SORCERER AND WIZARD SPELLS

SPELL SAVE	□□□ Protection from Chaos	□□□ Obscure Object	3RD LEVEL
SPELL SAVE	□□□ Protection from Evil	□□□ Protection from Arrows	SKD LLVLL
	□□□ Protection from Good	□□□ Resist Elements	
MODIFIER	□□□ Protection from Law		
SPELL LEVEL SPELLS BONUS SAVE DC LEVEL PER DAY SPELLS		Conjuration	Abjuration
SAVE DC LEVEL PER DAY SPELLS	□□□ Shield	□□□ Choke	□□□ Dispel Magic
			□□□ Explosive Runes
0 0	Conjuration	□□□ Fog Cloud	□□□ Magic Circle against Chaos
107	□□□ Grease	□□□ Glitterdust	□□□ Magic Circle against Evil
1ST	□□□ Mage Armor	□□□ Ice Knife	
OND O	□□□ Mount	□□□ Melf's Acid Arrow	□□□ Magic Circle against Good
2ND	□□□ Obscuring Mist	□□□ Summon Monster II	□□□ Magic Circle against Law
			□□□ Nondetection
3RD	□□□ Summon Monster I		□□□ Protection from Elements
	□□□ Unseen Servant	□□□ Web	
4TH			Conjuration
	Divination	Divination	□□□ Corpse Candle
5TH	□□□ Comprehend Languages	□□□ Detect Thoughts	□□□ Flame Arrow
	□□□ Detect Secret Doors	□□□ Locate Object	1
6TH	□□□ Detect Undead	□□□ See Invisibility	□□□ Phantom Steed
		3ee invisibility	□□□ Sepia Snake Sigil
7TH	□□□ Identify	Enghantmant	□□□ Sleet Storm
	□□□ True Strike	Enchantment	□□□ Stinking Cloud
8TH		□□□ Indifference	□□□ Summon Monster III
	Enchantment	□□□ Tasha's Hideous Laughter	
9TH	□□□ Charm Person		Divinettee
	□□□ Hypnotism	Evocation	Divination
lumber of Sorcerer Spells Known		□□□ Continual Flame	□□□ Arcane Sight
0 1st 2nd 3rd	ппп зіеер	□□□ Darkness	□□□ Clairaudience/Clairvoyance
th 5th 6th 7th	E		□□□ Tongues
th 9th	Evocation	□□□ Daylight	3
	□□□ Lesser Acid Orb	□□□ Flaming Sphere	Enchantment
	□□□ Lesser Cold Orb	□□□ Shatter	□□□ Hold Person
D LEVEL	□□□ Lesser Electric Orb		
Abjuration	□□□ Lesser Fire Orb	Illusion	□□□ Suggestion
□□□ Resistance	□□□ Lesser Sonic Orb	□□□ Blur	
□□□ Resistance		□□□ Disquise Undead	Evocation
Conjuration	□□□ Magic Missile		□□□ Ice Burst
	□□□ Tenser's Floating Disk	□□□ Hypnotic Pattern	□□□ Fireball
□□□ Ray of Frost		□□□ Invisibility	□□□ Gust of Wind
	Illusion	□□□ Leomund's Trap	□□□ Leomund's Tiny Hut
Divination	□□□ Change Self	□□□ Magic Mouth	
□□□ Detect Poison	□□□ Color Spray	□□□ Minor Image	□□□ Lightning Bolt
			□□□ Wind Wall
Enchantment	□□□ Nystul's Magical Aura	□□□ Mirror Image	
□□□ Daze	□□□ Nystul's Undetectable Aura	□□□ Misdirection	Illusion
Daze	□□□ Silent Image		□□□ Displacement
Everettee	□□□ Ventriloquism	Necromancy	□□□ Illusory Script
Evocation	· ·	□□□ Command Undead	□□□ Invisibility Sphere
□□□ Dancing Lights	Necromancy	□□□ False Life	1
□□□ Flare	□□□ Cause Fear	□□□ Ghoul Touch	□□□ Major Image
□□□ Light			
3	□□□ Chill Touch	□□□ Scare	Necromancy
Illusion	□□□ Negative Energy Ray	□□□ Spectral Hand	□□□ Feign Death
□□□ Ghost Sound	□□□ Ray of Enfeeblement		□□□ Gentle Repose
UI Gliost Soulid		Transmutation	□□□ Halt Undead
Necessaria	Transmutation	□□□ Alter Self	
Necromancy	□□□ Animate Rope	□□□ Blindness/Deafness	□□□ Negative Energy Burst
□□□ Disrupt Undead	□□□ Burning Hands	□□□ Bull's Strength	□□□ Vampiric Touch
	_	_	
Transmutation	□□□ Enlarge	□□□ Cat's Grace	Transmutation
□□□ Mage Hand	□□□ Erase	□□□ Darkvision	□□□ Blink
□□□ Mending	□□□ Expeditious Retreat	□□□ Eagle's Splendor	
□□□ Open/Close	□□□ Feather Fall	□□□ Endurance	□□□ Gaseous Form
	□□□ Jump	□□□ Fox's Cunning	
□□□ Repair Minor Damage	·	9	□□□ Greater Magic Weapon
	□□□ Magic Weapon	□□□ Knock	□□□ Haste
Universal	□□□ Message	□□□ Levitate	□□□ Keen Edge
□□□ Arcane Mark	□□□ Reduce	□□□ Owl's Wisdom	□□□ Repair Serious Damage
□□□ Detect Magic	□□□ Repair Light Damage	□□□ Pyrotechnics	□□□ Secret Page
□□□ Prestidigitation	□□□ Shocking Grasp	□□□ Repair Moderate Damage	□□□ Shrink Item
	□□□ Spider Climb	□□□ Rope Trick	1
□□□ Read Magic	Dud Spidor Offitib		□□□ Slow
IST LEVEL	2ND LEVEL	□□□ Whispering Wind	□□□ Water Breathing
IST ELVEL	ZIND LLVLL	Liniversel	
Abjuration	Abjuration	Universal	Universal
□□□ Alarm	□□□ Arcane Lock	□□□ Familiar Pocket	□□□ Enhance Familiar
	1	T. Control of the Con	I.

