

The image features a stack of several ancient scrolls, likely made of parchment or papyrus, arranged diagonally from the top-left to the bottom-right. Each scroll is partially unrolled, revealing intricate illustrations and text. The illustrations include figures in various poses, some appearing to be in motion or engaged in activities. The text is written in a cursive, ancient script. The scrolls are set against a dark background with a pattern of glowing, concentric circles and lines, creating a sense of depth and mystery. The overall color palette is monochromatic, using shades of gray and black, which emphasizes the textures and details of the scrolls and the background pattern.

**Advanced Cantrips**

## Acid Splash

Conjuration cantrip  
Casting Time: 1 action  
Range: 60 feet  
Components: V, S  
Duration: Instantaneous

You hurl a bubble of acid. Choose one creature you can see within range, or choose two creatures you can see within range that are within 5 feet of each other. A target must succeed on a Dexterity saving throw or take 1d6 acid damage.

At 5th level damage increases by 1D6 (2D6) and adds an additional 1D6 of poison damage to this cantrip.

At 11th level damage increases by 1D6 (3D6) and you can choose to cast this spell in a 15ft Cone from a point in range.

At 17th level damage increases by 1D6 (4D6) and the acid now lingers on the target until it becomes inert. Any creature hit by the acid splash takes 2D6 acid damage at the start of their turns and makes a Dexterity saving throw to end the lingering effect. The lingering damage remains until a save is made or after 1 minute.

### Cantrip Mastery: Craft Acid Vial

At 11th level If you are proficient and own or have access to Alchemist Supplies At 11th level you can use Acid Splash to craft 1 vial of Basic Acid during a short rest.

## Chill Touch

Necromancy cantrip  
Casting Time: 1 action  
Range: 120 feet  
Target: The space of a creature within range  
Components: V S  
Duration: 1 round

You create a ghostly, skeletal hand in the space of a creature within range. Made a ranged spell attack against the creature to assail it with the chill of the grave. On a hit, the target takes 1D8 necrotic damage and it can't regain hit points until the start of your next turn. Until then, the hand clings to the target. If you hit an undead target, it also has disadvantage on attack rolls against you until the end of your next turn.

At 5th level this spells damage increases by 1D8 (2D8) and the target has disadvantage on all attack rolls against any target until the start of your next turn.

At 11th level this spells damage increases by 1D8 (3D8) and adds an additional 2D4 Cold damage.

At 17th level this spell's damage increases by 1D8 (4D8) and the target must make a Wisdom saving throw or have its speed halved. The target's Speed returns to normal at the start of your next turn.

### Cantrip Mastery: Grave Ground

At 11th level for 1 minute you can use an action to cast Chill Touch to summon a 30 feet radius of skeletal hands on a surface you can see in range. This area is considered difficult terrain and you can have only one area of Grave Ground active at one time. If any creature enters this area they must make a Strength or Dexterity check (it's choice) against your spell save DC. If the creature fails its speed drops to 0 until the start of its next turn. This effect ends early if you move more than 120 feet away from the targeted location.

## Create Bonfire

Conjuration Cantrip  
Casting Time: 1 action  
Range: 60 feet  
Components: V, S  
Duration: Concentration, up to 1 minute

You create a bonfire on the ground that you can see within range. Until the spell ends, the magic bonfire fills a 5-foot cube. Any creature in the bonfire's space when you cast the spell must succeed on a Dexterity saving throw or take 1d8 fire damage. A creature must also make the saving throw when it moves into the bonfire's space for the first time on a turn or ends its turn there. The bonfire ignites flammable objects in its area that aren't being worn or carried.

At 5th level the spell's damage increases by 1d8 (2d8) and you can cast the bonfire on vertical surfaces.

At 11th level the spell's damage increases by 1d8 (3d8) and the bonfire now fills a 10-foot cube.

At 17th level the spell's damage increases by 1d8 (4d8) and you can create 2 separate bonfires if you choose to do so.

### Cantrip Mastery: Perfect Fire

When you reach 11th level Create Bonfire can be used during times of rest to benefit you and any in your company. If the bonfire is used to prepare food or drink any poisons or impurities are removed without fail. If a creature ends a short rest within 15 feet of the bonfire any hit dice rolled that lands on a 1 to regain HP can be counted as maximum.

## Eldritch Blast

Evocation cantrip  
Casting Time: 1 action  
Range: 120 feet  
Target: A creature within range  
Components: V S  
Duration: Instantaneous

A beam of crackling energy streaks toward a creature within range. Made a range spell attack against the target. On a hit, the target takes 1D10 force damage. You can direct the beams at the same target or at different ones. Make a separate attack roll for each beam. The spell creates more than one beam and has added effects when you reach higher levels.

