

The
Aethermage
Class



THE AETHERMAGE

Welcome to this Dungeon Masters Guild supplement for the 5th edition of the world's greatest roleplaying game! Within, you'll find the Aethermage, a new character class for players to use in their games. The bulk of this document covers the description and class features of the aethermage, including an original spell list. This will give you everything you need to play this class in one of your games.

Near the end of this document, you will also find an assortment of brand-new spells. These spells appear on the aethermage spell list and serve to help reinforce its themes, but feel free to use them with your other spellcasting characters as well—with your Dungeon Master's permission, of course!

I hope you enjoy the aethermage class; if so, then please consider leaving a review so that other players can find it as well! Thanks for reading, and best of luck in your adventure!



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AETHERMAGE

"No," answers the leather-clad human as she shakes the smoke from her fingertips, "All I did was focus the aetheric particles into a stream and then hyperexcite them." She looks around at her companions' blank stares, then sighs deeply and says, "Yes. I shot them with invisible smoke."

A tiefling grips his sword as the bandits flank him, sneering: "How are you going to fight both of us?" The tiefling vanishes in a puff of smoke, then appears alternately behind each of them, cutting them each before reappearing where he started. "Like that," he answers.

"Well well, if it isn't the dropout," the wizard taunts, squaring off against his former classmate. He levels his arm at the elf, and releases a bolt of lightning. To his surprise, the elf catches it in her hand and seems to absorb the energy, setting her eyes aglow. She grins as she steps toward the baffled wizard. "What, they didn't teach you that one?" she asks.

STRAIGHT FROM THE SOURCE

Classical studies of spellcasting focus on the Weave, a tapestry of invisible threads of reality which can be set into resonance in specified patterns to produce magical effects. In essence, the Weave lies between spellcasters and the pure essence of magic, serving as an interface by which these spellcasters—at least, the ones who lack magical gifts from gods or bloodlines—can extract magic from the aether through predefined channels to produce a spell.

But what if a mage knew how to bypass the Weave entirely? What if someone learned how to directly manipulate the unseen clouds of aether that permeate the world, without needing to go through an interface? Indeed, some spellcasters have mastered exactly that. Able to grab raw aether right out of the air and shape it to their will, the Aethermage understands what flows on the other side of the Weave, and has no need for such intermediary constructs.



Aetheric spellcasting is a different approach to magic, and as such it is studied differently as well. Although most aethermages learn the traditional schools of magic like everyone else, they also learn to categorize magic based on the type of aetheric manipulation being applied:

Concentrating aether into a point and then sparking a release of energy (the aethermage's version of evocation), using the aether already inside or upon and object or creature to exert their will upon the subject (a broader definition of "enchantment"), disrupting the aether within another mage's spell (called meta-aetherism), or the materialization of aether into new or previously dissolved forms (called mistshaping).

INTELLECTUAL OUTSIDERS

By definition, an aethermage grasps something about their world which forever eludes the understanding of most of the people around them, which often puts them in an awkward position. Most spellcasters don't really understand the concept of pulling magic from the world, and the wizards and scholars who do are so steeped in a particular arcane tradition that it's like they're speaking another language.

The resulting sense of isolation tends to push aethermages toward adventuring, since such a high-risk career tends to accept anyone who can produce results. It doesn't always help with the lack of stimulating conversation, but at least they can put the fruits of their understanding to work and be appreciated for it.

CREATING AN AETHERMAGE

As you prepare to make your aethermage character, think about how their arcane pursuits began. How did they first discover that aether was within reach, rather than behind an impassable barrier? Did they stumble into a magical accident and then figure it out by trial and error? Were they pursuing a more traditional arcane education and make the discovery through their own inquisitiveness? Did they come into possession of research notes from another aethermage?



