

Wizard Spells

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

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

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

1st Level		Tomebook
Mem	Spell	School
<input type="checkbox"/>	Fire Burst	Alteration/Evocation
<input type="checkbox"/>	Fist of Stone	Alteration
<input type="checkbox"/>	Hornung's Guess*	Divination
<input type="checkbox"/>	Lasting Breath	Alteration
<input type="checkbox"/>	Metamorphose Liquids	Alteration
<input type="checkbox"/>	Murdock's Feathery Flyer	Alteration
<input type="checkbox"/>	Nahal's Reckless Dweomer*	Invocation/Evocation
<input type="checkbox"/>	Patternweave*	Divination

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

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

Wizard Spells

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

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

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

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

5th Level		Tomebook
Mem	Spell	School
<input type="radio"/>	Far Reaching III	
<input type="radio"/>	Khazid's Procurement	
<input type="radio"/>	Lower Resistance	
<input type="radio"/>	Magic Staff	
<input type="radio"/>	Mind Fog	
<input type="radio"/>	Safeguarding	
<input type="radio"/>	Von Gasik's Refusal	
<input type="radio"/>	Vortex*	
<input type="radio"/>	Waveform*	

6th Level		Tomebook
Mem	Spell	School
<input type="radio"/>	Augmentation II	
<input type="radio"/>	Bloodstone's Spectral Steed	
<input type="radio"/>	Claws of the Umber Hulk	
<input type="radio"/>	Dilation II	
<input type="radio"/>	Forest's Fiery Constrictor	
<input type="radio"/>	Lorloveim's Shadowy Transformation	
<input type="radio"/>	Wildshield*	
<input type="radio"/>	Wildstrike*	

Wizard Spells

7th 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

8th 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

9th 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

7th 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	

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

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