

Level Up Spell Lists

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Bard

Cantrips

Altered Strike (tra): Briefly transform your weapon or fist into another material and strike with it.

Circular Breathing (tra): Breathe and sing underwater, and regulate your breath to avoid harmful gases.

Dancing Lights (evo): Create up to four floating, magical lights.

Friends (enc): Gain an expertise die on a Charisma check.

Light (evo): Enchant one object to emit light.

Mending (tra): Perform simple repairs on an object.

Message (tra): Send short messages to other creatures.

Minor Illusion (ill): Create a small, limited illusion.

Prestidigitation (tra): Perform various minor magical tricks.

True Strike (div): Gain advantage on attacks against a single creature.

Vicious Mockery (enc): Make an insult that delivers psychic damage and gives disadvantage on a creature's next attack roll.

1st Level

Air Wave (cjr): Cut through the air with a melee weapon to damage a creature within 30 feet.

Animal Friendship (enc): Befriend an animal.

Arcane Riposte (evo): Respond to a melee attack with a damaging blast of elemental magic.

Bane (enc): Cause enemies to be distracted from their attacks.

Charm Person (enc): Force a humanoid to view you as a trusted friend for a short time.

Comprehend Languages (div): Use magic to better interpret languages you do not understand.

Cure Wounds (evo): Heal hit points equal to 1d8 + your spellcasting ability modifier.

Detect Magic (div): Sense the presence and school of magical auras.

Disguise Self (ill): Create an illusion that makes you appear like another humanoid.

Dramatic Sting (enc): Frighten a creature by echoing its movements with ominous music and terrifying sound effects.

Faerie Fire (evo): Highlight creatures with magical radiance.

Feather Fall (tra): Reduce or eliminate damage from falling.

Harmonic Resonance (abj): Harmonize with the rhythm of those around you to better help allies.

Healing Word (evo): Restore a small number of hit points to a creature at range with only a word.

Heroism (enc): Imbue a creature with bravery and vigor.

Hideous Laughter (enc): Cripple a creature with humor.

Identify (div): Divine the nature of an enchanted item.

Illusory Script (ill): Hide a message with illusions.

Phantasmal Talons (enc): Sprout invisible talons of pure will from your fingers.

Silent Image (ill): Create an illusion that can move but has no other sensory details.

Sleep (enc): Cause enemies to fall into a magical slumber.

Speak with Animals (div): Gain the ability to talk with animals.

Thunderwave (evo): Unleash a wave of thunderous force that damages creatures and pushes them back.

Traveler's Ward (abj): Protect a creature from pickpockets.

Unseen Servant (cjr): Use an invisible, mindless, shapeless force to perform simple tasks.

2nd Level

Animal Messenger (enc): Use a Tiny creature as a magical messenger.

Blindness/Deafness (nec): Strike a creature blind or deaf.

Calm Emotions (enc): Suppress strong and harmful emotions, negating effects or sapping aggression.

Detect Thoughts (div): Read the minds of nearby thinking creatures.

Enhance Ability (tra): Increase the effectiveness of one ability score for a creature.

Enthrall (enc): Monopolize a creature's attention.

Flex (ill): Bestow a glamor upon a creature that highlights its physique to show a stunning idealized form.

Heat Metal (tra): Make a metallic object too hot to touch.

Hold Person (enc): Paralyze a humanoid.

Invisibility (ill): Render a creature invisible so long as it does not attack or cast spells.

Knock (tra): Open a locked object.

Lesser Restoration (abj): Remove one affliction from a creature.

Locate Animals or Plants (div): Gain knowledge about the location of flora and fauna.

Locate Object (div): Know the whereabouts of a specific, nearby object.

Magic Mouth (ill): Enchant an object to repeat a message in certain circumstances.

Shatter (evo): Create a painful ringing sound that damages all creatures and objects in an area.

Shattering Barrage (evo): Hurl orbs of jagged broken glass at up to 3 creatures.

Silence (ill): Create a bubble of magical silence.

Suggestion (enc): Magically influence a creature, compelling it to follow a simple suggestion.

Zone of Truth (enc): Create a zone that minimizes spoken deceptions.

3rd Level

Aspect of the Moon (tra): Adopt a number of traits similar to a werewolf.

Battlecry Ballad (abj): Transform your bardic inspiration into a rallying cry that enhances the attacks of your allies.

Bestow Curse (nec): Lay a curse upon a creature, giving it potentially long-lasting penalties.

Clairvoyance (div): Create a sensor at a distance, allowing you to see or hear through it.

Dispel Magic (abj): End ongoing magical effects.

Fear (ill): Frighten creatures in a cone-shaped area.

Glyph of Warding (abj): Create a magical trap, storing a spell or burst of harmful energy within a rune.

Hypnotic Pattern (ill): Create a beguiling pattern in the air that charms and incapacitates its viewers.

Nondetection (abj): Hide a person, place, or thing from divination magic for 8 hours.

Plant Growth (tra): Use magic to increase the yield of plants or create difficult terrain.

Sending (evo): Send a short message to another creature, no matter their location.

Speak with Dead (nec): Call forth memories from a corpse, compelling it to answer questions.

Speak with Plants (tra): Awaken nearby plants, bestowing intelligence and animation.

Stinking Cloud (cjr): Make a thick, noxious cloud that leaves foes retching and unable to act.

Tiny Hut (evo): Create an immobile dome of protective force that shelters the party.

Tongues (div): Understand any heard language and be understood by others you speak to.

4th Level

Accelerando (tra): Play a jaunty tune that instills swiftness into up to 6 creatures.

Charm Monster (enc): Make a creature view you as a trusted friend.

Confusion (enc): Strike confusion into the minds of your enemies, making them act randomly.

Dimension Door (cjr): Teleport yourself and one willing creature great distances.

Freedom of Movement (abj): Free a creature from most constraints on its movement.

Greater Invisibility (ill): Turn a creature invisible even while it takes hostile actions.

Hallucinatory Terrain (ill): Cloak natural terrain in an illusion that transforms it.

Locate Creature (div): Know the whereabouts of a specific, nearby creature.

Polymorph (tra): Temporarily transform a creature into another creature.

Tearful Sonnet (enc): Quietly play a tragic tune that fills those around you with magical sorrow.

5th Level

Animate Objects (tra): Create constructs to smite foes.

Awaken (tra): Impart sentience to a creature or plant.

Dominate Person (enc): Take over the mind of a humanoid.

Dream (ill): Invade a creature's dreams to communicate with and possibly terrorize it.

Geas (enc): Give a creature a command with an extremely long duration.

Greater Restoration (abj): Restore a creature and remove a powerful debilitating effect.

Hold Monster (enc): Paralyze a creature.

Legend Lore (div): Magically obtain knowledge about a creature or topic.

Mass Cure Wounds (evo): Heal several allies a moderate amount.

Mislead (ill): Confuse those around you by replacing yourself with a duplicate.

Modify Memory (enc): Alter a creature's memory.

Planar Binding (abj): Force a creature from another plane of existence to become your servant.

Raise Dead (nec): Return a recently-dead creature to life.

Scrying (div): Observe a creature on the same plane of existence as you.

Seeming (ill): Craft an illusory appearance for as many creatures as you choose.

Teleportation Circle (cjr): Draw a circle and open a shimmering portal to another location.

Warrior's Instincts (div): Sharpen your senses to anticipate incoming attacks and find weaknesses in the defenses of your foes.

6th Level

Find the Path (div): Know the way to a location of your choice.

Guards and Wards (abj): Ward an area, making it difficult to traverse for those that you do not permit.

Irresistible Dance (enc): Cripple a creature with the urge to dance.

Mass Suggestion (enc): Convince up to 12 creatures to carry out a simple instruction.
Programmed Illusion (ill): Set an illusion that triggers once a specified condition is met.
True Seeing (div): Grant truesight to one creature, allowing it to notice secret doors hidden by magic and see into the Ethereal Plane.

7th Level

Arcane Sword (evo): Create a deadly sword-shaped force that attacks at your command.

Etherealness (tra): Enter the border of the Ethereal Plane.

Forcecage (evo): Creatures in the area are trapped in an invisible cube of force.

Magnificent Mansion (cjr): Create a magnificent extradimensional dwelling.

Project Image (ill): Create an illusionary duplicate you can sense through.

Regenerate (tra): Cause a creature to heal itself over time and can regrow lost limbs.

Resurrection (nec): Return a long-dead creature to life.

Symbol (abj): Inscribe a potent arcane glyph, setting a magical trap for unsuspecting creatures.

