



HIDDEN LORE

A Tome and Blood Web Enhancement by Skip Williams

Here's a few handy things for all you fans of arcane spells out there. The first item is a combined list of sorcerer/wizard spells from the *Player's Handbook* and *Tome and Blood*, with short descriptions of each spell. It's handy for comparing the new spells from *Tome and Blood* with the traditional fare from the *Player's Handbook*.

SORCERER AND WIZARD SPELLS

0-LEVEL SORCERER AND WIZARD SPELLS (CANTRIPS)

- Abjur **Resistance.** Subject gains +1 on saving throws.
- Conj **Ray of Frost.** Ray deals 1d3 cold damage.
- Div **Detect Poison.** Detects poison in one creature or small object.
- Ench **Daze.** Creature loses next action.
- Evoc **Dancing Lights.** Creates torches or other lights.
- Flare.** Dazzles one creature (–1 attack).
- Light.** Object shines like a torch.
- Illus **Ghost Sound.** Figment sounds.
- Necro **Disrupt Undead.** Deals 1d6 damage to one undead.
- Trans **Mage Hand.** 5-pound telekinesis.
- Mending.** Makes minor repairs on an object.
- Open/Close.** Opens or closes small or light things.
- Repair Minor Damage.** “Cures” 1 damage to a construct.
- Univ **Arcane Mark.** Inscribes a personal rune (visible or invisible).
- Detect Magic.** Detects spells and magic items within 60 ft.
- Prestidigitation.** Performs minor tricks.
- Read Magic.** Read scrolls and spellbooks.

1st-level Sorcerer and Wizard Spells

- Abjur **Alarm.** Wards an area for 2 hours/level.

Endure Elements. Ignores 5 damage/round from one energy type.

Hold Portal. Holds door shut.

Protection from Chaos/Evil/Good/Law. +2 AC and saves, counter mind control, hedge out elementals and outsiders.

Shield. Invisible disc gives cover, blocks *magic missiles*.

Conj **Grease.** Makes 10-ft. square or one object slippery.

Mage Armor. Gives subject +4 armor bonus.

Mount. Summons riding horse for 2 hr./level.

Obscuring Mist. Fog surrounds you.

Summon Monster I. Calls outsider to fight for you.

Unseen Servant. Invisible force obeys your commands.

Div **Comprehend Languages.** Understands all spoken and written languages.

Detect Secret Doors. Reveals hidden doors within 60 ft.

Detect Undead. Reveals undead within 60 ft.

Identify. Determines single feature of magic item.

True Strike. Adds +20 bonus to your next attack roll.

Ench **Charm Person.** Makes one person your friend.

Hypnotism. Fascinates 2d4 HD of creatures.

Sleep. Put 2d4 HD of creatures into comatose slumber.

Evoc **Lesser Acid Orb.** Ranged touch, 1d8 acid damage; +1 orb/two levels above 1st (max 5 orbs).

Lesser Cold Orb. Ranged touch, 1d8 cold

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damage; +1 orb/two levels above 1st (max 5 orbs).

Lesser Electric Orb. Ranged touch, 1d8 electricity damage; +1 orb/two levels above 1st (max 5 orbs).

Lesser Fire Orb. Ranged touch, 1d8 fire damage; +1 orb/two levels above 1st (max 5 orbs).

Lesser Sonic Orb. Ranged touch, 1d8 sonic damage; +1 orb/two levels above 1st (max 5 orbs).

Magic Missile. 1d4+1 damage; +1 missile/two levels above 1st (max 5).

Tenser's Floating Disk. 3-ft.-diameter horizontal disk that holds 100 lb./level.

Illus **Change Self.** Changes your appearance.

Color Spray. Knocks unconscious, blinds, or stuns 1d6 weak creatures.

Nystul's Magical Aura. Grants object false magic aura.

Nystul's Undetectable Aura. Masks magic item's aura.

Silent Image. Creates minor illusion of your design.

Ventriloquism. Throws voice for 1 min./level.

Necro **Cause Fear.** One creature flees for 1d4 rounds.

Chill Touch. 1 touch/level deals 1d6 damage and possibly 1 Str damage.

Negative Energy Ray. Ranged touch, 1d6 negative energy damage; +1d6/two levels above 1st (max 5d6).

Ray of Enfeeblement. Ray reduces Str by 1d6 points +1 point/two levels.

Trans **Animate Rope.** Makes a rope move at your command.

Burning Hands. 1d4 fire damage/level (max: 5d4).

Enlarge. Object or creature grows +10%/level (max +50%).

Erase. Mundane or magical writing vanishes.

Expeditious Retreat. Doubles your speed.

Feather Fall. Objects or creatures fall slowly.

Jump. Subject gets +30 on Jump checks.

Magic Weapon. Weapon gains +1 bonus.

Message. Whispered conversation at distance.

Reduce. Object or creature shrinks 10%/level (max 50%).

Repair Light Damage. "Cures" 1d8+1/level damage (max +5) to a construct.

Shocking Grasp. Touch delivers 1d8 +1/level electricity.

Spider Climb. Grants ability to walk on walls and ceilings.

2ND-LEVEL SORCERER AND WIZARD SPELLS

Abjur **Arcane Lock.** Magically locks a portal or chest.

Filter. Makes subject resistant to inhaled toxins.

Gaze Screen. Subject has a 50% chance to avoid gaze attacks.

Obscure Object. Masks object against divination.

Protection from Arrows. Subject immune to most ranged attacks.

Resist Elements. Ignores 12 damage/round from one energy type.

Conj **Choke.** Target takes 1d4 points of damage each round from strangling hands.

Fog Cloud. Fog obscures vision.

Glitterdust. Blinds creatures, outlines invisible creatures.

Ice Knife. Ranged attack, 1d8 points of cold damage and 2 cold Dexterity damage.

Melf's Acid Arrow. Ranged touch attack; 2d4 damage for 1 round + 1 round/three levels.

Summon Monster II. Calls outsider to fight for you.

Summon Swarm. Summons swarm of small crawling or flying creatures.

Web. Fills 20-ft. radius spread with sticky spider webs.

Div **Detect Thoughts.** Allows "listening" to surface thoughts.

Locate Object. Senses direction toward object (specific or type).

See Invisibility. Reveals invisible creatures or objects.

Ench **Indifference.** Makes subject resistant to fear, compulsion, and morale effects.

Tasha's Hideous Laughter. Subject loses actions for 1d3 rounds.

Evoc **Continual Flame.** Makes a permanent, heatless torch.

Darkness. 20-ft. radius of supernatural darkness.

Daylight. 60-ft. radius of bright light.

Flaming Sphere. Rolling ball of fire, 2d6 damage, lasts 1 round/level.

Shatter. Sonic vibration damages objects or

crystalline creatures.

Illus Blur. Attacks miss subject 20% of the time.

Disguise Undead. Changes the appearance of undead creatures.

Hypnotic Pattern. Fascinates 2d4+1 HD/level of creatures.

Invisibility. Subject is invisible for 10 min./level or until it attacks.

Leomund's Trap. Makes item seem trapped.

Magic Mouth. Speaks once when triggered.

