

Wizard and Sorcerer Spells

SPELL SAVE

Spell Save DC	Level	Spells Per Day	Bonus Spells
<input type="text"/>	0	<input type="text"/>	
<input type="text"/>	1	<input type="text"/>	<input type="text"/>
<input type="text"/>	2	<input type="text"/>	<input type="text"/>
<input type="text"/>	3	<input type="text"/>	<input type="text"/>
<input type="text"/>	4	<input type="text"/>	<input type="text"/>
<input type="text"/>	5	<input type="text"/>	<input type="text"/>
<input type="text"/>	6	<input type="text"/>	<input type="text"/>
<input type="text"/>	7	<input type="text"/>	<input type="text"/>
<input type="text"/>	8	<input type="text"/>	<input type="text"/>
<input type="text"/>	9	<input type="text"/>	<input type="text"/>
<input type="text"/>	10	<input type="text"/>	<input type="text"/>
<input type="text"/>	11	<input type="text"/>	<input type="text"/>
<input type="text"/>	12	<input type="text"/>	<input type="text"/>

Spell DC = 10 + ability mod + spell level.

Per Day is referenced on pg 52 & 55 of the Player's Handbook v.3.5.

Bonus Spells are referenced on pg 8 of the Player's Handbook v.3.5.

0 Level

☐ Resistance
☐ Acid Splash
☐ Detect Poison
☐ Detect Magic
☐ Read Magic
☐ Daze
☐ Dancing Lights
☐ Flare
☐ Light
☐ Ray of Frost
☐ Ghost Sound
☐ Disrupt Undead
☐ Touch of Fatigue
☐ Mage Hand
☐ Mending
☐ Message
☐ Open/Close
☐ Arcane Mark
☐ Prestidigitation
☐ New Spell
☐ New Spell
☐ New Spell
☐ New Spell
☐ New Spell

1ST LEVEL

☐ Alarm
☐ Endure Elements
☐ Hold Portal
☐ Protection from Chaos
☐ Protection from Good
☐ Protection from Evil
☐ Protection from Law

☐ Shield
☐ Grease
☐ Mage Armor
☐ Mount
☐ Obscuring Mist
☐ Summon Monster I
☐ Unseen Servant
☐ Comprehend Languages
☐ Detect Secret Doors
☐ Detect Undead
☐ Identify
☐ True Strike
☐ Charms Person
☐ Hypnotism
☐ Sleep
☐ Burning Hands
☐ Magic Missile
☐ Shocking Grasp
☐ Tenser's Floating Disk
☐ Color Spray
☐ Disguise Self
☐ Nystul's Magic Aura
☐ Silent Image
☐ Ventriiloquism
☐ Cause Fear
☐ Chill Touch
☐ Ray of Enfeeblement
☐ Animate Rope
☐ Enlarge Person
☐ Erase
☐ Expeditious Retreat
☐ Feather Fall
☐ Jump
☐ Magic Weapon
☐ Reduce Person
☐ New Spell
☐ New Spell
☐ New Spell
☐ New Spell
☐ New Spell

2ND LEVEL

☐ Arcane Lock
☐ Obscure Object
☐ Protection from Arrows
☐ Resist Energy
☐ Fog Cloud
☐ Glitterdust
☐ Melf's Acid Arrow
☐ Summon Monster II
☐ Summon Swarm
☐ Web
☐ Detect Thoughts
☐ Locate Object
☐ See Invisibility
☐ Daze Monster
☐ Tasha's Hideous Laughter
☐ Touch of Idiocy
☐ Continual Flame
☐ Darkness
☐ Flaming Sphere
☐ Gust of Wind
☐ Scorching Ray
☐ Shatter
☐ Blur
☐ Hypnotic Pattern
☐ Invisibility
☐ Leomund's Trap
☐ Magic Mouth
☐ Minor Image
☐ Mirror Image
☐ Misdirection
☐ Blindness/Deafness
☐ Command Undead
☐ False Life

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4TH LEVEL

☐ Dimensional Anchor
☐ Fire Trap
☐ Globe of Invulnerability, Lesser
☐ Remove Curse
☐ Stoneskin
☐ Dimension Door
☐ Evard's Black Tentacles
☐ Leomund's Secure Shelter
☐ Solid Fog
☐ Summon Monster IV
☐ Arcane Eye
☐ Detect Scrying
☐ Locate Creature
☐ Scrying
☐ Charm Monster
☐ Confusion
☐ Crushing Despair
☐ Geas, Lesser
☐ Fire Shield
☐ Ice Storm
☐ Otiluke's Resilient Sphere
☐ Shout
☐ Wall of Fire
☐ Wall of Ice
☐ Hallucinatory Terrain
☐ Illusory Wall
☐ Invisibility, Greater
☐ Phantasmal Killer
☐ Rainbow Pattern
☐ Shadow Conjuration
☐ Animate Dead
☐ Bestow Curse
☐ Contagion
☐ Enervation
☐ Fear
☐ Enlarge Person, Mass
☐ Polymorph
☐ Rary's Mnemonic Enhancer
☐ Reduce Person, Mass
☐ Stone Shape
☐ New Spell
☐ New Spell
☐ New Spell
☐ New Spell
☐ New Spell

