

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)
Mending (transmutation)
Message (transmutation)
Minor Illusion (illusion)
Prestidigitation (transmutation)
True Strike (divination)
Vicious Mockery (enchantment)

1ST LEVEL

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

2ND LEVEL

Animal Messenger* (enchantment)
Blindness/Deafness (necromancy)
Calm Emotions (enchantment)
Cloud of Daggers (conjuration)
Crown of Madness (enchantment)
Detect Thoughts (divination)

Enhance Ability (transmutation)
Enthrall (enchantment)
Heat Metal (transmutation)
Hold Person (enchantment)
Invisibility (illusion)
Knock (transmutation)
Lesser Restoration (abjuration)
Locate Animals or Plants* (divination)
Locate Object (divination)
Magic Mouth* (illusion)
Phantasmal Force (illusion)
See Invisibility (divination)
Shatter (evocation)
Silence* (illusion)
Suggestion (enchantment)
Zone of Truth (enchantment)

3RD LEVEL

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

4TH LEVEL

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

5TH LEVEL

Animate Objects (transmutation)
Awaken (transmutation)
Dominate Person (enchantment)
Dream (illusion)
Geas (enchantment)
Greater Restoration (abjuration)
Hold Monster (enchantment)
Legend Lore (divination)
Mass Cure Wounds (evocation)
Mislead (illusion)
Modify Memory (enchantment)

Planar Binding (abjuration)
Raise Dead (necromancy)
Scrying (divination)
Seeming (illusion)
Teleportation Circle (conjuration)

6TH LEVEL

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

7TH LEVEL

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

8TH LEVEL

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

9TH LEVEL

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

CLERIC SPELLS

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

4TH LEVEL

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

Locate Creature (divination)
Stone Shape (transmutation)

5TH LEVEL

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

6TH LEVEL

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

7TH LEVEL

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

8TH LEVEL

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

9TH LEVEL

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

DRUID SPELLS

CANTRIPS (0 LEVEL)

Druidcraft (transmutation)
Guidance (divination)
Mending (transmutation)
Poison Spray (conjuration)
Produce Flame (conjuration)

Resistance (abjuration)
Shillelagh (transmutation)
Thorn Whip (transmutation)

1ST LEVEL

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

2ND LEVEL

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

3RD LEVEL

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

4TH LEVEL

Blight (necromancy)
Confusion (enchantment)

Conjure Minor Elementals (conjunction)
Conjure Woodland Beings (conjunction)
Control Water (transmutation)
Dominate Beast (enchantment)
Freedom of Movement (abjuration)
Giant Insect (transmutation)
Grasping Vine (conjunction)
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 (conjunction)
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)
Ensnaring 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 (conjunction)
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

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

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 (conjunction)
Slow (transmutation)
Stinking Cloud (conjunction)
Tongues (divination)
Water Breathing* (transmutation)
Water Walk* (transmutation)

4TH LEVEL

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

5TH LEVEL

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

6TH LEVEL

Arcane Gate (conjunction)
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 (conjunction)
Prismatic Spray (evocation)
Reverse Gravity (transmutation)
Teleport (conjunction)

8TH LEVEL

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

9TH LEVEL

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

WARLOCK SPELLS

CANTRIPS (0 LEVEL)

Blade Ward (abjuration)
Chill Touch (necromancy)
Eldritch Blast (evocation)
Friends (enchantment)
Mage Hand (conjunction)
Minor Illusion (illusion)
Poison Spray (conjunction)
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* (conjunction)
Witch Bolt (evocation)

2ND LEVEL

Cloud of Daggers (conjunction)

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

3RD LEVEL

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

4TH LEVEL

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

5TH LEVEL

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

6TH LEVEL

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

7TH LEVEL

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

8TH LEVEL

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

9TH LEVEL

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

WIZARD SPELLS

CANTRIPS (0 LEVEL)

Acid Splash (conjunction)
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)

2ND LEVEL

Alter Self (transmutation)
Arcane Lock (abjuration)
Blindness/Deafness (necromancy)
Blur (illusion)
Cloud of Daggers (conjunction)
Continual Flame (evocation)
Crown of Madness (enchantment)
Darkness (evocation)
Darkvision (transmutation)
Detect Thoughts (divination)
Enlarge/Reduce (transmutation)
Flaming Sphere (conjunction)
Gentle Repose* (necromancy)
Gust of Wind (evocation)
Hold Person (enchantment)
Invisibility (illusion)
Knock (transmutation)
Levitate (transmutation)
Locate Object (divination)
Magic Mouth* (illusion)
Magic Weapon (transmutation)
Melf's Acid Arrow (evocation)
Mirror Image (illusion)
Misty Step (conjunction)
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 (conjunction)

