

EXPANDED CANTRIPS

A SUPPLEMENT FOR THE 5TH EDITION OF DUNGEONS AND DRAGONS

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WHY THIS SUPPLEMENT?

IF YOU HAVE EVER FELT LIKE THE UTILITY CANTRIPS ARE LACKING IN FLAIR AND ABILITY

Then this is the supplement for you. In this supplement you will gain the tools necessary to let your players expand the power and utility of their chosen utility cantrips. This supplement will give you two distinct ways of handling the progression of utility cantrips. A simple scaling that increases the cantrips' power just like their damaging counterparts & points that can be distributed to empower your players' favorite cantrips.

DIFFERENT PLAYSTYLES

There are a lot of different ways to play D&D and this supplement aims to accommodate as many as possible. Below is listed a couple of different ways to handle the progression of utility cantrips and a guide to make the supplement easier to read.

ALL CANTRIPS ARE UPGRADED

All of a character's cantrips are upgraded from the start. This means that the character's cantrips all gain new empowerment tiers at 5th, 11th, and 17th level.

UPGRADE SOME CANTRIPS

A character upgrades a cantrip at 5th, 11th and 17th level. This means that a total of 3 cantrips are upgraded.

LEVELED POINT EMPOWERMENT

At 5th, 11th and 17th level a character can empower a cantrip unlocking the cantrip's next tier of empowerments.

VARIANT RULE

When a character's cantrip is empowered they get to choose the tier they want to unlock. This would allow a character to have a tier 3 empowerment on a cantrip without touching its tier 1 or 2 empowerments.

GLOSSARY

When a cantrip is upgraded it means that said cantrip is following the normal power progression of a cantrip. The cantrip in question gains its 1st, 2nd and 3rd tier empowerment at 5th, 11th and 17th level respectively.

When a cantrip is empowered it means that said cantrip has their next empowerment tier unlocked. This means that their 1st, 2nd or 3rd tier empowerment is unlocked according to what level of empowerment said cantrip is at.

A token is something a character can be given by the DM. If a token of empowerment is given the character can spend a short rest "attuning" it to empower a cantrip of their/DM's choice. The token is broken after use. There exists only empowerment and upgrade tokens but the DM can give a token that affects a certain tier say empowerment one tier up or only from tier 2 -> 3 or a token that only affects a certain cantrip an upgrade token for control flames or an empowerment token for Druidcraft tier 2->3. There are a lot of options and it is encouraged to experiment to find what works best in your campaign.

INTEGRATION INTO YOUR WORLD

Whether a cantrip, that is empowered beyond what it is capable of in the book is a rarity or common place, is entirely up to the DM.

You can also give your players empowerment or unlock tokens during play as a reward for a quest or as dungeon loot. Nothing like loot to sweeten the deal!

DISCLAIMER

Letting people use these abilities may upset the normal balance of your game. Many of the 17th level empowerments are very strong, if they are acquired earlier than intended. I as the creator know this but still I spell out options for people to do so. The easiest way to use this document is probably letting the characters upgrade their utility cantrips as they go just like all the rest of the cantrips.

CREDITS

I would like to thank my girlfriend for helping during the creation of this document. I would also like to extend my thanks to my friends for beta-testing and proof-reading this supplement.

Cantrip name	Tier 1	Tier 2	Tier 3
Blade Ward	Reaction	Adaption	Reaction boost
Control Flames	Larger area	Stronger manipulation	Fire ring
Dancing lights	More lights	No concentration	Enticing light
Druidcraft	Moved by the wind	Entangle or detangle	Stronger effects
Friends	Refresh	Subtle manipulation	You've Got a Friend in Me
Guidance	Guiding words	More targets	Minimum effect
Gust	Increased range	Stronger effects	Deflecting wind
Light	Twin lights	A trick of the light	Blindness
Mage Hand	Second nature	Whisper	An extension of you
Mending	No material components	Recycle	Gaseous collection
Message	Multiple targets	Increased range	Deafening
Minor Illusion	Smells	Multiple effects	Animation
Mold Earth	Increased deposit range	Cube of dirt	Earthen Shield
Prestidigitation	Noise canceller	Increased Range	Stronger effects
Resistance	Sounds of resistance	More targets	Minimum effect
Shape Water	Water casting	Larger area	Shape ice
Spare the dying	Hidden recovery	Helped recovery	Better recovery
Thaumaturgy	Liquid manipulation	Increased duration	Sharing is caring
True Strike	The flow of battle	Guided Strike	Quicker casting

READING GUIDE

The first empowerment listed is tier 1, the second tier 2 and the third tier 3. A number of these empowerments either change the way a spell works or adds another clause on top of the cantrip.

