



ELDRITCH BLAST Lv 0

Range

120 ft

Duration

Instant

Casting Time

1 action

Wizard

Bard

Cleric

Druid

Sorcerer

Warlock

Ranger

Paladin



A blast of dark energy

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.

PHB 237



POISON SPRAY

Lv 0

Range

10 ft

Duration

Instant

Casting Time

1 action

Wizard

Bard

Cleric

Druid

Sorcerer

Warlock

Ranger

Paladin



The somatic component of this spell has been much refined

You extend your hand toward a creature you can see within range and project a puff of noxious gas from your palm. The creature must succeed on a Constitution saving throw or take 1d12 poison damage.

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



PRESTIDIGITATION Lv 0

Range

10 ft

Duration

1 hour

Casting Time

1 action

Wizard

Bard

Cleric

Druid

Sorcerer

Warlock

Ranger

Paladin



Has a hundred and one uses

This spell is a minor magical trick that novice spellcasters use for practice. You create one of the following magical effects within range:

You create an instantaneous, harmless sensory effect.

You instantaneously light or snuff a small fire.

You instantaneously clean or soil a small object.

You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour.

You make a color, a small mark, or a symbol appear on an object or a surface for 1 hour.

You create a nonmagical trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn.

*PHB 267**



DISSONANT WHISPERS

Lv 1

Range

60 ft

Duration

Instant

Casting Time

1 action



Wizard

Bard

Cleric

Druid

Sorcerer

Warlock

Ranger

Paladin

You whisper some really bad song lyrics

You whisper a discordant melody that only one creature of your choice within range can hear, wracking it with terrible pain. The target must make a Wisdom saving throw. On a failed save, it takes 3d6 psychic damage and must immediately use its reaction, if available, to move as far as its speed allows away from you. The creature doesn't move into obviously dangerous ground, such as a fire or a pit. On a successful save, the target takes half as much damage and doesn't have to move away. A deafened creature automatically succeeds on the save.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st

PHB 234



HELLISH REBUKE Lv 1

Range

60 ft

Duration

Instant

Casting Time

Reaction

Wizard

Bard

Cleric

Druid

Sorcerer

Warlock

Ranger

Paladin



Flames lash out at your attacker

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.

PHB 250



HEX

Lv 1

Range 90 ft

Duration  1 hour

Casting Time Bonus



Wizard

Bard

Cleric

Druid

Sorcerer

Warlock

Ranger

Paladin

Your weaken a creature and make them vulnerable to further attacks

You place a curse on a creature that you can see within range. Until the spell ends, you deal an extra 1d6 necrotic damage to the target when ever you hit it with an attack. Also, choose one ability when you cast the spell. The target has disadvantage on ability checks made with the chosen ability. If the target drops to 0 hit points before this spell ends, you can use a bonus action on a turn of yours to curse a new creature. A remove curse cast on the target ends this spell early.

At Higher Levels. When you cast this spell using a spell slot of 3rd or 4th level, you can maintain your concentration on the spell for up to 8 hours. When you use a spell slot of 5th level or higher, you can maintain your concentration on the spell for up to 24 hours.

PHB 251