

CHAPTER 11: SPELLS



HIS CHAPTER DESCRIBES THE MOST COMMON spells in the worlds of DUNGEONS & DRAGONS. The chapter begins with the spell lists of the spellcasting classes. The remainder contains spell descriptions, presented in alphabetical order by the name of the spell.

BARD SPELLS

CANTRIPS (0 LEVEL)

Blade Ward
Dancing Lights
Friends
Light
Mage Hand
Mending
Message
Minor Illusion
Prestidigitation
True Strike
Vicious Mockery

1ST 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 LEVEL

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 of Truth

3RD LEVEL

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

4TH LEVEL

Compulsion
Confusion
Dimension Door
Freedom of Movement
Greater Invisibility
Hallucinatory Terrain
Locate Creature
Polymorph

5TH LEVEL

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

6TH LEVEL

Eyebite
Find the Path
Guards and Wards
Mass Suggestion
Otto's Irresistible Dance
Programmed Illusion
True Seeing

7TH LEVEL

Etherealness
Forcecage
Mirage Arcane
Mordenkainen's
Magnificent Mansion
Mordenkainen's Sword
Project Image
Regenerate
Resurrection
Symbol
Teleport

8TH LEVEL

Dominate Monster
Feeblemind
Glibness
Mind Blank
Power Word Stun

9TH LEVEL

Foresight
Power Word Heal
Power Word Kill
True Polymorph

CLERIC SPELLS

CANTRIPS (0 LEVEL)

Guidance
Light
Mending
Resistance
Sacred Flame
Spare the Dying
Thaumaturgy

1ST LEVEL

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 LEVEL

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 of Truth

3RD LEVEL

Animate Dead
Beacon of Hope
Bestow Curse
Clairvoyance
Create Food and Water
Daylight
Dispel Magic
Feign Death
Glyph of Warding
Magic Circle
Mass Healing Word
Meld into Stone
Protection from Energy
Remove Curse
Revivify
Sending
Speak with Dead

Spirit Guardians
Tongues
Water Walk

4TH LEVEL

Banishment
Control Water
Death Ward
Divination
Freedom of Movement
Guardian of Faith
Locate Creature
Stone Shape

5TH LEVEL

Commune
Contagion
Dispel Evil and Good
Flame Strike
Geas
Greater Restoration
Hallow
Insect Plague
Legend Lore
Mass Cure Wounds
Planar Binding
Raise Dead
Scrying

6TH LEVEL

Blade Barrier
Create Undead
Find the Path
Forbiddance
Harm
Heal
Heroes' Feast
Planar Ally
True Seeing
Word of Recall

7TH LEVEL

Conjure Celestial
Divine Word
Etherealness
Fire Storm
Plane Shift
Regenerate
Resurrection
Symbol

8TH LEVEL

Antimagic Field
Control Weather
Earthquake
Holy Aura

9TH LEVEL

Astral Projection

Gate
Mass Heal
True Resurrection

DRUID SPELLS

CANTRIPS (0 LEVEL)

Druidcraft
Guidance
Mending
Poison Spray
Produce Flame
Resistance
Shillelagh
Thorn Whip

1ST LEVEL

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

2ND LEVEL

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

3RD LEVEL

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

4TH LEVEL

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

5TH LEVEL

Antilife 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

6TH LEVEL

Conjure Fey
Find the Path
Heal
Heroes' Feast
Move Earth
Sunbeam
Transport via Plants
Wall of Thorns
Wind Walk

7TH LEVEL

Fire Storm

Mirage Arcane
Plane Shift
Regenerate
Reverse Gravity

8TH LEVEL

Animal Shapes
Antipathy/Sympathy
Control Weather
Earthquake
Feeblemind
Sunburst
Tsunami

9TH LEVEL

Foresight
Shapechange
Storm of Vengeance
True Resurrection

PALADIN SPELLS

1ST LEVEL

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

2ND LEVEL

Aid
Branding Smite
Find Steed
Lesser Restoration
Locate Object
Magic Weapon
Protection from Poison
Zone of Truth

3RD LEVEL

Aura of Vitality
Blinding Smite
Create Food and Water
Crusader's Mantle
Daylight
Dispel Magic
Elemental Weapon

Magic Circle
Remove Curse
Revivify

4TH LEVEL

Aura of Life
Aura of Purity
Banishment
Death Ward
Locate Creature
Staggering Smite

5TH LEVEL

Banishing Smite
Circle of Power
Destructive Smite
Dispel Evil and Good
Geas
Raise Dead

