

| EQUIPN | MENT | | | |
|---|----------|-----|--------|--------|
| ITEM | LOCATION | QTY | WT | COST |
| Quarterstaff | Equipped | 1 | 4.0 | 0.0 |
| Ring of Protection +2 | Equipped | 1 | 0.0 | 8000.0 |
| Ring of Merrick's Manor Access | Equipped | 1 | 0.0 | 0.0 |
| Find Merrick's Manor when it's available, or another wearer of ring if known, or a servant of the house of Merrick. | the | | | |
| TOTAL WEIGHT CARRIED | /VALUE | | 4 lbs. | 8000.0 |

| | , | WEIGHT ALLO | WANCE | | |
|----------------|-----|-----------------|-------|-------------|-----|
| Light | 43 | Medium | 86 | Heavy | 130 |
| Lift over head | 130 | Lift off around | 260 | Push / Drag | 650 |

LANGUAGES

Abyssal, Celestial, Common, Elven, Gnome

| | Special Attacks | |
|----------|-----------------|-----------------|
| Warcraft | • | [Eclipse, p.10] |
| +2 BAB | | |

| Special Qualities | |
|---|-----------------|
| Death and Dying | [Eclipse] |
| Disabled 0 HP till -2, Dying -3 and Dead -15 | |
| Weapon Proficiency (All Simple Weapons and One Martial Weapon) (Sword (Short)) | [Eclipse, p.49] |
| Grants Proficiency with all simple weapons and selected weapons. | |

| Recurring Bonuses | |
|---|-----------------|
| Duties (Merrick) | [Eclipse, p.17] |
| You have duties. Grants 2 CP per level. [+10 total CP]. | |
| Fast Learner (Focused on Skills /Human) (Child) | [Eclipse, p.17] |
| +2 CP towards Skills per level. [+16 total Skill Points Granted]. | |

| DISADVANTAGES | |
|--|-----------------|
| History | [Eclipse, p.19] |
| You have a written history for the GM. | |
| Unluck | [Eclipse, p.20] |
| 2's become 1's due to unluck. | |
| Valuable | [Eclipse, p.20] |
| You have value to others. | |

| Spell Caster Information | |
|----------------------------------|-----------------|
| Spell Points | [Eclipse] |
| Wizard Spell Points=83 | |
| Wizard | [Eclipse, p.11] |
| Wizard Level 8, Casterlevel is 8 | |

Eclipse Abilities

Character Points Total [Eclipse]

Character Points Total 194, Bonus Feats have added 30 CP, Disadvantages have added 10 CP, Duties adds 10 CP, HD 8 deducts 20 CP

Adept (Arcana, Knowledge (Tactics), Perception, [Eclipse, p.24] Knowledge (The Planes))

Choose four related skills that only cost 1/2 a Character Point for each skill rank. [Eclipse, p.34]

adds innate power that may duplicate the effects of a magical item or items valued

at up to 5000 GP [Currently at 5000 GP] (according to the standard d20 rules). The every +1 additional CP invested, these innate enchantments rise in value by 1000 GP. character must pay twice the normal experience point cost to create said item. For

| Innate Enchantment / Well-Practiced (WIS) | [Eclipse] |
|---|-----------|
| You may add a +1 bonus to a selected attribute. | |
| Innate Enchantment / Enhanced Attribute (+2 | [Eclipse] |
| Intelligence) | |

[At Will] Grants +2 Enhancement Bonus to Intelligence

Innate Enchantment / Force Armor I [Eclipse]

[At Will] As Armor Spell, grants +4 Armor AC. Innate Enchantment / Martial Mastery (Quarterstaff) [Eclipse]

+4 Competence Bonus to BAB with Unarmed Strikes (or with another specific weapon)

Martial Arts

Martial Arts Basic / Defenses (3x) [Eclipse, p.81]

Gain additional +1 each time taken [currently +3] bonus to AC when you are unarmored or lightly armored.

Martial Arts Basic / Synergy (Arcana) [Eclipse, p.81]

You gain +2 on any related skill. Each time this is taken it applies to a different skill. Common synergies include Tumble, Heal, and Move Silently, but others are possible. Martial Arts Advanced / Instant Stand [Eclipse, p.81]

You may stand up as a Free Action if unarmored or in light armor

Martial Arts Advanced / Mind Like Moon [Eclipse, p.81] You reflexively come on guard when attacked. With a DC 15 Reflex save, you avoid being surprised or flat-footed at the beginning of combat.

PROFICIENCIES

Chakram, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Giant Rock, Grapple, Halfspear, Hoopak, Javelin, Keyblade, Laser, Longspear, Mace (Heavy), Mace (Light), Magister's Staff, Maul, Morningstar, Quarterstaff, Scourge, Shortspear, Sickle, Skirt Blades, Sling, Spear, Spells(Ray), Sword (Short), Sword Staff, Unarmed, Unarmed Strike

TEMPLATES

03 - World Law ~ Feat Progression 1 - Gain Bonus Feat every Even Level 03 - World Law ~ Feat Progression 0 - Gain Additional Bonus Feat at First Level

Wizard Spells

| LEVEL | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
|---------|---|---|---|---|---|---|---|---|---|---|
| PER DAY | 4 | 5 | 4 | 4 | 3 | _ | _ | _ | _ | _ |

