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There are many additives, and here we have an Xanathar Ranking Guide to All Spells List - Updated. There are nine levels. Cantrips: CONTROL FLAMES Is actually a very useful cantrip. One that extends a bright and dim range of light should be your main use, oriented to party torches. CREATE BONFIRE Is a weak streak because it requires concentration, making it useless after some levels. FROSTBITE Damage is obviously very bad, but giving a flaw to the attack is great! The problem is: Con save. GUST Mostly taste. MAGIC STONE Originally, I rated this spell as weak, since I didn't realize it wasn't a replacement for a standard cantrip attack. Its real strength comes when you give it to the weak NPC and other minions. Easy to make (bonus actions) and can increase their power level by a good amount. MOLD EARTH This spell is useful for creating tunnels and pits. PRIMAL SAVAGERY Most Druids will either have better offensive options or prefer to stay at a certain distance. Either way, it's better than Schillelag after Level 5. SHAPE WATER is mostly a taste, but the icing effect can have some interesting uses (break locks, for example). THUNDERCLAP Bad damage and area. TOLL DEAD Big Damage, if your opponent is not full, the goal wisdom of saving the throw (so good option against high AC opponents), ignores the cover, damage type necrotic and good range. Great cantrip. WORD RADIANS Bad damage and area. Level 1 - Renewed SPELLS ABSORB ELEMENTS Not a flexible spell, but very good when a situation arises (the dragon breathes). Speaking as a master player is not likely to be part of my standard training, but a must-have on the book. BEAST BOND I can think of three main reasons to use this Xanathar guide on all spells. One is the intelligence value (which is low because the creature must maintain a line of sight), the second as a companion has a positive effect (and weak to say the least). The catch here is that you could potentially use this as a way to gather allies for battle, but it's very DM dependents. The rating is situational because I don't feel so confident that it's just bad. Recommended: What is the Xanathar guide for the entire CATAPULT awesome effect, so it's an impact. With proper preparation (flasks containing powerful poison?) can be potentially nice. As it is, 3d8 batons to one goal are at least acceptable. CAUSE FEAR Comparing this spell with Tashi's hidden laughter, it's easy to see that most of the time you'll prefer the latter. The main advantage here is that you can hit the target, so I'll this is acceptable. CEREMONY It's a spell with great role-playing uses and amateurs not bad at all. Must be prepared only when you know one of the rites will be necessary. CHAOS BOLT Damage is below average and the 12.5% chance of getting a new target just doesn't make the cut. AFTERSHOCKS damage around him is usually bad for the casters. Assess this situational because it can be useful as a way to give party members an edge in attacks during one round. ICE KNIFE Is easy to position, good range, and OK damage. SNARE As an alarm, a security measure for peaceful recreation. Unlike alarms, not rituals. MARSHMALLOW STRIKE This provides more mobility and a bit of damage. The downside is that it's worth concentrating. Level 2 Xanathar Guide to all AGANAR'S SCORCHER fire resistance spells is very common, the line of effects area is usually weak, needs excellent positioning, since you are a point of origin and the damage is not stellar. 0/10 Burning hands are stronger. DRAGON'S BREATH For me seems to be a very good spell in the early levels. The flexibility of choosing both the goal buff and the element of breathing makes it very interesting. The 3d6 15ft cone each turn is really good. If you know you're going to fight an enemy with a specific elementary weakness or you have a way to maximize economics actions (like targeting flying acquaintances and having it rain down the fire from the sky) it becomes a must-have. It becomes weaker at later levels, as this concentration, but continues to be useful provided that you can exploit elementary weaknesses. DUST DEVIL Damage is not only lackluster, but also quite difficult to land. Score this over red for a movable fog effect. Can go up in the rankings after playtesting. EARTH BIND Sometimes all you need is to get the flying opponent down so you can hit him. In such situations this spell fits right in. However, it is very specific and many of these opponents have a high Str. HEALING SPIRIT The way it is formulated means that everyone on the side gets 10d6 to heal outside the fight. Obviously, this is not what the designers intended. Assuming