Teleport (cjr): Teleport one or more creatures instantly across vast distances.

8th Level

Dominate Monster (enc): Take over the mind of a creature.

Feeblemind (enc): Crush a creature's mind.

Glibness (tra): Gain a bonus to Charisma checks and lie even under magical detection.

Mind Blank (abj): Prevent a creature's mind from being read.

Power Word Stun (enc): Stun a creature with a single word.

9th Level

Foresight (div): Grant preternatural awareness to a creature that makes it immune to being surprised and grants it advantage on checks.

Power Word Kill (enc): Slay a creature with a single word.

True Polymorph (tra): Change a creature into another creature or object, or an object into a creature.

Cleric

Cantrips

Arcane Muscles (tra): Bulk your muscles to deliver lethal unarmed strikes.

Guidance (div): A creature you touch gains an expertise die on an ability check of its choosing.

Light (evo): Enchant one object to emit light.

Mending (tra): Perform simple repairs on an object.

Pestilence (cjr): Fill a 10-foot sphere with biting insects that damage creatures and some objects.

Sacred Flame (evo): Use radiant energy to scorch an enemy.

Spare the Dying (nec): Stabilize a dying creature with a jolt of healing energy.

Thaumaturgy (tra): Manifest a minor magical effect to display divine power.

1st Level

Bane (enc): Cause enemies to be distracted from their attacks.

Bless (enc): Bless a number of creatures, improving their attack rolls and saving throws.

Calculated Retribution (abj): Surround yourself with a dampening magical field and collect the energy of your foes' attacks to use against them.

Ceremony (evo): Perform a religious ceremony for a funeral, last rites, offering, purification, or rite of passage.

Command (enc): Compel a creature to follow a one-word command.

Corpse Explosion (evo): Make a corpse explode in a poisonous cloud.

Create or Destroy Water (tra): Create or destroy up to 10 gallons of water.

Cure Wounds (evo): Heal hit points equal to 1d8 + your spellcasting ability modifier.

Detect Evil and Good (div): Sense the presence and nature of otherworldly influences.

Detect Magic (div): Sense the presence and school of magical auras.

Detect Poison and Disease (div): Sense the presence and identify poisons and diseases.

Guiding Bolt (evo): Attack a creature with a bolt of radiant energy that guides the attack of an ally.

Healing Word (evo): Restore a small number of hit points to a creature at range with only a word.

Inflict Wounds (nec): Assail a creature with necrotic energy.

Protection from Evil and Good (abj): Protect a creature from certain creature types.

Sanctuary (abj): Guard one creature against attacks.

Shield of Faith (abj): Bestow holy protection upon a creature.

Traveler's Ward (abj): Protect a creature from pickpockets.

Wind Up (enc): Magically ensure that your next melee attack strikes true.

2nd Level

Aid (abj): Boost the hit points of allies.

Augury (div): Consult fate.

Blindness/Deafness (nec): Strike a creature blind or deaf.

Calm Emotions (enc): Suppress strong and harmful emotions, negating effects or sapping aggression.

Continual Flame (evo): Create a torch-like flame that can't be extinguished.

Enhance Ability (tra): Increase the effectiveness of one ability score for a creature.

Find Traps (div): Know whether traps are present.

Force of Will (abj): Reduce the damage dealt by an attack.

Gentle Repose (nec): Prevent a corpse from decaying or being raised as undead.

Hold Person (enc): Paralyze a humanoid.

Lesser Restoration (abj): Remove one affliction from a creature.

Locate Object (div): Know the whereabouts of a specific, nearby object.

Mental Grip (cjr): Conjure extensions of your own mental fortitude to keep your foes at bay.

Prayer of Healing (evo): Heal up to 6 creatures during a short rest.

Protection from Energy (abj): Grant a creature resistance to one damage type of your choice.

Shattering Barrage (evo): Hurl orbs of jagged broken glass at up to 3 creatures.

Silence (ill): Create a bubble of magical silence.

Soulwrought Fists (tra): Harden a creature's hands with inner power, turning dexterous fingers into magical iron cudgels.

Spiritual Weapon (evo): Conjure a floating, incandescent weapon to attack enemies with a bonus action.

Warding Bond (abj): Forge a mystical bond with a willing creature that grants them several benefits, but you take the damage being prevented from harming it.

Zone of Truth (enc): Create a zone that minimizes spoken deceptions.

3rd Level

Animate Dead (nec): Create undead to do your bidding.

Beacon of Hope (abj): Fill a creature with hope and vitality, improving saving throws and healing.

Bestow Curse (nec): Lay a curse upon a creature, giving it potentially long-lasting penalties.

Blood-Writ Bargain (cjr): Create a pact enforced by celestials or fiends.

Clairvoyance (div): Create a sensor at a distance, allowing you to see or hear through it.

Create Food and Water (cjr): Conjure food and water to sustain one or more humanoids.

Crushing Haymaker (evo): Deliver a devastating strike that deals thunder damage and lays your target low.

Daylight (evo): Fill an area with magical daylight.

Dispel Magic (abj): End ongoing magical effects.

Glyph of Warding (abj): Create a magical trap, storing a spell or burst of harmful energy within a rune.

Mass Healing Word (evo): Heal up to 6 allies for a small amount.

Revivify (nec): Return a creature to life who has been dead for less than a minute.

Sending (evo): Send a short message to another creature, no matter their location.

Speak with Dead (nec): Call forth memories from a corpse, compelling it to answer questions.

Spirit Guardians (cjr): Spectral spirits surround you, damaging and slowing enemies in the area.

Tongues (div): Understand any heard language and be understood by others you speak to.

4th Level

Banishment (abj): Send a creature to another plane.

Control Water (tra): A body of water moves at your command.

Death Ward (abj): Grant a creature a one-time escape from death.

Divination (div): Ask a higher power about the future.

Freedom of Movement (abj): Free a creature from most constraints on its movement.

Locate Creature (div): Know the whereabouts of a specific, nearby creature.

Stone Shape (tra): Reshape stone into something beneficial, like a weapon or door.

5th Level

Commune (div): Reach out to beyond the realms material to answer your questions.

Contagion (nec): Afflict a creature with disease.

Dispel Evil and Good (abj): Gain protection from otherworldly foes and abilities to combat them.

Flame Strike (evo): Call forth (div): flames that descend from on high.

Geas (enc): Give a creature a command with an extremely long duration.

Greater Restoration (abj): Restore a creature and remove a powerful debilitating effect.

Hallow (evo): Imbue an area with powerful (div): protections that help or hinder creatures of your choice.

Insect Plague (cjr): Summon a biting, stinging swarm of insects.

Legend Lore (div): Magically obtain knowledge about a creature or topic.

Mass Cure Wounds (evo): Heal several allies a moderate amount.

Planar Binding (abj): Force a creature from another plane of existence to become your servant.

Raise Dead (nec): Return a recently-dead creature to life.

Scrying (div): Observe a creature on the same plane of existence as you.

Storm Kick (tra): Travel across the battlefield to deliver a thunderous kick.

6th Level

Blade Barrier (evo): Create an offensive and defensive wall of slashing blades.

Create Undead (nec): Raise three or fewer humanoid corpses as ghouls.

Find the Path (div): Know the way to a location of your choice.

Forbiddance (abj): Protect an area against magical travel and damage certain trespassing creatures.

Harm (nec): Wither a creature, dealing damage and reducing its maximum health.

Heal (evo): Channel positive energy into a creature, restoring a large number of hit points and removing negative conditions.

Heroes' Feast (cjr): Create a fabulous feast that feeds and bolsters those that eat it.

Planar Ally (cjr): Entreat cosmic forces for assistance and summon forth an ally—for a price.

True Seeing (div): Grant truesight to one creature, allowing it to notice secret doors hidden by magic and see into the Ethereal Plane.

Word of Recall (cjr): You and up to 5 willing creatures instantly teleport to a previously designated sanctuary.

Wormway (enc): Call forth a purple worm that carries you and up to 50 creatures across a vast distance.

7th Level

Angel Paradox (evo): Deal 40 radiant damage that ignores resistances and protects a corpse from being turned into undead.

Conjure Celestial (cjr): Summon an angelic being to your aid.

Divine Word (evo): Hamper and possibly destroy otherworldly foes.

Enrage Architecture (tra): Animate a building and make it lash out at its inhabitants and surroundings.

Etherealness (tra): Enter the border of the Ethereal Plane.

Plane Shift (cjr): Transport yourself and allies to another plane of existence or banish an enemy there instead.

