

HOMEBREWING: CANTRIPS

CREATE BALANCED CANTRIPS OF YOUR OWN
v1.01



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CREATING A BALANCED CANTRIP

This guide has been designed to help you create a balanced cantrip. For this purpose, a point system will be used. In this section of the guide, you will be acquainted with class themes and types of cantrips that already exist. The next section, titled **The Laboratory**, will help you bring your idea to life; you will be able to create a cantrip by spending your starting budget of points on different effects or damage. The section **Additional Character Options**, will give several things that the players can do in-game, or add during character creation. The last section, **The Library**, contains several examples of spells created using this guide.

Firstly, let's talk about cantrips. Cantrips can deal damage or have other useful effects that help you with specific tasks or give flare to your role-playing. Damage dealing cantrips can be directly compared to weapons of martial classes. They deal a similar amount of damage, and scale with the caster's level at the same times that martial classes gain additional attacks.

TYPES OF CANTRIPS

Cantrips can have very different effects, from simple damage dealing to providing light, to bolstering the abilities of your friends.

DAMAGE

Most straightforward way a cantrip can influence others is through damage. These cantrips are used as the main or most consistent damage source for most spellcasting classes. The type of damage they deal differs, but it is always magic damage, unlike the damage basic weapons deal. Typical examples: *fire bolt*, *eldritch blast*, *poison spray*.

UTILITY

Cantrips can have effects that help you in specific situations outside of combat. They can provide a lightsource, enable you to reach faraway places, telepathically speak to others, repair or clean your gear, boost your voice, etc. All of these cantrips can be classified as utility. Typical examples: *light*, *mage hand*, *mending*.

These cantrips can also be useful for roleplaying. They can allow a character to better tell their story and emphasize their personality traits. Typical examples: *prestidigitation*, *thaumaturgy*, *druidcraft*.

BUFF/DEBUFF

This type of cantrip makes a friend tougher, faster, stronger, or a foe softer, slower, weaker. Typical examples: *guidance*, *blade ward*, *true strike*.

SOCIAL

Social cantrips help the caster interact with non-player characters (or even other players, if the DM allows). A typical (and only) example is *friends*.

CONTROL

These cantrips provide you with some sort of control over the battlefield or your foes. Create terrain difficult to transverse, push goblins into ditches, induce fear in the enemy. Typical examples: *thorn whip*, *mind earth*, *gust*.

CLASS THEMES

Different classes have typically access to different types of spells. For example, bards have access to only two damage dealing cantrips (vicious mockery and thunderclap), and poor damage dealers at that, while druids, sorcerers, warlocks, and wizards have access to most powerful damage dealing cantrips (poison spray, firebolt, eldritch blast, etc.). Each class has their themes that sometimes overlap.

BARD

Bard spells are mainly utility-type, and usually have some control-type effects. They have damage-dealing spells, but even their effects aren't exclusively that, being usually control-type as well. Some of the themes that fit the bard are:

- **Music** – effects that incorporate music in them in some capacity
- **Inspiration, motivation, demoralization, demotivation** – effect that bolster your friends and demoralize your enemies
- **Charm** – effects that influence social interactions and make friends of your enemies.
- **Lore, storytelling and knowledge** – effects that increase your or someone's else ability to recall, gain, reproduce knowledge.
- **Psychological** – effects that affect creatures on the psychological level.
- **Rest and respite** – effects that give you and your allies a chance to recover.
- **Damage types:** psychic – whispering jokes, insults, cacophonies of noises, causing psychological trauma; thunder – creating blasts of sounds and thunderous noise, popping eardrums

CLERIC

Clerics have the lowest diversity of cantrips of any class, and most of those are exclusive to them. They have only one damage dealing cantrip in *sacred flame*. All other are either utility or buff spells. Some of the themes that fit the cleric are:

- **Wisdom** – effects that share or inspire wisdom in others
- **Divine** – spells draw their power from a divine source
- **Sacredness and protection from evil** – effects that burn the undead, devils and fiends
- **Damage types:** radiant – cleric calls upon the divine to inflict radiant damage on the enemies of his god and the unholy.

DRUID

Druid have access to a wide variety of cantrips, from utility, to buff, to damage. Some of the themes that fit the druid are:

- **Wisdom** – effects that share or inspire wisdom in others
- **Nature** – spells draw their power from nature and usually affect flora and fauna.
- **Green Thumb** – effects that help plants grow.
- **Shapechange** – effects that change your body in some way
- **Damage types:** physical, poison, elemental – manipulating the elements of nature to your will; fangs, teeth, barbs, claws.

SORCERER AND WIZARD

Sorcerer and wizard have the most diverse cantrips. All of the described types of cantrips are represented in their arsenal.

