

# Magician Spells by Level

## Zero Level

-- 01 - 15

Arcane Mark	1-7	Mage Hand	38-40	Prestidigitation	67-75
Breeze	8-14	Mending	41-47	Produce Flame	76-81
Dancing Lights	15-21	Message	48-54	Resistance	82-88
Drench	22-27	Open/Close	55-60	Scoop	89-94
Flare	28-33	Read Magic	61-67	Ventriloquism	95-00

## First Level

--16 -50

Affect Normal Fires	01	Erase	35-36	Nystul's Magical Aura	68-69
Animate Rope	02	Expeditious Retreat	37	Phantasmal Force	70-71
Alarm	03	Feather Fall	38	Precipitation	72-73
Audible Glamer	04-05	Firewater	39-40	Protection From Evil	74-75
Blackmane's Burst Throw	06	Freezing Fan	41	Protection From Good	76-77
Book's Massage	07-08	Friends	42-43	Pull	78
Book's Preserve Self	09	Gaze Reflection	44-45	Push	79
Burning Hands	10-11	Grease	46-47	Reduce Person	80-81
Charm Person	12-13	Hold Portal	48-49	Run	82
Chill Touch	14-15	Hypnotism	50-51	Shield	83
Color Spray	16	Identify	52-53	Shocking Grasp	84-85
Comprehend Language	17	Incomprehensible Language	54-55	Sleep	86-87
Copy	18-19	Jump	56	Spider Climb	88-89
Darkness	20-21	Light	57	Spook Summon Monster 1	90
Detect Illusion	22	Mage Armor	58-59	Suszan's Sunscreen	91-92
Detect Magic	23-24	Magic Missile	60-61	Suszan's Umbrella	93
Detect Secret Doors	25-26	Medley	62-63	Taunt	94
Detect Undead	27-28	Melt	64	Tenser's Floating Disc	95-96
Disguise Self	30	Mount	65	Unseen Servant	97-98
Endure Elements	31-32	Muscle Cramp	66-67	Wall of Fog	99-00
Enlarge Person	33-34				

## Second Level

-- 51 - 65

Alter Self	01-02	Fog Cloud	39-40	Misdirection	74
Bind	03-04	Fools' Gold	41-42	Owl's Wisdom	75-76
Blindness	05-06	Forget	43	Preserve	77-78
Blur	07-08	Fox's Cunning	44-45	Pyrotechnics	79
Book's Constitution	09-10	Glitterdust	46	Ray of Enfeeblement	80-81
Bull's Endurance	11	Hide Object	47-48	Rope Trick	82
Cat's Grace	12	Horse's Strength	49-50	Scare	83
Continual Light	13-04	Hypnotic Pattern	51-52	Shatter	84
Continual Darkness	15-16	Improved Phantasmal Force	53-54	Spectral Hand	85
Deafness	17-18	Invisibility	55-56	Stinking Cloud	86-87
Deeppockets	19-20	Irritation	57	Summon Swarm	88
Detect Evil	21-23	Knock	58-59	Tasha's U. Hideous Laughter	89-90
Detect Good	24-25	Leomund's Trap	60-61	Verify Tome I	91-92
Detect Invisibility	26-27	Leomund's Undetectable Trap	62-63	Vocalize	93-94
Destroy Gunpowder	28-29	Levitate	64	Web	95-96
Dictation	30-31	Locate Object	65-66	Whip	97
Dimensional Pocket	32	Lock	67-68	Whispering Wind	98
Eagle's Splendor	33-34	Magic Mouth	69	Wizard Lock	99
ESP	35-36	Melf's Acid Arrow	70-71	Zephyr	00
Flaming Sphere	37-38	Mirror Image	72-73		



