

PALADIN 1ST LEVELPHB, 230

CURE WOUNDS

EVOCATION - HEALING

CASTING TIME	COMPONENTS	RANGE
1 MIN	S, V	TOUCH
HEALING		PREPARED
1D8 + MOD		[     ]

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.

WARLOCK CANTRIPPHB, 237

ELDRITCH BLAST

EVOCATION - DAMAGE

CASTING TIME	COMPONENTS	RANGE
1 MIN	S, V	120 FEET
DAMAGE		PREPARED
1D10 FORCE		[     ]

A beam of crackling energy streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 force damage. The spell creates more than one beam when you reach higher levels: two beams at 5th level, three beams at 11th level, and four beams at 17th level. You can direct the beams at the same target or at different ones. Make a separate attack roll for each beam.

WARLOCK 1ST LEVELPHB, 238

EXPEDITIOUS RETREAT

TRANSMUTATION - MOVEMENT

CASTING TIME	COMPONENTS	RANGE
1 MIN	S, V	SELF
CONCENTRATION		PREPARED
10MIN		[     ]

This spell allows you to move at an incredible pace. When you cast this spell, and then as a bonus action on each of your turns until the spell ends, you can take the Dash action.

WARLOCK 1ST LEVELPHB, 250

HELLISH REBUKE

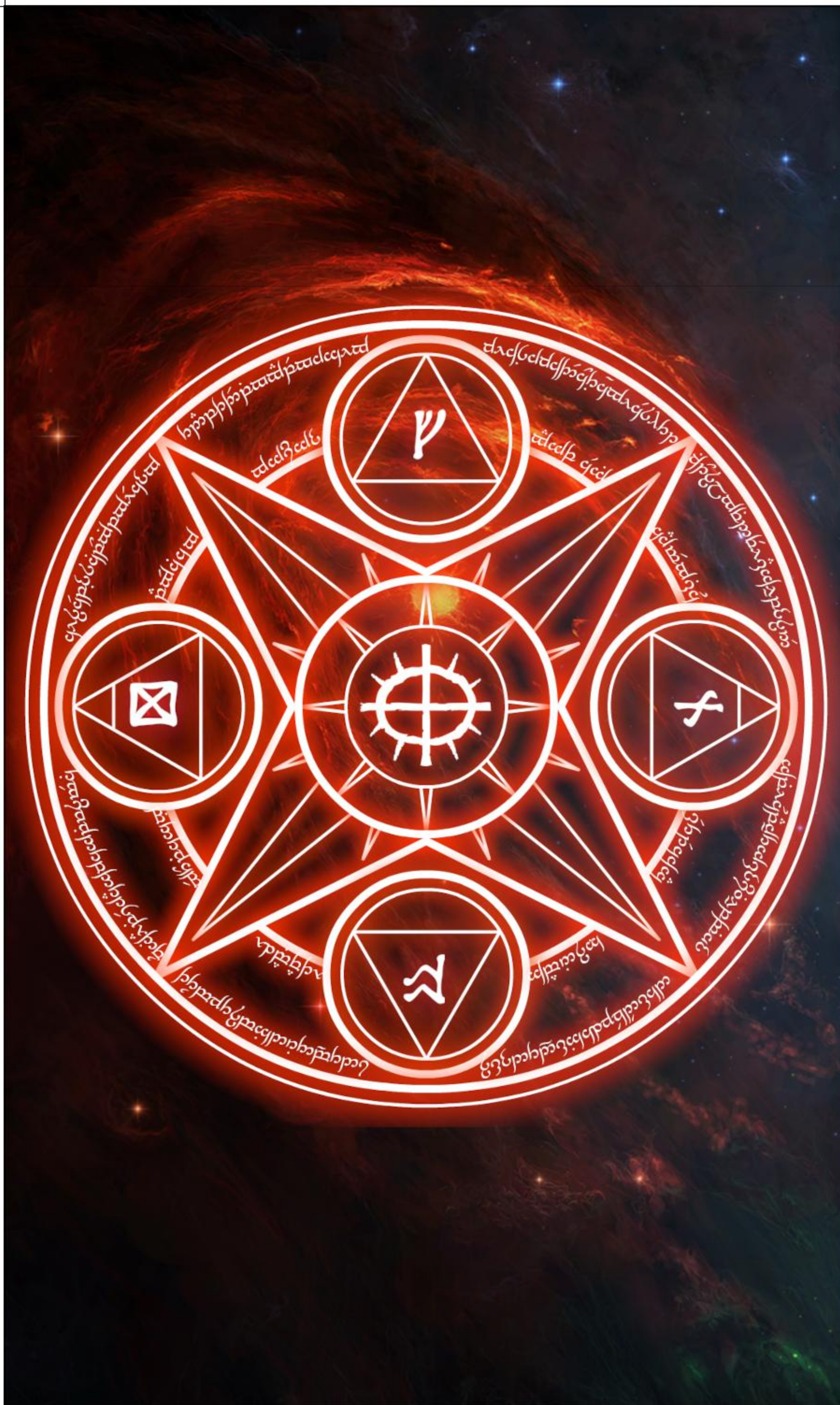
EVOCATION - DAMAGE

CASTING TIME	COMPONENTS	RANGE
1 MIN	S, V	60FT
SAVE		PREPARED
DEX [     ]		[     ]

You point your finger, and the creature that damaged you is momentarily surrounded by hellish flames. The creature must make a Dexterity saving throw. It takes 2d10 fire damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.







	<div><div>WARLOCK CANTRIP</div><div>PHB, 256</div><div>MAGE HAND</div><div>CONJURATION - UTILITY</div></div> <div><table><tr><td>CASTING TIME</td><td>COMPONENTS</td><td>RANGE</td></tr><tr><td></td><td>S, V</td><td>30 FEET</td></tr><tr><td>CARRY</td><td></td><td>PREPARED</td></tr><tr><td>10LB</td><td></td><td>[     ]</td></tr></table></div> <div><p>A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again.</p><p>You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it.</p><p>The hand can't attack, activate magic items, or carry more than 10 pounds.</p></div>	CASTING TIME	COMPONENTS	RANGE		S, V	30 FEET	CARRY		PREPARED	10LB		[     ]		<div><div>PALADIN 1ST LEVEL</div><div>PHB, 270</div><div>PROTECTION FROM EVIL AND GOOD</div><div>ABJURATION - BUFF, DEBUFF, WARDING</div></div> <div><table><tr><td>CASTING TIME</td><td>COMPONENTS</td><td>RANGE</td></tr><tr><td></td><td>S, V, M</td><td>TOUCH</td></tr><tr><td>CONCENTRATION</td><td></td><td>PREPARED</td></tr><tr><td>10MIN</td><td></td><td>[     ]</td></tr></table></div> <div><p>Until the spell ends, one willing creature you touch is protected against certain types of creatures: aberrations, celestials, elementals, fey, fiends, and undead.</p><p>The protection grants several benefits. Creatures of those types have disadvantage on attack rolls against the target. The target also can't be charmed, frightened, or possessed by them. If the target is already charmed, frightened, or possessed by such a creature, the target has advantage on any new saving throw against the relevant effect.</p></div>	CASTING TIME	COMPONENTS	RANGE		S, V, M	TOUCH	CONCENTRATION		PREPARED	10MIN		[     ]	
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