THE AETHERMAGE

Level	Proficiency Bonus	Features	Aether Points	Cantrips Known	Spells Known	Spell Slots	Base Slot Level
1st	+2	Aetheric Magic, Sculpted Spells	—	2	3	1	1st
2nd	+2	Aether Pool, Aetheric Specialty	2	2	4	2	1st
3rd	+2	Aether Surge	3	2	5	2	1st
4th	+2	Ability Score Improvement	4	3	6	2	1st
5th	+3	—	6	3	7	3	1st
6th	+3	Specialty Feature	7	3	8	3	1st
7th	+3	—	7	3	9	3	2nd
8th	+3	Ability Score Improvement	7	3	10	3	2nd
9th	+4	—	8	3	11	4	2nd
10th	+4	Specialty Feature	11	4	12	4	2nd
11th	+4	Improved Aether Surge (6th level)	14	4	13	4	2nd
12th	+4	Ability Score Improvement	15	4	13	4	2nd
13th	+5	Improved Aether Surge (7th level)	18	4	14	5	2nd
14th	+5	Specialty Feature	20	4	14	5	2nd
15th	+5	Improved Aether Surge (8th level)	22	4	15	5	2nd
16th	+5	Ability Score Improvement	23	4	15	5	2nd
17th	+6	Improved Aether Surge (9th level)	25	4	16	6	3rd
18th	+6	—	26	4	17	6	3rd
19th	+6	Ability Score Improvement	27	4	17	6	3rd
20th	+6	Aetheric Apotheosis	28	4	18	6	3rd

Once your character became an aethermage, what pushed them into a life of adventure? Did the study of aether spark a curiosity about the rest of the world, driving them to see what other secrets might lie hidden beneath the surface? Did they face scorn for their nontraditional beliefs and decide to make their own way in the world? Did they start adventuring for entirely unrelated reasons, such as a desperation for money or a burning wanderlust?

QUICK BUILD

You can create an aethermage quickly by following these suggestions. First, Intelligence should be your highest ability score, followed by Dexterity or Constitution. Second, choose the sage background, or the soldier background if you plan on becoming a Mistshaper. Finally, select the *fire bolt* and *light cantrips*, along with the following 1st-level spells: *burning hands*, *inflict wounds*, and *shield*.

CLASS FEATURES

As an aethermage, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per aethermage level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per aethermage level after 1st

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons

Tools: None

Saving Throws: Intelligence, Constitution

Skills: Choose two from Arcana, Insight, Investigation, Nature, Perception, and Religion

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) a scholar's pack or (b) an explorer's pack
- Leather armor and two daggers

AETHERIC MAGIC

Your study of the nature and manipulation of pure aether has given you facility with spells. See chapter 10 of the *Player's Handbook* for the general rules of spellcasting and the end of this document for the aethermage spell list.

CANTRIPS

You know two cantrips of your choice from the aethermage spell list. You learn additional aethermage cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Aethermage table.

SPELL SLOTS

The Aethermage table shows how many spell slots you have. The table also shows the spell level of those slots; all of your spell slots are the same level unless modified by your Aether Surge feature, which is described later. To cast one of your aethermage spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest.



SPELLS KNOWN OF 1ST LEVEL AND HIGHER

At 1st level, you know three 1st-level spells of your choice from the aethermage spell list.

The Spells Known column of the Aethermage table shows when you learn more aethermage spells of your choice of 1st level and higher. A spell you choose must be of a level no higher than half your aethermage level, rounded up. When you reach 5th level, for example, you learn a new aethermage spell, which can be 1st, 2nd, or 3rd level.

Additionally, when you gain a level in this class, you can choose one of the aethermage spells you know and replace it with another spell from the aethermage spell list, which also must be of a level no higher than half your aethermage level.

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your aethermage spells, so you use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for an aethermage spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus +
your Intelligence modifier

Spell attack modifier = your proficiency bonus +
your Intelligence modifier

SCULPTED SPELLS

Because of your direct access to aether to fuel your spells, the act of casting them is different for you. You never need to use verbal components to cast aethermage spells. Additionally, if you have a free hand, you can use that hand as a spellcasting focus for aethermage spells you cast. This can be the same hand that is used for the somatic components of that spell, if any.

AETHER POOL

Beginning at 2nd level, you gain the ability to draw pure aether out of your surroundings to enhance your magical abilities. This is represented by a pool of aether points which you can spend to activate certain features. The Aether Points column of the Aethermage table shows how many aether points you have. You regain all expended points when you finish a long rest.

When you gain this feature at 2nd level, you already know a few ways to use your aether points to fuel your magical abilities:

AETHER BURN

An aethermage's evocations are performed by drawing together aetheric particles into a concentrated mass and then igniting or exciting them to produce a release of energy. As such, with a bit of extra fuel, you can get the reaction to keep going without you for just long enough to get your concentration back.

