D&D Spell Lists

This document gathers the spells from the fifth edition *Player's Handbook* and organizes them in a variety of ways to aid reference for players and DMs alike.

Spells by Class

Here are the spells organized by character class. A spell's **school of magic** is noted in parentheses after the spell's name, and the name is followed by an asterisk if the spell has the **ritual** tag.

BARD SPELLS

CANTRIPS (O LEVEL)

Blade Ward (abjuration) Dancing Lights (evocation) Friends (enchantment) Light (evocation) Mage Hand (conjuration) Mending (transmutation) Message (transmutation) Minor Illusion (illusion) Prestidigitation (transmutation) True Strike (divination) Vicious Mockery (enchantment)

1ST LEVEL

Animal Friendship (enchantment) Bane (enchantment) Charm Person (enchantment) Comprehend Languages* (divination) Cure Wounds (evocation) Detect Magic* (divination) Disguise Self (illusion) **Dissonant Whispers (enchantment)** Faerie Fire (evocation) Feather Fall (transmutation) Healing Word (evocation) Heroism (enchantment) Identify* (divination) Illusory Script* (illusion) Longstrider (transmutation) Silent Image (illusion) Sleep (enchantment) Speak with Animals* (divination) Tasha's Hideous Laughter (enchantment) Thunderwave (evocation) Unseen Servant* (conjuration)

2ND LEVEL

Animal Messenger* (enchantment) Blindness/Deafness (necromancy) Calm Emotions (enchantment) Cloud of Daggers (conjuration) Crown of Madness (enchantment) Detect Thoughts (divination) Enhance Ability (transmutation) Enthrall (enchantment) Heat Metal (transmutation) Hold Person (enchantment) Invisibility (illusion) Knock (transmutation) Lesser Restoration (abjuration) Locate Animals or Plants* (divination) Locate Object (divination) Magic Mouth* (illusion) Phantasmal Force (illusion) See Invisibility (divination) Shatter (evocation) Silence* (illusion) Suggestion (enchantment) Zone of Truth (enchantment)

3RD LEVEL

Bestow Curse (necromancy) Clairvoyance (divination) Dispel Magic (abjuration) Fear (illusion) Feign Death* (necromancy) Glyph of Warding (abjuration) Hypnotic Pattern (illusion) Leomund's Tiny Hut* (evocation) Major Image (illusion) Nondetection (abjuration) Plant Growth (transmutation) Sending (evocation) Speak with Dead (necromancy) Speak with Plants (transmutation) Stinking Cloud (conjuration) Tongues (divination)

4TH LEVEL

Compulsion (enchantment) Confusion (enchantment) Dimension Door (conjuration) Freedom of Movement (abjuration) Greater Invisibility (illusion) Hallucinatory Terrain (illusion) Locate Creature (divination) Polymorph (transmutation)

5TH LEVEL

Animate Objects (transmutation) Awaken (transmutation) Dominate Person (enchantment) Dream (illusion) Geas (enchantment) Greater Restoration (abjuration) Hold Monster (enchantment) Legend Lore (divination) Mass Cure Wounds (evocation) Mislead (illusion) Modify Memory (enchantment) Planar Binding (abjuration) Raise Dead (necromancy) Scrying (divination) Seeming (illusion) Teleportation Circle (conjuration)

6TH LEVEL

Eyebite (necromancy) Find the Path (divination) Guards and Wards (abjuration) Mass Suggestion (enchantment) Otto's Irresistible Dance (enchantment) Programmed Illusion (illusion) True Seeing (divination)

7TH LEVEL

Etherealness (transmutation) Forcecage (evocation) Mirage Arcane (illusion) Mordenkainen's Magnificent Mansion (conjuration) Mordenkainen's Sword (evocation) Project Image (illusion) Regenerate (transmutation) Resurrection (necromancy) Symbol (abjuration) Teleport (conjuration)

8th Level

Dominate Monster (enchantment) Feeblemind (enchantment) Glibness (transmutation) Mind Blank (abjuration) Power Word Stun (enchantment)

9TH LEVEL

Foresight (divination) Power Word Heal (evocation) Power Word Kill (enchantment) True Polymorph (transmutation)

CLERIC SPELLS

CANTRIPS (O LEVEL)

Guidance (divination) Light (evocation) Mending (transmutation) Resistance (abjuration) Sacred Flame (evocation) Spare the Dying (necromancy) Thaumaturgy (transmutation)

1ST LEVEL

Bane (enchantment) Bless (enchantment) Command (enchantment) Create or Destroy Water (transmutation) Cure Wounds (evocation) Detect Evil and Good (divination) Detect Magic* (divination) Detect Poison and Disease* (divination) Guiding Bolt (evocation) Healing Word (evocation) Inflict Wounds (necromancy) Protection from Evil and Good (abjuration) Purify Food and Drink* (transmutation) Sanctuary (abjuration) Shield of Faith (abjuration)

2ND LEVEL

Aid (abjuration) Augury* (divination) Blindness/Deafness (necromancy) Calm Emotions (enchantment) Continual Flame (evocation) Enhance Ability (transmutation) Find Traps (divination) Gentle Repose* (necromancy) Hold Person (enchantment) Lesser Restoration (abjuration) Locate Object (divination) Prayer of Healing (evocation) Protection from Poison (abjuration) Silence* (illusion) Spiritual Weapon (evocation) Warding Bond (abjuration) Zone of Truth (enchantment)