Some of the themes that fit the two classes are:

- **Arcane** – spells draw their power from the arcane.
- **The Elements** – effects that draw power from the elemental forces.
- **Knowledge, Untamed or Blood** – wizards use their vast knowledge to cast their spells, drawing their power from carefully researched and studied sources. Sorcerers draw power from the wild, uncontrollable magic that flows throughout the worlds or from their draconic heritage.
- **Illusions** – effects that affect the minds of others.
- **Charm** – effects that influence social interactions and make friends of your enemies.
- **Swordplay** – effects that enhance your ability to battle using blades.
- **Damage types:** elemental – masters of all elements, dealing any type of elemental damage, from fire to cold.

WARLOCK

Warlock. Some of the themes that fit the warlock class are:

- **Devils and Demons and Fey. Oh My!** – effects that draw power from your patron entities that rule over the nine hells, the feywild, or drift in the subconscious of every living creature.
- **Arcane** – spells draw their power from the arcane.
- **The Elements** – effects that draw power from the elemental forces.
- **Illusions** – effects that affect the minds of others.
- **Psychological** – effects that affect creatures on the psychological level.
- **Swordplay** – effects that enhance your ability to battle using blades.
- **Damage types:** force, elemental, physical – through the influence of your patron on the physical world, you exert their will on others.

THE LABORATORY

In this section, you will be given some guideline for creating a well balanced cantrip. This guide uses a point-based system for damage dealing cantrips, and a recommendation system for others. While creating a damage dealing cantrip, you will be presented with some **Cantrip Properties** that act similar to the weapon properties. Use them as building blocks for your cantrip, and incorporate their text into the final spell description. Alongside these, a list of **Spell Property Alterations** is given. These are used to make the spell properties conditional and award you more points to spend. One cantrip property (**Specialized Damage**) is solely dependant on that list.

In the following text, you, the homebrewer, will sometimes be referred to as *the brewer*, so as not to confuse you with the caster of the cantrip.

Let's start with these three easy steps:

STEP 1

Determine your starting budget. You will do this by choosing the casting time. If your spell is not damage-dealing, then skip to **Other Effects** on page

STEP 2

Choose the spell's damage dice and damage delivery, range, and duration.

STEP 3

Add cantrip properties to your spell. If you haven't spent your starting budget, or if you have went over your budget, you can go to **Step 2** and adjust.

BASICS

SCHOOL

Choosing the school of magic for the cantrip does not affect the cantrip mechanically much. You should choose the school so as to be more in line with the flavor of the cantrip. For more information on what school fits your creation the best, see their descriptions on [page 203](#) of the Player's Handbook.

CASTING TIME

Cantrips usually have the casting time of 1 action, but some also have the casting time of 1 bonus action. This is mostly due to the fact that they mostly fill the purpose of the basic weapon attack for spellcasting classes. When creating a spell, the starting budget is probably the first thing you should consider, see the **Starting Budget** table below.

STARTING BUDGET

Casting time	Points	Limitations
1 action	10	–
1 bonus action	10	No damage ^a
1 minute	– ^b	No damage

^a Unless it uses 1 action in some way as well

^b Skip to the **Other Effects** section on page 7

If you deem it necessary, you can increase or lower the starting pool, but be aware that doing so could make your cantrip overpowered or underpowered.

Some spells that require concentration and create an effect that lasts for longer than a single round, can include a bonus action in their spell text that allows the caster to move the effect a certain distance. If that makes sense for your spell, you can include that at 0 cost.

DAMAGE

The damage you add to your cantrip can be of any type you choose (acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, thunder, bludgeoning, piercing, or slashing). While there is no difference in cost to the damage types, some are better than others. For more information, see the **Damage Conversion** subsection, page 10.

Commonly, a cantrip deals only one damage die of damage (at 1st to 4th level). In addition to damage dice, the spell can deal a specific amount of damage as well (see **Modifier Damage** table). Your spellcasting ability for the table depends on the spell list you create the cantrip for: Charisma for bard, sorcerer, or warlock; Wisdom for cleric or druid; or Intelligence for wizard. This damage can be delivered in multiple ways (see **Damage Delivery**, page 5).

IMPORTANT: Cantrips usually scale in damage with the caster's level. If your cantrip's damage does not scale with level, gain an additional 2 points.

DAMAGE DICE

Damage dice	Cost (points)
1	1
1d3	2
1d4	3
1d6	4
1d8	5
1d10; 2d4	6
1d4+1d6	7
1d12; 2d6; 1d4+1d8	8
3d4; 1d6+1d8; 1d4+1d10	9
2d8; 2d4+1d6; 1d4+1d12; 1d6+1d10	10
4d4; 2d4+1d8; 1d4+2d6; 1d6+1d12; 1d8+1d10	11

MODIFIER DAMAGE

Modifiers	Cost (points)
+1	1
+ spellcasting ability	3

You can combine one damage dice option with one modifier damage option, paying for both. For example, a cantrip can deal 1d8 damage plus the spellcasting ability modifier, which would cost 5 points plus 3 points for a total of 8 points.

