**BARD SPELLS**

Cantrips (0 Level)

Blade Ward

Dancing Lights

Friends Light

Mage Hand

Minor Illusion

Prestidigitation

True Strike

Vicious Mockery

1s t Level

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 of 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

**CELERIC SPELLS**

(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

Spirit Guardians

Tongues

Water Walk

4 t h L evel

Banishment

Control Water

Death Ward

Divination

Freedom of Movement

Guardian of Faith

Locate Creature

Stone Shape

5t h L evel

Commune

Contagion

Dispel Evil and Good

Flame Strike

Geas

Greater Restoration

Hallow

Insect Plague

Legend Lore

Mass Cure Wounds

Planar Binding

Raise Dead

Scrying

6 t h L evel

Blade Barrier

Create Undead

Find the Path

Forbiddance

Harm

Heal

Heroes’ Feast

Planar Ally

True Seeing

Word of Recall

7t h L evel

Conjure Celestial

Divine Word

Etherealness

Fire Storm

Plane Shift

Regenerate

Resurrection

Symbol

8 t h L evel

Antimagic Field

Control Weather

Earthquake

Holy Aura

9 t h L evel

Astral Projection

Gate

Mass Heal

True Resurrection

**DRUID SPELLS**

(0 L e v e l )

Druidcraft

Guidance

Mending

Poison Spray

Produce Flame

Resistance Shillelagh

Thorn Whip

1s t L evel

Animal Friendship

Charm Person

Create or Destroy Water

Cure Wounds

Detect Magic

Detect Poison and Disease

Entangle

Faerie Fire

Fog Cloud

Goodberry

Healing Word

Jump

Longstrider

Purify Food and Drink

Speak with Animals

Thunderwave

2 n d L eve

Animal Messenger

Barkskin

Beast Sense

Darkvision

Enhance Ability

Find Traps

Flame Blade

Flaming Sphere

Gust of Wind

Heat Metal

Hold Person

Lesser Restoration

Locate Animals or Plants

Locate Object

Moonbeam

Pass without Trace

Protection from Poison

Spike Growth

3 r d L evel

Call Lightning

Conjure Animals

Daylight

Dispel Magic

Feign Death

Meld into Stone

Plant Growth

Protection from Energy

Sleet Storm

Speak with Plants

Water Breathing

Water Walk

Wind Wall

4 t h L evel

Blight

Confusion

Conjure Minor Elementals

Conjure Woodland Beings

Control Water

Dominate Beast

Freedom of Movement

Giant Insect

Grasping Vine

Hallucinatory Terrain

Ice Storm

Locate Creature

Polymorph

Stone Shape

Stoneskin

Wall of Fire

5t h L evel

Antilifem Shell

Awaken

Commune with Nature

Conjure Elemental

Contagion

Geas

Greater Restoration

Insect Plague

Mass Cure Wounds

Planar Binding

Reincarnate

Scrying

Tree Stride

Wall of Stone

6 t h L evel

Conjure Fey

Find the Path

Heal

Heroes’ Feast

Move Earth

Sunbeam

Transport via Plants

Wall o f Thorns

Wind Walk

7t h L evel

Fire Storm

Mirage Arcane

Plane Shift

Regenerate

Reverse Gravity

8 t h L evel

Animal Shapes

Antipathy/Sympathy

Control Weather

Earthquake

Feeblemind

Sunburst Tsunami

9 t h L evel

Foresight

Shapechange

Storm of Vengeance

True Resurrection

**PALADIN SPELLS**

1s t L evel

Bless

Command

Compelled Duel

Cure Wounds

Detect Evil and Good

Detect Magic

Detect Poison and Disease

Divine Favor

Heroism

Protection from Evil and Good

Purify Food and Drink

Searing Smite

Shield of Faith

Thunderous Smite

Wrathful Smite

2 n d L evel

Aid

Branding Smite

Find Steed

Lesser Restoration

Locate Object

Magic Weapon

Protection from Poison

Zone of Truth

3 r d L evel

Aura of Vitality

Blinding Smite

Create Food and Water

Crusader's Mantle

Daylight

Dispel Magic

Elemental Weapon

Magic Circle

Remove Curse

Revivify

4 t h L evel

Aura of Life

Aura of Purity

Banishment

Death Ward

Locate Creature

Staggering Smite

5t h L evel

Banishing Smite

Circle of Power

Destructive Smite

Dispel Evil and Good

Geas

Raise Dead

**RANGER SPELLS**

1s t L evel

Alarm

Animal Friendship

Cure Wounds

Detect Magic

Detect Poison and Disease

Ensnaring Strike

Fog Cloud

Goodberry

Hail o f Thorns

Hunter’s Mark

Jump

Longstrider

Speak with Animals

2 n d L evel

Animal Messenger

Barkskin

Beast Sense

Cordon of Arrows

Darkvision

Find Traps

Lesser Restoration

Locate Animals or Plants

Locate Object

Pass without Trace

Protection from Poison

Silence

Spike Growth

3 r d L evel

Conjure Animals

Conjure Barrage

Daylight

Lightning Arrow

Nondetection

Plant Growth

Protection from Energy

Speak with Plants

Water Breathing

Water Walk

Wind Wall

4 t h L evel

Conjure Woodland Beings

Freedom of Movement

Grasping Vine

Locate Creature

Stoneskin

5t h L evel

Commune with Nature

Conjure Volley

Swift Quiver

Tree Stride

S o r c e r e r S p e l l s C a n t r ip s (0 L evel ) Acid Splash Blade Ward Chill Touch Dancing Lights Fire Bolt Friends Light Mage Hand Mending Message Minor Illusion Poison Spray Prestidigitation Ray of Frost Shocking Grasp True Strike 1s t L evel Burning Hands Charm Person Chromatic Orb Color Spray Comprehend Languages Detect Magic Disguise Self Expeditious Retreat False Life Feather Fall Fog Cloud Jump Mage Armor Magic Missile Ray of Sickness Shield Silent Image Sleep Thunderwave Witch Bolt 2 n d L evel Alter Self Blindness/Deafness Blur Cloud of Daggers Crown of Madness Darkness Darkvision Detect Thoughts Enhance Ability Enlarge/Reduce Gust of Wind Hold Person Invisibility Knock Levitate Mirror Image Misty Step Phantasmal Force Scorching Ray See Invisibility Shatter Spider Climb Suggestion Web 3 r d L evel Blink Clairvoyance Counterspell Daylight Dispel Magic Fear Fireball Fly Gaseous Form Haste Hypnotic Pattern Lightning Bolt Major Image Protection from Energy Sleet Storm Slow Stinking Cloud Tongues Water Breathing Water Walk 4 t h L evel Banishment Blight Confusion Dimension Door Dominate Beast Greater Invisibility Ice Storm Polymorph Stoneskin Wall of Fire 5t h L evel Animate Objects Cloudkill Cone of Cold Creation Dominate Person Hold Monster Insect Plague Seeming Telekinesis Teleportation Circle Wall of Stone 6 t h L evel Arcane Gate Chain Lightning Circle of Death Disintegrate Eyebite Globe of Invulnerability Mass Suggestion Move Earth Sunbeam True Seeing 7t h L evel Delayed Blast Fireball Etherealness Finger of Death Fire Storm Plane Shift Prismatic Spray Reverse Gravity Teleport 8 t h L evel Dominate Monster Earthquake Incendiary Cloud Power Word Stun Sunburst 9 t h L evel Gate Meteor Swarm Power Word Kill Time Stop Wish