

# CHAPTER 3

## SPELLS

**M**ANY OF THE CHARACTER CLASSES IN THE *Player's Handbook* harness magic in the form of spells. This chapter provides new spells for those classes, as well as for spellcasting monsters. The Dungeon Master decides which of these spells are available in a campaign and how they can be learned. For example, a DM might decide that some of the spells are freely available, that others are unobtainable, and that a handful can be found only after a special quest, perhaps discovered in a long-lost tome of magic. Wizard spells, in particular, can be introduced to a campaign in spellbooks found as treasure.

When a DM adds spells to a campaign, clerics, druids, and paladins require special consideration. When characters of those classes prepare their spells, they have access to the entire spell list for their class. Given that fact, the DM should be cautious about making all of these new spells available to a player who is overwhelmed when presented with many options. For such a player, consider adding only story-appropriate spells to the spell list of that player's character.

### SPELL LISTS

The following spell lists show which spells can be cast by characters of each class. A spell's school of magic is noted in parentheses. If a spell can be cast as a ritual, the ritual tag also appears in the parentheses.

So why can't people who use magic do it all the time?  
I can disintegrate things whenever I want. Like now. And now.  
And now. And now ... Hey, whered' everybody go?



#### BARD SPELLS

##### CANTRIPS (O LEVEL)

*Thunderclap* (evocation)

##### 1ST LEVEL

*Earth tremor* (evocation)

##### 2ND LEVEL

*Pyrotechnics* (transmutation)

*Skywrite* (transmutation, ritual)

*Warding wind* (evocation)

##### 3RD LEVEL

*Catnap* (enchantment)

*Enemies abound* (enchantment)

##### 4TH LEVEL

*Charm monster* (enchantment)

##### 5TH LEVEL

*Skill empowerment* (transmutation)

*Synaptic static* (enchantment)

##### 9TH LEVEL

*Mass polymorph* (transmutation)

*Psychic scream* (enchantment)

#### CLERIC SPELLS

##### CANTRIPS (O LEVEL)

*Toll the dead* (necromancy)

*Word of radiance* (evocation)

##### 1ST LEVEL

*Ceremony* (abjuration, ritual)

##### 3RD LEVEL

*Life transference* (necromancy)

##### 5TH LEVEL

*Dawn* (evocation)

*Holy weapon* (evocation)

##### 7TH LEVEL

*Temple of the gods* (conjunction)

#### DRUID SPELLS

##### CANTRIPS (O LEVEL)

*Control flames* (transmutation)

*Create bonfire* (conjunction)

*Frostbite* (evocation)

*Gust* (transmutation)

*Infestation* (conjunction)

*Magic stone* (transmutation)

*Mold earth* (transmutation)

*Primal savagery* (transmutation)

*Shape water* (transmutation)

*Thunderclap* (evocation)

##### 1ST LEVEL

*Absorb elements* (abjuration)

*Beast bond* (divination)

*Earth tremor* (evocation)

*Ice knife* (conjunction)

*Snare* (abjuration)

##### 2ND LEVEL

*Dust devil* (conjunction)

*Earthbind* (transmutation)

*Healing spirit* (conjunction)

*Skywrite* (transmutation, ritual)

*Warding wind* (evocation)



### 3RD LEVEL

*Erupting earth* (transmutation)  
*Flame arrows* (transmutation)  
*Tidal wave* (conjunction)  
*Wall of water* (evocation)

### 4TH LEVEL

*Charm monster* (enchantment)  
*Elemental bane* (transmutation)  
*Guardian of nature* (transmutation)  
*Watery sphere* (conjunction)

### 5TH LEVEL

*Control winds* (transmutation)  
*Maelstrom* (evocation)  
*Transmute rock* (transmutation)  
*Wrath of nature* (evocation)

### 6TH LEVEL

*Bones of the earth* (transmutation)  
*Druid grove* (abjuration)  
*Investiture of flame* (transmutation)  
*Investiture of ice* (transmutation)  
*Investiture of stone* (transmutation)  
*Investiture of wind* (transmutation)  
*Primordial ward* (abjuration)

### 7TH LEVEL

*Whirlwind* (evocation)