Regenerate (tra): Cause a creature to heal itself over time and can regrow lost limbs.

Resurrection (nec): Return a long-dead creature to life.

Symbol (abj): Inscribe a potent arcane glyph, setting a magical trap for unsuspecting creatures.

8th Level

Antimagic Field (abj): Negate magic within a small area.

Control Weather (tra): Alter the weather in a 5-mile radius.

Earthquake (evo): Shake the ground to damage creatures and structures.

Holy Aura (abj): Create a powerful aura that aids allies and hinders outsiders.

9th Level

Astral Projection (nec): Travel the astral plane.

Gate (cjr): Create a portal to another plane.

Mass Heal (evo): Share 700 points of healing between any number of allies.

True Resurrection (nec): Return to life a creature that has been dead up to 200 years without any of its remains.

Druid

Cantrips

Druidcraft (tra): Produce a variety of useful minor nature effects.

Grapevine (evo): Send a message in Druidic great distances to appear on a plant or tree known to you.

Guidance (div): A creature you touch gains an expertise die on an ability check of its choosing.

Mending (tra): Perform simple repairs on an object.

Pestilence (cjr): Fill a 10-foot sphere with biting insects that damage creatures and some objects.

Produce Flame (cjr): Create a fierce flame for utility or attack.

Resistance (abj): Give a creature a bonus against one saving throw.

Shillelagh (tra): Imbue your staff or club with magical essence.

1st Level

Animal Friendship (enc): Befriend an animal.

Charm Person (enc): Force a humanoid to view you as a trusted friend for a short time.

Corpse Explosion (evo): Make a corpse explode in a poisonous cloud.

Cure Wounds (evo): Heal hit points equal to 1d8 + your spellcasting ability modifier.

Detect Magic (div): Sense the presence and school of magical auras.

Detect Poison and Disease (div): Sense the presence and identify poisons and diseases.

Earth Barrier (abj): Call forth a pillar of earth or stone to gain three-quarters cover.

Entangle (cjr): Fill an area with plants that impede or prevent movement.

Faerie Fire (evo): Highlight creatures with magical radiance.

Fog Cloud (cjr): Create an area of fog.

Goodberry (tra): Create a handful of magical berries that can be consumed to regain 1 hit point.

Healing Word (evo): Restore a small number of hit points to a creature at range with only a word.

Jump (tra): Imbue a creature with astonishing leaping abilities.

Longstrider (tra): Increase a creature's walking speed.

Purify Food and Drink (tra): Cleanse food and drink of poisons and disease.

Speak with Animals (div): Gain the ability to talk with animals.

Thunderwave (evo): Unleash a wave of thunderous force that damages creatures and pushes them back.

2nd Level

Animal Messenger (enc): Use a Tiny creature as a magical messenger.

Barkskin (tra): Turn a creature's skin to bark, increasing its defensiveness.

Darkvision (tra): Grant a creature the ability to see in the dark.

Deadweight (tra): Greatly increase the weight of an object.

Enhance Ability (tra): Increase the effectiveness of one ability score for a creature.

Find Traps (div): Know whether traps are present.

Flame Blade (evo): A blade of fire appears in your hand, allowing you to make fire attacks.

Flaming Sphere (cjr): Create and control a 5-foot diameter burning sphere.

Force of Will (abj): Reduce the damage dealt by an attack.

Gust of Wind (evo): Create a powerful gust of wind that disperses clouds and pushes creatures.

Heat Metal (tra): Make a metallic object too hot to touch.

Hold Person (enc): Paralyze a humanoid.

Inigorated Strikes (enc): Increase the damage dealt by a creature's unarmed strikes and natural weapons.

Lesser Restoration (abj): Remove one affliction from a creature.

Locate Animals or Plants (div): Gain knowledge about the location of flora and fauna.

Locate Object (div): Know the whereabouts of a specific, nearby object.

Moonbeam (evo): Control a moveable beam of moonlight that harms your foes.

Pass Without Trace (abj): Give you and allies a bonus to Stealth checks and prevent tracked pursuit.

Protection from Energy (abj): Grant a creature resistance to one damage type of your choice.

Protection from Poison (abj): Protect a creature from poison, and purge any poisons from their system.

Seed Bomb (cjr): Conjure 4 seeds and imbue them with a variety of explosive effects.

Sleet Storm (cjr): Conjure a magical storm of freezing rain and sleet that hampers creatures caught in it.

Spike Growth (tra): Create damaging difficult terrain by filling an area with sharp thorns and stones.

3rd Level

Call Lightning (cjr): Create a storm cloud and call upon bolts of lightning every round.

Cobra's Spit (cjr): Spit venom at a creature within 30 feet.

Conjure Animals (cjr): Summon beasts to your aid.

Darklight (evo): Create a heatless flame that sheds light only you and creatures you choose are able to see.

Daylight (evo): Fill an area with magical daylight.

Dispel Magic (abj): End ongoing magical effects.

Meld Into Stone (tra): You are enveloped by any stone surface large enough to contain you.

Plant Growth (tra): Use magic to increase the yield of plants or create difficult terrain.

Poison Skin (abj): Make a creature brightly colored and poisonous to the touch.

Speak with Plants (tra): Awaken nearby plants, bestowing intelligence and animation.

Venomous Succor (evo): Deal a small amount of poison damage to restore a creature's hit points.

Water Breathing (tra): Grant up to 10 willing creatures the ability to breathe underwater for 24 hours.

Water Walk (tra): Grant up to 10 willing creatures the ability to walk on liquid surfaces as if they were solid ground for 1 hour.

Whirlwind Kick (tra): Unleash a spinning kick that strikes creatures in a 60-foot line and carries you across the battlefield.

Wind Wall (evo): Create a 50-foot long wall of upwardly rushing wind that both protects and deals bludgeoning damage.

4th Level

Blight (nec): Attack a creature by drawing the moisture from it, harming most and devastating plants.

Charm Monster (enc): Make a creature view you as a trusted friend.

Confusion (enc): Strike confusion into the minds of your enemies, making them act randomly.

Conjure Minor Elementals (cjr): Summon one, two, or three elementals.

Conjure Woodland Beings (cjr): Summon up to three blink dogs, satyrs, or sprites.

Control Water (tra): A body of water moves at your command.

Dominate Beast (enc): Take over the mind of a beast.

Freedom of Movement (abj): Free a creature from most constraints on its movement.

Giant Insect (tra): Transform insects into monstrous versions.

Hallucinatory Terrain (ill): Cloak natural terrain in an illusion that transforms it.

Ice Storm (evo): Batter an area with massive shards of ice.

Locate Creature (div): Know the whereabouts of a specific, nearby creature.

Mindshield (abj): Grant resistance to psychic damage and protection from charms and fear.

Polymorph (tra): Temporarily transform a creature into another creature.

Stone Shape (tra): Reshape stone into something beneficial, like a weapon or door.

Stoneskin (abj): Make a creature resistant to weapon damage.

Wall of Fire (evo): Create a wall of fire in the shape of a line or circle that both obscures sight and deals fire damage.

5th Level

Antilife Shell (abj): Surround yourself with a globe that prevents living creatures from approaching.

Awaken (tra): Impart sentience to a creature or plant.

Commune with Nature (div): Become one with nature to learn about the surrounding land.

Conjure Elemental (cjr): Summon a bound elemental to aid you.

Contagion (nec): Afflict a creature with disease.

Geas (enc): Give a creature a command with an extremely long duration.

Greater Restoration (abj): Restore a creature and remove a powerful debilitating effect.

Insect Plague (cjr): Summon a biting, stinging swarm of insects.

Mass Cure Wounds (evo): Heal several allies a moderate amount.

Planar Binding (abj): Force a creature from another plane of existence to become your servant.

Reincarnate (tra): Create a new body for a recently dead humanoid.

Scrying (div): Observe a creature on the same plane of existence as you.

Storm Kick (tra): Travel across the battlefield to deliver a thunderous kick.

Tree Stride (cjr): Step into one tree and out from another tree of the same kind within 500 feet.

Wall of Stone (evo): Create a wall, bridge, or ramp of nonmagical stone.

6th Level

Conjure Fey (cjr): Summon a hag, hound, or redcap.

Find the Path (div): Know the way to a location of your choice.

Heal (evo): Channel positive energy into a creature, restoring a large number of hit points and removing negative conditions.

Heroes' Feast (cjr): Create a fabulous feast that feeds and bolsters those that eat it.