If you lose concentration on an aethermage spell that deals cold, fire, lightning, or thunder damage, you can use your reaction and spend 1 aether point to fuel that spell. If you do, the fueled spell continues uninterrupted until the end of your next turn. When that time comes, you can resume concentration on that spell (no action required), provided you are not incapacitated or otherwise prevented from doing so.

FEEDBACK SHOCK

Every magical effect uses aether, which means that a skilled aethermage can manipulate the inner workings of other mages' spells. You have learned how to disrupt the aether in an active spell such that it turns a portion of its energy back on its caster.

As an action, spend 1 aether point and choose an active spell or magical effect within 30 feet of you. If a spellcaster is concentrating on that spell, you create arcane feedback within it. The concentrating spellcaster takes an amount of force damage equal to 1d6 plus an additional 1d6 per spell level of the affected spell.



AETHERIC SPECIALTY

Magic, as studied by an aethermage, is categorized into four primary disciplines as defined by the way in which aether is manipulated to produce certain types of effects. When you reach 2nd level, choose one of these disciplines: the Enchanter, Evoker, Meta-Aetherist, or Mistshaper, each of which is detailed at the end of this class description. Your choice grants you features at 2nd level and again at 6th, 10th, and 14th level.

AETHER SURGE

Starting at 3rd level, you can use your aether points to fuel more powerful spellcasting. When you cast an aethermage spell of 1st level or higher, you can increase the level of the spell slot. Doing so requires spending aether points equal to the difference between the desired slot level and the base slot level as shown in the Aethermage table. The maximum spell level you can achieve with this feature is 5th level or half your aethermage level rounded up, whichever is lower.

For example, if you are 5th level, you could spend 2 aether points to boost one of your 1st-level slots up to 3rd level, allowing you to use that slot to cast the 3rd-level spell *fireball* or to cast *magic missile* as a 3rd-level spell.

The decision to use this ability is part of the spellcasting process, not something you do in advance. In other words, you boost the spell slot as you use it, not in preparation for future use. Using this feature boosts only the spell slot being used, and only for that use. When you regain expended spell slots after resting, they are always of the level shown in the Aethermage table.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

IMPROVED AETHER SURGE

Beginning at 11th level, you can use your aether surge to push your spell levels even higher. You can boost a spell slot to 6th level. Once you do so, you cannot do so again until you finish a long rest.

When you reach 13th level, you can boost an additional spell slot to 6th or 7th level, then must finish a long rest before you can do so again.

When you reach 15th level, you can boost an additional spell slot to 6th, 7th, or 8th level, then must finish a long rest before you can do so again.

When you reach 17th level, you can boost an additional spell slot to 6th, 7th, 8th, or 9th level, then must finish a long rest before you can do so again.

AETHERIC APOTHEOSIS

Upon reaching 20th level, your attunement with aether reaches its pinnacle; even your very life-force is inextricably linked with the aether around you.

If you would be reduced to 0 hit points, you can use your reaction and spend 10 aether points to disappear in a burst of purple mist. At the beginning of your next turn, you reappear in an unoccupied space of your choice within 15 feet of where you disappeared, or in the nearest unoccupied space if no space is available within range. Your clothes and gear disappear and reappear along with you.

When you reappear, you have full hit points and you regain any expended spell slots. If you were blinded, charmed, deafened, frightened, paralyzed, or poisoned at the time you disappeared, those conditions end when you reappear.

AETHERIC SPECIALTIES

Aethermages craft their spells in an entirely different manner than other magic users. As a result, it's not surprising that aethermages also have their own study and classifications for magic. Although this leads to frustrations in conversations between aethermages and traditional spellcasters, aetheric magic is nonetheless best classified into four categories, based on the manner in which aether is manipulated to produce the desired effects.

ENCHANTER

While most spellcasters have at least a general idea of what "enchantment" means, aethermages define it as the act of seizing the aether that flows through a creature or settles like dust on an object, and then using that aether as the conduit through which they impose their will on the subject.

Although this version of enchantment has some overlap with the more common understanding — it certainly includes the ability to muddle the minds of gullible enemies, for example — it also includes the ability to manipulate inanimate objects. As an enchanter, you gain the following features.