Two beams at 5th level and add 1D6 thunder damage per beam

Three beams at 11th level. The spell's extra thunder damage increases by 1D6 (2D6)

Four beams at 17th level. The spell's extra thunder damage increases by 1D6 (3D6) and any critical hit knocks the target prone

### Cantrip Mastery: Eldritch Impact

At 11th level before you make your attack you can choose to Impact your targets. Each successful Impact hit only does 10 points of force damage but pushes the target back 10 feet. If the target is prone the Impact attack automatically hits without fail. Any creature of large size or larger cannot be pushed back with this alternative attack.

## Fire Bolt

Evocation cantrip  
Casting Time: 1 action  
Range: 120 feet  
Target: A creature or object within range  
Components: V S  
Duration: Instantaneous

You hurl a mote of fire at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1D10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried.

At 5th level this spell's damage increases by 1D10 (2D20). Each bolt on hit now unleashes a spray of sparks when a target is hit. On hit any object or creature within 5 feet of the target is showered in fiery sparks and embers taking 1D6 fire damage.

At 11th level this spells damage increases by 1D10 (3D10) and the spray of sparks deals 2D6 fire damage to any creature or object within 5 feet of the target.

At 17 level this spells damage increases by 1D10 (4D10) and the spray of sparks deals 3D6 fire damage to any creature or object within 10 feet of the target.

### Cantrip Mastery: Firestorm

At 11th level you can cast the bolt up into the air to burst and rain down micro bolts of fire. Choose a spot within range in place of a single target and you create a 20 foot radius and 10 foot tall cylinder of fire. All creatures and objects within the area of effect take 3D10 fire damage. A flammable object ignites still if it isn't being worn or carried.

## Frostbite

Evocation cantrip  
Casting time: 1 action  
Range: 60 feet  
Components: V, S  
Duration: Instantaneous

You cause numbing frost to form on one creature that you can see within range. The target must make a Constitution saving throw. On a failed save, the target takes 1d6 cold damage, and it has disadvantage on the next weapon attack roll it makes before the end of its next turn.

The spell's damage increases by 1d6 when you reach 5th level (2d6) and a failed save also imposes disadvantage on magical attack rolls.

At 11th level the spell's damage increases by 1d6 (3d6) and the target's speed is halved.

At 17th level the spell's damage increases by 1d6 (4d6) and the next attack against this creature is made with advantage,

### Cantrip Mastery: Ice Imprisonment

At 11th level your Frostbite spell is empowered to a level that its icy magical effects linger on the target. If a target is hit and fails 3 constitution saving throws on the third failure the target is encased in ice and becomes Incapacitated for 1 minute. Ice Imprisonment ends early if the creature's hit points reach 0.

## Infestation

Conjuration cantrip  
Casting Time: 1 action  
Range: 30 feet  
Components: V, S, M (a living flea)  
Duration: Instantaneous

You cause a cloud of mites, fleas, and other parasites to appear momentarily on one creature you can see within range. The target must succeed on a Constitution saving throw, or it takes 1d6 poison damage and moves 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.

When you reach 5th level this spell's damage increases by 1d6 (2d6) and the spell's forced movement increases to 10ft.

At 11th level the spell's damage increases by 1d6 (3d6) and adds an additional 1d6 of piercing damage.

At 17th level the spell's damage increases by 1d6 (4d6) and the target falls prone.

### Cantrip Mastery: Contamination

At 11th level once per long rest you gain the ability to Contaminate a target with this spell. After this spell hits a target you can declare the target is Contaminated. For 1 minute every living creature within 15ft of the contaminated target takes 1d6 poison and 1d6 piercing damage at the start of the target's turn as the parasites and insects around the target visibility flow off its body looking for new targets. The contamination ends early if the target takes at least 1 point of fire damage, if Prestidigitation is cast on the target or it uses an action to shake and clean off the pest.

## Poison Spray

Conjuration cantrip  
Casting Time: 1 action  
Range: 10 feet  
Target: A creature you can see within range  
Components: V S  
Duration: Instantaneous

You extend your hand toward a creature you can see within range and project a noxious gas from your palm. The creature must succeed on a Constitution saving throw or take 1D12 damage. This spell's damage increases by 1D12 and evolves, gaining different abilities when you reach 5th, 11th and 17th level.

At 5th level this spell's damage increases by 1D12 (2D12) and adds an additional 10 feet to this spell's range.

