

Advanced Dungeons & Dragons[®]

2nd Edition

Official Game Accessory



Wizard's Screen

Wizard's SCREEN

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Wizard Prerequisites

	Ability Scores	School*	Race	Opposition School(s)
Mage	Int 9+	All	H, E, Half-elf	—
Abjurer	Int 9+, Wis 15+	Abjuration	H	Alteration & Illusion
Conjurer	Int 9+, Con 15+	Conj./Summ.	H, Half-elf	Gr. Divination & Invocation
Diviner	Int 9+, Wis 16+	Gr. Divination	H, E, Half-elf	Conjuration/Summoning
Enchanter	Int 9+, Cha 16+	Ench./Charm	H, E, Half-elf	Invoc./Evoc. & Necromancy
Illusionist	Int 9+, Dex 16+	Illusion	H, G**	Necro., Invoc./Evoc., & Abjur.
Invoker	Int 9+, Con 16+	Invoc./Evoc.	H	Ench./Charm & Conj./Summ.
Necromancer	Int 9+, Wis 16+	Necromancy	H	Illusion & Ench./Charm
Transmuter	Int 9+, Dex 15+	Alteration	H, Half-elf	Abjuration & Necromancy
Wild Mage	Int 16+	All	H, E, Half-elf	—
Elementalist,				
Air	Int 9+	Elemental Air	H, E, Half-elf	Elemental Earth
Earth	Int 9+	Elemental Earth	H, E, Half-elf	Elemental Air
Fire	Int 9+	Elemental Fire	H, E, Half-elf	Elemental Water
Water	Int 9+	Elemental Water	H, E, Half-elf	Elemental Fire

Prime Requisites: Wizards (of any type) with an Intelligence of 16 or greater earn 10% additional experience.

* Elemental air, earth, fire, and water are not truly considered schools, but are summarized as such for convenience here.

** Can be multiclassed if a gnome.

Wizard Experience Levels

Level	Mage/ Specialist	Hit Dice (d4)
1	0	1
2	2,500	2
3	5,000	3
4	10,000	4
5	20,000	5
6	40,000	6
7	60,000	7
8	90,000	8
9	135,000	9
10	250,000	10
11	375,000	10+1
12	750,000	10+2
13	1,125,000	10+3
14	1,500,000	10+4
15	1,875,000	10+5
16	2,250,000	10+6
17	2,625,000	10+7
18	3,000,000	10+8
19	3,375,000	10+9
20	3,750,000	10+10

Specialist Wizards

- Specialist wizards must be single classed (except for gnomes, who may be multiclassed illusionists). Dual-class humans may be specialists.
- Specialist wizards cannot learn spells from their opposition school or schools.
- Specialists gain one additional spell per spell level, provided the additional spell is taken in the specialist's school.
- Specialists receive a +1 bonus when making saving throws against those spells in their school when they are cast by other wizards. Other characters receive a -1 penalty when making saving throws against specialists casting spells within their schools.
- Specialists receive a +15% bonus when learning new spells from their school and a -15% penalty when learning new spells from other schools.
- When specialists reach a new spell level, they automatically gain one spell of their school to add to their spell books. They do not need to make a roll for learning this spell.
- When a specialist tries to create new spells, the DM counts the new spells as one level less (for determining the difficulty) if they fall within the specialist's school.

Wild Mages

- Wild mages are nontraditional specialists. They do not belong to a particular school, but they have an affinity for wild magic spells. They must be single classed, but can be dual-classed if human.
- No wizard other than a wild mage may attempt to use the spells of wild magic.
- Wild mages gain one additional spell per spell level, provided the additional spell is a wild magic spell.
- Wild mages receive a +10% bonus when learning new wild magic spells and a -5% penalty when learning other spells.
- When a wild mage tries to create new spells, the DM counts the new spells as one level less for determining the research difficulty, decreasing the amount of time and money needed to create new spells.
- Wild mages can control certain normally random-behaving magical items 50% of the time. They can control *wands of wonder* 50% of the time, allowing them to use charges from the wand to cast any spell they already know (but do not necessarily have memorized). The number of charges used by the wand is equal to the number of levels of the spell desired. If the attempt to control the result fails, only one charge is used and a random effect is generated. Wild mages can select the result of the following items 50% of the time instead of relying on chance: *amulet of the planes*, *bag of beans*, *bag of tricks*, *deck of illusion*, *deck of many things*, and the *well of many worlds*.
- Wild mages casting spells with level variables to range, duration, area of effect, or damage are subject to level variations. These level variations can occasionally lead to wild surges.

Elementalists

- Elementalists are nontraditional specialists. They do not belong to a particular school, but rather have an area of specialization focussing on

spells involving one of the four prime elements: air, earth, fire, and water. They must be single classed, but can be dual-classed if human.

- Elementalists cannot learn or cast spells from their opposite element.
- Elementalists gain one additional spell per spell level, provided the additional spell is of an elemental's element of speciality.
- Elementalists receive a +2 bonus when making saving throws against spells in their element. Other characters receive a -2 penalty when making saving throws against specialists casting spells within their element.
- Elementalists receive a +25% bonus when learning new spells of their element and a +15% bonus when learning other new elemental spells. They receive a -25% penalty when learning new spells that are not elemental.
- Once per day, elementalists may choose to cast one memorized spell from their element of speciality as if they were 1d4 levels higher. They must decree this decision immediately prior to casting the spell. This affects range, duration, area of effect, and damage; it does not allow elementalists to cast spells from levels that they normally could not use.
- When an elementalist tries to create new spells, the DM counts the new spells as one level less (for determining the difficulty) if they fall within the elemental's element of speciality.
- Upon reaching 15th level, elementalists do not need to concentrate when controlling elementals of their speciality element summoned by conjure elemental. The 5% chance of the elemental turning on its summoner still applies.
- At 20th level, there is no chance of summoned elemental turning on an elemental if the creature is of the wizard's speciality element.

Wizard Spell Progression

Wizard Level	Spell Level								
1	1	—	—	—	—	—	—	—	—
2	2	—	—	—	—	—	—	—	—
3	2	1	—	—	—	—	—	—	—
4	3	2	—	—	—	—	—	—	—
5	4	2	1	—	—	—	—	—	—
6	4	2	2	—	—	—	—	—	—
7	4	3	2	1	—	—	—	—	—
8	4	3	3	2	—	—	—	—	—
9	4	3	3	2	1	—	—	—	—
10	4	4	3	2	2	—	—	—	—
11	4	4	4	3	3	—	—	—	—
12	4	4	4	4	4	1	—	—	—
13	5	5	5	4	4	2	—	—	—
14	5	5	5	4	4	2	1	—	—
15	5	5	5	5	5	2	1	—	—
16	5	5	5	5	5	3	2	1	—
17	5	5	5	5	5	3	3	2	—
18	5	5	5	5	5	3	3	2	1
19	5	5	5	5	5	3	3	3	2
20	5	5	5	5	5	4	3	3	2

Weapons Chart

Item	Cost	Weight (lbs)	Size	Type†	Speed Factor	—Damage—	
						S–M	L
Dagger or dirk	2 gp	1	S	P	2	1d4	1d3
Bone dagger	1 sp	1	S	P	2	1d2	1d2
Parrying dagger	5 gp	1	S	P	2	1d3	1d3
Stone dagger	2 sp	1	S	P	2	1d3	1d2
Dart	5 sp	1/2	S	P	2	1d3	1d2
Knife	5 sp	1/2	S	P/S	2	1d3	1d2
Bone knife	3 cp	1/2	S	P/S	2	1d2	1d2
Stone knife	5 cp	1/2	S	P/S	2	1d2	1d2
Quarterstaff	—	4	L	B	4	1d6	1d6
Sling	5 cp	†	S	—	6	—	—
Sling bullet	1 cp	1/2	S	B	—	1d4+1	1d6+1
Sling stone	—	1/2	S	B	—	1d4	1d4
Staff sling §	2 sp	2	M	—	11	—	—
Stinkpot	1 sp	2	S	B	—	1d3	1d3
Stiletto	5 sp	1/2	S	P	2	1d3	1d2

† The “Type” category is divided into bludgeoning (B), piercing (P), and slashing (S).

‡ These items weigh little individually. Ten of these weigh one pound.

§ The staff sling can use either sling bullets or sling stones, in addition to stinkpots, as ammunition.

Missile Weapon Ranges

Weapon	ROF	Range		
		S	M	L
Dagger	2/1	1	2	3
Dart	3/1	1	2	4
Knife	2/1	1	2	3
Sling bullet	1	5	10	20
Sling stone	1	4	8	16
Staff sling bullet	2/1	—	3–6	9
Staff sling stone	2/1	—	3–6	9

“ROF” is the rate of fire—how many shots that weapon can fire off in one round. This is independent of the number of melee attacks a character can make in a round.

Range is given in *tens of yards*. Each range category (short, medium, or long) includes attacks from distances equal to or less than the given range. Thus a sling bullet hurled from a sling at a target 90 yards away uses the medium-range modifier.

The modifiers for range are –2 for medium range and –5 for long range.

Wizard Kit Requirements

The kits summarized here are taken from *The Complete Wizard's Handbook*. Characters are not required to choose kits. The information here only gives initial requirements—benefits, hindrances, and role-playing details are described in the *Handbook*. Since the kits are part guidelines, players should check with their DMs before deciding on any wizard kit. The DM may choose not to allow a kit or may have additional powers, restrictions, and background material pertaining to it.

Key. **Name.** Req Requirements (over and above those for the wizard or specialist wizard class); **SPr** Preferred schools of magic and/or specialist classes; **SBar** Barred schools of magic and/or specialist classes; **WPr** Required weapon proficiencies (some of these are not normally allowed to wizards—check with your DM); **NPr** Bonus nonweapon proficiencies; **Equip** Starting equipment restrictions; **With** Starting wealth; **Races** Character race restrictions.

Academician. Req: Int 13+, Wis 11+; SPr: Alteration, illusion, invocation/evocation; SBar: None; WPr: Dagger, dart, knife, or sling (choose one); NPr: Reading/writing; Equip: Any; With: (1d4+1)×10 gp; Races: Any.

Amazon Sorceress. Req: Female; SPr: Conjunction/summoning, invocation/evocation, greater divination; SBar: Necromancy, illusion; WPr: No requirements, but recommended to allow spear or long bow; NPr: Riding (land-based), animal training; Equip: Weapons are restricted to bow (any), dagger/dirk, javelin, knife, spear (or others appropriate to race—see below); With: (1d4+1)×10 gp; Races: Any, but half-elf amazon sorceresses substitute WPr short bow or spear; gnomes substitute WPr throwing axe or short sword; NPr tracking and survival; and elves substitute NPr endurance and set snares.

Anagakok. Req: Con 13+; SPr: Abjuration, alteration, enchantment/charm, invocation/evocation, greater divination; SBar: Illusion, necromancy; WPr: Bow (any), dagger, harpoon, javelin, knife, sling, trident (choose one based on background); NPr: Endurance, survival, weather sense; Equip: Weapons are restricted to bow (any), dagger, harpoon, javelin, knife, sling, trident (based on background); With: (1d4+1)×8 gp; Races: Any.

Militant Wizard. Req: Str 13+; SPr: Abjuration, alteration, conjunction/summoning, invocation/evocation, necromancy; SBar: Barred from specializing in enchantment/charm or illusion, discouraged from specializing in greater divination; WPr: Battle axe, bow (any), crossbow (any), dagger, javelin, sling, spear, sword (any), war hammer (choose 2; extra weapon proficiency slot is part of kit); NPr: Endurance; Equip: Any; With: (1d4+1)×10 gp; Races: Any.

Mystic. Req: Wis 13+; SPr: Illusion, greater and lesser divination, enchantment/charm; SBar: Barred from specializing in necromancy, invocation/evocation, or conjunction/summoning; WPr: Dagger, dart, or sling (choose 1); NPr: Astrology, religion; Equip: Weapons are restricted to only the weapon of proficiency (and to daggers, darts, knives or slings later in career), and all starting money must be spent or remainder is lost; With: (1d4+1)×5 gp; Races: Any.

Patrician. Req: None; SPr: Conjunction/summoning, alteration, invocation/evocation; SBar: Barred from specializing in necromancy; WPr: Dagger or knife (choose 1); NPr: Etiquette, heraldry, riding (land-based); Equip: Must buy a horse (at least a riding horse), riding saddle, bit and bridle, horseshoes and shoeing, halter, and saddle blanket; With: [(1d4+1)×10]+150 gp; Races: Any with social classes.

Peasant Wizard. Req: None; SPr: None; SBar: None; WPr: Bow (any), dagger, knife, spear, dart, or sling (choose 1); NPr: Agriculture or fishing (choose 1); Equip: Any; With: (1d4+1)×5 gp; Races: Any.

Savage Wizard. Req: Str 11+, Con 13+; SPr: Conjunction/summoning and invocation/evocation; SBar: Abjuration, enchantment/charm; WPr: Spear, blowgun, dagger, knife, or sling (choose 1, representing wizard's tribes preferred weapon); NPr: Direction sense or weather sense (choose 1), and endurance or survival (choose 1); Equip: Initial weapons are restricted to only the weapon of proficiency, and all starting money must be spent or remainder is lost; With: (1d4+1)×5 gp; Races: Any.

Witch. Req: Int 13+, Wis 13+, Con 13+; SPr: Enchantment/charm, conjunction/summoning, and necromancy; SBar: None; WPr: No weapon proficiency at all, ever; NPr: Herbalism, spellcraft; Equip: Must buy initial weapons from dagger, dirk, knife, sling, or staff sling; gets up to 1,500 XP value (total) of magical items for free from Table 89 (Poisons and Oils), Table 91 (Rings), Table 92 (Rods), Table 93 (Staves), Table 94 (Wands), and Tables 95–103 (Miscellaneous Magic) in the *DUNGEON MASTER™ Guide*; With: (1d4+1)×10 gp; Races: Any.

Wu Jen. Req: Int 13+, no lawful alignment; SPr: Conjunction/summoning, alteration, invocation/evocation; SBar: None; WPr: Blowgun, short bow, dagger, dart, sling or oriental weapon from Table 9 in *The Complete Wizard's Handbook* (choose 1; wizard has +1 to attack roll with this initial type of weapon permanently); NPr: Etiquette, artistic ability (painting, calligraphy, or origami); Equip: All weapons must be purchased from those given under WPr, and no more than 10 gp may be left after all initial equipment is purchased; With: (1d4+1)×10; Races: Human only.