that the effect takes place only once at every turn: Even if it's great to position the spirit nicely and one of your buddies get 1d6 every step, the real snag here is to use it as a repetitive word of healing or as a 10d6 to heal out of battle. Druids may have the best things to focus on, but this is a real gift for Rangers. MAXIMILIAN'S EARTHEN GRASP This spell has four problems. The required concentration allows you to maintain the force of the throw, dim damage and potentially consumes 2 actions for reuse. On the other hand, deterring creatures at lower levels is powerful, and if your opponent is weak there may be real pain, as it requires that this action to try to get away. The rating is green for potential kill casters and varied attackers. MIND SPIKE Damage is low, as it is one goal, but seems good to fleeing enemies. I wouldn't cook it because I don't expect my enemies to run away. Rises in the ranking of masters of divination tradition. PYROTECHNICS Nice flexible spell. And the blind effect, and the fog in one preparation. We need a moving source of fire to it will be great (previous versions of the spell can combo with Flaming Sphere, now something like a magician's hand or familiar could do the trick). Evaluation of this green because of the necessary setting. SHADOW BLADE Weapon deals with good PSYCHIC damage and the advantage of attacking dark/dim light makes it very good. Concentration is the only downside here. A good option for martial masters / sorcerers. Arcane Tricksters must find this must have, and it's good for the Eldritch Knights as well. SKYWRITE It's basically a taste with some utility. SNILLOC'S SNOWBALL SWARM Low damage, small area, no additional effects. WARDING WIND Don't get ready, usually. Weak effects that require concentration. The best way to use this spell is when you have to cross an area with toxic gases or mysterious and potentially dangerous fumes. Level 3 - List of Spells Chapter 3: CATNAP If your DM is very tight about taking a short rest, this may have some application. Otherwise, it's wasted preparation. ENEMIES ABOUND Exploration is a conservation throw, along with charisma, the worst for monsters. Target bosses for maximum value, since these henchmen probably won't attack it back, making it a sticky debuff. ERUPTING EARTH Bad damage, bad area, bad effect. It sucks. The only reason I rated it bad is because it scales nicely, although I would never spend a 4th or 5th level spell slot on this one. FLAME ARROWS Potentially 12d6 damage for third-level spell and concentration. Obviously the Druids would never consider this, but even the Rangers, a class with a scary list of spells, have a level one spell that is better than that (hunter's sign). LIFE TRANSFERENCE Healing is suboptimal, and the cause of self-harm at the same time seems even less optimal. However, if you don't take the damage and need to heal a good amount quickly, this is an option. It's getting better for the lives of the clergy. MELP'S MINUTE METEORS So you consume 1 action, 3 bonus action and concentration to deal with 12d6 scattered across tiny areas. Why not just use a fireball? The big thing here is a bit of concentration, so if you don't have other options to focus on (which I doubt) it's fine. LESSER SUMMON DEMONS I don't see the point of this spell. THUNDER STEP If The Misty Step doesn't exist, it will have. Anyway, this one has good damage attached to it, and the flexibility of engaging a friend is also welcome. Sounds like a good spell. THE TIDAL WAVE area and range are cool, but the damage and effect is not enough to justify its use. TINY SERVANT This spell can be compared to Animate Dead in many ways. It lasts less time, but at the same time, it is easier (and role-playing, if you know what I mean). Since the minion statistics are somewhat comparable, it disrupts the economy just as much. WALL OF SAND It does not restrict movement effectively, mainly impeding vision. Most of the fog cloud will do the trick. WALL WATER The only thing this is going on for him is to halve the damage from the fire and I don't think it deserves training just for that. Level 4: CHARM MONSTER I believe this one is a must. No concentration, one save throw charm effect for one hour. Amazing aops and the advantage part can be dodged if you can land before the fight starts. Higher levels give additional goals, which is great. Kinda DM depends because you don't have direct control over your actions. Combine it with an omen for the ultimate cheese. ELEMENTAL BANE Whenever members of your party can spam multiple attacks of the same item or for some reason you need to overcome specific resistance, this is acceptable. Most of