

# SPELL LIST: COMPLETE



This sheet lists spells in Eberron that can be used in my campaign. Spells from all approved sources are combined in this sheet. **Note:** Sorcerer and Wizard spell lists have been combined into one **Arcane Spells** spell list. Either class can choose from this spell list.

(AI) - Artificer Infusions listed in [Eberron5E](#)  
(EE) - Elemental Evil Player Companion  
(SCAG) - Sword Coast Adventure Guide  
(UA) - Unearthed Arcana

## ARCANE SPELLS

### CANTRIPS (0 LEVEL)

Friends  
Frostbite (EE)  
Green-Flame Blade (SCAG)  
Gust (EE)  
Infestation (UA)  
Light  
Lightning Lure (SCAG)  
Mage Hand  
Mending  
Minor Illusion  
Mold Earth (EE)  
Poison Spray  
Prestidigitation  
Ray of Frost  
Shape Water (EE)  
Shocking Grasp  
Sword Burst (SCAG)  
Thunderclap (EE)  
Toll the Dead (UA)  
True Strike

### 1ST LEVEL

Absorb Elements (EE)  
Alarm  
Burning Hands  
Catapult (EE)  
Cause Fear (UA)  
Charm Person  
Chaos Bolt (UA)  
Chromatic Orb  
Color Spray  
Comprehend Languages  
Detect Magic  
Disguise Self  
Earth Tremor (EE)  
Expeditious Retreat  
False Life  
Feather Fall  
Find Familiar  
Fog Cloud  
Grease  
Healing Elixir (UA)  
Ice Knife (EE)

Acid Splash  
Arcane Mark (AI)  
Blade Ward  
Identify  
Illusory Script  
Jump  
Longstrider  
Mage Armor  
Magecraft (AI)  
Magic Missile  
Protection from Evil and Good  
Puppet (UA)  
Ray of Sickness  
Sense Emotion (UA)  
Shield  
Silent Image  
Sleep  
Snare (UA)  
Sudden Awakening (UA)  
Tasha's Hideous Laughter  
Tenser's Floating Disc  
Thunderwave  
Unseen Servant  
Witch Bolt

### 2ND LEVEL

Aganazzar's Scorcher (EE)  
Alter Self  
Arcane Lock  
Blindness/Deafness  
Blur  
Cloud of Daggers  
Continual Flame  
Crown of Madness  
Darkness  
Darkvision  
Detect Thoughts  
Dust Devil (EE)  
Earthbind (EE)  
Enhance Ability  
Enlarge/Reduce  
Flaming Sphere  
Gentle Repose  
Gust of Wind  
Hold Person

Booming Blade (SCAG)  
Chill Touch  
Control Flames (EE)  
Invisibility  
Knock  
Levitate  
Locate Object  
Magic Mouth  
Magic Weapon  
Maximilian's Earthen Grasp (EE)  
Melf's Acid Arrow  
Mirror Image  
Misty Step  
Nystul's Magic Aura  
Phantasmal Force  
Pyrotechnics (EE)  
Ray of Enfeeblement  
Rope Trick  
Scorching Ray  
See Invisibility  
Shatter  
Skywrite (EE)  
Snoc's Snowball Swarm (EE)  
Spider Climb  
Suggestion  
Warding Wind (EE)  
Web

### 3RD LEVEL

Animate Dead  
Bestow Curse  
Blink  
Clairvoyance  
Conjure Lesser Demon (UA)  
Counterspell  
Daylight  
Dispel Magic  
Erupting Earth (EE)  
Fear  
Feign Death  
Fireball  
Flame Arrows (EE)  
Fly  
Gaseous Form  
Glyph of Warding

