

Wizard Spells

1st Level		Players
Mem	School	
○ Affect Normal Fires	Alteration	
○ Alarm	Abjuration, Evocation	
○ Armor	Conjuration	
○ Audible Glamer	Illusion/Phantasm	
○ Burning Hands	Alteration	
○ Cantrip	All Schools	
○ Change Self	Illusion/Phantasm	
○ Charm Person	Enchantment/Charm	
○ Chill Touch	Necromancy	
○ Color Spray	Alteration	
○ Comprehend Languages	Alteration	
○ Dancing Lights	Alteration	
○ Detect Magic	Divination	
○ Detect Undead	Divination/Necromancy	
○Enlarge	Alteration	
○ Erase	Alteration	
○ Feather Fall	Alteration	
○ Find Familiar	Conjuration/Summoning	
○ Friends	Enchantment/Charm	
○ Gaze Reflection	Alteration	
○ Grease	Conjuration	
○ Hold Portal	Alteration	
○ Hypnotism	Enchantment/Charm	
○ Identify	Divination	
○ Jump	Alteration	
○ Light	Alteration	
○ Magic Missile	Evocation	
○ Mending	Alteration	
○ Message	Alteration	
○ Mount	Conjuration/Summoning	
○ Nystul's Magical Aura	Illusion/Phantasm	
○ Phantasmal Force	Illusion/Phantasm	
○ Protection From Evil	Abjuration	
○ Read Magic	Divination	
○ Shield	Evocation	
○ Shocking Grasp	Alteration	
○ Sleep	Enchantment/Charm	
○ Spider Climb	Alteration	
○ Spook	Illusion/Phantasm	
○ Taunt	Enchantment	
○ Tenser's Floating Disc	Evocation	
○ Unseen Servant	Conjuration/Summoning	
○ Ventriloquism	Illusion/Phantasm	
○ Wall of Fog	Evocation	
○ Wizard Mark	Alteration	

2nd Level		Players
Mem	School	
○ Alter Self	Alteration	
○ Bind	Enchantment	
○ Blindness	Illusion/Phantasm	
○ Blur	Illusion/Phantasm	
○ Continual Light	Alteration	
○ Darkness, 15' Radius	Alteration	
○ Deafness	Illusion/Phantasm	
○ Deeppockets	Alteration/Enchantment	
○ Detect Evil	Divination	
○ Detect Invisibility	Divination	
○ ESP	Divination	
○ Flaming Sphere	Evocation	
○ Fog Cloud	Alteration	
○ Fool's Gold	Alteration/Illusion	
○ Forget	Enchantment/Charm	
○ Glitterdust	Conjuration/Summoning	
○ Hypnotic Pattern	Illusion/Phantasm	
○ Improved Phantasmal Force	Illusion/Phantasm	
○ Invisibility	Illusion/Phantasm	
○ Irritation	Alteration	
○ Knock	Alteration	
○ Know Alignment	Divination	
○ Leomund's Trap	Illusion/Phantasm	
○ Levitate	Alteration	
○ Locate Object	Divination	
○ Magic Mouth	Alteration	
○ Melf's Acid Arrow	Conjuration	
○ Mirror Image	Illusion/Phantasm	
○ Misdirection	Illusion/Phantasm	
○ Protection From Cantrips	Abjuration	
○ Pyrotechnics	Alteration	
○ Ray of Enfeeblement	Enchantment/Charm	
○ Rope Trick	Alteration	
○ Scare	Enchantment/Charm	
○ Shatter	Alteration	
○ Spectral Hand	Necromancy	
○ Stinking Cloud	Evocation	
○ Strength	Alteration	
○ Summon Swarm	Conjuration/Summoning	
○ Tasha's Uncontrollable Hideous Laughter	Enchantment/Charm	
○ Web	Evocation	
○ Whispering Wind	Alteration/Phantasm	
○ Wizard Lock	Alteration	

