

Spells

BARD SPELLS

0-LEVEL BARD SPELLS

Dancing Lights	PHB 190
Daze	PHB 191
Detect Magic	PHB 193
Flare	PHB 206
Ghost Sound	PHB 209
Light	PHB 222
Mage Hand	PHB 223
Mending	PHB 227
Open/Close	PHB 233
Prestidigitation	PHB 238
Read Magic	PHB 243
Resistance	PHB 245

1st-LEVEL BARD SPELLS

Alarm	PHB 172
Cause Fear	PHB 182
Charm Person	PHB 183
Cure Light Wounds	PHB 190
Detect Secret Doors	PHB 193
Erase	PHB 200
Expedious Retreat	PHB 202
Feather Fall	PHB 203
Grease	PHB 210
Hypnotism	PHB 215
Identify	PHB 216
Mage Armor	PHB 223
Magic Weapon	PHB 225
Message	PHB 227
Protection from Chaos	PHB 240
Protection from Evil	PHB 240
Protection from Good	PHB 240
Protection from Law	PHB 240
Ray of Light	DA5 23
Silent Image	PHB 252
Sleep	PHB 252
Summon Monster I	PHB 258
Targeting Ray	DA5 23
Unseen Servant	PHB 268
Ventriloquism	PHB 269

2nd-LEVEL BARD SPELLS

Animal Trace	PHB 173
Blindness/Deafness	PHB 180
Blur	PHB 181
Bull's Strength	PHB 181
Cat's Grace	PHB 182
Cure Moderate Wounds	PHB 190
Darkness	PHB 190
Daylight	PHB 191
Delay Poison	PHB 191
Detect Thoughts	PHB 194
Distracting Ray	DA5 23
Enthrall	PHB 200
Glitterdust	PHB 209
Hold Person	PHB 214
Hypnotic Pattern	PHB 215
Invisibility	PHB 217

Levitate	PHB 222
Locate Object	PHB 223
Magic Mouth	PHB 224
Minor Image	PHB 228
Mirror Image	PHB 229
Misdirection	PHB 230
Obscure Object	PHB 232
Pyrotechnics	PHB 241
Rapid Strikes	D275 85
Ray of Dizziness	DA5 24
Scare	PHB 247
See Invisibility	PHB 248
Shatter	PHB 250
Silence	PHB 252
Sound Burst	PHB 254
Suggestion	PHB 257
Summon Monster II	PHB 258
Summon Swarm	PHB 261
Tasha's Hideous Laughter	PHB 263
Tongues	PHB 265
Undetectable Alignment	PHB 267
Weapon Shift	D275 85
Whispering Wind	PHB 272

3rd-LEVEL BARD SPELLS

Battle Hymn	D275 87
Bestow Curse	PHB 177
Blink	PHB 180
Charm Monster	PHB 183
Clairaudience / Clairvoyance	PHB 184
Confusion	PHB 186
Cure Serious Wounds	PHB 190
Dispel Magic	PHB 196
Displacement	PHB 197
Emotion	PHB 199
Fear	PHB 203
Gaseous Form	PHB 207
Greater Magic Weapon	PHB 210
Gust of Wind	PHB 212
Haste	PHB 212
Illusory Script	PHB 216
Invisibility Sphere	PHB 218
Keen Edge	PHB 219
Leomund's Tiny Hut	PHB 220
Lesser Geas	PHB 221
Magic Circle against Chaos	PHB 223
Magic Circle against Evil	PHB 223
Magic Circle against Good	PHB 223
Magic Circle against Law	PHB 223
Major Image	PHB 225
Minor Reflection	DA5 24
Phantom Steed	PHB 235
Remove Curse	PHB 244
Remove Disease	PHB 244
Scribing	PHB 247
Sculpt Sound	PHB 248
Sepia Snake Sigil	PHB 249
Slow	PHB 253
Sting Ray	DA5 24
Summon Monster III	PHB 259
Wind Wall	PHB 273

4th-LEVEL BARD SPELLS

Break Enchantment	PHB 181
Cure Critical Wounds	PHB 190
Detect Scrying	PHB 193
Diamondsteel	D275 85
Dimension Door	PHB 195
Dismissal	PHB 196
Dolorous Blow	D275 87
Dominate Person	PHB 197
Hallucinatory Terrain	PHB 212
Hold Monster	PHB 214
Improved Invisibility	PHB 217
Legend Lore	PHB 219
Leomund's Secure Shelter	PHB 220
Locate Creature	PHB 223
Modify Memory	PHB 230
Neutralize Poison	PHB 232
Rainbow Pattern	PHB 241
Shout	PHB 252
Summon Monster IV	PHB 259

