

First Level Arcane Spells

- Burning Hands
- Chameleon
- Cantrip
- Color Spray
- Detect Magic
- Enlarge
- Erase
- Feather Fall
- Hold Portal
- Jump
- Light
- Mage Hand
- Magic Missile
- Mage's Shield
- Mana Focusing
- Message
- Quick Run
- Sleep
- Spider Climb
- Tenser's Floating Disk
- Unseen Servant

Second Level Arcane Spells

- Audible Glamer
- Charm Person
- Darkness
- Detect Invisibility
- ESP
- Invisibility
- Knock
- Levitate
- Lightsleep
- Mage Armor
- Magic Mouth
- Melf's Acid Arrow
- Mirror Image
- Pyrotechnics
- Ray of Enfeeblement
- Shocking Grasp
- Strength
- Stinking Cloud
- Wizard Lock

Third Level Arcane Spells

- Astral Bolt

- Blink
- Contingency
- Dispel Magic
- Fly
- Gust of Wind
- Haste
- Infravision
- Invisibility 10' radius
- Lightning Bolt
- Melf's Minute Meteors
- Monster Summoning I
- Permanency
- Phantasmal Force
- Protection from Normal Missiles
- Slow
- Suggestion
- Tongues
- Water Breathing
- Web

Specialist Schools

Abjuration

Basic

- Bigby's Interposing Hand
- Fire Trap
- Globe of Invulnerability
- Non-Detection
- Repulsion Field
- Spell Resistance

Moderate

- Bigby's Forceful Hand
- Guardian Wind
- Spell Turning

Advanced

- Anti-Magic Shell
- Avoidance
- Bigby's Grasping Hand

- Dismissal
- Mind Blank
- Sequester
- Wall of Force

Expert

- Bigby's Crushing Hand
- Repulsion
- Spell Immunity

Alteration**Basic**

- Alter Self
- Blade Turning
- Comp. Languages
- Leomund's Tiny Hut
- Passwall
- Wizard Eye

Moderate

- Animal Growth
- Fabricate
- Massmorph
- Polymorph Other
- Polymorph Self
- Shrink Animal
- Telekinesis

Advanced

- Acidic Globule
- Otiluke's Freezing Sphere

Expert

- Disintegrate
- Shape Shift
- Time Stop

Conjuration

Basic

- Extraplanar Communication
- Flame Arrow
- Glitterdust
- Fabricate
- Monster Control
- Mount
- Phase Door
- Summon Armor

Moderate

- Cacodemon
- Evard's Black Tentacles
- Extraplanar Search
- Monster Summoning II
- Mordenkainen's Faithful Hound
- Mordenkainen's Sword

Advanced

- Dismissal
- Extradimensional Home
- Maze
- Mordenkainen's Magnificent Mansion
- Ritual of Returning
- Wall of Iron

Expert

- Contact Other Plane
- Death Spell
- Gate
- Summon/Unsummon Being

Elementalism

Fire

Basic

- Fireball
- Fire Trap
- Flame Arrow
- Produce Flame
- Resist Fire

Moderate

- Fire Shield
- Wall of Fire

Advanced

- Conjure Elemental
- Control Elemental
- Incendiary Cloud

Expert

- Meteor Swarm

Water**Basic**

- Airy Water
- Create Water
- Fire Quench
- Resist Cold
- Sleet Storm
- Water Punch

Moderate

- Friendly Currents
- Ice Storm
- Wall of Ice
- Water Shield

Advanced

- Cone of Cold

- Conjure Elemental
- Control Elemental
- Transmute Water to Dust

Expert

- Horrid Wilting
- Tsunami

Earth

Basic

- Create Earth
- Density Increase
- Dig
- Stone Shape
- Stoneskin

Moderate

- Create Food
- Summon Earthpower
- Transmute Rock to Mud
- Wall of Stone

Advanced

- Conjure Elemental
- Control Elemental
- Tremor

Expert

- Flesh to Stone

Air

Basic

- Airy Water
- Manipulate Winds

- Solid Fog
- Thunderclap
- Whispering Wind

Moderate

- Gale
- Suffocate
- Summon Stormpower
- Wind Wall

Advanced

- Air Burst
- Conjure Elemental
- Control Elemental
- Death Fog

Expert

- Wind Walk

Mentalism**Basic**

- Cell Adjustment
- Clairvoyance
- Detect Psionics
- Eidetic Memory
- Intellect Fortress
- Longevity
- Mental Barrier
- Mental Blinding
- Mental Communication
- Mind Thrust
- Molecular Agitation
- Psionic Blast
- Seek Mind
- Telekinetic Shield

Moderate

- Charm Being
- Disrupt Mentation

- Fear
- Hold Being
- Mind Probe
- Psionic Dampening
- Spatial Awareness

Advanced

- Domination
- Feeblemind
- Mind Over Matter
- Psychic Crush
- Telekinesis

Expert

- Mass Charm
- Mass Hold
- Plant/Remove Memory

Illusion

Basic

- Blur
- Change Self
- Fool's Gold
- Leomund's Trap
- Misdirection
- Nystul's Magic Aura
- Phantom Armor
- Spook
- Ventriloquism

Moderate

- Dispel Exhaustion
- Hypnotic Pattern
- Improved Invisibility
- Improved Phantasmal Force
- Massmorph
- Shadow Monsters

Advanced

- Advanced Illusion
- Blindness
- Hallucinatory Terrain
- Phantasmal Killer
- Shadow Door

Expert

- Shadow Walk
- Simulacrum

Necromancy**Basic**

- Chill Touch
- Detect Undead
- Gloom
- Grim Visage
- Speak with Dead
- Steal Life
- Vampiric Touch

Moderate

- Animate Dead
- Contagion
- Control Undead
- Enervation
- Unholy Armor

Advanced

- Cloudkill
- Summon Shadow

Expert

- Death Spell
- Finger of Death
- The Plague
- Wraithform

Sorcery

Basic

- Anti-Magic
- Astral Shield
- Dimension Door
- Enchant Weapon
- Enhanced Mana Focusing
- Mana Flux
- Rary's Mnemonic
- Spell Resistance

Moderate

- Extension
- High Energy Focus
- Steal Mana
- Teleport

Advanced

- Astral Bridge
- Magic Dispersal Field
- Power Word, Blind
- Power Word, Stun
- Wall of Force

Expert

- Power Word, Kill

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Last update: 2006/02/16 16:50