Wild Mage Level Variation

True Level	Die Roll (D20)																	
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
0	1	-1	-1	-1	-1	-1	0	0	0	0	0	0	0	0	0	+1	+1	+1
1	2	-1	-1	-1	-1	-1	-1	0	0	0	0	0	0	0	+1	+1	+1	+1
-1	3	-2	-1	-1	-1	-1	-1	-1	0	0	0	0	0	+1	+1	+1	+1	+1
-1	4	-2	-2	-1	-1	-1	-1	-1	-1	0	0	0	+1	+1	+1	+1	+1	+1
-2	5	-3	-2	-2	-1	-1	-1	-1	-1	-1	0	0	+1	+1	+1	+1	+1	+1
-2	6	-3	-3	-2	-2	-1	-1	-1	-1	-1	0	0	+1	+1	+1	+1	+1	+1
-3	7	-4	-3	-3	-2	-2	-1	-1	-1	-1	0	0	+1	+1	+1	+1	+2	+2
-3	8	-4	-4	-3	-3	-2	-2	-1	-1	-1	0	0	+1	+1	+1	+2	+2	+3
-4	9+	-5	-4	-4	-3	-3	-2	-2	-1	-1	0	0	+1	+1	+2	+2	+3	+3

Boldface results indicate a wild surge; consult the Wild Surge Results table in the *Tome of Magic*.

Nonweapon Proficiencies: General Group

Proficiency	# of Slots Required	Relevant Ability	Check Modifier
Agriculture	1	Intelligence	0
Animal Handling	1	Wisdom	-1
Animal Training	1	Wisdom	0
Artistic Ability	1	Wisdom	0
Blacksmithing	1	Strength	0
Brewing	1	Intelligence	0
Carpentry	1	Strength	0
Cobbling	1	Dexterity	0
Cooking	1	Intelligence	0
Dancing	1	Dexterity	0
Direction Sense	1	Wisdom	+1
Etiquette	1	Charisma	0
Fire-building	1	Wisdom	-1
Fishing	1	Wisdom	-1
Heraldry	1	Intelligence	0
Languages, Modern	1	Intelligence	0
Leatherworking	1	Intelligence	0
Mining	2	Wisdom	-3
Pottery	1	Dexterity	-2
Riding, Airborne	2	Wisdom	-2
Riding, Land-based	1	Wisdom	+3
Rope Use	1	Dexterity	0
Seamanship	1	Dexterity	+1
Seamstress/Tailor	1	Dexterity	-1
Singing	1	Charisma	0
Stonemasonry	1	Strength	-2
Swimming	1	Strength	0
Weather Sense	1	Wisdom	-1
Weaving	1	Intelligence	-1

Nonweapon Proficiencies: Wizard Group

Proficiency	# of Slots Required	Relevant Ability	Check Modifier
Ancient History	1	Intelligence	-1
Astrology	2	Intelligence	0
Engineering	2	Intelligence	-3
Gem Cutting	2	Dexterity	-2
Herbalism	2	Intelligence	-2
Languages, Ancient	1	Intelligence	0
Navigation	1	Intelligence	-2
Reading/Writing	1	Intelligence	+1
Religion	1	Wisdom	0
Spellcraft	1	Intelligence	-2

Nonweapon Proficiencies: Warrior Group

Proficiency	# of Slots Required	Relevant Ability	Check Modifier
Animal Lore	1	Intelligence	0
Armorer	2	Intelligence	-2
Blind-fighting	2	NA	NA
Bowyer/Fletcher	1	Dexterity	-1
Charioteering	1	Dexterity	+2
Endurance	2	Constitution	0
Gaming	1	Charisma	0
Hunting	1	Wisdom	-1
Mountaineering	1	NA	NA
Navigation	1	Intelligence	-2
Running	1	Constitution	-6
Set Snares	1	Dexterity	-1
Survival	2	Intelligence	0
Tracking	2	Wisdom	-6
Weaponsmithing	3	Intelligence	-3

Proficiency Slots

Group	Weapon Proficiencies			Nonweapon Proficiencies	
	Initial	#Levels	Penalty	Initial	#Levels
Wizard	1	6	-5	4	3

Nonweapon Proficiencies: Priest Group

Proficiency	# of Slots Required	Relevant Ability	Check Modifier
Ancient History	1	Intelligence	-1
Astrology	2	Intelligence	0
Engineering	2	Intelligence	-3
Healing	2	Wisdom	-2
Herbalism	2	Intelligence	-2
Languages, Ancient	1	Intelligence	0
Local History	1	Charisma	0
Musical Instrument	1	Dexterity	-1
Navigation	1	Intelligence	-2
Reading/Writing	1	Intelligence	+1
Religion	1	Wisdom	0
Spellcraft	1	Intelligence	-2

Armor Class Ratings

Type of Armor	AC Rating
None	10
Shield only	9
Leather or padded armor	8
Leather or padded armor & shield, studded leather, or ring mail	7
Studded leather or ring mail & shield, brigandine, scale mail, hide armor	6
Scale mail or hide & shield, chain mail	5
Chain mail & shield, splint mail, banded mail, bronze plate mail	4
Splint mail, banded mail, or bronze plate mail & shield, plate mail	3
Plate mail & shield, field plate armor	2
Field plate armor & shield, full plate armor	1
Full plate armor & shield	0

Standard Modifiers to Initiative

Specific Situation	Modifier
Hasted	-2
Slowed	+2
On higher ground	-1
Set to receive a charge	-2
Wading or slippery footing	+2
Wading in deep water	+4
Foreign environment	+6
Hindered	+3
Waiting	+1

Combat Modifiers

Situation	Attack Roll Modifier
Attacker on higher ground	+1
Defender invisible	-4
Defender off-balance	+2
Defender sleeping or held	Automatic
Defender stunned or prone	+4
Defender surprised	+1
Missile fire, long range	-5
Missile fire, medium range	-2
Rear attack	+2

Cover & Concealment Modifiers

Target is:	Cover	Concealment
25% hidden	-2	-1
50% hidden	-4	-2
75% hidden	-7	-3
90% hidden	-10	-4

Extra Nonweapon Proficiencies (Optional Rule)

Intelligence 2-8: 1; 9-11: 2; 12-13: 3; 14-15: 4; 16: 5; 17: 6; 18: 7; 19: 8; 20: 9; 21: 10; 22: 11; 23: 12; 24: 15; 25: 20.

Wizard Spells by Level

Key. Name; School or Element—Ab: Abjuration, A: Alteration, Ch: Charm, C: Conjunction, D: Divination, E: Evocation, EA: Elemental Air; EE: Elemental Earth; EF: Elemental Fire; EW: Elemental Water; En: Enchantment, I: Illusion, In: Invocation; N: Necromancy, P: Phantasm, S: Summoning) Range; Components; Duration (Spcl: Special); Casting Time; Area of Effect; Saving Throw (Spcl: Special); Book and page number (PH: *Player's Handbook*, TM: *Tome of Magic*). *Italicized* spells are the reverse of the spell they follow; reverse spells only list spell characteristics different from the normal form of the spell. Asterisks indicates wild magic spells. Lesser Divination school spells are divination spells of 4th level or less.

1st Level

- ☐☐☐ **Affect Normal Fires** (A, EF) R: 5 yd/lvl; C: V,S; D: 2 rd/lvl; CT: 1; AoE: 10' radius; Save: None; PH131.
- ☐☐☐ **Alarm** (Ab, Ev) R: 10 yd; C: V,S,M; D: 4 hr+½ hr/lvl; CT: 1 rd; AoE: Up to a 20' cube; Save: None; PH131.
- ☐☐☐ **Armor** (C) R: Touch; C: V,S,M; D: Spcl; CT: 1 rd; AoE: 1 creature; Save: None; PH131.
- ☐☐☐ **Audible Glamer** (I/P) R: 60 yd+10 yd/lvl; C: V,S,M; D: 3 rd/lvl; CT: 1; AoE: Hearing range; Save: Spcl; PH131.
- ☐☐☐ **Burning Hands** (A, EF) R: 0; C: V,S; D: Instant; CT: 1; AoE: Caster; Save: ½ PH131.
- ☐☐☐ **Cantrip** (All Schools) R: 10 ft; C: V,S; D: 1 hr/lvl; CT: 1; AoE: Spcl; Save: None; PH131.
- ☐☐☐ **Change Self** (I/P) R: 0; C: V,S; D: 2d6 rd+2 rd/lvl; CT: 1; AoE: Caster; Save: None; PH132.
- ☐☐☐ **Charm Person** (En/Ch) R: 120 yd; C: V,S; D: Spcl; CT: 1; AoE: 1 person; Save: Neg; PH132.
- ☐☐☐ **Chill Touch** (N) R: 0; C: V,S; D: 3 rd+1 rd/lvl; CT: 1; AoE: Caster; Save: Neg; PH132.
- ☐☐☐ **Color Spray** (A) R: 0; C: V,S,M; D: Instant; CT: 1; AoE: 5x20x20' wedge; Save: Spcl; PH132.
- ☐☐☐ **Comprehend Languages** (A) R: Touch; C: V,S,M; D: 5 rd/lvl; CT: 1 rd; AoE: 1 speaking creature or written object; Save: None; PH133.
- ☐☐☐ **Confuse Languages**
- ☐☐☐ **Conjure Spell Component** (C/S) R: 1 mi/lvl; C: V,S; D: 1 rd; CT: 1; AoE: 3 components/lvl; Save: None; TM17.
- ☐☐☐ **Dancing Lights** (A, EF) R: 40 yd+10 yd/lvl; C: V,S,M; D: 2 rd/lvl; CT: 1; AoE: Spcl; Save: None; PH133.
- ☐☐☐ **Detect Magic** (D) R: 0; C: V,S; D: 2 rd/lvl; CT: 1; AoE: 10' path, 60' long; Save: None; PH133.
- ☐☐☐ **Detect Undead** (D, N) R: 0; C: V,S,M; D: 3 tn; CT: 1 rd; AoE: 60'+10'/lvl; Save: None; PH133.
- ☐☐☐ **Enlarge** (A) R: 5 yd/lvl; C: V,S,M; D: 5 rd/lvl; CT: 1; AoE: 1 creature or object; Save: Neg; PH133.
- ☐☐☐ **Reduce**
- ☐☐☐ **Erase** (A) R: 30 yd; C: V,S; D: Perm; CT: 1; AoE: 1 scroll or 2 pages; Save: Spcl; PH134.
- ☐☐☐ **Feather Fall** (A, EA) R: 10 yd/lvl; C: V; D: 1 rd/lvl; CT: 1; AoE: Spcl; Save: None; PH134.
- ☐☐☐ **Find Familiar** (C/S) R: 1 mi/lvl; C: V,S,M; D: Spcl; CT: 2d12 hr; AoE: 1 familiar; Save: Spcl; PH134.
- ☐☐☐ **Fire Burst** (A, Ev, EF) R: 5 yd/lvl; C: V,S; D: Instant; CT: 1; AoE: 10'-radius circle; Save: Neg; TM17.
- ☐☐☐ **Fist of Stone** (A, EE) R: 0; C: V,S; D: 1 rd/lvl; CT: 1; AoE: Caster's hand; Save: None; TM17.
- ☐☐☐ **Friends** (En/Ch) R: 0; C: V,S,M; D: 1d4 rd+1 rd/lvl; CT: 1; AoE: 60' radius; Save: Spcl; PH134.
- ☐☐☐ **Gaze Reflection** (A) R: 0; C: V,S; D: 2 rd+1 rd/lvl; CT: 1; AoE: Spcl; Save: None; PH135.
- ☐☐☐ **Grease** (C) R: 10 yd; C: V,S,M; D: 3 rd+1 rd/lvl; CT: 1; AoE: 10x10' sq area; Save: Spcl; PH135.
- ☐☐☐ **Hold Portal** (A) R: 20 yd/lvl; C: V; D: 1 rd/lvl; CT: 1; AoE: 20 sq ft/lvl; Save: None; PH135.
- ☐☐☐ **Hornung's Guess*** (D) R: 300 yd; C: V; D: Instant; CT: 2; AoE: Spcl; Save: None; TM17.
- ☐☐☐ **Hypnotism** (En/Ch) R: 5 yd; C: V,S; D: 1 rd+1 rd/lvl; CT: 1; AoE: 30' cube; Save: Neg; PH135.
- ☐☐☐ **Identify** (D) R: 0; C: V,S,M; D: 1 rd/lvl; CT: Spcl; AoE: 1 item/lvl; Save: None; PH135.
- ☐☐☐ **Jump** (A) R: Touch; C: V,S,M; D: 1d3 rd+1 rd/lvl; CT: 1; AoE: Creature touched; Save: None; PH135.
- ☐☐☐ **Lasting Breath** (A, EA) R: 5 yd/lvl; C: V,S; D: 1d4 rd+1 rd/lvl; CT: 1; AoE: 1 creature/lvl; Save: None; TM19.
- ☐☐☐ **Light** (A) R: 60 yd; C: V,M; D: 1 tn/lvl; CT: 1; AoE: 20' radius; Save: Spcl; PH136.
- ☐☐☐ **Magic Missile** (Ev) R: 60 yd+10 yd/lvl; C: V,S; D: Instant; CT: 1; AoE: 1 or more creatures in a 10' cube; Save: None; PH136.
- ☐☐☐ **Mending** (A) R: 30 yd; C: V,S,M; D: Perm; CT: 1; AoE: 1 object; Save: None; PH136.
- ☐☐☐ **Message** (A) R: 0; C: V,S,M; D: 5 rd/lvl; CT: 1; AoE: Spcl; Save: None; PH136.
- ☐☐☐ **Metamorphose Liquids** (A, EW) R: Touch; C: V,S,M; D: Perm; CT: 1 rd; AoE: 1' cube/lvl; Save: Spcl; TM19.
- ☐☐☐ **Mount** (C/S) R: 10 yd; C: V,S,M; D: 2 hr+1 hr/lvl; CT: 1 tn; AoE: 1 mount; Save: None; PH136.
- ☐☐☐ **Murdock's Feathery Flyer** (A) R: 0; C: V,S,M; D: 1 rd/lvl; CT: 1; AoE: Caster; Save: None; TM19.