5th-LEVEL BARD SPELLS

Contact Other Plane	PHB 187
Control Water	PHB 188
Dream	PHB 198
False Vision	PHB 202
Greater Dispelling	PHB 210
Healing Circle	PHB 213
Mind Fog	PHB 228
Mirage Arcana	PHB 229
Mislead	PHB 230
Nightmare	PHB 232
Persistent Image	PHB 235
Summon Monster V	PHB 259

6th-LEVEL BARD SPELLS

Control Weather	PHB 188
Eyebite	PHB 202
Geas/Quest	PHB 208
Greater Scrying	PHB 211
Mass Haste	PHB 226
Mass Suggestion	PHB 226
Permanent Image	PHB 235
Plane Shift	PHB 235
Programmed Image	PHB 239
Project Image	PHB 239
Repulsion	PHB 245
Summon Monster VI	PHB 259
Veil	PHB 269

CLERIC SPELLS

0-LEVEL CLERIC SPELLS

Create Water	PHB 189
Cure Minor Wounds	PHB 190
Detect Magic	PHB 193
Detect Poison	PHB 193
Forager's Blessing	D279 35
Guidance	PHB 211

† May not be suitably balanced for campaign use.

Inflct Minor Wounds	PHB 217
Light	PHB 222
Mending	PHB 227
Purify Food and Drink	PHB 241
Read Magic	PHB 243
Resistance	PHB 245
Virtue	PHB 269

1st-LEVEL CLERIC SPELLS

Bane	PHB 177
Bless	PHB 180
Bless Water	PHB 180
Cause Fear	PHB 182
Command	PHB 185
Comprehend Languages	PHB 186
Cure Light Wounds	PHB 190
Curse Water	PHB 190
Deathwatch	PHB 191
Detect Chaos	PHB 192
Detect Evil	PHB 192
Detect Good	PHB 193
Detect Law	PHB 193
Detect Undead	PHB 194
Divine Favor	PHB 197
Doom	PHB 198
Endure Elements	PHB 199
Entropic Shield	PHB 200
Inflct Light Wounds	PHB 217
Invisibility to Undead	PHB 218
Magic Stone	PHB 225
Magic Weapon	PHB 225
Obscuring Mist	PHB 233
Protection from Chaos	PHB 240
Protection from Evil	PHB 240
Protection from Good	PHB 240
Protection from Law	PHB 240
Random Action	PHB 242
Remove Fear	PHB 245
Sanctuary	PHB 247
Shield of Faith	PHB 251
Summon Monster I	PHB 258
Womb of the Earth	D279 35

2nd-LEVEL CLERIC SPELLS

Aid	PHB 172
Animal Messenger	PHB 173
Augury	PHB 177
Bull's Strength	PHB 181
Calm Emotions	PHB 182
Consecrate	PHB 187
Cure Moderate Wounds	PHB 190
Darkness	PHB 190
Death Knell	PHB 191
Delay Poison	PHB 191
Desecrate	PHB 192
Endurance	PHB 199
Enthrall	PHB 200
Find Traps	PHB 203
Gentle Repose	PHB 208
Hold Person	PHB 214
Inflct Moderate Wounds	PHB 217
Lesser Restoration	PHB 222
Make Whole	PHB 225
Remove Paralysis	PHB 245

Resist Elements	PHB 246
Shatter	PHB 250
Shield Other	PHB 251
Silence	PHB 252
Sound Burst	PHB 254
Speak with Animals	PHB 254
Spiritual Weapon	PHB 256
Summon Monster II	PHB 258
Undetectable Alignment	PHB 267
Zone of Truth	PHB 274

