Wizard

Hit Points

**Hit Dice:** 1d6 per Wizard Level

**Hit Points at 1st Level:** 6 + your Constitution modifier

**Hit Points at Higher Levels:** 1d6 (or 4) + your Constitution modifier per Wizard level after 1st

Proficiencies

**Armor:** None

**Weapons:** Daggers, Darts, Slings, Quarterstaffs, Light Crossbows

**Saving Throws:** Intelligence, Wisdom

**Skills:** Two from Arcana, History, Insight, Investigation, Medicine, and Religion

Equipment

You start with the following equipment:
- (a) a Quarterstaff or (b) a Dagger
- (a) a Component Pouch or (b) an Arcane Focus
- (a) a Scholar’s Pack or (b) an Explorer’s Pack
- A Spell Book

Spellcasting

Cantrips

At 1st level, you know three cantrips from the Wizard spell list. You learn additional cantrips as you level up, as per the Wizard table.

Spellbook

At 1st level, you have a spellbook containing six 1st level Wizard spells of your choice.

If you wish to copy a spell from your spellbook into another book (such as a backup spellbook) you can spend 1 hour and 10 gp per spell level of the copied spell to do so. If you lose your spellbook, you can do the same process to copy down your prepared spells to a new spellbook.

Preparing and Casting Spells

The Wizard Table shows how many spell slots you have of each level. To cast one of these spells, you must expend a spell slot of the spells level or higher. You regain all spell slots when you finish a long rest. Casting the spell doesn’t remove it from your list of prepared spells.

You prepare a list of Wizard spells that are available for you to cast. Choose a number of spells from your spellbook equal to your Intelligence modifier + your Wizard level (min 1). They must be of a level for which you have slots.

You can change this list of prepared spells when you finish a long rest. Doing so takes time: 1 minute per spell level for each spell on your list.

Spellcasting Ability

Intelligence is your spellcasting ability for Wizard spells.

**Spell save DC** = 8 + your Proficiency bonus + your Intelligence modifier

**Spell attack modifier** = your Proficiency bonus + your Intelligence modifier

Ritual Casting

You can cast Wizard spells as a ritual if that spell has the ritual tag and you have it in your spellbook. It doesn’t need to be prepared.

Spellcasting Focus

You can use an arcane focus as a spellcasting focus for your Wizard spells.

Learning Spells of 1st Level and Higher

Each time you gain a Wizard level, you can add two Wizard spells of your choice to your spellbook. Each must be of a level for which you have spell slots.

If you find other Wizard spells of 1st level or high in your travels, you can add it to your spellbook if it is of a level for which you have spell slots. This takes 2 hours and 50 gp in ink for each level of the spell.
Arcane Recovery
Once per day, when you finish a short rest, you can recover spell slots. These slots can have a combined level equal to or less than half your Wizard level (rounded up), and none can be 6th level or higher.

Ability Score Increase
At 4th, 8th, 12th, 16th, and 19th level, you can increase one ability score by 2, or two ability scores by 1. You can't bring an ability score above 20 using this feature.

Spell Mastery
At 18th level, you can choose a 1st-level and 2nd-level Wizard spell in your spellbook. You can cast those spells at their lowest levels without expending a spell slot when they are prepared. If you want to cast them at a higher level, you must expend a slot as usual. You can change one or both spells for new ones by spending 8 hours in study.

Signature Spells
At 20th level, you can choose two 3rd level Wizard spells in your spellbook as your signature spells. You always have them prepared, they don't count against the spells you can have prepared, and you can cast each of them once at 3rd level without expending a spell slot. When you do so, you can't do so again until you finish a short or long rest.

If you want to cast either spell at a higher level, you must expend a slot as normal.

Arcane Traditions
At 2nd level, you choose an arcane tradition to follow: Abjuration, Conjuration, Divination, Enchantment, Evocation, Illusion, Necromancy, Transmutation, or Bladesinging (SCAG). Your choice grants you features at 2nd, 6th, 10th, and 14th level.

