SPELLCA STING A BILITY:			SPELL SAVE DC:				SPELL ATTACK BONUS:			
Spell slots	First	Second	Third	Forth	Fifth	Sixth	Seventh	Eight	Ninth	Tenth

Eldritch Blast - Cantrip level, Evocation

Casting time: 1 Action || Range: 120 feet || Duration: Instantaneous || Components: V, S

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.

At higher level

The spell creates more than one beam when you reach higher levels:

Two beams at 5th level

Three beams at 11th level

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.

Chaos Bolt - 1 level, Evocation

Casting time: 1 Action || Range: 120 feet || Duration: Instantaneous || Components: V, S

You hurl an undulating, warbling mass of chaotic energy at one creature in range. Make a ranged spell attack against the target. On a hit, the target takes 2d8 + 1d6 damage. Choose one of the dSs. The number rolled on that die determines the attacks damage type, as shown below. d8 / Damage Type

- 1 / Acid
- 2 / Cold
- 3 / Fire
- 4 / Force
- 5 / Lightning
- 6 / Poison
- 7 / Psychic
- 8 / Thunder

If you roll the same number on both d8s, the chaotic energy leaps from the target to a different creature of your choice within 30 feet of it. Make a new attack roll against the new target, and make a new damage roll, which could cause the chaotic energy to leap again. A creature can be targeted only once by each casting of this spell.

At higher level

When you cast this spell using a spell slot of 2nd level or higher, each target takes 1d6 extra damage of the type rolled for each slot level above 1st.

Darkvision - 2 level, Transmutation

Casting time: 1 Action || Range: Touch || Duration: 8 hours || Components: V, S, M (either a pinch of dried carrot or an agate)

You touch a willing creature to grant it the ability to see in the dark.

For the duration, that creature has darkvision out to a range of 60 feet.

Lesser Restoration - 2 level, Abjuration

Casting time: 1 Action || Range: Touch || Duration: Instantaneous || Components: V, S

You touch a creature and can end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.

Skywrite (Ritual) - 2 level, Transmutation

Casting time: 1 Action || Range: Sight || Duration: Concentration, up to 1 hour || Components: V, S

You cause up to ten words to form in a part of the sky you can see. The words appear to be made of cloud and remain in place for the spell's duration. The words dissipate when the spell ends. A strong wind can disperse the clouds and end the spell early.

Web - 2 level, Conjuration

Casting time: 1 Action || Range: 60 feet || Duration: Concentration, up to 1 hour || Components: V, S, M (a bit of spiderweb)

You conjure a mass of thick, sticky webbing at a point of your choice within range.

The webs fill a 20-foot cube from that point for the duration. The webs are difficult terrain and lightly obscure their area.

If the webs aren't anchored between two solid masses (such as walls or trees) or layered across a floor, wall, or ceiling, the conjured web collapses on itself, and the spell ends at the start of your next turn. Webs layered over a flat surface have a depth of 5 feet.

Each creature that starts its turn in the webs or that enters them during its turn must make a Dexterity saving throw. On a failed save, the creature is restrained as long as it remains in the webs or until it breaks free.

A creature restrained by the webs can use its action to make a Strength check against your spell save DC. If it succeeds, it is no longer restrained.

The webs are flammable. Any 5-foot cube of webs exposed to fire burns away in 1 round, dealing 2d4 fire damage to any creature that starts its turn in the fire.

Water Walk (Ritual) - 3 level, Transmutation

Casting time: 1 Action || Range: 30 feet || Duration: 1 hour || Components: V, S, M (a piece of cork)

This spell grants the ability to move across any liquid surface – such as water, acid, mud, snow, quicksand, or lava – as if it were harmless solid ground (creatures crossing molten lava can still take damage from the heat).

Up to ten willing creatures you can see within range gain this ability for the duration.

If you target a creature submerged in a liquid, the spell carries the target to the surface of the liquid at a rate of 60 feet per round.

Wind Wall - 3 level, Evocation

Casting time: 1 Action || Range: 120 feet || Duration: Concentration, up to 1 minute || Components: V, S, M (a tiny fan and a feather of exotic origin)

A wall of strong wind rises from the ground at a point you choose within range.

You can make the wall up to 50 feet long, 15 feet high, and 1 foot thick. You can shape the wall in any way you choose so long as it makes one continuous path along the ground. The wall lasts for the duration.

