### 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 (0 Level)
- Blade Ward (abjuration)
- Dancing Lights (evocation)
- Friends (enchantment)
- Light (evocation)
- Mage Hand (conjuration)
- 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)

### Cleric Spells

#### Cantrips (0 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)
- Planar Binding (abjuration)
- Raise Dead (necromancy)
- Scrying (divination)
- Seeming (illusion)
- Teleportation Circle (conjuration)

#### 6th 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)

#### 7th 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)
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<thead>
<tr>
<th>Level</th>
<th>Spells</th>
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<td>Animate Dead</td>
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<td>6th</td>
<td>Blade Barrier</td>
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<tr>
<td>8th</td>
<td>Antimagic Field</td>
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</tbody>
</table>

**Cantrips (0 Level)**
- Druidcraft
- Guidance
- Mending
- Poison Spray
- Produce Flame

**4th Level**
- Blight
- Confusion
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)
Polyform (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)
Command (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)
Ensaring Strike (conjuration)
Fog Cloud (conjuration)
Goodberry (transmutation)
Hail of Thorns (conjuration)
Hunter’s Mark (divination)
Jump (transformation)
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)
Spike Growth (transmutation)

**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 (transformation)
Water Breathing (transmutation)
Water Walk (transmutation)
Wind Walk (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 (0 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)

## Warlock Spells

### Cantrips (0 Level)
- Acid Splash (conjuration)
- 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 (conjunction)
- 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)
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<tr>
<th>2nd Level</th>
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<tr>
<td>Alter Self (transmutation)</td>
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<tr>
<td>Arcane Lock (abjuration)</td>
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<tr>
<td>Blindness/Deafness (necromancy)</td>
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<tr>
<td>Blur (illusion)</td>
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<tr>
<td>Cloud of Daggers (conjunction)</td>
</tr>
<tr>
<td>Continual Flame (evocation)</td>
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<tr>
<td>Crown of Madness (conjunction)</td>
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<tr>
<td>Darkness (evocation)</td>
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<tr>
<td>Darkvision (transmutation)</td>
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<tr>
<td>Detect Thoughts (divination)</td>
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<tr>
<td>Enlarge/Reduce (transmutation)</td>
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<tr>
<td>Flaming Sphere (conjunction)</td>
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<tr>
<td>Gentle Repose* (necromancy)</td>
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<tr>
<td>Gust of Wind (evocation)</td>
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<tr>
<td>Hold Person (enchantment)</td>
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<tr>
<td>Invisibility (illusion)</td>
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<td>Suggestion (enchantment)</td>
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<thead>
<tr>
<th>3rd Level</th>
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<tbody>
<tr>
<td>Counterspell (abjuration)</td>
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<tr>
<td>Dispel Magic (abjuration)</td>
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<tr>
<td>Fear (illusion)</td>
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<tr>
<td>Fly (transmutation)</td>
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<tr>
<td>Gaseous Form (transmutation)</td>
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<tr>
<td>Hunger ofHadar (conjunction)</td>
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<tr>
<td>Hypnotic Pattern (illusion)</td>
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<tr>
<td>Magic Circle (abjuration)</td>
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<tr>
<td>Major Image (illusion)</td>
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<tr>
<td>Remove Curse (abjuration)</td>
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<tr>
<td>Tongues (divination)</td>
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<tr>
<td>Vampiric Touch (necromancy)</td>
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<tr>
<th>4th Level</th>
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<tbody>
<tr>
<td>Banishment (abjuration)</td>
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<tr>
<td>Blight (necromancy)</td>
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<tr>
<td>Dimension Door (conjunction)</td>
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<tr>
<td>Hallucinatory Terrain (illusion)</td>
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<tr>
<th>5th Level</th>
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<tbody>
<tr>
<td>Contact Other Plane* (divination)</td>
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<tr>
<td>Dream (illusion)</td>
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<tr>
<td>Hold Monster (enchantment)</td>
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<tr>
<td>Scrying (divination)</td>
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<tr>
<th>6th Level</th>
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<tbody>
<tr>
<td>Arcane Gate (conjunction)</td>
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<tr>
<td>Circle of Death (necromancy)</td>
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<tr>
<td>Conjure Fey (conjunction)</td>
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<tr>
<td>Create Undead (necromancy)</td>
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<tr>
<td>Eyebite (necromancy)</td>
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<tr>
<td>Flesh to Stone (transmutation)</td>
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<tr>
<td>Mass Suggestion (enchantment)</td>
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<td>True Seeing (divination)</td>
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<tr>
<th>7th Level</th>
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<tbody>
<tr>
<td>Ethereality (transmutation)</td>
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<tr>
<td>Finger of Death (necromancy)</td>
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<tr>
<td>Forcecage (evocation)</td>
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<td>Plane Shift (conjunction)</td>
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<tr>
<th>8th Level</th>
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<tbody>
<tr>
<td>Demiplane (conjunction)</td>
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<tr>
<td>Dominate Monster (enchantment)</td>
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<tr>
<td>Feeblemind (enchantment)</td>
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<tr>
<td>Glibness (transmutation)</td>
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<tr>
<td>Power Word Stun (enchantment)</td>
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<tr>
<th>9th Level</th>
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<tbody>
<tr>
<td>Astral Projection (necromancy)</td>
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<tr>
<td>Foresight (divination)</td>
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<tr>
<td>Imprisonment (abjuration)</td>
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<tr>
<td>Power Word Kill (enchantment)</td>
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<tr>
<td>True Polymorph (transmutation)</td>
</tr>
</tbody>
</table>