## PALADIN SPELLS

### 1ST LEVEL

*Ceremony* (abjuration, ritual)

### 4TH LEVEL

*Find greater steed* (conjunction)

### 5TH LEVEL

*Holy weapon* (evocation)

## RANGER SPELLS

### 1ST LEVEL

*Absorb elements* (abjuration)  
*Beast bond* (divination)  
*Snare* (abjuration)  
*Zephyr strike* (transmutation)

### 2ND LEVEL

*Healing spirit* (conjunction)

### 3RD LEVEL

*Flame arrows* (transmutation)

### 4TH LEVEL

*Guardian of nature* (transmutation)

### 5TH LEVEL

*Steel wind strike* (conjunction)  
*Wrath of nature* (evocation)

## SORCERER SPELLS

### CANTRIPS (0 LEVEL)

*Control flames* (transmutation)  
*Create bonfire* (conjunction)  
*Frostbite* (evocation)  
*Gust* (transmutation)  
*Infestation* (conjunction)  
*Mold earth* (transmutation)  
*Shape water* (transmutation)  
*Thunderclap* (evocation)

### 1ST LEVEL

*Absorb elements* (abjuration)  
*Catapult* (transmutation)  
*Chaos bolt* (evocation)  
*Earth tremor* (evocation)  
*Ice knife* (conjunction)

### 2ND LEVEL

*Aganazzar's scorcher* (evocation)  
*Dragon's breath* (transmutation)  
*Dust devil* (conjunction)  
*Earthbind* (transmutation)  
*Maximilian's earthen grasp*  
(transmutation)  
*Mind spike* (divination)  
*Pyrotechnics* (transmutation)  
*Shadow blade* (illusion)  
*Snillloc's snowball swarm* (evocation)  
*Warding wind* (evocation)

### 3RD LEVEL

*Catnap* (enchantment)  
*Enemies abound* (enchantment)  
*Erupting earth* (transmutation)  
*Flame arrows* (transmutation)  
*Melf's minute meteors* (evocation)  
*Thunder step* (conjunction)  
*Tidal wave* (conjunction)  
*Wall of water* (evocation)

### 4TH LEVEL

*Charm monster* (enchantment)  
*Sickening radiance* (evocation)  
*Storm sphere* (evocation)  
*Vitriolic sphere* (evocation)  
*Watery sphere* (conjunction)

### 5TH LEVEL

*Control winds* (transmutation)  
*Enervation* (necromancy)  
*Far step* (conjunction)  
*Immolation* (evocation)  
*Skill empowerment* (transmutation)  
*Synaptic static* (enchantment)  
*Wall of light* (evocation)

### 6TH LEVEL

*Investiture of flame* (transmutation)  
*Investiture of ice* (transmutation)  
*Investiture of stone* (transmutation)  
*Investiture of wind* (transmutation)  
*Mental prison* (illusion)  
*Scatter* (conjunction)

### 7TH LEVEL

*Crown of stars* (evocation)  
*Power word pain* (enchantment)  
*Whirlwind* (evocation)

### 8TH LEVEL

*Abi-Dalzim's horrid wilting* (necromancy)

### 9TH LEVEL

*Mass polymorph* (transmutation)  
*Psychic scream* (enchantment)

## WARLOCK SPELLS

### CANTRIPS (0 LEVEL)

*Create bonfire* (conjunction)  
*Frostbite* (evocation)  
*Infestation* (conjunction)  
*Magic stone* (transmutation)  
*Thunderclap* (evocation)  
*Toll the dead* (necromancy)

### 1ST LEVEL

*Cause fear* (necromancy)

### 2ND LEVEL

*Earthbind* (transmutation)  
*Mind spike* (divination)  
*Shadow blade* (illusion)

### 3RD LEVEL

*Enemies abound* (enchantment)  
*Thunder step* (conjunction)  
*Summon lesser demons* (conjunction)

### 4TH LEVEL

*Charm monster* (enchantment)  
*Elemental bane* (transmutation)  
*Shadow of moil* (necromancy)  
*Sickening radiance* (evocation)  
*Summon greater demon* (conjunction)

