

Cantrips

Guidance	Mending	Spare the Dying	Toll the Dead
Light	Resistance		

Level 1

Bless	Detect Evil and Good	Protection from Evil and Good	Sanctuary
Ceremony	Detect Magic		Shield of Faith
Command	Detect Poison and Disease	Purify Food and Drink	
Cure Wounds	Healing Word		

Level 2

Aid	Enhance Ability	Lesser Restoration	Silence
Blindness/Deafness	Find Traps	Locate Object	Zone of Truth
Continual Flame	Gentle Repose	Magic Weapon	
Darkvision	Hold Person	Protection from Poison	

Level 3

Create Food and Water	Glyph of Warding	Protection from Energy	Spirit Shroud
Daylight	Life Transference	Remove Curse	Tongues
Dispel Magic	Magic Circle	Revivify	Water Walk
Feign Death	Meld Into Stone	Sending	

Level 4

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

Level 5

Contagion	Geas	Legend Lore	Raise Dead
Dawn	Greater Restoration	Mass Cure Wounds	Screaming
Dispel Evil and Good	Holy Weapon	Planar Binding	Summon Celestial

Level 6

Create Undead	Heal	Sunbeam	True Seeing
Find the Path	Heroes' Feast		

Level 7

Etherealness	Plane Shift	Resurrection	Symbol
Fire Storm	Regenerate		

Level 8

Antimagic Field

Control Weather

Earthquake

Sunburst

Antipathy/Sympathy

Level 9

Astral Projection

Gate

Power Word Heal

True Resurrection

Foresight