Acid Splash

0 | W Acid Splash

ifDEX (Fail)

Target: 1 or 2 adjacent targets
Range: 60 ft.

Roll: DAM: 1d6 *ifAcid*

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

if@h

if@n (@p)

Blade Ward

0 | S Blade Ward

if

Target: Self
Range: Self

Roll: *if*

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

if

if@n (@p)