Create Bonfire (EE)  
Dancing Lights  
Fire Bolt  
Haste  
Hypnotic Power  
Leomund's Tiny Hut  
Lightning Bolt  
Magic Circle  
Major Image  
Melf's Minute Meteors (EE)  
Nondetection  
Phantom Steed  
Protection from Energy  
Remove Curse  
Sending  
Sleet Storm  
Slow  
Stinking Cloud  
Tidal Wave (EE)  
Tongues  
Vampiric Touch  
Wall of Sand (EE)  
Wall of Water (EE)  
Water Breathing  
Water Walk

### 4TH LEVEL

Arcane Eye  
Banishment  
Blight  
Confusion  
Conjure Bargura (UA)  
Conjure Minor Elementals  
Conjure Shadow Demon (UA)  
Control Water  
Dimension Door  
Dominate Beast  
Elemental Bane (EE)  
Evard's Black Tentacles  
Fabricate  
Fire Shield  
Greater Invisibility  
Hallucinatory Terrain  
Ice Storm  
Leomund's Secret Chest

Locate Creature  
Mordenkainen's Faithful Hound  
Mordenkainen's Private Sanctum  
Otiluke's Resilient Sphere  
Phantasmal Killer  
Polymorph  
Stone Shape  
Stoneskin  
Storm Sphere (EE)  
Vitriolic Sphere (EE)  
Wall of Fire  
Watery Sphere (EE)

### 5TH LEVEL

Animate Objects  
Bigby's Hand  
Cloudkill  
Cone of Cold  
Conjure Elemental  
Conjure Vrock (UA)  
Contact Other Plane  
Control Winds (EE)  
Creation  
Dominate Person  
Dream  
Geas  
Hold Monster  
Immolation (EE)  
Insect Plague  
Legend Lore  
Mislead  
Modify Memory  
Passwall  
Planar Binding  
Rary's Telepathic Bond  
Scrying  
Seeming  
Telekinesis  
Teleportation Circle  
Transmute Rock (EE)  
Wall of Force  
Wall of Stone

### 6TH LEVEL

Arcane Gate  
Chain Lightning  
Circle of Death  
Contingency  
Create Undead  
Disintegrate  
Drawmij's Instant Summons  
Eyebite  
Flesh to Stone

Globe of Invulnerability  
Guards and Wards  
Investiture of Flame (EE)  
Investiture of Ice (EE)  
Investiture of Stone (EE)  
Investiture of Wind (EE)  
Magic Jar  
Mass Suggestion  
Move Earth  
Otiluke's Freezing Sphere  
Otto's Irresistible Dance  
Programmed Illusion  
Sunbeam  
True Seeing  
Wall of Ice

### 7TH LEVEL

Conjure Hezrou (UA)  
Delayed Blast Fireball  
Etherealness  
Finger of Death  
Fire Storm  
Forcecage  
Mirage Arcane  
Mordenkainen's Magnificent Mansion  
Mordenkainen's Sword  
Plane Shift  
Prismatic Spray  
Project Image  
Reverse Gravity  
Sequester  
Simulacrum  
Symbol  
Teleport  
Whirlwind (EE)

### 8TH LEVEL

Abi-Dalzim's Horrid Wilting (EE)  
Antimagic Field  
Antipathy/Sympathy  
Clone  
Control Weather  
Demiplane  
Dominate Monster  
Earthquake  
Feeblemind  
Incendiary Cloud  
Maze  
Mind Blank  
Power Word Stun  
Sunburst  
Telepathy  
Trap the Soul

### 9TH LEVEL

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

## ARTIFICER INFUSIONS

### CANTRIPS (0 LEVEL)

Arcane Mark (AI)  
Blade Ward  
Elemental Ward (AI)  
Emergency Repairs (AI)  
Guidance  
Infuse Weapon (AI)  
Light  
Lightning Lure (SCAG)  
Makeshift Wand (AI)  
Magic Stone (EE)  
Mending  
Resistance  
Shocking Grasp  
Static Shock (AI)  
Sword Burst (SCAG)  
Thunder Armor (AI)  
Thunderclap (EE)