Minor Image. As *silent image*, plus some sound.

Mirror Image. Creates decoy duplicates of you (1d4 +1/three levels, max 8).

Misdirection. Misleads divinations for one creature or object.

Necro Command Undead. An undead creature obeys your commands and does not attack you.

False Life. Gain 1d10+1/level (max +10) temporary hit points.

Ghoul Touch. Paralyzes one subject, who exudes stench (–2 penalty) nearby.

Scare. Panics creatures of less than 6 HD (15-ft. radius).

Spectral Hand. Creates disembodied glowing hand to deliver touch attacks.

Trans Alter Self. As *change self*, plus more drastic changes.

Blindness/Deafness. Makes subject blind or deaf.

Bull's Strength. Subject gains 1d4+1 Str for 1 hr./level.

Cat's Grace. Subject gains 1d4+1 Dex for 1 hr./level.

Darkvision. See 60 ft. in total darkness.

Eagle's Splendor. Subject gains 1d4+1 Cha for 1 hr./level.

Endurance. Subject gains 1d4+1 Con for 1 hr./level.

Fox's Cunning. Subject gains 1d4+1 Int for 1 hr./level.

Knock. Opens locked or magically sealed door.

Levitate. Subject moves up and down at your direction.

Owl's Wisdom. Subject gains 1d4+1 Wis for 1 hr./level.

Pyrotechnics. Turns fire into blinding light or choking smoke.

Repair Moderate Damage. "Cures" 2d8+1/level

(max +10) points of damage to a construct.

Rope Trick. Up to eight creatures hide in extradimensional space.

Whispering Wind. Sends a short message one mile/level.

Univ Familiar Pocket. Creates an extradimensional hiding place for your familiar.

3RD-LEVEL SORCERER AND WIZARD SPELLS

Abjur Dispel Magic. Cancels magical spells and effects.

Explosive Runes. Deals 6d6 damage when read.

Magic Circle against Chaos/Evil/Good/Law. As protection spells, but 10-ft. radius and 10 min./level.

Nondetection. Hides subject from divination, scrying.

Protection from Elements. Absorb 12 damage/level from one kind of energy.

Conj Corpse Candle. Incorporeal hand and candle reveals hidden creatures and objects.

Flame Arrow. Shoots flaming projectiles (extra damage) or fiery bolts (4d6 damage).

Phantom Steed. Magical horse appears for 1 hour/level.

Sepia Snake Sigil. Creates text symbol that immobilizes reader.

Sleet Storm. Hampers vision and movement.

Stinking Cloud. Nauseating vapors, 1 round/level.

Summon Monster III. Calls outsider to fight for you.

Div Arcane Sight. Magical auras become visible to you.

Clairaudience/Clairvoyance. Hear or see at a distance for 1 min./level.

Tongues. Speak any language.

Ench Hold Person. Holds one person helpless; 1 round/level.

Suggestion. Compels subject to follow stated course of action.

Evoc Ice Burst. Chunks of ice deal 1d4 points of cold damage and 1 point of blunt damage/level (max 10d4+10), 30-ft. radius.

Fireball. 1d6 damage per level, 20-ft. radius.

Gust of Wind. Blows away or knocks down smaller creatures.

Leomund's Tiny Hut. Creates shelter for 10 creatures.

	Lightning Bolt. Electricity deals 1d6 damage/level.	
	Wind Wall. Deflects arrows, smaller creatures, and gases.	
Illus	Displacement. Attacks miss subject 50%.	
	Illusory Script. Only intended reader can decipher.	
	Invisibility Sphere. Makes everyone within 10 ft. invisible.	
	Major Image. As <i>silent image</i> , plus sound, smell and thermal effects.	Conj
Necro	Feign Death. Makes one willing, living creature appear dead.	
	Gentle Repose. Preserves one corpse.	
	Halt Undead. Immobilizes undead for 1 round/level.	
	Negative Energy Burst. 1d8+1/level (max +10) negative energy damage, 20-foot radius.	
	Vampiric Touch. Touch deals 1d6/two caster levels; caster gains damage as hp.	Div
Trans	Blink. You randomly vanish and reappear for 1 round/level.	
	Fly. Subject flies at speed of 90.	
	Gaseous Form. Subject becomes insubstantial and can fly slowly.	
	Greater Magic Weapon. +1/three levels (max +5).	Ench
	Haste. Extra partial action and +4 AC.	
	Keen Edge. Doubles normal weapon's threat range.	
	Repair Serious Damage. "Cures" 3d8+1/level (max +15) points of damage to a construct.	Evoc
	Secret Page. Changes one page to hide its real content.	
	Shrink Item. Object shrinks to one-twelfth size.	
	Slow. One subject/level takes only partial actions, -2 AC, -2 melee rolls.	
	Water Breathing. Subjects can breathe underwater.	
Univ	Enhance Familiar. Your familiar gains a +2 modifier on saves, combat rolls, and AC for 1 hour/level.	
4TH-LEVEL SORCERER AND WIZARD SPELLS		
Abjur	Dimensional Anchor. Bars extradimensional movement.	
	Fire Trap. Opened object deals 1d4 +1/level damage.	
	Mass Resist Elements. As <i>resist elements</i> , affects one subject/level.	
	Minor Globe of Invulnerability. Stops 1st-through 3rd-level spell effects.	
	Otiluke's Dispelling Screen. Creates a barrier that dispels magic on contact.	
	Remove Curse. Frees object or person from curse.	
	Stoneskin. Stops blows, cuts, stabs, and slashes.	
	Evard's Black Tentacles. 1d4 +1/level tentacles grapple randomly within 15 ft.	
	Leomund's Secure Shelter. Creates sturdy cottage.	
	Minor Creation. Creates one cloth or wood object.	
	Solid Fog. Blocks vision and slows movement.	
	Summon Monster IV. Calls outsider to fight for you.	
	Arcane Eye. Invisible floating eye moves 30 ft./round.	
	Detect Scrying. Alerts you of magical eavesdropping.	
	Locate Creature. Indicates direction to familiar creature.	
	Scrying. Spies on subject from a distance.	
	Charm Monster. Makes monster believe it is your ally.	
	Confusion. Makes subject behave oddly for 1 round/level.	
	Emotion. Arouses strong emotion in subject.	
	Lesser Geas. Commands subject of 7 HD or less.	
	Acid Orb. Ranged touch, 1d6/level (max 15d6) points of acid damage divided as you see fit.	
	Cold Orb. Ranged touch, 1d6/level (max 15d6) points of cold damage divided as you see fit.	
	Electric Orb. Ranged touch, 1d6/level (max 15d6) points of electricity damage divided as you see fit.	
	Fire Shield. Creatures attacking you take fire damage; you're protected from heat or cold.	
	Fire Orb. Ranged touch, 1d6/level (max 15d6) points of fire damage divided as you see fit.	
	Ice Storm. Hail deals 5d6 damage in cylinder 40 ft. across.	
	Otiluke's Resilient Sphere. Force globe protects but traps one subject.	
	Shout. Deafens all within cone and deals 2d6 damage.	
	Sonic Orb. Ranged touch, 1d6/level (max 15d6)	

points of sonic damage divided as you see fit.
Wall of Fire. Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 +1/level.