## Wizard Spells

### Cantrips (0 Level)
- Acid Splash (conjuration)
- Blade Ward (abjuration)
- Chill Touch (necromancy)
- Dancing Lights (evocation)
- Fire Bolt (evocation)
- Friends (enchantment)
- Light (evocation)
- Mage Hand (conjunction)
- Mending (transmutation)
- Message (transmutation)
- Minor Illusion (illusion)
- Poison Spray (conjunction)
- 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* (conjunction)
- Fog Cloud (conjunction)
- Grease (conjunction)
- 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* (conjunction)
- Thunderwave (evocation)
- Unseen Servant* (conjunction)
- Witch Bolt (evocation)
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)
Hallow (transmutation)
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)
Drawnij’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
Commune
Commune with Nature
Contact Other Plane
Rary’s Telepathic Bond

5th Level
Drawnij’s Instant Summons
Forbiddance
Spells by School

Here are the spells organized by school of magic.

Abjuration

Cantrips (0 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

Conjuration

Cantrips (0 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 (0 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 (0 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
### Illusory Script
- 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

### 6th Level
- Programmed Illusion

### 7th Level
- Finger of Death
- Resurrection

### 8th Level
- Clone

### 9th Level
- Astral Projection
- True Resurrection

### Cantrips (0 Level, Evocation)
- 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
- Thunderwave
- 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
- Programmed Illusion

### Cantrips (0 Level, Transmutation)
- 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

### Necromancy

#### Cantrips (0 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

### 6th Level
- Circle of Death
- Create Undead
- Eyebite
- Harm
- Magic Jar

### 7th Level
- Create Undead
- Raise Dead

### 8th Level
- Clone

### 9th Level
- Astral Projection
- True Resurrection

### Illusion

#### Cantrip
- Minor Illusion

#### 1st Level
- Color Spray
- Disguise Self
Spells by Level

Here are all the spells organized by spell level.

Cantrips (0 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
- Unseen Servant
- Warding Bond
- Web
- Zone of Truth

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

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

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
Disspel Evil and Good
Dominate Person
Dream
Flame Strike
Geas
Greater Restoration
Hallow
Hold Monster
Insect Plague
Legend Lore
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
Blight
Compulsion
Confusion
Conjure Minor Elementals
Conjure Woodland Beings
Death Ward
Daylight
Dominate Beast
Evard's Black Tentacles
Fabricate
Fire Shield
Freedom of Movement
Giant Insect
Gaseous Form
Glyph of Warding
Haste
Hunger of Hadar
Hypnotic Pattern
Leomund's Tiny Hut
Lightning Arrow
Lightning Bolt
Major Image
Mass Healing Word
Meld into Stone
Phantasmal Killer
Plant Growth
Protection from Energy
Remove Curse
Telekinesis
Teleportation Circle
Teleport
Tree Stride
Wall of Force
Wall of Stone

8th Level
Animal Shapes
Antimagic Field
Antipathy/Sympathy
Clone
Control Weather
Demiplane
Dominate Monster
Earthquake
Feeblesnind
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