### 1ST LEVEL

Absorb Elements (EE)  
Alarm  
Armor Augmentation (AI)  
Catapult (EE)  
Chromatic Orb  
Detect Magic  
Elemental Weapon Augmentation (AI)  
Grease  
Identify  
Inflict Damage (AI)  
Magecraft (AI)  
Mending Pulse (AI)  
Prototype (AI)  
Repair Damage (AI)  
Restorative Formula (AI)  
Searing Weapon Augmentation (AI)

Shield  
Shield of Faith  
Tenser's Floating Disk  
Thunderwave

### 2ND LEVEL

Arcane Lock  
Branding Smite  
Cloud of Daggers  
Cordon of Arrows  
Earthbind (EE)  
Enhance Ability  
Find Traps  
Flaming Sphere  
Heat Metal  
Knock  
Lucky Blade (AI)  
Lucky Cape (AI)  
Magic Armor Augmentation (AI)  
Magic Weapon  
Metaline Weapons Augmentation (AI)  
Pyrotechnics (EE)  
Reinforce Construct (AI)  
Shatter

### 3RD LEVEL

Blast Rod (AI)  
Conjure Barrage  
Dancing Weapon (AI)  
Dispel Magic  
Elemental Weapon  
Flame Arrows (EE)  
Glyph of Warding  
Jumpstart (AI)  
Lift Curse (AI)  
Lightning Arrow  
Lightning Sphere (AI)  
Mending Wave (AI)  
Melf's Minute Meteors (EE)  
Protection from Energy  
Synchronize (AI)  
Thunderous Weapon Augmentation (AI)

### 4TH LEVEL

Censure Elementals (AI)  
Elemental Bane (EE)  
Fabricate  
Fire Shield  
Harden Construction (AI)  
Rusting Grasp  
Stone Shape



Stone Skin  
Storm Sphere (EE)  
Suppress Requirement (AI)  
Vitriolic Sphere (EE)  
Watery Sphere (EE)

### 5TH LEVEL

Animate Objects  
Bigby's Hand  
Creation  
Object Reading (AI)  
Reconstruction (AI)  
Swift Quiver  
Wall of Force  
Wall of Stone

### 6TH LEVEL

Blade Barrier  
Disable Construct (AI)  
Globe on Invulnerability  
Investiture of Stone (EE)  
Move Earth  
Total Repair (AI)  
Vorpal Weapon  
    Augmentation (AI)

### 7TH LEVEL

Forcecage  
Mordenkainen's Sword  
Prismatic Spray  
Symbol

### 8TH LEVEL

Antimagic Field  
Earthquake  
Incendiary Cloud  
Unstable Infusion (AI)

### 9TH LEVEL

Gate  
Imprisonment  
Prismatic Wall

## BARD SPELLS

### CANTRIPS (0 LEVEL)

Blade Ward  
Dancing Lights  
Friends  
Light  
Mage Hand  
Minor Illusion  
Prestidigitation  
Thunderclap (EE)

True Strike  
Vicious Mockery

### 1ST LEVEL

Animal Friendship  
Bane  
Charm Person  
Comprehend Languages  
Cure Wounds  
Detect Magic  
Disguise Self  
Dissonant Whispers  
Earth Tremor (EE)  
Faerie Fire  
Feather Fall  
Healing Word  
Heroism  
Identify  
Illusory Script  
Longstrider  
Puppet (UA)  
Sense Emotion (UA)  
Silent Image  
Sleep  
Speak with Animals  
Sudden Awakening (UA)  
Tasha's Hideous Laughter  
Thunderwave  
Unearthly Chorus (UA)  
Unseen Servant

### 2ND LEVEL

Animal Messenger  
Blindness/Deafness  
Calm Emotions  
Cloud of Daggers  
Crown of Madness  
Detect Thoughts  
Enhance Ability  
Enthrall  
Heat Metal  
Hold Person  
Invisibility  
Knock  
Levitate  
Lesser Restoration  
Locate Animals or Plants  
Locate Object  
Magic Mouth  
Phantasmal Force  
Pyrotechnics (EE)  
See Invisibility  
Shatter  
Silence  
Skywrite (EE)