3RD LEVEL

Animate Dead (necromancy) Beacon of Hope (abjuration) Bestow Curse (necromancy) Clairvoyance (divination) Create Food and Water (conjuration) Daylight (evocation) Dispel Magic (abjuration) Feign Death* (necromancy) Glyph of Warding (abjuration) Magic Circle (abjuration) Mass Healing Word (evocation) Meld into Stone* (transmutation) Protection from Energy (abjuration) Remove Curse (abjuration) Revivify (necromancy) Sending (evocation) Speak with Dead (necromancy) Spirit Guardians (conjuration) Tongues (divination) Water Walk* (transmutation)

4th Level

Banishment (abjuration) Control Water (transmutation) Death Ward (abjuration) Divination* (divination) Freedom of Movement (abjuration) Guardian of Faith (conjuration) Locate Creature (divination) Stone Shape (transmutation)

5TH LEVEL

Commune* (divination) Contagion (necromancy) Dispel Evil and Good (abjuration) Flame Strike (evocation) Geas (enchantment) Greater Restoration (abjuration) Hallow (evocation) Insect Plague (conjuration) Legend Lore (divination) Mass Cure Wounds (evocation) Planar Binding (abjuration) Raise Dead (necromancy) Scrying (divination)

6th Level

Blade Barrier (evocation) Create Undead (necromancy) Find the Path (divination) Forbiddance* (abjuration) Harm (necromancy) Heal (evocation) Heroes' Feast (conjuration) Planar Ally (conjuration) True Seeing (divination) Word of Recall (conjuration)

7TH LEVEL

Conjure Celestial (conjuration) Divine Word (evocation) Etherealness (transmutation) Fire Storm (evocation) Plane Shift (conjuration) Regenerate (transmutation) Resurrection (necromancy) Symbol (abjuration)

8th Level

Antimagic Field (abjuration) Control Weather (transmutation) Earthquake (evocation) Holy Aura (abjuration)

9TH LEVEL

Astral Projection (necromancy) Gate (conjuration) Mass Heal (evocation) True Resurrection (necromancy)

DRUID SPELLS

CANTRIPS (O LEVEL)

Druidcraft (transmutation) Guidance (divination) Mending (transmutation) Poison Spray (conjuration) Produce Flame (conjuration) Resistance (abjuration) Shillelagh (transmutation) Thorn Whip (transmutation)

1ST LEVEL

Animal Friendship (enchantment) Charm Person (enchantment) Create or Destroy Water (transmutation) Cure Wounds (evocation) Detect Magic* (divination) Detect Poison and Disease* (divination) Entangle (conjuration) Faerie Fire (evocation) Fog Cloud (conjuration) Goodberry (transmutation) Healing Word (evocation) Jump (transmutation) Longstrider (transmutation) Purify Food and Drink* (transmutation) Speak with Animals* (divination) Thunderwave (evocation)

2ND LEVEL

Animal Messenger* (enchantment) Barkskin (transmutation) Beast Sense* (divination) Darkvision (transmutation) Enhance Ability (transmutation) Find Traps (divination) Flame Blade (evocation) Flaming Sphere (conjuration) Gust of Wind (evocation) Heat Metal (transmutation) Hold Person (enchantment) Lesser Restoration (abjuration) Locate Animals or Plants* (divination) Locate Object (divination) Moonbeam (evocation) Pass without Trace (abjuration) Protection from Poison (abjuration) Spike Growth (transmutation)

3rd Level

Call Lightning (conjuration) Conjure Animals (conjuration) Daylight (evocation) Dispel Magic (abjuration) Feign Death* (necromancy) Meld into Stone* (transmutation) Plant Growth (transmutation) Protection from Energy (abjuration) Sleet Storm (conjuration) Sleet Storm (conjuration) Speak with Plants (transmutation) Water Breathing* (transmutation) Water Walk* (transmutation) Wind Wall (evocation)

4TH LEVEL

Blight (necromancy) Confusion (enchantment) Conjure Minor Elementals (conjuration) Conjure Woodland Beings (conjuration) Control Water (transmutation) Dominate Beast (enchantment) Freedom of Movement (abjuration) Giant Insect (transmutation) Grasping Vine (conjuration) Hallucinatory Terrain (illusion) Ice Storm (evocation) Locate Creature (divination) Polymorph (transmutation) Stone Shape (transmutation) Stoneskin (abjuration) Wall of Fire (evocation)

5TH LEVEL

Antilife Shell (abjuration) Awaken (transmutation) Commune with Nature* (divination) Conjure Elemental (conjuration) Contagion (necromancy) Geas (enchantment) Greater Restoration (abjuration) Insect Plague (conjuration) Mass Cure Wounds (evocation) Planar Binding (abjuration) Reincarnate (transmutation) Scrying (divination) Tree Stride (conjuration) Wall of Stone (evocation)

6th Level

Conjure Fey (conjuration) Find the Path (divination) Heal (evocation) Heroes' Feast (conjuration) Move Earth (transmutation) Sunbeam (evocation) Transport via Plants (conjuration) Wall of Thorns (conjuration) Wind Walk (transmutation)