School of Abjuration
Abjuration Savant
At 2nd level, the gold and time you spend copying an Abjuration spell into your spellbook is halved.

Arcane Ward
At 2nd level, when you cast an abjuration spell of 1st level or higher, you can create a magical ward around yourself that lasts until you finish a long rest. The ward has hit points equal to twice your Wizard level + your Intelligence modifier. Whenever you take damage, it takes the damage instead. If this reduces the ward to 0 hit points, you take any remaining damage.

While the ward has 0 hit points, it can't absorb damage, but remains. Whenever you cast an abjuration spell of 1st level or higher, it regains hit points equal to twice the level of the spell. Once you create the ward, you can't create it again until you finish a long rest.

Projected Ward
At 6th level, whenever a creature you can see within 30 ft of you takes damage, you can use your reaction to have your Arcane Ward absorb the damage. If this damage reduces the ward to 0 hit points, the warded creature takes any remaining damage.

Improved Abjuration
At 10th level, when you cast an abjuration spell that requires you to make an ability check as part of the casting, add your proficiency bonus to that ability check.

Spell Resistance
At 14th level, you have advantage on saving throws against spells. You also have resistance to spell damage.

School of Conjuration
Conjuration Savant
At 2nd level, the gold and time you spend copying a Conjuration spell into your spellbook is halved.

Minor Conjuration
At 2nd level, you can use your action to conjure an inanimate object in your hand or on the ground in an unoccupied space you can see within 10 ft. This object can be no larger than 3 ft on a side and weigh no more than 10 lbs, and its form must be that of a nonmagical object that you have seen. It is visibly magical, radiating dim light out 5 ft. It disappears after 1 hr, when you use this feature again, or if it takes any damage.

Benign Transposition
At 6th level, you can use your action to teleport up to 30 ft to an unoccupied space that you can see. Alternatively, choose a space that is within range that is occupied by a Small or Medium creature. If that creature is willing, you swap places.

Once you use this feature, you can't use it again until you finish a long rest or cast a conjuration spell of 1st level or higher.

Focused Conjuration
At 10th level, while concentrating on a conjuration spell, your concentration can't be broken due to damage.

Durable Summons
At 14th level, any creature you summon or create with a conjuration spell has 30 temporary hit points.

School of Divination
Divination Savant
At 2nd level, the gold and time you spend copying a Divination spell into your spellbook is halved.

Portent
At 2nd level, when you finish a long rest, roll two d20s and record the numbers rolled. You can replace any attack roll, saving throw, or ability check made by you or a creature that you can see with one of these rolls. You must choose to do so before the roll, and you can replace a roll in this way only once per turn.

Each roll can only be used once. When you finish a long rest, you lose any unused rolls.

Expert Divination
At 6th level, when you cast a divination spell of 2nd level or higher using a spell slot, you regain one expended spell slot. The slot you regain must be of a level lower than the spell you cast and can't be higher than 5th level.
The Third Eye
At 10th level, you can use your action to gain one of the following benefits, which lasts until you are incapacitated or you take a short or long rest. You can’t use the feature again until you finish a rest.

**Darkvision.** You gain darkvision at 60 ft.

**Ethereal Sight.** You can see into the Ethereal Plane within 60 ft.

**Greater Comprehension.** You can read any language.

**See Invisibility.** You can see invisible creatures and objects within 10 ft of you that are in line of sight.

Greater Portent
At 14th level, you can roll three dice for your Portent feature, instead of two.

School of Enchantment
Enchantment Savant
At 2nd level, the gold and time you spend copying an Enchantment spell into your spellbook is halved.

Hypnotic Gaze
At 2nd level, as an action, choose one creature that you can see within 5 ft of you. If they can see or hear you, they must succeed on a Wisdom saving throw against you Wizard spell save DC or be charmed by you until the end of your next turn. They’re speed drops to 0, and is incapacitated and visibly dazed.

