Cantrips

Blade Ward

Control Flames

Create Bonfire

Druidcraft

Fire Bolt

Friends

Guidance

Light

Lightning Lure

Mage Hand

Mending

Message

Minor Illusion

Mold Earth

Poison Spray

Prestidigitation

Ray of Frost

Resistance

Sacred Flame

Shape Water

Shocking Grasp

Spare the Dying

Thaumaturgy

Thunderclap

True Strike

Vicious Mockery

1st Level

Absorb Elements

Alarm

Chaos Bolt

Charm Person

Chromatic Orb

Color Spray

Command

Create/Destroy Water

Cure Wounds

Detect Evil & Good

Detect Magic

Detect Poison & Disease

Disguise Self

Dissonant Whispers

Entangle

Expeditious Retreat

Feather Fall

Find Familiar

Fog Cloud

Grease

Guiding Bolt

Healing Word

Heroism

Identify

Inflict Wounds

Longstrider

Mage Armour

Magic Missile

Protection from Evil & Good

Purify Food & Drink

Sanctuary

Shield

Shield of Faith

Sleep

Speak with Animals

Thunderwave

Witch Bolt

2nd level

Aid

Barkskin

Beast Sense

Blindness / Deafness

Calm Emotions

Continual Flame

Detect Thoughts

Enhance Ability

Find Traps

Gentle Repose

Hold Person

Invisibility

Knock

Lesser Restoration

Magic Weapon

Mirror Image

Misty Step

Phantasmal Force

Prayer of Healing

Protection from Poison

Scorching Ray

See Invisibility

Silence

Spike Growth

Spiritual Weapon

Suggestion

3rd level

Beacon of Hope

Blink

Clairvoyance

Counterspell

Create Food and Water

Daylight

Dispel Magic

Erupting Earth

Fireball

Glyph of Warding

Haste

Hypnotic Pattern

Leomund’s Tiny Hut

Lightning Bolt

Major Image

Mass Healing Word

Meld into Stone

Nondetection

Plant Growth

Protection from Energy

Remove Curse

Revivify

Sending

Slow

Speak with Dead

Speak with Plants

Spirit Guardians

Thunder Step

Water Walk

4th level

Banishment

Compulsion

Confusion

Control Water

Death Ward

Dimension Door

Divination

Fabricate

Freedom of Movement

Greater Invisibility

Guardian of Faith

Hallucinatory Terrain

Ice Storm

Mordenkainen’s Faithful Hound

Polymorph

Stone Shape

Vitriolic Sphere

Watery Sphere

5th level

Insect Plague

Mislead

Seeming

6th level

Globe of Invulnerability

Maccath:

Gaseous Form (3rd level)

Haste (3rd level)

Protection from Energy (3rd level)

Water Breathing (3rd level)

Evard’s Black Tentacles (4th level)

Fire Shield (4th level)

Wall of Fire (4th level)

Hold Monster (5th level)

Chain Lightning (6th level)

Disintegrate (6th level)