RANGE

All cantrips have a certain range that they are effective in. The range of Touch, Self and 5 can be classified the same, but they can mean very different things. If the spell deals damage through a melee spell attack, then even though the range might be Touch, you should treat it as Melee; while if the range is 30 feet and requires a melee spell attack, you should treat it as range 30 feet instead.

RANGE

Range (feet)	Cost (points)	Range (feet)	Cost (points)
Melee	4	120	4
5; Self; Touch	0	180	5
10; 15	1	240	6
30	2	300	7
60	3	450	8

DURATION

Most cantrips are Instantaneous. This means that they affect the target in a single point in time. The duration can be longer, with 1 round being equivalent to 6 seconds; 1 minute with 1 battle; and longer periods being 10 minutes and 1 hour.

DURATION

Duration	Cost (points)
Instantaneous, 1 round	0
1 minute	2
10 minutes	3
1 hour	4

Adding Concentration to the non-Instantaneous duration, lowers its cost by 1.

DAMAGE DELIVERY

When creating a spell, you may choose the way the spell deals damage. The two most common types are through **spell attacks** and through a **failed Ability saving throw**. Both delivery mechanisms do not differ in their point cost (both cost 0 points). Aside from those two, there are two less common delivery mechanisms: **weapon attack** and **always hits**.

Attack. *Costs 0 points.* You make a spell attack against the target. On a hit the target takes damage dice one-type (*of brewer's choice*) damage.

Save. *Costs 0 points.* The target must succeed on an Ability (*of brewer's choice*) saving throw or take damage dice one-type (*of brewer's choice*) damage.

Weapon attack. *Costs 7 points; Requires: Cast time of 1 action.* Your cantrip can be delivered with a weapon attack. In that case include the following block of text in the cantrip description.

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and ...

It is strongly recommended that the cantrip effects delivered in such manner be conditional.

Always hits. *Costs half of damage point value (rounded up).* A spell can require neither an attack nor a saving throw nor a weapon attack. These spells always hit their target. A primary example of such a spell is *magic missile*. Though it is not a cantrip, theoretically a cantrip with this property can exist. See the table below for a few examples of this delivery mechanism's cost.

ALWAYS HITS' COST

Damage	Cost (points)
1; 1d3	1
1d4; 1d4+1; 1d6	2
1d8; 1d10; 2d4; 1d6+1; 1d4+spellcasting ability modifier	3

CANTRIP PROPERTIES

To make it easier for you to create a cantrip, we have made a cantrip properties list that you can use.

CANTRIP PROPERTY LIST

Name	Cost (points)	Requires
Augment	–	–
Brutal (Damage dice)	2	–
Chaotic	1 or more ^a	Two damage dice
Conditional (Damage Dice)	1 or more ^b	2 or more cost damage dice
Conjure source	1	Concentration
Crippling	2	–
Disorienting	4	–
Healing disruption	1	–
Impairing	3	–
Impairing, variant	1	–
Lightsource	1 or more ^c	–
Long range (Range)	1	Non-melee range
Nova	6	–
Piercing	3	–
Pulling	2	–
Pushing	2	–
Seeker	1	–
Slowing	1	–
Splash	3	–
Vampiric	3	–

^a Costs 2 if dice are d4s.

^b Costs as much as the one Spell Property Alteration gives (see the **Spell Property Alterations** section).

^c Cost is based on the size of the light radius.

Augment. *Costs 0 points.* You augment an item of your choice (like your weapon) with the other effects of this spell, e.g. the weapon's damage becomes this spell's damage.

Brutal (Damage dice). *Costs 2 points.* A damage value in parentheses appears with the property—the damage when the target is hit with this spell while missing any of its hit points.

(In the parentheses, the brewer chooses damage dice appropriate to the base damage dice, according to the table below. If the spell uses multiple dice, change only one of those into brutal weapon die, e.g. 1d8+1d4 turns into either 2d8 or 1d12+1d4)

Damage dice	Brutal damage dice
1	1d4
1d3	1d6
1d4	1d8
1d6	1d10
1d8	1d12

(This property can scale with the caster's level)

Chaotic. *Costs 1 point (2 points if the damage dice are d4s); Requires: Two damage dice.* If you roll the same number on both damage dice, you can cast this spell again as a part of the same action on a different creature of your choice within 30 feet of it. As long as you hit, and roll the same number on both damage dice, you can repeat this process. A creature can be targeted only once by each casting of this spell.

(If the spell scales, the base damage dice do not increase. Add 1d6 or 1d8 per tier instead.)