Wall of Ice. Ice plane creates wall with 15 hp +1/level, or hemisphere can trap creatures inside.

Illus **Hallucinatory Terrain.** Makes one type of terrain appear like another (field into forest, etc.).

Illusory Wall. Wall, floor, or ceiling looks real, but anything can pass through.

Improved Invisibility. As invisibility, but subject can attack and stay invisible.

Phantasmal Killer. Fearsome illusion kills subject or deals 3d6 damage.

Rainbow Pattern. Lights prevent 24 HD of creatures from attacking or moving away.

Shadow Conjuration. Mimics conjuring below 4th level.

Necro **Contagion.** Infects subject with chosen disease.

Enervation. Subject gains 1d4 negative levels.

Fear. Subjects within cone flee for 1 round/level.

Negative Energy Wave. Surge of negative energy rebukes or bolsters 1d6 HD/level (max 15d6) worth of undead.

Trans **Bestow Curse.** –6 to an ability; –4 on attacks, saves, and checks; or 50% chance of losing each action.

Dimension Door. Teleports you and up to 500 lb.

Mass Darkvision. As *darkvision*, but affects all creatures in a 10-foot-radius sphere around you.

Polymorph Other. Gives one subject a new form.

Polymorph Self. You assume a new form.

Rary's Mnemonic Enhancer. Prepares extra spells or retains one just cast. Wizard only.

Repair Critical Damage. "Cures" 4d8+1/level (max +20) points of damage to a construct.

Univ **Fortify Familiar.** Your familiar gains +2 natural armor and a 25% chance to avoid critical hits for 1 hour/level.

5TH-LEVEL SORCERER AND WIZARD SPELLS

Abjur **Dismissal.** Forces a creature to return to native plane.

Energy Buffer. Absorbs 1d6/level points of

damage (maximum 15d6) from one kind of energy.

Mordenkainen's Private Sanctum. Prevents anyone from viewing or scrying an area for 24 hours.

Conj **Cloudkill.** Kills 3 HD or less; 4–6 HD save or die.

Leomund's Secret Chest. Hides expensive chest on Ethereal Plane; you retrieve it at will.

Lesser Planar Binding. Traps outsider until it performs a task.

Major Creation. As minor creation, plus stone and metal.

Mordenkainen's Faithful Hound. Phantom dog can guard, attack.

Summon Monster V. Calls outsider to fight for you.

Wall of Iron. 30 hp/four levels; can topple onto foes.

Wall of Stone. Creates a stone wall that can be shaped.

Div **Contact Other Plane.** Ask question of extraplanar entity.

Prying Eyes. 1d4 floating eyes +1/level scout for you.

Rary's Telepathic Bond. Link lets allies communicate.

Ench **Dominate Person.** Controls humanoid telepathically.

Feeblemind. Subject's Int drops to 1.

Hold Monster. As hold person, but any creature.

Mind Fog. Subjects in fog get –10 Wis, Will checks.

Evoc **Bigby's Interposing Hand.** Hand provides 90% cover against one opponent.

Cone of Cold. 1d6 cold damage/level.

Sending. Delivers short message anywhere, instantly.

Wall of Force. Wall is immune to damage.

Illus **Dream.** Sends message to anyone sleeping.

False Vision. Fools scrying with an illusion.

Greater Shadow Conjuration. As shadow conjuration, but up to 4th level and 40% real.

Mirage Arcana. As hallucinatory terrain, plus structures.

Nightmare. Sends vision dealing 1d10 damage, fatigue.

Persistent Image. As major image, but no

concentration required.

Seeming. Changes appearance of one person/two levels.

Shadow Evocation. Mimics evocation less than 5th level.

Necro **Animate Dead.** Creates undead skeletons and zombies.

Magic Jar. Enables possession of another creature.

Spiritwall. Creates a wall of wailing spirits that inspires fear; 1d10 points of damage and energy drain on contact.

Trans **Animal Growth.** One animal/two levels doubles in size, HD.

Fabricate. Transforms raw materials into finished items.

Ghostform. You become incorporeal.

Passwall. Breaches walls 1 ft. thick/level.

Stone Shape. Sculpts stone into any shape.

Telekinesis. Lifts or moves 25 lb./level at long range.

Teleport. Instantly transports you anywhere.

Transmute Mud to Rock. Transforms two 10-ft. cubes/level.

Transmute Rock to Mud. Transforms two 10-ft. cubes/level.

Univ **Permanency.** Makes certain spells permanent; costs XP.

6TH-LEVEL SORCERER AND WIZARD SPELLS

Abjur **Antimagic Field.** Negates magic within 10 ft.
Globe of Invulnerability. As minor globe, plus 4th level.

Greater Dispelling. As dispel magic, but +20 on check.

Guards and Wards. Array of magic effects protect area.

Repulsion. Creatures can't approach you.

Conj **Acid Fog.** Fog deals acid damage.

Planar Binding. As lesser planar binding, but up to 16 HD.

Summon Monster VI. Calls outsider to fight for you.

Div **Analyze Dweomer.** Reveals magical aspects of subject.

Legend Lore. Learn tales about a person, place, or thing.

True Seeing. See all things as they really are.

Ench **Geas/Quest.** As lesser geas, plus it affects any

creature.

Mass Suggestion. As suggestion, plus one/level subjects.

Evoc **Bigby's Forceful Hand.** Hand pushes creatures away.

Chain Lightning. 1d6 damage/level; secondary bolts.

Contingency. Sets trigger condition for another spell.

Otiluke's Freezing Sphere. Freezes water or deals cold damage.

Illus **Greater Shadow Evocation.** As shadow evocation, but up to 5th level.

Mislead. Turns you invisible and creates illusory double.

Permanent Image. Includes sight, sound, and smell.

Programmed Image. As major image, plus triggered by event.

Project Image. Illusory double can talk and cast spells.

Shades. As shadow conjuration, but up to 5th level and 60% real.

Veil. Changes appearance of group of creatures.

Necro **Circle of Death.** Kills 1d4 HD/level.

Undeath to Death. Destroys 1d4 HD/level undead (max 20d4).

Trans **Control Water.** Raises or lowers bodies of water.

Control Weather. Changes weather in local area.

Disintegrate. Makes one creature or object vanish.

Eyebite. Charm, fear, sicken or sleep one subject.

Flesh to Stone. Turns subject creature into statue.

Mass Fly. As fly, but affects one subject/level within range.

Mass Haste. As haste, affects one/level subjects.

Mordenkainen's Lucubration. Recalls spell of 5th level or less. Wizard only.

Move Earth. Digs trenches and build hills.

Stone to Flesh. Restores petrified creature.

Tenser's Transformation. You gain combat bonuses.

Univ **Imbue Familiar with Spell Ability.** You transfer spells to your familiar.

7TH-LEVEL SORCERER AND WIZARD SPELLS

Abjur **Banishment.** Banishes 2 HD/level extraplanar creatures.

Energy Immunity. Subject is immune to damage from one kind of energy.

Otiluke's Greater Dispelling Screen. Creates a barrier that dispels magic (as *greater dispelling*) on contact.