## Magician Spells

### Third Level

-- 66 - 70

Blink	01-02	Flame Arrow	32-33	Prot from Evil 10' Radius	68-70
Breath of Death	03-04	Fly	34-35	Prot from Good 10' Radius	71-75
Clairaudience	05-06	Gust of Wind	36-37	Prot From Normal Missiles	76-77
Clairvoyance	07-09	Haste	38-40	Secret Page	78-79
Cloudburst	10-11	Hold Person	41-43	Seeming	80-81
Copy Tome II	12	Hold Undead	44-45	Sepia Snake Sigil	82-83
Dark Vision	13-14	Illusionary Script	46-47	Slow	84-86
Delude	15-16	Improved Magic Missile	48-49	Spectral Force	87-88
Dictation II	17	Invisibility 10' Radius	50-52	Summon Monster 3	89-91
Dispel Magic	18-20	Item	53-55	Suggestion	92-93
Energy Ball	21-23	Leomund's Tiny Hut	56-57	Vampiric Touch	94-95
Energy Bolt	24-25	Melf's Minute Meteors	58-59	Water Breathing	96-97
Energy Cone	26-27	Nondetection	60-62	Wind Wall	98-99
Explosive Runes	28-29	Phantom Armor	63-65	Wraithform	00
Feign Death	30-31	Phantom Steed	66-67		

### Fourth Level

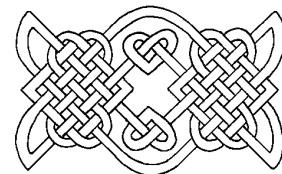
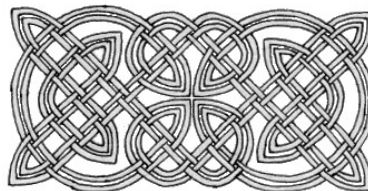
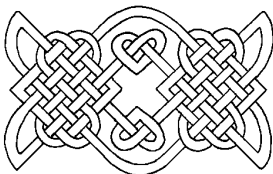
-- 71 - 78

Charm Monster	01-02	Fire Charm	29-31	Phantasmal Killer	64-65
Confusion	03-04	Fire Purge	32	Plant Growth	66-67
Contagion	05-06	Fire Trap	33-34	Polymorph Other	68-70
Curse	07-08	Flame Shield	35-36	Polymorph Self	71-73
Detect Scrying	09-10	Fumble	37-38	Rainbow Pattern	74-75
Dig	11-12	Hallucinatory Terrain	39-41	Remove Curse	78-79
Dimension Door	13	Ice Storm	42-44	Shadow Monsters	80-82
Distance Distortion	14-15	Illusionary Wall	45-46	Shout	83-84
Emotion	16-17	Improved Invisibility	47-48	Solid Fog	85-86
Enchanted Weapon	18	Leomund's Secure Shelter	49-50	Stoneskin	87-88
Energy Blast	19-20	Magic Mirror	51-52	Summon Monster 4	89-92
Enervation	21-22	Massmorph	53-55	Vacancy	93-94
Evard's Black Tentacles	23-24	Minor Creation	56-57	Wall of Fire	95-96
Fear	25-26	Minor Globe of Invulnerability	58-60	Wall of Ice	97-98
Fire Aura	27-28	Otiluke's Resilient Sphere	61-63	Wizard Eye	99-00

### Fifth Level

-- 79 - 87

Advanced Illusion	01-02	Enlarge Animal	36-37	Shadow Door	70-71
Airy Water	03-04	Fabricate	38-39	Spin	73-74
Animate Dead	05-07	False Vision	40-42	Stone Shape	75-76
Attraction	08-09	Feeblemind	43-44	Summon Monster 5	77-78
Avoidance	10-11	Hold Monster	45-47	Summon Shadow	79-80
Bigby's Interposing Hand	12-14	Item Flesh	48-50	Telekinesis	81-83
Cloudkill	15-17	Leo's Lamentable Belaborment	51	Teleport	84-86
Conjure Elemental	18-21	Leomund's Secret Chest	52-53	Transmute Mud to Rock	87-88
Contact Other Plane	22-24	Magic Jar	54-55	Transmute Rock to Mud	89-90
Deceiver's Cup	25	Major Creation	56-58	Traitor's Toast	91
Demishadow Monsters	26-27	Mordenkainen's Hound	59-60	Variable Energy Ball	92-93
Dismissal	28-30	Nightname	61-64	Wall of Force	94-96
Dolor	31	Passwall	65-66	Wall of Iron	97-98
Domination	32-33	Reduce Animal	67-69	Wall of Stone	99-00
Dream	34-35				