Conditional (Damage Dice). With this property, choose one **Spell Property Alteration** (pg. 7) no points are gained by this. *Costs as much as the Spell Property Alteration chosen gives.* A damage value in parentheses appears with the property—the damage that the cantrip deals while the chosen limiting factor's condition has been met.

(In the parentheses, the brewer chooses damage dice that cost more than the base damage dice by the amount that is gained from the limiting factor plus 1. For example, if the limiting factor gives 1 point, the brewer should choose dice costing 2 more than the base damage dice)

(This property can scale with the caster's level)

CONDITIONAL PROPERTY EXAMPLE

Let's make a property that deals more damage in snowy weather for a cantrip that deals 1d4 damage. 1d4 damage dice cost 3 points, and the weather specific alteration gives 1 point. This means that the damage the spell should do in snowy weather should cost 2 more - 1d8 and that the property costs 1 point.

Snowy Weather (1d8). *Costs 1 point.* While the weather is snowy, deal 1d8 cold damage instead of 1d4 cold damage.

Conjure source. *Costs 1 point; Requires: Concentration.* The spell conjures a tangible tiny object that is the source of the spell. A creature must make an Ability (of brewer's choice) saving throw when it enters the object's space for the first time on a turn or ends its turn there.

Crippling. *Costs 2 points; Requires: Duration of 1 round.* On a hit, the target has its speed reduced by 10 feet until the start of your next turn.

Disorienting. *Costs 4 points.* The target must succeed on an Ability (of brewer's choice; typically *Wisdom, Intelligence or Constitution*), saving throw or move up to 5 feet in a random direction if it can move and its speed is at least 5 feet. Roll a d4 for the direction: 1, north; 2, south; 3, east; or 4, west. This movement doesn't provoke opportunity attacks, and if the direction rolled is blocked, the target doesn't move.

Healing disruption. *Costs 1 point; Requires: Duration of 1 round.* On a hit, the target takes can't regain hit points until the start of your next turn.

Impairing. *Costs 3 points.* The target must make an Ability (of brewer's choice) saving throw. On a failed save, has disadvantage on the next weapon attack roll it makes before the end of its next turn.

Impairing, variant. *Costs 1 point; Requires: Duration of 1 round.* The target must make an Ability (of brewer's choice) saving throw. On a failed save, has disadvantage on attack rolls against you until the end of your next turn.

Lightsource. *Costs minimum 2 points (see Lightsource Cost table below).* The spell produces a light source that sheds bright light at a radius and dim light for an additional radius.

LIGHTSOURCE COST

Light Radius (Bright/Dim)	Cost (points)
0/10	2
10/10; 2x 0/10; 0/20	3
20/20	6
30/30	9

(The brewer can combine multiple light sources from the table into one spell, e.g. two 2x 0/10 light sources gives four 0/10 light sources at the cost of 6 points)

(A lightsource typically lasts for 10 minutes to 1 hour. If the brewer chooses a duration of one round, all costs are lowered by 1)

Long range (Range). *Costs 1 point; Requires: Spell with non-melee range.* A range value in parentheses appears with the property—the range at which you can cast the spell with disadvantage, or at which the target has an advantage on the saving throw against the effects of the cantrip.

(In the parentheses, the brewer chooses a range that is three times the spell range)

Nova. *Costs 6 points.* Each creature within 5 feet of the originating point, other than you, must succeed on an Ability (of brewer's choice) saving throw or take the spell's damage.

Piercing. *Costs 3 points.* Choose one more creature within 10 ft of the spell's target, that is in a straight line behind the spell's target from the spell's originating point.

Pulling. *Costs 2 points.* The target must succeed on an Ability (of brewer's choice; typically *Strength or Dexterity*) saving throw or be pulled up to 5 feet in a straight line toward you.

(The brewer can increase the distance that the target is pulled to 10 feet for an additional 2 points)

Pushing. Costs 2 points. The target must succeed on an Ability (of brewer's choice; typically Strength or Dexterity) saving throw or be pushed up to 5 feet in a straight line away from you.

(The brewer can increase the distance that the target is pushed to 10 feet for an additional 2 points)

Seeker. Costs 1 point; Requires: Attack roll This spell scores a critical hit on a natural roll of 19 or 20.

Slowing. Costs 1 point. On hit, the target loses their reaction this turn.

Splash. Costs 3 points. Choose one more creature within range that is within 5 feet of the spell's target.

Vampiric. Costs 3 points. When you score a critical hit with your this cantrip, pick yourself or an ally you can see within 30 feet of you. The chosen creature can immediately expend a Hit Die to regain hit points equal to the roll + the creature's Constitution modifier (minimum of 1 hit point).