Move Earth (tra): Bend the earth to create permanent changes to the terrain.

Sunbeam (evo): A beam of sunlight damages and blinds creatures in its path each turn.

Transport via Plants (cjr): Step into one plant and out from another plant on the same plane of existence.

Wall of Thorns (cjr): Create a thorny bush in the shape of a line or circle that prevents line of sight and deals damage.

Wind Walk (tra): You and up to 10 willing creatures transform into gaseous forms that have a flying speed of 300 feet and resistance to nonmagical weapons.

Wormway (enc): Call forth a purple worm that carries you and up to 50 creatures across a vast distance.

7th Level

Mirage Arcane (ill): Transform an area of terrain with a convincing, immersive illusion.

Plane Shift (cjr): Transport yourself and allies to another plane of existence or banish an enemy there instead.

Regenerate (tra): Cause a creature to heal itself over time and can regrow lost limbs.

8th Level

Animal Shapes (tra): Work powerful magics to turn allies into sentient beasts.

Antipathy/Sympathy (enc): Create an attraction or distaste in intelligent creatures.

Control Weather (tra): Alter the weather in a 5-mile radius.

Earthquake (evo): Shake the ground to damage creatures and structures.

Sunburst (evo): A burst of radiant sunlight damages and blinds creatures caught in its area.

9th Level

Foresight (div): Grant preternatural awareness to a creature that makes it immune to being surprised and grants it advantage on checks.

Forest Army (div): Awaken and control an army of trees and plants.

Shapechange (tra): Take on the form of another creature.

Storm of Vengeance (cjr): Create a supernatural storm that rages for a minute and produces varying effects in a wide area.

True Resurrection (nec): Return to life a creature that has been dead up to 200 years without any of its remains.

Herald

Cantrips

Arcane Muscles (tra): Bulk your muscles to deliver lethal unarmed strikes.

Guidance (div): A creature you touch gains an expertise die on an ability check of its choosing.

Light (evo): Enchant one object to emit light.

Mending (tra): Perform simple repairs on an object.

Message (tra): Send short messages to other creatures.

Resistance (abj): Give a creature a bonus against one saving throw.

Thaumaturgy (tra): Manifest a minor magical effect to display (div): power.

True Strike (div): Gain advantage on attacks against a single creature.

1st Level

Bless (enc): Bless a number of creatures, improving their attack rolls and saving throws.

Calculated Retribution (abj): Surround yourself with a dampening magical field and collect the energy of your foes' attacks to use against them.

Ceremony (evo): Perform a religious ceremony for a funeral, last rites, offering, purification, or rite of passage.

Command (enc): Compel a creature to follow a one-word command.

Create or Destroy Water (tra): Create or destroy up to 10 gallons of water.

Cure Wounds (evo): Heal hit points equal to 1d8 + your spellcasting ability modifier.

Detect Evil and Good (div): Sense the presence and nature of otherworldly influences.

Detect Magic (div): Sense the presence and school of magical auras.

Detect Poison and Disease (div): Sense the presence and identify poisons and diseases.

Divine Favor (evo): Deal bonus radiant damage with your attacks.

Heroism (enc): Imbue a creature with bravery and vigor.

Protection from Evil and Good (abj): Protect a creature from certain creature types.

Purify Food and Drink (tra): Cleanse food and drink of poisons and disease.

Shield of Faith (abj): Bestow holy protection upon a creature.

Traveler's Ward (abj): Protect a creature from pickpockets.

Wind Up (enc): Magically ensure that your next melee attack strikes true.

2nd Level

Aid (abj): Boost the hit points of allies.

Deadweight (tra): Greatly increase the weight of an object.

Find Steed (cjr): Summon a spirit that takes the form of a mount.

Force of Will (abj): Reduce the damage dealt by an attack.

Lesser Restoration (abj): Remove one affliction from a creature.

Locate Object (div): Know the whereabouts of a specific, nearby object.

Magic Weapon (tra): Imbue a weapon with magic, making it more powerful.

Mental Grip (cjr): Conjure extensions of your own mental fortitude to keep your foes at bay.

Protection from Poison (abj): Protect a creature from poison, and purge any poisons from their system.

Zone of Truth (enc): Create a zone that minimizes spoken deceptions.

3rd Level

Blood-Writ Bargain (cjr): Create a pact enforced by celestials or fiends.

Create Food and Water (cjr): Conjure food and water to sustain one or more humanoids.

Crushing Haymaker (evo): Deliver a devastating strike that deals thunder damage and lays your target low.

Daylight (evo): Fill an area with magical daylight.

Dispelling Magic (abj): End ongoing magical effects.

Magic Circle (abj): Create a protective cylinder of magic.

Remove Curse (abj): Remove all curses from a creature.

Revivify (nec): Return a creature to life who has been dead for less than a minute.

4th Level

Banishment (abj): Send a creature to another plane.

Death Ward (abj): Grant a creature a one-time escape from death.

Locate Creature (div): Know the whereabouts of a specific, nearby creature.

5th Level

Dispelling Evil and Good (abj): Gain protection from otherworldly foes and abilities to combat them.

Geas (enc): Give a creature a command with an extremely long duration.

Raise Dead (nec): Return a recently-dead creature to life.

Sorcerer

Cantrips

Acid Splash (cjr): Conjure a localized bubble of acid that splashes over creatures.

Altered Strike (tra): Briefly transform your weapon or fist into another material and strike with it.

Arcane Muscles (tra): Bulk your muscles to deliver lethal unarmed strikes.

Calculate (div): Instantly know the answer to any mathematical equation.

Chill Touch (nec): Attack with the chill of the grave, injuring and preventing healing.

Dancing Lights (evo): Create up to four floating, magical lights.

Fire Bolt (evo): Shoot a flame at a creature to deal fire damage.

Friends (enc): Gain an expertise die on a Charisma check.

Light (evo): Enchant one object to emit light.

Mage Hand (cjr): Conjure a hand to manipulate small objects.

Mending (tra): Perform simple repairs on an object.

Message (tra): Send short messages to other creatures.

Minor Illusion (ill): Create a small, limited illusion.

Pestilence (cjr): Fill a 10-foot sphere with biting insects that damage creatures and some objects.

Prestidigitation (tra): Perform various minor magical tricks.

Ray of Frost (evo): Shoot a ray of cold damage that slows a creature.

Shocking Grasp (evo): Deal lightning damage to a creature within reach.

True Strike (div): Gain advantage on attacks against a single creature.

1st Level

Arcane Riposte (evo): Respond to a melee attack with a damaging blast of elemental magic.

Burning Hands (evo): Shoot forth a sheet of flames from your hands, damaging creatures in a cone.

Charm Person (enc): Force a humanoid to view you as a trusted friend for a short time.

Color Spray (ill): Create a flash of brilliant colored light, blinding creatures in front of you.

Comprehend Languages (div): Use magic to better interpret languages you do not understand.

Corpse Explosion (evo): Make a corpse explode in a poisonous cloud.

Detect Magic (div): Sense the presence and school of magical auras.

Disguise Self (ill): Create an illusion that makes you appear like another humanoid.

Expeditious Retreat (tra): Move much faster than normal.

False Life (nec): Gain temporary hit points.

Feather Fall (tra): Reduce or eliminate damage from falling.

Fog Cloud (cjr): Create an area of fog.

Force Punch (evo): Use a blast of magic to punch a creature.

Grease (cjr): Coat an area in grease, making it hard to move through.

Jump (tra): Imbue a creature with astonishing leaping abilities.

Mage Armor (abj): Magically increase your AC.

Magic Missile (evo): Shoot bolts of arcane energy certain to hit one or more creatures.

Shield (abj): Create a temporary barrier of arcane energy around yourself.

Silent Image (ill): Create an illusion that can move but has no other sensory details.

Sleep (enc): Cause enemies to fall into a magical slumber.

Thunderwave (evo): Unleash a wave of thunderous force that damages creatures and pushes them back.

Wind Up (enc): Magically ensure that your next melee attack strikes true.

2nd Level

Acid Arrow (evo): Create a magical arrow that covers a creature or object in acid.

Alter Self (tra): Use magic to warp your body.

Blindness/Deafness (nec): Strike a creature blind or deaf.

Blur (ill): Cloak yourself in distortion, imposing disadvantage on attacks against you.

Darkness (evo): Shroud an area in magical darkness.

Darkvision (tra): Grant a creature the ability to see in the dark.

Deadweight (tra): Greatly increase the weight of an object.

Detect Thoughts (div): Read the minds of nearby thinking creatures.