On subsequent turns, you can use your action to maintain this effect. However, this ends if you move more than 5 ft away from them, if they can neither see nor hear you, or if they take damage.

Once it ends, or if the creature succeeds on its initial saving throw, you can’t use this feature on that creature again until you finish a long rest.

Instinctive Charm
At 6th level, when a creature you can see within 30 ft of you makes an attack roll against you, you can use your reaction to divert the attack, provided there is another creature in range of the attack. The attacker must make a Wisdom saving throw against your Wizard spell save DC. On a failed save, it must target the creature that is closest to it, not including you or itself. If multiple creatures are closest, it chooses which to target. On a successful save, you can’t use this feature on that attacker again until you finish a long rest.

You must use this feature before knowing if the attack hits or misses. Creatures immune to being charmed are immune to this effect.

Split Enchantment
At 10th level, when you cast an enchantment spell of 1st level or higher that targets only one creature, you may have it target a second creature.

Alter Memories
At 14th level, when you cast an enchantment spell to charm one or more creatures, you can alter one creatures understanding so that it remains unaware of being charmed. Additionally, once before the spell expires, you can use your reaction to try to make the chosen creature forget some of the time spent charmed. They must succeed on an Intelligence saving throw against your Wizard spell save DC or lose a number of hours equal to 1 + your Charisma modifier (min 1). You can make the creature forget less tien, and the time can’t exceed the duration of the enchantment spell.

School of Evocation
Evocation Savant
At 2nd level, the gold and time you spend copying an Evocation spell into your spellbook is halved.

Sculpt Spells
At 2nd level, when you cast an evocation spell that affects other creatures you can see, you can choose a number of them equal to 1 + the spell’s level. They automatically succeed on their saving throws against the spell, and take no damage if they would normally take half.

Potent Cantrip
At 6th level, when a creature succeeds on a saving throw against your cantrip, it takes half the damage, but suffers no additional effect from the cantrip.

Empowered Evocation
At 10th level, you can add your Intelligence modifier to the damage of any Wizard evocation spell you cast.

Overchannel
At 14th level, when you cast a Wizard spell of 5th level of lower, not including cantrips, that deals damage, you can deal the maximum damage with that spell.

The first time you do so, you suffer no ill effects. If you use it again before finishing a long rest, you take 2d12 necrotic damage for each level of the spell, immediately after you cast it. Each time you use this feature again before taking a long rest, the necrotic damage per spell level increases by 1d12. This damage ignores resistance and immunity.

School of Illusion
Illusion Savant
At 2nd level, the gold and time you spend copying a illusion spell into your spellbook is halved.

Improved Minor Illusion
At 2nd level, you learn the Minor Illusion (PHB.260) cantrip. If you already know this cantrip, you learn a different Wizard cantrip of your choice. This doesn’t count against the number of cantrips you know.

When you cast Minor Illusion (PHB.260), you can create both a sound and an image with a single casting.

Malleable Illusions
At 6th level, when you cast an illusion spell that has a duration of 1 min or longer, you can use your action to change the nature of that illusion (using the spells normal parameters), provided its within sight.

Illusory Self
At 10th level, when a creature makes an attack roll against you, you can use your reaction to interpose an illusory duplicate between the attacker and yourself. The attack automatically misses, and the illusion disappears. Once you use this feature, you can’t use it again until you finish a short or long rest.

Illusory Reality
At 14th level, when you cast an illusion spell of 1st level or higher, you can choose one inanimate, nonmagical object that is part of the illusion and make that object real. You can do this on your turn as a bonus action while the spell is ongoing. The object remains real for 1 min. The object can’t deal damage or otherwise directly harm anyone.
School of Necromancy

Necromancy Savant
At 2nd level, the gold and time you spend copying a Necromancy spell into your spellbook is halved.