For ease of use each empowerment will clearly state if it is a change (C) or additive (A) to the cantrip/empowerment in question.

BLADE WARD EMPOWERMENTS

REACTION (A)

You gain a special use of Blade Ward. You can cast Blade Ward as a reaction to a target trying to hit-you. This magical enchantment lasts for a number of weapon attacks equal to half your proficiency modifier (rounded down) or the start of your next turn whichever comes first to reflect its quickened casting.

ADAPTION (A)

When casting Blade Ward as an action on your turn you can adapt the arcane sigil to offer more protection from a specific source of damage. Choose one from bludgeoning, piercing, and slashing, for the duration of the spell you have resistance to that damage type regardless of where the damage came from.

REACTION BOOST (C)

The "Adaption" empowerment also applies to casting as a reaction. For the purposes of the "Reaction" empowerment any source of damage taken of the chosen type from "Adaption" counts as a weapon attack.

CONTROL FLAMES EMPOWERMENTS

LARGER AREA (C)

The area you can target is a 10-foot cube instead of the usual 5-foot one.

STRONGER MANIPULATION (C)

You can manipulate the fire twice as much as before. Any specific use of the cantrip that has a time limit or range is doubled.

FIRE RING (A)

You can add the following to the list of options to choose from when casting Control Flame: You can harvest fire from a source and form it into a ring around you. When you are next struck by a melee attack or you make an attack of your own the flame ring flows out from you and either damages your attacker or the one you attacked. The damage of this effect is a d8 + your spellcasting modifier of fire damage. While the ring persists, it radiates no heat only light for 20 foot of bright light and another 10 foot of dim light from your position. The ring dissipates naturally after one minute if it not used or the fire can be deposited at a location of your choosing within the confines of the spells range as an action.

DANCING LIGHTS EMPOWERMENTS

MORE LIGHTS (C)

Instead of the normal 4 lights you can now create 8 lights. In addition to this you can combine them by placing as many as you have lights on top of each other to empower the light emitted. The first light added adds 10 feet of bright light and 10 feet dim light each additional light adds 5 feet of both. The strongest light you can create is 40 feet of bright and an additional 40 feet of dim light.

NO CONCENTRATION (A)

You can add an additional way of casting Dancing Lights: When casting Dancing Lights you can forego concentrating on the spell after you have placed as many lights as you have following the normal rules of the spell. You however lose the ability to move the lights as you normally would.

ENTICING LIGHT (A)

You can manipulate the lights created by the spell in such a way to attract creatures towards them. As long as you are concentrating on the spell you can as an action gather all the lights into a single 5-foot cube and make them blink and move in an enticing way. This forces any creature within 20 feet to make a wisdom save against your spell save dc or be charmed by the light if they fail their save, they must use their movement to move towards the light when they are close enough to touch the light or they cannot reach it within their movement (if the light is too high up or their speed is not enough) the charmed effect fades. While the charm persists the charmed has no regard for danger. If they succeed on their check or after the effect fades they are immune to this effect for the next 24 hours.

DRUIDCRAFT EMPOWERMENTS

MOVED BY THE WIND (A)

You can add the following to the list of options to choose from when casting Druidcraft: You rustle a small tree or bush as if a light breeze was blowing.

ENTANGLE OR DETANGLE (A)

You can add the following to the list of options to choose from when casting Druidcraft: You can target a 5-foot area of plants and manipulated them into entangle or detangle causing the area to become or stop being difficult terrain. This effect cannot take place if the plants are affected by magic above the power of a cantrip.

STRONGER EFFECTS (C)

All options in the Druidcraft cantrip are enhanced. The full effect of each option is written in the original order.

- You create a harmless sensory effect that predicts what the weather will be for the next 24 hours or any natural disaster that will strike the location of the effect in the next 24 hours. This effect lasts for 6 seconds, or 1 round.
- You can target a single one or a 5-foot area and make flowers blossom, seed pods open, or leaf buds bloom.
- You create a harmless nature-related sensory effect. The effect must fit in a 10-foot cube.
- You light or put out a small flame or any flames within a 5-foot cube.

The next one is an enhancement of the “Moved by the wind” empowerment

- You rustle a large tree or bush as if a light breeze was blowing.