3rd-LEVEL CLERIC SPELLS

Animate Dead	PHB 174
Bestow Curse	PHB 177
Blindness/Deafness	PHB 180
Contagion	PHB 187
Continual Flame	PHB 188
Create Food and Water	PHB 189
Cure Serious Wounds	PHB 190
Daylight	PHB 191
Deeper Darkness	PHB 191
Dispel Magic	PHB 196
Glyph of Warding	PHB 209
Helping Hand	PHB 213
Inflct Serious Wounds	PHB 217
Invisibility Purge	PHB 218
Locate Object	PHB 223
Magic Circle against Chaos	PHB 223
Magic Circle against Evil	PHB 223
Magic Circle against Good	PHB 223
Magic Circle against Law	PHB 223
Magic Vestment	PHB 225
Meld into Stone	PHB 226
Negative Energy Protection	PHB 231
Obscure Object	PHB 232
Prayer	PHB 238
Protection from Elements	PHB 240
Remove Blindness/Deafness	PHB 244
Remove Curse	PHB 244
Remove Disease	PHB 244
Searing Light	PHB 248
Speak with Dead	PHB 254
Speak With Plants	PHB 254
Stone Shape	PHB 257
Summon Monster III	PHB 259
Water Breathing	PHB 271
Water Walk	PHB 271
Wind Wall	PHB 273

4th-LEVEL CLERIC SPELLS

Air Walk	PHB 172
Bane Weapon	D279 47
Control Water	PHB 188
Cure Critical Wounds	PHB 190
Death Ward	PHB 191
Dimensional Anchor	PHB 195
Discern Lies	PHB 195
Dismissal	PHB 196
Divination	PHB 197
Divine Power	PHB 197
Freedom of Movement	PHB 207
Giant Vermin	PHB 209
Greater Magic Weapon	PHB 210
Imbue with Spell Ability	PHB 216

Inflct Critical Wounds	PHB 217
Lesser Planar Ally	PHB 221
Neutralize Poison	PHB 232
Poison	PHB 236
Repel Vermin	PHB 245
Restoration	PHB 246
Sending	PHB 248
Spell Immunity	PHB 255
Status	PHB 256
Summon Monster IV	PHB 259
Tongues	PHB 265

5th-LEVEL CLERIC SPELLS

Atonement	PHB 176
Break Enchantment	PHB 181
Circle of Doom	PHB 184
Commune	PHB 186
Dispel Chaos	PHB 196
Dispel Evil	PHB 196
Dispel Good	PHB 196
Dispel Law	PHB 196
Ethereal Jaunt	PHB 201
Flame Strike	PHB 205
Greater Command	PHB 210
Hallow	PHB 212
Healing Circle	PHB 213
Insect Plague	PHB 271
Mark of Justice	PHB 225
Plane Shift	PHB 235
Raise Dead	PHB 242
Righteous Might	PHB 246
Scribing	PHB 247
Slay Living	PHB 252
Spell Resistance	PHB 255
Summon Monster V	PHB 259
True Seeing	PHB 267
Unhallow	PHB 268
Wall of Stone	PHB 270

6th-LEVEL CLERIC SPELLS

Animate Objects	PHB 174
Antilife Shell	PHB 174
Banishment	PHB 177
Blade Barrier	PHB 179
Create Undead	PHB 189
Etherealness	PHB 201
Find the Path	PHB 203
Forbiddance	PHB 206
Geas/Quest	PHB 208
Greater Dispelling	PHB 210
Greater Glyph of Warding	PHB 210
Harm	PHB 212
Heal	PHB 213
Heroes' Feast	PHB 213
Planar Ally	PHB 235
Summon Monster VI	PHB 259
Wind Walk	PHB 272
Word of Recall	PHB 274

7th-LEVEL CLERIC SPELLS

Blasphemy	PHB 179
Control Weather	PHB 188
Destruction	PHB 192
Dictum	PHB 194

† May not be suitably balanced for campaign use.

Greater Restoration	PHB 211
Greater Scribing	PHB 211
Holy Word	PHB 215
Refuge	PHB 243
Regenerate	PHB 244
Repulsion	PHB 245
Resurrection	PHB 246
Summon Monster VII	PHB 259
Word of Chaos	PHB 273

8th-LEVEL CLERIC SPELLS

Antimagic Field	PHB 175
Cloak of Chaos	PHB 184
Create Greater Undead	PHB 189
Discern Location	PHB 195
Earthquake	PHB 198
Fire Storm	PHB 205
Greater Planar Ally	PHB 211
Holy Aura	PHB 214
Mass Heal	PHB 226
Shield of Law	PHB 251
Summon Monster VIII	PHB 259
Symbol	PHB 261
Unholy Aura	PHB 268