7TH LEVEL

Fire Storm (evocation) Mirage Arcane (illusion) Plane Shift (conjuration) Regenerate (transmutation) Reverse Gravity (transmutation)

8TH LEVEL

Animal Shapes (transmutation) Antipathy/Sympathy (enchantment) Control Weather (transmutation) Earthquake (evocation) Feeblemind (enchantment) Sunburst (evocation) Tsunami (conjuration)

9TH LEVEL

Foresight (divination)

Shapechange (transmutation) Storm of Vengeance (conjuration) True Resurrection (necromancy)

PALADIN SPELLS

1ST LEVEL

Bless (enchantment) Compelled Duel (enchantment) Cure Wounds (evocation) Detect Evil and Good (divination) Detect Magic* (divination) Detect Poison and Disease* (divination) Divine Favor (evocation) Heroism (enchantment) Protection from Evil and Good (abjuration) Purify Food and Drink* (transmutation) Searing Smite (evocation) Shield of Faith (abjuration) Thunderous Smite (evocation) Wrathful Smite (evocation)

2ND LEVEL

Aid (abjuration) Branding Smite (evocation) Find Steed (conjuration) Lesser Restoration (abjuration) Locate Object (divination) Magic Weapon (transmutation) Protection from Poison (abjuration) Zone of Truth (enchantment)

3rd Level

Aura of Vitality (evocation) Blinding Smite (evocation) Create Food and Water (conjuration) Crusader's Mantle (evocation) Daylight (evocation) Dispel Magic (abjuration) Elemental Weapon (transmutation) Magic Circle (abjuration) Remove Curse (abjuration) Revivify (necromancy)

4th Level

Aura of Life (abjuration) Aura of Purity (abjuration) Banishment (abjuration) Death Ward (abjuration) Locate Creature (divination) Staggering Smite (evocation)

5TH LEVEL

Banishing Smite (abjuration) Circle of Power (abjuration) Destructive Wave (evocation) Dispel Evil and Good (abjuration) Geas (enchantment) Raise Dead (necromancy)

RANGER SPELLS

1ST LEVEL

Alarm* (abjuration) Animal Friendship (enchantment) Cure Wounds (evocation) Detect Magic* (divination) Detect Poison and Disease* (divination) Ensnaring Strike (conjuration) Fog Cloud (conjuration) Goodberry (transmutation) Hail of Thorns (conjuration) Hunter's Mark (divination) Jump (transmutation) Longstrider (transmutation) Speak with Animals* (divination)

2ND LEVEL

Animal Messenger* (enchantment) Barkskin (transmutation) Beast Sense* (divination) Cordon of Arrows (transmutation) Darkvision (transmutation) Find Traps (divination) Lesser Restoration (abjuration) Locate Animals or Plants* (divination) Locate Object (divination) Pass without Trace (abjuration) Protection from Poison (abjuration) Silence* (illusion)

3rd Level

Conjure Animals (conjuration) Conjure Barrage (conjuration) Daylight (evocation) Lightning Arrow (transmutation) Nondetection (abjuration) Plant Growth (transmutation) Protection from Energy (abjuration) Speak with Plants (transmutation) Water Breathing* (transmutation) Water Walk* (transmutation) Wind Wall (evocation)

4TH LEVEL

Conjure Woodland Beings (conjuration) Freedom of Movement (abjuration) Grasping Vine (conjuration) Locate Creature (divination) Stoneskin (abjuration)

5TH LEVEL

Commune with Nature* (divination) Conjure Volley (conjuration) Swift Quiver (transmutation) Tree Stride (conjuration)

Sorcerer Spells

CANTRIPS (O LEVEL)

Acid Splash (conjuration) Blade Ward (abjuration) Chill Touch (necromancy) Dancing Lights (evocation) Fire Bolt (evocation) Friends (enchantment) Light (evocation) Mage Hand (conjuration) Mending (transmutation) Message (transmutation) Minor Illusion (illusion) Poison Spray (conjuration) Prestidigitation (transmutation) Ray of Frost (evocation) Shocking Grasp (evocation) True Strike (divination)

1ST LEVEL

Burning Hands (evocation) Charm Person (enchantment) Chromatic Orb (evocation) Color Spray (illusion) Comprehend Languages* (divination) Detect Magic* (divination) Disguise Self (illusion) Expeditious Retreat (transmutation) False Life (necromancy) Feather Fall (transmutation) Fog Cloud (conjuration) Jump (transmutation) Mage Armor (abjuration) Magic Missile (evocation) Ray of Sickness (necromancy) Shield (abjuration) Silent Image (illusion) Sleep (enchantment) Thunderwave (evocation) Witch Bolt (evocation)

2ND LEVEL

Alter Self (transmutation) Blindness/Deafness (necromancy) Blur (illusion) Cloud of Daggers (conjuration) Crown of Madness (enchantment) Darkness (evocation) Darkvision (transmutation) Detect Thoughts (divination) Enhance Ability (transmutation) Enlarge/Reduce (transmutation) Gust of Wind (evocation) Hold Person (enchantment) Invisibility (illusion) Knock (transmutation) Levitate (transmutation) Mirror Image (illusion)

