

Wizard Spell List

Mark if the spell is scribed in a spell book. Mark for spells prepared for today. Blank slots for new spells or metamagicked spells.

Zero Level Spells Slots

- Acid Splash [C]
- Arcane Mark [Univ]
- Dampen* [C]
- Dancing Lights [V]
- Daze [E]
- Detect Magic [D]
- Detect Poison [D]
- Disrupt Undead [N]
- Exterminate* [N]
- Flare [V]
- Flavor* [C]
- Ghost Sound [I]
- Groom* [I]
- Guess-timate* [D]
- Itch* [T]
- Know Direction [D]
- Light [V]
- Mage Hand [T]
- Mending [T]
- Message [T]
- Open/Close [T]
- Prestidigitation [Univ]
- Ray of Frost [V]
- Read Magic [D]
- Resistance [A]
- Sneeze* [V]
- Spark* [V]
- Tall Tale* [E]
- Tie/Untie* [T]
- Touch of Fatigue [N]
- Umbrella* [A]
- Yawn* [E]
-
-
-
-
-

*New zero-level spells

First Level Spells Slots

- Alarm [A]
- Animate Rope [T]
- Burning Hands [V]
- Cause Fear [N]
- Charm Person [E]
- Chill Touch [N]
- Color Spray [I]
- Comprehend Languages [D]
- Detect Secret Doors [D]
- Detect Undead [D]
- Disguise Self [I]
- Endure Elements [A]
- Enlarge Person [T]
- Erase [T]
- Expeditious Retreat [T]
- Feather Fall [T]
- Grease [C]
- Hold Portal [A]
- Hypnotism [E]
- Identify [D]
- Jump [T]
- Mage Armor [C]
- Magic Missile [V]
- Magic Weapon [T]
- Mount [C]
- N's Magic Aura [I]
- Obscuring Mist [C]
- Protection from Chaos [A]
- Protection from Evil [A]
- Protection from Good [A]
- Protection from Law [A]
- Ray of Enfeeblement [N]
- Reduce Person [T]
- Shield [A]
- Shocking Grasp [V]
- Silent Image [I]
- Sleep [E]
- Summon Monster I [C]
- T's Floating Disk [V]
- True Strike [D]
- Unseen Servant [C]
- Ventriloquism [I]
-
-
-
-
-

Second Level Spells Slots

- Alter Self [T]
- Arcane Lock [A]
- Bear's Endurance [T]
- Blindness/Deafness [N]
- Blur [I]
- Bull's Strength [T]
- Cat's Grace [T]
- Command Undead [N]
- Continual Flame [V]
- Darkness [V]
- Darkvision [T]
- Daze Monster [E]
- Detect Thoughts [D]
- Eagle's Splendor [T]
- False Life [N]
- Flaming Sphere [V]
- Fog Cloud [C]
- Fox's Cunning [T]
- Ghoul Touch [N]
- Glitterdust [C]
- Gust of Wind [V]
- Hypnotic Pattern [I]
- Invisibility [I]
- Knock [T]
- L's (Phantom) Trap [I]
- Levitate [T]
- Locate Object [D]
- M's Acid Arrow [C]
- Magic Mouth [I]
- Minor Image [I]
- Mirror Image [I]
- Misdirection [I]
- Obscure Object [A]
- Owl's Wisdom [T]
- Protection from Arrows [A]
- Pyrotechnics [T]
- Resist Energy [A]
- Rope Trick [T]
- Scare [N]
- Scorching Ray [V]
- See Invisibility [D]
- Shatter [V]
- Spectral Hand [N]
- Spider Climb [T]
- Summon Monster II [C]
- Summon Swarm [C]
- T's Hideous Laughter [E]
- Touch of Idiocy [E]
- Web [C]
- Whispering Wind [T]
-
-
-
-
-

