

# COLOUR SPRAY

BARBARIAN  
BARD  
CLERIC  
DRUID  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARLOCK  
WIZARD

## 1<sup>st</sup> level illusion

- ⚙ Casting Time: Action
- 🎯 Range: Self (15ft cone)
- ⌚ Duration: 1 round

A dazzling array of flashing, coloured light springs from your hand. Roll 6d10; the total is how many hit points of creatures this spell can effect. Creatures in a 15ft cone originating from you are affected in ascending order of their current hit points (ignoring unconscious creatures and creatures that can't see). Starting with the creature that has the lowest current hit points, each creature affected by this spell is blinded until the spell ends. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.

**At Higher Levels:** When you cast this spell using a spell slot of 2<sup>nd</sup> level or higher, roll an additional 2d10 for each slot level above 1<sup>st</sup>.



VERBAL



SOMATIC



MATERIAL

*A pinch of powder or sand that is coloured red, yellow, and blue*

PLAYER'S  
HANDBOOK

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