5TH LEVEL

☐ Break Enchantment
☐ Dismissal
☐ Mordenkainen's Private Sanctum
☐ Cloud Kill
☐ Leomund's Secret Chest
☐ Major Creation
☐ Mordenkainen's Faithful Hound
☐ Planar Binding, Lesser
☐ Summon Monster V
☐ Teleport
☐ Wall of Stone
☐ Contact Other Plane
☐ Prying Eyes
☐ Rary's Telepathic Bond
☐ Dominate Person
☐ Feeblemind
☐ Hold Monster
☐ Mind Fog
☐ Symbol of Sleep
☐ Bigby's Interposing Hand
☐ Cone of Cold
☐ Sending
☐ Wall of Force

☐ Ghoul Touch
☐ Scare
☐ Spectral Hand
☐ Alter Self
☐ Bear's Endurance
☐ Bulls's Strength
☐ Cat's Grace
☐ Darkvision
☐ Eagle's Splendor
☐ Fox's Cunning
☐ Knock
☐ Levitate
☐ Owl's Wisdom
☐ Pyrotechnics
☐ Rope Trick
☐ Spider Climb
☐ Whispering Wind
☐ New Spell
☐ New Spell
☐ New Spell
☐ New Spell
☐ New Spell

3RD LEVEL

☐ Dispel Magic
☐ Explosive Runes
☐ Magic Circle against Chaos
☐ Magic Circle against Good
☐ Magic Circle against Evil
☐ Magic Circle against Law
☐ Nondetection
☐ Protection from Energy
☐ Phantom Steed
☐ Sepia Snake Sigil
☐ Sleet Storm
☐ Stinking Cloud
☐ Summon Monster III
☐ Arcane Sight
☐ Clairaudience/Clairvoyance
☐ Tongues
☐ Deep Slumber
☐ Heroism
☐ Hold Person
☐ Rage
☐ Suggestion
☐ Daylight
☐ Fireball
☐ Leomund's Tiny Hut
☐ Lightning Bolt
☐ Wind Wall
☐ Displacement
☐ Illusory Script
☐ Invisibility Sphere
☐ Major Image
☐ Gentle Repose
☐ Halt Undead
☐ Ray of Exhaustion
☐ Vampiric Touch
☐ Blink
☐ Flame Arrow
☐ Fly
☐ Gaseous Form
☐ Haste
☐ Keen Edge
☐ Magic Weapon, Greater
☐ Secret Page
☐ Shrink Item
☐ Slow
☐ Water Breathing
☐ New Spell
☐ New Spell
☐ New Spell
☐ New Spell
☐ New Spell

Wizard and Sorcerer Spells

□□□□ Dream
 □□□□ False Vision
 □□□□ Mirage Arcana
 □□□□ Nightmare
 □□□□ Persistent Image
 □□□□ Seeming
 □□□□ Shadow Evocation
 □□□□ Blight
 □□□□ Magic Jar
 □□□□ Symbol of Pain
 □□□□ Waves of Fatigue
 □□□□ Animal Growth
 □□□□ Baleful Polymorph
 □□□□ Fabricate
 □□□□ Overland Flight
 □□□□ Passwall
 □□□□ Telekinesis
 □□□□ Transmute Mud to Rock
 □□□□ Transmute Rock to Mud
 □□□□ Permanency
 □□□□ New Spell
 □□□□ New Spell
 □□□□ New Spell
 □□□□ New Spell
 □□□□ New Spell