Enlarge/Reduce (tra): Increase or decrease a creature's size.

Flex (ill): Bestow a glamor upon a creature that highlights its physique to show a stunning idealized form.

Gust of Wind (evo): Create a powerful gust of wind that disperses clouds and pushes creatures.

Hold Person (enc): Paralyze a humanoid.

Invigorated Strikes (enc): Increase the damage dealt by a creature's unarmed strikes and natural weapons.

Invisibility (ill): Render a creature invisible so long as it does not attack or cast spells.

Knock (tra): Open a locked object.

Lemure Transformation (tra): Melt your body into a humanoid-shaped mass of liquid flesh.

Levitate (tra): Cause one creature or object to float.

Mental Grip (cjr): Conjure extensions of your own mental fortitude to keep your foes at bay.

Misty Step (cjr): Teleport short distances in a puff of shimmering mist.

Protection from Energy (abj): Grant a creature resistance to one damage type of your choice.

Scorching Ray (evo): Shoot rays of fire damage able to target multiple creatures.

See Invisibility (div): See invisible creatures and objects.

Shatter (evo): Create a painful ringing sound that damages all creatures and objects in an area.

Shattering Barrage (evo): Hurl orbs of jagged broken glass at up to 3 creatures.

Sleet Storm (cjr): Conjure a magical storm of freezing rain and sleet that hampers creatures caught in it.

Soulwrought Fists (tra): Harden a creature's hands with inner power, turning dexterous fingers into magical iron cudgels.

Spider Climb (tra): Give a creature the ability to walk on walls or ceilings, hands free.

Suggestion (enc): Magically influence a creature, compelling it to follow a simple suggestion.

Web (cjr): Conjure a 20-foot cube or 5-foot layer of sticky webbing that restrains creatures and is flammable.

3rd Level

Blink (tra): Have a 50% chance of vanishing each turn to avoid being harmed.

Clairvoyance (div): Create a sensor at a distance, allowing you to see or hear through it.

Counterspell (abj): Interrupt another spellcaster as they cast a spell.

Crushing Haymaker (evo): Deliver a devastating strike that deals thunder damage and lays your target low.

Darklight (evo): Create a heatless flame that sheds light only you and creatures you choose are able to see.

Daylight (evo): Fill an area with magical daylight.

Dispel Magic (abj): End ongoing magical effects.

Fear (ill): Frighten creatures in a cone-shaped area.

Fireball (evo): Engulf an area in a blast of flame that deals 6d6 fire damage.

Fly (tra): Grant a creature the ability to fly.

Gaseous Form (tra): Make a creature insubstantial and able to fly.

Haste (tra): Allow a creature to move and act more quickly.

Hypnotic Pattern (ill): Create a beguiling pattern in the air that charms and incapacitates its viewers.

Lightning Bolt (evo): Shoot lightning through multiple enemies.

Major Image (ill): Create a large, realistic illusion.

Slow (tra): Slow time for 6 creatures, making them sluggish and vulnerable.

Stinking Cloud (cjr): Make a thick, noxious cloud that leaves foes retching and unable to act.

Tongues (div): Understand any heard language and be understood by others you speak to.

Water Breathing (tra): Grant up to 10 willing creatures the ability to breathe underwater for 24 hours.

Water Walk (tra): Grant up to 10 willing creatures the ability to walk on liquid surfaces as if they were solid ground for 1 hour.

Whirlwind Kick (tra): Unleash a spinning kick that strikes creatures in a 60-foot line and carries you across the battlefield.

4th Level

Banishment (abj): Send a creature to another plane.

Blight (nec): Attack a creature by drawing the moisture from it, harming most and devastating plants.

Charm Monster (enc): Make a creature view you as a trusted friend.

Confusion (enc): Strike confusion into the minds of your enemies, making them act randomly.

Dimension Door (cjr): Teleport yourself and one willing creature great distances.

Dominate Beast (enc): Take over the mind of a beast.

Greater Invisibility (ill): Turn a creature invisible even while it takes hostile actions.

Ice Storm (evo): Batter an area with massive shards of ice.

Mindshield (abj): Grant resistance to psychic damage and protection from charms and fear.

Polymorph (tra): Temporarily transform a creature into another creature.

Stoneskin (abj): Make a creature resistant to weapon damage.

Wall of Fire (evo): Create a wall of fire in the shape of a line or circle that both obscures sight and deals fire damage.

5th Level

Animate Objects (tra): Create constructs to smite foes.

Cloudkill (cjr): Create a cloud of poisonous fog that obscures the area and damages creatures.

Cone of Cold (evo): Create a blast of frigid air, dealing damage in a cone.

Creation (ill): Create from shadow-stuff a physical object no larger than a 5-foot cube.

Dominate Person (enc): Take over the mind of a humanoid.

Hold Monster (enc): Paralyze a creature.

Insect Plague (cjr): Summon a biting, stinging swarm of insects.

Seeming (ill): Craft an illusory appearance for as many creatures as you choose.

Storm Kick (tra): Travel across the battlefield to deliver a thunderous kick.

Telekinesis (tra): Use the power of thought to move a creature or object.

Teleportation Circle (cjr): Draw a circle and open a shimmering portal to another location.

Wall of Stone (evo): Create a wall, bridge, or ramp of nonmagical stone.

Warrior's Instincts (div): Sharpen your senses to anticipate incoming attacks and find weaknesses in the defenses of your foes.

6th Level

Chain Lightning (evo): Fire a bolt of lightning that arcs to multiple foes.

Circle of Death (nec): Suck the life force from an area, dealing necrotic damage in a large sphere.

Disintegrate (tra): Use a magical ray to disintegrate a creature or object.

Eyebite (nec): Use a gaze attack to curse creatures.

Globe of Invulnerability (abj): Create a sphere protected from outside magic.

Mass Suggestion (enc): Convince up to 12 creatures to carry out a simple instruction.

Move Earth (tra): Bend the earth to create permanent changes to the terrain.

Sunbeam (evo): A beam of sunlight damages and blinds creatures in its path each turn.

True Seeing (div): Grant truesight to one creature, allowing it to notice secret doors hidden by magic and see into the Ethereal Plane.

Wormway (enc): Call forth a purple worm that carries you and up to 50 creatures across a vast distance.

7th Level

Delayed Blast Fireball (evo): Create a fiery explosion that deals more damage the longer it is held before release.

Enrage Architecture (tra): Animate a building and make it lash out at its inhabitants and surroundings.

Etherealness (tra): Enter the border of the Ethereal Plane.

Finger of Death (nec): Wrack a creature with negative energy that deals 7d8+30 necrotic damage.

Inescapable Malady (nec): Infect a creature with an arcane disease.

Plane Shift (cjr): Transport yourself and allies to another plane of existence or banish an enemy there instead.

Prismatic Spray (evo): Unleash a kaleidoscopic cone of energy that deals various types of damage and harmful effects.

Reverse Gravity (tra): Reverse the gravity of a specific area.

Sporesight (evo): Create a 50-foot radius cloud of spores that allow you to see everything in the area.

Teleport (cjr): Teleport one or more creatures instantly across vast distances.

Unholy Star (cjr): Explode a meteor ripped from the sky into 4 fiery chunks that rain down fiery unholy energies.

8th Level

Dominate Monster (enc): Take over the mind of a creature.

Earthquake (evo): Shake the ground to damage creatures and structures.

Incendiary Cloud (cjr): Create a roiling cloud of fire and ash that immolates all within it.

Power Word Stun (enc): Stun a creature with a single word.

Sunburst (evo): A burst of radiant sunlight damages and blinds creatures caught in its area.

9th Level

Gate (cjr): Create a portal to another plane.

Meteor Swarm (evo): Cause fiery spheres to fall from the sky for up to a mile.

Power Word Kill (enc): Slay a creature with a single word.

Time Stop (tra): Stop time and take extra turns.

Wish (cjr): Duplicate any other spell regardless of requirements, choose from a list of other effects, or create your own—be careful.

Warlock

Cantrips

Calculate (div): Instantly know the answer to any mathematical equation.

Chill Touch (nec): Attack with the chill of the grave, injuring and preventing healing.

Dancing Lights (evo): Create up to four floating, magical lights.

Friends (enc): Gain an expertise die on a Charisma check.

Mage Hand (cjr): Conjure a hand to manipulate small objects.

Minor Illusion (ill): Create a small, limited illusion.

Pestilence (cjr): Fill a 10-foot sphere with biting insects that damage creatures and some objects.