KINETIC MAGIC

Starting at 2nd level, it is easy for you to rapidly accumulate aether onto inanimate objects to exert crude control over them. You can cast *catapult* as a 1st-level spell without using a spell slot. Once you use this ability, you can't use it again until you finish a short or long rest.

Beginning at 10th level, you can use this ability a number of times equal to your Intelligence modifier. You regain all expended uses when you finish a short or long rest.

CEREBRAL SATURATION

By 6th level, you have learned how to saturate a target's mind with extra aether to make them more susceptible to your mind-affecting magic. Whenever you use an aethermage spell slot to cast the *suggestion* spell, any spell that causes the target to become charmed or frightened, or any spell that deals psychic damage; if a creature succeeds on its saving throw against that spell, you can spend 1 aether point to force them to re-roll that save and suffer disadvantage on the re-roll.

SHIELDED MIND

Thanks to your knowledge of how aether interacts with the mind, you can guard yourself with aetheric insulation. Starting at 10th level, you have advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

AETHERWIND RIDER

Beginning at 14th level, manipulating even your own aether has become second nature. You gain a magical fly speed of 30 feet.

EVOKER

The most basic form of aetheric magic is evocation, in which the aethermage gathers aether from the surrounding air into a concentrated clump or stream and then hyperexcites the particles — effectively detonating the aether with a dramatic release of energy.

However elementary this form of magic may be, some aethermages study evocation to an extreme degree, elevating it to an art form. Evokers can twist and empower their blasts in ways traditional spellcasters can scarcely imagine.

ELEMENTAL SHIFTING

When you choose this specialty at 2nd level, you learn how to subtly shift the aetheric reactions in your damage-dealing spells, allowing you to alter their damage type. Whenever you cast an aethermage spell that deals cold, fire, lightning, or thunder damage, you can choose to change the damage type to a different one of those four types. You must make this choice before you begin casting that spell.

SNAKING EVOCATIONS

Starting at 6th level, you can twist and shape your spells to more carefully manage a complicated battlefield. Whenever you cast an aethermage spell that deals damage and whose area is a line, you can bend the line. Each bend can be no sharper than 90 degrees, and the line must continue for at least 5 feet between bends. Any given line can include a number of bends up to your Intelligence modifier.

If the area of an affected spell crosses a creature's space more than once — such as by turning back across itself or by zig-zagging through a big creature — that creature does not take any extra damage, but it does suffer disadvantage on its saving throw against that spell.

IMPROVED AETHER BURN

Beginning at 10th level, you know how to burn aether with exceptional intensity. Whenever you use your Aether Burn ability, the next time the affected spell deals damage, add your aethermage level to the damage dealt.

FORCE BARRIER

By 14th level, you have mastered not only offensive evocations, but defensive ones as well. If you would be hit with an attack or are included in an area of effect, you can use your reaction and spend 1 aether point to cast a limited version of the *wall of force* spell without using a spell slot.

When you cast *wall of force* in this way, you must place the wall in such a way as to block the attack or area from reaching you; the normal parameters for the wall apply so long as this condition is met. Additionally, the wall lasts only until the beginning of your next turn, and does not require concentration.





META-AETHERIST

Because aether lies at the heart of nearly all acts of magecraft, the study of aether can be focused toward not only the practice of one's own spellcasting, but also the detection and manipulation of the spells of other mages.

Called meta-aetherists, those aethermages who focus on this branch of the craft tend to be those who either intend to clash with other magic-users on a regular basis or simply love the study of spellcraft for its own sake. Whatever their motivation, meta-aetherists learn to detect, twist, and even unravel whatever magic they encounter.

AETHER SENSE

When you choose this specialty at 2nd level, you learn to quickly and easily sense the presence and nature of magic around you. You can cast *detect magic* at will without spending a spell slot.

IMPROVED FEEDBACK SHOCK

Starting at 6th level, you are especially adept at disrupting other spellcasters' magic. Whenever you use your Feedback Shock feature, add your Intelligence modifier to the force damage dealt.

MANA SCATTER

Beginning at 10th level, your dispelling abjurations are especially potent. Whenever you cast *dispel magic* or *counterspell* and have to make an ability check as detailed in the spell description, you make that check with advantage.

AETHERIC TREMORS

By 14th level, you have become so attuned to the aether around you that you can sense creatures and objects by their impact on the flow of aether in the area. You gain blindsight out to a range of 30 feet. You can heighten this sense by spending 1 aether point as an action, increasing the range to 90 feet for 1 hour. During this time, your blindsight also reaches into and through solid barriers, allowing you to detect burrowing creatures, subterranean structures, and so forth.

MISTSHAPER

Aether is like a fog that permeates the whole of reality. A skilled aethermage can shape this unseen mist into useful forms, or even dissolve themselves into it entirely only to rematerialize elsewhere. While other specialists use their expertise to support their role as mages, mistshapers recognize that the best application of this branch of the craft lies in direct combat.

Mistshapers combine the secrets of the aether with skill at arms to create a potent mix of magic and blade. They are tricky warriors, flickering around the battlefield and warping the aether to support their martial skill.

MISTSHAPER'S TRAINING

When you choose this specialty at 2nd level, you acquire the training necessary to arm yourself for battle. You gain proficiency with medium armor and martial weapons.

You also learn how to harden aether around your body, coalescing it into physical form. You can spend 1 aether point to cast *armor of agathys* as a bonus action without expending a spell slot. When cast in this way, the spell's level is equal to your aethermage level divided by 3, rounded up.

EXTRA ATTACK

Beginning at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

AETHER SHIFT

Starting at 6th level, you are particularly adept at short-range teleportation, apparating in and out of the aether with speed and precision. You learn the *misty step* spell if you don't already know it.

Additionally, whenever you use magic to teleport yourself no more than 500 feet, you can divide the total distance of your teleport into multiple, shorter jumps. You can perform other activities in between the segments of your teleport, assuming you have the necessary action(s) available to do so. If the spell or effect you are using to teleport allows you to bring along other creatures, you can only do so on the first segment.

AETHER BLADE

By 10th level, you have learned how to coat your weapon in hardened aether. As an action, you can spend 1 aether point and select one melee weapon you're holding that doesn't have the two-handed property. For the next 8 hours, that weapon counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage, and your melee attacks with that weapon deal extra damage equal to your proficiency bonus.

BATTLE MAGIC

At 14th level, you have mastered the art of weaving spellcasting and weapon use into a single harmonious act. When you use your action to cast an aethermage spell, you can make one weapon attack as a bonus action.

NEW SPELLS

Below are some new spells which appear on the aethermage spell list. Although they work well with the themes of the aethermage class, they are also suitable for other spellcasting classes. Check with your DM about using them with your other characters.

AETHER SIPHON

4th-level abjuration

Casting Time: 1 reaction, which you take when a creature you can see within 60 feet of you casts a spell or uses an ability that has a duration of instantaneous and deals cold, fire, force, lightning, or thunder damage

Range: Self

Components: V, S

Duration: 1 round

You siphon the energy out of a damaging spell or effect, then use it to empower a blast of your own. If the triggering event is a spell of 4th level or lower, then the spell is negated with no effect. If it is a spell of 5th level or higher, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a success, the triggering spell is negated and has no effect. If the triggering event is an ability (such as a dragon's breath weapon), the ability is negated and has no effect.

If you successfully negated the triggering effect, you can empower one of your own spells. Once before the end of your next turn when you roll damage for a spell you cast, if that damage is of the same type as the effect you negated, add your spellcasting ability modifier to that roll. If the negated effect was a spell, further increase the damage by an amount equal to twice the spell's level. If the negated effect was a special ability, increase the damage by an amount equal to half of the creature's total hit dice.

ICE BEAM

1st-level evocation

Casting Time: 1 action

Range: Self (30-foot line)

Components: V, S, M (an oblong bead of blue glass)

Duration: Instantaneous

A beam of pale blue light forming a line 30 feet long and 5 feet wide flashes out from your outstretched hand in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 2d6 cold damage on a failed save, or half as much damage on a successful one. Additionally, until the beginning of your next turn, any creature that failed its save has its speed halved and can't use reactions.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

KLEPTOKINESIS

2nd-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Instantaneous

With a beckoning gesture, you seize an object and draw it toward your waiting hand. Choose an object you can see within range that weighs no more than 5 pounds. If the object is not being worn or carried and is not otherwise prevented from moving, it flies through the air toward you, where you can choose to either catch it or let it fall at your feet. At the DM's discretion, an anchored target may be possible to pull free with an ability check using your spellcasting ability.