Sequester. Subject is invisible to sight and scrying.

Spell Turning. Reflect 1d4+6 spell levels back at caster.

Conj **Drawmij's Instant Summons.** Prepared object appears in your hand.

Mordenkainen's Magnificent Mansion. Door leads to extradimensional mansion.

Phase Door. Invisible passage through wood or stone.

Power Word, Stun. Stuns creature with up to 150 hp.

Summon Monster VII. Calls outsider to fight for you.

Div **Greater Scrying.** As *scrying*, but faster and longer.

Vision. As *legend lore*, but quicker and strenuous.

Ench **Insanity.** Subject suffers continuous *confusion*.

Evoc **Bigby's Grasping Hand.** Hand provides cover, pushes, or grapples.

Delayed Blast Fireball. 1d8 fire damage/level; you can delay blast for 5 rounds.

Forcecage. Cube of force imprisons all inside.

Mordenkainen's Sword. Floating magic blade strikes opponents.

Prismatic Spray. Rays hit subjects with variety of effects.

Illus **Mass Invisibility.** As *invisibility*, but affects all in range.

Shadow Walk. Step into shadow to travel rapidly.

Simulacrum. Creates partially real double of a creature.

Necro **Control Undead.** Undead don't attack you while under your command.

Finger of Death. Kills one subject.

Trans **Ethereal Jaunt.** You become ethereal for 1 round/level.

Mass Teleport. As *teleport*, but you can move

more weight and do not have to accompany what you're teleporting.

Plane Shift. Up to eight subjects travel to another plane.

Reverse Gravity. Objects and creatures fall upward.

Statue. Subject can become a statue at will.

Teleport without Error. As *teleport*, but no off-target arrival.

Vanish. As *teleport*, but affects a touched object.

Univ **Limited Wish.** Alters reality—within spell limits.

8TH-LEVEL SORCERER AND WIZARD SPELLS

Abjur **Dimensional Lock.** Teleportation and other forms of dimensional travel are blocked for 1 day/level.

Mind Blank. Subject is immune to mental/emotional magic and scrying.

Prismatic Wall. Wall's colors have array of effects.

Protection from Spells. Confers +8 resistance bonus.

Conj **Greater Planar Binding.** As *lesser planar binding*, but up to 24 HD.

Incendiary Cloud. Cloud deals 4d6 fire damage/round.

Maze. Traps subject in extradimensional maze.

Power Word, Blind. Blinds 200 hp worth of creatures.

Summon Monster VIII. Calls outsider to fight for you.

Trap the Soul. Imprisons subject within gem.

Div **Discern Location.** Exact location of creature or object.

Ench **Antipathy.** Object or location affected by spell repels certain creatures.

Binding. Array of techniques to imprison a creature.

Demand. As sending, plus you can send *suggestion*.

Mass Charm. As *charm monster*, but all within 30 ft.

Otto's Irresistible Dance. Forces subject to dance.

Sympathy. Object or location attracts certain creatures.

Evoc **Bigby's Clenched Fist.** Large hand attacks your

foes.

Great Shout. Devastating yell deals 20d6 sonic damage; stuns creatures, damages objects.

Otiluke's Telekinetic Sphere. As *Otiluke's resilient sphere*, but you move sphere telekinetically.

Sunburst. Blinds all within 10 ft., deals 3d6 damage.

Illus **Screen.** Illusion hides area from vision, scrying.

Necro **Clone.** Duplicate awakens when original dies.

Horrid Wilting. Deals 1d8 damage/level within 30 ft.

Trans **Etherealness.** Travel to Ethereal Plane with companions.

Iron Body. Your body becomes living iron.

Polymorph Any Object. Changes any subject into anything else.

Univ **Symbol.** Triggered runes have array of effects.

9TH-LEVEL SORCERER AND WIZARD SPELLS

Abjur **Absorption.** Absorbs spells and spell-like effects targeted at you.

Freedom. Releases creature suffering imprisonment.

Imprisonment. Entombs subject beneath the earth.

Mordenkainen's Disjunction. Dispels magic, disenchant magic items.

Prismatic Sphere. As *prismatic wall*, but surrounds on all sides.

Conj **Gate.** Connects two planes for travel or summoning.

Power Word, Kill. Kills one tough subject or many weak ones.

Summon Monster IX. Calls outsider to fight for you.

Div **Foresight.** "Sixth sense" warns of impending danger.

Ench **Dominate Monster.** As *dominate person*, but any creature.

Evoc **Bigby's Crushing Hand.** As *Bigby's interposing hand*, but stronger.

Chain Contingency. As *contingency*, but you can trigger up to three spells.

Meteor Swarm. Deals 24d6 fire damage, plus bursts.

Illus **Weird.** As *phantasmal killer*, but affects all within 30 ft.

Necro **Astral Projection.** Projects you and companions

into Astral Plane.

Hide Life. You lock away your life force into a small receptacle and cannot be killed while the receptacle remains intact.

Energy Drain. Subject gains 2d4 negative levels.

Soul Bind. Traps newly dead soul to prevent resurrection.

Wail of the Banshee. Kills one creature/level.

Trans **Refuge.** Alters item to transport its possessor to you.

Shapechange. Transforms you into any creature, and change forms once per round.

Teleportation Circle. Circle teleports any creature inside to designated spot.

Temporal Stasis. Puts subject into suspended animation.

Time Stop. You act freely for 1d4+1 rounds.

Univ **Wish.** As *limited wish*, but with fewer limits.

EXAMPLE SPELLBOOKS

Here are some suggestions for NPC wizard spellbooks. The spells selected reflect what an adventurer might use.

spells (always a good idea). The table below shows the number of spells the wizard has at each character level and how much money the wizard must spend to have that number of spells.

BASE NUMBER OF SPELLS PER LEVEL

As their levels increase, wizards get a small number of spells they can add to their spellbooks. The Example Spellbooks presented here assume the wizard begins play with an Intelligence score of 14 or 15 and that the two free spells usually are allocated to the highest spell level the wizard can cast. It is further assume that the wizard spends a modest amount of cash on additional