9th-LEVEL CLERIC SPELLS

Astral Projection	PHB 176
Energy Drain	PHB 199
Gate	PHB 207
Implosion	PHB 216
Miracle	PHB 228
Soul Bind	PHB 254
Storm of Vengeance	PHB 257
Summon Monster IX	PHB 259
True Resurrection	PHB 267

DRUID SPELLS

0-LEVEL DRUID SPELLS

Create Water	PHB 189
Cure Minor Wounds	PHB 190
Detect Magic	PHB 193
Detect Poison	PHB 193
Flare	PHB 206
Guidance	PHB 211
Know Direction	PHB 219
Light	PHB 222
Mending	PHB 227
Purify Food and Drink	PHB 241
Read Magic	PHB 243
Resistance	PHB 245
Virtue	PHB 269

1st-LEVEL DRUID SPELLS

Animal Friendship	PHB 173
Calm Animals	PHB 182
Cure Light Wounds	PHB 190
Detect Animals or Plants	PHB 192
Detect Snares and Pits	PHB 194
Endure Elements	PHB 199
Entangle	PHB 200
Faerie Fire	PHB 202

Goodberry	PHB 210
Invisibility to Animals	PHB 218
Magic Fang	PHB 223
Obscuring Mist	PHB 233
Pass without Trace	PHB 234
Shillelagh	PHB 251
Summon Nature's Ally I	PHB 260

2nd-LEVEL DRUID SPELLS

Animal Messenger	PHB 173
Animal Trace	PHB 173
Barkskin	PHB 177
Charm Person or Animal	PHB 183
Chill Metal	PHB 183
Delay Poison	PHB 191
Fire Trap	PHB 205
Flame Blade	PHB 205
Flaming Sphere	PHB 206
Heat Metal	PHB 213
Hold Animal	PHB 214
Lesser Restoration	PHB 222
Produce Flame	PHB 238
Resist Elements	PHB 246
Soften Earth and Stone	PHB 253
Speak with Animals	PHB 254
Summon Nature's Ally II	PHB 260
Summon Swarm	PHB 261
Tree Shape	PHB 267
Warp Wood	PHB 271
Wood Shape	PHB 273

3rd-LEVEL DRUID SPELLS

Call Lightning	PHB 182
Contagion	PHB 187
Cure Moderate Wounds	PHB 190
Diminish Plants	PHB 195
Dominate Animal	PHB 197
Greater Magic Fang	PHB 210
Meld into Stone	PHB 226
Neutralize Poison	PHB 232
Plant Growth	PHB 236
Poison	PHB 236
Protection from Elements	PHB 240
Remove Disease	PHB 244
Snare	PHB 253
Speak With Plants	PHB 254
Spike Growth	PHB 255
Stone Shape	PHB 257
Summon Nature's Ally III	PHB 260
Water Breathing	PHB 271

4th-LEVEL DRUID SPELLS

Antiplant Shell	PHB 175
Control Plants	PHB 188
Cure Serious Wounds	PHB 190
Dispel Magic	PHB 196
Flame Strike	PHB 205
Freedom of Movement	PHB 207
Giant Vermin	PHB 209
Quench	PHB 241
Reincarnate	PHB 244
Repel Vermin	PHB 245
Rusting Grasp	PHB 247
Scrying	PHB 247

Sleet Storm	PHB 253
Spike Stones	PHB 255
Summon Nature's Ally IV	PHB 260

5th-LEVEL DRUID SPELLS

Animal Growth	PHB 173
Atonement	PHB 176
Awaken	PHB 177
Commune with Nature	PHB 186
Control Winds	PHB 189
Cure Critical Wounds	PHB 190
Death Ward	PHB 191
Hallow	PHB 212
Ice Storm	PHB 216
Insect Plague	PHB 271
Summon Nature's Ally V	PHB 260
Transmute Mud to Rock	PHB 266
Transmute Rock to Mud	PHB 266
Tree Stride	PHB 267
Unhallow	PHB 268
Wall of Fire	PHB 269
Wall of Thorns	PHB 271

6th-LEVEL DRUID SPELLS

Antilife Shell	PHB 174
Find the Path	PHB 203
Fire Seeds	PHB 204
Greater Dispelling	PHB 210
Healing Circle	PHB 213
Ironwood	PHB 218
Liveoak	PHB 222
Repel Wood	PHB 245
Spellstaff	PHB 255
Stone Tell	PHB 257
Summon Nature's Ally VI	PHB 260
Transport via Plants	PHB 266
Wall of Stone	PHB 270