- ☐☐☐ **Nahal's Reckless Dweomer*** (Inv/Ev) R: Spcl; C: V,S; D: Spcl; CT: 5; AoE: Spcl; Save: Spcl; TM20.
- ☐☐☐ **Nystul's Magical Aura** (I/P) R: Touch; C: V,S,M; D: 1 day/lvl; CT: 1 rd; AoE: Spcl; Save: Spcl; PH136.
- ☐☐☐ **Patternweave*** (D) R: 10 yd; C: V,S,M; D: 1 rd; CT: 3; AoE: 10' sq; Save: Spcl; TM20.
- ☐☐☐ **Phantasmal Force** (I/P) R: 60 yd+10 yd/lvl; C: V,S,M; D: Spcl; CT: 1; AoE: 400 sq ft+100 sq ft/lvl; Save: Spcl; PH137.
- ☐☐☐ **Protection from Evil** (Ab) R: Touch; C: V,S,M; D: 2 rd/lvl; CT: 1; AoE: Creature touched; Save: None; PH137.
- ☐☐☐ **Protection from Good**
- ☐☐☐ **Read Magic** (D) R: 0; C: V,S,M; D: 2 rd/lvl; CT: 1 rd; AoE: Spcl; Save: None; PH137.
- ☐☐☐ **Shield** (Ev) R: 0; C: V,S; D: 5 rd/lvl; CT: 1; AoE: Spcl; Save: None; PH137.
- ☐☐☐ **Shocking Grasp** (A) R: Touch; C: V,S; D: Spcl; CT: 1; AoE: Creature touched; Save: None; PH137.
- ☐☐☐ **Sleep** (En/Ch) R: 30 yd; C: V,S,M; D: 5 rd/lvl; CT: 1; AoE: Spcl; Save: None; PH138.
- ☐☐☐ **Spider Climb** (A) R: Touch; C: V,S,M; D: 3 rd+1 rd/lvl; CT: 1; AoE: Creature touched; Save: Neg; PH138.
- ☐☐☐ **Spook** (I/P) R: 0; C: V,S; D: Spcl; CT: 1; AoE: 1 creature within 30'; Save: Neg; PH138.
- ☐☐☐ **Taunt** (En) R: 60 yd; C: V,S,M; D: 1 rd; CT: 1; AoE: 30' radius; Save: Neg; PH138.
- ☐☐☐ **Tensor's Floating Disc** (Ev) R: 20 yd; C: V,S,M; D: 3 tn+1 tn/lvl; CT: 1; AoE: Spcl; Save: None; PH138.
- ☐☐☐ **Unseen Servant** (C/S) R: 0; C: V,S,M; D: 1 hr+1 tn/lvl; CT: 1; AoE: 30' radius; Save: None; PH138.
- ☐☐☐ **Ventriloquism** (I/P) R: 10 yd/lvl, max 90 yd; C: V,M; D: 4 rd+1 rd/lvl; CT: 1; AoE: 1 creature or object; Save: Spcl; PH139.
- ☐☐☐ **Wall of Fog** (Ev, EA) R: 30 yd; C: V,S,M; D: 2d4 rd+1 rd/lvl; CT: 1; AoE: 20' cube+10' cube/lvl; Save: None; PH139.
- ☐☐☐ **Wizard Mark** (A) R: Touch; C: V,S,M; D: Perm; CT: 1; AoE: Up to 1 sq ft; Save: None; PH139.

2nd Level

- ☐☐☐ **Alter Self** (A) R: 0; C: V,S; D: 3d4 rd+2 rd/lvl; CT: 2; AoE: Caster; Save: None; PH139.
- ☐☐☐ **Bind** (En) R: 30 yd; C: V,S,M; D: 1 rd/lvl; CT: 2; AoE: Spcl; Save: None; PH139.
- ☐☐☐ **Blindness** (I/P) R: 30 yd+10 yd/lvl; C: V; D: Spcl; CT: 2; AoE: 1 creature; Save: Neg; PH140.
- ☐☐☐ **Blur** (I/P) R: 0; C: V,S; D: 3 rd+1 rd/lvl; CT: 2; AoE: Caster; Save: None; PH140.
- ☐☐☐ **Chaos Shield*** (Ab) R: 0; C: V,S; D: 1d10 rd+2 rd/lvl; CT: 2; AoE: Caster; Save: Spcl; TM21.
- ☐☐☐ **Continual Light** (A) R: 60 yd; C: V,S; D: Perm; CT: 2; AoE: 60' radius; Save: Spcl; PH140.
- ☐☐☐ **Continual Darkness**
- ☐☐☐ **Darkness, 15' Radius** (A) R: 10 yd/lvl; C: V,S,M; D: 1 tn+1 rd/lvl; CT: 2; AoE: 15' radius; Save: None; PH140.
- ☐☐☐ **Deafness** (I/P) R: 60 yd; C: V,S,M; D: Spcl; CT: 2; AoE: 1 creature; Save: Neg; PH140.
- ☐☐☐ **Deeppockets** (A, En) R: Touch; C: V,S,M; D: 12 hr+1 hr/lvl; CT: 1 tn; AoE: 1 garment; Save: None; PH140.
- ☐☐☐ **Detect Evil** (D) R: 60 yd; C: V,S; D: 5 rd/lvl; CT: 2; AoE: 10' path; Save: None; PH140.
- ☐☐☐ **Detect Good**
- ☐☐☐ **Detect Invisibility** (D) R: 10 yd/lvl; C: V,S,M; D: 5 rd/lvl; CT: 2; AoE: 10' path; Save: None; PH141.
- ☐☐☐ **ESP** (D) R: 5 yd/lvl, 90 yd max; C: V,S,M; D: 1 rd/lvl; CT: 2; AoE: 1 creature per probe; Save: None; PH141.
- ☐☐☐ **Flaming Sphere** (Ev, EF) R: 10 yd; C: V,S,M; D: 1 rd/lvl; CT: 2; AoE: 3' radius; Save: Neg; PH141.
- ☐☐☐ **Fog Cloud** (A, EA) R: 10 yd; C: V,S; D: 4 rd+1 rd/lvl; CT: 2; AoE: Spcl; Save: None; PH141.
- ☐☐☐ **Fools' Gold** (A, I, EE) R: 10 yd; C: V,S,M; D: 1 hr/lvl; CT: 1 rd; AoE: 10 cu in/lvl; Save: Spcl; PH141.
- ☐☐☐ **Forget** (En/Ch) R: 30 yd; C: V,S; D: Perm; CT: 2; AoE: 20' cube; Save: Neg; PH142.
- ☐☐☐ **Glitterdust** (C/S) R: 10 yd/lvl; C: V,S,M; D: Spcl; CT: 2; AoE: 20' cube; Save: Spcl; PH142.
- ☐☐☐ **Hornung's Baneful Deflector*** (Ev) R: Touch; C: V,S,M; D: 2 rd/lvl; CT: 2; AoE: 1 creature; Save: None; TM21.
- ☐☐☐ **Hypnotic Pattern** (I/P) R: 30 yd; C: S,M; D: Spcl; CT: 2; AoE: 30' cube; Save: Neg; PH142.

Wizard Spells by Level (con't)

- **Improved Phantasmal Force** (I/P) R: 60 yd+10 yd/lvl; C: V,S,M; D: Spl; CT: 2; AoE: 200 sq ft+50 sq ft/lvl; Save: Spl; PH142.
- **Insatiable Thirst** (En/Ch, EW) R: 5 yd/lvl; C: V,S; D: 1 rd/lvl; CT: 2; AoE: 1 creature; Save: Neg; TM21.
- **Invisibility** (I/P) R: Touch; C: V,S,M; D: Spl; CT: 2; AoE: Creature touched; Save: None; PH142.
- **Irritation** (A) R: 10 yd/lvl; C: V,S,M; D: Spl; CT: 2; AoE: 1-4 creatures in a 15' radius; Save: Neg; PH142.
- **Knock** (A) R: 60 yd; C: V; D: Spl; CT: 1; AoE: 10 sq ft/lvl; Save: None; PH143.
- **Lock**
- **Know Alignment** (D) R: 10 yd; C: V,S; D: 1 rd/lvl; CT: 1 rd; AoE: 1 creature or object per 2 rd; Save: Neg; PH143.
- **Undetectable Alignment** D: 24 hr; AoE: 1 creature or object; Save: None.
- **Leomund's Trap** (I/P) R: Touch; C: V,S,M; D: Perm; CT: 3 rd; AoE: Object touched; Save: None; PH143.
- **Levitate** (A) R: 20 yd/lvl; C: V,S,M; D: 1 tn/lvl; CT: 2; AoE: 1 creature or object; Save: Neg; PH143.
- **Locate Object** (D) R: 20 yd/lvl; C: V,S,M; D: 1 rd/lvl; CT: 2; AoE: Spl; Save: None; PH143.
- **Obscure Object** D: 8 hr; AoE: 1 object.
- **Magic Mouth** (A) R: 10 yd; C: V,S,M; D: Spl; CT: 2; AoE: 1 object; Save: None; PH143.
- **Maximilian's Earthen Grasp** (A, EE) R: 10 yd+10 yd/lvl; C: V,S,M; D: 3 rd+1 rd/lvl; CT: 2; AoE: 1 creature; Save: Spl; TM22.
- **Melf's Acid Arrow** (C) R: 180 yd; C: V,S,M; D: Spl; CT: 2; AoE: 1 target; Save: Spl; PH144.
- **Mirror Image** (I/P) R: 0; C: V,S; D: 3 rd/lvl; CT: 2; AoE: 6' radius; Save: None; PH144.
- **Misdirection** (I/P) R: 30 yd; C: V,S; D: 8 hr; CT: 2; AoE: 1 creature or object; Save: Neg; PH144.
- **Nahal's Nonsensical Nullifier*** (Ab) R: Touch; C: V,S,M; D: 1d6 rd+1 rd/lvl; CT: 2; AoE: Creature touched; Save: None; TM22.
- **Past Life** (D) R: Touch; C: V,S; D: Spl; CT: 1 rd; AoE: 1 creature; Save: None; TM22.
- **Protection from Cantrips** (Ab) R: Touch; C: V,S; D: 5 hr+1 hr/lvl; CT: 1 rd; AoE: Creature or object touched; Save: None; PH144.
- **Protection from Paralysis** (Ab) R: Touch; C: V,S,M; D: 1 tn/lvl; CT: 2; AoE: 1 creature; Save: None; TM23.
- **Pyrotechnics** (A, EF) R: 120 yd; C: V,S,M; D: Spl; CT: 2; AoE: 1 fire source (spl); Save: Spl; PH144.
- **Ray of Enfeeblement** (En/Ch) R: 10 yd+5 yd/lvl; C: V,S; D: 1 rd/lvl; CT: 2; AoE: 1 creature; Save: Neg; PH145.
- **Ride the Wind** (A, EA) R: 5 yd/lvl; C: V,S,M; D: 1 tn/lvl; CT: 2; AoE: 1 creature/lvl; Save: Neg; TM23.
- **Rope Trick** (A) R: Touch; C: V,S,M; D: 2 tn/lvl; CT: 2; AoE: Spl; Save: None; PH145.
- **Scare** (En/Ch) R: 30 yd+10 yd/lvl; C: V,S,M; D: 1d4 rd+1 rd/lvl; CT: 2; AoE: 15' radius; Save: Spl; PH145.
- **Sense Shifting** (A) R: 0; C: V,S,M; D: 3 tn; CT: 2; AoE: Caster; Save: None; TM23.
- **Shatter** (A) R: 30 yd+10 yd/lvl; C: V,S,M; D: Instant; CT: 2; AoE: 3' radius; Save: Neg; PH145.
- **Spectral Hand** (N) R: 30 yd+5 yd/lvl; C: V,S; D: 2 rd/lvl; CT: 2; AoE: 1 opponent; Save: None; PH145.
- **Stinking Cloud** (Ev, EA) R: 30 yd; C: V,S,M; D: 1 rd/lvl; CT: 2; AoE: 20' cube; Save: Spl; PH145.
- **Strength** (A) R: Touch; C: V,S,M; D: 1 hr/lvl; CT: 1 tn; AoE: Person touched; Save: None; PH146.
- **Summon Swarm** (C/S) R: 60 yd; C: V,S,M; D: Spl; CT: 2; AoE: 10' cube; Save: Neg; PH146.
- **Tasha's Uncontrollable Hideous Laughter** (En/Ch) R: 60 yd; C: V,S,M; D: 1 rd/lvl; CT: 2; AoE: 1 or more creatures in a 30' cube; Save: Neg; PH146.
- **Web** (Ev) R: 5 yd/lvl; C: V,S,M; D: 2 tn/lvl; CT: 2; AoE: Spl; Save: Neg or ½; PH146.
- **Whispering Wind** (A, P, EA) R: 1 mi/lvl; C: V,S; D: Spl; CT: 1; AoE: 2' radius; Save: None; PH147.
- **Wizard Lock** (A) R: Touch; C: V,S; D: Perm; CT: 2; AoE: 30 sq ft/lvl; Save: None; PH147.

3rd Level

- **Alacrity** (A) R: 0; C: V,S,M; D: 1 tn+1 rd/lvl; CT: 1; AoE: Caster; Save: None; TM24.
- **Alamir's Fundamental Breakdown** (D, EA, EE, EF, EW) R: Touch; C: V,S,M; D: Spl; CT: 1 rd; AoE: 1 item; Save: Spl; TM24.
- **Alternate Reality*** (A) R: 0; C: V,S,M; D: Instant; CT: 3; AoE: Creature touched; Save: None; TM24.
- **Augmentation I** (In/Ev) R: 0; C: V,S,M; D: Spl; CT: 2; AoE: Spl; Save: None; TM25.
- **Blink** (A) R: 0; C: V,S; D: 1 rd/lvl; CT: 1; AoE: Caster; Save: None; PH147.
- **Clairaudience** (D) R: Spl; C: V,S,M; D: 1 rd/lvl; CT: 3; AoE: Spl; Save: None; PH147.
- **Clairvoyance** (D) R: Spl; C: V,S,M; D: 1 rd/lvl; CT: 3; AoE: Spl; Save: None; PH147.