When the wall appears, each creature within its area must make a Strength saving throw. A creature takes 3d8 bludgeoning damage on a failed save, or half as much damage on a successful one.

The strong wind keeps fog, smoke, and other gases at bay. Small or smaller flying creatures or objects can't pass through the wall. Loose, lightweight materials brought into the wall fly upward. Arrows, bolts, and other ordinary projectiles launched at targets behind the wall are deflected upward and automatically miss. (Boulders hurled by giants or siege engines, and similar projectiles, are unaffected.) Creatures in gaseous form can't pass through it.

Far Step - 5 level, Conjuration

Casting time: 1 Bonus Action || Range: Self || Duration: Concentration, up to 1 minute || Components: V

You teleport up to 60 feet to an unoccupied space you can see. On each of your turns before the spell ends, you can use a bonus action to teleport in this way again.

Maelstrom - 5 level, Evocation

Casting time: 1 Action || Range: 120 feet || Duration: Concentration, up to 1 minute || Components: V, S, M

(paper or leaf in the shape of a funnel)

A mass of 5-foot-deep water appears and swirls in a 30-foot radius centered on a point you can see within range. The point must be on ground or in a body of water. Until the spell ends, that area is difficult terrain, and any creature that starts its turn there must succeed on a Strength saving throw or take 6d6 bludgeoning damage and be pulled 10 feet toward the center.

Raise Dead - 5 level, Necromancy

Casting time: 1 Hour || Range: Touch || Duration: Instantaneous || Components: V, S, M (a diamond worth at least 500 gp, which the spell consumes)

You return a dead creature you touch to life, provided that it has been dead no longer than 10 days. If the creature's soul is both willing and at liberty to rejoin the body, the creature returns to life with 1 hit point.

This spell also neutralizes any poison and cures nonmagical diseases that affected the creature at the time it died. This spell doesn't, however, remove magical diseases, curses, or similar effects; if these aren't first removed prior to casting the spell, they take effect when the creature returns to life. The spell can't return an undead creature to life.

This spell closes all mortal wounds, but it doesn't restore missing body parts. If the creature is lacking body parts or organs integral for its survival – its head, for instance – the spell automatically fails.

Coming back from the dead is an ordeal. The target takes a -4 penalty to all attack rolls, saving throws, and ability checks. Every time the target finishes a long rest, the penalty is reduced by 1 until it disappears.

Transmute Rock - 5 level, Transmutation

Casting time: 1 Action || Range: 120 feet || Duration: Instantaneous || Components: V, S, M (clay and water)

You choose an area of stone or mud that you can see that fits within a 40-foot cube and is within range, and choose one of the following effects. Transmute Rock to Mud. Nonmagical rock of any sort in the area becomes an equal volume of thick, flowing mud that remains for the spell's duration.

The ground in the spell's area becomes muddy enough that creatures can sink into it. Each foot that a creature moves through the mud costs 4 feet of movement, and any creature on the ground when you cast the spell must make a Strength saving throw. A creature must also make the saving throw when it moves into the area for the first time on a turn or ends its turn there. On a failed save, a creature sinks into the mud and is restrained, though it can use an action to end the restrained condition on itself by pulling itself free of the mud.

If you cast the spell on a ceiling, the mud falls. Any creature under the mud when it falls must make a Dexterity saving throw. A creature takes 4d8 bludgeoning damage on a failed save, or half as much damage on a successful one.

Transmute Mud to Rock. Nonmagical mud or quicksand in the area no more than 10 feet deep transforms into soft stone for the spell's duration. Any creature in the mud when it transforms must make a Dexterity saving throw. On a successful save, a creature is shunted safely to the surface in an unoccupied space. On a failed save, a creature becomes restrained by the rock. A restrained creature, or another creature within reach, can use an action to try to break the rock by succeeding on a DC 20 Strength check or by dealing damage to it. The rock has AC 15 and 25 hit points, and it is immune to poison and psychic damage.

Mass Heal - 9 level, Evocation

Casting time: 1 Action || Range: 60 feet || Duration: Instantaneous || Components: V, S

A flood of healing energy flows from you into injured creatures around you. You restore up to 700 hit points, divided as you choose among any number of creatures that you can see within range. Creatures healed by this spell are also cured of all diseases and any effect making them blinded or deafened. This spell has no effect on undead or constructs.

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