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 (conjunction)
Slow (transmutation)
Stinking Cloud (conjunction)
Tongues (divination)
Vampiric Touch (necromancy)
Water Breathing* (transmutation)

4TH LEVEL

Arcane Eye (divination)
Banishment (abjuration)
Blight (necromancy)
Confusion (enchantment)
Conjure Minor Elementals (conjunction)
Control Water (transmutation)
Dimension Door (conjunction)
Evard's Black Tentacles (conjunction)
Fabricate (transmutation)
Fire Shield (evocation)
Greater Invisibility (illusion)
Hallucinatory Terrain (illusion)
Ice Storm (evocation)
Leomund's Secret Chest (conjunction)
Locate Creature (divination)
Mordenkainen's Faithful Hound
(conjunction)
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 (conjunction)
Cone of Cold (evocation)
Conjure Elemental (conjunction)
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 (conjunction)

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

6TH LEVEL

Arcane Gate (conjunction)
Chain Lightning (evocation)
Circle of Death (necromancy)
Contingency (evocation)
Create Undead (necromancy)
Disintegrate (transmutation)
Drawmij's Instant Summons* (conjunction)
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
(conjunction)
Mordenkainen's Sword (evocation)
Plane Shift (conjunction)
Prismatic Spray (evocation)
Project Image (illusion)
Reverse Gravity (transmutation)
Sequester (transmutation)
Simulacrum (illusion)
Symbol (abjuration)
Teleport (conjunction)

8TH LEVEL

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

9TH LEVEL

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

RITUALS

Here are the spells that have the ritual tag.

1ST LEVEL

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

2ND LEVEL

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

3RD LEVEL

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

4TH LEVEL

Divination

5TH LEVEL

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

6TH LEVEL

Drawmij's Instant Summons
Forbiddance

SPELLS BY SCHOOL

Here are the spells organized by school of magic.

ABJURATION

CANTRIPS (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

Globe of Invulnerability
Guards and Wards

7TH LEVEL

Symbol

8TH LEVEL

Antimagic Field
Holy Aura
Mind Blank

9TH LEVEL

Imprisonment
Prismatic Wall

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

Hold Monster
Modify Memory

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

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

3RD LEVEL

Aura of Vitality
Blinding Smite
Crusader's Mantle

Daylight
Fireball
Leomund's Tiny Hut
Lightning Bolt
Mass Healing Word
Sending
Wind Wall

4TH LEVEL

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

5TH LEVEL

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

6TH LEVEL

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

7TH LEVEL

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

8TH LEVEL

Earthquake
Sunburst
Telepathy

9TH LEVEL

Mass Heal
Meteor Swarm
Power Word Heal

ILLUSION

CANTRIP

Minor Illusion

1ST LEVEL

Color Spray
Disguise Self

Illusory Script
Silent Image

2ND LEVEL

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

3RD LEVEL

Fear
Hypnotic Pattern
Major Image
Phantom Steed

4TH LEVEL

Greater Invisibility
Hallucinatory Terrain
Phantasmal Killer

5TH LEVEL

Creation
Dream
Mislead
Seeming

6TH LEVEL

Programmed Illusion

7TH LEVEL

Mirage Arcane
Project Image
Simulacrum

9TH LEVEL

Weird

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

Speak with Dead
Vampiric Touch

4TH LEVEL

Blight

5TH LEVEL

Contagion
Raise Dead

6TH LEVEL

Circle of Death
Create Undead
Eyebite
Harm
Magic Jar

7TH LEVEL

Finger of Death
Resurrection

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

Spider Climb
Spike Growth

3RD LEVEL

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

4TH LEVEL

Control Water
Fabricate
Giant Insect
Polymorph
Stone Shape

5TH LEVEL

Animate Objects
Awaken
Passwall
Reincarnate
Swift Quiver
Telekinesis

6TH LEVEL

Disintegrate
Flesh to Stone
Move Earth
Wind Walk

7TH LEVEL

Etherealness
Regenerate
Reverse Gravity
Sequester

8TH LEVEL

Animal Shapes
Control Weather
Glibness

9TH LEVEL

Shapechange
Time Stop
True Polymorph

SPELLS BY LEVEL

Here are all the spells organized by spell level.

CANTRIPS (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
Thunderwave
Unseen Servant
Witch Bolt
Wrathful Smite

2ND LEVEL

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

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

3RD LEVEL

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

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

4TH LEVEL

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

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

5TH LEVEL

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

6TH LEVEL

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

7TH LEVEL

Conjure Celestial
Delayed Blast Fireball
Divine Word
Etherealness
Finger of Death
Fire Storm
Forcecage
Mirage Arcane
Mordenkainen's Magnifi-
cent 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