- **Delude** (A) R: 0; C: V,S; D: 1 tn/lvl; CT: 3; AoE: Caster; Save: Neg; PH148.
- **Dispel Magic** (Ab) R: 120 yd; C: V,S; D: Instant; CT: 3; AoE: 30' cube; Save: None; PH148.
- **Explosive Runes** (A) R: Touch; C: V,S; D: Spl; CT: 3; AoE: 10' radius; Save: None or ½; PH148.
- **Far Reaching I** (A) R: 0; C: V; D: Spl; CT: 2; AoE: Spl; Save: None; TM25.
- **Feign Death** (N) R: Touch; C: V,S; D: 1 hr+1 tn/lvl; CT: 1; AoE: Creature touched; Save: None; PH149.
- **Fireball** (Ev, EF) R: 10 yd+10 yd/lvl; C: V,S,M; D: Instant; CT: 3; AoE: 20' radius; Save: ½; PH149.
- **Fireflow*** (A) R: 30 yd; C: V,S,M; D: 1 rd/lvl; CT: 3; AoE: 1 fire source; Save: None; TM25.
- **Flame Arrow** (C/S, EF) R: 30 yd+10 yd/lvl; C: V,S,M; D: 1 rd; CT: 3; AoE: Spl; Save: None; PH149.
- **Fly** (A) R: Touch; C: V,S,M; D: 1 tn/lvl+1d6 tn; CT: 3; AoE: Creature touched; Save: None; PH149.
- **Fool's Speech*** (A) R: Touch; C: V,S,M; D: 1 hr/lvl; CT: 1 tn; AoE: Caster+1 creature/lvl; Save: None; TM25.
- **Gust of Wind** (A, EA) R: 0; C: V,S,M; D: 1 rd; CT: 3; AoE: 10'-wide path, 10 yd/lvl long; Save: None; PH149.
- **Haste** (A) R: 60 yd; C: V,S,M; D: 3 rd+1 rd/lvl; CT: 3; AoE: 40' cube, 1 creature/lvl; Save: None; PH149.
- **Hold Person** (En/Ch) R: 120 yd; C: V,S,M; D: 2 rd/lvl; CT: 3; AoE: 1d4 persons in a 20' cube; Save: Neg; PH150.
- **Hold Undead** (N) R: 20 yd; C: V,S,M; D: 1d4 rd+1 rd/lvl; CT: 5; AoE: 1d3 undead; Save: Neg; PH150.
- **Illusionary Script** (I/P) R: Touch; C: V,S,M; D: 1 day/lvl; CT: Spl; AoE: Creature reading the script; Save: Spl; PH150.
- **Infraision** (A) R: Touch; C: V,S,M; D: 2 hr+1 hr/lvl; CT: 1 rd; AoE: Creature touched; Save: None; PH150.
- **Invisibility, 10' Radius** (I/P) R: Touch; C: V,S,M; D: Spl; CT: 3; AoE: 10' radius of creature touched; Save: None; PH150.
- **Item** (A) R: Touch; C: V,S,M; D: 4 hr/lvl; CT: 3; AoE: 2 cu ft/lvl; Save: Spl; PH150.
- **Leomund's Tiny Hut** (A) R: 0; C: V,S,M; D: 4 hr+1 hr/lvl; CT: 3; AoE: 15' diam; Save: None; PH151.
- **Lightning Bolt** (Ev) R: 40 yd+10 yd/lvl; C: V,S,M; D: Instant; CT: 3; AoE: Spl; Save: ½; PH151.
- **Lorloveim's Creeping Shadow** (I) R: 0; C: V,S,M; D: 1 rd/lvl; CT: 7; AoE: Caster's shadow; Save: None; TM26.
- **Maximilian's Stony Grasp** (A, EE) R: 20 yd+10 yd/lvl; C: V,S,M; D: 5' rd+1 rd/lvl; CT: 3; AoE: 1 creature; Save: Spl; TM26.
- **Melf's Minute Meteors** (Ev, A, EF) R: 70 yd+10 yd/lvl; C: V,S,M; D: Spl; CT: 3; AoE: 1 target per meteor; Save: None; PH151.
- **Minor Malison** (En/Ch) R: 20 yd; C: V; D: 2 rd/lvl; CT: 2; AoE: 30' radius; Save: None; TM26.
- **Monster Summoning I** (C/S) R: 30 yd; C: V,S,M; D: 2 rd+1 rd/lvl; CT: 3; AoE: Spl; Save: None; PH151.
- **Non-Detection** (Ab) R: Touch; C: V,S,M; D: 1 hr/lvl; CT: 3; AoE: 1 creature or item; Save: None; PH152.
- **Phantom Steed** (C, P) R: Touch; C: V,S; D: 1 hr/lvl; CT: 1 tn; AoE: Spl; Save: None; PH152.
- **Protection from Evil, 10' Radius** (Ab) R: Touch; C: V,S,M; D: 2 rd/lvl; CT: 3; AoE: 10'-radius around creature touched; Save: None; PH152.
- **Protection from Good, 10' Radius**
- **Protection from Normal Missiles** (Ab) R: Touch; C: V,S,M; D: 1 tn/lvl; CT: 3; AoE: Creature touched; Save: None; PH152.
- **Secret Page** (A) R: Touch; C: V,S,M; D: Until dispelled; CT: 1 tn; AoE: 1 page of any size, up to 2 ft sq; Save: None; PH152.
- **Sepia Snake Sigil** (C/S) R: 5 yd; C: V,S,M; D: Spl; CT: 3; AoE: 1 sigil; Save: None; PH152.
- **Slow** (A) R: 90 yd+10 yd/lvl; C: V,S,M; D: 3 rd+1 rd/lvl; CT: 3; AoE: 40' cube, 1 creature/lvl; Save: Neg; PH153.
- **Spectral Force** (I/P) R: 60 yd+1 yd/lvl; C: V,S; D: Spl; CT: 3; AoE: 40' cube+a 10' cube/lvl; Save: Spl; PH153.
- **Spirit Armor** (N) R: 0; C: V,S; D: 2 rd/lvl; CT: 3; AoE: Caster; Save: Spl; TM26.
- **Squaring the Circle** (A) R: 0; C: V,S,M; D: 1 rd/lvl; CT: 2; AoE: Spl; Save: None; TM27.
- **Suggestion** (En/Ch) R: 30 yd; C: V,M; D: 1 hr+1 hr/lvl; CT: 3; AoE: 1 creature; Save: Neg; PH153.
- **Tongues** (A) R: 0; C: V,M; D: 1 rd/lvl; CT: 3; AoE: 30' radius; Save: None; PH153.
- **Babble**
- **Vampiric Touch** (N) R: 0; C: V,S; D: 1 touch; CT: 3; AoE: Caster; Save: None; PH153.
- **Water Breathing** (A, EA, EW) R: Touch; C: V,S,M; D: 1 hr/lvl+1d4 hr; CT: 3; AoE: Creature touched; Save: None; PH153.
- **Air Breathing**
- **Watery Double** (C/S, En, EW) R: Touch; C: V,S; D: Spl, max 10 rd; CT: 3; AoE: 1 body of liquid; Save: Neg; TM27.
- **Wood Wall** (A, EA) R: 10 yd/lvl; C: V,S,M; D: 1 rd/lvl; CT: 3; AoE: a 10' wide x 5' high area/lvl; Save: Spl; PH154.

Wizard Spells by Level (con't)

☐☐☐ **Wizard Sight** (D) R: 0; C: V,S; D: 1 rd/lvl; CT: 3; AoE: Caster; Save: None; TM28.
☐☐☐ **Wraithform** (A, I) R: 0; C: S,M; D: 2 rd/lvl; CT: 1; AoE: Caster; Save: None; PH154.

4th Level

☐☐☐ **Charm Monster** (En/Ch) R: 60 yd; C: V,S; D: Spcl; CT: 4; AoE: 1 or more creatures in a 20' radius; Save: Neg; PH154.
☐☐☐ **Confusion** (En/Ch) R: 120 yd; C: V,S,M; D: 2 rd+1 rd/lvl; CT: 4; AoE: Up to 60' cube; Save: Spcl; PH154.
☐☐☐ **Contagion** (N) R: 30 yd; C: V,S; D: Perm; CT: 4; AoE: 1 creature; Save: Neg; PH155.
☐☐☐ **Detect Scrying** (D) R: 0; C: V,S,M; D: 1d6 tn+1 tn/lvl; CT: 3; AoE: 120' radius; Save: Spcl; PH155.
☐☐☐ **Dig** (Ev, EE) R: 30 yd; C: V,S,M; D: 1 rd/lvl; CT: 4; AoE: 5' cube/lvl; Save: Spcl; PH155.
☐☐☐ **Dilation I** (A) R: 0; C: V; D: Spcl; CT: 4; AoE: Spcl; Save: None; TM28.
☐☐☐ **Dimension Door** (A) R: 0; C: V; D: Instant; CT: 1; AoE: Caster; Save: None; PH155.
☐☐☐ **Divination Enhancement** (Ev) R: 0; C: V; D: 2 tn+2 rd/lvl; CT: 4; AoE: Caster; Save: None; TM28.
☐☐☐ **Emotion** (En/Ch) R: 10 yd/lvl; C: V,S; D: Spcl; CT: 4; AoE: 20' cube; Save: Neg; PH155.
☐☐☐ **Enchanted Weapon** (En) R: Touch; C: V,S,M; D: 5 rd/lvl; CT: 1 tn; AoE: Weapon(s) touched; Save: None; PH157.
☐☐☐ **Enervation** (N) R: 10 yd/lvl; C: V,S; D: 1d4 hr+1 hr/lvl; CT: 4; AoE: 1 creature; Save: Neg; PH157.
☐☐☐ **Evard's Black Tentacles** (C/S) R: 30 yd; C: V,S,M; D: 1 hr/lvl; CT: 1 rd; AoE: 30 sq ft/lvl; Save: None; PH157.
☐☐☐ **Extension I** (A) R: 0; C: V; D: Spcl; CT: 2; AoE: Spcl; Save: None; PH157.
☐☐☐ **Far Reaching II** (A) R: 0; C: V; D: Spcl; CT: 4; AoE: Spcl; Save: None; TM28.
☐☐☐ **Fear** (I/P) R: 0; C: V,S,M; D: Spcl; CT: 4; AoE: 60' long cone, 30' diam at end, 5' at base; Save: Neg; PH157.
☐☐☐ **Fire Charm** (En/Ch, EF) R: 10 yd; C: V,S,M; D: 2 rd/lvl; CT: 4; AoE: 15' radius of fire; Save: Neg; PH158.
☐☐☐ **Fire Shield** (Ev, A, EF) R: 0; C: V,S,M; D: 2 rd+1 rd/lvl; CT: 4; AoE: Caster; Save: None; PH158.
☐☐☐ **Fire Trap** (Ab, Ev, EF) R: Touch; C: V,S,M; D: Perm. until discharged; CT: 1 tn; AoE: Object touched; Save: ½; PH158.
☐☐☐ **Fumble** (En/Ch) R: 10 yd/lvl; C: V,S,M; D: 1 rd/lvl; CT: 4; AoE: 30' cube; Save: Spcl; PH158.
☐☐☐ **Greater Malison** (En/Ch) R: 20 yd; C: V; D: 2 rd/lvl; CT: 4; AoE: 30' radius; Save: None; TM29.
☐☐☐ **Hallucinatory Terrain** (I/P) R: 20 yd/lvl; C: V,S,M; D: 1 hr/lvl; CT: 1 tn; AoE: Cube up to 30' per side/lvl; Save: None; PH159.
☐☐☐ **Ice Storm** (Ev, EW) R: 10 yd/lvl; C: V,S,M; D: Spcl; CT: 4; AoE: Spcl; Save: None; PH159.
☐☐☐ **Illusionary Wall** (I/P) R: 30 yd; C: V,S; D: Perm; CT: 4; AoE: 1x10x10'; Save: None; PH159.
☐☐☐ **Improved Invisibility** (I/P) R: Touch; C: V,S; D: 4 rd+1 rd/lvl; CT: 4; AoE: Creature touched; Save: None; PH159.
☐☐☐ **Leomund's Secure Shelter** (A, En) R: 20 yd; C: V,S,M; D: 1d4+1 hr+1 hr/lvl; CT: 4 tn; AoE: 30 sq ft/lvl; Save: None; PH159.
☐☐☐ **Locate Creature** (D) R: 50 yd/lvl; C: V,S,M; D: 1 tn/lvl; CT: 5; AoE: 1 creature; Save: None; TM29.
☐☐☐ **Magic Mirror** (En, D) R: Touch; C: V,S,M; D: 1 rd/lvl; CT: 1 hr; AoE: Spcl; Save: None; PH159.
☐☐☐ **Mask of Death** (N) R: Touch; C: V,S,M; D: 1 hr/lvl; CT: 1 rd; AoE: 1 creature; Save: None; TM29.
☐☐☐ **Massmorph** (A) R: 10 yd/lvl; C: V,S,M; D: Spcl; CT: 4; AoE: 1 10' cube/lvl; Save: None; PH160.
☐☐☐ **Minor Creation** (I/P) R: Touch; C: V,S,M; D: 1 hr/lvl; CT: 1 tn; AoE: Spcl; Save: None; PH160.
☐☐☐ **Minor Globe of Invulnerability** (Ab) R: 0; C: V,S,M; D: 1 rd/lvl; CT: 4; AoE: 5' radius; Save: None; PH160.
☐☐☐ **Minor Spell Turning** (Ab) R: 0; C: V,S,M; D: 3 rd/lvl; CT: 4; AoE: Caster; Save: None; TM29.
☐☐☐ **Monster Summoning II** (C/S) R: 40 yd; C: V,S,M; D: 3 rd+1 rd/lvl; CT: 4; AoE: Spcl; Save: None; PH160.
☐☐☐ **Mordenkainen's Celerity** (A, In) R: 0; C: V,S,M; D: 1 tn; CT: 4; AoE: Spcl; Save: None; TM30.
☐☐☐ **Otiluke's Resilient Sphere** (A, Ev) R: 20 yd; C: V,S,M; D: 1 rd/lvl; CT: 4; AoE: 1' /lvl-diam sphere; Save: Neg; PH160.
☐☐☐ **Phantasmal Killer** (I/P) R: 5 yd/lvl; C: V,S; D: 1 rd/lvl; CT: 4; AoE: 1 creature; Save: Spcl; PH160.
☐☐☐ **Plant Growth** (A) R: 10 yd/lvl; C: V,S; D: Perm; CT: 4; AoE: An area 10' per side/lvl; Save: None; PH161.
☐☐☐ **Polymorph Other** (A) R: 5 yd/lvl; C: V,S,M; D: Perm; CT: 4; AoE: 1 creature; Save: Neg; PH161.
☐☐☐ **Polymorph Self** (A) R: 0; C: V; D: 2 tn/lvl; CT: 4; AoE: Caster; Save: None; PH161.
☐☐☐ **Rainbow Pattern** (A, I/P) R: 10 yd; C: S,M; D: Spcl; CT: 4; AoE: 30' cube; Save: Neg; PH162.