Misty Step (conjuration) Phantasmal Force (illusion) Scorching Ray (evocation) See Invisibility (divination) Shatter (evocation) Spider Climb (transmutation) Suggestion (enchantment) Web (conjuration)

3rd Level

Blink (transmutation) Clairvoyance (divination) Counterspell (abjuration) Daylight (evocation) Dispel Magic (abjuration) Fear (illusion) Fireball (evocation) Fly (transmutation) Gaseous Form (transmutation) Haste (transmutation) Hypnotic Pattern (illusion) Lightning Bolt (evocation) Major Image (illusion) Protection from Energy (abjuration) Sleet Storm (conjuration) Slow (transmutation) Stinking Cloud (conjuration) Tongues (divination) Water Breathing* (transmutation) Water Walk* (transmutation)

4th Level

Banishment (abjuration) Blight (necromancy) Confusion (enchantment) Dimension Door (conjuration) Dominate Beast (enchantment) Greater Invisibility (illusion) Ice Storm (evocation) Polymorph (transmutation) Stoneskin (abjuration) Wall of Fire (evocation)

5TH LEVEL

Animate Objects (transmutation) Cloudkill (conjuration) Cone of Cold (evocation) Creation (illusion) Dominate Person (enchantment) Hold Monster (enchantment) Insect Plague (conjuration) Seeming (illusion) Telekinesis (transmutation) Teleportation Circle (conjuration) Wall of Stone (evocation)

6th Level

Arcane Gate (conjuration) Chain Lightning (evocation) Circle of Death (necromancy) Disintegrate (transmutation) Eyebite (necromancy) Globe of Invulnerability (abjuration) Mass Suggestion (enchantment) Move Earth (transmutation) Sunbeam (evocation) True Seeing (divination)

7TH LEVEL

Delayed Blast Fireball (evocation) Etherealness (transmutation) Finger of Death (necromancy) Fire Storm (evocation) Plane Shift (conjuration) Prismatic Spray (evocation) Reverse Gravity (transmutation) Teleport (conjuration)

8TH LEVEL

Dominate Monster (enchantment) Earthquake (evocation) Incendiary Cloud (conjuration) Power Word Stun (enchantment) Sunburst (evocation)

9TH LEVEL

Gate (conjuration) Meteor Swarm (evocation) Power Word Kill (enchantment) Time Stop (transmutation) Wish (conjuration)

WARLOCK SPELLS

CANTRIPS (O LEVEL)

Blade Ward (abjuration) Chill Touch (necromancy) Eldritch Blast (evocation) Friends (enchantment) Mage Hand (conjuration) Minor Illusion (illusion) Poison Spray (conjuration) Prestidigitation (transmutation) True Strike (divination)

1ST LEVEL

Armor of Agathys (abjuration) Arms of Hadar (conjuration) Charm Person (enchantment) Comprehend Languages* (divination) Expeditious Retreat (transmutation) Hellish Rebuke (evocation) Hex (enchantment) Illusory Script* (illusion) Protection from Evil and Good (abjuration) Unseen Servant* (conjuration) Witch Bolt (evocation)

2ND LEVEL

Cloud of Daggers (conjuration)

Crown of Madness (enchantment) Darkness (evocation) Enthrall (enchantment) Hold Person (enchantment) Invisibility (illusion) Mirror Image (illusion) Misty Step (conjuration) Ray of Enfeeblement (necromancy) Shatter (evocation) Spider Climb (transmutation) Suggestion (enchantment)

3RD LEVEL

Counterspell (abjuration) Dispel Magic (abjuration) Fear (illusion) Fly (transmutation) Gaseous Form (transmutation) Hunger of Hadar (conjuration) Hypnotic Pattern (illusion) Magic Circle (abjuration) Major Image (illusion) Remove Curse (abjuration) Tongues (divination) Vampiric Touch (necromancy)

4TH LEVEL

Banishment (abjuration) Blight (necromancy) Dimension Door (conjuration) Hallucinatory Terrain (illusion)

5TH LEVEL

Contact Other Plane* (divination) Dream (illusion) Hold Monster (enchantment) Scrying (divination)

6TH LEVEL

Arcane Gate (conjuration) Circle of Death (necromancy) Conjure Fey (conjuration) Create Undead (necromancy) Eyebite (necromancy) Flesh to Stone (transmutation) Mass Suggestion (enchantment) True Seeing (divination)

7TH LEVEL

Etherealness (transmutation) Finger of Death (necromancy) Forcecage (evocation) Plane Shift (conjuration)

8TH LEVEL

Demiplane (conjuration) Dominate Monster (enchantment) Feeblemind (enchantment) Glibness (transmutation) Power Word Stun (enchantment)

9th Level

Astral Projection (necromancy) Foresight (divination) Imprisonment (abjuration) Power Word Kill (enchantment) True Polymorph (transmutation)

WIZARD SPELLS

CANTRIPS (O LEVEL)

Acid Splash (conjuration) Blade Ward (abjuration) Chill Touch (necromancy) Dancing Lights (evocation) Fire Bolt (evocation) Friends (enchantment) Light (evocation) Mage Hand (conjuration) Mending (transmutation) Message (transmutation) Minor Illusion (illusion) Poison Spray (conjuration) Prestidigitation (transmutation) Ray of Frost (evocation) Shocking Grasp (evocation) True Strike (divination)