Suggestion  
Warding Wind (EE)  
Zone of Truth

### 3RD LEVEL

Bestow Curse  
Clairvoyance  
Dispel Magic  
Fear  
Feign Death  
Glyph of Warding  
Hypnotic Pattern  
Leomund's Tiny Hut  
Major Image  
Nondetection  
Plant Growth  
Sending  
Speak with Dead  
Speak with Plants  
Stinking Cloud  
Tongues

### 4TH LEVEL

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

### 5TH LEVEL

Animate Objects  
Awaken  
Dominate Person  
Dream  
Geas  
Greater Restoration  
Hold Monster  
Legend Lore  
Mass Cure Wounds  
Mislead  
Modify Memory  
Planar Binding  
Raise Dead  
Scrying  
Seeming  
Teleportation Circle

### 6TH LEVEL

Eyebite  
Find the Path  
Guards and Wards  
Mass Suggestion

Otto's Irresistible Dance  
Programmed Illusion  
True Seeing

### 7TH LEVEL

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

### 8TH LEVEL

Dominate Monster  
Feeblemind  
Glibness  
Mind Blank  
Power Word Stun

### 9TH LEVEL

Foresight  
Power Word Heal  
Power Word Kill  
True Polymorph

## CLERIC SPELLS

### CANTRIPS (0 LEVEL)

Guidance  
Hand of Radiance (UA)  
Light  
Mending  
Resistance  
Sacred Flame  
Spare the Dying  
Thaumaturgy  
Toll the Dead (UA)  
Virute (UA)

### 1ST LEVEL

Bane  
Bless  
Ceremony (UA)  
Command  
Create or Destroy Water  
Cure Wounds  
Detect Evil and Good  
Detect Magic

Detect Poison and Disease  
Guiding Bolt  
Healing Word  
Inflict Wounds  
Protection from Evil and Good  
Purify Food and Drink  
Sanctuary  
Shield of Faith

## 2ND LEVEL

Aid  
Augury  
Blindness/Deafness  
Calm Emotions  
Continual Flame  
Enhance Ability  
Find Traps  
Gentle Repose  
Hold Person  
Lesser Restoration  
Locate Object  
Prayer of Healing  
Protection from Poison  
Silence  
Spiritual Weapon  
Warding Bond  
Zone of Truth

## 3RD LEVEL

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

## 4TH LEVEL

Banishment  
Control Water  
Death Ward

Divination  
Freedom of Movement  
Guardian of Faith  
Locate Creature  
Stone Shape

## 5TH LEVEL

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

## 6TH LEVEL

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

## 7TH LEVEL

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

## 8TH LEVEL

Antimagic Field  
Control Weather  
Earthquake  
Holy Aura

## 9TH LEVEL

Astral Projection  
Gate  
Mass Heal  
True Resurrection

## DRUID SPELLS

### CANTRIPS (0 LEVEL)

Control Flames (EE)  
Create Bonfire (EE)  
Druidcraft  
Frostbite (EE)  
Guidance  
Gust (EE)  
Infestation (UA)  
Magic Stone (EE)  
Mending  
Mold Earth (EE)  
Poison Spray  
Primal Savagery (UA)  
Produce Flame  
Resistance  
Shape Water (EE)  
Shillelagh  
Thorn Whip  
Thunderclap (EE)

### 1ST LEVEL

Absorb Elements (EE)  
Animal Friendship  
Beast Bond (EE)  
Charm Person  
Create or Destroy Water  
Cure Wounds  
Detect Magic  
Detect Poison and Disease  
Earth Tremor (EE)  
Entangle  
Faerie Fire  
Fog Cloud  
Ice Knife (EE)  
Goodberry  
Healing Word  
Jump  
Longstrider  
Purify Food and Drink  
Snare (UA)  
Speak with Animals  
Thunderwave  
Wild Cunning (UA)