☐☐☐ **Rary's Mnemonic Enhancer** (A) R: 0; C: V,S,M; D: 1 d; CT: 1 tn; AoE: Caster; Save: None; PH162.
☐☐☐ **Remove Curse** (Ab) R: Touch; C: V,S; D: Perm; CT: 4; AoE: Spcl; Save: Spcl; PH162.
☐☐☐ **Bestow Curse** D: 1 tn/lvl; Save: Neg.
☐☐☐ **Shadow Monsters** (I/P) R: 30 yd; C: V,S; D: 1 rd/lvl; CT: 4; AoE: 20' cube; Save: Spcl; PH162.
☐☐☐ **Shout** (Ev) R: 0; C: V,M; D: Instant; CT: 1; AoE: 10x30' cone; Save: Spcl; PH163.
☐☐☐ **Solid Fog** (A, EA) R: 30 yd; C: V,S,M; D: 2d4 rd+1 rd/lvl; CT: 4; AoE: 20x10x10' volume/lvl; Save: None; PH163.
☐☐☐ **Stoneskin** (A, EE) R: Touch; C: V,S,M; D: Spcl; CT: 1; AoE: 1 creature; Save: None; PH163.
☐☐☐ **Summon Lycanthrope** (C/S) R: Spcl; C: V,S,M; D: Spcl; CT: 1 tn; AoE: 1 creature; Save: Neg; TM30.
☐☐☐ **There/Not There*** (Ev) R: 30 yd; C: V,S,M; D: 1d6 tn; CT: 1 rd; AoE: 10' cube; Save: None; TM32.
☐☐☐ **Thunder Staff** (In/Ev) R: 0; C: V,S,M; D: Instant; CT: 4; AoE: 20x40' cone; Save: ½; TM32.
☐☐☐ **Turn Pebble to Boulder** (A, EE) R: Touch; C: V,S,M; D: Spcl; CT: 4; AoE: Spcl; Save: None; TM33.
☐☐☐ **Turn Boulder to Pebble** D: Until dispelled.
☐☐☐ **Unluck*** (Ev) R: 10 yd; C: V,S,M; D: 2d10 rd; CT: 4; AoE: 1 creature; Save: Neg; TM33.
☐☐☐ **Vacancy** (A, I/P) R: 10 yd/lvl; C: V,S,M; D: 1 hr/lvl; CT: 4; AoE: 10' radius/lvl; Save: None; PH163.
☐☐☐ **Wall of Fire** (Ev, EF) R: 60 yd; C: V,S,M; D: Spcl; CT: 4; AoE: Spcl; Save: None; PH163.
☐☐☐ **Wall of Ice** (Ev, EW) R: 10 yd/lvl; C: V,S,M; D: 1 tn/lvl; CT: 4; AoE: Spcl; Save: None; PH164.
☐☐☐ **Wizard Eye** (A) R: 0; C: V,S,M; D: 1 rd/lvl; CT: 1 tn; AoE: Spcl; Save: None; PH164.

5th Level

☐☐☐ **Advanced Illusion** (I/P) R: 60 yd+10 yd/lvl; C: V,S,M; D: 1 rd/lvl; CT: 1 rd; AoE: 1 40' cube+1 10' cube/lvl; Save: Spcl; PH164.
☐☐☐ **Airy Water** (A, EA, EW) R: 0; C: V,S,M; D: 1 tn/lvl; CT: 5; AoE: 10'-radius sphere or 15'-radius hemisphere; Save: None; PH165.
☐☐☐ **Animal Growth** (A) R: 60 yd; C: V,S,M; D: 1 rd/lvl; CT: 5; AoE: Up to 8 animals in a 20' cube; Save: None; PH165.
☐☐☐ **Shrink Animal**
☐☐☐ **Animate Dead** (N) R: 10 yd; C: V,S,M; D: Perm; CT: 5 rd; AoE: Spcl; Save: None; PH165.
☐☐☐ **Avoidance** (Ab, A) R: 10 yd; C: V,S,M; D: Perm until dispelled; CT: 5; AoE: Up to a 3' cube; Save: Spcl; PH165.
☐☐☐ **Attraction**
☐☐☐ **Bigby's Interposing Hand** (Ev) R: 10 yd/lvl; C: V,S,M; D: 1 rd/lvl; CT: 5; AoE: Spcl; Save: None; PH165.
☐☐☐ **Chaos** (En/Ch) R: 5 yd/lvl; C: V,S,M; D: 1 rd/lvl; CT: 5; AoE: Up to 40' cube; Save: Spcl; PH166.
☐☐☐ **Cloudkill** (Ev, EA) R: 10 yd; C: V,S; D: 1 rd/lvl; CT: 5; AoE: 40' wide, 20' high, 20' deep cloud; Save: None; PH166.
☐☐☐ **Cone of Cold** (Ev, EW) R: 0; C: V,S,M; D: Instant; CT: 5; AoE: Spcl; Save: ½; PH166.
☐☐☐ **Conjure Elemental** (C/S, EA, EE, EF, EW) R: 60 yd; C: V,S,M; D: 1 tn/lvl; CT: 1 tn; AoE: Spcl; Save: None; PH166.
☐☐☐ **Contact Other Plane** (D) R: 0; C: V; D: Spcl; CT: 1 tn; AoE: Spcl; Save: None; PH167.
☐☐☐ **Demi-Shadow Monsters** (I/P) R: 30 yd; C: V,S; D: 1 rd/lvl; CT: 5; AoE: 20' cube; Save: Spcl; PH167.
☐☐☐ **Dismissal** (Ab) R: 10 yd; C: V,S,M; D: Perm; CT: 1 rd; AoE: 1 creature; Save: Neg; PH167.
☐☐☐ **Distance Distortion** (A, EE) R: 10 yd/lvl; C: V,S,M; D: 2 tn/lvl; CT: 5; AoE: One 10' cube/lvl; Save: None; PH167.
☐☐☐ **Domination** (En/Ch) R: 10 yd/lvl; C: V,S; D: Spcl; CT: 5; AoE: 1 person; Save: Neg; PH168.
☐☐☐ **Dream** (Inv, I/P) R: Touch; C: V,S; D: Spcl; CT: 1 tn; AoE: 1 creature; Save: None; PH168.
☐☐☐ **Nightmare** Save: Neg.
☐☐☐ **Extension II** (A) R: 0; C: V; D: Spcl; CT: 4; AoE: Spcl; Save: None; PH168.
☐☐☐ **Fabricate** (En, A) R: 5 yd/lvl; C: V,S,M; D: Perm; CT: Spcl; AoE: 1 cu yd/lvl; Save: None; PH168.
☐☐☐ **False Vision** (D) R: 0; C: V,S,M; D: 1d4 rd+1 rd/lvl; CT: 5; AoE: 30' radius; Save: None; PH168.
☐☐☐ **Far Reaching III** (A) R: 0; C: V; D: Spcl; CT: 5; AoE: Spcl; Save: None; TM34.
☐☐☐ **Feeblemind** (En/Ch) R: 10 yd/lvl; C: V,S,M; D: Perm; CT: 5; AoE: 1 creature; Save: Neg; PH168.
☐☐☐ **Hold Monster** (En/Ch) R: 5 yd/lvl; C: V,S,M; D: 1 rd/lvl; CT: 5; AoE: 1-4 creatures in a 40' cube; Save: Neg; PH169.
☐☐☐ **Khazid's Procurement** (D, S) R: Spcl; C: V,S,M; D: 1 rd/lvl; CT: 1 tn; AoE: Spcl; Save: None; TM34.
☐☐☐ **Leomund's Lamentable Belaborment** (En, Ev) R: 10 yd; C: V; D: Spcl; CT: 5; AoE: 1 or more creatures in a 10' radius; Save: Spcl; PH169.

Wizard Spells by Level (con't)

- **Leomund's Secret Chest** (A, C/S) R: Spcl; C: V,S,M; D: 60 d; CT: 1 tn; AoE: 1 chest of about 2x2x3' size; Save: None; PH169.
- **Lower Resistance** (Ab, A) R: 60 yd; C: V,S,M; D: 1 tn+1 rd/lvl; CT: 5; AoE: 1 creature; Save: None; TM34.
- **Magic Jar** (N) R: 10 yd/lvl; C: V,S,M; D: Spcl; CT: 1 rd; AoE: 1 creature; Save: Spcl; PH169.
- **Magic Staff** (En/Ch) R: Touch; C: V,S,M; D: Spcl; CT: Spcl; AoE: Caster's staff; Save: None; TM35.
- **Major Creation** (I/P) R: 10 yd; C: V,S,M; D: Spcl; CT: 1 tn; AoE: Spcl; Save: None; PH170.
- **Mind Fog** (En/Ch) R: 80 yd; C: V,S; D: 3 tn; CT: 3; AoE: 20' cube; Save: Neg; TM35.
- **Monster Summoning III** (C/S) R: 50 yd; C: V,S,M; D: 4 rd+1 rd/lvl; CT: 5; AoE: Spcl; Save: None; PH170.
- **Mordenkainen's Faithful Hound** (C/S) R: 10 yd; C: V,S,M; D: Spcl; CT: 5; AoE: Spcl; Save: None; PH170.
- **Passwall** (A, EE) R: 30 yd; C: V,S,M; D: 1 hr+1 tn/lvl; CT: 5; AoE: Spcl; Save: None; PH171.
- **Safeguarding** (Ab) R: 0; C: V,S,M; D: 1 tn+1 tn/lvl; CT: 5; AoE: 15' radius; Save: None; TM35.
- **Seeming** (I/P) R: 10' radius; C: V,S; D: 12 hr; CT: 5; AoE: 1 person/2 lvl; Save: None; PH171.
- **Sending** (Ev) R: Spcl; C: V,S,M; D: Spcl; CT: 1 tn; AoE: 1 creature; Save: None; PH171.
- **Shadow Door** (I/P) R: 10 yd; C: S; D: 1 rd/lvl; CT: 2; AoE: Spcl; Save: None; PH171.
- **Shadow Magic** (I/P) R: 50 yd+10 yd/lvl; C: V,S; D: Spcl; CT: 5; AoE: Spcl; Save: Spcl; PH171.
- **Stone Shape** (A, EE) R: Touch; C: V,S,M; D: Perm; CT: 1 rd; AoE: 1 cu ft/lvl; Save: None; PH171.
- **Summon Shadow** (C/S, N) R: 10 yd; C: V,S,M; D: 1 rd+1 rd/lvl; CT: 5; AoE: 10' cube; Save: None; PH171.
- **Telekinesis** (A) R: 10 yd/lvl; C: V,S; D: Spcl; CT: 5; AoE: Spcl; Save: Neg; PH171.
- **Teleport** (A) R: Touch; C: V; D: Instant; CT: 2; AoE: Spcl; Save: None; PH172.
- **Transmute Rock to Mud** (A, EE, EW) R: 10 yd/lvl; C: V,S,M; D: Spcl; CT: 5; AoE: 1 20' cube/lvl; Save: None; PH172.
- **Transmute Mud to Rock**
- **Von Gasik's Refusal** (Ab) R: 10 yd/lvl; C: V,S,M; D: 1 hr/lvl; CT: 5; AoE: 20' sq/lvl; Save: None; TM36.
- **Vortex** (Ev) R: 30 yd; C: V,S,M; D: 1d4 rd+1 rd/lvl; CT: 5; AoE: 5'-diameter circle; Save: %; TM36.
- **Wall of Force** (Ev) R: 30 yd; C: V,S,M; D: 1 tn+1 rd/lvl; CT: 5; AoE: Up to 10' sq/lvl; Save: None; PH172.
- **Wall of Iron** (Ev, EE) R: 5 yd/lvl; C: V,S,M; D: Perm; CT: 5; AoE: 15 sq ft/lvl or spcl; Save: None; PH172.
- **Wall of Stone** (Ev, EE) R: 5 yd/lvl; C: V,S,M; D: Perm; CT: 5; AoE: Spcl; Save: None; PH173.
- **Waveform** (A) R: 40 yd; C: S,M; D: 1d10 rd; CT: 5; AoE: 10' cube/lvl; Save: %; TM36.

