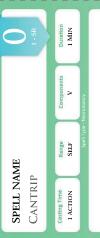
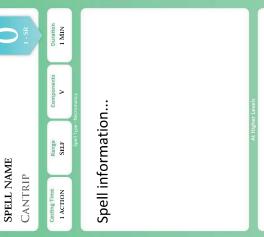


succeed on a Dexterity saving throw can see within range that are within range, or choose two creatures you 5 feet of each other. A target must You hurl a bubble of acid. Choose one creature you can see within or take 1d6 acid damage.

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





At higher levels...



You touch one object that is no larger than 10 radius and dim light for an additional 20 feet. something opaque blocks the light. The spell feet in any dimension. Until the spell ends, ends if you cast it again or dismiss it as an the object sheds bright light in a 20-foot Completely covering the object with The light can be colored as you like. action.

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.

contents out of a vial. You can move the hand up

to 30 feet each time you use it.

an item from an open container, or pour the

The hand can't attack, activate magic items, or

carry more than 10 pounds.

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

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.

A spectral, floating hand appears at a point you

choose within range. The hand lasts for the

when you reach 5th level (2d8), 11th The spell's damage increases by 1d8

level (3d8), and 17th level (4d8).

attack roll if the target is wearing armor

touch. Make a melee spell attack against

the target. You have advantage on the

deliver a shock to a creature you try to

Lightning springs from your hand to

Duration INSTANT

V, S

Range

1 ACTION

1 MIN

V, S

Range 30 FT

Casting Time I ACTION

1 HOUR

V, M

Range TOUCH

Casting Time 1 ACTION

CANTRIP LIGHT

Casting Time

SHOCKING GRASP

CANTRIP

on a Dexterity saving throw to avoid the spell. hostile creature, that creature must succeed If you target an object held or worn by a



SPELL NAME CANTRIP Spell information...

Spell information...



Duration 1 MIN

Range

Casting Time 1 ACTION

Duration 1 MIN

Range

Casting Time 1 ACTION

Duration 1 MIN

Range

Casting Time 1 ACTION

Spell information...

At higher levels...

At higher levels...

At higher levels...