At 11th level this spells damage increases by 1D12 (3D12) and the target's movement speed decreases by 15ft as they recover from the noxious gas. The target's speed returns to normal at the end of their next turn.

At 17th level this spells damage increases by 1D12 (4D12) and the target has disadvantage on any ranged weapon attacks until the end of its next turn.

### Cantrip Mastery: Craft Poison

At 11th level If you are proficient and own or have access to Alchemist Supplies At 11th level you can use Poison Spray to craft 1 vial of Basic Acid during a short rest.

## Primal Savagery

Transmutation cantrip  
Casting Time: 1 action  
Range: Self  
Components: S  
Duration: Instantaneous

You channel primal magic to cause your teeth or fingernails to sharpen, ready to deliver a corrosive attack. Make a melee spell attack against one creature within 5 feet of you. On a hit, the target takes 1d10 acid damage. After you make the attack, your teeth or fingernails return to normal.

The spell's damage increases by 1d10 when you reach 5th level (2d10) and adds an additional 1d6 piercing damage.

At 11th level spell damage increases by 1d10 (3d10) and piercing damage increases by 1d6 (2d6).

At 17th level the spell's damage increases by 1d10 (4d10) and piercing damage increases by 1d6 (3d6).

### Cantrip Mastery: Primal Damage

At 11th level your primal strikes reach a level where you can damage not only a target's body but also its gear. If an attack roll lands on an 18-20 and successfully hits a target it's AC is reduced by 1. This effect can only be done once per creature and does not stack. The creature's AC returns to normal once it drops to 0 hit points or takes a long rest.

## Produce Flame

Conjuration cantrip  
Casting Time: 1 action  
Range: Self  
Target: Self or a creature within 30 feet of you  
Components: V S  
Duration: 10 minute

A flickering flame appears in your hand. The flame remains there for the duration and harms neither you nor your equipment. The flame sheds bright light in a 10-foot radius and dim light for an additional 10 feet. The spell ends if you dismiss it as an action or if you cast it again.

You can also attack with the flame, although doing so ends the spell. When you cast this spell, or as an action on a later turn, you can hurl the flame at a creature within 30 feet of you. Make a ranged spell attack. On a hit, the target takes 1d8 fire damage.

At 5th level this spell's damage increases by 1d8 (2d8). The spell's duration is now 30 minutes.

At 11th level this spell's damage increases by 1d8 (3d8). Add an additional 10ft to the radius of bright and dim light.

At 17th level this spell's damage increases by 1d8 (4d8). The casting time of this spell is now 1 bonus action.

### Cantrip Mastery: Produce Arcane Flame

At 11th level in the place of a normal flame you can produce a mote of Arcane Flame. While the Arcane Flame is active add an additional 1D6 to any Arcana check you or any other ally may make if they are within 30ft of you. If you choose to use the Arcane Flame as an attack on a hit the target takes an additional 1d8 force damage.

## Ray of Frost

Evocation cantrip  
Casting Time: 1 action  
Range: 60 feet  
Target: A creature within range  
Components: V S  
Duration: Instantaneous

A frigid beam of blue-white light streaks toward a creature within range. Make a ranged spell Attack against the target. On a hit, it takes 1d8 cold damage, and its speed is reduced by 10 feet until the start of your next turn.

At 5th level this spell's damage increases by 1d8 (2d8). Until the end of your next turn the target is covered in a layer of icy frost. Any other cold damage rolled against the target, the attacker can treat any 1 on a damage die as a 2.

At 11th level this spell's damage increases by 1d8 (3d8). Until the start of your next turn any melee attacks the target makes are made with disadvantage.

At 17th level this spell's damage increases by 1d8 (4d8). If your spell attack roll is between 18-20, the target's speed drops to 0 until the start of your next turn.

### Cantrip Mastery: Cloak of Frost

At 11th level once per short rest you can use an action to cast a non-lethal/non-damaging Ray of Frost on up to 5 creatures. For 1 minute the targeted creatures are resistant to Cold damage.

## Sacred Flame

Evocation cantrip  
Casting Time: 1 action  
Range: 60 feet  
Target: A creature that you can see within range  
Components: V S  
Duration: Instantaneous

Flame-like radiance descends on a creature that you can see within range. The target must succeed on a Dexterity saving throw or take 1d8 radiant damage. The target gains no benefit from cover for this saving throw.

At 5th level this spell's radiant damage increases by 1d8 (2d8) and adds an additional 1d8 fire damage.

At 11th level this spell's radiant damage increases by 1d8 (3d8). Attacks made against Fiend, Aberration or Undead creatures are made with advantage.

