

# Wizard

CASTER LVL

5

SPELL SAVE

+1

DC MOD

SPELL  
SAVE DC

LEVEL

SPELLS  
PER DAY

11	12	13	14						
0	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
4	4	2	1						

Character: Sir Weland

# SPELL RANGES

CLOSE RANGE (25 ft. + 5 ft. / 2 levels)	35 ft.
MEDIUM RANGE (100 ft. + 10 ft. / level)	150 ft.
LONG RANGE (400 ft. + 40 ft. / level)	600 ft.

# SPELL LIST

prep	spell name	school	comp	cast time	range	duration	save	SR	description	ref
	— 0-Level Spells (Cantrips) —									
	Acid Splash	con[creation][acid]	vs	1sa	Close	Inst	None	No	Orb deals 1d3 acid damage.	ph:196
	Amanuensis	tra	vs	1sa	Close	50 min	Will neg(o)	Yes(o)	Copy nonmagical text.	spc:9
	Arcane Mark	uni	vs	1sa	0 ft.	Perm	None	No	Inscribes a personal rune (visible or invisible).	ph:201
	Calltraps	con[creation]	vs	1sa	Close	5 rds	None	No	Covers several spots with magical calltraps.	spc:42
	Dancing Lights	evo[light]	vs	1sa	Med	1 min(D)	None	No	Creates torches or other lights.	ph:216
	Daze	en[comp][mind]	vsm	1sa	Close	1 rd	Will neg	Yes	Humanoid creature of 4 HD or less loses next action.	ph:217
	Detect Magic	div	vs	1sa	60 ft.	[c]>5 min(D)	None	No	Detects spells and magic items within 60 ft.	ph:219
	Detect Poison	div	vs	1sa	Close	Inst	None	No	Detects poison in one creature or object.	ph:219
	Disrupt Undead	nec	vs	1sa	Close	Inst	None	Yes	Deals 1d6 damage to one undead.	ph:223
	Electric Jolt	evo[electricity]	vs	1sa	Close	Inst	None	Yes	Ranged touch attack (1d3 dam).	spc:78
	Flare	evo[light]	v	1sa	Close	Inst	Fort neg	Yes	Dazzles one creature (-1 on attack rolls).	ph:232
	Ghost Sound	ill[fig]	vsm	1sa	Close	5 rd(D)	Will dis	No	Figment sounds.	ph:235
	Launch Bolt	tra	vsm	1sa	Touch	Inst	None	No	Launches a crossbow bolt as if fired from a light crossbow.	spc:130
	Launch Item	tra	s	1sa	Touch	Inst	None	No	Hurls Fine Item up to med range w/ no range penalty.	spc:130
	Light	evo[light]	vm/df	1sa	Touch	50 min(D)	None	No	Object shines like a torch.	ph:248
	Mage Hand	tra	vs	1sa	Close	[c]	None	No	5-pound telekinesis.	ph:249
	Mending	tra	vs	1sa	10 ft.	Inst	Will neg(h,o)	Yes(h,o)	Makes minor repairs on an object.	ph:253
	Message	tra[lang]	vsf	1sa	Med	50 min	None	No	Whispered conversation at distance.	ph:253
	No Light	tra	vs	1sa	Close	5 min	None	No	Prevents normal light from illuminating.	bv:100
	Open/Close	tra	vsf	1sa	Close	Inst	Will neg(o)	Yes(o)	Opens or closes small or light things.	ph:258
	Preserve Organ	nec[evil]	vsdf	10 mins	Touch	24 hrs	Fort neg	Yes	Protects one detached organ from decay for 24 hours.	bv:101
	Prestidigitation	uni	vs	1sa	10 ft.	1 hr	see text	No	Performs minor tricks.	ph:264
	Ray of Frost	evo[cold]	vs	1sa	Close	Inst	None	Yes	Ray deals 1d3 cold damage.	ph:269
	Read Magic	div	vsf	1sa	Personal	50 min			Read scrolls and spellbooks.	ph:269
	Repair Minor Damage	tra	vs	1sa	Touch	Inst	None	No	Repairs 1 point of damage to a construct	spc:173
	Resistance	abj	vsm/df	1sa	Touch	1 min	Will neg(h)	Yes(h)	Subject gains +1 on saving throws.	ph:272
	Silent Portal	ill[glam]	s	1sa	Close	5 min(D)	Will neg(o)	Yes(o)	Negates the sound from opening a door or window.	spc:190
	Slash Tongue	tra[evil]	vs	1sa	Close	1 rd	Fort neg	Yes	Subject takes -1 penalty on attacks, saves and checks for 1 round.	bv:103
	Sonic Snap	evo[sonic]	vs	1sa	Close	Inst	Will prtl	Yes	Targets take 1 dam sonic and is deafened for 1 round.	spc:195
	Slick	tra	vsm	1sa	Touch	Inst	Will neg(o)	Yes(o)	Affix one object weighing up to 5 lbs to another object.	spc:206
	Touch of Fatigue	nec	vsm	1sa	Touch	5 rd	Fort neg	Yes	Touch attack fatigues target.	ph:294
	Unnerving Gaze	ill[phan][mind]	vs	1sa	Close	5 rd	Will neg	Yes	Subject takes -1 penalty on attacks.	bv:108
	— 1st-Level Spells —									
	Color Spray	ill[patt][mind]	vsm	1sa	15 ft.	Inst*	Will neg	Yes	Knocks unconscious, blinds, and/or stuns creatures in a 15 ft. cone.	ph:210
	Endure Elements	abj	vs	1sa	Touch	24 hrs	Will neg(h)	Yes(h)	Exist comfortably in hot or cold environments.	ph:226
	Feather Fall	tra	v	1 imm	Close	Land/5 rd	Will neg(h,o)	Yes(o)	Objects or creatures fall slowly.	ph:229
	Guided Shot	div	v	1 swift	Personal	1 rd			Ignore distance & cover penalties on ranged attacks.	spc:108
	Identify	div	vsm/df	1 hr	Touch	Inst	None	No	Determines properties of magic item.	ph:243
	Magic Missile	evo[force]	vs	1sa	Med	Inst	None	Yes	3 missiles deal 1d4+1 damage each.	ph:251
	Mount	con[summon]	vsm	1r	Close	10 hr(D)	None	No	Summons riding horse.	ph:256
	Ray of Enfeeblement	nec	vs	1sa	Close	5 min	None	Yes	Ray imposes a Str penalty 1d6 +2.	ph:269
	Shield	abj[force]	vs	1sa	Personal	5 min(D)			Invisible disc gives +4 to AC, blocks magic missiles.	ph:278
	Silent Image	ill[fig]	vsf	1sa	Long	[c]	Will dis	No	Creates minor illusion of your design.	ph:279

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[illegible]