TABLE: BASE NUMBER OF SPELLS PER LEVEL

Wizard's Level	0*	1	2	3	4	5	6	7	8	9	Scribing Cost Cost**
1	16	5†	—	—	—	—	—	—	—	—	0
2	16	7‡	—	—	—	—	—	—	—	—	0
3	16	7‡	2	—	—	—	—	—	—	—	0
4	16	7‡	4	—	—	—	—	—	—	—	0
5	16	7‡	5	2	—	—	—	—	—	—	1 2nd-level spell 400 gp/550 gp
6	16	7‡	6	4	—	—	—	—	—	—	1 2nd-level spell 400 gp/550 gp
7	16	7‡	6	5	2	—	—	—	—	—	1 3rd-level spell 600 gp/975 gp
8	16	7‡	6	6	4	—	—	—	—	—	1 3rd-level spell 600 gp/975 gp
9	16	7‡	6	6	5	2	—	—	—	—	1 4th-level spell 800 gp/1,500 gp
10	16	7‡	6	6	6	4	—	—	—	—	1 4th-level spell 800 gp/1,500 gp
11	16	7‡	6	6	6	5	2	—	—	—	1 5th-level spell 1,000 gp/2,125 gp
12	16	7‡	6	6	6	6	4	—	—	—	1 5th-level spell 1,000 /2,125 gp
13	16	7‡	6	6	6	6	5	2	—	—	1 6th-level spell 1,200 gp/2,850 gp
14	16	7‡	6	6	6	6	6	4	—	—	1 6th-level spell 1,200 gp/2,850 gp
15	16	7‡	6	6	6	6	6	5	2	—	1 7th-level spell 1,400 gp/3,675 gp
16	16	7‡	6	6	6	6	6	6	4	—	1 7th-level spell 1,400 gp/3,675 gp
17	16	7‡	6	6	6	6	6	6	5	2	1 8th-level spell 1,600 gp/4,600 gp
18	16	7‡	6	6	6	6	6	6	6	4	1 8th-level spell 1,600 gp/4,600 gp
19	16	7‡	7	7	7	6	6	6	6	6	1 2nd-, 3rd, and 4th-level spell 1,800 gp/3,025 gp
20	16	7‡	7	7	7	7	7	7	7	6	1 5th- and 1 6th-level spell 2,200 gp/4,975 gp

*These are the 16 cantrips from the *Player's Handbook*. Wizards who have chosen to specialize in a school of magic will have fewer cantrips than this because they cannot have spells from opposing schools in their spellbooks. With your DM's approval, you can substitute other cantrips (such as the *repair minor damage* cantrip from *Tome and Blood* for the cantrips in the *Player's Handbook*).

**These are spells for which the wizard pays to add to the book. The number before the slash is the base cost to write the spells into the book if the spell is obtained from another wizard's spellbook. The number after the slash shows the total cost if the wizard has to obtain the spell by purchasing a scroll (base cost to scribe the spell plus the market price of the scroll).

†Plus one extra first-level spell per point of Intelligence bonus (2 spells if the wizard begins play with an Intelligence score of 14 or 15).

‡Plus the bonus 1st-level spells the wizard gained at 1st level (2 spells if the wizard begins play with an Intelligence score of 14 or 15). Wizards who increase their Intelligence scores later in their careers, the extra Intelligence doesn't give them any additional 1st-level spells for their spellbooks.

EXAMPLE SPELLBOOK—
1ST-LEVEL WIZARD

O-Level Spells (Cantrips)

Arcane Mark.
Dancing Lights
Daze
Detect Magic
Detect Poison
Disrupt Undead
Flare
Ghost Sound
Light
Mage Hand
Mending
Open/Close.
Prestidigitation
Ray of Frost
Read Magic
Resistance

1st-Level Spells

Change Self
Charm Person
Color Spray
Mage Armor
Magic Missile

EXAMPLE SPELLBOOK—
2ND-LEVEL WIZARD

O-Level Spells (Cantrips)

Arcane Mark.
Dancing Lights
Daze
Detect Magic
Detect Poison
Disrupt Undead
Flare
Ghost Sound
Light
Mage Hand
Mending
Open/Close.
Prestidigitation
Ray of Frost
Read Magic
Resistance

1st-Level Spells

Change Self
Charm Person
Color Spray
Mage Armor
Magic Missile
Shield
Spider Climb

EXAMPLE SPELLBOOK—
3RD-LEVEL WIZARD

O-Level Spells (Cantrips)

Arcane Mark
Dancing Lights
Daze
Detect Magic
Detect Poison
Disrupt Undead
Flare
Ghost Sound
Light
Mage Hand
Mending
Open/Close
Prestidigitation
Ray Of Frost
Read Magic
Resistance

1st-Level Spells

Change Self
Charm Person
Color Spray
Mage Armor
Magic Missile
Shield
Sleep

2nd-Level Spells

Cat's Grace
Invisibility

EXAMPLE SPELLBOOK—
4TH-LEVEL WIZARD

0-Level Spells (Cantrips)

Arcane Mark
Dancing Lights
Daze
Detect Magic
Detect Poison
Disrupt Undead
Flare
Ghost Sound
Light
Mage Hand
Mending
Open/Close
Prestidigitation
Ray Of Frost
Read Magic
Resistance

1st-Level Spells

Change Self
Charm Person
Color Spray
Mage Armor
Magic Missile
Shield
Sleep

2nd-Level Spells

Cat's Grace
Hypnotic Pattern
Invisibility
See Invisibility

EXAMPLE SPELLBOOK—
5TH-LEVEL WIZARD

0-Level Spells (Cantrips)

Arcane Mark
Dancing Lights
Daze
Detect Magic
Detect Poison
Disrupt Undead
Flare
Ghost Sound
Light
Mage Hand
Mending
Open/Close
Prestidigitation
Ray Of Frost
Read Magic
Resistance

1st-Level Spells

Change Self
Charm Person
Color Spray
Mage Armor
Magic Missile
Shield
Sleep

2nd-Level Spells

Cat's Grace
Detect Thoughts
Hypnotic Pattern
Invisibility
See Invisibility

3rd-Level Spells

Dispel Magic
Fireball

EXAMPLE SPELLBOOK—
6TH-LEVEL WIZARD

0-Level Spells (Cantrips)

Arcane Mark
Dancing Lights
Daze
Detect Magic
Detect Poison
Disrupt Undead
Flare
Ghost Sound
Light
Mage Hand
Mending
Open/Close
Prestidigitation
Ray Of Frost
Read Magic
Resistance

1st-Level Spells

Change Self
Charm Person
Color Spray
Mage Armor
Magic Missile
Shield
Sleep

2nd-Level Spells

Cat's Grace
Detect Thoughts
Hypnotic Pattern
Invisibility
Resist Elements
See Invisibility

3rd-Level Spells

Dispel Magic
Fireball
Fly
Haste

EXAMPLE SPELLBOOK— 7TH-LEVEL WIZARD

0-Level Spells (Cantrips)

Arcane Mark
Dancing Lights
Daze
Detect Magic
Detect Poison
Disrupt Undead
Flare
Ghost Sound
Light
Mage Hand
Mending
Open/Close
Prestidigitation
Ray Of Frost
Read Magic
Resistance

1st-Level Spells

Change Self
Charm Person
Color Spray
Mage Armor
Magic Missile
Shield
Sleep

2nd-Level Spells

Cat's Grace
Detect Thoughts
Hypnotic Pattern
Invisibility
Resist Elements
See Invisibility

3rd-Level Spells

Dispel Magic
Fireball
Fly
Haste
Lightning Bolt

4th-Level Spells

Charm Monster
Ice Storm

EXAMPLE SPELLBOOK— 8TH-LEVEL WIZARD

0-Level Spells (Cantrips)

Arcane Mark
Dancing Lights
Daze
Detect Magic
Detect Poison
Disrupt Undead
Flare
Ghost Sound
Light
Mage Hand
Mending
Open/Close
Prestidigitation
Ray Of Frost
Read Magic
Resistance

1st-Level Spells

Change Self
Charm Person
Color Spray
Mage Armor
Magic Missile
Shield
Sleep

2nd-Level Spells

Cat's Grace
Detect Thoughts
Hypnotic Pattern
Invisibility
Resist Elements
See Invisibility

