

# Limited Wizard Spells

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In an effort to differentiate the classes and to add new ones, the magic user classes will have limit spells vs the whole spell list. Here is the spell list for the wizard class.

## Zero Level Spells

Daze  
Detect Magic  
Ghost Sound  
Mage Hand  
Message  
Ray of Frost  
Virtue

## 1st Level

Affect Normal Fires  
Burning Hands  
Charm Person  
Command  
Comprehend Languages (Reversible)  
Dancing Lights  
Enlarge (Reversible)  
Erase  
Feather Fall  
Floating Disk  
Hold Portal  
Identify  
Jump  
Light  
Magic Aura  
Magic Missile  
Protection from Evil (Reversible)  
Push  
Shield  
Shocking Grasp  
Sleep  
Spider Climb  
Unseen Servant  
Ventriloquism

## 2nd Level

Continual Light  
Darkness (15 ft radius)  
Detect Charm (Reversible)  
Detect Evil (Reversible)

Detect Invisibility  
ESP  
False Trap  
Find Traps  
Fool's Gold  
Forget  
Invisibility  
Knock  
Levitate  
Locate Object  
Magic Mouth  
Mirror Image  
Pyrotechnics  
Ray of Enfeeblement  
Rope Trick  
Scare  
Shatter  
Strength  
Web  
Wizard Lock

### **3rd Level**

Blink  
Clairaudience  
Clairvoyance  
Dispel Magic  
Explosive Runes  
Feign Death  
Fireball  
Flame Arrow  
Fly  
Glyph of Warding  
Haste  
Infravision  
Invisibility (10 ft radius)  
Lightning Bolt  
Locate Object (Reversible)  
Monster Summoning I  
Phantasmal Force  
Protection from Normal Missiles  
Slow  
Suggestion  
Tiny Hut

### **4th Level**

Charm Monster  
Confusion  
Dig  
Dimension Door

Enchanted Weapon (Reversible)  
Extension I  
Fear  
Fire Charm  
Fire Shield  
Fire Trap  
Fumble  
Hallucinatory Terrain  
Ice Storm  
Massmorph  
Minor Globe of Invulnerability  
Mnemonic Enhancement  
Monster Summoning II  
Polymorph Other  
Polymorph Self  
Wall of Fire  
Wall of Ice  
Wizard Eye

### **5th Level**

Cloudkill  
Conjure Elemental  
Hold Monster  
Magic Jar  
Passwall  
Telekinesis  
Teleport  
Wall of Stone