

Boiling Blood (Sorcerer, Warlock, Wizard)

Transmutation cantrip

Casting Time: 1 Action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You target a creature within 30 feet and force it to make a Constitution saving throw. On a failure, the creature takes 1d4 of either fire, poison, acid, or necrotic damage (you pick when you cast the spell), and their movement is reduced by 10 feet and their AC is decreased by 1 until the end of their next turn.

This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

Reinforced Strike (Bard, Cleric, Sorcerer, Warlock, Wizard)

Evocation cantrip

Casting Time: 1 Action

Range: Touch

Components: V, S

Duration: Instantaneous

Cloaking your fist or weapon in pure magical energy, you strike at your foes. Make a melee spell attack. On a hit, the target takes 1d12 force damage.

This spell's damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12).

Rock Blast (Druid, Sorcerer, Warlock, Wizard)

Evocation cantrip

Casting Time: 1 Action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You create and hurl a chunk of stone at a creature or object within range. Make a ranged spell attack; on a hit, it takes 1d10 bludgeoning damage; this damage is doubled against objects.

This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Wind Blade (Druid, Sorcerer, Warlock, Wizard)

Evocation cantrip

Casting Time: 1 Action

Range: 90 feet

Components: V, S

Duration: Instantaneous

You slice at a chosen creature within range using a blade made of air. The target must make a Dexterity saving throw, taking 1d10 slashing damage on fail.

This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).