**Sixth Level**

Antimagic Shell  
 Attraction  
 Bigby's Forceful Hand  
 Chain Energy  
 Conjure Animals  
 Contingency  
 Control Weather  
 Curse of Lycanthropy  
 Death Fog  
 Death Messenger  
 Death Spell  
 Disintegrate  
 Enchant an Item  
 Ensnarement  
 Eyebite  
 Flesh to Stone

-- 88 - 91

10-03 Geas  
 04 Glassee  
 05-07 Globe of Invulnerability  
 08-10 Guards and Wards  
 11-13 Inscribe  
 14-16 Invisible Stalker  
 17 Legend  
 18-19 Lower/Raise Water  
 20 Manipulative Telekinesis  
 21-22 Mass Suggestion  
 23-24 Mirage Arcana  
 25-28 Mislead  
 29-31 Move Earth  
 32-33 Otiluke's Freezing Sphere  
 34 Part Water  
 35 Permanent Illusion

36-38 Programmed Illusion  
 39-41 Project Image  
 42-44 Reincarnation  
 45-47 Repulsion  
 48-49 Sex Swap  
 50-51 Shades  
 52-54 Spell Turning  
 55-56 Spiritwrack  
 57 Stone to Flesh  
 58-59 Summon Monster 6  
 60-61 Tenser's Transformation  
 62-63 Transmute Dust to Water  
 64-66 Transmute Water to Dust  
 67 True Seeing  
 68 Veil  
 69

**Seventh Level**

Banishment  
 Bigby's Grasping Hand  
 Charm Plants  
 Control Undead  
 Delayed Blast Energyball  
 Drawmij's Instant Summons  
 Duo-Dimension  
 Finger of Death  
 Forcecage

-- 92 - 95

01-04 Limited Wish  
 05-07 Mass Invisibility  
 08-10 M's Magnificent Mansion  
 11-13 Mordenkainen's Sword  
 14-17 Negate Magic  
 18-21 Phase Door  
 22-24 Power Word, Stun  
 25-27 Prismatic Spray  
 28-31 Reverse Gravity

32-35 Sequester  
 36-39 Shadow Walk  
 40-43 Simulacrum  
 44-47 Spell Shield I  
 48-50 Statue  
 51-54 Teleport Without Error  
 55-58 Summon Monster 7  
 59-61 Vanish  
 62-64 Weird

**Eighth Level**

Antipathy-Sympathy  
 Bigby's Clenched Fist  
 Binding  
 Clone  
 Demand  
 Glassteel  
 Incendiary Cloud  
 Mass Charm

-- 96 - 98

01-05 Maze  
 06-09 Mind Blank  
 10-13 Otiluke's Telekinetic Sphere  
 14-17 Otto's Irresistible Dance  
 18-21 Permanency  
 22-25 Polymorph Any Object  
 26-27 Power Word, Blind  
 28-31 Prismatic Wall

32-35 Screen  
 36-39 Serten's Spell Immunity  
 40-43 Sink  
 44-47 Spell Shield II  
 48-51 Summon Monster 8  
 52-56 Symbol  
 57-61 Trap the Soul  
 62-65 Volley

**Ninth Level**

Astral Spell  
 Bigby's Crushing Hand  
 Crystalbrittle  
 Coronary  
 Energy Drain  
 Foresight  
 Gate

-- 99 - 100

01-05 Imprisonment  
 06-10 Mass Teleport  
 11-15 Meteor Swarm  
 16-20 Mordenkainen's Disjunction  
 21-25 Power Word, Kill  
 26-30 Prismatic Sphere  
 31-35 Shape Change

36-40 Spell Shield III  
 41-45 Succor  
 46-50 Summon Monster 9  
 51-55 Temporal Stasis  
 56-60 Time Stop  
 61-65 Wish  
 66-70



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*Magician Spells*

