

THE NODRIN 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

- Abjuration
  - ~ Protection from Chaos/Evil/Good/Law: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
  - ~ Shield: Invisible disc gives +4 to AC, blocks magic missiles.
- Conjunction
  - ~ Mage Armor: Gives subject +4 armor bonus.
  - ~ Unseen Servant: Invisible force obeys your commands.
- Divination
  - ~ Detect Secret Doors: Reveals hidden doors within 60 ft.
  - ~ Detect Undead: Reveals undead within 60 ft.
- Enchantment
  - ~ Hypnotism: Fascinates 2d4 HD of creatures.
  - ~ Sleep: Puts 4 HD of creatures into magical slumber.
- Evocation
  - ~ Burning Hands: 1d4/level fire damage (max 5d4).
  - ~ Shocking Grasp: Touch delivers 1d6/level electricity damage (max 5d6).
- Illusion
  - ~ Color Spray: Knocks unconscious, blinds, and/or stuns weak creatures.
  - ~ Ventriloquism: Throws voice for 1 min/level.
- Necromancy
  - ~ Cause Fear: One creature of 5 HD or less flees for 1d4 rounds.
  - ~ Ray of Enfeeblement: Ray deals 1d6 +1 per two levels Str damage.
- Transmutation
  - ~ Animate Rope: Makes a rope move at your command.
  - ~ Erase: Mundane or magical writing vanishes.
  - ~ Feather Fall: Objects or creatures fall slowly.

### 2ND-LEVEL WIZARD SPELLS

- Abjuration
  - ~ Obscure Object: Masks object against scrying.
  - ~ Protection from Arrows: Subject immune to most ranged attacks.
- Conjunction
  - ~ Fog Cloud: Fog obscures vision.
  - ~ Web: Fills 20-ft.-radius spread with sticky spider webs.
- Divination
  - ~ Detect Thoughts: Allows "listening" to surface thoughts.
  - ~ Locate Object: Senses direction toward object (specific or type).

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- Enchantment
  - ~ Daze Monster: Living creature of 6 HD or less loses next action.
  - ~ Hideous Laughter: Subject loses actions for 1 round/level.
- Evocation
  - ~ Darkness: 20-ft. radius of supernatural shadow.
  - ~ Shatter: Sonic vibration damages objects or crystalline creatures.
- Illusion
  - ~ Hypnotic Pattern: Fascinates (2d4 + level) HD of creatures.
  - ~ Misdirection: Misleads divinations for one creature or object.
  - ~ Phantom Trap M: Makes item seem trapped.
- Necromancy
  - ~ False Life: Gain 1d10 temporary hp +1/level (max +10).
  - ~ Ghoul Touch: Paralyzes one subject, which exudes stench that makes those nearby sickened.
- Transmutation
  - ~ Spider Climb: Grants ability to walk on walls and ceilings.
  - ~ Whispering Wind: Sends a short message 1 mile/level.

### 3RD-LEVEL WIZARD SPELLS

- Abjuration
  - ~ Dispel Magic: Cancels magical spells and effects.
  - ~ Nondetection M: Hides subject from divination, scrying.
- Conjuraton
  - ~ Sleet Storm: Hampers vision and movement.
  - ~ Stinking Cloud: Nauseating vapors, 1 round/level.
- Divination
  - ~ Arcane Sight: Magical auras become visible to you.
  - ~ Clairaudience/Clairvoyance: Hear or see at a distance for 1 min./level.
- Enchantment
  - ~ Deep Slumber: Puts 10 HD of creatures to sleep.
  - ~ Hold Person: Paralyzes one humanoid for 1 round/level.
- Evocation
  - ~ Daylight: 60-ft. radius of bright light.
  - ~ Tiny Hut: Creates shelter for ten creatures.
- Illusion
  - ~ Displacement: Attacks miss subject 50%.
  - ~ Illusory Script M: Only intended reader can decipher.
- Necromancy
  - ~ Gentle Repose: Preserves one corpse.
  - ~ Ray of Exhaustion: Ray makes subject exhausted.
- Transmutation
  - ~ Haste: One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves
  - ~ Secret Page: Changes one page to hide its real content.
  - ~ Slow: One subject/level takes only one action/round, -1 to AC, reflex saves, and attack rolls.

### 4TH-LEVEL WIZARD SPELLS

- Abjuration
  - ~ Globe of Invulnerability, Lesser: Stops 1st- through 3rd-level spell effects.
  - ~ Remove Curse: Frees object or person from curse.
- Conjuraton
  - ~ Secure Shelter: Creates sturdy cottage.
  - ~ Solid Fog: Blocks vision and slows movement.

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- Divination
  - ~ Arcane Eye: Invisible floating eye moves 30 ft/round.
  - ~ Locate Creature: Indicates direction to familiar creature.
- Enchantment
  - ~ Confusion: Subjects behave oddly for 1 round/level.
  - ~ Crushing Despair: Subjects take -2 on attack rolls, damage rolls, saves, and checks.
- Evocation
  - ~ Fire Shield: Creatures attacking you take fire damage; you're protected from heat or cold.
  - ~ Resilient Sphere: Force globe protects but traps one subject.
- Illusion
  - ~ Illusory Wall: Wall, floor, or ceiling looks real, but anything can pass through.
  - ~ Rainbow Pattern: Lights fascinate 24 HD of creatures.
- Necromancy
  - ~ Enervation: Subject gains 1d4 negative levels.
  - ~ Fear: Subjects within cone flee for 1 round/level.
- Transmutation
  - ~ Mnemonic Enhancer F: Prepares extra spells or retains one just cast.
  - ~ Polymorph: Gives one willing subject a new form.