Grim Harvest
At 2nd level, once per turn when you kill one or more creatures with a spell of 1st level or higher, you regain hit points equal to twice the spell’s level, or three times its level if it’s a necromancy spell. You don’t gain this benefit for killing constructs or undead.

Undead Thralls
At 6th level, you add the Animate Dead (PHB 212) spell to your spellbook if it is not there already. When you cast Animate Dead (PHB 212), you can target one additional corpse or pile of bones.

Whenever you create an undead using a necromancy spell, it has additional benefits:
- It’s hit point maximum is increased by an amount equal to your Wizard level.
- It adds your proficiency bonus to its weapon damage.

Inured to Undeath
At 10th level, you have resistance to necrotic damage, and your hit point maximum can’t be reduced.

Command Undead
At 14th level, as an action you can choose one undead that you can see within 60 ft of you. It must make a Charisma saving throw against your Wizard spell save DC. If it succeeds, you can’t use this feature on it again. If it fails, it becomes friendly to you and obeys your commands until you use this feature again.

If the target has an Intelligence of 8 or higher, it has advantage on the saving throw. If it fails the save and has an Intelligence of 12 or higher, it can repeat the saving throw at the end of every hour until it succeeds and breaks free.

School of Transmutation

Transmutation Savant
At 2nd level, the gold and time you spend copying a Transmutation spell into your spellbook is halved.

Minor Alchemy
At 2nd level, you can transform one object composed entirely of wood, stone (not gemstone), iron, copper, or silver into a different one of those materials. For each 10 min you spend performing the procedure, you can transform up to 1 cubic foot of material. After 1 hour, or until you lose your concentration, the material reverts to its original substance.

Transmuter’s Stone
At 6th level, you can spend 8 hours creating a transmuter’s stone that stores transmutation magic. You can benefit from the stone yourself, or give it to another creature. They gain a benefit of your choice as long as its in their possession. When you create the stone, choose the benefit from the following options:
- Darkvision at 60 ft
- A speed increase of 10 ft while unencumbered
- Proficiency in Constitution saving throws
- Resistance to acid, cold, fire, lightning, or thunder damage (your choice)

Each time you cast a transmutation spell of 1st level or higher, you can change the effect of your stone if its on your person. If you create a new stone, the previous one ceases to function.

Shapechanger
At 10th level, you add the Polymorph (PHB 266) spell to your spellbook, if it’s not there already. You can cast it without expending a spell slot. When you do so, you can target only yourself and transform into a beast whose challenge rating is 1 or lower.

Once you do so, you can’t cast it again this way until you finish a short or long rest.

Master Transmuter
At 14th level, you can use your action to consume your transmutation stone. When you do so, choose one of the following effects. Your stone is destroyed, and can’t be remade until you finish a long rest:
- Major Transformation. You can transmute one nonmagical object - no larger than a 5 ft cube - into another nonmagical object of similar size and mass and of equal or lesser value. You must spend 10 min transforming it.
- Panacea. You remove all curses, diseases, and poisons affecting a creature that you touch with the stone. It also regains all its hit points.
- Restore Life. You cast the Raise Dead (PHB 270) spell on a creature you touch with the stone, without expending a spell slot or needing to have it in your spellbook.
- Restore Youth. You touch a willing creature with your stone, and its apparent age is reduced by 3d10 years, to a minimum of 13 years. This doesn’t extend its lifespan.

Bladesinging (SCAG)

Restriction: Elves Only.

Training in War and Song
At 2nd level, you gain proficiency in Light Armor, and one type of one-handed melee weapon of your choice. You also gain proficiency in the Performance skill if you don’t already have it.

Bladesong
At 2nd level, provided you aren’t wearing medium or heavy armor or using a shield, you can use a bonus action to start a Bladesong, which lasts for 1 minute. It ends early if you’re incapacitated, if you don medium or heavy armor or a shield, or take two hands to make an attack with a weapon. You can also dismiss it at any time, no action required.