Prestidigitation (tra): Perform various minor magical tricks.

True Strike (div): Gain advantage on attacks against a single creature.

1st Level

Air Wave (cjr): Cut through the air with a melee weapon to damage a creature within 30 feet.

Arcane Riposte (evo): Respond to a melee attack with a damaging blast of elemental magic.

Calculated Retribution (abj): Surround yourself with a dampening magical field and collect the energy of your foes' attacks to use against them.

Charm Person (enc): Force a humanoid to view you as a trusted friend for a short time.

Comprehend Languages (div): Use magic to better interpret languages you do not understand.

Corpse Explosion (evo): Make a corpse explode in a poisonous cloud.

Expeditious Retreat (tra): Move much faster than normal.

Force Punch (evo): Use a blast of magic to punch a creature.

Illusory Script (ill): Hide a message with illusion.

Phantasmal Talons (enc): Sprout invisible talons of pure will from your fingers.

Protection from Evil and Good (abj): Protect a creature from certain creature types.

Searing Equation (enc): Whisper an alien equation that injures the minds of creatures and deafens them.

Unseen Servant (cjr): Use an invisible, mindless, shapeless force to perform simple tasks.

Wind Up (enc): Magically ensure that your next melee attack strikes true.

2nd Level

Darkness (evo): Shroud an area in magical darkness.

Enthrall (enc): Monopolize a creature's attention.

Flex (ill): Bestow a glamor upon a creature that highlights its physique to show a stunning idealized form.

Hold Person (enc): Paralyze a humanoid.

Invigorated Strikes (enc): Increase the damage dealt by a creature's unarmed strikes and natural weapons.

Invisibility (ill): Render a creature invisible so long as it does not attack or cast spells.

Lemure Transformation (tra): Melt your body into a humanoid-shaped mass of liquid flesh.

Mental Grip (cjr): Conjure extensions of your own mental fortitude to keep your foes at bay.

Mirror Image (ill): Transform an area of terrain with a convincing, immersive illusion.

Misty Step (cjr): Teleport short distances in a puff of shimmering mist.

Ray of Enfeeblement (nec): Shoot a ray of necrotic damage that weakens a creature.

Shatter (evo): Create a painful ringing sound that damages all creatures and objects in an area.

Shattering Barrage (evo): Hurl orbs of jagged broken glass at up to 3 creatures.

Spider Climb (tra): Give a creature the ability to walk on walls or ceilings, hands free.

Suggestion (enc): Magically influence a creature, compelling it to follow a simple suggestion.

3rd Level

Blood-Writ Bargain (cjr): Create a pact enforced by celestials or fiends.

Counterspell (abj): Interrupt another spellcaster as they cast a spell.

Crushing Haymaker (evo): Deliver a devastating strike that deals thunder damage and lays your target low.

Dispel Magic (abj): End ongoing magical effects.

Fear (ill): Frighten creatures in a cone-shaped area.

Fly (tra): Grant a creature the ability to fly.

Gaseous Form (tra): Make a creature insubstantial and able to fly.

Hypnotic Pattern (ill): Create a beguiling pattern in the air that charms and incapacitates its viewers.

Magic Circle (abj): Create a protective cylinder of magic.

Major Image (ill): Create a large, realistic illusion.

Poison Skin (abj): Make a creature brightly colored and poisonous to the touch.

Remove Curse (abj): Remove all curses from a creature.

Tongues (div): Understand any heard language and be understood by others you speak to.

Vampiric Touch (nec): Make a touch attack that drains life force and heals your wounds.

4th Level

Banishment (abj): Send a creature to another plane.

Blight (nec): Attack a creature by drawing the moisture from it, harming most and devastating plants.

Charm Monster (enc): Make a creature view you as a trusted friend.

Dimension Door (cjr): Teleport yourself and one willing creature great distances.

Divination (div): Ask a higher power about the future.

Hallucinatory Terrain (ill): Cloak natural terrain in an illusion that transforms it.

5th Level

Contact Other Plane (div): Risk your sanity in order to question an otherworldly being.

Dream (ill): Invade a creature's dreams to communicate with and possibly terrorize it.

Eldritch Cube (cjr): Summon a black, nonreflective, incorporeal cube that deals psychic damage to creatures that touch it.

Hold Monster (enc): Paralyze a creature.

Scrying (div): Observe a creature on the same plane of existence as you.

6th Level

Circle of Death (nec): Suck the life force from an area, dealing necrotic damage in a large sphere.

Conjure Fey (cjr): Summon a hag, hound, or redcap.

Create Undead (nec): Raise three or fewer humanoid corpses as ghouls.

Eyebite (nec): Use a gaze attack to curse creatures.

Flesh to Stone (tra): Turn a creature to stone.

Infernal Weapon (cjr): Summon a weapon from Hell.

Mass Suggestion (enc): Convince up to 12 creatures to carry out a simple instruction.

Planar Ally (cjr): Entreat cosmic forces for assistance and summon forth an ally—for a price.

True Seeing (div): Grant truesight to one creature, allowing it to notice secret doors hidden by magic and see into the Ethereal Plane.

Wall of Flesh (evo): Create a wall of squirming bodies, groping arms and tentacles, and moaning, biting mouths.

Wormway (enc): Call forth a purple worm that carries you and up to 50 creatures across a vast distance.

7th Level

Enrage Architecture (tra): Animate a building and make it lash out at its inhabitants and surroundings.

Etherealness (tra): Enter the border of the Ethereal Plane.

Finger of Death (nec): Wrack a creature with negative energy that deals 7d8+30 necrotic damage.

Forcecage (evo): Creatures in the area are trapped in an invisible cube of force.

Plane Shift (cjr): Transport yourself and allies to another plane of existence or banish an enemy there instead.

Sporesight (evo): Create a 50-foot radius cloud of spores that allow you to see everything in the area.

Unholy Star (cjr): Explode a meteor ripped from the sky into 4 fiery chunks that rain down fiery unholy energies.

8th Level

Demiplane (cjr): Create a doorway to a dimension you create.

Dominate Monster (enc): Take over the mind of a creature.

Feeblemind (enc): Crush a creature's mind.

Glibness (tra): Gain a bonus to Charisma checks and lie even under magical detection.

Heart of Dis (nec): Magically replace your heart with one forged on the second layer of Hell.

Power Word Stun (enc): Stun a creature with a single word.

9th Level

Astral Projection (nec): Travel the astral plane.

Foresight (div): Grant preternatural awareness to a creature that makes it immune to being surprised and grants it advantage on checks.

Imprisonment (abj): Imprison a creature with one of several powerful binding effects.

Power Word Kill (enc): Slay a creature with a single word.

Raise Hell (tra): Transform the land around you into a blasted hellscape.

True Polymorph (tra): Change a creature into another creature or object, or an object into a creature.

Writhing Transformation (tra): Permanently transform your body into a mass of wriggling worms.

Wizard

Cantrips

Acid Splash (cjr): Conjure a localized bubble of acid that splashes over creatures.

Altered Strike (tra): Briefly transform your weapon or fist into another material and strike with it.

Arcane Muscles (tra): Bulk your muscles to deliver lethal unarmed strikes.

Calculate (div): Instantly know the answer to any mathematical equation.

Chill Touch (nec): Attack with the chill of the grave, injuring and preventing healing.

Dancing Lights (evo): Create up to four floating, magical lights.

Fire Bolt (evo): Shoot a flame at a creature to deal fire damage.

Friends (enc): Gain an expertise die on a Charisma check.

Light (evo): Enchant one object to emit light.

Mage Hand (cjr): Conjure a hand to manipulate small objects.

Mending (tra): Perform simple repairs on an object.

Message (tra): Send short messages to other creatures.

Minor Illusion (ill): Create a small, limited illusion.

Pestilence (cjr): Fill a 10-foot sphere with biting insects that damage creatures and some objects.

Prestidigitation (tra): Perform various minor magical tricks.

Ray of Frost (evo): Shoot a ray of cold damage that slows a creature.

Shocking Grasp (evo): Deal lightning damage to a creature within reach.

True Strike (div): Gain advantage on attacks against a single creature.

1st Level

Alarm (abj): Set a magical warning against intrusion.

Arcane Riposte (evo): Respond to a melee attack with a damaging blast of elemental magic.

Burning Hands (evo): Shoot forth a sheet of flames from your hands, damaging creatures in a cone.

Charm Person (enc): Force a humanoid to view you as a trusted friend for a short time.

Color Spray (ill): Create a flash of brilliant colored light, blinding creatures in front of you.