3rd Level		Players
Mem	School	
○ Blink	Alteration	
○ Clairaudience	Divination	
○ Clairvoyance	Divination	
○ Delude	Alteration	
○ Dispel Magic	Abjuration	
○ Explosive Runes	Alteration	
○ Feign Death	Necromancy	
○ Fireball	Evocation	
○ Flame Arrow	Conjuration/Summoning	
○ Fly	Alteration	
○ Gust of Wind	Alteration	
○ Haste	Alteration	
○ Hold Person	Enchantment/Charm	
○ Hold Undead	Necromancy	
○ Illusionary Script	Illusion/Phantasm	
○ Infravision	Alteration	
○ Invisibility, 10' Radius	Illusion/Phantasm	
○ Item	Alteration	
○ Leomund's Tiny Hut	Alteration	
○ Lightning Bolt	Evocation	
○ Melf's Minute Meteors	Evocation/Alteration	
○ Monster Summoning I	Conjuration/Summoning	
○ Nondetection	Abjuration	
○ Phantom Steed	Conjuration/Phantasm	
○ Protection From Evil, 10' Radius	Abjuration	
○ Protection From Normal Missiles	Abjuration	
○ Secret Page	Alteration	
○ Sepia Snake Sigil	Conjuration/Summoning	
○ Slow	Alteration	
○ Spectral Force	Illusion/Phantasm	
○ Suggestion	Enchantment/Charm	
○ Tongues	Alteration	
○ Vampiric Touch	Necromancy	
○ Water Breathing	Alteration	
○ Wind Wall	Alteration	
○ Wraithform	Alteration/Illusion	

1st Level		Tomebook
Mem	School	
○ Fire Burst	Alteration/Evocation	
○ Fist of Stone	Alteration	
○ Hornung's Guess*	Divination	
○ Lasting Breath	Alteration	
○ Metamorphose Liquids	Alteration	
○ Murdock's Feathery Flyer	Alteration	
○ Nahal's Reckless Dweomer*	Invocation/Evocation	
○ Patternweave*	Divination	

2nd Level		Tomebook
Mem	School	
○ Chaos Shield*	Abjuration	
○ Hornung's Baneful Deflector*	Evocation	
○ Insatiable Thirst	Enchantment/Charm	
○ Maximilian's Earthen Grasp	Evocation	
○ Nahal's Nonsensical Nullifier*	Abjuration	
○ Past Life	Divination	
○ Protection From Paralysis	Abjuration	
○ Ride the Wind	Alteration	
○ Sense Shifting	Alteration	

3rd Level		Tomebook
Mem	School	
○ Alacrity	Alteration	
○ Alamir's Fundamental Breakdown	Divination	
○ Alternate Reality*	Alteration	
○ Augmentation I	Invocation/Evocation	
○ Far Reaching I	Alteration	
○ Fireflow*	Alteration	
○ Fool's Speech*	Alteration	
○ Lorloveim's Creeping Shadow	Illusion	
○ Maximilian's Stony Grasp	Evocation	
○ Minor Malison	Enchantment/Charm	
○ Spirit Armor	Necromancy	
○ Squaring the Circle	Alteration	
○ Watery Double	Conj./Summ/Enchant.	
○ Wizard Sight	Divination	

Wizard Spells

4th Level		Players
Mem	Spell	School
○	Charm Monster	Enchantment/Charm
○	Confusion	Enchantment/Charm
○	Contagion	Necromancy
○	Detect Scrying	Divination
○	Dig	Evocation
○	Dimension Door	Alteration
○	Emotion	Enchantment/Charm
○	Enchanted Weapon	Enchantment
○	Enervation	Necromancy
○	Evard's Black Tentacles	Conjuration/Summoning
○	Extension I	Alteration
○	Fear	Illusion/Phantasm
○	Fire Charm	Enchantment/Charm
○	Fire Shield	Evocation/Alteration
○	Fire Trap	Abjuration/Evocation
○	Fumble	Enchantment/Charm
○	Hallucinatory Terrain	Illusion/Phantasm
○	Ice Storm	Evocation
○	Illusionary Wall	Illusion/Phantasm
○	Improved Invisibility	Illusion/Phantasm
○	Leomund's Secure Shelter	Alteration/Enchantment
○	Magic Mirror	Enchantment/Divination
○	Massmorph	Alteration
○	Minor Creation	Illusion/Phantasm
○	Minor Globe of Invulnerability	Abjuration
○	Monster Summoning II	Conjuration/Summoning
○	Otiluke's Resilient Sphere	Alteration/Evocation
○	Phantasmal Killer	Illusion/Phantasm
○	Plant Growth	Alteration
○	Polymorph Other	Alteration
○	Polymorph Self	Alteration
○	Rainbow Pattern	Alteration/Illus/Phantasm
○	Rary's Mnemonic Enhancer	Alteration
○	Remove Curse	Abjuration
○	Shadow Monsters	Illusion/Phantasm
○	Shout	Evocation
○	Solid Fog	Alteration
○	Stoneskin	Alteration
○	Vacancy	Alteration/Illus/Phantasm
○	Wall of Fire	Evocation
○	Wall of Ice	Evocation
○	Wizard Eye	Alteration

