

## Warmage Spell List

Charisma-based Impromptu Arcane Spells(CArc p90)

0<sup>th</sup> Level*Acid Splash*(PH p196) – Orb deals 1d3 damage.*Disrupt Undead*(PH p223) – Deals 1d6 damage to one undead.*Light*(PH p248) – Object shines like a torch.*Ray of Frost*(PH p269) – Ray deals 1d3 Cold damage.1<sup>st</sup> Level*Accuracy*(CArc p96) – Doubles weapon's range increment.*Burning Hands*(PH p207) – 1d4 fire damage per level (max 5d4).*Chill Touch*(PH p209) – 1 touch per level deals 1d6 damage and possibly 1 Strength damage.*Fist of Stone*(CArc p107) – Gain +6 Strength and Natural Slam Attack.*Hail of Stone*(CArc p110) – Stones deal 1d4/level (max 5d4) damage to creatures in the area.*Magic Missile*(PH p251) – 1d4+1 force damage; +1 missile per two levels above 1<sup>st</sup> (max 5 missiles)*Orb of Acid, Lesser*(CArc p115) – Ranged touch attack deals 1d8 Acid damage + 1d8 per two levels beyond 1<sup>st</sup> (max 5d8).*Orb of Cold, Lesser*(CArc p116) – Ranged touch attack deals 1d8 Cold damage + 1d8 per two levels beyond 1<sup>st</sup> (max 5d8).*Orb of Electricity, Lesser*(CArc p116) – Ranged touch attack deals 1d8 Electricity damage + 1d8 per two levels beyond 1<sup>st</sup> (max 5d8).*Orb of Fire, Lesser*(CArc p116) – Ranged touch attack deals 1d8 Fire damage + 1d8 per two levels beyond 1<sup>st</sup> (max 5d8).*Orb of Sound, Lesser*(CArc p116) – Ranged touch attack deals 1d6 Sonic damage + 1d6 per two levels beyond 1<sup>st</sup> (max 5d6).*Shocking Grasp*(PH p279) – Touch delivers 1d6 per level (max 5d6) of electricity damage.*True Strike*(PH p296) – Add +20 insight bonus to your next attack roll.2<sup>nd</sup> Level*Blades of Fire*(CArc p99) – Your melee weapons deal +1d6 Fire damage for 1 round.*Continual Flame*(PH p213) – Makes a permanent, heatless torch.*Fire Trap*(PH p231) – Opened object deals 1d4 + 1 per level fire damage.*Fireburst*(CArc p107) – Subjects adjacent to the caster take 1d8/level Fire damage.*Flaming Sphere*(PH p232) – Creates a ball of fire, 2d6 damage, lasts 1 round per level.*Ice Knife*(CArc p112) – Magical shard of ice deals 2d8 cold damage.*Melf's Acid Arrow*(PH p253) – Ranged touch attack; 2d4 acid damage for 1 round + 1 round per 3 levels (7 rounds max).*Pyrotechnics*(PH p267) – Turns fire into blinding light or choking smoke.*Scorching Ray*(PH p274) – Ranged touch attack, deals 4d6 fire damage, +1 ray/4 levels (max 3).*Shatter*(PH p278) – Sonic vibration damages objects or crystalline creatures.*Whirling Blade*(CArc p129) – Hurling slashing weapon magically attacks all foes in a 60' line.3<sup>rd</sup> Level*Fire Shield*(PH p230) – Creatures attacking you take 1d6 + 1 per level damage (fire damage for a Warm Shield, cold damage for a Chill Shield); you are protected from cold (in the case of a Warm Shield) or heat (in the case of a Chill Shield).*Fireball*(PH p231) – 1d6 fire damage per level, 20' radius.*Flame Arrow*(PH p231) – Arrows deal +1d6 fire. *Gust of Wind*(PH p238) – Blows away or knocks down smaller creatures.*Ice Storm*(PH p243) – Hail deals 5d6 damage in cylinder 40' across.*Lightning Bolt*(PH p248) – Electricity deals 1d6 damage per level.*Poison*(PH p262) – Touch deals 1d10 Constitution damage, repeats in 1 minute.*Ring of Blades*(CArc p121) – Blades surround you, damaging other creatures (1d6+1/lvl damage).*Sleet Storm*(PH p280) – Hampers vision and movement.*Stinking Cloud*(PH p284) – Nauseating vapors, 1 round per level.4<sup>th</sup> Level*Blast of Flame*(CArc p99) – 60' cone of Fire (1d6 per level damage, max 10d6).*Contagion*(PH p213) – Infects subject with chosen disease.*Evard's Black Tentacles*(PH p228) – Tentacles grapple all within a 15' spread.*Orb of Acid*(CArc p115) – Ranged touch attack deals 1d6 per level Acid damage (max 15d6) and the target may be Sickened for 1 round.*Orb of Cold*(CArc p115) – Ranged touch attack deals 1d6 per level Cold damage (max 15d6) and the target may be Blinded for 1 round.*Orb of Electricity*(CArc p116) – Ranged touch attack deals 1d6 per level Electricity damage (max 15d6) and the target may be Entangled for 1 round.*Orb of Fire*(CArc p116) – Ranged touch attack deals 1d6 per level Fire damage (max 15d6) and the target may be Dazed for 1 round.*Orb of Force*(CArc p116) – Ranged touch attack deals 1d6 per level Force damage (max 10d6).*Orb of Sound*(CArc p116) – Ranged touch attack deals 1d4 per level Sonic damage (max 15d4) and the target may be Deafened for 1 round.*Phantasmal Killer*(PH p260) – Fearsome illusion kill subject or deals 3d6 damage.*Shout*(PH p279) – Deafens all within cone and deals 5d6 damage.*Wall of Fire*(PH p298) – Deals 2d4 fire damage out to 10' and 1d4 out to 20'. Passing through wall deals 2d6 + 1 per level.5<sup>th</sup> Level*Arc of Lightning*(CArc p97) – Line of electricity between two creatures (1d6/level damage).*Cloudkill*(PH p210) – Kills up to 3 HD; 4-6 HD save or die; 6+ HD take Constitution damage.*Cone of Cold*(PH p212) – 1d6 cold damage per level (max 15d6).*Fire Shield, Mass*(CArc p106) – Creatures attacking allies take damage; allies are protected from fire or cold.*Fireburst, Greater*(CArc p107) – Subjects within 10' take 1d8/level fire damage.*Flame Strike*(PH p231) – Smites foes with divine fire (1d6 / level).*Prismatic Ray*(CArc p118) – Ray of light blinds target, deals random effect.