6th Level

- **Anti-Magic Shell** (Ab) R: 0; C: V,S; D: 1 tn/lvl; CT: 1; AoE: 1'/lvl-diam sphere; Save: None; PH173.
- **Augmentation II** (Ev) R: 0; C: V,S,M; D: 3 tn; CT: 6; AoE: Spcl; Save: None; TM37.
- **Bigby's Forceful Hand** (Ev) R: 10 yd/lvl; C: V,S,M; D: 1 rd/lvl; CT: 6; AoE: Spcl; Save: None; PH173.
- **Bloodstone's Spectral Steed** (N) R: 10 yd; C: V,S,M; D: 1 hr/lvl; CT: 1 rd; AoE: Spcl; Save: None; TM37.
- **Chain Lightning** (Ev) R: 40 yd+5 yd/lvl; C: V,S,M; D: Instant; CT: 5; AoE: Spcl; Save: %; PH173.
- **Claws of the Umber Hulk** (A) R: Touch; C: V,S,M; D: 1 tn/lvl; CT: 1 rd; AoE: 1 creature; Save: None; TM38.
- **Conjure Animals** (C/S) R: 30 yd; C: V,S; D: 1 rd/lvl; CT: 6; AoE: Spcl; Save: None; PH174.
- **Contingency** (Ev) R: 0; C: V,S,M; D: 1 day/lvl; CT: 1 tn; AoE: Caster; Save: None; PH174.
- **Control Weather** (A, EA) R: 0; C: V,S,M; D: 4d6 hr; CT: 1 tn; AoE: 4d4 sq mi; Save: None; PH174.
- **Death Fog** (A, Ev, EA) R: 30 yd; C: V,S,M; D: 1d4 rd+1 rd/lvl; CT: 6; AoE: Two 10' cubes/lvl; Save: None; PH175.
- **Death Spell** (N) R: 10 yd/lvl; C: V,S,M; D: Instant; CT: 6; AoE: One 30' cube/lvl; Save: None; PH175.
- **Demi-Shadow Magic** (I/P) R: 60 yd+10 yd/lvl; C: V,S; D: Spcl; CT: 6; AoE: Spcl; Save: Spcl; PH175.
- **Dilation II** (A) R: 0; C: V; D: Spcl; CT: 5; AoE: Spcl; Save: None; TM38.
- **Disintegrate** (A) R: 5 yd/lvl; C: V,S,M; D: Instant; CT: 6; AoE: Spcl; Save: Neg; PH175.
- **Enchant an Item** (En, In) R: Touch; C: V,S,M; D: Spcl; CT: Spcl; AoE: 1 item; Save: Neg; PH175.
- **Ensnarement** (C/S) R: 10 yd; C: V,S,M; D: Spcl; CT: 1 tn; AoE: Spcl; Save: Neg; PH176.

- **Extension III** (A) R: 0; C: V; D: Spcl; CT: 6; AoE: Spcl; Save: None; PH177.
- **Eyebite** (En/Ch, I/P) R: 20 yd; C: V,S; D: 1 rd/3 lvl; CT: 6; AoE: 1 creature; Save: Spcl; PH177.
- **Forest's Fiery Constrictor** (C/S, EF) R: 10 yd/lvl; C: V,S,M; D: 1 rd/lvl; CT: 6; AoE: 1 source of fire; Save: Spcl; TM38.
- **Geas** (En/Ch) R: 10 yd; C: V; D: Spcl; CT: 4; AoE: 1 creature; Save: None; PH177.
- **Glasse** (A, EE) R: Touch; C: V,S,M; D: 1 rd/lvl; CT: 1 rd; AoE: Spcl; Save: None; PH177.
- **Globe of Invulnerability** (Ab) R: 0; C: V,S,M; D: 1 rd/lvl; CT: 1 rd; AoE: 5' radius; Save: None; PH177.
- **Guards and Wards** (Ev, A, En/Ch) R: 0; C: V,S,M; D: 1 hr/lvl; CT: 3 tn; AoE: Spcl; Save: None; PH178.
- **Invisible Stalker** (C/S) R: 10 yd; C: V,S,M; D: Spcl; CT: 1 rd; AoE: Spcl; Save: None; PH178.
- **Legend Lore** (D) R: 0; C: V,S,M; D: Spcl; CT: Spcl; AoE: Spcl; Save: None; PH178.
- **Lorloveim's Shadowy Transformation** (I) R: Touch; C: V,S; D: 1d4 rd+1 rd/lvl; CT: 6; AoE: Spcl; Save: Neg; TM38.
- **Lower Water** (A, EW) R: 80 yd; C: V,S,M; D: 5 rd/lvl; CT: 1 tn; AoE: 10' sq area/lvl; Save: None; PH178.
- **Raise Water**
- **Mass Suggestion** (En/Ch) R: 30 yd; C: V,M; D: 4 tn+4 tn/lvl; CT: 6; AoE: 1 creature/lvl; Save: Neg; PH179.
- **Mirage Arcana** (I/P, A) R: 10 yd/lvl; C: V,S,(M optional); D: Spcl; CT: Spcl; AoE: 10' /lvl radius; Save: None; PH179.
- **Mislead** (I/P) R: 10 yd; C: S; D: 1 rd/lvl; CT: 1 tn; AoE: Spcl; Save: None; PH179.
- **Monster Summoning IV** (C/S) R: 60 yd; C: V,S,M; D: 5 rd+1 rd/lvl; CT: 6; AoE: Spcl; Save: None; PH179.
- **Mordenkainen's Lucubration** (A) R: 0; C: V,S; D: Instant; CT: 1; AoE: Caster; Save: None; PH179.
- **Move Earth** (A, EE) R: 10 yd/lvl; C: V,S,M; D: Perm; CT: Spcl; AoE: Spcl; Save: None; PH179.
- **Otiluke's Freezing Sphere** (A, Ev, EW) R: Spcl; C: V,S,M; D: Spcl; CT: 6; AoE: Spcl; Save: Spcl; PH180.
- **Part Water** (A, EW) R: 10 yd/lvl; C: V,S,M; D: 5 rd/lvl; CT: 1 tn; AoE: Spcl; Save: None; PH180.
- **Permanent Illusion** (I/P) R: 10 yd/lvl; C: V,S,M; D: Perm; CT: 6; AoE: 20' cube+10' cube/lvl; Save: Spcl; PH180.
- **Programmed Illusion** (I/P) R: 10 yd/lvl; C: V,S,M; D: Spcl; CT: 6; AoE: 20' cube+10' cube/lvl; Save: Spcl; PH180.
- **Project Image** (A, I/P) R: 10 yd/lvl; C: V,S,M; D: 1 rd/lvl; CT: 6; AoE: Spcl; Save: None; PH180.
- **Reincarnation** (N) R: Touch; C: V,S,M; D: Perm; CT: 1 tn; AoE: Person touched; Save: None; PH181.
- **Repulsion** (Ab) R: 10 yd/lvl; C: V,S,M; D: 1 rd/2 lvl; CT: 6; AoE: Creatures in a 10'-wide path; Save: None; PH181.
- **Shades** (I/P) R: 30 yd; C: V,S; D: 1 rd/lvl; CT: 6; AoE: 20' cube; Save: Spcl; PH181.
- **Stone to Flesh** (A, EE) R: 10 yd/lvl; C: V,S,M; D: Perm; CT: 6; AoE: 1 creature; Save: Spcl; PH181.
- **Flesh to Stone**
- **Tenser's Transformation** (A, Ev) R: 0; C: V,S,M; D: 1 rd/lvl; CT: 6; AoE: Caster; Save: None; PH181.
- **Transmute Water to Dust** (A, EE, EW) R: 60 yd; C: V,S,M; D: Perm; CT: 5; AoE: One 10' cube/lvl; Save: None (Spcl); PH182.
- **Transmute Dust to Water**
- **True Seeing** (D) R: Touch; C: V,S,M; D: 1 rd/lvl; CT: 1 rd; AoE: 60' light range; Save: None; PH182.
- **Veil** (I/P) R: 10 yd/lvl; C: V,S; D: 1 tn/lvl; CT: 6; AoE: 20' cube/lvl; Save: None; PH182.
- **Wildshield*** (A) R: 0; C: V,S,M; D: Spcl; CT: 1 rd; AoE: Caster; Save: None; TM39.
- **Wildstrike*** (C/S) R: 30 yd; C: V,S,M; D: 2d4 rd; CT: 6; AoE: 1 creature; Save: Neg; TM39.

7th Level

- **Acid Storm** (Ev, EW) R: 10 yd/lvl; C: V,S,M; D: 1 rd/lvl; CT: 7; AoE: 40'-diameter circle; Save: %; TM40.
- **Banishment** (Ab) R: 20 yd; C: V,S,M; D: Instant; CT: 7; AoE: 1 or more creatures in a 60' radius; Save: Spcl; PH182.
- **Bigby's Grasping Hand** (Ev) R: 10 yd/lvl; C: V,S,M; D: 1 rd/lvl; CT: 7; AoE: Spcl; Save: None; PH183.
- **Bloodstone's Frightful Joining** (N) R: Touch; C: V,S; D: 1 tn/lvl; CT: 7; AoE: 1 undead creature; Save: Spcl; TM40.
- **Charm Plants** (En/Ch) R: 30 yd; C: V,S,M; D: Perm; CT: 1 tn; AoE: Spcl; Save: Neg; PH183.
- **Control Undead** (N) R: 60'; C: V,S,M; D: 3d4 rd+1 rd/lvl; CT: 1 rd; AoE: 1d6 undead; Save: Spcl; PH183.
- **Delayed Blast Fireball** (Ev, EF) R: 100 yd+10 yd/lvl; C: V,S,M; D: Spcl; CT: 7; AoE: 20' radius; Save: %; PH183.
- **Drawmij's Instant Summons** (C/S) R: Infinite+spcl; C: V,S,M; D: Instant; CT: 1; AoE: 1 small object; Save: None; PH183.

Wizard Spells by Level (con't)

- **Duo-Dimension** (A) R: 0; C: V,S,M; D: 3 rd+1 rd/lvl; CT: 7; AoE: Caster; Save: None; PH184.
- **Finger of Death** (N) R: 60 yd; C: V,S; D: Perm; CT: 5; AoE: 1 creature; Save: Neg; PH184.
- **Forcecage** (Ev) R: 10 yd/2 lvl; C: V,S+spcl; D: 6 tn+1 tn/lvl; CT: 3-4; AoE: 20' cube; Save: None; PH184.
- **Hatch the Stone from the Egg** (A, En, Ev, EE) R: Touch; C: V,S,M; D: Spcl; CT: 1d4+4 hr; AoE: 1 alchemical mixture; Save: None; TM40.
- **Hornung's Surge Selector*** (A) R: 0; C: V,S,M; D: Spcl; CT: 1 rd; AoE: Caster; Save: None; TM41.
- **Intensify Summoning** (C/S, N) R: Spcl; C: V,S,M; D: 1 tn; CT: 6; AoE: Spcl; Save: None; TM41.
- **Limited Wish** (C/S, In/Ev) R: Unlimited; C: V; D: Spcl; CT: Spcl; AoE: Spcl; Save: Spcl; PH184.
- **Malec-Keth's Flame Fist** (Ev, EF) R: 0; C: V,S; D: 1 rd/lvl; CT: 1; AoE: 1 creature or object; Save: Spcl; TM41.
- **Mass Invisibility** (I/P) R: 10 yd/lvl; C: V,S,M; D: Spcl; CT: 7; AoE: Spcl; Save: None; PH184.
- **Monster Summoning V** (C/S) R: 70 yd; C: V,S,M; D: 6 rd+1 rd/lvl; CT: 6; AoE: Spcl; Save: None; PH185.
- **Mordenkainen's Magnificent Mansion** (A, C) R: 10 yd; C: V,S,M; D: 1 hr/lvl; CT: 7 rd; AoE: 300 sq ft/lvl; Save: None; PH185.
- **Mordenkainen's Sword** (Ev) R: 30 yd; C: V,S,M; D: 1 rd/lvl; CT: 7; AoE: Spcl; Save: None; PH185.
- **Phase Door** (A) R: Touch; C: V; D: 1 usage/2 lvl; CT: 7; AoE: Spcl; Save: None; PH185.
- **Power Word, Stun** (C/S) R: 5 yd/lvl; C: V; D: Spcl; CT: 1; AoE: 1 creature; Save: None; PH185.
- **Prismatic Spray** (C/S) R: 0; C: V,S; D: Instant; CT: 7; AoE: 70'-long plane, 15' wide at end, 5' wide at base; Save: Spcl; PH186.
- **Reverse Gravity** (A) R: 5 yd/lvl; C: V,S,M; D: 1 rd/lvl; CT: 7; AoE: 30x30'; Save: None; PH186.
- **Sequester** (I/P, Abjuration) R: Touch; C: V,S,M; D: 1 week+1 day/lvl; CT: 7; AoE: 2' cube/lvl; Save: Spcl; PH186.
- **Shadow Walk** (I, En) R: Touch; C: V,S; D: 6 tn/lvl; CT: 1; AoE: Spcl; Save: None; PH186.
- **Shadowcat** (I) R: 10 yd/lvl; C: V,S,M; D: 1 tn/lvl; CT: 3; AoE: Spcl; Save: None; TM41.
- **Simulacrum** (I/P) R: Touch; C: V,S,M; D: Perm; CT: Spcl; AoE: 1 creature; Save: None; PH186.
- **Spell Shape*** (A) R: 0; C: V,S,M; D: 1d4+1 rd; CT: 1 rd; AoE: Caster; Save: Spcl; TM42.
- **Spell Turning** (Ab) R: 0; C: V,S,M; D: Up to 3 rd/lvl; CT: 7; AoE: Caster; Save: None; PH187.
- **Statue** (A, EE) R: Touch; C: V,S,M; D: 1 hr/lvl; CT: 7; AoE: Creature touched; Save: Spcl; PH187.
- **Steal Enchantment** (En) R: Touch; C: V,S,M; D: Perm; CT: 1 hr; AoE: 1 item; Save: Neg; TM42.
- **Suffocate** (A, N, EA) R: 30 yd; C: V,S,M; D: 1 rd/lvl; CT: 7; AoE: 10'-radius circle; Save: Neg; TM43.
- **Teleport Without Error** (A) R: Touch; C: V; D: Instant; CT: 1; AoE: Spcl; Save: None; PH187.
- **Vanish** (A) R: Touch; C: V; D: Spcl; CT: 2; AoE: 1 object; Save: None; PH187.
- **Vision** (D) R: 0; C: V,S,M; D: Spcl; CT: 7; AoE: Caster; Save: None; PH187.