the time it sucks. FIND GREATER STEED Flying with 59 hp that hits for 19 each step and has an advantage on perception checks (look)? Sign me (yes, griffin). GUARDIAN NATURE This Xanathar guide to all PDF spells is to bless the Rangers who got a really good spell this time. A very good combat buff for a class that really needs it. Lunar druids can also use this with great effect, even if their concentration is more controversial. SHADOW MOIL This does 5 basic things. People can't target you with spells, attacks on you have a disadvantage, your attacks have the advantage if someone beats you they take 2d8 necrotic and you have resistance to radiant damage. It seems like a big positive effect for combat sorcerers. SICKENING RADIANCE requires some setup to work (enemies must be forced to stay inside or move through it) and allows the constitution to save, which reduces its effectiveness. However, despite the damage of med'ocre, applying levels of exhaustion is a sure way to win quickly. STORM SPHERE Damage is not great, and control is not also. SUMMON GREATER DEMON This is a good spell. Bulgaria will serve as an excellent minion in combat and has -1 on charisma-saving throws, meaning that at your level of 7 it has a 75% chance of failure. The chances of a turn are even greater in your favor if you know it's the real name (not hard to get with proper training). VITRIOLIC SPHERE Nice damage, range, and area. Normally, you'd better use a fireball, but this is a good option when fighting enemies that resist fire. WATERY SPHERE This spell offers good control, but since it requires action to move and allows Str Saving Throw to resist, I rate it green. Level 5 Spells Chapter 3: CONTROL WINDS Not as good as battlefield control. Normally, you'd better just put a wall on. The main advantage here is that it allows targeting from the party side (even if the range of attacks are not effective, if your opponents are counting on it, and you have savings to throw through cantrips it might be good). DANSE MACABRE is much harder to set up than an animated object, and weaker as well. If you're a master of necromancers this is this Well, as you also add your master level in HP to creatures and your skill bonus to damage. DAWN The fact that creatures only take damage when they finish their turns inside the cylinder reduces its value, but since the area is quite large, it can be good on a small battlefield. Since it's sunlight, it absolutely destroys vampires. ENERVATION On this level, there are better uses for concentration than this, since it also has a lot of conditions to work on (you have to devote all your actions, it should lose on the first save). However, once it lands the damage well. FAR STEP Concentration really kills this spell. Do you really want to use a Level 5 spell and concentrate to fast around a bit? It's not even good to escape, as at this level you already have the size of the door. If for some reason your charmer can work without concentration and you need repetitive mobility, it can work. HOLY WEAPON Paladins needed a good offensive buff, and it delivers in style. You may feel tempted to use this as a clergyman, but usually you have things better to focus on. IMMOLATION I'm sure PC casting it looks pretty cool, but it just isn't effective. INFERNAL CALLING This spell is as costly and as situational as it can get. If you have a very high social skill or devil's mascot and time to install it (can not be done mid-fight since it takes 1 min) it can be effective. A lot of its. MAELSTROM Good area, good control, good damage. This may be a must-have, but flying creatures escape easily and the strength to keep is usually high on the monsters. NEGATIVE ENERGY FLOOD Low damage, one goal, constitution to save, zombies does not obey you. SKILL EMPOWERMENT If you are already using to enhance your ability and need another impulse, this seems useful. Situational. STEEL WIND STRIKE 6d10 to 5 goals plus teleport? Give me a drink. Must-have for Rangers. SYNAPTIC STATIC Good damage, good area, good range, amazing debuff, keeping the intelligence throw, no concentration. TRANSMUTE ROCK First mode can be good as the lack of concentration control effect on the battlefield. The second mode requires preparation and probably won't be used. WALL OF LIGHT This allows you to keep resisting blindness and creatures can go through it without problems. 