3rd-Level Spells

Dispel Magic
Displacement
Fireball
Fly
Haste
Lightning Bolt

4th-Level Spells

Charm Monster

Dimension Door
Ice Storm
Minor Globe of Invulnerability

EXAMPLE SPELLBOOK— 9TH-LEVEL WIZARD

0-Level Spells (Cantrips)

Arcane Mark
Dancing Lights
Daze
Detect Magic
Detect Poison
Disrupt Undead
Flare
Ghost Sound
Light
Mage Hand
Mending
Open/Close
Prestidigitation
Ray Of Frost
Read Magic
Resistance

1st-Level Spells

Change Self
Charm Person
Color Spray
Mage Armor
Magic Missile
Shield
Sleep

2nd-Level Spells

Cat's Grace
Detect Thoughts
Hypnotic Pattern
Invisibility
Resist Elements
See Invisibility

3rd-Level Spells

Dispel Magic
Displacement
Fireball
Fly
Haste
Lightning Bolt

4th-Level Spells

Charm Monster
Dimension Door
Ice Storm
Minor Globe of Invulnerability
Polymorph Self

5th-Level Spells

Cone of Cold
Teleport

EXAMPLE SPELLBOOK— 10TH-LEVEL WIZARD

0-Level Spells (Cantrips)

Arcane Mark
Dancing Lights
Daze
Detect Magic
Detect Poison
Disrupt Undead
Flare
Ghost Sound
Light
Mage Hand
Mending
Open/Close
Prestidigitation
Ray Of Frost
Read Magic
Resistance

1st-Level Spells

Change Self
Charm Person
Color Spray
Mage Armor
Magic Missile
Shield
Sleep

2nd-Level Spells

Cat's Grace
Detect Thoughts
Hypnotic Pattern
Invisibility
Resist Elements
See Invisibility

3rd-Level Spells

Dispel Magic
Displacement
Fireball
Fly
Haste
Lightning Bolt

4th-Level Spells

Charm Monster
Dimension Door
Ice Storm
Minor Globe of Invulnerability
Phantasmal Killer
Polymorph Self

5th-Level Spells

Cloudkill
Cone of Cold
Teleport
Wall of Force

Example Spellbook— 11th-Level Wizard

0-Level Spells (Cantrips)

Arcane Mark
Dancing Lights
Daze
Detect Magic
Detect Poison
Disrupt Undead
Flare
Ghost Sound
Light
Mage Hand
Mending
Open/Close
Prestidigitation
Ray Of Frost
Read Magic
Resistance

1st-Level Spells

Change Self
Charm Person
Color Spray

Mage Armor
Magic Missile
Shield
Sleep

2nd-Level Spells

Cat's Grace
Detect Thoughts
Hypnotic Pattern
Invisibility
Resist Elements
See Invisibility

3rd-Level Spells

Dispel Magic
Displacement
Fireball
Fly
Haste
Lightning Bolt

4th-Level Spells

Charm Monster
Dimension Door
Ice Storm
Minor Globe of Invulnerability
Phantasmal Killer
Polymorph Self

5th-Level Spells

Bigby's Interposing Hand
Cloudkill
Cone of Cold
Teleport
Wall of Force

6th-Level Spells

Chain Lightning
Greater Dispelling

Example Spellbook— 12th-Level Wizard

0-Level Spells (Cantrips)

Arcane Mark
Dancing Lights
Daze
Detect Magic
Detect Poison

Disrupt Undead
Flare
Ghost Sound
Light
Mage Hand
Mending
Open/Close
Prestidigitation
Ray Of Frost
Read Magic
Resistance

1st-Level Spells

Change Self
Charm Person
Color Spray
Mage Armor
Magic Missile
Shield
Sleep

2nd-Level Spells

Cat's Grace
Detect Thoughts
Hypnotic Pattern
Invisibility
Resist Elements
See Invisibility

3rd-Level Spells

Dispel Magic
Displacement
Fireball
Fly
Haste
Lightning Bolt

4th-Level Spells

Charm Monster
Dimension Door
Ice Storm
Minor Globe of Invulnerability
Phantasmal Killer
Polymorph Self

5th-Level Spells

Bigby's Interposing Hand
Cloudkill

Cone of Cold
Teleport
Telekinesis
Wall of Force

6th-Level Spells

Chain Lightning
Disintegrate
Greater Dispelling
Mass Haste

Example Spellbook— 13th-Level Wizard

0-Level Spells (Cantrips)

Arcane Mark
Dancing Lights
Daze
Detect Magic
Detect Poison
Disrupt Undead
Flare
Ghost Sound
Light
Mage Hand
Mending
Open/Close
Prestidigitation
Ray Of Frost
Read Magic
Resistance

1st-Level Spells

Change Self
Charm Person
Color Spray
Mage Armor
Magic Missile
Shield
Sleep

2nd-Level Spells

Cat's Grace
Detect Thoughts
Hypnotic Pattern
Invisibility
Resist Elements
See Invisibility

3rd-Level Spells

Dispel Magic
Displacement
Fireball
Fly
Haste
Lightning Bolt

4th-Level Spells

Charm Monster
Dimension Door
Ice Storm
Minor Globe of Invulnerability
Phantasmal Killer
Polymorph Self

5th-Level Spells

Bigby's Interposing Hand
Cloudkill
Cone of Cold
Teleport
Telekinesis
Wall of Force

6th-Level Spells

Chain Lightning
Contingency
Disintegrate
Greater Dispelling
Mass Haste

7th-Level Spells

Banishment
Delayed Blast Fireball

Example Spellbook— 14th-Level Wizard

0-Level Spells (Cantrips)

Arcane Mark
Dancing Lights
Daze
Detect Magic
Detect Poison
Disrupt Undead
Flare
Ghost Sound
Light

Mage Hand
Mending
Open/Close
Prestidigitation
Ray Of Frost
Read Magic
Resistance

1st-Level Spells

Change Self
Charm Person
Color Spray
Mage Armor
Magic Missile
Shield
Sleep

2nd-Level Spells

Cat's Grace
Detect Thoughts
Hypnotic Pattern
Invisibility
Resist Elements
See Invisibility

3rd-Level Spells

Dispel Magic
Displacement
Fireball
Fly
Haste
Lightning Bolt

4th-Level Spells

Charm Monster
Dimension Door
Ice Storm
Minor Globe of Invulnerability
Phantasmal Killer
Polymorph Self

5th-Level Spells

Bigby's Interposing Hand
Cloudkill
Cone of Cold
Teleport
Telekinesis
Wall of Force

6th-Level Spells

Chain Lightning
Contingency
Disintegrate
Globe of Invulnerability
Greater Dispelling
Mass Haste

7th-Level Spells

Banishment
Delayed Blast Fireball
Power Word, Stun
Spell Turning

Example Spellbook— 15th-Level Wizard

0-Level Spells (Cantrips)

Arcane Mark
Dancing Lights
Daze
Detect Magic
Detect Poison
Disrupt Undead
Flare
Ghost Sound
Light
Mage Hand
Mending
Open/Close
Prestidigitation
Ray Of Frost
Read Magic
Resistance