8th Level

- **Abi-Dalzim's Horrid Wilting** (A, N, EW) R: 20 yd/lvl; C: V,S,M; D: Instant; CT: 8; AoE: 30' cube; Save: ½; TM43.
- **Airboat** (A, En, EA) R: 1 mi; C: V,S; D: 1 hr/lvl; CT: 1 rd; AoE: Spcl; Save: None; TM43.
- **Antipathy-Sympathy** (En/Ch) R: 30 yd; C: V,S,M; D: 2 hr/lvl; CT: 1 hr; AoE: Spcl; Save: Spcl; PH188.
- **Bigby's Clenched Fist** (Ev) R: 5 yd/lvl; C: V,S,M; D: 1 rd/lvl; CT: 8; AoE: Spcl; Save: None; PH188.
- **Binding** (En, Ev) R: 10 yd; C: V,S,M; D: Spcl; CT: Spcl; AoE: 1 creature; Save: Spcl; PH188.
- **Clone** (N) R: Touch; C: V,S,M; D: Perm; CT: 1 tn; AoE: Spcl; Save: None; PH189.
- **Demand** (Ev, En/Ch) R: Spcl; C: V,S,M; D: Spcl; CT: 1 tn; AoE: 1 creature; Save: Spcl; PH189.
- **Glassteel** (A, EE) R: Touch; C: V,S,M; D: Perm; CT: 8; AoE: Object touched; Save: None; PH189.
- **Gunther's Kaleidoscopic Strike** (In/Ev) R: 5 yd/lvl; C: V,S; D: Instant; CT: 8; AoE: 1 creature; Save: Neg; TM43.
- **Homunculus Shield** (Ev, N) R: 0; C: V,S,M; D: 1 rd/lvl; CT: 3; AoE: Caster; Save: None; TM44.
- **Hornung's Random Dispatcher*** (Ab) R: 30 yd; C: V; D: Instant; CT: 2; AoE: 1 creature; Save: Neg; TM44.
- **Incendiary Cloud** (A, Ev, EA, EF) R: 30 yd; C: V,S,M; D: 4 rd+1d6 rd; CT: 2; AoE: Spcl; Save: ½; PH189.
- **Mass Charm** (En/Ch) R: 5 yd/lvl; C: V; D: Spcl; CT: 8; AoE: Spcl; Save: Neg; PH190.
- **Maze** (C/S) R: 5 yd/lvl; C: V,S; D: Spcl; CT: 3; AoE: 1 creature; Save: None; PH190.

- **Mind Blank** (Ab) R: 30 yd; C: V,S; D: 1 d; CT: 1; AoE: 1 creature; Save: None; PH190.
- **Monster Summoning VI** (C/S) R: 80 yd; C: V,S,M; D: 7 rd+1 rd/lvl; CT: 8; AoE: Spcl; Save: None; PH190.
- **Otiluke's Telekinetic Sphere** (Ev, A) R: 20 yd; C: V,S,M; D: 2 rd/lvl; CT: 4; AoE: 1'/lvl-diam sphere; Save: Neg; PH190.
- **Otto's Irresistible Dance** (En/Ch) R: Touch; C: V; D: 1d4+1 rd; CT: 5; AoE: Creature touched; Save: None; PH190.
- **Permanency** (A) R: Spcl; C: V,S; D: Perm; CT: 2 rd; AoE: Spcl; Save: None; PH190.
- **Polymorph Any Object** (A) R: 5 yd/lvl; C: V,S,M; D: Variable; CT: 1 rd; AoE: Spcl; Save: Spcl; PH191.
- **Power Word, Blind** (C/S) R: 5 yd/lvl; C: V; D: Spcl; CT: 1; AoE: 15' radius; Save: None; PH191.
- **Prismatic Wall** (C/S) R: 10 yd; C: V,S; D: 1 tn/lvl CT: 7; AoE: Spcl; Save: Spcl; PH191.
- **Screen** (D/I) R: 0; C: V,S; D: 1 hr/lvl; CT: 1 tn; AoE: 30' cube/lvl; Save: Spcl; PH192.
- **Serten's Spell Immunity** (Ab) R: Touch; C: V,S,M; D: 1 tn/lvl; CT: 1 rd/recipient; AoE: Creature(s) touched; Save: None; PH192.
- **Sink** (En, A, EE) R: 10 yd/lvl; C: V,S; D: Spcl; CT: 8; AoE: 1 creature or 1 object of 1 cu ft/lvl; Save: Spcl; PH192.
- **Symbol** (C/S) R: Touch; C: V,S,M; D: Spcl; CT: 8; AoE: Spcl; Save: Spcl; PH193.
- **Trap the Soul** (C/S) R: 10 yd; C: V,S,M; D: Perm until broken; CT: Spcl; AoE: 1 creature; Save: Spcl; PH193.
- **Wildzone*** (C/S) R: 0; C: V,S,M; D: 2d6 tn; CT: 1d6 rd; AoE: 300x300' sq; Save: None; TM45.

9th Level

- **Astral Spell** (Ev) R: Touch; C: V,S; D: Spcl; CT: 9; AoE: Spcl; Save: None; PH194.
- **Bigby's Crushing Hand** (Ev) R: 5 yd/lvl; C: V,S,M; D: 1 rd/lvl; CT: 9; AoE: Spcl; Save: None; PH194.
- **Chain Contingency** (Ev) R: 0; C: V,S,M; D: 1 day/lvl; CT: 2 tn; AoE: Caster; Save: None; TM45.
- **Crystalbrittle** (A, EE) R: Touch; C: V,S; D: Perm; CT: 9; AoE: 2 cu ft/lvl; Save: Spcl; PH194.
- **Elemental Aura** (Ab, Ev, EA, EE, EF, EW) R: 0; C: V; D: 1 hr/lvl; CT: 1 rd; AoE: Caster; Save: None; TM46.
- **Energy Drain** (Ev, N) R: Touch; C: V,S,M; D: Perm; CT: 3; AoE: 1 creature; Save: None; PH194.
- **Estate Transference** (A) R: 0; C: V,S,M; D: Perm; CT: 10 tn; AoE: 1,000 sq ft/lvl; Save: None; TM46.
- **Foresight** (D) R: 0; C: V,S,M; D: 2d4 rd+1 rd/lvl; CT: 1 rd; AoE: Spcl; Save: None; PH195.
- **Gate** (C/S) R: 30 yd; C: V,S; D: Spcl; CT: 9; AoE: Spcl; Save: None; PH195.
- **Glorious Transmutation** (A) R: Touch; C: V,S,M; D: Perm; CT: 1 tn; AoE: Spcl; Save: None; TM47.
- **Imprisonment** (Ab) R: Touch; C: V,S; D: Perm; CT: 9; AoE: 1 creature; Save: None; PH195.
- **Freedom**
- **Meteor Swarm** (Ev, EF) R: 40 yd+10 yd/lvl; C: V,S; D: Instant; CT: 9; AoE: Spcl; Save: ½; PH195.
- **Monster Summoning VII** (C/S) R: 90 yd; C: V,S,M; D: 8 rd+1 rd/lvl; CT: 9; AoE: Spcl; Save: None; PH195.
- **Mordenkainen's Disjunction** (A, En) R: 0; C: V; D: Instant; CT: 9; AoE: 30' radius; Save: Spcl; PH196.
- **Power Word, Kill** (C/Sum) R: 5 yd/2 lvl; C: V; D: Perm; CT: 1; AoE: 10' radius; Save: None; PH195.
- **Prismatic Sphere** (Ab, C/Sum) R: 0; C: V; D: 1 tn/lvl; CT: 7; AoE: 10' radius; Save: Spcl; PH195.
- **Shape Change** (A) R: 0; C: V,S,M; D: 1 tn/lvl; CT: 9; AoE: Caster; Save: None; PH195.
- **Stabilize*** (Ab) R: 0; C: V,S; D: 1d4+1 tn; CT: 1 tn; AoE: 30'-radius circle; Save: None; TM47.
- **Succor** (A, En) R: Touch; C: V,S,M; D: Spcl; CT: 1-4 d; AoE: 1 person; Save: None; PH197.
- **Call**
- **Temporal Stasis** (A) R: 10 yd; C: V,S,M; D: Perm; CT: 9; AoE: 1 creature; Save: None; PH197.
- **Temporal Reinstatement** C: V.
- **Time Stop** (A) R: 0; C: V; D: Spcl; CT: 9; AoE: 15' radius; Save: None; PH197.
- **Wail of the Banshee** (N) R: 0; C: V,S,M; D: Instant; CT: 9; AoE: 30' radius; Save: Neg; TM47.
- **Weird** (I/P) R: 30 yd; C: V,S; D: Concentration; CT: 9; AoE: 20' radius; Save: Spcl; PH197.
- **Wildfire*** (Inv/Ev) R: 0; C: V; D: Variable; CT: 1; AoE: Variable; Save: Variable; TM48.
- **Wildwind*** (C/S) R: 100 yd; C: V,S; D: 1d3 tn; CT: 8; AoE: Spcl; Save: None; TM48.
- **Wish** (C/S) R: Unlimited; C: V; D: Spcl; CT: Spcl; AoE: Spcl; Save: Spcl; PH197.

Wizard Spells by Level (con't)

- **Duo-Dimension** (A) R: 0; C: V,S,M; D: 3 rd+1 rd/lvl; CT: 7; AoE: Caster; Save: None; PH184.
- **Finger of Death** (N) R: 60 yd; C: V,S; D: Perm; CT: 5; AoE: 1 creature; Save: Neg; PH184.
- **Forcecage** (Ev) R: 10 yd/2 lvl; C: V,S+spcl; D: 6 tn+1 tn/lvl; CT: 3-4; AoE: 20' cube; Save: None; PH184.
- **Hatch the Stone from the Egg** (A, En, Ev, EE) R: Touch; C: V,S,M; D: Spcl; CT: 1d4+4 hr; AoE: 1 alchemical mixture; Save: None; TM40.
- **Hornung's Surge Selector*** (A) R: 0; C: V,S,M; D: Spcl; CT: 1 rd; AoE: Caster; Save: None; TM41.
- **Intensify Summoning** (C/S, N) R: Spcl; C: V,S,M; D: 1 tn; CT: 6; AoE: Spcl; Save: None; TM41.
- **Limited Wish** (C/S, In/Ev) R: Unlimited; C: V; D: Spcl; CT: Spcl; AoE: Spcl; Save: Spcl; PH184.
- **Malec-Keth's Flame Fist** (Ev, EF) R: 0; C: V,S; D: 1 rd/lvl; CT: 1; AoE: 1 creature or object; Save: Spcl; TM41.
- **Mass Invisibility** (I/P) R: 10 yd/lvl; C: V,S,M; D: Spcl; CT: 7; AoE: Spcl; Save: None; PH184.
- **Monster Summoning V** (C/S) R: 70 yd; C: V,S,M; D: 6 rd+1 rd/lvl; CT: 6; AoE: Spcl; Save: None; PH185.
- **Mordenkainen's Magnificent Mansion** (A, C) R: 10 yd; C: V,S,M; D: 1 hr/lvl; CT: 7 rd; AoE: 300 sq ft/lvl; Save: None; PH185.
- **Mordenkainen's Sword** (Ev) R: 30 yd; C: V,S,M; D: 1 rd/lvl; CT: 7; AoE: Spcl; Save: None; PH185.
- **Phase Door** (A) R: Touch; C: V; D: 1 usage/2 lvl; CT: 7; AoE: Spcl; Save: None; PH185.
- **Power Word, Stun** (C/S) R: 5 yd/lvl; C: V; D: Spcl; CT: 1; AoE: 1 creature; Save: None; PH185.
- **Prismatic Spray** (C/S) R: 0; C: V,S; D: Instant; CT: 7; AoE: 70'-long plane, 15' wide at end, 5' wide at base; Save: Spcl; PH186.
- **Reverse Gravity** (A) R: 5 yd/lvl; C: V,S,M; D: 1 rd/lvl; CT: 7; AoE: 30x30'; Save: None; PH186.
- **Sequester** (I/P, Abjuration) R: Touch; C: V,S,M; D: 1 week+1 day/lvl; CT: 7; AoE: 2' cube/lvl; Save: Spcl; PH186.
- **Shadow Walk** (I, En) R: Touch; C: V,S; D: 6 tn/lvl; CT: 1; AoE: Spcl; Save: None; PH186.
- **Shadowcat** (I) R: 10 yd/lvl; C: V,S,M; D: 1 tn/lvl; CT: 3; AoE: Spcl; Save: None; TM41.
- **Simulacrum** (I/P) R: Touch; C: V,S,M; D: Perm; CT: Spcl; AoE: 1 creature; Save: None; PH186.
- **Spell Shape*** (A) R: 0; C: V,S,M; D: 1d4+1 rd; CT: 1 rd; AoE: Caster; Save: Spcl; TM42.
- **Spell Turning** (Ab) R: 0; C: V,S,M; D: Up to 3 rd/lvl; CT: 7; AoE: Caster; Save: None; PH187.
- **Statue** (A, EE) R: Touch; C: V,S,M; D: 1 hr/lvl; CT: 7; AoE: Creature touched; Save: Spcl; PH187.
- **Steal Enchantment** (En) R: Touch; C: V,S,M; D: Perm; CT: 1 hr; AoE: 1 item; Save: Neg; TM42.
- **Suffocate** (A, N, EA) R: 30 yd; C: V,S,M; D: 1 rd/lvl; CT: 7; AoE: 10'-radius circle; Save: Neg; TM43.
- **Teleport Without Error** (A) R: Touch; C: V; D: Instant; CT: 1; AoE: Spcl; Save: None; PH187.
- **Vanish** (A) R: Touch; C: V; D: Spcl; CT: 2; AoE: 1 object; Save: None; PH187.
- **Vision** (D) R: 0; C: V,S,M; D: Spcl; CT: 7; AoE: Caster; Save: None; PH187.