6TH LEVEL

□□□□ Antimagic Field
 □□□□ Dispel Magic, Greater
 □□□□ Globe of Invulnerability
 □□□□ Guards and Wards
 □□□□ Repulsion
 □□□□ Acid Fog
 □□□□ Planar Binding
 □□□□ Summon Monster VI
 □□□□ Wall of Iron
 □□□□ Analyze Dweomer
 □□□□ Legend Lore
 □□□□ True Seeing
 □□□□ Geas/Quest
 □□□□ Heroism, Greater
 □□□□ Suggestion, Mass
 □□□□ Symbol of Persuasion
 □□□□ Bigby's Forceful Hand
 □□□□ Chain Lightning
 □□□□ Contingency
 □□□□ Otiluke's Freezing Sphere
 □□□□ Mislead
 □□□□ Permanent Image
 □□□□ Programmed Image
 □□□□ Shadow Walk
 □□□□ Veil
 □□□□ Circle of Death
 □□□□ Create Undead
 □□□□ Eyebite
 □□□□ Symbol of Fear
 □□□□ Undeath to Death
 □□□□ Bear's Endurance, Mass
 □□□□ Bull's Strength, Mass
 □□□□ Cat's Grace, Mass
 □□□□ Control Water
 □□□□ Disintegrate
 □□□□ Eagle's Splendor, Mass
 □□□□ Flesh to Stone
 □□□□ Fox's Cunning, Mass
 □□□□ Mordenkainen's Lubrication
 □□□□ Move Earth
 □□□□ Owl's Wisdom, Mass
 □□□□ Stone to Flesh
 □□□□ Tenser's Transformation
 □□□□ New Spell
 □□□□ New Spell
 □□□□ New Spell
 □□□□ New Spell
 □□□□ New Spell

7TH LEVEL

□□□□ Banishment
 □□□□ Sequester
 □□□□ Spell Turning
 □□□□ Drawmij's Instant Summons
 □□□□ Mordenkainen's
 Magnificent Mansion
 □□□□ Phase Door
 □□□□ Plane Shift
 □□□□ Summon Monster VII
 □□□□ Teleport, Greater
 □□□□ Teleport Object
 □□□□ Arcane Sight, Greater
 □□□□ Scrying, Greater
 □□□□ Vision
 □□□□ Hold Person, Mass
 □□□□ Insanity
 □□□□ Power Word Blind
 □□□□ Symbol of Stunning
 □□□□ Bigby's Grasping Hand
 □□□□ Delayed Blast Fireball
 □□□□ Forcecage
 □□□□ Mordenkainen's Sword
 □□□□ Prismatic Spray
 □□□□ Invisibility, Mass
 □□□□ Project Image
 □□□□ Shadow Conjunction, Greater
 □□□□ Simulacrum
 □□□□ Control Undead
 □□□□ Finger of Death
 □□□□ Symbol of Weakness
 □□□□ Waves of Exhaustion
 □□□□ Control Weather
 □□□□ Ethereal Jaunt
 □□□□ Reverse Gravity
 □□□□ Statue
 □□□□ Limited Wish
 □□□□ New Spell
 □□□□ New Spell
 □□□□ New Spell
 □□□□ New Spell
 □□□□ New Spell

8TH LEVEL

□□□□ Dimensional Lock
 □□□□ Mind Blank
 □□□□ Prismatic Wall
 □□□□ Protection from Spells
 □□□□ Incendiary Cloud
 □□□□ Maze
 □□□□ Planar Binding, Greater
 □□□□ Summon Monster VIII
 □□□□ Trap the Soul
 □□□□ Discern Location
 □□□□ Moment of Prescience
 □□□□ Prying Eyes, Greater
 □□□□ Antipathy
 □□□□ Binding
 □□□□ Charm Monster, Mass
 □□□□ Demand
 □□□□ Otto's Irresistible Dance
 □□□□ Power Word Stun
 □□□□ Symbol of Insanity
 □□□□ Sympathy
 □□□□ Bigby's Clenched Fist
 □□□□ Otiluke's Telekinetic Sphere
 □□□□ Polar Ray
 □□□□ Shout, Greater
 □□□□ Sunburst
 □□□□ Scintillating Pattern
 □□□□ Screen
 □□□□ Shadow Evocation, Greater
 □□□□ Clone

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□□□□ Create Greater Undead
 □□□□ Horrid Wilting
 □□□□ Symbol of Death
 □□□□ Iron Body
 □□□□ Polymorph Any Object
 □□□□ Temporal Stasis
 □□□□ New Spell
 □□□□ New Spell
 □□□□ New Spell
 □□□□ New Spell
 □□□□ New Spell

9TH LEVEL

□□□□ Freedom
 □□□□ Imprisonment
 □□□□ Mordenkainen's Disjunction
 □□□□ Prismatic Sphere
 □□□□ Gate
 □□□□ Refuge
 □□□□ Summon Monster IX
 □□□□ Teleportation Circle
 □□□□ Foresight
 □□□□ Dominate Monster
 □□□□ Hold Monster, Mass
 □□□□ Power Word Kill
 □□□□ Bigby's Crushing Hand
 □□□□ Meteor Swarm
 □□□□ Shades
 □□□□ Weird
 □□□□ Astral Projection
 □□□□ Energy Drain
 □□□□ Soul Bind
 □□□□ Wail of the Banshee
 □□□□ Etherealness
 □□□□ Shapechange
 □□□□ Time Stop
 □□□□ Wish
 □□□□ New Spell
 □□□□ New Spell
 □□□□ New Spell
 □□□□ New Spell
 □□□□ New Spell