1st-Level Spells

Change Self
Charm Person
Color Spray
Mage Armor
Magic Missile
Shield
Sleep

2nd-Level Spells

Cat's Grace
Detect Thoughts
Hypnotic Pattern

Invisibility
Resist Elements
See Invisibility

3rd-Level Spells

Dispel Magic
Displacement
Fireball
Fly
Haste
Lightning Bolt

4th-Level Spells

Charm Monster
Dimension Door
Ice Storm
Minor Globe of Invulnerability
Phantasmal Killer
Polymorph Self

5th-Level Spells

Bigby's Interposing Hand
Cloudkill
Cone of Cold
Teleport
Telekinesis
Wall of Force

6th-Level Spells

Chain Lightning
Contingency
Disintegrate
Globe of Invulnerability
Greater Dispelling
Mass Haste

7th-Level Spells

Banishment
Delayed Blast Fireball
Power Word, Stun
Prismatic Spray
Spell Turning

8th-Level Spells

Horrid Wilting
Polymorph Any Object

Example Spellbook— 16th-Level Wizard

0-Level Spells (Cantrips)

Arcane Mark
Dancing Lights
Daze
Detect Magic
Detect Poison
Disrupt Undead
Flare
Ghost Sound
Light
Mage Hand
Mending
Open/Close
Prestidigitation
Ray Of Frost
Read Magic
Resistance

1st-Level Spells

Change Self
Charm Person
Color Spray
Mage Armor
Magic Missile
Shield
Sleep

2nd-Level Spells

Cat's Grace
Detect Thoughts
Hypnotic Pattern
Invisibility
Resist Elements
See Invisibility

3rd-Level Spells

Dispel Magic
Displacement
Fireball
Fly
Haste
Lightning Bolt

4th-Level Spells

Charm Monster

Dimension Door
Ice Storm
Minor Globe of Invulnerability
Phantasmal Killer
Polymorph Self

5th-Level Spells

Bigby's Interposing Hand
Cloudkill
Cone of Cold
Teleport
Telekinesis
Wall of Force

6th-Level Spells

Chain Lightning
Contingency
Disintegrate
Globe of Invulnerability
Greater Dispelling
Mass Haste

7th-Level Spells

Banishment
Delayed Blast Fireball
Power Word, Stun
Prismatic Spray
Spell Turning
Teleport Without Error

8th-Level Spells

Horrid Wilting
Polymorph Any Object
Sunburst
Symbol

Example Spellbook— 17th-Level Wizard

0-Level Spells (Cantrips)

Arcane Mark
Dancing Lights
Daze
Detect Magic
Detect Poison
Disrupt Undead
Flare
Ghost Sound
Light
Mage Hand
Mending
Open/Close
Prestidigitation
Ray Of Frost
Read Magic
Resistance

1st-Level Spells

Change Self
Charm Person
Color Spray
Mage Armor
Magic Missile
Shield
Sleep

2nd-Level Spells

Cat's Grace
Detect Thoughts
Hypnotic Pattern
Invisibility
Resist Elements
See Invisibility

3rd-Level Spells

Dispel Magic
Displacement
Fireball
Fly
Haste
Lightning Bolt

4th-Level Spells

Charm Monster

Dimension Door
Ice Storm
Minor Globe of Invulnerability
Phantasmal Killer
Polymorph Self

5th-Level Spells

Bigby's Interposing Hand
Cloudkill
Cone of Cold
Teleport
Telekinesis
Wall of Force

6th-Level Spells

Chain Lightning
Contingency
Disintegrate
Globe of Invulnerability
Greater Dispelling
Mass Haste

7th-Level Spells

Banishment
Delayed Blast Fireball
Power Word, Stun
Prismatic Spray
Spell Turning
Teleport Without Error

8th-Level Spells

Horrid Wilting
Mind Blank
Polymorph Any Object
Sunburst
Symbol

9th-Level Spells

Dominate Monster
Meteor Swarm

Example Spellbook— 18th-Level Wizard

0-Level Spells (Cantrips)

Arcane Mark
Dancing Lights
Daze
Detect Magic
Detect Poison
Disrupt Undead
Flare
Ghost Sound
Light
Mage Hand
Mending
Open/Close
Prestidigitation
Ray Of Frost
Read Magic
Resistance

1st-Level Spells

Change Self
Charm Person
Color Spray
Mage Armor
Magic Missile
Shield
Sleep

2nd-Level Spells

Cat's Grace
Detect Thoughts
Hypnotic Pattern
Invisibility
Resist Elements
See Invisibility

3rd-Level Spells

Dispel Magic
Displacement
Fireball
Fly
Haste
Lightning Bolt

4th-Level Spells

Charm Monster

Dimension Door
Ice Storm
Minor Globe of Invulnerability
Phantasmal Killer
Polymorph Self

5th-Level Spells

Bigby's Interposing Hand
Cloudkill
Cone of Cold
Teleport
Telekinesis
Wall of Force

6th-Level Spells

Chain Lightning
Contingency
Disintegrate
Globe of Invulnerability
Greater Dispelling
Mass Haste

7th-Level Spells

Banishment
Delayed Blast Fireball
Power Word, Stun
Prismatic Spray
Spell Turning
Teleport Without Error

8th-Level Spells

Dominate Monster
Horrid Wilting
Mind Blank
Polymorph Any Object
Sunburst
Symbol

9th-Level Spells

Dominate Monster
Meteor Swarm
Mordenkainen's Disjunction
Wish

Example Spellbook— 19th-Level Wizard

0-Level Spells (Cantrips)

Arcane Mark
Dancing Lights
Daze
Detect Magic
Detect Poison
Disrupt Undead
Flare
Ghost Sound
Light
Mage Hand
Mending
Open/Close
Prestidigitation
Ray Of Frost
Read Magic
Resistance

1st-Level Spells

Change Self
Charm Person
Color Spray
Mage Armor
Magic Missile
Shield
Sleep

2nd-Level Spells

Cat's Grace
Detect Thoughts
Hypnotic Pattern
Invisibility
Magic Mouth
Resist Elements
See Invisibility

3rd-Level Spells

Dispel Magic
Displacement
Fireball
Fly
Haste
Lightning Bolt
Sepia Snake Sigil

4th-Level Spells

Charm Monster
Dimension Door
Dimensional Anchor
Ice Storm
Minor Globe of Invulnerability
Phantasmal Killer
Polymorph Self

5th-Level Spells

Bigby's Interposing Hand
Cloudkill
Cone of Cold
Teleport
Telekinesis
Wall of Force

6th-Level Spells

Chain Lightning
Contingency
Disintegrate
Globe of Invulnerability
Greater Dispelling
Mass Haste

7th-Level Spells

Banishment
Delayed Blast Fireball
Power Word, Stun
Prismatic Spray
Spell Turning
Teleport Without Error

8th-Level Spells

Dominate Monster
Horrid Wilting
Mind Blank
Polymorph Any Object
Sunburst
Symbol

9th-Level Spells

Dominate Monster
Meteor Swarm
Mordenkainen's Disjunction
Time Stop

Wail of the Banshee
Wish

Example Spellbook— 20th-Level Wizard

0-Level Spells (Cantrips)