5th Level		Players
Mem	Spell	School
○	Advanced Illusion	Illusion/Phantasm
○	Airy Water	Alteration
○	Animal Growth	Alteration
○	Animate Dead	Necromancy
○	Avoidance	Abjuration/Alteration
○	Bigby's Interposing Hand	Evocation
○	Chaos	Enchantment/Charm
○	Cloudkill	Evocation
○	Cone of Cold	Evocation
○	Conjure Elemental	Conjuration/Summoning
○	Contact Other Plane	Divination
○	Demishadow Monsters	Illusion/Phantasm
○	Dismissal	Abjuration
○	Distance Distortion	Alteration
○	Domination	Enchantment/Charm
○	Dream	Invoc/Illus/Phantasm
○	Extension II	Alteration
○	Fabricate	Enchantment/Alteration
○	False Vision	Divination
○	Feeblemind	Enchantment/Charm
○	Hold Monster	Enchantment/Charm
○	Leomund's Lamentable Belaborment	Enchantment/Evocation
○	Leomund's Secret Chest	Alteration/Conj/Summ
○	Magic Jar	Necromancy
○	Major Creation	Illusion/Phantasm
○	Monster Summoning III	Conjuration/Summoning
○	Mordenkainen's Faithful Hound	Conjuration/Summoning
○	Passwall	Alteration
○	Seeming	Illusion/Phantasm
○	Sending	Evocation
○	Shadow Door	Illusion/Phantasm
○	Shadow Magic	Illusion/Phantasm
○	Stone Shape	Alteration
○	Summon Shadow	Conj/Summon/Necro
○	Telekinesis	Alteration
○	Teleport	Alteration
○	Transmute Rock to Mud	Alteration
○	Wall of Force	Evocation
○	Wall of Iron	Evocation
○	Wall of Stone	Evocation

6th Level		Players
Mem	Spell	School
○	Antimagic Shell	Abjuration
○	Bigby's Forceful Hand	Evocation
○	Chain Lightning	Evocation
○	Conjure Animals	Conjuration/Summoning
○	Contingency	Evocation
○	Control Weather	Alteration
○	Death Fog	Alteration/Evocation
○	Death Spell	Necromancy
○	Demishadow Magic	Illusion/Phantasm
○	Disintegrate	Alteration
○	Enchant an Item	Enchantment/Invocation
○	Ensnarement	Conjuration/Summoning
○	Extension III	Alteration
○	Eyebite	Enchantment/Charm
○	Geas	Illusion/Phantasm
○	Globe of Invulnerability	Enchantment/Charm
○	Glassee	Alteration
○	Globe of Invulnerability	Abjuration
○	Guards and Wards	Evocation/Alteration
○	Invisible Stalker	Conjuration/Summoning
○	Legend Lore	Divination
○	Lower Water	Alteration
○	Mass Suggestion	Enchantment/Charm
○	Mirage Arcana	Illusion/Phantasm/Alt
○	Mislead	Illusion/Phantasm
○	Monster Summoning IV	Conjuration/Summoning
○	Mordenkainen's Lucubration	Alteration
○	Move Earth	Alteration
○	Otiluke's Freezing Sphere	Alteration/Evocation
○	Part Water	Alteration
○	Permanent Illusion	Illusion/Phantasm
○	Programmed Illusion	Illusion/Phantasm
○	Project Image	Alter/Illusion/Phantasm
○	Reincarnation	Necromancy
○	Repulsion	Abjuration
○	Shades	Illusion/Phantasm
○	Stone to Flesh	Alteration
○	Tenser's Transformation	Alteration/Evocation
○	Transmute Water to Dust	Alteration
○	True Seeing	Divination
○	Veil	Illusion/Phantasm

4th Level		Tomebook
Mem	Spell	School
○	Dilation I	
○	Divination Enhancement	
○	Far Reaching II	
○	Greater Malison	
○	Locate Creature	
○	Mask of Death	
○	Minor Spell Turning	
○	Mordenkainen's Celerity	
○	Summon Lycanthrope	
○	There/Not There*	
○	Thunder Staff	
○	Turn Pebble to Boulder	
○	Unluck*	

5th Level		Tomebook
Mem	Spell	School
○	Far Reaching III	
○	Khazid's Procurement	
○	Lower Resistance	
○	Magic Staff	
○	Mind Fog	
○	Safeguarding	
○	Von Gasik's Refusal	
○	Vortex*	
○	Waveform*	