Third Level Spells Slots

- Arcane Sight [D]
- Blacklight* [V]
- Blink [T]
- Clairaudience/Clairvoyance [D]
- Daylight [V]
- Deep Slumber [E]
- Dispel Magic [A]
- Displacement [I]
- Explosive Runes [A]
- Fireball [V]
- Flame Arrow [T]
- Fly [T]
- Gaseous Form [T]
- Gentle Repose [N]
- Halt Undead [N]
- Haste [T]
- Heroism [E]
- Hold Person [E]
- Illusory Script [I]
- Invisibility Sphere [I]
- Keen Edge [T]
- L's Tiny Hut [V]
- Lightning Bolt [V]
- Magic Circle against Chaos [A]
- Magic Circle against Evil [A]
- Magic Circle against Good [A]
- Magic Circle against Law [A]
- Magic Weapon, Greater [T]
- Major Image [I]
- Nondetection [A]
- Phantom Steed [C]
- Protection From Energy [A]
- Ray [E]
- Ray of Exhaustion [N]
- Secret Page [T]
- Sepia Snake Sigil [C]
- Shrink Item [T]
- Sleet Storm [C]
- Slow [T]
- Stinking Cloud [C]
- Suggestion [E]
- Summon Monster III [C]
- Tongues [D]
- Vampiric Touch [N]
- Water Breathing [T]
- Wind Wall [V]
-
-
-

*Blacklight spell described in divine rules

Additional Spells & Feats

Calculating the DC

10 + spell level + intelligence modifier.
 Spell Focus in the school grants +1.
 Greater Spell Focus grants +2.
 Gnomes receive +1 for illusions.

Spell Focus Feats

- Abjuration Evocation
- Conjuration Illusion
- Divination Necromancy
- Enchantment Transmutation

Schools of Magic

- [A] Abjuration [I] Illusion
- [C] Conjuration [N] Necromancy
- [D] Divination [T] Transmutation
- [E] Enchantment [V] Evocation
- [Univ] Universal (outside any school)

Overcoming Spell Resistance

Roll a caster level check (d20 + caster level)
 Spell Penetration feat grants +2.
 Greater Spell Penetration grants +4.

Wizard Spells per Day

Caster Level	0	1	2	3	4	5	6	7	8	9
1	3	1	-	-	-	-	-	-	-	-
2	4	2	-	-	-	-	-	-	-	-
3	4	2	1	-	-	-	-	-	-	-
4	4	3	2	-	-	-	-	-	-	-
5	4	3	2	1	-	-	-	-	-	-
6	4	3	3	2	-	-	-	-	-	-
7	4	4	3	2	1	-	-	-	-	-
8	4	4	3	3	2	-	-	-	-	-
9	4	4	4	3	2	1	-	-	-	-
10	4	4	4	3	3	2	-	-	-	-
11	4	4	4	4	3	2	1	-	-	-
12	4	4	4	4	3	3	2	-	-	-
13	4	4	4	4	4	3	2	1	-	-
14	4	4	4	4	4	3	3	2	-	-
15	4	4	4	4	4	4	3	2	1	-
16	4	4	4	4	4	4	3	3	2	-
17	4	4	4	4	4	4	4	3	2	1
18	4	4	4	4	4	4	4	3	3	2
19	4	4	4	4	4	4	4	4	3	3
20	4	4	4	4	4	4	4	4	4	4

Totals do not include bonus spells for high intelligence.

Bonus Spells

Bonus spells per day granted for high intelligence

Caster's Intelligence	1	2	3	4	5	6	7	8	9
10-11	-	-	-	-	-	-	-	-	-
12-13	1	-	-	-	-	-	-	-	-
14-15	1	1	-	-	-	-	-	-	-
16-17	1	1	1	-	-	-	-	-	-
18-19	1	1	1	1	-	-	-	-	-
20-21	2	1	1	1	1	-	-	-	-
22-23	2	2	1	1	1	1	-	-	-
24-25	2	2	2	1	1	1	1	-	-
26-27	2	2	2	2	1	1	1	1	-
28-29	3	2	2	2	2	1	1	1	1
30-31	3	3	2	2	2	2	1	1	1
32-33	3	3	3	2	2	2	2	1	1
34-35	3	3	3	3	2	2	2	2	1
36-37	4	3	3	3	3	2	2	2	2

etc.