## War Mage Spell List (continued)

6<sup>th</sup> Level

<i>Acid Fog</i> (PH p196) – Fog deals acid damage.	<i>Circle of Death</i> (PH p209) – Kills 1d4 HD per level of creatures.	<i>Otiluke's Freezing Sphere</i> (PH p258) – Freezes water or deals cold damage.
<i>Blade Barrier</i> (PH p205) – Wall of blades deals 1d6 per level damage.	<i>Disintegrate</i> (PH p222) – Makes one creature or object vanish.	<i>Tenser's Transformation</i> (PH p298) – You gain combat bonuses.
<i>Chain Lightning</i> (PH p208) – 1d6 damage per level; 1 secondary bolt per level each deal half damage	<i>Fire Seeds</i> (PH p230) – Acorns and berries become grenades and bombs.	

7<sup>th</sup> Level

<i>Delayed Blast Fireball</i> (PH p217) – 1d6 per level fire damage; you can postpone the blast for up to 5 rounds.	<i>Fire Storm</i> (PH p231) – Deals 1d6 per level fire damage.	<i>Sunbeam</i> (PH p289) – Beam blinds and deals 4d6 damage.
<i>Earthquake</i> (PH p225) – Intense tremor shakes 5' per level radius.	<i>Mordenkainen's Sword</i> (PH p256) – Floating magic blade strikes opponents.	<i>Waves of Exhaustion</i> (PH p301) – Several targets become exhausted.
<i>Finger of Death</i> (PH p230) – Kills one subject.	<i>Prismatic Spray</i> (PH p264) – Rays hit subjects with a variety of effects.	

8<sup>th</sup> Level

<i>Horrid Wilting</i> (PH p242) – Deals 1d6 damage per level within 30'.	<i>Prismatic Wall</i> (PH p264) – Wall's colors have array of effects.	<i>Sunburst</i> (PH p289) – Blinds all within 10', deals 6d6 damage.
<i>Incendiary Cloud</i> (PH p244) – Cloud deals 4d6 fire damage per round.	<i>Scintillating Pattern</i> (PH p274) – Twisting colors confuse, stun, or render unconscious.	
<i>Polar Ray</i> (PH p262) – Ranged touch attack deals 1d6 per level cold damage.	<i>Shout, Great</i> (PH p279) – Devastating yell deals 10d6 sonic damage; stuns creatures, damages objects.	

9<sup>th</sup> Level

<i>Elemental Swarm</i> (PH p226) – Summons multiple elementals.	<i>Meteor Swarm</i> (PH p253) – Four exploding spheres each deal 6d6 fire damage.	<i>Wail of the Banshee</i> (PH p298) – Kills one creature per level.
<i>Implosion</i> (PH p243) – Kills one creature per round.	<i>Prismatic Sphere</i> (PH p264) – As <i>Prismatic Wall</i> , but surrounds on all sides.	<i>Weird</i> (PH p301) – As <i>Phantasmal Killer</i> , but affects all within 30'.