1ST LEVEL

Alarm* (abjuration) Burning Hands (evocation) Charm Person (enchantment) Chromatic Orb (evocation) Color Spray (illusion) Comprehend Languages* (divination) Detect Magic* (divination) Disguise Self (illusion) Expeditious Retreat (transmutation) False Life (necromancy) Feather Fall (transmutation) Find Familiar* (conjuration) Fog Cloud (conjuration) Grease (conjuration) Identify* (divination) Illusory Script* (illusion) Jump (transmutation) Longstrider (transmutation) Mage Armor (abjuration) Magic Missile (evocation) Protection from Evil and Good (abjuration) Ray of Sickness (necromancy) Shield (abjuration) Silent Image (illusion) Sleep (enchantment) Tasha's Hideous Laughter (enchantment) Tenser's Floating Disk* (conjuration) Thunderwave (evocation) Unseen Servant* (conjuration) Witch Bolt (evocation)

2ND LEVEL

Alter Self (transmutation) Arcane Lock (abjuration) Blindness/Deafness (necromancy) Blur (illusion) Cloud of Daggers (conjuration) Continual Flame (evocation) Crown of Madness (enchantment) Darkness (evocation) Darkvision (transmutation) Detect Thoughts (divination) Enlarge/Reduce (transmutation) Flaming Sphere (conjuration) Gentle Repose* (necromancy) Gust of Wind (evocation) Hold Person (enchantment) Invisibility (illusion) Knock (transmutation) Levitate (transmutation) Locate Object (divination) Magic Mouth* (illusion) Magic Weapon (transmutation) Melf's Acid Arrow (evocation) Mirror Image (illusion) Misty Step (conjuration) Nystul's Magic Aura (illusion) Phantasmal Force (illusion) Ray of Enfeeblement (necromancy) Rope Trick (transmutation) Scorching Ray (evocation) See Invisibility (divination) Shatter (evocation) Spider Climb (transmutation) Suggestion (enchantment) Web (conjuration)

3rd Level

Animate Dead (necromancy) Bestow Curse (necromancy) Blink (transmutation) Clairvoyance (divination) Counterspell (abjuration) Dispel Magic (abjuration) Fear (illusion) Feign Death* (necromancy) Fireball (evocation) Fly (transmutation) Gaseous Form (transmutation) Glyph of Warding (abjuration) Haste (transmutation) Hypnotic Pattern (illusion) Leomund's Tiny Hut* (evocation) Lightning Bolt (evocation) Magic Circle (abjuration) Major Image (illusion) Nondetection (abjuration) Phantom Steed* (illusion) Protection from Energy (abjuration) Remove Curse (abjuration) Sending (evocation) Sleet Storm (conjuration) Slow (transmutation) Stinking Cloud (conjuration) Tongues (divination) Vampiric Touch (necromancy) Water Breathing* (transmutation)

4TH LEVEL

Arcane Eye (divination) Banishment (abjuration) Blight (necromancy) Confusion (enchantment) Conjure Minor Elementals (conjuration) Control Water (transmutation) Dimension Door (conjuration) Evard's Black Tentacles (conjuration) Fabricate (transmutation) Fire Shield (evocation) Greater Invisibility (illusion) Hallucinatory Terrain (illusion) Ice Storm (evocation) Leomund's Secret Chest (conjuration) Locate Creature (divination) Mordenkainen's Faithful Hound (conjuration) Mordenkainen's Private Sanctum (abjuration) Otiluke's Resilient Sphere (evocation) Phantasmal Killer (illusion) Polymorph (transmutation) Stone Shape (transmutation) Stoneskin (abjuration) Wall of Fire (evocation)

5TH LEVEL

Animate Objects (transmutation) Bigby's Hand (evocation) Cloudkill (conjuration) Cone of Cold (evocation) Conjure Elemental (conjuration) Contact Other Plane* (divination) Creation (illusion) Dominate Person (enchantment) Dream (illusion) Geas (enchantment) Hold Monster (enchantment) Legend Lore (divination) Mislead (illusion) Modify Memory (enchantment) Passwall (transmutation) Planar Binding (abjuration) Rary's Telepathic Bond* (divination) Scrying (divination) Seeming (illusion) Telekinesis (transmutation) Teleportation Circle (conjuration)

Wall of Force (evocation) Wall of Stone (evocation)

6th Level

Arcane Gate (conjuration) Chain Lightning (evocation) Circle of Death (necromancy) Contingency (evocation) Create Undead (necromancy) Disintegrate (transmutation) Drawmij's Instant Summons* (conjuration) Eyebite (necromancy) Flesh to Stone (transmutation) Globe of Invulnerability (abjuration) Guards and Wards (abjuration) Magic Jar (necromancy) Mass Suggestion (enchantment) Move Earth (transmutation) Otiluke's Freezing Sphere (evocation) Otto's Irresistible Dance (enchantment) Programmed Illusion (illusion) Sunbeam (evocation) True Seeing (divination) Wall of Ice (evocation)

7TH LEVEL

Delayed Blast Fireball (evocation) Etherealness (transmutation) Finger of Death (necromancy) Forcecage (evocation) Mirage Arcane (illusion) Mordenkainen's Magnificent Mansion (conjuration) Mordenkainen's Sword (evocation) Plane Shift (conjuration) Prismatic Spray (evocation) Project Image (illusion) Reverse Gravity (transmutation) Sequester (transmutation) Simulacrum (illusion) Symbol (abjuration) Teleport (conjuration)