RANGER SPELLS

1ST LEVEL

Alarm
Animal Friendship
Cure Wounds
Detect Magic
Detect Poison and Disease
Ensnaring Strike
Fog Cloud
Goodberry
Hail of Thorns
Hunter's Mark
Jump
Longstrider
Speak with Animals

2ND LEVEL

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

3RD LEVEL

Conjure Animals
Conjure Barrage
Daylight
Lightning Arrow
Nondetection

Plant Growth
Protection from Energy
Speak with Plants
Water Breathing
Water Walk
Wind Wall

4TH LEVEL

Conjure Woodland Beings
Freedom of Movement
Grasping Vine
Locate Creature
Stoneskin

5TH LEVEL

Commune with Nature
Conjure Volley
Swift Quiver
Tree Stride

SORCERER SPELLS

CANTRIPS (0 LEVEL)

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

1ST LEVEL

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

2ND LEVEL

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

3RD LEVEL

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

4TH LEVEL

Banishment
Blight
Confusion
Dimension Door
Dominate Beast

Greater Invisibility
Ice Storm
Polymorph
Stoneskin
Wall of Fire

5TH LEVEL

Animate Objects
Cloudkill
Cone of Cold
Creation
Dominate Person
Hold Monster
Insect Plague
Seeming
Telekinesis
Teleportation Circle
Wall of Stone

6TH LEVEL

Arcane Gate
Chain Lightning
Circle of Death
Disintegrate
Eyebite
Globe of Invulnerability
Mass Suggestion
Move Earth
Sunbeam
True Seeing

7TH LEVEL

Delayed Blast Fireball
Etherealness
Finger of Death
Fire Storm
Plane Shift
Prismatic Spray
Reverse Gravity
Teleport

8TH LEVEL

Dominate Monster
Earthquake
Incendiary Cloud
Power Word Stun
Sunburst

9TH LEVEL

Gate
Meteor Swarm
Power Word Kill
Time Stop
Wish

WARLOCK SPELLS

CANTRIPS (0 LEVEL)

Blade Ward
Chill Touch
Eldritch Blast
Friends
Mage Hand
Minor Illusion
Poison Spray
Prestidigitation
True Strike

1ST LEVEL

Armor of Agathys
Arms of Hadar
Charm Person
Comprehend Languages
Expeditious Retreat
Hellish Rebuke
Hex
Illusory Script
Protection from
 Evil and Good
Unseen Servant
Witch Bolt

2ND LEVEL

Cloud of Daggers
Crown of Madness
Darkness
Enthrall
Hold Person
Invisibility
Mirror Image
Misty Step
Ray of Enfeeblement
Shatter
Spider Climb
Suggestion

3RD LEVEL

Counterspell
Dispel Magic
Fear
Fly
Gaseous Form
Hunger of Hadar
Hypnotic Pattern
Magic Circle
Major Image
Remove Curse
Tongues
Vampiric Touch

4TH LEVEL

Banishment
Blight

Dimension Door
Hallucinatory Terrain

5TH LEVEL

Contact Other Plane
Dream
Hold Monster
Scrying

6TH LEVEL

Arcane Gate
Circle of Death
Conjure Fey
Create Undead
Eyebite
Flesh to Stone
Mass Suggestion
True Seeing

7TH LEVEL

Etherealness
Finger of Death
Forcecage
Plane Shift

8TH LEVEL

Demiplane
Dominate Monster
Feeblemind
Glibness
Power Word Stun

9TH LEVEL

Astral Projection
Foresight
Imprisonment
Power Word Kill
True Polymorph

WIZARD SPELLS

CANTRIPS (0 LEVEL)

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

1ST LEVEL

Alarm
Burning Hands
Charm Person
Chromatic Orb
Color Spray
Comprehend Languages
Detect Magic
Disguise Self
Expeditious Retreat
False Life
Feather Fall
Find Familiar
Fog Cloud
Grease
Identify
Illusory Script
Jump
Longstrider
Mage Armor
Magic Missile
Protection from
 Evil and Good
Ray of Sickness
Shield
Silent Image
Sleep
Tasha's Hideous Laughter
Tenser's Floating Disk
Thunderwave
Unseen Servant
Witch Bolt

2ND LEVEL

Alter Self
Arcane Lock
Blindness/Deafness
Blur
Cloud of Daggers
Continual Flame
Crown of Madness
Darkness
Darkvision
Detect Thoughts
Enlarge/Reduce
Flaming Sphere
Gentle Repose
Gust of Wind
Hold Person
Invisibility
Knock
Levitate
Locate Object
Magic Mouth
Magic Weapon
Melf's Acid Arrow
Mirror Image

