

# Aid

2nd-level abjuration

**Casting time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a tiny strip of white cloth)

**Duration:** 8 hours

Your spell bolsters your allies with toughness and resolve. Choose up to three creatures within range. Each target's hit point maximum

# Absorb Elements

1st-level abjuration

**Casting time:** 1 reaction, which you take when you take acid, cold, fire, lightning, or thunder damage

**Range:** Self

**Components:** S

**Duration:** 1 round

The spell captures some of the incoming energy, lessening its effect on you and storing it for your next melee attack. You have resist-

# Acid Splash

Conjuration cantrip

**Casting time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

You hurl a bubble of acid. Choose one creature within range, or choose two creatures within range that are within 5 feet of each other.