IFVFI 0

| | | LEVEL | 0 | | | |
|--|--|---|--|--|---|--|
| Name | Save Information | Time | Duration | Range | Comp. | Source |
| □□□□□ Acid Splash | | Standard Action | Instantaneous | Close (45 ft.) | V,S | PHB: p.196 |
| School: Conjuration (Creation) [Acid] | SR: No | Target: One missile of | | | Caster Level: 8 | |
| Effect: You fire a small orb of acid at the target. You must s Amanuesis | DC: 14, Will negates [object] | . The orb deals 1d3 por 1 standard action | nts of acid damage. 10 minute/level | Close (45 ft.) | V,S | SC: p.9 |
| School: Transmutation | SR: Yes [object] | Target: Object or obje | | | Caster Level: 8 | |
| Effect: Copies 250 words per minute. | | | | | | |
| □□□□□ Arcane Mark | | Standard Action | Permanent | 0 ft. | V,S | PHB: p.201 |
| School: Universal | SR: No | Target: One personal | rune or mark, all of which must fit within 1 se | q. ft. | Caster Level: 8 | |
| Effect: Inscribes a personal rune [visible or invisible]. | | 1 standard action | 1 round/level | Close (45 ft.) | V,S | SC: p.42 |
| School: Conjuration (Creation) | SR: No | Target: See text | roditarever | 01030 (40 10.) | Caster Level: 8 | 00. p.42 |
| Effect: Caltrops cover one 5-foot-by-5-foot square, attack re | | | + [Foot Wear +2] for purpose of the caltrop a | attack] dealing 1 pt of da | | reduced by half. |
| □□□□□ Dancing Lights | | Standard Action | 1 minute/level [D] | Medium (180 ft.) | V,S | PHB: p.216 |
| School: Evocation [Light] | SR: No | | ts, all within a 10- ftradius area | | Caster Level: 8 | |
| Effect: Depending on the version selected, you create up to shape. The dancing lights must stay within a 10-foot-radius | | | | | | |
| 100 feet per round. A light winks out if the distance betwee | n you and it exceeds the spell's range. Dancing lig | hts can be made perma | anent with a permanency spell. | | | - ' |
| Daze | DC: 14, Will negates | Standard Action | 1 round | Close (45 ft.) | V,S,M | PHB: p.217 |
| School: Enchantment (Compulsion) [Mind-Affecting] Effect: Humanoid creature of 4 HD or less loses next action | SR: Yes This enchantment clouds the mind of a humano | | d creature of 4 HD or less ver Hit Dice so that it takes no actions. Hum | anoids of 5 or more HD | Caster Level: 8 are not affected. A daz | ed subject is not |
| stunned, so attackers get no special advantage against it. I | | stance. | | | | |
| Detect Magic | | Standard Action | Concentration, up to 1 minutes/level [D] | 60 ft. | V,S | PHB: p.219 |
| School: Divination Effect: Detects spells and magic items within 60 ft. | SR: No | Target: Cone-shaped | emanation | | Caster Level: 8 | |
| Detect Poison | | Standard Action | Instantaneous | Close (45 ft.) | V,S | PHB: p.219 |
| School: Divination | SR: No | Target: One creature, | one object, or a 5-ft. cube | | Caster Level: 8 | |
| Effect: Detects poison in one creature or small object. | | | | | | |
| Disrupt Undead | | Standard Action | Instantaneous | Close (45 ft.) | V,S | PHB: p.223 |
| School: Necromancy Effect: Deals 1d6 damage to one undead. | SR: Yes | Target: Ray | | | Caster Level: 8 | |
| Effect: Deals 106 damage to one undead. | | 1 standard action | Instantaneous | Close (45 ft.) | V,S | SC: p.78 |
| School: Evocation [Electricity] | SR: Yes | Target: Ray | | | Caster Level: 8 | |
| Effect: Ranged touch attack delivers 1d3 electric damage. | | , | | | | BUB ST |
| □□□□□ Flare | DC: 14, Fortitude negates | Standard Action | Instantaneous | Close (45 ft.) | V | PHB: p.232 |
| School: Evocation [Light] Effect: Dazzles one creature [-1 on attack rolls]. | SR: Yes | Target: Burst of light | | | Caster Level: 8 | |
| Ghost Sound | DC: 14, Will disbelief (if interacted with) | Standard Action | 1 round/level [D] | Close (45 ft.) | V,S,M | PHB: p.235 |
| School: Illusion (Figment) | SR: No | Target: Illusory sound | | , | Caster Level: 8 | |
| Effect: Ghost sound allows you to create a volume of sound | d that rises, recedes, approaches, or remains at a | fixed place. You choose | what type of sound ghost sound creates w | hen casting it and cann | ot thereafter change the | e sound's basic |
| character. The volume of sound created depends on your I created. The noise a ghost sound spell produces can be vi | evel. You can produce as much noise as four norm rtually any type of sound within the volume limit. A | nal humans per caster l horde of rats running a | evel [maximum twenty humans]. Thus, talkir nd squeaking is about the same volume as e | ng, singing, shouting, w eight humans running a | alking, marching, or rur and shouting. A roaring | ining sounds can be ion is equal to the noise |
| from sixteen humans, while a roaring dire tiger is equal to t | | | | | | |
| bit of wool or a small lump of wax. | | 1 standard action | Instantaneous | Touch | V,S,M | SC: p.130 |
| School: Transmutation | SR: No | Target: One crossboy | bolt in your possession | | Caster Level: 8 | · |
| Effect: Treat bolt as if fired from a light crossbow, including | | | | | | |
| Launch Item | | 1 standard action | Instantaneous | Touch | S | SC: p.130 |
| School: Transmutation | SR: No | Target: One Fine item | in your possession, weighing up to 10lbs | | Caster Level: 8 | |
| Effect: Launch an item safely to the target you specify whe Light | re it will act normally upon impact. | Standard Action | 10 minutes/level [D] | Touch | V, M/DF | PHB: p.248 |
| School: Evocation [Light] | SR: No | Target: Object touche | | | Caster Level: 8 | |
| Effect: Object shines like a torch. | | | | | | |
| □□□□□ Mage Hand | | Standard Action | Concentration | