

THENODRIN PRESENTS™

FELLOWSHIP OF THE WHITE STAR™

WIZARD SPELLS

All wizard PCs start with all of the available wizard 0 level spells scribed into their spellbooks. In addition, they receive 3 first level spells from the following list. As a wizard advances in level, or spends time and money to research spells, they may choose additional spells from the following list.

This list will be expanded as the campaign progresses. Spells not found on the list may be made available through adventuring.

1ST-LEVEL WIZARD SPELLS

Animate Rope, Burning Hands, Cause Fear, Color Spray, Detect Secret Doors, Detect Undead, Erase, Feather Fall, Hypnotism, Mage Armor, Protection from Chaos/Evil/Good/Law, Ray of Enfeeblement, Shield, Shocking Grasp, Sleep, Unseen Servant, Ventriloquism

2ND-LEVEL WIZARD SPELLS

Darkness, Daze, Detect Thoughts, False Life, Fog Cloud, Ghoul Touch, Hideous Laughter, Hypnotic Pattern, Locate Object, Misdirection, Obscure Object, Phantom Trap, Protection from Arrows, Shatter, Spider Climb, Web, Whispering Wind

3RD-LEVEL WIZARD SPELLS

Arcane Sight, Clairaudience/Clairvoyance, Daylight, Deep Slumber, Dispel Magic, Displacement, Gentle Repose, Haste, Hold Person, Illusory Script, Nondetection M, Ray of Exhaustion, Secret Page, Sleet Storm, Slow, Stinking Cloud, Tiny Hut

4TH-LEVEL WIZARD SPELLS

Arcane Eye, Confusion, Crushing Despair, Enervation, Fear, Fire Shield, Globe of Invulnerability, Illusionary Wall, Locate Creature, Mnemonic Enhancer, Polymorph, Rainbow Pattern, Remove Curse, Resilient Sphere, Secure Shelter, Solid Fog

5TH-LEVEL WIZARD SPELLS

Break Enchantment, Dream, Fabricate, Mage's Faithful Hound, Mage's Private Sanctum, Mind Fog, Nightmare, Passwall, Prying Eyes, Secret Chest F, Sending, Symbol of Pain, Symbol of Sleep, Telepathic Bond, Waves of Fatigue

6TH-LEVEL WIZARD SPELLS

Contingency, Control Water, Dispel Magic, Eyebite, Globe of Invulnerability, Legend Lore, Mage's Lucubration, Move Earth, Repulsion, Suggestion, Mass, Symbol of Fear M, Symbol of Persuasion M, True Seeing

7TH-LEVEL WIZARD SPELLS

Control Weather, Finger of Death, Forcecage, Insanity, Instant Summons M, Mage's Magnificent Mansion F, Phase Door, Power Word Blind, Simulacrum, Spell Turning, Vision

8TH-LEVEL WIZARD SPELLS

Clone, Discern Location, Irresistable Dance, Maze, Mind Blank, Protection from Spells M F, Screen, Sunburst, Symbol of Insanity, Trap the Soul M F

9TH-LEVEL WIZARD SPELLS

Energy Drain, Foresight, Freedom, Imprisonment, Meteor Swarm, Shapechange, Wail of the Banshee