Specialist wizards gain an additional slot per level, but the additional spell must be from the specialist's school.

Metamagic Feats (Level Cost)

- Empower Spell (2)
- Energy Substitution (0)
- Enlarge Spell (1)
- Extend Spell (1)
- Heighten Spell (var.)
- Maximize Spell (3)
- Persistent Spell (6)
- Quicken Spell (4)
- Reach Spell (2)
- Repeat Spell (3)
- Silent Spell (1)
- Still Spell (1)
- Subdual Substitution (0)
- Widen Spell (3)

High Arcana (Slot Cost)

- Arcane Fire (9th)
- Arcane Reach (7th)
- Mastery of Counterspelling (7th)
- Mastery of Elements (8th)
- Mastery of Shaping (6th)
- Spell Power (5th)
- Spell-Like Ability (5th+special)

Other Magical Feats

- Augment Summoning
- Combat Casting
- Eschew Materials
- Improved Counterspell
- Weapon Focus: Ray

Wizard Spell List

Fourth Level Spells Slots

- □□□ Animate Dead [N]
- □□□ Arcane Eye [D]
- □□□ Bestow Curse [N]
- □□□ Charm Monster [E]
- □□□ Confusion [E]
- □□□ Contagion [N]
- □□□ Crushing Despair [E]
- □□□ Detect Scrying [D]
- □□□ Dimension Door [C]
- □□□ Dimensional Anchor [A]
- □□□ Enervation [N]
- □□□ Enlarge Person, Mass [T]
- □□□ E's Black Tentacles [C]
- □□□ Fear [N]
- □□□ Fire Shield [V]
- □□□ Fire Trap [A]
- □□□ Geas, Lesser [E]
- □□□ Globe of Invulnerability, Lesser [A]
- □□□ Hallucinatory Terrain [I]
- □□□ Ice Storm [V]
- □□□ Illusory Wall [I]
- □□□ Invisibility, Greater [I]
- □□□ L's Secure Shelter [C]
- □□□ Locate Creature [D]
- □□□ Minor Creation [C]
- □□□ O's Resilient Sphere [V]
- □□□ Phantasmal Killer [I]
- □□□ Polymorph [T]
- □□□ R's Mnemonic Enhancer [T]
- □□□ Rainbow Pattern [I]
- □□□ Reduce Person, Mass [T]
- □□□ Remove Curse [A]
- □□□ Scrying [D]
- □□□ Shadow Conjuration [I]
- □□□ Shout [V]
- □□□ Solid Fog [C]
- □□□ Stone Shape [T]
- □□□ Stoneskin [A]
- □□□ Summon Monster IV [C]
- □□□ Wall of Fire [V]
- □□□ Wall of Ice [V]
- □□□
- □□□
- □□□

Seventh Level Spells Slots

- □□□ Arcane Sight, Greater [D]
- □□□ Banishment [A]
- □□□ B's Grasping Hand [V]
- □□□ Control Undead [N]
- □□□ Control Weather [T]
- □□□ Delayed Blast Fireball [V]
- □□□ D's Instant Summons [C]
- □□□ Ethereal Jaunt [T]
- □□□ Finger of Death [N]
- □□□ Forcecage [V]
- □□□ Hold Person, Mass [E]
- □□□ Insanity [E]
- □□□ Invisibility, Mass [I]
- □□□ Limited Wish [Univ]
- □□□ M's Magnificent Mansion [C]
- □□□ M's Sword [V]
- □□□ Phase Door [C]
- □□□ Plane Shift [C]
- □□□ Power Word Blind [E]
- □□□ Prismatic Spray [V]
- □□□ Project Image [I]
- □□□ Reverse Gravity [T]
- □□□ Scrying, Greater [D]
- □□□ Sequester [A]
- □□□ Shadow Conjuration, Greater [I]
- □□□ Simulacrum [I]
- □□□ Spell Turning [A]
- □□□ Statue [T]
- □□□ Summon Monster VII [C]
- □□□ Symbol of Stunning [E]
- □□□ Symbol of Weakness [N]
- □□□ Teleport, Greater [C]
- □□□ Teleport Object [C]
- □□□ Vision [D]
- □□□ Waves of Exhaustion [N]
- □□□
- □□□

