**Wiz**

**Cantrip**

**Awaken**

(Evocation)

Lev: Cantrip

Casting time: 1

Range: Touch

Effect: Touched creature is awakened from any slumber

**Exterminate**

(necromancy)

Lev: Cantrip

Kills one rodent/small spider/a number of other small creatures like this per level.

Gives bonus vs. insect spells

(p333)

**Flash**

(Evocation)

Lev: Cantrip

Casting time: 1

Range: 60’

Effect: Cre Save vs. paralyzation or suffer -2 to attack rolls for 1 turn. Blind immune. If save, immune to further attempts.

**Intoxicate**

(Alteration)

Lev: 1

Casting time: 1

Range: 60’

Effect: Cre saves or becomes intoxicated

**Jolt**

(Alteration)

Lev: Cantrip

Range: 20’ (or less)

P516

**Lasting Breath**

(Alteration)

Lev: Cantrip

Range: 10’

Casting Time: 1

Duration: 2 r, +1/lev

Target creature gains a +4 to save vs. cloud like spells (e.g. cloudkill).

**Magic Fist**

(Conjuration)

Lev: Cantrip

Casting Time: 1

Range: 10’

Duration: 1 turn

Caster can make unarmed melee attacks at a range of 10’. (replace unarmed attack with melee with increased range). See about doing the same with touch-based spells. P532

**Lev 1**

**Bleed**

(Necromancy)

Lev: 1

Range: 10’

Casting time: 1

Creature suffers 1d6 slash damage, and saves or takes damage each round/lev (max 5 rounds).

**Deflect Arrows**

(Abjuration)

Lev: 1

Range: 0

Casting Time: 1

Duration: 1 turn

Effect: +4 Missile AC

**Farseer**

(divination)

Lev: 1 (or cantrip)

Casting time: 1

Duration: 5 rounds, +1/lev

Effect: 2x vision (test)

**Filth’s Bane**

(Alteration)

Lev: 1

Range: Touch

Casting time: 1

Touched creature saves vs. death to be cured of poisons or diseases.

**Frost Fingers**

(as priest spell)

**Irritation**

(Alteration)

Lev: 1

Range: far?

Casting time: 2

Area of Effect: 1-4 creatures (as hold person, say)

Save: None

Affected creatures suffer a -2 penalty to AC, and suffer spell failure of 10%. P469

**Last Word**

(Alteration)

Lev: 1

Range: 60’

Casting time: 1

Area of Effect: 1 creature

Save: Neg

Affected creatures must save vs. spell or be silenced for 1 round/lev (max 10 rounds)

**Lev 2**

**Disrupt Life**

(Necromancy)

Lev: 1

As Disrupt Undead

**Filter**

(Abjuration)

Lev: 2

Range: Touch

Casting time: 2

Duration: 1 turn/5 lev

Effect: Touched creature is immune to cloud like effects, such as stinking cloud or cloudkill.

**Forget**

(Enchantment)

Lev: 2

Range 30’

Casting time: 2

Target: 1 creature

Save: none

Effect: Target forgets a single 1st level spell. Can also counter a Command or Power Word spell if cast on an ally (The latter is only effective if that ally makes a save vs. spell).

**Paralytic Missile**

(Evocation)

Lev: 2

Casting time: 1

Range: as MM

Duration: 1r/lev

Area of Effect: 1 creature

Save: Special

Effect: Paralyzes creature that doesn’t save vs. paralysis for duration. Creatures that save under the effect of slow for duration. (use Magic Missile as base, including projectile at 1st lev). (p399)

**Protection from Paralysis**

(Abjuration)

Lev: 2

Range: Touch

Casting time: 7

Duration: 1 hour

Effect: Touched creature is immune to hold and paralysis spells for 1 hour

**Illusory Fireball**

(Illusion)

Lev: 2

Range: as fb

Casting time: as fb

Effect: 1d6/2 lev non-lethal damage (save vs. magic negate)

**Lev 3**

**Alamir’s Fundamental Breakdown**

(Divination)

Lev: 3

Gain insight to create a temporary potion (lasts 8 hours)

**Blinding Flash**

(Evocation)

Lev: 3

Range: 30 ft

Casting time: 3

Area of Effect: 20’ rad

Saving Throw: Special

Effect: All enemies in area blinded for 1 round (no save). Further, all enemies must save vs. spell, or be blinded for an additional 1 round, +1 per 3 levels (max 8 rounds at 18th level) (p378)

Blind immune

**Fabricate**

(Conjuration)

Lev: 3

Casting time: 3

Creates non-magic items, weapons, shield, armor, for 8 hours. Weapons have no special bonuses, though they hit creatures as though a +1 weapon.