Wild. Costs 1 point. When you hit with the spell, choose one of the damage dice. The number rolled on that die determines the attack's damage type (acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, thunder, bludgeoning, piercing, slashing)

(Brewer chooses an amount of damage types equal to the maximum value of a roll of a damage die. For example, if the cantrip uses 1d8, the brewer should pick eight different damage types)

SPELL PROPERTY ALTERATIONS

Some spell properties can be additionally altered by making them only affect creatures of specific types, of creatures wearing specific armor, etc. You can choose the spell's damage dice as a property as well, potentially increasing the damage of the spell if the conditions are met (see **Conditional (Damage Dice)** property, page 6).

SPELL PROPERTY ALTERATIONS LIST

Name	Cost (points)
Creature-type Specific	Gain 2
Weather Specific	Gain 1
Time Specific	Gain 1
Terrain Specific	Gain 2
Equipment Specific	Gain 2
If the target moves	Gain 3
Bounce	Gain 1

Creature-type specific. Gain 2 points. The chosen property affects only one type of creatures of the brewer choice: Aberrations, Beasts, Celestials, Constructs, Dragons, Elemental, Fey, Fiends, Giants, Humanoids (Any one race), Monstrosities, Oozes, Plants, or Undead.

Weather specific. Gain 1 point. The chosen property is only applied if specific weather conditions of the brewer's choice. The weather condition should not be too rare or too frequent (20% to 40% of time).

Time specific. Gain 1 point. The chosen property is only applied if it's a specific time of day, of brewer's choice: morning, afternoon, night (each covering an 8-hour period).

Terrain specific. Gain 2 points. The chosen property is applied only if the spellcaster or the target of the spell is in a specific terrain (of brewer's choice).

Equipment specific. Gain 2 points. The chosen property affects only creatures wearing a specific type of clothing, or clothing containing a specific material of brewer's choice (e.g. wood, leather, metal).

If the target moves. Gain 3 points. The chosen property affects the target only if it willingly moves before the start of your next turn.

Bounce. Gain 1 point. The spell does not affect its target, but one other creature that is within 5 feet of the target.

AT HIGHER LEVELS

As mentioned before, most cantrips that deal damage scale with the caster's level. They should deal more damage when the spellcaster reaches the 5th, 11th and the 17th level. Increase the quantity of one of the damage dice the spell uses by 1. If the spell's damage is a specific number (like your spellcasting ability modifier), then you can add 1d6 or 1d8 instead. Though not recommended, instead of adding damage dice, you can add additional properties to the cantrip (worth up to 5 points) at any of the mentioned levels.

OTHER EFFECTS

A large number of cantrips do not deal any damage and do not scale with the caster's level. These mostly belong in these four groups: utility, buff/debuff, social, and control (see page 2). These effects are hard to evaluate in points, so this part of the guide will not use the point system. Instead, you will be given a recommended and not recommended with each example or category for casting time, range, and duration.

Some cantrips can have a casting time of 1 minute. These usually have a bit stronger effects.

UTILITY

You can combine multiple effects in one spell (see *prestidigitation* and *thaumaturgy* for examples). If you choose to stitch multiple effects into one spell, you should have them be a bit less effective than if they stood on their own. You can see an example of this when you compare *prestidigitation* and *minor illusion*. The first cantrip is able to produce an illusory object that can fit in your hand and that lasts 6 seconds, while the second is able to produce an image that fits into a 5-foot cube, and lasts for 1 minute.

CONJURATIONS

Conjure an object(s) within range that lasts for the duration. You can end the spell earlier if you dismiss it as an action or cast this spell again. This item should be:

- Something that not valuable.
- Not larger than 3 feet in any dimension.
- Not heavier than 10 lb.
- Obviously magical in nature (possibly shedding dim light in a 5-foot radius).
- Something specific, even very specific, that is known to the caster.

Casting time. 1 action to 1 minute.

Range. Less than 30 feet.

Duration. 1 to 10 minutes. Longer than 10 minutes could step on the conjuration school wizard's turf.

ILLUSIONS

You create a sensory stimulus within range that lasts for the duration. The sensory stimuli imitate a physical phenomena and can influence any one sense of any creature that possesses that sense and is in the area of influence of the illusion. The caster must be familiar with the illusion that they are making. They cannot create a sound, color, smell that they have never heard, seen, smelled before (like a sound of frequency lower than 20 Hz; ultra-violet reflecting surface; smell of an alien flower; etc.). The illusion also ends if you dismiss it as an action or cast this spell again. The illusion should fit in a 5-foot cube, and not be a lightsource.

If a creature uses its action to examine the illusion, the creature can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.

Casting time. 1 action.

Range. Up to 30 feet.

Duration. 1 minute to 1 hour. 1 minute recommended for larger illusions, 1 hour recommended for smaller illusion.

