

Wizard

CASTER LVL

5

SPELL SAVE

+3

DC MOD

SPELL
SAVE DC

LEVEL

SPELLS
PER DAY

13	14	15	16						
0	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
4	4	3	2						

Character: Swig

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
	Arcane Mark	uni	vs	1sa	0 ft.	Perm	None	No	Inscribes a personal rune (visible or invisible).	ph:201
	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
	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
	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
	Open/Close	tra	vsf	1sa	Close	Inst	Will neg(o)	Yes(o)	Opens or closes small or light things.	ph:258
	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
	Resistance	abj	vsm/df	1sa	Touch	1 min	Will neg(h)	Yes(h)	Subject gains +1 on saving throws.	ph:272
	Touch of Fatigue	nec	vsm	1sa	Touch	5 rd	Fort neg	Yes	Touch attack fatigues target.	ph:294
	— 1st-Level Spells —									
	Alarm	abj	vsf/df	1sa	Close	10 hr(D)	None	No	Wards an area for 10 hours.	ph:197
	Animate Rope	tra	vs	1sa	Med	5 rd	None	No	Makes a rope move at your command.	ph:199
	Comprehend Languages	div	vsm/df	1sa	Personal	50 min			You understand all spoken and written languages.	ph:212
	Detect Secret Doors	div	vs	1sa	60 ft.	[c]->5 min(D)	None	No	Reveals hidden doors within 60 ft.	ph:220
	Endure Elements	abj	vs	1sa	Touch	24 hrs	Will neg(h)	Yes(h)	Exist comfortably in hot or cold environments.	ph:226
	Enlarge Person	tra	vsm	1r	Close	5 min(D)	Fort neg	Yes	Humanoid creature doubles in size.	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
	Identify	div	vsm/df	1 hr	Touch	Inst	None	No	Determines properties of magic item.	ph:243
	Jump	tra	vsm	1sa	Touch	5 min(D)	Will neg(h)	Yes	Subject gets +20 bonus on Jump checks.	ph:246
	Mage Armor	con[creation][force]	vsf	1sa	Touch	5 hr(D)	Will neg(h)	No	Gives subject +4 armor bonus.	ph:249
	Obscuring Mist	con[creation]	vs	1sa	20 ft.	5 min	None	No	Fog surrounds you.	ph:258
	Reduce Person	tra	vsm	1r	Close	5 min(D)	Fort neg	Yes	Humanoid creature halves in size.	ph:269
	Sleep	en[comp][mind]	vsm	1r	Med	5 min	Will neg	Yes	Puts 4 HD of creatures into magical slumber.	ph:280
	Summon Monster I	con[summon]*	vsf/df	1r	Close	5 rd(D)	None	No	Calls extraplanar creature to fight for you.	ph:285
	Tensor's Floating Disk	evo[force]	vsm	1sa	Close	5 hrs	None	No	Creates 3-ft.-diameter horizontal disk that holds 500 lbs.	ph:294
	Unseen Servant	con[creation]	vsm	1sa	Close	5 hr	None	No	Invisible force obeys your commands.	ph:297
	— 2nd-Level Spells —									
	Bull's Strength	tra	vsm/df	1sa	Touch	5 min	Will neg(h)	Yes(h)	Subject gains +4 to Str.	ph:207
	Detect Thoughts	div[mind]	vsf/df	1sa	60 ft.	[c]->5 min(D)	Will neg*	No	Allows "listening" to surface thoughts.	ph:220
	False Life	nec	vsm	1sa	Personal	5 hr(D)*			Gain 1d10+5 temporary hps.	ph:229
	Knock	tra	v	1sa	Med	Inst*	None	No	Opens locked or magically sealed door.	ph:246
	Locate Object	div	vsf/df	1sa	Long	5 min	None	No	Senses direction toward object (specific or type).	ph:249
	Resist Energy	abj	vsdf	1sa	Touch	50 min	Fort neg(h)	Yes(h)	Subject ignores 10 points of damage/attack from specified energy type.	ph:272