**Iron Mind**

(Abjuration)

Lev: 3

Range: Touch

Casting time: 3

Duration: 1 hour

Effect: Touched creature gains immunity to hold and charm spells for the duration.

**Lev 4**

**Absorb Wounds**

(necromancy)

Lev: 4

Range: Touch

Casting Time: 9

Dur: Instantaneous

Area of Effect: 1 creature

Transfers 2 hit points of damage per level from the recipient to the caster. Caster cannot die from this spell (min hit point 1 just in case). (p308)

**Destroy Undead**

(necromancy)

Lev: 4

Range: 60 ft.

Casting Time: 3

Duration: Instantaneous

Area of Effect: 1d4 undead

Save: none

Target undead with 4 or fewer hit die are destroyed instantly. Stronger undead take 1d8 magic damage per level of the caster.

**Elude Blow**

(abjuration)

Lev: 4

Range: 20’

Casting Time: 1

Duration: 1 round

Area of Effect: 20’ rad

Save: Spell

All enemy creatures in the area suffer a -20 to melee THAC0 if they fail their save vs. spell.

(p 305 wiz)

**Fumble**

(Enchantment)

Lev: 4

Range: 30’

Casting time: 4

Target: 1 creature

Duration: 1r/lev

Save: Special

Enemy becomes clumsy, immediately falling down for one round, taking 1d4 blunt damage. Each round, they must save vs. spell or fall again, again taking damage. Additionally, the creature is affected as though under a slow spell (no save).

**Lev 5**

**Fear Aura**

(necromancy)

Lev: 5

Range: self

Cast time: 5

Duration: 2r/level

Casts cloak of fear each round on caster for duration

**Feign Undeath**

(necromancy)

Lev: 5

Casting time: 5

Duration: 1 turn

Touched creature gains prot vs. undead, immune to energy drain, paralysis, poison, pain effects, fear, emotion effects. (p350).

**Mindsight**

(Divination)

Lev: 5

Range: Self

Casting Time: 1

Duration: Instant

Effect: Caster is cured of blindness, deafness, or other effects that alter the senses. P543

**Steal Life**

(Necromancy)

Lev: 5

Range: 10’

Casting time: 1

Effect steals hp from target cre, equal to 1d6/lev (can go over current hp by 1/lev for one hour) p511

**Lev 6**

**Fiery Constrictor**

(Conjuration)

Lev: 6

Conjures a stream of fire that constricts, hinders and burns the target

**Lev 7**

**Chaos Blade**

(evocation) (Wild)

Lev: 7

Casting time: 6

Duration: 1 turn

Creates a special magical blade in casters hands. Does 5d4 magic damage, is +4 to hit, and creatures hit are affected by a wild surge.

**Guardian Mantle**

(Abjuration)

Lev: 7

Self

Casting time 7

Duration: 1 turn

Enemies in melee must save vs. spell -4 or be unable to make attacks for 1 round. (investigate with contingency creation and/or fire shield). P417

**Love**

(Enchantment)

Lev: 7

As dominate, but cre will follow the caster anywhere. Only one creature at a time.

Investigate P526

**Lev 8**

**Exchange Wounds**

(necromancy)

Lev: 8

Range: 10’

Save: none

Exchange wounds from caster to recipient. Unnatural immune.

**Lev 9**

**Dweomerdoom**

(Abjuration)

Lev: 9 (may not be possible…

Casting Time: 2

Drains spells to replenish spells of caster

P481

**Special**

**Deafness and Blindness** (Revised)

Deafness and Blindness switch levels in non-SR, non-IWDEE games. SR: Both spells added at prescribed level. IWDEE: deafness moved to 1st level.

**Flame Arrow** (Revision)

Duration: 1 round

Effect: Caster can hurl individual bolts of fire at enemies, similarly to the minute meteors spell, each doing 1d6 piercing dam +4d6 fire. (no save vs. spell for ½ dam (bolts can miss))f. Attacks per round set to number of bolts summoned, and the caster has to throw them all in that round or they are lost. All must be thrown in same round as cast (casting time 0).

**Gaze Reflection** (Revised protection from Petrification)

Duration: 2r +1/lev

Investigate the possibility (use priest spell that reflects projectiles as a start).

**Lightning Shield**

(as fire shield)

As fireshield, but with lightning. P519