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)
- Dismiss (divination)
- 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 (conjunction)
- 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 (divination)
- 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 (conjunction)
- Tongues (divination)

4th Level
- Compulsion (enchantment)
- Confusion (enchantment)
- Dimension Door (conjunction)
- 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)
- Scribing (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 (conjunction)

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 (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)
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 (conjunction)
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 (conjunction)
Tongues (divination)
Water Walk* (transmutation)

**4TH LEVEL**
Banishment (abjuration)
Control Water (transmutation)
Death Ward (abjuration)
Divination* (divination)
Freedom of Movement (abjuration)
Guardian of Faith (conjunction)
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 (conjunction)
Legend Lore (divination)
Mass Cure Wounds (evocation)
Planar Binding (abjuration)
Raise Dead (necromancy)
Scribing (divination)

**6TH LEVEL**
Blade Barrier (evocation)
Create Undead (necromancy)
Find the Path (divination)
Forbiddance* (abjuration)
Harm (necromancy)
Heal (evocation)
Heroes’ Feast (conjunction)
Planar Ally (conjunction)
True Seeing (divination)
Word of Recall (conjunction)

**7TH LEVEL**
Conjure Celestial (conjunction)
Divine Word (evocation)
Etherealness (transmutation)
Fire Storm (evocation)
Plane Shift (conjunction)
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 (conjunction)
Mass Heal (evocation)
True Resurrection (necromancy)

**DRUID SPELLS**

**CANTRIPS (0 LEVEL)**
Druidcraft (transmutation)
Guidance (divination)
Mending (transmutation)
Poison Spray (conjunction)
Produce Flame (conjunction)

**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 (conjunction)
Faerie Fire (evocation)
Fog Cloud (conjunction)
Goodberry (transmutation)
Healing Word (evocation)
Jump (transmutation)
Longstrider (transmutation)
Mass Cure Wounds (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 (conjunction)
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 (conjunction)
Conjure Animals (conjunction)
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 Animals* (divination)
Protection from Poison (abjuration)
Spike Growth (transmutation)

**4TH LEVEL**
Blight (necromancy)
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)
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 (conjunction)
Mass Cure Wounds (evocation)
Planar Binding (abjuration)
Reincarnate (transmutation)
Scrying (divination)
Tree Stride (conjunction)
Wall of Stone (evocation)

**6th Level**
Conjure Fey (conjunction)
Find the Path (divination)
Heal (evocation)
Heroes’ Feast (conjunction)
Move Earth (transmutation)
Sunbeam (evocation)
Transport via Plants (conjunction)
Wall of Thorns (conjunction)
Wind Walk (transmutation)

**7th Level**
Fire Storm (evocation)
Mirage Arcane (illusion)
Plane Shift (conjunction)
Regenerate (transmutation)
Reverse Gravity (transmutation)

**8th Level**
Animal Shapes (transmutation)
Antipathy/Sympathy (enchantment)
Control Weather (transmutation)
Earthquake (evocation)
Feeblemind (enchantment)
Sunburst (evocation)
Tsunami (conjunction)

**9th Level**
Foresight (divination)

Shapechange (transmutation)
Storm of Vengeance (conjunction)
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 (conjunction)
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 (conjunction)
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 (conjunction)
Fog Cloud (conjunction)
Goodberry (transmutation)
Hail of Thorns (conjunction)
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)
Spike Growth (transmutation)

**3rd Level**
Conjure Animals (conjunction)
Conjure Barrage (conjunction)
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 (conjunction)
Freedom of Movement (abjuration)
Grasping Vine (conjunction)
Locate Creature (divination)
Stoneskin (abjuration)

**5th Level**
Commune with Nature (divination)
Conjure Volley (conjunction)
Swift Quiver (transmutation)
Tree Stride (conjunction)
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)
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 (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 (conjuration)
Charm Person (enchantment)
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)
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 (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* (conjunction)
- 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 (conjuration)
- 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)
- 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)
Etheralness (transmutation)
Finger of Death (necromancy)
Forcecage (evocation)
Mire 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)
Fleeblemind (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
Tenser’s Floating Disk
Unseen Servant

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 (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
6th Level
Mass Suggestion
Otto’s Irresistible Dance

8th Level
Antipathy/Sympathy
Dominate Monster
Feeblemind
Power Word Stun

9th Level
Power Word Kill

Evocation

Cantrips (0 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
Thunderwave
Witch Bolt
Wrathful Smite

2nd Level
Brandishing 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

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
Weird

Necromancy

Cantrips (0 Level)
Create or Destroy Water
Expeditious Retreat
Feather Fall
Goodberry
Jump
Longstrider
Purify Food and Drink

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

Illusion

Cantrip
Minor Illusion

1st Level
Color Spray
Disguise Self

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
Mirage Arcane
Project Image
Simulacrum

8th Level
Clone

9th Level
Astral Projection
True Resurrection

Transmutation

Cantrips (0 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
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
- Ersnaring 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
- Warthful 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
- 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
- Spider Climb
- Spike Growth
- Fly
- Gaseous Form
- Haste
- Lightning Arrow
- Meld into Stone
- Plant Growth
- Slow
- Speak with Plants
- Water Breathing
- Water Walk
- Control Water
- Fabricate
- Giant Insect
- Polymorph
- Stone Shape
- Ethereality
- Regenerate
- Reverse Gravity
- Sequester
- Animal Shapes
- Control Weather
- Glibness
- Shapechange
- Time Stop
- True Polymorph
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

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 Sanction
- Otiluke's Resilient Sphere
- Phantasmal Killer
- Polymorph
- Staggering Smite
- Stone Shape
- StoneSkin
- Wall of Fire