□□□ Filter

□□□ Gaze Screen

□□□ Endure Elements

□□□ Hold Portal

SORCERER AND WIZARD SPELLS

Universal Conjuration 4TH LEVEL **6TH LEVEL** □□□ Fortify Familiar □□□ Drawmij's Instant Summons □□□ Mordenkainen's Magnificent Abjuration Abjuration 5TH LEVEL Mansion □□□ Dimensional Anchor □□□ Antimagic Field □□□ Phase Door □□□ Fire Trap Abjuration □□□ Globe of Invulnerability □□□ Power Word, Stun □□□ Mass Resist Elements □□□ Dismissal □□□ Greater Dispelling □□□ Summon Monster VII □□□ Minor Globe of □□□ Energy Buffer □□□ Guards and Wards Invulnerability □□□ Mordenkainen's Private □□□ Repulsion Divination □□□ Otiluke's Dispelling Screen □□□ Greater Scrying Sanctum Conjuration □□□ Remove Curse □□□ Vision Conjuration □□□ Acid Fog □□□ Stoneskin □□□ Cloudkill □□□ Planar Binding Enchantment Conjuration □□□ Leomund's Secret Chest □□□ Summon Monster VI □□□ Insanity □□□ Evard's Black Tentacles □□□ Lesser Planar Binding Divination Evocation □□□ Leomund's Secure Shelter □□□ Major Creation □□□ Analyze Dweomer □□□ Bigby's Grasping Hand □□□ Minor Creation □□□ Mordenkainen's Faithful Hound □□□ Legend Lore □□□ Delayed Blast Fireball □□□ Solid Fog □□□ Summon Monster V □□□ True Seeing □□□ Forcecage □□□ Summon Monster IV □□□ Wall of Iron □□□ Mordenkainen's Sword □□□ Wall of Stone Enchantment □□□ Prismatic Spray Divination □□□ Geas/Quest □□□ Arcane Eye Divination □□□ Mass Suggestion □□□ Contact Other Plane Illusion □□□ Detect Scrying □□□ Mass Invisibility □□□ Locate Creature □□□ Prying Eyes □□□ Shadow Walk □□□ Scrying □□□ Rary's Telepathic Bond □□□ Bigby's Forceful Hand □□□ Simulacrum □□□ Chain Lightning **Enchantment Enchantment** □□□ Contingency Necromancy □□□ Charm Monster □□□ Dominate Person □□□ Otiluke's Freezing Sphere □□□ Control Undead □□□ Confusion □□□ Feeblemind □□□ Finger of Death □□□ Emotion □□□ Hold Monster Illusion □□□ Lesser Geas □□□ Mind Fog □□□ Greater Shadow Evocation Transmutation □□□ Mislead □□□ Ethereal Jaunt Evocation Evocation □□□ Permanent Image □□□ Mass Teleport □□□ Acid Orb □□□ Bigby's Interposing Hand □□□ Programmed Image □□□ Plane Shift □□□ Cold Orb □□□ Cone of Cold □□□ Project Image □□□ Reverse Gravity □□□ Electric Orb □□□ Sending □□□ Shades □□□ Statue □□□ Fire Shield □□□ Wall of Force □□□ Veil □□□ Teleport without Error □□□ Fire Orb □□□ Vanish Illusion □□□ Ice Storm Necromancy □□□ Dream □□□ Otiluke's Resilient Sphere □□□ Circle of Death Universal □□□ False Vision □□□ Shout □□□ Undeath to Death □□□ Limited Wish □□□ Greater Shadow Conjuration □□□ Sonic Orb □□□ Mirage Arcana □□□ Wall of Fire Transmutation 8TH LEVEL □□□ Nightmare □□□ Wall of Ice □□□ Control Water □□□ Persistent Image □□□ Control Weather Abjuration □□□ Seeming Illusion □□□ Disintegrate □□□ Hallucinatory Terrain □□□ Shadow Evocation □□□ Dimensional Lock □□□ Eyebite □□□ Illusory Wall □□□ Mind Blank □□□ Flesh to Stone Necromancy □□□ Improved Invisibility □□□ Prismatic Wall □□□ Mass Fly □□□ Animate Dead □□□ Phantasmal Killer □□□ Protection from Spells □□□ Mass Haste □□□ Magic Jar □□□ Rainbow Pattern □□□ Mordenkainen's Lucubration □□□ Spiritwall Conjuration □□□ Shadow Conjuration (wizard only) □□□ Greater Planar Binding Transmutation □□□ Move Earth □□□ Incendiary Cloud Necromancy □□□ Animal Growth □□□ Stone to Flesh □□□ Contagion □□□ Maze □□□ Tenser's Transformation □□□ Fabricate □□□ Enervation □□□ Power Word, Blind □□□ Ghostform □□□ Fear □□□ Summon Monster VIII □□□ Passwall Universal □□□ Negative Energy Wave □□□ Trap the Soul □□□ Imbue Familiar with Spell □□□ Stone Shape Ability Transmutation □□□ Telekinesis Divination □□□ Discern Location □□□ Bestow Curse □□□ Teleport 7TH LEVEL □□□ Dimension Door □□□ Transmute Mud to Rock Enchantment □□□ Transmute Rock to Mud □□□ Mass Darkvision Abjuration □□□ Antipathy □□□ Polymorph Other □□□ Banishment □□□ Binding □□□ Polymorph Self Universal □□□ Energy Immunity □□□ Permanency □□□ Demand □□□ Rary's Mnemonic Enhancer □□□ Otiluke's Greater Dispelling □□□ Mass Charm (wizard only) Screen □□□ Otto's Irresistible Dance □□□ Repair Critical Damage

□□□ Sequester

□□□ Spell Turning

□□□ Sympathy

SORCERER AND WIZARD SPELLS

Bigby's Clenched Fist Great Shout Otiluke's Telekinetic Sphere Sunburst
Illusion □□□ Screen
Necromancy □□□ Clone □□□ Horrid Wilting
Transmutation □□□ Etherealness □□□ Iron Body □□□ Polymorph Any Object
Universal □□□ Symbol
9TH LEVEL
Abjuration Absorption Freedom Mordenkainen's Disjunction Prismatic Sphere
Conjuration Gate Sometimes of the Conjuration Summon Monster IX
Divination □□□ Foresight
Enchantment □□□ Dominate Monster
Evocation DD Bigby's Crushing Hand DD Chain Contingency DD Meteor Swarm
Illusion □□□ Weird
Necromancy Astral Projection Elementer Hide Life Energy Drain Soul Bind Wail of the Banshee
Transmutation □□□ Refuge □□□ Shapechange □□□ Teleportation Circle □□□ Temporal Stasis □□□ Time Stop
Universal □□□ Wish