If the object is being worn or carried, the creature that is wearing or carrying the target must make a Dexterity saving throw. On a failed save, the object is snatched away from the creature and flies to you as described above. On a successful save, or if the object cannot be pulled away from the creature (for example, armor that's being worn), then the creature is pulled 5 feet toward you.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, for each slot level above 2nd, the weight limit increases by 5 pounds and the distance a creature can be pulled increases by 5 feet.

AETHERMAGE SPELL LIST

Below is the aethermage spell list. The bulk of the list is derived from the *Player's Handbook*, but other spells are included too. Spells listed in italics are from *Xanathar's Guide to Everything* and spells listed in bold italics are detailed in the previous section of this document.

CANTRIPS (0 LEVEL)

Dancing Lights
Firebolt
Light
Mage Hand
Minor Illusion
Prestidigitation
Produce Flame
Ray of Frost
Resistance
Shocking Grasp
Thaumaturgy
True Strike
Control Flames
Create Bonfire
Frostbite
Magic Stone
Thunderclap

1ST LEVEL

Bane
Burning Hands
Charm Person
Color Spray
Command
Detect Evil and Good
Detect Magic
Detect Poison and Disease
Expeditious Retreat
Faerie Fire
Floating Disk
Fog Cloud
Guiding Bolt
Hellish Rebuke
Identify
Inflict Wounds
Jump
Longstrider
Mage Armor
Magic Missile
Sanctuary
Shield
Silent Image
Sleep
Thunderwave
Witch Bolt
Absorb Elements
Catapult
Cause Fear

Chaos Bolt
Earth Tremor
Ice Beam

2ND LEVEL

Blindness/Deafness
Calm Emotion
Continual Flame
Darkness
Detect Thoughts
Flame Blade
Flaming Sphere
Heat Metal
Hold Person
Invisibility
Levitate
Magic Weapon
Misty Step
Nystul's Magic Aura
Scorching Ray
See Invisibility
Shatter
Spiritual Weapon
Suggestion
Aganazzar's Scorcher
Dragon's Breath
Earthbind
Mind Spike
Pyrotechnics
Shadow Blade
Warding Wind
Kleptokinesis

3RD LEVEL

Bestow Curse
Blink
Call Lightning
Clairvoyance
Counterspell
Daylight
Dispel Magic
Fireball
Fly
Gaseous Form
Haste
Hypnotic Pattern
Lightning Bolt
Major Image
Nondetection

Protection from Energy
Remove Curse
Slow
Vampiric Touch
Life Transference
Melf's Minute Meteors
Thunder Step

4TH LEVEL

Banishment
Compulsion
Confusion
Dimension Door
Dominate Beast
Fire Shield
Greater Invisibility
Locate Creature
Otiluke's Resilient Sphere
Phantasmal Killer
Wall of Fire
Charm Monster
Elemental Bane
Sickening Radiance
Storm Sphere
Aether Siphon

5TH LEVEL

Cone of Cold
Conjure Elemental
Dispel Evil and Good
Dominate Person
Flame Strike
Hold Monster
Modify Memory
Planar Binding
Scrying
Telekinesis
Telepathic Bond
Wall of Force
Far Step
Immolation
Synaptic Static
Wall of Light

6TH LEVEL

Chain Lightning
Circle of Death
Disintegrate
Eyebite
Find the Path

Forbiddance
Freezing Sphere
Globe of Invulnerability
Harm
Irresistible Dance
Mass Suggestion
Sunbeam
True Seeing
Investiture of Flame
Investiture of Ice
Mental Prison
Primordial Ward
Scatter

7TH LEVEL

Delayed Blast Fireball
Etherealness
Fire Storm
Forcecage
Mordenkainen's Sword
Plane Shift
Prismatic Spray
Project Image
Regenerate
Reverse Gravity
Teleport
Crown of Stars
Power Word Pain

8TH LEVEL

Antimagic Field
Antipathy/Sympathy
Control Weather
Demiplane
Dominate Monster
Earthquake
Feeblemind
Incendiary Cloud
Power Word Stun
Sunburst

9TH LEVEL

Foresight
Gate
Meteor Swarm
Power Word Kill
Prismatic Wall
Weird
Invulnerability