Fifth Level Spells Slots

- □□□ Animal Growth [T]
- □□□ B's Interposing Hand [V]
- □□□ Baleful Polymorph [T]
- □□□ Blight [N]
- □□□ Break Enchantment [A]
- □□□ Cloudkill [C]
- □□□ Cone of Cold [V]
- □□□ Contact Other Plane [D]
- □□□ Dismissal [A]
- □□□ Dominate Person [E]
- □□□ Dream [I]
- □□□ Fabricate [T]
- □□□ False Vision [I]
- □□□ Feeblemind [E]
- □□□ Hold Monster [E]
- □□□ L's Secret Chest [C]
- □□□ M's Faithful Hound [C]
- □□□ M's Private Sanctum [A]
- □□□ Magic Jar [N]
- □□□ Major Creation [C]
- □□□ Mind Fog [E]
- □□□ Mirage Arcana [I]
- □□□ Nightmare [I]
- □□□ Overland Flight [T]
- □□□ Passwall [T]
- □□□ Permanency [Univ]
- □□□ Persistent Image [I]
- □□□ Planar Binding, Lesser [C]
- □□□ Prying Eyes [D]
- □□□ R's Telepathic Bond [D]
- □□□ Seeming [I]
- □□□ Sending [V]
- □□□ Shadow Evocation [I]
- □□□ Summon Monster V [C]
- □□□ Symbol of Pain [N]
- □□□ Symbol of Sleep [E]
- □□□ Telekinesis [T]
- □□□ Teleport [C]
- □□□ Transmute Mud to Rock [T]
- □□□ Transmute Rock to Mud [T]
- □□□ Wall of Force [V]
- □□□ Wall of Stone [C]
- □□□ Waves of Fatigue [N]
- □□□
- □□□
- □□□

Eighth Level Spells Slots

- □□□ Antipathy [E]
- □□□ B's Clenched Fist [V]
- □□□ Binding [E]
- □□□ Charm Monster, Mass [E]
- □□□ Clone [N]
- □□□ Create Greater Undead [N]
- □□□ Demand [E]
- □□□ Dimensional Lock [A]
- □□□ Discern Location [D]
- □□□ Horrid Wilting [N]
- □□□ Incendiary Cloud [C]
- □□□ Iron Body [T]
- □□□ Maddening Scream* [E]
- □□□ Maze [C]
- □□□ Mind Blank [A]
- □□□ Moment of Prescience [D]
- □□□ O's Irresistible Dance [E]
- □□□ O's Telekinetic Sphere [V]
- □□□ Planar Binding, Greater [C]
- □□□ Polar Ray [V]
- □□□ Polymorph Any Object [T]
- □□□ Power Word Stun [E]
- □□□ Prismatic Wall [A]
- □□□ Protection From Spells [A]
- □□□ Prying Eyes, Greater [D]
- □□□ Scintillating Pattern [I]
- □□□ Screen [I]
- □□□ Shadow Evocation, Greater [I]
- □□□ Shout, Greater [V]
- □□□ Summon Monster VIII [C]
- □□□ Sunburst [V]
- □□□ Symbol of Death [N]
- □□□ Symbol of Insanity [E]
- □□□ Sympathy [E]
- □□□ Temporal Stasis [T]
- □□□ Trap the Soul [C]
- □□□
- □□□
- □□□