6th Level		Tomebook
Mem	Spell	School
○	Augmentation II	
○	Bloodstone's Spectral Steed	
○	Claws of the Umber Hulk	
○	Dilation II	
○	Forest's Fiery Constrictor	
○	Lorloveim's Shadowy Transformation	
○	Wildshield*	
○	Wildstrike*	

Wizard Spells

7 th Level		Players
Mem	Spell	School
○	Banishment	Abjuration
○	Bigby's Grasping Hand	Evocation
○	Charm Plants	Enchantment/Charm
○	Control Undead	Necromancy
○	Delayed Blast Fireball	Evocation
○	Drawmij's Instant Summons	Conjuration/Summoning
○	Duo-Dimension	Alteration
○	Finger of Death	Necromancy
○	Forcecage	Evocation
○	Limited Wish	Conjuration/Summoning
○	Mass Invisibility	Invocation/Evocation
○	Monster Summoning V	Illusion/Phantasm
○	Mordenkainen's Magnificent Mansion	Conjuration/Summoning
○	Mordenkainen's Sword	Alteration/Conjuration
○	Mordenkainen's Sword	Evocation
○	Phase Door	Alteration
○	Power Word, Stun	Conjuration/Summoning
○	Prismatic Spray	Conjuration/Summoning
○	Reverse Gravity	Alteration
○	Sequester	Illusion/Phantasm/Abjur
○	Shadow Walk	Illusion/Enchantment
○	Simulacrum	Illusion/Phantasm
○	Spell Turning	Abjuration
○	Statue	Alteration
○	Teleport Without Error	Alteration
○	Vanish	Alteration
○	Vision	Divination

8 th Level		Players
Mem	Spell	School
○	Antipathy-Sympathy	Enchantment/Charm
○	Bigby's Clenched Fist	Evocation
○	Binding	Enchantment/Evocation
○	Clone	Necromancy
○	Demand	Evoc/Enchant/Charm
○	Glassteel	Alteration
○	Incendiary Cloud	Alteration/Evocation
○	Mass Charm	Enchantment/Charm
○	Maze	Conjuration/Summoning
○	Mind Blank	Abjuration
○	Monster Summoning VI	Conjuration/Summoning
○	Otiluke's Telekinetic Sphere	Evocatin/Alteration
○	Otto's Irresistible Dance	Enchantment/Charm
○	Permanency	Alteration
○	Polymorph Any Object	Alteration
○	Power Word, Blind	Conjuration/Summoning
○	Prismatic Wall	Conjuration/Summoning
○	Screen	Divination/Illusion
○	Serten's Spell Immunity	Abjuratino
○	Sink	Enchantment/Alteration
○	Symbol	Conjuration/Summoning
○	Trap the Soul	Conjuration/Summoning

9 th Level		Players
Mem	Spell	School
○	Astral Spell	Evocation
○	Bigby's Crushing Hand	Evocation
○	Crystalbrittle	Alteration
○	Energy Drain	Evocation/Necromancy
○	Foresight	Divination
○	Gate	Conjuration/Summoning
○	Imprisonment	Abjuration
○	Meteor Swarm	Evocation
○	Monster Summoning VII	Conjuration/Summoning
○	Mordenkainen's Disjunction	Alteration/Enchantment
○	Power Word, Kill	Conjuration/Summoning
○	Prismatic Sphere	Abjur/Conjur/Summ
○	Shape Change	Alteration
○	Succor	Alteration/Enchantment
○	Temporal Stasis	Alteration
○	Time Stop	Alteration
○	Weird	Illusion/Phantasm
○	Wish	Conjuration/Summoning

7 th Level		Tomebook
Mem	Spell	School
○	Acid Storm	
○	Bloodstone's Frightful Joining	
○	Hatch the Stone From the Egg	
○	Hornung's Surge Selector*	
○	Intensify Summoning	
○	Malec-Keth's Flame Fist	
○	Shadowcat	
○	Spell Shape*	
○	Steal Enchantment	
○	Suffocate	

8 th Level		Tomebook
Mem	Spell	School
○	Abi-Dalzim's Horrid Wilting	
○	Airboat	
○	Gunther's Kaleidoscopic Strike	
○	Homunculus Shield	
○	Hornung's Random Dispatcher*	
○	Wildzone*	

9 th Level		Tomebook
Mem	Spell	School
○	Chain Contingency	
○	Elemental Aura	
○	Estate Transference	
○	Glorious Transmutation	
○	Stabilize*	
○	Wail of the Banshee	
○	Wildfire*	
○	Wildwind*	