Comprehend Languages (div): Use magic to better interpret languages you do not understand.

Corpse Explosion (evo): Make a corpse explode in a poisonous cloud.

Detect Magic (div): Sense the presence and school of magical auras.

Disguise Self (ill): Create an illusion that makes you appear like another humanoid.

Expeditious Retreat (tra): Move much faster than normal.

False Life (nec): Gain temporary hit points.

Feather Fall (tra): Reduce or eliminate damage from falling.

Find Familiar (cjr): Summon a magical creature to aid you.

Floating Disk (cjr): Create a floating platform which can carry up to 500 pounds.

Fog Cloud (cjr): Create an area of fog.

Grease (cjr): Coat an area in grease, making it hard to move through.

Hideous Laughter (enc): Cripple a creature with humor.

Identify (div): Divine the nature of an enchanted item.

Illusory Script (ill): Hide a message with illusion.

Jump (tra): Imbue a creature with astonishing leaping abilities.

Longstrider (tra): Increase a creature's walking speed.

Mage Armor (abj): Magically increase your AC.

Magic Missile (evo): Shoot bolts of arcane energy certain to hit one or more creatures.

Protection from Evil and Good (abj): Protect a creature from certain creature types.

Searing Equation (enc): Whisper an alien equation that injures the minds of creatures and deafens them.

Shield (abj): Create a temporary barrier of arcane energy around yourself.

Silent Image (ill): Create an illusion that can move but has no other sensory details.

Sleep (enc): Cause enemies to fall into a magical slumber.

Thunderwave (evo): Unleash a wave of thunderous force that damages creatures and pushes them back.

Traveler's Ward (abj): Protect a creature from pickpockets.

Unseen Servant (cjr): Use an invisible, mindless, shapeless force to perform simple tasks.

Wind Up (enc): Magically ensure that your next melee attack strikes true.

2nd Level

Acid Arrow (evo): Create a magical arrow that covers a creature or object in acid.

Alter Self (tra): Use magic to warp your body.

Arcane Lock (abj): Make a nearly permanent magical lock.

Arcanist's Magic Aura (ill): Disguise the true magical nature of an object or creature.

Blindness/Deafness (nec): Strike a creature blind or deaf.

Blur (ill): Cloak yourself in distortion, imposing disadvantage on attacks against you.

Continual Flame (evo): Create a torch-like flame that can't be extinguished.

Darkness (evo): Shroud an area in magical darkness.

Darkvision (tra): Grant a creature the ability to see in the dark.

Deadweight (tra): Greatly increase the weight of an object.

Detect Thoughts (div): Read the minds of nearby thinking creatures.

Enhance Ability (tra): Increase the effectiveness of one ability score for a creature.

Enlarge/Reduce (tra): Increase or decrease a creature's size.

Flaming Sphere (cjr): Create and control a 5-foot diameter burning sphere.

Gentle Repose (nec): Prevent a corpse from decaying or being raised as undead.

Gust of Wind (evo): Create a powerful gust of wind that disperses clouds and pushes creatures.

Hold Person (enc): Paralyze a humanoid.

Invisibility (ill): Render a creature invisible so long as it does not attack or cast spells.

Knock (tra): Open a locked object.

Lemure Transformation (tra): Melt your body into a humanoid-shaped mass of liquid flesh.

Levitate (tra): Cause one creature or object to float.

Locate Object (div): Know the whereabouts of a specific, nearby object.

Magic Mouth (ill): Enchant an object to repeat a message in certain circumstances.

Magic Weapon (tra): Imbue a weapon with magic, making it more powerful.

Mental Grip (cjr): Conjure extensions of your own mental fortitude to keep your foes at bay.

Mirror Image (ill): Transform an area of terrain with a convincing, immersive illusion.

Misty Step (cjr): Teleport short distances in a puff of shimmering mist.

Protection from Energy (abj): Grant a creature resistance to one damage type of your choice.

Ray of Enfeeblement (nec): Shoot a ray of necrotic damage that weakens a creature.

Rope Trick (tra): Create a pocket dimension at the end of a suspended rope.

Scorching Ray (evo): Shoot rays of fire damage able to target multiple creatures.

See Invisibility (div): See invisible creatures and objects.

Seed Bomb (cjr): Conjure 4 seeds and imbue them with a variety of explosive effects.

Shatter (evo): Create a painful ringing sound that damages all creatures and objects in an area.

Shattering Barrage (evo): Hurl orbs of jagged broken glass at up to 3 creatures.

Sleet Storm (cjr): Conjure a magical storm of freezing rain and sleet that hampers creatures caught in it.

Soulwrought Fists (tra): Harden a creature's hands with inner power, turning dexterous fingers into magical iron cudgels.

Spider Climb (tra): Give a creature the ability to walk on walls or ceilings, hands free.

Suggestion (enc): Magically influence a creature, compelling it to follow a simple suggestion.

Web (cjr): Conjure a 20-foot cube or 5-foot layer of sticky webbing that restrains creatures and is flammable.

3rd Level

Animate Dead (nec): Create undead to do your bidding.

Bestow Curse (nec): Lay a curse upon a creature, giving it potentially long-lasting penalties.

Blink (tra): Have a 50% chance of vanishing each turn to avoid being harmed.

Blood-Writ Bargain (cjr): Create a pact enforced by celestials or fiends.

Clairvoyance (div): Create a sensor at a distance, allowing you to see or hear through it.

Counterspell (abj): Interrupt another spellcaster as they cast a spell.

Darklight (evo): Create a heatless flame that sheds light only you and creatures you choose are able to see.

Dispel Magic (abj): End ongoing magical effects.

Fear (ill): Frighten creatures in a cone-shaped area.

Fireball (evo): Engulf an area in a blast of flame that deals 6d6 fire damage.

Fly (tra): Grant a creature the ability to fly.

Gaseous Form (tra): Make a creature insubstantial and able to fly.

Glyph of Warding (abj): Create a magical trap, storing a spell or burst of harmful energy within a rune.

Haste (tra): Allow a creature to move and act more quickly.

Hypnotic Pattern (ill): Create a beguiling pattern in the air that charms and incapacitates its viewers.

Lightning Bolt (evo): Shoot lightning through multiple enemies.

Magic Circle (abj): Create a protective cylinder of magic.

Major Image (ill): Create a large, realistic illusion.

Nondetection (abj): Hide a person, place, or thing from divination magic for 8 hours.

Phantom Steed (ill): Conjure an ephemeral creature to use as a mount.

Poison Skin (abj): Make a creature brightly colored and poisonous to the touch.

Remove Curse (abj): Remove all curses from a creature.

Sending (evo): Send a short message to another creature, no matter their location.

Slow (tra): Slow time for 6 creatures, making them sluggish and vulnerable.

Stinking Cloud (cjr): Make a thick, noxious cloud that leaves foes retching and unable to act.

Tiny Hut (evo): Create an immobile dome of protective force that shelters the party.

Tongues (div): Understand any heard language and be understood by others you speak to.

Vampiric Touch (nec): Make a touch attack that drains life force and heals your wounds.

Water Breathing (tra): Grant up to 10 willing creatures the ability to breathe underwater for 24 hours.

Water Walk (tra): Grant up to 10 willing creatures the ability to walk on liquid surfaces as if they were solid ground for 1 hour.

Whirlwind Kick (tra): Unleash a spinning kick that strikes creatures in a 60-foot line and carries you across the battlefield.

4th Level

Arcane Eye (div): Use a magical eye to invisibly scout.

Banishment (abj): Send a creature to another plane.

Black Tentacles (cjr): Summon forth tentacles from the ground to restrain and damage creatures.

Blight (nec): Attack a creature by drawing the moisture from it, harming most and devastating plants.

Charm Monster (enc): Make a creature view you as a trusted friend.

Confusion (enc): Strike confusion into the minds of your enemies, making them act randomly.

Conjure Minor Elementals (cjr): Summon one, two, or three elementals.

Control Water (tra): A body of water moves at your command.

Dimension Door (cjr): Teleport yourself and one willing creature great distances.

Fabricate (tra): Magically transform raw materials into finished items.

Faithful Hound (cjr): Summon a stationary, invisible magical guard dog.

Fire Shield (evo): Gain resistance to and deal fire or cold damage to creatures that hit you.

Greater Invisibility (ill): Turn a creature invisible even while it takes hostile actions.

Hallucinatory Terrain (ill): Cloak natural terrain in an illusion that transforms it.

Ice Storm (evo): Batter an area with massive shards of ice.