Sixth Level Spells Slots

- □□□ Acid Fog [C]
- □□□ Analyze Dweomer [D]
- □□□ Antimagic Field [A]
- □□□ B's Forceful Hand [V]
- □□□ Bear's Endurance, Mass [T]
- □□□ Bull's Strength, Mass [T]
- □□□ Cat's Grace, Mass [T]
- □□□ Chain Lightning [V]
- □□□ Circle of Death [N]
- □□□ Contingency [V]
- □□□ Control Water [T]
- □□□ Create Undead [N]
- □□□ Disintegrate [T]
- □□□ Dispel Magic, Greater [A]
- □□□ Eagle's Splendor, Mass [T]
- □□□ Eyebite [N]
- □□□ Flesh to Stone [T]
- □□□ Fox's Cunning, Mass [T]
- □□□ Geas/Quest [E]
- □□□ Globe of Invulnerability [A]
- □□□ Guards and Wards [A]
- □□□ Hardening* [T]
- □□□ Heroism, Greater [E]
- □□□ Legend Lore [D]
- □□□ M's Lucubration [T]
- □□□ Misdread [I]
- □□□ Move Earth [T]
- □□□ O's Freezing Sphere [V]
- □□□ Owl's Wisdom, Mass [T]
- □□□ Permanent Image [I]
- □□□ Planar Binding [C]
- □□□ Programmed Image [I]
- □□□ Repulsion [A]
- □□□ Shadow Walk [I]
- □□□ Stone to Flesh [T]
- □□□ Suggestion, Mass [E]
- □□□ Summon Monster VI [C]
- □□□ Symbol of Fear [N]
- □□□ Symbol of Persuasion [E]
- □□□ T's Transformation [T]
- □□□ True Seeing [D]
- □□□ Undeath to Death [N]
- □□□ Veil [I]
- □□□ Wall of Iron [C]
- □□□
- □□□
- □□□

Ninth Level Spells Slots

- □□□ Astral Projection [N]
- □□□ B's Crushing Hand [V]
- □□□ Dominate Monster [E]
- □□□ Energy Drain [N]
- □□□ Etherealness [T]
- □□□ Foresight [D]
- □□□ Freedom [A]
- □□□ Gate [C]
- □□□ Genesis* [C]
- □□□ Hold Monster, Mass [E]
- □□□ Imprisonment [A]
- □□□ M's Disjunction [A]
- □□□ Meteor Swarm [V]
- □□□ Power Word Kill [E]
- □□□ Prismatic Sphere [A]
- □□□ Refuge [C]
- □□□ Shades [I]
- □□□ Shapechange [T]
- □□□ Soul Bind [N]
- □□□ Summon Monster IX [C]
- □□□ Teleportation Circle [C]
- □□□ Time Stop [T]
- □□□ Wail of the Banshee [N]
- □□□ Weird [I]
- □□□ Wish [Univ]
- □□□
- □□□
- □□□

*Genesis spell described in epic rules
*Hardening & Maddening Scream spells described in divine rules

Schools of Magic

[A] Abjuration	[I] Illusion
[C] Conjuration	[N] Necromancy
[D] Divination	[T] Transmutation
[E] Enchantment	[V] Evocation
[Univ] Universal (outside any school)	

Calculating the DC

10 + spell level + intelligence modifier
Spell Focus in the school grants +1.
Greater Spell Focus grants +2.
Gnomes receive +1 for illusions.

Overcoming Spell Resistance

Roll a caster level check
(d20 + caster level)
Spell Penetration feat grants +2.
Greater Spell Penetration grants +4.

Metamagic Feats (Level Cost)

Empower Spell (2)	Quicken Spell (4)
Energy Subst. (0)	Reach Spell (2)
Enlarge Spell (1)	Repeat Spell (3)
Extend Spell (1)	Silent Spell (1)
Heighten Spell (var)	Still Spell (1)
Maximize Spell (3)	Subdual Subst. (0)
Persistent Spell (6)	Widen Spell (3)

Specialist wizards gain an additional slot per level, but the additional slot must be from the specialist's school.

Additional Spells & Feats