### 5TH LEVEL

*Danse macabre* (necromancy)  
*Enervation* (necromancy)  
*Far step* (conjunction)  
*Infernal calling* (conjunction)  
*Negative energy flood* (necromancy)  
*Synaptic static* (enchantment)  
*Wall of light* (evocation)



### 6TH LEVEL

*Investiture of flame* (transmutation)  
*Investiture of ice* (transmutation)  
*Investiture of stone* (transmutation)  
*Investiture of wind* (transmutation)  
*Mental prison* (illusion)  
*Scatter* (conjunction)  
*Soul cage* (necromancy)

### 7TH LEVEL

*Crown of stars* (evocation)  
*Power word pain* (enchantment)

### 8TH LEVEL

*Maddening darkness* (evocation)

### 9TH LEVEL

*Psychic scream* (enchantment)

## WIZARD SPELLS

### CANTRIPS (0 LEVEL)

*Control flames* (transmutation)  
*Create bonfire* (conjunction)  
*Frostbite* (evocation)  
*Gust* (transmutation)  
*Infestation* (conjunction)  
*Mold earth* (transmutation)  
*Shape water* (transmutation)  
*Thunderclap* (evocation)  
*Toll the dead* (necromancy)

### 1ST LEVEL

*Absorb elements* (abjuration)  
*Catapult* (transmutation)  
*Cause fear* (necromancy)  
*Earth tremor* (evocation)  
*Ice knife* (conjunction)  
*Snare* (abjuration)

### 2ND LEVEL

*Aganazzar's scorcher* (evocation)  
*Dragon's breath* (transmutation)  
*Dust devil* (conjunction)  
*Earthbind* (transmutation)  
*Maximilian's earthen grasp*  
(transmutation)  
*Mind spike* (divination)  
*Pyrotechnics* (transmutation)  
*Shadow blade* (illusion)  
*Skywrite* (transmutation, ritual)  
*Snillloc's snowball swarm* (evocation)  
*Warding wind* (evocation)

### 3RD LEVEL

*Catnap* (enchantment)  
*Enemies abound* (enchantment)  
*Erupting earth* (transmutation)  
*Flame arrows* (transmutation)

*Life transference* (necromancy)  
*Melf's minute meteors* (evocation)  
*Summon lesser demons* (conjunction)  
*Thunder step* (conjunction)  
*Tidal wave* (conjunction)  
*Tiny servant* (transmutation)  
*Wall of sand* (evocation)  
*Wall of water* (evocation)

### 4TH LEVEL

*Charm monster* (enchantment)  
*Elemental bane* (transmutation)  
*Sickening radiance* (evocation)  
*Storm sphere* (evocation)  
*Summon greater demon* (conjunction)  
*Vitriolic sphere* (evocation)  
*Watery sphere* (conjunction)

### 5TH LEVEL

*Control winds* (transmutation)  
*Danse macabre* (necromancy)  
*Dawn* (evocation)  
*Enervation* (necromancy)  
*Far step* (conjunction)  
*Immolation* (evocation)  
*Infernal calling* (conjunction)  
*Negative energy flood* (necromancy)  
*Skill empowerment* (transmutation)  
*Steel wind strike* (conjunction)  
*Synaptic static* (enchantment)

*Transmute rock* (transmutation)  
*Wall of light* (evocation)

### 6TH LEVEL

*Create homunculus* (transmutation)  
*Investiture of flame* (transmutation)  
*Investiture of ice* (transmutation)  
*Investiture of stone* (transmutation)  
*Investiture of wind* (transmutation)  
*Mental prison* (illusion)  
*Scatter* (conjunction)  
*Soul cage* (necromancy)  
*Tenser's transformation* (transmutation)

### 7TH LEVEL

*Crown of stars* (evocation)  
*Power word pain* (enchantment)  
*Whirlwind* (evocation)

### 8TH LEVEL

*Abi-Dalzim's horrid wilting* (necromancy)  
*Illusory dragon* (illusion)  
*Maddening darkness* (evocation)  
*Mighty fortress* (conjunction)

### 9TH LEVEL

*Invulnerability* (abjuration)  
*Mass polymorph* (transmutation)  
*Psychic scream* (enchantment)