DIVINATIONS

Divination cantrips provide information about the past or the future, location of a hidden things, people, etc. You should be very careful placing divination-type effect on cantrips, because players can exploit this easily, due to the lack of resource cost of cantrips. Type on almost readily accessible information can be incorporated in a cantrip though, information such as weather conditions within 24 hours, direction of magnetic or true north, location of mundane objects.

Casting time. 1 action to 1 minute.

Range. Self.

Duration. Instantaneous to 1 round.

EVOCATIONS

Evocation spell usually deal damage or heal by manipulating the elements and energy. In the area of non-damage-dealing effects, evocation-type effects a cantrip could possess would be manipulation of wind, fire, electricity, water, earth, etc. in a benign way (like lighting a candle, snuffing out a small flame, making a flame flicker, brighten, or dim).

Casting time. 1 action.

Range. Up to 120 feet.

Duration. Instantaneous.

TRANSMUTATIONS

Transmutation cantrips manipulate the nature of a substance, create or destroy matter, even alter creatures in some way. Such a cantrip could alchemically alter the materials in an object. Some examples include:

- Freezing, or thawing water.
- Changing the color of an object.
- Reshaping an object.
- Engraving or marking a surface.
- Transmuting a creature's body part for a short time.
- Cleaning an object.
- Causing a harmless tremor.
- Moving a small amount of earth (harmless).

- Creating difficult or normal terrain (5-foot area per casting recommended).
- Making a plant develop.

Casting time. 1 action to 1 minute.

Range. Self, touch, or up to 30 feet.

Duration. 1 minute to 1 hour. Concentration recommended for stronger effects.

BUFE/DEBUFF

This type of cantrip is designed to protect the target of the spell from harm. This is done by giving them resistance to a certain type of damage, or by influencing the creature's ability to protect itself from the environment through saving throws. If you choose to have the cantrip give resistance, that resistance should at most be resistance to one type of non-physical damage or physical damage (bludgeoning, piercing, slashing). When providing a bonus to a saving throw or a skill check, that bonus should not be greater than 3 on average.

Casting time. 1 action to 1 minute.

Range. Self or touch.

Duration. 1 round to 1 minute. Concentration recommended for stronger effects.

SOCIAL

A cantrip can enhance your ability to communicate with your team mates (telepathically) or make a social interaction with an NPC easier. This does not come without its costs. A creature that is influenced by a spell usually knows that after the spell ends, and it might become hostile.

Casting time. 1 action.

Range. Touch self, or up to 120 feet. The longer the range, the weaker the effect should be.

Duration. Up to 1 minute. Concentration recommended for stronger effects.

CONTROL

Control cantrips provide you with some control over the battlefield. They create or remove difficult terrain, raise or lower the ground, dig moats, help you fill them, build walls and bridges (or remove them), etc.

Casting time. 1 action to 1 minute.

Range. Up to 30 feet.

Duration. Instantaneous or up to 1 hour.

SPELL CREATION EXAMPLES

EXAMPLE I

For the first example, let's make one already existing spell like *create bonfire*.

STEP 1

The spell has a casting time of 1 action, giving us a starting budget of 10 points with no limitations on damage.

STEP 2

The cantrip's range is 60 feet (costs 3 points), has duration of up to 1 minute with concentration (costs 1 point), and deals 1d8 fire damage (costs 5 points) through a failed Dexterity save (costs 0 points). This leaves us with 1 point to spend on cantrip properties.

STEP 3

The cantrip creates a bonfire, so we'll add the **conjure source** property (costs 1 point), spending our left over points.

EXAMPLE II

As a second example, we will create a spell that will, if it hits the first target, have a chance to hit an additional target.

STEP 1

This spell will have a casting time of 1 action, meaning our starting budget is 10 points.

STEP 2

We will set the range to 120 feet (4 points), duration to Instantaneous (0 points), damage dice to 2d4 (6 points) through a ranged spell attack. We have 0 points to spend on properties.

STEP 3

The **chaotic** property (2 points) is the closest to what we had in mind in the beginning. This means that we have overshot our budget by 2 points, so we'll have to go back to Step 2 and adjust.

STEP 2, REPEATED

Out of the basic characteristics, we can only change the range of the spell, since for the chaotic property to work, we need two damage dice. We will lower the range to 30 feet (2 points), balancing the spell.

FLASHING IT OUT

The spell, in my mind, looks like a ball of lightning that, if it zapps a target in a specific way, creates a field of static electricity that has potential to zapp another target (maybe even more). We will set its damage-type to lightning and school to evocation, since those best fit the idea. The spellcaster should need a material component that generates static electricity, like a bit of fleece; and it makes sense for there to be a somatic component (rubbing the fleece) and a few magic words (verbal component).

The spell will scale with level. We should not add more d4s to damage, since that will affect the **chaotic** property. We'll add 1d6 instead.

Finally, let's name it. *Static Lightning* or *Ball Lightning* make sense.