At 17th level this spell's radiant damage increases by 1d8 (4d8). If the target is Fiend, Aberration or Undead the total spell damage rolled is doubled.

### Cantrip Mastery: Blessed Flames

At 11th level, once per long rest you can declare a Sacred Flame attack action to be Blessed. Choose any creature including yourself or allies to attack them with this spell. If the target is willing and/or does not resist no spell attack roll is needed. On hit, the target takes half of the total rolled damage and is now under the effect of the Bless spell for 1 minute.

## Shocking Grasp

Evocation cantrip  
Casting Time: 1 action  
Range: Touch  
Target: A creature you try to touch  
Components: V S  
Duration: Instantaneous

Lightning springs from your hand to deliver a shock to a creature you try to touch. Make a melee spell attack against the target. You have advantage on the attack roll if the target is wearing armor made of metal. On a hit, the target takes 1d8 lightning damage, and it can't take reactions until the start of its next turn. The spell's damage and ability increases at 5th, 11th and 17th level.

At 5th level this spell's damage increases by 1d8 (2d8) and an additional 1d4 fire damage if the target is wearing any metal armor.

At 11th level this spell's damage increases by 1d8 (3d8) and you can make two melee spell attacks instead of one.

At 17th level this spell's damage increases by 1d8 (4d8). If you make two melee spell attacks and both attacks hit on the same target roll an additional 1d4. On a 1 through 3 the target takes an additional 2d4 psychic damage. On a 4 the target takes 2d4 psychic damage and is now stunned until the end of your next turn.

### Cantrip Mastery: Arcane Grasp

At 11th level if a target is hit with this cantrip some lingering arcane energy makes them susceptible to magical attacks. The next ranged spell attack made against this target is made with advantage. This beneficial effect ends at the start of the target's turn or if it takes 1 point of magical damage at any time before then.

## Thunderclap

Evocation cantrip  
Casting Time: 1 action  
Range: 5 feet  
Components: S  
Duration: Instantaneous

You create a burst of thunderous sound that can be heard up to 100 feet away. Each creature within range, other than you, must succeed on a Constitution saving throw or take 1d6 thunder damage.

The spell's damage increases by 1d6 when you reach 5th level (2d6) and the spells range increases by 5 feet (10 feet)

At 11th level this spells damage increases by 1d6 (3d6) and the spells range increases by another 5 feet (15 feet)

At 17th level this spells damage increases by 1d6 (4d6) and the spells range increases by a final 5 feet (20 feet).

### Cantrip Mastery: Thunderwave

At 11th level when you use this spell any creature in range that is more than 5 feet in the air by any means takes double damage.

## Toll the Dead

Necromancy cantrip  
Casting Time: 1 action  
Range: 60 feet  
Components: V,S  
Duration: Instantaneous

You point at one creature you can see within range, and the sound of a dolorous bell fills the air around it for a moment. The target must succeed on a Wisdom saving throw or take 1d8 necrotic damage. If the target is missing any of its hit points, it instead takes 1d12 necrotic damage.

At 5th level this spell's damage increases by one die when you reach 5th level (2d8 or 2d12) and any damage die that lands on 1 can be counted as 2 instead.

At 11th level this spell's damage increases by another die when you reach 11th level (3d8 or 3d12) and if the target is missing any hit points you can choose one damage die and count it as its maximum.

At 17th level this spell's damage increases by one more die when you reach 17th level (4d8 or 4d12) and if the target's hit points are less than half the target takes 1 point of exhaustion. Multiple attacks using this spell on the same target does not add any extra levels of exhaustion past 1.

### Cantrip Mastery: Burden of Death

At 11th level if your targeted creature is Undead, this cantrip can be cast as a bonus action.

## Word of Radiance

Evocation cantrip  
Casting Time: 1 action  
Range: 5 feet  
Components: V,M (a holy symbol)  
Duration: Instantaneous

You utter a divine word, and burning radiance erupts from you. Each creature of your choice that you can see within range must succeed on a Constitution saving throw or take 1d6 radiant damage.

At 5th level this spell's damage increases by 1d6 (2d6) and adds an additional 1d6 fire damage.

At 11th level this spell's damage increases by 1d6 (3d6) and this spell's range is increased to 20 feet.

At 17th level this spell's damage increases by 1d6 (4d6) and creatures hit are blinded until the start of your next turn.

### Cantrip Mastery: Radiant Charisma

At 11th level once per long rest if you make a Persuasion or Intimidation skill check you can use this cantrip on yourself taking the intended damage in exchange add half of your Religion skill to your persuasion or intimidation check total.