The next one is an enhancement of the “Entangle or detangle” empowerment

- You can target a 10-foot area of plants and manipulated them into entangle or detangle causing the area to become or stop being difficult terrain. This effect cannot take place if the plants are affected by magic above the power of a cantrip.

FRIENDS EMPOWERMENTS

REFRESH (A)

You can attempt to prolong the effect of a Friends cantrip. When doing so target a creature already affected by the cantrip they make a charisma saving throw if they fail the save you successfully charm them again giving you another minute of the spell if they succeed, they instantly break the effect and are hostile to you. You can refresh the spell as many times as you want but each time you refresh the effect the affected adds a +1 to their charisma charm save for this spell.

SUBTLE MANIPULATION (C)

Your touch is so subtle that an affected creature does not realise it has been influenced. Therefore, when the spell ends naturally the target does not realise you have influenced it and thus will do whatever is natural to it.

YOU’VE GOT A FRIEND IN ME (A)

You attempt to make a foe that is hostile towards you friendly. They must make a charisma saving throw or be forced to regard you as friendly. Each time the affected creature takes damage you must make a concentration saving throw as if you had taken that damage. If you damage the affected the effect ends. When the effect ends the creature realises that you influenced its disposition towards you and acts with this knowledge. When the affected breaks free from the effect it is immune to it for a day.

GUIDANCE EMPOWERMENTS

GUIDING WORDS (C)

You can target a creature within 30 feet instead of having to touch them.

MORE TARGETS (C)

When casting guidance you can target a number of targets up to your proficiency modifier instead of the usual one.

MINIMUM EFFECT (C)

When a character rolls their D4 treat a 1 as a 2.

GUST EMPOWERMENTS

INCREASED RANGE (C)

The range of the spell is increased to 60 feet.

STRONGER EFFECTS (C)

All options in the Gust cantrip are enhanced the full effect of each option is written in the original order.

- One Large or smaller creature that you choose must succeed on a Strength saving throw or be pushed up to 5 feet away from you.
- You create a small blast of air capable of moving one object that is neither held nor carried and that weighs no more than 10 pounds. The object is pushed up to 10 feet away from you. It isn't pushed with enough force to cause damage.
- You create a harmless sensory affect using air, such as causing leaves to rustle, wind to slam shutters shut, or your clothing to ripple in a breeze. You can make a single one of these effects last up to your proficiency modifier in rounds. You can only have one extended effect at a time and can replace your current one with another by casting Gust again.

DEFLECTING WIND (A)

You can add the following to the list of options to choose from when casting Gust:

You prepare a sudden gust of wind to try to deflect any incoming ranged attack and even strike them back with a gust of wind. The next time you are targeted by a ranged attack you can use your reaction to potentially reflect the attack away. Roll a d12 and add your spell attack modifier; the damage of the triggering ranged attack is reduced by this amount. If you roll a 12 on the dice and have exceeded the amount of damage from the triggering attack the amount you exceed with is reflected back at the attacker as force damage.

LIGHT EMPOWERMENTS

TWIN LIGHTS (C)

You can have a total of 2 objects under the effect of Light instead of the usual 1 object. When casting light you can target two objects and make them both glow, instead of casting Light two times. It is a free action to dispel one or both of the affected objects' light.

A TRICK OF THE LIGHT (A)

You gain a special way of using Light. Instead of targeting an object you target a surface. The light can at maximum occupy a 10-foot area, but it doesn't need to. You can as an action on your turn manipulate the light, when you are within 120 feet and the space between is not shielded by anything that restricts magic. You can make details on the level of fine writing and tune the level of the light as low as 1-foot dim light and as bright as a normal casting of the spell.

BLINDNESS (A)

You gain a special way of casting this cantrip. You can target a creature and attempt to blind them. The target must make a dexterity saving throw against your spell save DC or be blinded until they have taken any action (action, reaction or bonus action), attack or they end their turn.

MAGE HAND EMPOWERMENTS

SECOND NATURE (C)

You and your spectral hand are now so entwined that it becomes easier to use. You can both cast and manipulate the hand with a bonus action.

WHISPER (A)

You move your Mage hand to a creatures ear and cup it and when you finish the cup with a hand of your own, you can whisper a message through the hand as if you stood beside the creature whispering into their ear.

AN EXTENSION OF YOU (A)

You and your spectral hand are so coordinated that with some effort it can help you as if you had an extra hand.