Arcane Mark
Dancing Lights
Daze
Detect Magic
Detect Poison
Disrupt Undead
Flare
Ghost Sound
Light
Mage Hand
Mending
Open/Close
Prestidigitation
Ray Of Frost
Read Magic
Resistance

1st-level Spells

Change Self
Charm Person
Color Spray
Mage Armor
Magic Missile
Shield
Sleep

2nd-Level Spells

Cat's Grace
Detect Thoughts
Hypnotic Pattern
Invisibility
Magic Mouth
Resist Elements
See Invisibility

3rd-Level Spells

Dispelling Magic
Displacement
Fireball
Fly
Haste
Lightning Bolt
Sepia Snake Sigil

4th-level Spells

Charm Monster
Dimension Door
Dimensional Anchor
Ice Storm
Minor Globe of Invulnerability
Phantasmal Killer
Polymorph Self

5th-Level Spells

Bigby's Interposing Hand
Cloudkill
Cone of Cold
Feeblemind
Teleport
Telekinesis
Wall of Force

6th-Level Spells

Chain Lightning
Contingency
Disintegrate
Globe of Invulnerability
Greater Dispelling
Mass Haste
Project Image

7th-Level Spells

Banishment
Delayed Blast Fireball
Insanity
Power Word, Stun
Prismatic Spray
Spell Turning
Teleport Without Error

8th-level Spells

Dominate Monster
Greater Planar Binding
Horrid Wilting
Mind Blank
Polymorph Any Object
Sunburst
Symbol

9th-level Spells

Dominate Monster
Meteor Swarm
Mordenkainen's Disjunction

Time Stop

Wail of the Banshee
Wish

THE COMPLETE BLADESINGER

It seems there is an imposter lurking on pages 49 and 50. It's a bladesinger alright, but there are a few pieces missing. Here's the complete version:

BLADESINGER

Bladesingers are elves who have blended art, sword-play, and arcane magic into a harmonious whole. In battle, a bladesinger's lithe movements and subtle tactics seem beautiful, and belie their deadly martial efficiency.

Multiclassed fighter/wizards can become bladesingers most easily, though any elf who can wield a martial weapon and can cast arcane spells can become a bladesinger. Bladesinging ranger/wizards, rogue/wizards and bladesinger bards are not unknown.

Bladesingers command great respect in most elf communities and NPC bladesingers usually serve as itinerant guardians and champions of the elf community at large.

Hit Die: d8

Requirements

To qualify to become a bladesinger, a character must fulfill all the following criteria.

Race: Elf, half-elf.

Base Attack: +5

Feats: Combat Casting, Dodge, Expertise, Still Spell, Weapon Focus (longsword)

Skills: Concentration 4+ ranks, Perform 3+ ranks (dance, sing, + any 1 other), Tumble 3+ ranks

Special: Proficient with longsword, ability to cast 1st-level arcane spells

Class Skills

The bladesinger's class skills (and the key ability for each skill) are Balance (Dex), Concentration (Con), Jump (Str), Knowledge (arcana) (Int), Perform (Cha), Spellcraft (Int), Tumble (Dex).

Skill Points at Each Level: 2+Int modifier

Class Features

All of the following are class features of the bladesinger:

Weapon and Armor Proficiency: The bladesinger gains proficiency in the use of no weapons and with light armor.

If the bladesinger wears medium or heavy armor, he loses all benefits of any of his song abilities (bladesong, lesser, spellsong, song of celerity, greater spellsong, song of fury).

A bladesinger suffers the normal arcane spell failure chance when casting spells while armored (except as noted below).

Bladesong: When wielding a longsword in one hand (and nothing in the other), the bladesinger gains a dodge bonus to AC equal to his Intelligence bonus.

Lesser Spellsong: When wielding a longsword in one hand (and nothing in the other), the bladesinger can "take 10" when making a Concentration check to cast defensively.

Song of Celerity: When wielding a longsword in one hand (and nothing in the other) and using the full attack action, the bladesinger can cast one bladesinger spell each round as a free action.

Greater Spellsong: The bladesinger ignores arcane spell failure when wearing light armor.

Song of Fury: When wielding a longsword in one hand (and nothing in the other) and using the full

TABLE: THE BLADESINGER

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	—Spells per Day—			
						1st	2nd	3rd	4th
1	+1	+0	+2	+2	Bladesong	1	—	—	—
2	+2	+0	+3	+3	Bonus Feat	2	0	—	—
3	+3	+1	+3	+3	Lesser Spellsong	2	1	—	—
4	+4	+1	+4	+4		3	2	0	—
5	+5	+1	+4	+4	Bonus Feat	3	2	1	—
6	+6	+2	+5	+5	Song of Celerity	3	3	2	0
7	+7	+2	+5	+5	Greater Spellsong	4	3	2	1
8	+8	+2	+6	+6	Bonus Feat	4	3	3	2
9	+9	+3	+6	+6		4	4	3	2
10	+10	+3	+7	+7	Song of Fury	4	4	3	3

attack action, the bladesinger can make one extra attack in a round at his highest base attack, but this attack and each other attack made that round suffer a –2 penalty. This penalty applies for 1 round, so it affects attacks of opportunity the bladesinger might make before his next action.

Bonus Feats: The bladesinger gets a bonus feat. These feats must be drawn from the following list: Any Metamagic feat, Combat Reflexes, Improved Critical (longsword), Improved Disarm, Mobility, Quick Draw, Spring Attack, Whirlwind Attack.

Spells per Day: Every level a bladesinger gains, the character gains new spells per day as shown. When casting bladesinger spells, the bladesinger's caster level is equal to his bladesinger level. A bladesinger's bonus spells are based on Intelligence. The Difficulty Class for saving throws against bladesinger spells is 10 + the spell's level + the bladesinger's Intelligence modifier.

A bladesinger keeps a spellbook and must prepare spells each day as a wizard does. He can have any number of bladesinger spells in his spellbook (see Writing a New Spell into a Spellbook, *Player's Handbook*, page 155). At levels 1 through 9, a bladesinger gain two spells he can add to his spellbook free. These spells must be bladesingers spells the character can cast.

Bladesinger Spell List

1st-Level Spells

Expeditious Retreat
Mage Armor
Magic Weapon
Shield
True Strike

2nd-Level Spells

Blur
Bull's Strength
Cat's Grace
Mirror Image
Protection from Arrows

3rd-Level Spells

Displacement
Greater Magic Weapon
Haste
Keen Edge

4th-Level Spells

Dimension Door
Fire Shield
Improved Invisibility
Stoneskin

ABOUT THE AUTHOR

A senior roleplaying game designer at Wizards of the Coast, Skip Williams is a game industry veteran who started behind the cash register at TSR's Dungeon Hobby Shop in 1976. He was part of the team that created the newest edition of the **D&D** game, was the primary author of the new *Monster Manual*, and is *Dragon Magazine's* Sage. Skip is fond of old movies, old airplanes, and old books, but not necessarily in that order.