The final spell block might look something like this:

CAT BOLT

Evocation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a cat that is not consumed by the spell, or a bit of fleece)

Duration: Instantaneous

You create a ball of static electricity. Make a ranged spell attack against a target. On hit, the target takes 2d4 lightning damage. If you roll the same number on both d4s, the static electricity zapps from the target to a different creature of your choice within 30 feet of it. Make a new attack roll against the new target, and make a new damage roll, which could cause the static electricity to leap again.

This spell's damage increases by 1d6 when you reach 5th level (2d4+1d6), 11th level (2d4+2d6), and 17th level (2d4+3d6).

ADDITIONAL CHARACTER OPTIONS

FEATS

SPELL TINKERER

Prerequisite: Ability to cast a spell

You are able to tinker and alter spell effects to your liking more effectively.

- Increase your Intelligence, Wisdom or Charisma score by 1, to a maximum of 20.
- When tinkering with a spell, you have an advantage on your spellcasting ability checks to alter the effects of a spell or craft a new spell.
- You craft one cantrip that requires an attack roll or a saving throw from a target(s), and learn it. You can choose Wisdom, Intelligence or Charisma as your spellcasting ability for this cantrip. Once you choose, you cannot choose again.

DOWNTIME RESEARCH AND DEVELOPMENT

A spellcaster can only have a certain amount of cantrips at any given time, and once chosen, they cannot be re-selected at any point. So a spellcaster that wants to experiment would, instead of gaining new cantrips, alter existing ones in their arsenal, swapping damage types, properties, range and damage dice.

To tinker with a cantrip, a spellcaster needs time, gold and access to items or places specific to their class (or class with which they have gained the cantrip through). This could be a library or a laboratory for wizards and some warlocks, a cave or a grove for druids, a monastery or a chapel for clerics, a place of magic for sorcerers, etc.

The process of tinkering with the cantrip is similar to the process of creating a cantrip, with one important difference — in-game time. Each point the caster wants to redistribute requires a successful DC 13 Spellcasting Ability check made every 2 days (minimum of 1). For example, if a caster wants to redistribute 3 points, the process would require 3 successful checks, one being made every 2 days.

This process changes the name of the cantrip to one that is not present in the game. This is so as to avoid modifying cantrips that are core to a class, like the *eldritch blast* is to warlocks.

DAMAGE CONVERSION

Changing the damage-type is more complex, with types altering in specific ways. For example, changing cold damage to bludgeoning damage, is a 4 step process: cold to lightning, lightning to thunder, thunder to force, force to bludgeoning, with each step requiring a successful check and 2 days of downtime. See the **Damage-type Chart** for more information.

Creatures tend to have resistances and immunities to different damage-types at different rates. "Moving up" the chart means the damage-type is less frequently resisted or immuned. For more information, see the following [forum thread](#).

DAMAGE CONVERSION CHART



RESEARCH AND DEVELOPMENT EXAMPLE

The druid wants to extend the range of *magic stone* to 120 feet, and have it deal force damage. Let's analyze it:

- Casting time: 1 bonus action, but requires an action to deal damage.
- Range: Touch, but the actual range of the spell is 60 feet (costing 3 points)
- Duration: 1 minute (costs 2 points)
- Damage: 1d6 + spellcasting modifier bludgeoning damage (cost 4 + 3 points)
- Doesn't scale: starting budget is 2 points higher.

To increase the range, we can only lower the damage that it does from 1d6 to 1d4.

The process requires two separate events, increasing the damage, and changing the damage-type. This first process requires the redistribution of 1 point, so our spellcaster will have to succeed on one DC 13 Wisdom (the cantrip was gained from the druid class) check and spend 2 days for each try.

The Druid rolls 5 on his first roll, so he fails and spends 2 days of downtime.

On his next try, he rolls a 14 and succeeds. This changes the name, damage and range of the *magic stone* to, as the Druid chooses, "magic bullet" with range of 120 feet and damage of 1d4 + your spellcasting modifier.

Next, he wants to change the damage type to force. Conversion from bludgeoning to force is a one step process, so it requires one successful DC 13 Wisdom check.

He rolls a 20 on the check and the spell is further modified to deal force damage. He does not have to change the name he chose the first time, as it does not appear in the existing books.

The whole process took 6 days of downtime (though the minimum was 4).

THE LIBRARY

SEASONBALL

Transmutation cantrip

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (seasonal fruit, snow, mud, or flower pedals)

Duration: Instantaneous

You create ball of concentrated energy that replicates the current weather conditions. Make a ranged spell attack against the target. On hit, the target takes 1d8 damage. Depending on the season of the year, this spell deals different types of damage: winter - cold; spring - poison; summer - fire; autumn - lightning.

If you are casting this while not in the Prime Material plane, the DM chooses the damage type.