Misty Step
Nystul's Magic Aura
Phantasmal Force
Ray of Enfeeblement
Rope Trick
Scorching Ray
See Invisibility
Shatter
Spider Climb
Suggestion
Web

3RD LEVEL

Animate Dead
Bestow Curse
Blink
Clairvoyance
Counterspell
Dispel Magic
Fear
Feign Death
Fireball
Fly
Gaseous Form
Glyph of Warding
Haste
Hypnotic Pattern
Leomund's Tiny Hut
Lightning Bolt
Magic Circle
Major Image
Nondetection
Phantom Steed
Protection from Energy
Remove Curse
Sending
Sleet Storm
Slow
Stinking Cloud
Tongues
Vampiric Touch
Water Breathing

4TH LEVEL

Arcane Eye
Banishment
Blight
Confusion
Conjure Minor Elementals
Control Water
Dimension Door
Evard's Black Tentacles
Fabricate
Fire Shield
Greater Invisibility
Hallucinatory Terrain
Ice Storm
Leomund's Secret Chest

Locate Creature
Mordenkainen's
Faithful Hound
Mordenkainen's
Private Sanctum
Otiluke's Resilient Sphere
Phantasmal Killer
Polymorph
Stone Shape
Stoneskin
Wall of Fire

5TH LEVEL

Animate Objects
Bigby's Hand
Cloudkill
Cone of Cold
Conjure Elemental
Contact Other Plane
Creation
Dominate Person
Dream
Geas
Hold Monster
Legend Lore
Mislead
Modify Memory
Passwall
Planar Binding
Rary's Telepathic Bond
Scrying
Seeming
Telekinesis
Teleportation Circle
Wall of Force
Wall of Stone

6TH LEVEL

Arcane Gate
Chain Lightning
Circle of Death
Contingency
Create Undead
Disintegrate
Drawmij's Instant
Summons
Eyebite
Flesh to Stone
Globe of Invulnerability
Guards and Wards
Magic Jar
Mass Suggestion
Move Earth
Otiluke's Freezing Sphere
Otto's Irresistible Dance
Programmed Illusion

Sunbeam
True Seeing
Wall of Ice

7TH LEVEL

Delayed Blast Fireball
Etherealness
Finger of Death
Forcecage
Mirage Arcane
Mordenkainen's
Magnificent Mansion
Mordenkainen's Sword
Plane Shift
Prismatic Spray
Project Image
Reverse Gravity
Sequester
Simulacrum
Symbol
Teleport

8TH LEVEL

Antimagic Field
Antipathy/Sympathy
Clone
Control Weather
Demiplane
Dominate Monster
Feeblemind
Incendiary Cloud
Maze
Mind Blank
Power Word Stun
Sunburst
Telepathy
Trap the Soul

9TH LEVEL

Astral Projection
Foresight
Gate
Imprisonment
Meteor Swarm
Power Word Kill
Prismatic Wall
Shapechange
Time Stop
True Polymorph
Weird
Wish

SPELL DESCRIPTIONS

The spells are presented in alphabetical order.

ACID SPLASH

Conjuration cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You hurl a bubble of acid. Choose one creature within range, or choose two creatures within range that are within 5 feet of each other. A target must succeed on a Dexterity saving throw or take 1d6 acid damage.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

AID

2nd-level abjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a tiny strip of white cloth)

Duration: 8 hours

Your spell bolsters your allies with toughness and resolve. Choose up to three creatures within range. Each target's hit point maximum and current hit points increase by 5 for the duration.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, a target's hit points increase by an additional 5 for each slot level above 2nd.

ALARM

1st-level abjuration (ritual)

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (a tiny bell and a piece of fine silver wire)

Duration: 8 hours

You set an alarm against unwanted intrusion. Choose a door, a window, or an area within range that is no larger than a 20-foot cube. Until the spell ends, an alarm alerts you whenever a Tiny or larger creature touches or enters the warded area. When you cast the spell, you can designate creatures that won't set off the alarm. You also choose whether the alarm is mental or audible.

A mental alarm alerts you with a ping in your mind if you are within 1 mile of the warded area. This ping awakens you if you are sleeping.

An audible alarm produces the sound of a hand bell for 10 seconds within 60 feet.

ALTER SELF

2nd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 hour

You assume a different form. When you cast the spell, choose one of the following options, the effects of which last for the duration of the spell. While the spell lasts,