

Poison Spray



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.

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

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Casting Time: 1 action
Range: 10 feet
Components: V, S
Duration: Instantaneous

Conjuration