### 5TH-LEVEL WIZARD SPELLS

- Abjuration
  - ~ Break Enchantment: Frees subjects from enchantments, alterations, curses, and petrification.
  - ~ Mage's Private Sanctum: Prevents anyone from viewing or scrying an area for 24 hours.
- Conjuraton
  - ~ Mage's Faithful Hound: Phantom dog can guard, attack.
  - ~ Secret Chest F: Hides expensive chest on Ethereal Plane; you retrieve it at will.
- Divination
  - ~ Prying Eyes: 1d4 +1/level floating eyes scout for you.
  - ~ Telepathic Bond: Link lets allies communicate.
- Enchantment
  - ~ Mind Fog: Subjects in fog get -10 to Wis and Will checks.
  - ~ Symbol of Sleep M: Triggered rune puts nearby creatures into catatonic slumber.
- Evocation
  - ~ Sending: Delivers short message anywhere, instantly.
- Illusion
  - ~ Dream: Sends message to anyone sleeping.
  - ~ Nightmare: Sends vision dealing 1d10 damage, fatigue.
- Necromancy
  - ~ Symbol of Pain M: Triggered rune wracks nearby creatures with pain.
  - ~ Waves of Fatigue: Several targets become fatigued.
- Transmutation
  - ~ Fabricate: Transforms raw materials into finished items.
  - ~ Passwall: Creates passage through wood or stone wall.

### 6TH-LEVEL WIZARD SPELLS

- Abjuration
  - ~ Dispel Magic, Greater: As dispel magic, but +20 on check.
  - ~ Globe of Invulnerability: As lesser globe of invulnerability, plus 4th-level spell effects.
  - ~ Repulsion: Creatures can't approach you.
- Divination
  - ~ Legend Lore M F: Lets you learn tales about a person, place, or thing.
  - ~ True Seeing M: Lets you see all things as they really are.

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- Enchantment
  - ~ Suggestion, Mass: As suggestion, plus one subject/level.
  - ~ Symbol of Persuasion M: Triggered rune charms nearby creatures.
- Evocation
  - ~ Contingency F: Sets trigger condition for another spell.
- Necromancy
  - ~ Eyebite: Target becomes panicked, sickened, and comatose.
  - ~ Symbol of Fear M: Triggered rune panics nearby creatures.
- Transmutation
  - ~ Control Water: Raises or lowers bodies of water.
  - ~ Mage's Lucubration: Recalls spell of 5th level or lower.
  - ~ Move Earth: Digs trenches and build hills.

### 7TH-LEVEL WIZARD SPELLS

- Abjuration
  - ~ Spell Turning: Reflect 1d4+6 spell levels back at caster.
- Conjuraton
  - ~ Instant Summons M: Prepared object appears in your hand.
  - ~ Mage's Magnificent Mansion F: Door leads to extra dimensional mansion.
  - ~ Phase Door: Creates an invisible passage through wood or stone.
- Divination
  - ~ Vision M X: As legend lore, but quicker and strenuous.
- Enchantment
  - ~ Insanity: Subject suffers continuous confusion.
  - ~ Power Word Blind: Blinds creature with 200 hp or less.
- Evocation
  - ~ Forcecage M: Cube or cage of force imprisons all inside.
- Illusion
  - ~ Simulacrum M X: Creates partially real double of a creature.
- Necromancy
  - ~ Finger of Death: Kills one subject.
- Transmutation
  - ~ Control Weather: Changes weather in local area.

### 8TH-LEVEL WIZARD SPELLS

- Abjuration
  - ~ Mind Blank: Subject is immune to mental/emotional magic and scrying.
  - ~ Protection from Spells M F: Confers +8 resistance bonus.
- Conjuraton
  - ~ Maze: Traps subject in extra dimensional maze.
  - ~ Trap the Soul M F: Imprisons subject within gem.
- Divination
  - ~ Discern Location: Reveals exact location of creature or object.
- Enchantment
  - ~ Irresistible Dance: Forces subject to dance.
  - ~ Symbol of Insanity M: Triggered rune renders nearby creatures insane.
- Evocation
  - ~ Sunburst: Blinds all within 10 ft., deals 6d6 damage.
- Illusion
  - ~ Screen: Illusion hides area from vision, scrying.
- Necromancy
  - ~ Clone M F: Duplicate awakens when original dies.

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### 9TH-LEVEL WIZARD SPELLS

- Abjuration
  - ~ Freedom: Releases creature from imprisonment.
  - ~ Imprisonment: Entombs subject beneath the earth.
- Divination
  - ~ Foresight: "Sixth sense" warns of impending danger.
- Evocation
  - ~ Meteor Swarm: Four exploding spheres each deal 6d6 fire damage.
- Necromancy
  - ~ Energy Drain: Subject gains 2d4 negative levels.
  - ~ Wail of the Banshee: Kills one creature/level.
- Transmutation
  - ~ Shapechange F: Transforms you into any creature, and change forms once per round.