CHAOS SHOCK

Evocation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You draw energy from the threads of wild magic around you. Make a ranged spell attack against the target. On hit, the target takes 2d4 damage. Choose one of the d4s. The number rolled on that die determines the attack's damage type, as shown below.

d4	Damage Type
----	-------------

1	Acid
---	------

2	Cold
---	------

3	Fire
---	------

4	Lightning
---	-----------

This spell's damage increases by 1d8 when you reach 5th level (2d4+1d8), 11th level (2d4+2d8), and 17th level (2d4+3d8).

STOP HITTING YOURSELF

Enchantment cantrip

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You attempt to compel a creature within the range of the spell to start hitting themselves. The target makes a Wisdom saving throw. On a failed saving throw, the target uses their reaction to hit themselves, dealing 1 bludgeoning damage. If the target is holding a weapon, they deal the weapon's damage instead.

MAGIC BULLET

Evocation cantrip

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You create a glowing bullet of magical force. It hits a creature of your choice that you can see within range. The bullet deals 1d6 force damage to its target.

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

FULL-METAL ALCHEMY

Transmutation cantrip

Casting Time: 1 action

Range: Touch

Components: V, S, M (a weight of wood, iron, copper, or silver equal to a weight of a weapon)

Duration: Concentration, up to 1 hour

You touch a piece of material and reshape it into a weapon of your choice. The weapon's properties are the same as the original's. If you used silver to create the weapon, it is also considered silvered. The material stays in the shape of the weapon for up to 1 hour, or until you lose concentration.

You can use your bonus action on your turn to re-shape the weapon again into a new form (another weapon), or return it to the constituent materials.

BOTTLEROCKET

Evocation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (magnesium shavings)

Duration: Instantaneous

You launch a magic rocket flying to a point you choose within range where it explodes into a blossom of sparkling lights of a color of your choosing. If the target of the rocket is a creature, it must make a Dexterity saving throw. A target takes 1d8 fire damage on a failed save. The area within a 20-foot radius around the point is illuminated in dim light until the end of your next turn.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

CREDITS

This document was formatted and written in <http://homebrewery.naturalcrit.com>

While writing this guide, the following [forum thread](#) was of immense help (Credit: [Yorrin @giantitp.com](#))

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PROMOTIONAL MATERIAL

HOME BREWING: WEAPONS

This is a well researched and detailed guide to creating new balanced weapons for your world. From setting the price, to selecting damage dice, to selecting special weapon properties, this guide covers everything you will need to forge your creation.

This supplement is a free of price (Pay what you want) product for 5th-edition Dungeons and Dragons.

WHAT IS INCLUDED IN THE GUIDE

- 67 new damage dice options for weapons
- 19 new special weapon properties
- New downtime activities centered on designing and crafting new weapons
- 27 new non-magic weapons of different qualities

[Link to the DM's guild product page](#)

ORDNING OF GIANTS

There is a storm brewing in the north. The social structure of the giants, the ordning, is crumbling, and the internal struggle is affecting the realms of men. Who will come out on top of the ordning. It's time to test your strength against the giants!

WHAT IS INCLUDED IN THE PACK

This pack includes six basic types of giants, four tokens of each, 24 High-Quality tokens in all. All tokens are adapted for 3x3 tile (Giant) size use.

Giants included:

- Hill Giants
- Stone Giants
- Frost Giants
- Fire Giants
- Storm Giants
- Cloud Giants



[Link to the roll20 Marketplace page](#)

INTO THE DARKNESS

It's time to explore the Underdark. Who else better to guide you than it's inhabitants. Be wary though, for the Underdark is a perilous place.

WHAT IS INCLUDED IN THE PACK

This pack includes 19 tokens featuring low level (or challenge rating) monsters and NPC you and your group might encounter there.



[Link to the roll20 Marketplace page](#)

CRITTERS AND FAMILIARS

The world is populated with all sorts of creatures, from the cunning tiger to the mighty tarrasque, though the tiniest of these are often neglected. Populate your world with these tiny critters and give your party the pets they so desperately need, and your wizard the familiar of his dreams.

WHAT IS INCLUDED IN THE PACK

This pack includes a variety of critters - from slimy frogs to the noble cat. For the best effect, use the smallest size token.



[Link to the roll20 Marketplace page](#)

CHANGE LOG

V1.01 - 27.1.2018.

- Changes to **Chaotic** property. Cost reduced for d4s from 3 to 2, for d6s from 2 to 1.
- Fixed the **Cat Bolt** example to be in line with the **Chaotic** property
- Added the **Slowing** property
- Fixed the **Creature specific**, **Terrain specific**, and **Equipment specific** alterations. Cost changed from gain 1 to gain 2 points.
- Removed repeated text (**Conjurations**)
- Minor text improvements.