While it is active, you gain the following benefits:
- You gain AC equal to your Intelligence modifier (min 1)
- Your walking speed increases by 10 ft
- You have advantage on Dexterity (Acrobatics) checks
- You gain a bonus to any Constitution saving throws to maintain your concentration on a spell. The bonus is equal to your Intelligence modifier (min 1)

You can use this feature twice. You regain all expended uses when you finish a short or long rest.

Extra Attack
At 6th level, you can attack twice, instead of once, when you take the Attack action on your turn.

Song of Defense
At 10th level, when you take damage, you can use your reaction to expend one spell slot and reduce the damage by an amount equal to five times the spell slots level.

Song of Victory
At 14th level, you add your Intelligence modifier (min 1) to the damage of your melee weapon attacks while your Bladesong is active.
WIZARD SPELLS

1ST LEVEL

Cantrip Spells

- Acid Splash (Conj.) PHB.211
- Blade Ward (Abj.) PHB.218
- Booming Blade (Abj.) SCAG.142
- Chill Touch (Necro.) PHB.221
- Control Flames (Trans.) EE.16
- Create Bonfire (Conj.) EE.16
- Dancing Lights (Evoc.) PHB.230
- Fire Bolt (Evoc.) PHB.242
- Friends (Ench.) PHB.244
- Frostbite (Evoc.) EE.19
- Gust (Trans.) EE.19
- Green-Flame Blade (Abj.) SCAG.143
- Light (Evoc.) PHB.255
- Lightning Lure (Abj.) SCAG.143
- Mage Hand (Conj.) PHB.256
- Mending (Trans.) PHB.259
- Message (Evoc.) PHB.260
- Prestidigitation (Trans.) PHB.260
- Ray of Frost (Evoc.) PHB.267
- Shape Water (Trans.) EE.21
- Shocking Grasp (Evoc.) PHB.275
- Sword Burst (Conj.) SCAG.143
- Thunderclap (Evoc.) EE.22
- True Strike (Div.) PHB.284

1ST LEVEL

Absorb Elements (Abj.) EE.15
- Alarm (Abj.) PHB.211
- Burning Hands (Evoc.) PHB.220
- Catapult (Trans.) EE.15
- Charm Person (Ench.) PHB.221
- Chromatic Orb (Evoc.) PHB.221
- Color Spray (Ill.) PHB.222
- Comprehend Languages (Div.) PHB.224
- Detect Magic (Div.) PHB.231
- Disguise Self (Ill.) PHB.233
- Earth Tremor (Evoc.) EE.17
- Expedient Retreat (Trans.) PHB.238
- False Life (Necro.) PHB.239
- Feather Fall (Trans.) PHB.239
- Find Familiar (Conj.) PHB.240
- Fog Cloud (Conj.) PHB.243
- Grease (Conj.) PHB.246
- Ice Knife (Conj.) EE.19
- Identify (Div.) PHB.252
- Illusory Script (Ill.) PHB.252
- Jump (Trans.) PHB.254
- Longstrider (Trans.) PHB.256
- Mage Armor (Abj.) PHB.256
- Magic Missile (Evoc.) PHB.257
- Protection from Evil and Good (Abj.) PHB.270
- Ray of Sickness (Necro.) PHB.271
- Shield (Abj.) PHB.275
- Silent Image (Ill.) PHB.276
- Sleep (Ench.) PHB.276
- Tasha's Hideous Laughter (Ench.) PHB.280
- Tenser's Floating Disk (Conj.) PHB.282
- Thunderwave (Evoc.) PHB.282
- Unseen Servant (Conj.) PHB.284
- Witch Bolt (Evoc.) PHB.289