4d8 radiant damage consumes your actions and also requires concentration. Not impressed. WRATH NATURE Amazing control on the battlefield, with lots of good effects and a great area. The only thing that keeps this from Must-Have is the need for a forest environment for its work. Level 6 Spells: BONES FROM EARTH dungeons, it is usually medium as control on the battlefield when your concentration is already in use. Chip damage is also welcome. This is the kind of spell I would potentially change the ranking up or down after some play testing. CREATE HOMUNCULUS Nice to have a service that could potentially last Sure, it costs a lot, but you don't need to give it any Hit Die, and that 10 intelligence (while knowing all that caster knows and sharing telepathic communication) means it can help in many ways. DRUID GROVE If you need to protect the area, this is the right spell for it. There's not much use outside of this situation. Investing flame/ice/stone/wind doesn't really like any of these spells. The first two can be good when you know for sure that you are going to fight a certain type of enemy. Stone one really bugs me, since the only good effect is defensive (can be cool on the druids using the shape of the animal to attack). The wind one seems flexible, giving fly, resistance to range attacks and some kind of offensive force, but still, I don't want to use my Level 6 slot and concentration for any of them. Can go up in the rankings after some feedback. MENTAL PRISON Once again, The Int Save makes for a win. Very likely, it means 15d10 mental injuries that have nothing to laugh about. Even if it requires concentration, it is unlikely to last, given the nature of the spell. PRIMORDIAL WARD Energy Protection? SCATTER This seems like a good spell combined with proper control on the battlefield. The range is not great and it does very little on its own, so green is it. SOUL CAGE Nice spell, multiple uses and a simple state to perform. The level 6 slot is expensive, but there is a utility. TENSER'S TRANSFORMATION It's such a strange spell for speed. After casting this, your two hits (which have the advantage) will deal with an average of 45 damage (provided rapiers, dex No 5 and both beats), 50 TEMP HP, 20 AC (13 No 5) Shield), and two ST craftsmanship (Con and Str). It's pretty hard to determine a ranking before you see how it plays out, but I'm sure the masters of the War Magic tradition will love to try it out. Level 7: CROWN OF STARS Well provided you have nothing to do with your bonus actions. For maximum economy action, activate this before the fight. POWER WORD PAIN The problem here is the 100HP reservation. Outside of this, this is very good as it does not allow for an initial throw savings. If you can chain attacks and save a throw at the opponent after casting, he'll probably end up dead before it's the next twist. TEMPLE OF THE GODS Like Druid Grove and Mighty Fortress, a good fragrant spell that works very well in certain situations. WHIRLWIND Good battlefield control and damage, but allows too much savings of throws and consumes your actions to be effective. Level 8: AEI-DAL'S HORRID WILTING Creatures in a 30-foot cube take an average of 54 necrotic damages (Con Save by half). Pretty bad for a Level 8 spell. DRAGON 7d6 Elementary Damage (int save!) for 10 twists of consumption only bonus action is great. Yes, it uses concentration, but add to the effect of fear and the impact of having a dragon on the battlefield and have a great spell. MADDENING DARKNESS Lackluster combat control in general, but when you have obstacles and enemies are not very mobile, it can do some work. 8d8 damage every step it seems that it will hit some turn in this case, so I'm rating this green. Could be overrated though. Featured: D'd Xanathar guide around PDF MIGHTY FORTRESS Seems very good on situations like war. Very cool for RP, good for dungeon masters use as well. A niche spell, obviously, but cool. Who will mention the opportunity to call the fortress? Level 9: INVULNERABILITY When you're casting a Level 9 spell of damage, usually the least of your problems. MASS POLYMORPH You can only convert a target into a T-Rex if it has a level of 16. Typically, a PC with 16 levels is actually quite strong and resourceful, much more than a T-Rex. So for the PC it's not really a buff, but a meat grinder. Since you can simultaneously convert willing goals and reluctant ones, this is basically incapacitated some opponents while giving some of your HP secondary party members the cost of letting their abilities. ability. xanathar's guide to everything spells pdf. xanathar's guide to everything spells cleric. xanathar's guide to everything spells sorcerer. xanathar's guide to everything spells warlock. xanathar's guide to everything spells druid. xanathar's guide to everything spells bard. dnd 5e cleric spells xanathar's guide to everything. xanathar's guide to everything paladin spells

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