Cantrips (0 Level)

Blade Ward

Dancing Lights

Friends Light

Mage Hand

Mending

Message

Minor Illusion

Prestidigitation

True Strike

Vicious Mockery

1s t L evel Animal Friendship Bane Charm Person Comprehend Languages Cure Wounds Detect Magic Disguise Self Dissonant Whispers Faerie Fire Feather Fall Healing Word Heroism Identify Illusory Script Longstrider Silent Image Sleep Speak with Animals Tasha’s Hideous Laughter Thunderwave Unseen Servant 2ND L evel Animal Messenger Blindness/Deafness Calm Emotions Cloud of Daggers Crown of Madness Detect Thoughts Enhance Ability Enthrall Heat Metal Hold Person Invisibility Knock Lesser Restoration Locate Animals or Plants Locate Object Magic Mouth Phantasmal Force See Invisibility Shatter Silence Suggestion Zone o f Truth 3 r d L evel Bestow Curse Clairvoyance Dispel Magic Fear Feign Death Glyph o f Warding Hypnotic Pattern Leomund’s Tiny Hut Major Image Nondetection Plant Growth Sending Speak with Dead Speak with Plants Stinking Cloud Tongues 4 t h L evel Compulsion Confusion Dimension Door Freedom of Movement Greater Invisibility Hallucinatory Terrain Locate Creature Polymorph 5t h L evel Animate Objects Awaken Dominate Person Dream Geas Greater Restoration Hold Monster Legend Lore Mass Cure Wounds Mislead Modify Memory Planar Binding Raise Dead Scrying Seeming Teleportation Circle 6 t h L evel Eyebite Find the Path Guards and Wards Mass Suggestion Otto’s Irresistible Dance Programmed Illusion True Seeing 7 t h L evel Etherealness Forcecage Mirage Arcane Mordenkainen’s Magnificent Mansion Mordenkainen’s Sword Project Image Regenerate Resurrection Symbol Teleport 8t h L evel Dominate Monster Feeblemind Glibness Mind Blank Power Word Stun 9 t h L evel Foresight Power Word Heal Power Word Kill True Polymorph C l e r i c S p e l l s C a n t r ip s (0 L e v e l ) Guidance Light Mending Resistance Sacred Flame Spare the Dying Thaumaturgy 1s t L evel Bane Bless Command Create or Destroy Water Cure Wounds Detect Evil and Good Detect Magic Detect Poison and Disease Guiding Bolt Healing Word Inflict Wounds Protection from Evil and Good Purify Food and Drink Sanctuary Shield of Faith 2ND L evel Aid Augury Blindness/Deafness Calm Emotions Continual Flame Enhance Ability Find Traps Gentle Repose Hold Person Lesser Restoration Locate Object Prayer of Healing Protection from Poison Silence Spiritual Weapon Warding Bond Zone o f Truth 3 r d L evel Animate Dead Beacon of Hope Bestow Curse Clairvoyance Create Food and Water Daylight Dispel Magic Feign Death Glyph o f Warding Magic Circle Mass Healing Word Meld into Stone Protection from Energy Remove Curse Revivify Sending Speak with Dead