2ND LEVEL

- Aganazzar's Scorchers (Evoc.) EE.15
- Alter Self (Trans.) PHB.211
- Americano Lock (Abj.) PHB.215
- Blindness/Deafness (Necro.) PHB.219
- Blur (Ill.) PHB.219
- Cloud of Daggers (Conj.) PHB.222
- Continual Flame (Evoc.) PHB.227
- Crown of Madness (Ench.) PHB.229
- Darkness (Evoc.) PHB.230
- Darkvision (Trans.) PHB.230
- Detect Thoughts (Div.) PHB.231
- Dust Devil (Conj.) EE.17
- Earthbind (Trans.) EE.17
- Enlarge/Reduce (Trans.) PHB.237
- Flaming Sphere (Conj.) PHB.242
- Gentle Repose (Necro.) PHB.245
- Gust of Wind (Evoc.) PHB.248
- Hold Person (Ench.) PHB.251
- Invisibility (Ill.) PHB.254
- Knock (Trans.) PHB.254
- Levitate (Trans.) PHB.255
- Locate Object (Div.) PHB.256
- Magic Mouth (Ill.) PHB.257
- Magic Weapon (Trans.) PHB.257
- Maximilian's Earthen Grasp (Trans.) EE.20
- Melf's Acid Arrow (Evoc.) PHB.259
- Mirror Image (Ill.) PHB.260
- Misty Step (Conj.) PHB.260
- Nystul's Magic Aura (Ill.) PHB.263
- Phantasmal Force (Ill.) PHB.264
- Pyrotechnics (Trans.) EE.21
- Ray of Enfielement (Necro.) PHB.271
- Rope Trick (Trans.) PHB.272
- Scorching Ray (Evoc.) PHB.273
- See Invisibility (Div.) PHB.274
- Shatter (Trans.) PHB.275
- Skywrite (Trans.) EE.22
- Snilloc's Snowball Swarm (Evoc.) EE.22
- Spider Climb (Trans.) PHB.277
- Suggestion (Ench.) PHB.279
- Web (Conj.) PHB.287

3RD LEVEL

- Animate Dead (Necro.) PHB.212
- Bestow Curse (Necro.) PHB.218
- Blink (Trans.) PHB.219
- Clairvoyance (Div.) PHB.222
- Counterspell (Abj.) PHB.228
- Dispel Magic (Abj.) PHB.234
- Eruping Earth (Trans.) EE.17
- Fear (Ill.) PHB.239
- Feign Death (Necro.) PHB.240
- Fireball (Evoc.) PHB.241
- Flame Arrows (Trans.) EE.18
- Fly (Trans.) PHB.243
- Gaseous Form (Trans.) PHB.244
- Glyph of Warding (Abj.) PHB.245
- Haste (Trans.) PHB.250
- Hypnotic Pattern (Ill.) PHB.252
- Leomund's Tiny Hut (Evoc.) PHB.255
- Lightning Bolt (Evoc.) PHB.255
- Magic Circle (Abj.) PHB.256
- Major Image (Ill.) PHB.258
- Melf's Minute Meteors (Evoc.) EE.20
- Nondetection (Abj.) PHB.263
- Phantom Steed (Ill.) PHB.269
- Protection from Energy (Abj.) PHB.270
- Remove Curse (Abj.) PHB.271
- Sending (Evoc.) PHB.274
- Sleek Storm (Conj.) PHB.276
- Slow (Trans.) PHB.277
- Stinking Cloud (Conj.) PHB.278
- Tidal Wave (Conj.) EE.22
- Tongues (Div.) PHB.283
- Vampiric Touch (Necro.) PHB.285
- Wall of Sand (Evoc.) EE.23
- Wall of Water (Evoc.) EE.23
- Water Breathing (Trans.) PHB.287