8th Level

- **Abi-Dalzim's Horrid Wilting** (A, N, EW) R: 20 yd/lvl; C: V,S,M; D: Instant; CT: 8; AoE: 30' cube; Save: ½; TM43.
- **Airboat** (A, En, EA) R: 1 mi; C: V,S; D: 1 hr/lvl; CT: 1 rd; AoE: Spcl; Save: None; TM43.
- **Antipathy-Sympathy** (En/Ch) R: 30 yd; C: V,S,M; D: 2 hr/lvl; CT: 1 hr; AoE: Spcl; Save: Spcl; PH188.
- **Bigby's Clenched Fist** (Ev) R: 5 yd/lvl; C: V,S,M; D: 1 rd/lvl; CT: 8; AoE: Spcl; Save: None; PH188.
- **Binding** (En, Ev) R: 10 yd; C: V,S,M; D: Spcl; CT: Spcl; AoE: 1 creature; Save: Spcl; PH188.
- **Clone** (N) R: Touch; C: V,S,M; D: Perm; CT: 1 tn; AoE: Spcl; Save: None; PH189.
- **Demand** (Ev, En/Ch) R: Spcl; C: V,S,M; D: Spcl; CT: 1 tn; AoE: 1 creature; Save: Spcl; PH189.
- **Glassteel** (A, EE) R: Touch; C: V,S,M; D: Perm; CT: 8; AoE: Object touched; Save: None; PH189.
- **Gunther's Kaleidoscopic Strike** (In/Ev) R: 5 yd/lvl; C: V,S; D: Instant; CT: 8; AoE: 1 creature; Save: Neg; TM43.
- **Homunculus Shield** (Ev, N) R: 0; C: V,S,M; D: 1 rd/lvl; CT: 3; AoE: Caster; Save: None; TM44.
- **Hornung's Random Dispatcher*** (Ab) R: 30 yd; C: V; D: Instant; CT: 2; AoE: 1 creature; Save: Neg; TM44.
- **Incendiary Cloud** (A, Ev, EA, EF) R: 30 yd; C: V,S,M; D: 4 rd+1d6 rd; CT: 2; AoE: Spcl; Save: ½; PH189.
- **Mass Charm** (En/Ch) R: 5 yd/lvl; C: V; D: Spcl; CT: 8; AoE: Spcl; Save: Neg; PH190.
- **Maze** (C/S) R: 5 yd/lvl; C: V,S; D: Spcl; CT: 3; AoE: 1 creature; Save: None; PH190.

- **Mind Blank** (Ab) R: 30 yd; C: V,S; D: 1 d; CT: 1; AoE: 1 creature; Save: None; PH190.
- **Monster Summoning VI** (C/S) R: 80 yd; C: V,S,M; D: 7 rd+1 rd/lvl; CT: 8; AoE: Spcl; Save: None; PH190.
- **Otiluke's Telekinetic Sphere** (Ev, A) R: 20 yd; C: V,S,M; D: 2 rd/lvl; CT: 4; AoE: 1'/lvl-diam sphere; Save: Neg; PH190.
- **Otto's Irresistible Dance** (En/Ch) R: Touch; C: V; D: 1d4+1 rd; CT: 5; AoE: Creature touched; Save: None; PH190.
- **Permanency** (A) R: Spcl; C: V,S; D: Perm; CT: 2 rd; AoE: Spcl; Save: None; PH190.
- **Polymorph Any Object** (A) R: 5 yd/lvl; C: V,S,M; D: Variable; CT: 1 rd; AoE: Spcl; Save: Spcl; PH191.
- **Power Word, Blind** (C/S) R: 5 yd/lvl; C: V; D: Spcl; CT: 1; AoE: 15' radius; Save: None; PH191.
- **Prismatic Wall** (C/S) R: 10 yd; C: V,S; D: 1 tn/lvl; CT: 7; AoE: Spcl; Save: Spcl; PH191.
- **Screen** (D/I) R: 0; C: V,S; D: 1 hr/lvl; CT: 1 tn; AoE: 30' cube/lvl; Save: Spcl; PH192.
- **Serten's Spell Immunity** (Ab) R: Touch; C: V,S,M; D: 1 tn/lvl; CT: 1 rd/recipient; AoE: Creature(s) touched; Save: None; PH192.
- **Sink** (En, A, EE) R: 10 yd/lvl; C: V,S; D: Spcl; CT: 8; AoE: 1 creature or 1 object of 1 cu ft/lvl; Save: Spcl; PH192.
- **Symbol** (C/S) R: Touch; C: V,S,M; D: Spcl; CT: 8; AoE: Spcl; Save: Spcl; PH193.
- **Trap the Soul** (C/S) R: 10 yd; C: V,S,M; D: Perm until broken; CT: Spcl+1; AoE: 1 creature; Save: Spcl; PH193.
- **Wildzone*** (C/S) R: 0; C: V,S,M; D: 2d6 tn; CT: 1d6 rd; AoE: 300x300' sq; Save: None; TM45.

9th Level

- **Astral Spell** (Ev) R: Touch; C: V,S; D: Spcl; CT: 9; AoE: Spcl; Save: None; PH194.
- **Bigby's Crushing Hand** (Ev) R: 5 yd/lvl; C: V,S,M; D: 1 rd/lvl; CT: 9; AoE: Spcl; Save: None; PH194.
- **Chain Contingency** (Ev) R: 0; C: V,S,M; D: 1 day/lvl; CT: 2 tn; AoE: Caster; Save: None; TM45.
- **Crystalbrittle** (A, EE) R: Touch; C: V,S; D: Perm; CT: 9; AoE: 2 cu ft/lvl; Save: Spcl; PH194.
- **Elemental Aura** (Ab, Ev, EA, EE, EF, EW) R: 0; C: V; D: 1 hr/lvl; CT: 1 rd; AoE: Caster; Save: None; TM46.
- **Energy Drain** (Ev, N) R: Touch; C: V,S,M; D: Perm; CT: 3; AoE: 1 creature; Save: None; PH194.
- **Estate Transference** (A) R: 0; C: V,S,M; D: Perm; CT: 10 tn; AoE: 1,000 sq ft/lvl; Save: None; TM46.
- **Foresight** (D) R: 0; C: V,S,M; D: 2d4 rd+1 rd/lvl; CT: 1 rd; AoE: Spcl; Save: None; PH195.
- **Gate** (C/S) R: 30 yd; C: V,S; D: Spcl; CT: 9; AoE: Spcl; Save: None; PH195.
- **Glorious Transmutation** (A) R: Touch; C: V,S,M; D: Perm; CT: 1 tn; AoE: Spcl; Save: None; TM47.
- **Imprisonment** (Ab) R: Touch; C: V,S; D: Perm; CT: 9; AoE: 1 creature; Save: None; PH195.
- **Freedom**
- **Meteor Swarm** (Ev, EF) R: 40 yd+10 yd/lvl; C: V,S; D: Instant; CT: 9; AoE: Spcl; Save: ½; PH195.
- **Monster Summoning VII** (C/S) R: 90 yd; C: V,S,M; D: 8 rd+1 rd/lvl; CT: 9; AoE: Spcl; Save: None; PH195.
- **Mordenkainen's Disjunction** (A, En) R: 0; C: V; D: Instant; CT: 9; AoE: 30' radius; Save: Spcl; PH196.
- **Power Word, Kill** (C/Sum) R: 5 yd/2 lvl; C: V; D: Perm; CT: 1; AoE: 10' radius; Save: None; PH195.
- **Prismatic Sphere** (Ab, C/Sum) R: 0; C: V; D: 1 tn/lvl; CT: 7; AoE: 10' radius; Save: Spcl; PH195.
- **Shape Change** (A) R: 0; C: V,S,M; D: 1 tn/lvl; CT: 9; AoE: Caster; Save: None; PH195.
- **Stabilize*** (Ab) R: 0; C: V,S; D: 1d4+1 tn; CT: 1 tn; AoE: 30'-radius circle; Save: None; TM47.
- **Succor** (A, En) R: Touch; C: V,S,M; D: Spcl; CT: 1-4 d; AoE: 1 person; Save: None; PH197.
- **Call**
- **Temporal Stasis** (A) R: 10 yd; C: V,S,M; D: Perm; CT: 9; AoE: 1 creature; Save: None; PH197.
- **Temporal Reinstatement** C: V.
- **Time Stop** (A) R: 0; C: V; D: Spcl; CT: 9; AoE: 15' radius; Save: None; PH197.
- **Wail of the Banshee** (N) R: 0; C: V,S,M; D: Instant; CT: 9; AoE: 30' radius; Save: Neg; TM47.
- **Weird** (I/P) R: 30 yd; C: V,S; D: Concentration; CT: 9; AoE: 20' radius; Save: Spcl; PH197.
- **Wildfire*** (Inv/Ev) R: 0; C: V; D: Variable; CT: 1; AoE: Variable; Save: Variable; TM48.
- **Wildwind*** (C/S) R: 100 yd; C: V,S; D: 1d3 tn; CT: 8; AoE: Spcl; Save: None; TM48.
- **Wish** (C/S) R: Unlimited; C: V; D: Spcl; CT: Spcl; AoE: Spcl; Save: Spcl; PH197.

Experience Points; Weapon/Nonweapon Prof.; Weapon/Nonweapon Proficiencies.

Level	XP	Spells per Day	Weapon Prof.	Nonweapon Prof.	Hit Dice (d4)
1	0	1	1	4	1
2	2,500	2	1	4	2
3	5,000	21	1	5	3
4	10,000	32	1	5	4
5	20,000	421	1	5	5
6	40,000	422	2	6	6
7	60,000	4321	2	6	7
8	90,000	4332	2	6	8
9	135,000	43321	2	7	9
10	250,000	44322	2	7	10
11	375,000	44433	2	7	10+1
12	750,000	444441	3	8	10+2
13	1,125,000	55442	3	8	10+3
14	1,500,000	554421	3	8	10+4
15	1,875,000	555521	3	9	10+5
16	2,250,000	5555321	3	9	10+6
17	2,625,000	5555332	3	9	10+7
18	3,000,000	55553321	4	10	10+8
19	3,375,000	55553331	4	10	10+9
20	3,750,000	55554332	4	10	10+10

Wizard Abilities by Level

Wizard's THAC0 and Saving-Throw Table

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
THAC0	20	20	20	19	19	19	18	18	18	17	17	17	16	16	16	15	15	15	14	14
Poison, Paralyzation, Death Magic	14	14	14	14	14	13	13	13	13	13	11	11	11	11	11	10	10	10	10	10
Rod, Staff, Wand	11	11	11	11	11	9	9	9	9	9	7	7	7	7	7	5	5	5	5	5
Petrification, Polymorph*	13	13	13	13	13	11	11	11	11	11	9	9	9	9	9	7	7	7	7	7
Breath Weapon**	15	15	15	15	15	13	13	13	13	13	11	11	11	11	11	9	9	9	9	9
Spell***	12	12	12	12	12	10	10	10	10	10	8	8	8	8	8	4	4	4	4	4

* Excluding *polymorph wand* attacks.
 ** Excluding those that cause petrification or polymorph.
 *** Excluding those for which another saving-throw type is specified, such as death, petrification, polymorph, etc.

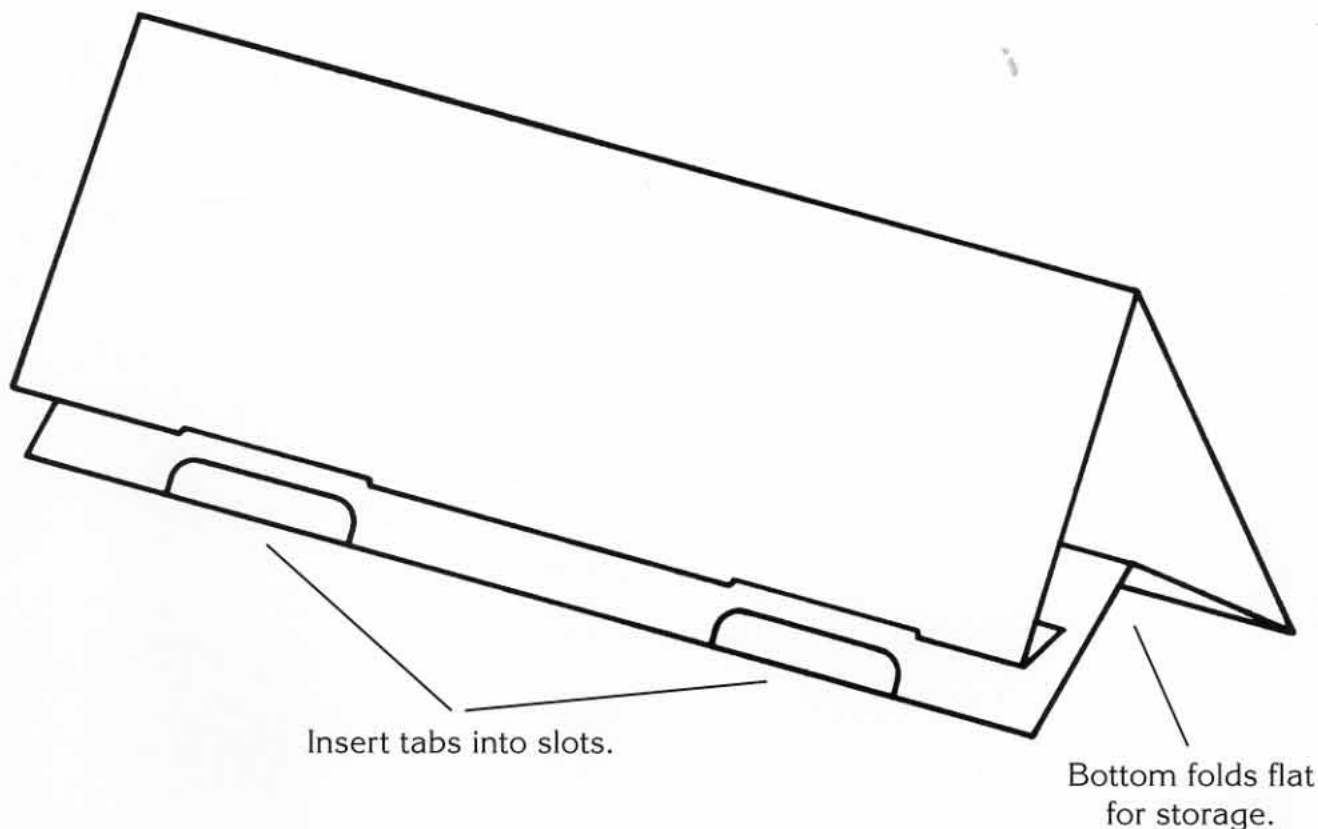
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This *Wizard's Screen* provides convenient access to tables and lists from the ADVANCED DUNGEONS & DRAGONS® game *Player's Handbook*, *Tome of Magic*, and *Complete Wizard's Handbook*.

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Also included are four sheets of reference tables and lists, including a complete list of all wizard spells in the *Player's Handbook* and *Tome of Magic*. Permission is given to photocopy these sheets for personal use only.

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