8th Level

Antimagic Field (abjuration) Antipathy/Sympathy (enchantment) Clone (necromancy) Control Weather (transmutation) Demiplane (conjuration) Dominate Monster (enchantment) Feeblemind (enchantment) Incendiary Cloud (conjuration) Maze (conjuration) Mind Blank (abjuration) Power Word Stun (enchantment) Sunburst (evocation) Telepathy (evocation)

9TH LEVEL

Astral Projection (necromancy) Foresight (divination) Gate (conjuration) Imprisonment (abjuration) Meteor Swarm (evocation) Power Word Kill (enchantment) Prismatic Wall (abjuration) Shapechange (transmutation) Time Stop (transmutation) True Polymorph (transmutation) Weird (illusion) Wish (conjuration)

RITUALS

Here are the spells that have the ritual tag.

1ST LEVEL

Alarm Comprehend Languages Detect Magic Detect Poison and Disease Find Familiar Identify Illusory Script Purify Food and Drink Speak with Animals Tenser's Floating Disk Unseen Servant

2ND LEVEL

Animal Messenger Augury Beast Sense Gentle Repose Locate Animals or Plants Magic Mouth Silence

3rd Level

Feign Death Leomund's Tiny Hut Meld into Stone Phantom Steed Water Breathing Water Walk

4th Level

Divination

5TH LEVEL

Commune Commune with Nature Contact Other Plane Rary's Telepathic Bond

6th Level

Drawmij's Instant Summons Forbiddance

Spells by School

Here are the spells organized by school of magic.

Abjuration

CANTRIPS (O LEVEL) Blade Ward Resistance

1ST LEVEL

Alarm Armor of Agathys Mage Armor Protection from Evil and Good Sanctuary Shield Shield of Faith

2ND LEVEL

Aid Arcane Lock Lesser Restoration Pass without Trace Protection from Poison Warding Bond

3RD LEVEL

Beacon of Hope Counterspell Dispel Magic Glyph of Warding Magic Circle Nondetection Protection from Energy Remove Curse

4TH LEVEL

Aura of Life Aura of Purity Banishment Death Ward Freedom of Movement Mordenkainen's Private Sanctum Stoneskin

5TH LEVEL

Antilife Shell Banishing Smite Circle of Power Dispel Evil and Good Greater Restoration Planar Binding

6th Level

Forbiddance

Globe of Invulnerability Guards and Wards

7тн Level Symbol

8TH LEVEL Antimagic Field Holy Aura Mind Blank

9TH LEVEL Imprisonment Prismatic Wall

CONJURATION

CANTRIPS (O LEVEL) Acid Splash Mage Hand Poison Spray Produce Flame

1ST LEVEL

Arms of Hadar Ensnaring Strike Entangle Find Familiar Fog Cloud Grease Hail of Thorns Tenser's Floating Disk Unseen Servant

2ND LEVEL

Cloud of Daggers Find Steed Flaming Sphere Misty Step Web

3rd Level

Call Lightning Conjure Animals Conjure Barrage Create Food and Water Hunger of Hadar Sleet Storm Spirit Guardians Stinking Cloud

4TH LEVEL

Conjure Minor Elementals Conjure Woodland Beings Dimension Door Evard's Black Tentacles Grasping Vine Guardian of Faith Leomund's Secret Chest Mordenkainen's Faithful Hound

5TH LEVEL

Cloudkill Conjure Elemental Conjure Volley Insect Plague Teleportation Circle Tree Stride

6th Level

Arcane Gate Conjure Fey Drawmij's Instant Summons Heroes' Feast Planar Ally Transport via Plants Wall of Thorns Word of Recall

7TH LEVEL

Conjure Celestial Mordenkainen's Magnificent Mansion Plane Shift Teleport

8th Level

Demiplane Incendiary Cloud Maze Tsunami

9TH LEVEL Gate Storm of Vengeance Wish

DIVINATION

CANTRIPS (O LEVEL) Guidance True Strike

1ST LEVEL

Comprehend Languages Detect Evil and Good Detect Magic Detect Poison and Disease Hunter's Mark Identify Speak with Animals

2ND LEVEL

Augury Beast Sense Detect Thoughts Find Traps Locate Animals or Plants Locate Object See Invisibility

3rd Level

Clairvoyance Tongues

4TH LEVEL

Arcane Eye Divination Locate Creature

5TH LEVEL

Commune Commune with Nature Contact Other Plane Legend Lore Rary's Telepathic Bond Scrying

6th Level

Find the Path True Seeing

9TH LEVEL Foresight

Enchantment

CANTRIPS (O LEVEL) Friends Vicious Mockery

1ST LEVEL Animal Friendship Bane Bless Charm Person Command Compelled Duel Dissonant Whispers Heroism Hex Sleep Tasha's Hideous Laughter

2ND LEVEL

Animal Messenger Calm Emotions Crown of Madness Enthrall Hold Person Suggestion Zone of Truth

