.

**At 11th Level.** This talent has a range of 60 feet. Additionally, you can move loose objects up to 60 feet in any direction.

**At 17th Level.** You can manipulate objects that weigh up to 20 pounds.

# CREDITS

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*Feel free to write angry comments at me on Discord*

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## WHERE TO FIND THE RELATED POWERS

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