

Acid Splash

## Acid Splash

DAM: Add extra 1d6 at 5th level, 11th level, and 17th level.

**Cast time:** 1 action  
**Duration:** Instantaneous  
**Target:** 1 or 2 adjacent targets  
**Range:** 60 ft.  
**Roll:** 1d6 Acid  
**Saving Throw:** DEX (Fail)  
**Components:** (VS)  
**ID:** 1 (page 211)

Blade Ward

## Blade Ward

Gain resistance to bludgeoning/piercing/slashing DMG from weapons.

**Cast time:** 1 action  
**Duration:** 1 round  
**Target:** Self  
**Range:** Self  
**Components:** (VS)  
**ID:** 2 (page 218)

Chill Touch

## Chill Touch

Extra 1d6 DAM at 5th level, 11th level, and 17th level. Can't regain HP.

**Cast time:** 1 action  
**Duration:** 1 round  
**Target:** 1 creature  
**Range:** 120 ft.  
**Roll:** 1d6 Necrotic  
**Saving Throw:** Ranged Spell Attack  
**Components:** (VS)  
**ID:** 3 (page 221)

Dancing Lights

## Dancing Lights

Create 4 glowing, hovering objects that shed light out 10 ft. Can move 60 ft.

**Cast time:** 1 action  
**Duration:** 1 minute (*concentration*)  
**Range:** 120 ft.  
**Components:** (VSM phosphorous or glowworm)  
**ID:** 4 (page 230)

Druidcraft

## Druidcraft

Create minor druidic effect. See Sourcebook.

**Cast time:** 1 action  
**Duration:** Instantaneous  
**Target:** See Sourcebook.  
**Range:** 30 ft.  
**Components:** (VS)  
**ID:** 5 (page 236)

Eldritch Blast

## Eldritch Blast

Beam. 2 beams at 5th level, 3 at 11th, 4 at 17th. Can choose different targets.

**Cast time:** 1 action  
**Duration:** Instantaneous  
**Target:** 1 target  
**Range:** 120 ft.  
**Roll:** 1d10 Force  
**Saving Throw:** Ranged Spell Attack  
**Components:** (VS)  
**ID:** 6 (page 237)

Fire Bolt

## Fire Bolt

DAM at 5th level: 2d10, at 11th level: 3d10, at 17th level: 4d10.

**Cast time:** 1 action  
**Duration:** Instantaneous  
**Target:** 1 creature/object  
**Range:** 120 ft.  
**Roll:** 1d10 Fire  
**Saving Throw:** Ranged Spell Attack  
**Components:** (VS)  
**ID:** 7 (page 242)

Friends

## Friends

Advantage on CHA checks to target, who knows magic used once spell ends.

**Cast time:** 1 action  
**Duration:** 1 minute (*concentration*)  
**Target:** 1 non-hostile creature  
**Range:** Self  
**Components:** (SM makeup applied to face)  
**ID:** 8 (page 244)

Guidance

## Guidance

Once, add 1d4 to an ability check.

**Cast time:** 1 action  
**Duration:** 1 minute (*concentration*)  
**Target:** 1 willing creature  
**Range:** Touch  
**Components:** (VS)  
**ID:** 9 (page 248)