4TH LEVEL

Compulsion Confusion Dominate Beast

5TH LEVEL Dominate Person Geas Hold Monster Modify Memory

бтн Level Mass Suggestion Otto's Irresistible Dance

8TH LEVEL Antipathy/Sympathy Dominate Monster Feeblemind Power Word Stun

9TH LEVEL Power Word Kill

EVOCATION

CANTRIPS (O LEVEL)

Dancing Lights Eldritch Blast Fire Bolt Light Ray of Frost Sacred Flame Shocking Grasp

1ST LEVEL

Burning Hands Chromatic Orb Cure Wounds Divine Favor Faerie Fire Guiding Bolt Healing Word Hellish Rebuke Magic Missile Searing Smite Thunderous Smite Thunderous Smite Witch Bolt Wrathful Smite

2ND LEVEL

Branding Smite Continual Flame Darkness Flame Blade Gust of Wind Melf's Acid Arrow Moonbeam Prayer of Healing Scorching Ray Shatter Spiritual Weapon

3rd Level

Aura of Vitality Blinding Smite Crusader's Mantle Daylight Fireball Leomund's Tiny Hut Lightning Bolt Mass Healing Word Sending Wind Wall

4TH LEVEL

Fire Shield Ice Storm Otiluke's Resilient Sphere Staggering Smite Wall of Fire

5TH LEVEL

Bigby's Hand Cone of Cold Destructive Wave Flame Strike Hallow Mass Cure Wounds Wall of Force Wall of Stone

6th Level

Blade Barrier Chain Lightning Contingency Heal Otiluke's Freezing Sphere Sunbeam Wall of Ice

7TH LEVEL

Delayed Blast Fireball Divine Word Fire Storm Forcecage Mordenkainen's Sword Prismatic Spray

8TH LEVEL

Earthquake Sunburst Telepathy

9TH LEVEL

Mass Heal Meteor Swarm Power Word Heal

Illusion

CANTRIP Minor Illusion

1ST LEVEL Color Spray Disguise Self Illusory Script Silent Image

2ND LEVEL

Blur Invisibility Magic Mouth Mirror Image Nystul's Magic Aura Phantasmal Force Silence

3rd Level

Fear Hypnotic Pattern Major Image Phantom Steed

4TH LEVEL Greater Invisibility Hallucinatory Terrain Phantasmal Killer

5TH LEVEL Creation Dream Mislead Seeming

6тн Level Programmed Illusion

7TH LEVEL Mirage Arcane Project Image Simulacrum

9TH LEVEL Weird

Necromancy

CANTRIPS (O LEVEL) Chill Touch Spare the Dying

1ST LEVEL False Life Inflict Wounds Ray of Sickness

2ND LEVEL Blindness/Deafness Gentle Repose Ray of Enfeeblement

3RD LEVEL Animate Dead Bestow Curse Feign Death

Revivify

Speak with Dead Vampiric Touch

4TH LEVEL Blight

5TH LEVEL Contagion Raise Dead

6TH LEVEL Circle of Death Create Undead Eyebite Harm

7TH LEVEL Finger of Death

Magic Jar

Resurrection

Clone

9TH LEVEL Astral Projection True Resurrection

TRANSMUTATION

CANTRIPS (O LEVEL) Druidcraft Mending Message Prestidigitation Shillelagh Thaumaturgy Thorn Whip

1ST LEVEL

Create or Destroy Water Expeditious Retreat Feather Fall Goodberry Jump Longstrider Purify Food and Drink

2ND LEVEL

Alter Self Barkskin Cordon of Arrows Darkvision Enhance Ability Enlarge/Reduce Heat Metal Knock Levitate Magic Weapon Rope Trick Spider Climb Spike Growth

3RD LEVEL

Blink Elemental Weapon Fly Gaseous Form Haste Lightning Arrow Meld into Stone Plant Growth Slow Speak with Plants Water Breathing Water Walk

4TH LEVEL

Control Water Fabricate Giant Insect Polymorph Stone Shape

5TH LEVEL

Animate Objects Awaken Passwall Reincarnate Swift Quiver Telekinesis

6TH LEVEL

Disintegrate Flesh to Stone Move Earth Wind Walk

7TH LEVEL

Etherealness Regenerate Reverse Gravity Sequester

8TH LEVEL

Animal Shapes Control Weather Glibness

9TH LEVEL

Shapechange Time Stop True Polymorph

Spells by Level

Here are all the spells organized by spell level.

CANTRIPS (O LEVEL)

Acid Splash Blade Ward Chill Touch Dancing Lights Druidcraft Eldritch Blast Fire Bolt Friends Guidance Light Mage Hand Mending Message Minor Illusion Poison Spray Prestidigitation Produce Flame Ray of Frost Resistance Sacred Flame Shillelagh Shocking Grasp Spare The Dying Thaumaturgy Thorn Whip True Strike Vicious Mockery

1ST LEVEL

Alarm Animal Friendship Armor of Agathys Arms of Hadar Bane Bless **Burning Hands** Charm Person Chromatic Orb Color Spray Command Compelled Duel **Comprehend Languages** Create or Destroy Water Cure Wounds Detect Evil and Good **Detect Magic** Detect Poison and Disease **Disguise Self Dissonant Whispers Divine Favor Ensnaring Strike** Entangle