You can initiate this link with an action when the hand is within 10 feet of you. Once the link is made it gives you a set of advantages but also some limits. While the link persists you are concentrating as if on a spell and if your concentration is broken the spell fades. As long as the link is active the hand moves when you move.

While the link persits the hand counts as one of your own but has all the limits of a normal Mage Hand. The hand could hold your spell casting focus, feed you a potion or touch a creature fulfilling the touch requirement of a spell. When using any spell you can freely move the hand in a 10 foot sphere around you making it possible to touch a creature or fire a spell from a distance.

MENDING EMPOWERMENTS

NO MATERIAL COMPONENTS (C)

When casting this spell, you can forego any material components required by the spell.

GASEOUS COLLECTION (A)

You channel the magic of the spell through a piece of a burned object. Any part that is completely burned will be magically collected as long as it is on the same plane of existence and the object was burned no more than 3 days ago. The consequence to this is if another piece is missing and not completely burned the spell cannot fetch that part. If any creature is in possession of a missing piece, they would feel the piece moving as the magic of the spell is trying to pull it towards you the caster.

OBJECT MEMORY (A)

An object remembers its shape and you have learned to use this to temporarily substitute a missing piece of an object that is no larger than 10 feet in any direction with a piece that closely resembles the missing piece. The effect lasts for 1 minute and requires concentration.

The material you temporarily add to a broken object is not changed in any way and has to be of the same material as the piece it is replacing. If an object is made in pieces this spell cannot substitute an absent piece. You can even make a magic item whole again as long as some magic is left in the object and make it remember its former power and for the duration act as if it was whole. When the effect ends the magic item with the added piece crumbles into nothingness as all traces of it disappear.

MESSAGE EMPOWERMENTS

MULTIPLE TARGETS (A)

You gain a special way of casting Message.

Instead of the usual 1 target you can now choose up to your proficiency modifier in targets. This way of casting is limited because the targets cannot talk back.

INCREASED RANGE (C)

The range of the spell is 240 feet.

DEAFENING (A)

You gain a special way of casting Message.

You whisper arcane words through the spell that scatters any noise that said creature would hear. You can target any creature within range forcing them to make a constitution saving throw against your spell save DC or be deafened until the end of their next turn. When they recover said creature cannot be targeted by Message for the next 24 hours.

MINOR ILLUSION EMPOWERMENTS

SMELLS (A)

In addition to sounds and visuals you can create smells that emanate from a point of your choosing within the spell's range. The smell emanates from the targeted point in a radius of 30 feet. The smell is magical and goes through anything unless it blocks magic. You can only recreate smells accurately that you have smelled but others can help you by explaining to the best of their ability the way something smells.

MULTIPLE EFFECTS

With a single casting of this spell you can up to your proficiency modifier activate multiple effects as if casting the spell multiple times.

ANIMATION

When casting this spell and creating an image you can specify a single round of animation. The animation loops after 6 seconds or around this loop starts at end of your turn. The animation stays within the bounds of the spell.

MOLD EARTH EMPOWERMENTS

INCREASED DEPOSIT RANGE (A)

When moving earth with this spell you can move it 15 feet instead of the usual 5 feet.

CUBE OF DIRT (A)

You can instead of letting the magic go after moving a 5 feet cube of dirt keep it magically cubed for a total of 1 minute or until you create another magical cube of dirt. The cube obeys gravity and any damage taken by the cube destroys the spell. The cube's AC is 10.

EARTHEN SHIELD (A)

Add this to the list of options to choose from when casting Mold earth: You prepare to pull the earth around you up to protect you from the next melee attack. The next time you are targeted by a melee attack you can use your reaction to potentially reflect the attack away. Roll a d12 and add your spell attack modifier, the damage of the triggering ranged attack is reduced by this amount. If you roll a 12 on the dice and have exceeded the amount of damage from the triggering attack the amount you exceed with is reflected back at the attacker as force damage.

PRESTIDIGITATION EMPOWERMENTS

NOISE CANCELLER (A)

You can add the following to the list of options to choose from when casting Prestidigitation:

You target an object no larger than 1 foot in any direction all sounds the object would produce is magically silenced. This enchantment lasts for 1 minute.

INCREASED RANGE (C)

The range of the spell is increased to 30 feet.

STRONGER EFFECTS (Q)

All options in the Prestitigation cantrip are enhanced. The full effect of each option is written in the original order.