### 2ND LEVEL

Animal Messenger  
Barkskin  
Beast Sense  
Darkvision  
Dust Devil (EE)  
Earthbind (EE)  
Enhance Ability

Find Traps  
Flame Blade  
Flaming Sphere  
Gust of Wind  
Heat Metal  
Hold Person  
Lesser Restoration  
Locate Animals or Plants  
Locate Object  
Moonbeam  
Pass without Trace  
Protection from Poison  
Skywrite (EE)  
Spike Growth  
Warding Wind (EE)

### 3RD LEVEL

Call Lightning  
Conjure Animals  
Daylight  
Dispel Magic  
Erupting Earth (EE)  
Feign Death  
Flame Arrows (EE)  
Meld into Stone  
Plant Growth  
Protection from Energy  
Sleet Storm  
Speak with Plants  
Tidal Wave (EE)  
Wall of Water (EE)  
Water Breathing  
Water Walk  
Wind Wall

### 4TH LEVEL

Blight  
Confusion  
Conjure Minor Elementals  
Conjure Woodlands Beings  
Control Water  
Dominate Beast  
Elemental Bane (EE)  
Freedom of Movement  
Giant Insect  
Grasping Vine  
Hallucinatory Terrain  
Ice Storm  
Locate Creature  
Polymorph  
Stone Shape  
Stoneskin  
Wall of Fire  
Watery Sphere (EE)



## 5TH LEVEL

Antilife Shell  
Awaken  
Commune with Nature  
Conjure Elemental  
Control Winds (EE)  
Contagion  
Geas  
Greater Restoration  
Insect Plague  
Maelstrom (EE)  
Mass Cure Wounds  
Planar Binding  
Reincarnate  
Scrying  
Transmute Rock (EE)  
Tree Stride  
Wall of Stone

## 6TH LEVEL

Bones of the Earth (EE)  
Conjure Fey  
Find the Path  
Heal  
Heroes' Feast  
Investiture of Flame (EE)  
Investiture of Ice (EE)  
Investiture of Stone (EE)  
Investiture of Wind (EE)  
Move Earth  
Primordial Ward (EE)  
Sunbeam  
Transport via Plants  
Wall of Thorns  
Wind Walk

## 7TH LEVEL

Fire Storm  
Mirage Arcane  
Plane Shift  
Regenerate  
Reverse Gravity  
Whirlwind (EE)

## 8TH LEVEL

Animal Shapes  
Antipathy/Sympathy  
Control Weather  
Earthquake  
Feeblemind  
Sunburst  
Tsunami

## 9TH LEVEL

Foresight

Shapechange  
Storm of Vengeance  
True Resurrection

## PALADIN SPELLS

### 1ST LEVEL

Bless  
Ceremony (UA)  
Command  
Compelled Duel  
Cure Wounds  
Detect Evil and Good  
Detect Magic  
Detect Poison and Disease  
Divine Favor  
Heroism  
Protection from Evil and Good  
Purify Food and Drink  
Searing Smite  
Shield of Faith  
Thunderous Smite  
Wrathful Smite

### 2ND LEVEL

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

### 3RD LEVEL

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

### 4TH LEVEL

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

## 5TH LEVEL

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

## RANGER SPELLS

### 1ST LEVEL

Alarm  
Absorb Elements (EE)  
Animal Friendship  
Beast Bond (EE)  
Cure Wounds  
Detect Magic  
Detect Poison and Disease  
Ensnaring Strike  
Fog Cloud  
Goodberry  
Hail of Thorns  
Hunter's Mark  
Jump  
Longstrider  
Snare (UA)  
Speak with Animals  
Sudden Awakening (UA)  
Wild Cunning (UA)  
Zephyr Strike (UA)