Expeditious Retreat Faerie Fire False Life Feather Fall Find Familiar Fog Cloud Goodberry Grease Guiding Bolt Hail of Thorns Healing Word Hellish Rebuke Heroism Hex Hunter's Mark Identify Illusory Script Inflict Wounds Jump Longstrider Mage Armor Magic Missile Protection from Evil and Good Purify Food and Drink Ray of Sickness Sanctuary Searing Smite Shield Shield of Faith Silent Image Sleep Speak with Animals Tasha's Hideous Laughter Tenser's Floating Disk **Thunderous Smite** Thunderwave Unseen Servant Witch Bolt Wrathful Smite

2ND LEVEL

Aid Alter Self Animal Messenger Arcane Lock Augury Barkskin Beast Sense Blindness/Deafness Blur **Branding Smite Calm Emotions** Cloud of Daggers **Continual Flame** Cordon of Arrows Crown of Madness Darkness Darkvision **Detect Thoughts**

Enhance Ability Enlarge/Reduce Enthrall Find Steed Find Traps Flame Blade Flaming Sphere Gentle Repose Gust of Wind Heat Metal Hold Person Invisibility Knock Lesser Restoration Levitate Locate Animals or Plants Locate Object Magic Mouth Magic Weapon Melf's Acid Arrow Mirror Image Misty Step Moonbeam Nystul's Magic Aura Pass without Trace Phantasmal Force Prayer of Healing Protection from Poison Ray of Enfeeblement Rope Trick Scorching Ray See Invisibility Shatter Silence Spider Climb Spike Growth Spiritual Weapon Suggestion Warding Bond Web Zone of Truth

3rd Level

Animate Dead Aura of Vitality Beacon of Hope **Bestow Curse Blinding Smite** Blink Call Lightning Clairvoyance **Conjure Animals** Conjure Barrage Counterspell Create Food and Water Crusader's Mantle Daylight Dispel Magic **Elemental Weapon**

Fear Feign Death Fireball Fly Gaseous Form Glyph of Warding Haste Hunger of Hadar Hypnotic Pattern Leomund's Tiny Hut Lightning Arrow Lightning Bolt Magic Circle Major Image Mass Healing Word Meld into Stone Nondetection Phantom Steed Plant Growth Protection from Energy **Remove Curse** Revivify Sending Sleet Storm Slow Speak with Dead Speak with Plants Spirit Guardians Stinking Cloud Tongues Vampiric Touch Water Breathing Water Walk Wind Wall

4TH LEVEL

Arcane Eye Aura of Life Aura of Purity Banishment Blight Compulsion Confusion **Conjure Minor Elementals** Conjure Woodland Beings Control Water Death Ward **Dimension Door** Divination **Dominate Beast** Evard's Black Tentacles Fabricate Fire Shield Freedom of Movement Giant Insect Grasping Vine Greater Invisibility Guardian of Faith Hallucinatory Terrain

Ice Storm Leomund's Secret Chest Locate Creature Mordenkainen's Faithful Hound Mordenkainen's Private Sanctum Otiluke's Resilient Sphere Phantasmal Killer Polymorph Staggering Smite Stone Shape Stoneskin Wall of Fire

5TH LEVEL

Animate Objects Antilife Shell Awaken **Banishing Smite** Bigby's Hand Circle of Power Cloudkill Commune Commune with Nature Cone of Cold **Conjure Elemental Conjure Volley** Contact Other Plane Contagion Creation Destructive Wave Dispel Evil and Good **Dominate Person** Dream Flame Strike Geas Greater Restoration Hallow Hold Monster Insect Plague Legend Lore Mass Cure Wounds Mislead Modify Memory Passwall **Planar Binding** Raise Dead Rary's Telepathic Bond Reincarnate Scrying Seeming Swift Quiver Telekinesis **Teleportation Circle** Tree Stride Wall of Force Wall of Stone

6th Level

Arcane Gate Blade Barrier Chain Lightning Circle of Death Conjure Fey Contingency Create Undead Disintegrate Drawmij's Instant Summons Eyebite Find the Path Flesh to Stone Forbiddance Globe of Invulnerability Guards and Wards Harm Heal Heroes' Feast Magic Jar Mass Suggestion Move Earth Otiluke's Freezing Sphere Otto's Irresistible Dance Planar Ally Programmed Illusion Sunbeam Transport via Plants True Seeing Wall of Ice Wall of Thorns Wind Walk Word of Recall

7TH LEVEL

Conjure Celestial Delayed Blast Fireball Divine Word Etherealness Finger of Death Fire Storm Forcecage Mirage Arcane Mordenkainen's Magnificent Mansion Mordenkainen's Sword Plane Shift Prismatic Spray Project Image Regenerate Resurrection Reverse Gravity Sequester Simulacrum Symbol Teleport

8TH LEVEL

Animal Shapes Antimagic Field Antipathy/Sympathy Clone **Control Weather** Demiplane Dominate Monster Earthquake Feeblemind Glibness Holy Aura Incendiary Cloud Maze Mind Blank Power Word Stun Sunburst Telepathy Tsunami

9TH LEVEL

Astral Projection Foresight Gate Imprisonment Mass Heal Meteor Swarm Power Word Heal Power Word Kill Prismatic Wall Shapechange Storm of Vengeance Time Stop True Polymorph True Resurrection Weird Wish