Locate Creature (div): Know the whereabouts of a specific, nearby creature.

Mindshield (abj): Grant resistance to psychic damage and protection from charms and fear.

Phantasmal Killer (ill): Manifest a creature's fears, causing it to take damage and become frightened.

Polymorph (tra): Temporarily transform a creature into another creature.

Private Sanctum (abj): Secure an area from spying and intrusion.

Rage of the Meek (tra): Become a fearsome arcane-empowered warrior.

Resilient Sphere (evo): Create an impenetrable sphere of energy around a creature.

Secret Chest (cjr): Hide a storage chest in the Ethereal Plane and recall it at will.

Stone Shape (tra): Reshape stone into something beneficial, like a weapon or door.

Stoneskin (abj): Make a creature resistant to weapon damage.

Wall of Fire (evo): Create a wall of fire in the shape of a line or circle that both obscures sight and deals fire damage.

5th Level

Animate Objects (tra): Create constructs to smite foes.

Arcane Hand (evo): Conjure a magical hand that crushes, grapples, slaps, and wards away enemies.

Cloudkill (cjr): Create a cloud of poisonous fog that obscures the area and damages creatures.

Cone of Cold (evo): Create a blast of frigid air, dealing damage in a cone.

Conjure Elemental (cjr): Summon a bound elemental to aid you.

Contact Other Plane (div): Risk your sanity in order to question an otherworldly being.

Creation (ill): Create from shadow-stuff a physical object no larger than a 5-foot cube.

Dominate Person (enc): Take over the mind of a humanoid.

Dream (ill): Invade a creature's dreams to communicate with and possibly terrorize it.

Eldritch Cube (cjr): Summon a black, nonreflective, incorporeal cube that deals psychic damage to creatures that touch it.

Geas (enc): Give a creature a command with an extremely long duration.

Hold Monster (enc): Paralyze a creature.

Legend Lore (div): Magically obtain knowledge about a creature or topic.

Mislead (ill): Confuse those around you by replacing yourself with a duplicate.

Modify Memory (enc): Alter a creature's memory.

Passwall (tra): Create a hole in certain surfaces for easy passage.

Planar Binding (abj): Force a creature from another plane of existence to become your servant.

Scrying (div): Observe a creature on the same plane of existence as you.

Seeming (ill): Craft an illusory appearance for as many creatures as you choose.

Storm Kick (tra): Travel across the battlefield to deliver a thunderous kick.

Telekinesis (tra): Use the power of thought to move a creature or object.

Telepathic Bond (evo): Create a telepathic link between creatures.

Teleportation Circle (cjr): Draw a circle and open a shimmering portal to another location.

Wall of Force (evo): Create a wall of invisible force in the shape of a hemisphere, sphere, or flat surface that is almost invulnerable.

Wall of Stone (evo): Create a wall, bridge, or ramp of nonmagical stone.

Warrior's Instincts (div): Sharpen your senses to anticipate incoming attacks and find weaknesses in the defenses of your foes.

6th Level

Chain Lightning (evo): Fire a bolt of lightning that arcs to multiple foes.

Circle of Death (nec): Suck the life force from an area, dealing necrotic damage in a large sphere.

Contingency (evo): Prepare a spell to trigger under certain conditions.

Create Undead (nec): Raise three or fewer humanoid corpses as ghouls.

Disintegrate (tra): Use a magical ray to disintegrate a creature or object.

Eyebite (nec): Use a gaze attack to curse creatures.

Flesh to Stone (tra): Turn a creature to stone.

Freezing Sphere (evo): Unleash an arctic blast that deals 8d8 cold damage and freezes water in the area.

Globe of Invulnerability (abj): Create a sphere protected from outside magic.

Guards and Wards (abj): Ward an area, making it difficult to traverse for those that you do not permit.

Instant Summons (cjr): Enchant an item so that it can be summoned with a word.

Irresistible Dance (enc): Cripple a creature with the urge to dance.

Magic Jar (nec): Move your soul into a jar in order to possess another creature.

Mass Suggestion (enc): Convince up to 12 creatures to carry out a simple instruction.

Move Earth (tra): Bend the earth to create permanent changes to the terrain.

Programmed Illusion (ill): Set an illusion that triggers once a specified condition is met.

Sunbeam (evo): A beam of sunlight damages and blinds creatures in its path each turn.

True Seeing (div): Grant truesight to one creature, allowing it to notice secret doors hidden by magic and see into the Ethereal Plane.

Wall of Flesh (evo): Create a wall of squirming bodies, groping arms and tentacles, and moaning, biting mouths.

Wall of Ice (evo): Create a wall of ice in the shape of a hemisphere, sphere, or flat surface that deals cold damage.

Wormway (enc): Call forth a purple worm that carries you and up to 50 creatures across a vast distance.

7th Level

Angel Paradox (evo): Deal 40 radiant damage that ignores resistances and protects a corpse from being turned into undead.

Arcane Sword (evo): Create a deadly sword-shaped force that attacks at your command.

Delayed Blast Fireball (evo): Create a fiery explosion that deals more damage the longer it is held before release.

Enrage Architecture (tra): Animate a building and make it lash out at its inhabitants and surroundings.

Etherealness (tra): Enter the border of the Ethereal Plane.

Finger of Death (nec): Wrack a creature with negative energy that deals 7d8+30 necrotic damage.

Forcecage (evo): Creatures in the area are trapped in an invisible cube of force.

Inescapable Malady (nec): Infect a creature with an arcane disease.

Magnificent Mansion (cjr): Create a magnificent extradimensional dwelling.

Mirage Arcane (ill): Transform an area of terrain with a convincing, immersive illusion.

Plane Shift (cjr): Transport yourself and allies to another plane of existence or banish an enemy there instead.

Prismatic Spray (evo): Unleash a kaleidoscopic cone of energy that deals various types of damage and harmful effects.

Project Image (ill): Create an illusionary duplicate you can sense through.

Reverse Gravity (tra): Reverse the gravity of a specific area.

Sequester (tra): Place a willing creature in suspended animation and hide them away.

Simulacrum (ill): Create a copy of a creature

Sporesight (evo): Create a 50-foot radius cloud of spores that allow you to see everything in the area.

Symbol (abj): Inscribe a potent arcane glyph, setting a magical trap for unsuspecting creatures.

Teleport (cjr): Teleport one or more creatures instantly across vast distances.

Unholy Star (cjr): Explode a meteor ripped from the sky into 4 fiery chunks that rain down fiery unholy energies.

8th Level

Antimagic Field (abj): Negate magic within a small area.

Antipathy/Sympathy (enc): Create an attraction or distaste in intelligent creatures.

Clone (nec): Create a duplicate of a creature that awakens upon the original's death.

Control Weather (tra): Alter the weather in a 5-mile radius.

Demiplane (cjr): Create a doorway to a dimension you create.

Dominate Monster (enc): Take over the mind of a creature.

Feeblemind (enc): Crush a creature's mind.

Heart of Dis (nec): Magically replace your heart with one forged on the second layer of Hell.

Incendiary Cloud (cjr): Create a roiling cloud of fire and ash that immolates all within it.

Maze (cjr): Banish a creature to a maze contained within its own demiplane.

Mind Blank (abj): Prevent a creature's mind from being read.

Power Word Stun (enc): Stun a creature with a single word.

Sunburst (evo): A burst of radiant sunlight damages and blinds creatures caught in its area.

9th Level

Astral Projection (nec): Travel the astral plane.

Foresight (div): Grant preternatural awareness to a creature that makes it immune to being surprised and grants it advantage on checks.

Gate (cjr): Create a portal to another plane.

Imprisonment (abj): Imprison a creature with one of several powerful binding effects.

Meteor Swarm (evo): Cause fiery spheres to fall from the sky for up to a mile.

Power Word Kill (enc): Slay a creature with a single word.

Prismatic Wall (abj): Create a wall of potent kaleidoscopic energy that inflicts a number of effects on those that trespass.

Raise Hell (tra): Transform the land around you into a blasted hellscape.

Shapechange (tra): Take on the form of another creature.

Time Stop (tra): Stop time and take extra turns.

True Polymorph (tra): Change a creature into another creature or object, or an object into a creature.

Weird (ill): Create nightmarish illusions for all creatures in a 30-foot sphere, causing both fright and psychic damage.

Wish (cjr): Duplicate any other spell regardless of requirements, choose from a list of other effects, or create your own—be careful.

Writhing Transformation (tra):
Permanently transform your body into a mass of wriggling worms.