7th-LEVEL DRUID SPELLS

Changestaff	PHB 183
Control Weather	PHB 188
Creeping Doom	PHB 190
Fire Storm	PHB 205
Greater Scribing	PHB 211
Harm	PHB 212
Heal	PHB 213
Summon Nature's Ally VII	PHB 260
Sunbeam	PHB 261
Transmute Metal to Wood	PHB 266
True Seeing	PHB 267
Wind Walk	PHB 272

8th-LEVEL DRUID SPELLS

Animal Shapes	PHB 173
Command Plants	PHB 186
Finger of Death	PHB 203
Repel Metal or Stone	PHB 245
Reverse Gravity	PHB 246
Summon Nature's Ally VIII	PHB 261
Sunburst	PHB 261
Whirlwind	PHB 272
Word of Recall	PHB 274

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9th—LEVEL DRUID SPELLS

Antipathy	PHB 175
Earthquake	PHB 198
Elemental Swarm	PHB 198
Foresight	PHB 207
Mass Heal	PHB 226
Shambler	PHB 250
Shapechange	PHB 250
Summon Nature's Ally IX	PHB 261
Sympathy	PHB 263

PALADIN SPELLS

1st—LEVEL PALADIN SPELLS

Bless	PHB 180
Bless Water	PHB 180
Bless Weapon	PHB 180
Create Water	PHB 189
Cure Light Wounds	PHB 190
Detect Poison	PHB 193
Detect Undead	PHB 194
Divine Favor	PHB 197
Endure Elements	PHB 199
Magic Weapon	PHB 225
Protection from Evil	PHB 240
Read Magic	PHB 243
Resistance	PHB 245
Virtue	PHB 269

2nd—LEVEL PALADIN SPELLS

Delay Poison	PHB 191
Remove Paralysis	PHB 245
Resist Elements	PHB 246
Shield Other	PHB 251
Undetectable Alignment	PHB 267

3rd—LEVEL PALADIN SPELLS

Cure Moderate Wounds	PHB 190
Discern Lies	PHB 195
Dispel Magic	PHB 196
Greater Magic Weapon	PHB 210
Heal Mount	PHB 213
Magic Circle against Evil	PHB 223
Prayer	PHB 238
Remove Blindness/Deafness	PHB 244

4th—LEVEL PALADIN SPELLS

Cure Serious Wounds	PHB 190
Death Ward	PHB 191
Dispel Evil	PHB 196
Freedom of Movement	PHB 207
Holy Sword	PHB 215
Neutralize Poison	PHB 232

RANGER SPELLS

1st—LEVEL RANGER SPELLS

Alarm	PHB 172
Animal Friendship	PHB 173

Delay Poison	PHB 191
Detect Animals or Plants	PHB 192
Detect Snares and Pits	PHB 194
Entangle	PHB 200
Forager's Blessing	D279 35
Magic Fang	PHB 223
Pass without Trace	PHB 234
Read Magic	PHB 243
Resist Elements	PHB 246
Speak with Animals	PHB 254
Summon Nature's Ally I	PHB 260

2nd—LEVEL RANGER SPELLS

Animal Messenger	PHB 173
Cure Light Wounds	PHB 190
Detect Chaos	PHB 192
Detect Evil	PHB 192
Detect Good	PHB 193
Detect Law	PHB 193
Hold Animal	PHB 214
Protection from Elements	PHB 240
Sleep	PHB 252
Snare	PHB 253
Speak With Plants	PHB 254
Summon Nature's Ally II	PHB 260

3rd—LEVEL RANGER SPELLS

Control Plants	PHB 188
Diminish Plants	PHB 195
Greater Magic Fang	PHB 210
Neutralize Poison	PHB 232
Plant Growth	PHB 236
Remove Disease	PHB 244
Summon Nature's Ally III	PHB 260
Tree Shape	PHB 267
Water Walk	PHB 271

4th—LEVEL RANGER SPELLS

Cure Serious Wounds	PHB 190
Freedom of Movement	PHB 207
Nondetection	PHB 232
Polymorph Self	PHB 237
Summon Nature's Ally IV	PHB 260
Tree Stride	PHB 267
Wind Wall	PHB 273

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