### 2ND LEVEL

Animal Messenger  
Barkskin  
Beast Sense  
Cordon of Arrows  
Darkvision  
Find Traps  
Lesser Restoration  
Locate Animals or Plants  
Locate Object  
Pass without Trace  
Protection from Poison  
Silence  
Spike Growth

### 3RD LEVEL

Conjure Animals  
Conjure Barrage  
Daylight  
Flame Arrows (EE)  
Lightning Arrow  
Nondetection  
Plant Growth

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

## 4TH LEVEL

Conjure Woodlands Beings  
Freedom of Movement  
Grasping Vine  
Locate Creature  
Stoneskin

## 5TH LEVEL

Commune with Nature  
Conjure Volley  
Swift Quiver  
Tree Stride

## WARLOCK SPELLS

### CANTRIPS (0 LEVEL)

Blade Ward  
Booming Blade (SCAG)  
Chill Touch  
Create Bonfire (EE)  
Eldritch Blast  
Friends  
Frostbite (EE)  
Green-Flame Blade (SCAG)  
Infestation (UA)  
Lightning Lure (SCAG)  
Mage Hand  
Magic Stone (EE)  
Minor usion  
Poison Spray  
Prestidigitation  
Sword Burst (SCAG)  
Thunderclap (EE)  
Toll the Dead (UA)  
True Strike

### 1ST LEVEL

Armor of Agathys  
Arms of Hadar  
Cause Fear (UA)  
Charm Person  
Comprehend Languages  
Expeditious Retreat  
Healing Elixir (UA)  
Hellish Rebuke  
Hex  
Illusory Script

Protection from Evil and Good  
Puppet (UA)  
Unseen Servant  
Witch Bolt

## 2ND LEVEL

Cloud of Daggers  
Crown of Madness  
Darkness  
Earthbind (EE)  
Enthrall  
Hold Person  
Invisibility  
Mirror Image  
Misty Step  
Ray of Enfeeblement

## 3RD LEVEL

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

## 4TH LEVEL

Banishment  
Blight  
Dimension Door  
Elemental Bane (EE)  
Hallucinatory Terrain

## 5TH LEVEL

Contact Other Plane  
Dream  
Hold Monster  
Screaming

## 6TH LEVEL

Arcane Gate  
Circle of Death  
Conjure Fey  
Create Undead  
Eyebite  
Flesh to Stone  
Investiture of Flame (EE)  
Investiture of Ice (EE)  
Investiture of Stone (EE)  
Investiture of Wind (EE)  
Mass Suggestion  
True Seeing

## 7TH LEVEL

Etherealness  
Finger of Death  
Forcecage  
Plane Shift

## 8TH LEVEL

Demiplane  
Dominate Monster  
Feeblemind  
Glibness  
Power Word Stun

## 9TH LEVEL

Astral Projection  
Foresight  
Imprisonment  
Power Word Kill  
True Polymorph

## CREDITS & CHANGELOG

Last updated on Apr 6th, 2017

I put this chart together to have in one place all the spells that I allow in my Eberron Campaign Setting.

This was put together by Freewolf ([/u/Freewolf](#)), and posted to my Homebrew site for my [D&D 5E campaign set in Eberron](#).

Praise be [the master](#) for creating [The Homebrewery](#).

### VERSION 1.1

- Added spells from the *Unearthed Arcana: Starter Set* minus Guiding Hand and Sense Emotion.

### VERSION 1.0

- Listed spells from *Players Handbook*, *Elemental Evil Player's Companion*, and *Sword Coast Adventures Guide*.
- Added the Artificer Infusions from my [Artificer Class](#)
- Added the demon conjuration spells from [Unearthed Arcana: That Old Black Magic](#).
- I have added the suggestion from [WebDM on Sorcerers](#) to combine the Wizards and Sorcerers spell list into just one **Arcane Spell List**.