4TH LEVEL

- Arcane Eye (Div.) PHB.214
- Banishment (Abj.) PHB.217
- Blight (Necro.) PHB.219
- Confusion (Ench.) PHB.223
- Conjure Minor Elementals (Conj.) PHB.226
- Control Water (Trans.) PHB.227
- Dimension Door (Conj.) PHB.233
- Elemental Bane (Trans.) EE.17
- Evar's Black Tentacles (Conj.) PHB.238
- Fabricate (Trans.) PHB.239
- Fire Shield (Evoc.) PHB.242
- Greater Invisibility (Ill.) PHB.246
- Hallucinatory Terrain (Ill.) PHB.249
- Ice Storm (Evoc.) PHB.252
- Leomund's Secret Chest (Conj.) PHB.254
- Locate Creature (Div.) PHB.256
5th Level

Animate Objects (Trans.) PHB.265

Polymorph (Trans.) PHB.266

Stone Shape (Trans.) PHB.279

Stone Skin (Abj.) PHB.258

Storm Sphere (Evoc.) EE.22

Vitriolic Sphere (Evoc.) EE.23

6th Level

Arcane Gate (Conj.) PHB.214

Chain Lightning (Evoc.) PHB.221

Circle of Death (Necro.) PHB.221

Contingency (Evoc.) PHB.227

Create Undead (Necro.) PHB.229

Disintegrate (Trans.) PHB.232

Drawmij’s Instant Summon (Conj.) PHB.238

Eyebite (Necro.) PHB.238

Flesh to Stone (Trans.) PHB.243

Globe of Invulnerability (Abj.) PHB.245

Guards and Wards (Abj.) PHB.248

Investiture of Flame (Trans.) EE.19

Investiture of Ice (Trans.) EE.19

Investiture of Stone (Trans.) EE.19

Investiture of Wind (Trans.) EE.20

Magic Jar (Necro.) PHB.257

Mass Suggestion (Ench.) PHB.258

Move Earth (Trans.) PHB.263

Otikuke’s Freezing Sphere (Evoc.) PHB.263

Otto’s Irresistible Dance (Ench.) PHB.264

Programmed Ill. (Ill.) PHB.269

Sunbeam (Evoc.) PHB.279

True Seeing (Div.) PHB.284

Wall of Ice (Evoc.) PHB.285

7th Level

Delayed Blast Fireball (Evoc.) PHB.280

Etherealness (Trans.) PHB.238

Finger of Death (Necro.) PHB.241

Force cage (Evoc.) PHB.243

Mirage Arcane (Ill.) PHB.260

Mordenkainen’s Magnificent Mansion (Conj.) PHB.261

Mordenkainen’s Sword (Evoc.) PHB.262

Plane Shift (Conj.) PHB.266

Prismatic Spray (Evoc.) PHB.267

Project Image (Ill.) PHB.270

Reverse Gravity (Trans.) PHB.272

Sequester (Trans.) PHB.274

Simulacrum (Ill.) PHB.276

Symbol (Abj.) PHB.280

Teleport (Conj.) PHB.281

Whirlwind (Evoc.) EE.24

8th Level

Abi-Dalzim’s Horrid Wilting (Necro.) EE.15

Antimagic Field (Abj.) PHB.213

Antipathy/Sympathy (Ench.) PHB.214

Clone (Necro.) PHB.222

Control Weather (Trans.) PHB.226

Demiplane (Conj.) PHB.231

Dominate Monster (Ench.) PHB.235

Feeblemind (Ench.) PHB.239

Incendiary Cloud (Conj.) PHB.253

Maze (Conj.) PHB.258

Mind Blank (Abj.) PHB.259

Power Word Stun (Ench.) PHB.267

Sunburst (Evoc.) PHB.279

Telepathy (Evoc.) PHB.281

9th Level

Astral Projection (Necro.) PHB.215

Foresight (Div.) PHB.244

Gate (Con.) PHB.244

Imprisonment (Abj.) PHB.252

Meteor Swarm (Evoc.) PHB.259

Power Word Kill (Ench) PHB.266

Prismatic Wall (Abj.) PHB.267

Shapechange (Trans.) PHB.283

Time Stop (Trans.) PHB.283

True Polymorph (Trans.) PHB.283

Weird (Ill.) PHB.288

Wish (Conj.) PHB.268