- You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes or an odd odour. You can choose to make the effect remain up to your proficiency modifier in rounds if this is chosen it now counts as a non-instantaneous effect.
- You instantaneously light or snuff out up to your proficiency modifier in Candles, torches, or small campfires.
- You instantaneously clean or soil an object no larger than 2 cubic feet.
- You chill, warm, or flavour up to 2 cubic feet of non-living material for 1 hour.
- You make a colour, a small mark, or a Symbol appear on an object or a surface for up to your proficiency modifier in hours.
- You create a nonmagical trinket or an illusory image that can fit within a 2-feet cube and that lasts until the end of your next turn.

This last change is to the “Noise canceller” enhancement

- You target an object no larger than 2 foot in any direction all sounds the object would produce is magically silenced. This enchantment last for 1 minute.

RESISTANCE EMPOWERMENTS

SOUNDS OF RESISTANCE (Q)

You can target a creature within 30 feet instead of having to touch them.

MORE TARGETS (Q)

When casting resistance you can target a number of creatures up to your proficiency modifier instead of the usual one target.

MINIMUM EFFECT (Q)

When a character rolls their D4 treat a 1 as a 2.

SHAPE WATER EMPOWERMENTS

WATER CASTING (A)

You can add the following to the list of options when casting Shape Water: You form the mental image of a weapon that does not deal bludgeoning damage in your mind and snap freeze water into that shape. The weapon last for 1 minute but a casting of the spell can extend the duration up to a minute from the moment of casting. When the time is up the weapon shatters into a thousand pieces.

LARGER AREA (Q)

You can target an area of 10 cubic feet instead of the normal 5 cubic feet.

SHAPE ICE (Q)

You can now manipulate both ice and water. Everything that specifies moving or manipulating water in the spells options now also include ice.

SPARE THE DYING EMPOWERMENTS

HIDDEN RECOVERY (A)

You attempt to hide that you have stabilized the targeted creature. Make a medicine check DC of 10 plus the total number of death saves made by the target that encounter. If the roll is successful you put the target in suspended animation until they regain hitpoints. The target appears dead unless an inspector succeeds on an investigation/medicine check with the DC equal to your passive medicine check (10 + medicine modifier).

HELPED RECOVERY (A)

Instead of stabilizing the target you give it advantage on their next death save. If the roll is a success or a critical success different hit points get awarded:

- Success: The target regains 1 hit point
- Critical success: The target regains 1 hp + their con modifier (minimum of 1)

Helped recovery can only be used once pr. target and resets after the targets next long rest.

BETTER RECOVERY (Q)

A change to the “Helped recovery” empowerment. Better recovery has no effect if you don’t have the “Helped recovery” but will be in effect the moment when you gain “Helped recovery”.

- Success: The target regains 1 hp + their con modifier (minimum of 1)
- Critical success: The target regains 1 hp + con score (minimum of 1)

THAUMATURGY EMPOWERMENTS

LIQUID MANIPULATION (A)

You can add the following to list of options when casting Thaumaturgy: You can change the taste, colour or viscosity of liquids for 1 minute.

INCREASED DURATION (Q)

All durations of 1 minute are increased to 10 minutes. You can still only have three of the now 10-minute effects active at a time.

SHARING IS CARING (A)

You can alter a creatures’ eyes or make their voice 3 times as loud for 1 minute (10 if you have the “Increased duration” empowerment). If the creature is not willing it must succeed on a wisdom saving throw against your spell save DC or be magically affected by whichever of the effects you choose.

TRUE STRIKE EMPOWERMENTS

GUIDING MARK (A)

When casting True Strike you can as a free action choose a number allies up to your proficiency modifier to gain the effects of the spell against the target you chose. When you use this ability the target is then immune to being targeted by you when casting True Strike for the next 24 hours.

GUIDED STRIKE (A)

You gain a special way of using True Strike: Choose a target within range. The next ally that attempts to hit the target you specified gets advantage and if they hit add your proficiency modifier to the damage as you guide the strike to hit just right. The effect ends at the start of your next turn or when the extra damage is appliede to a strike. An ally can only benefit from this Guided Strike ability once every 24 hours. If an ally has already had their strike guided but is still the first to strike a target affected by this ability the effect ends and grants no benefit.

QUICKER CASTING (Q)

You can cast True Strike as a bonus action instead of the normal action. If you do this, you cannot also cast it as an action on the same turn.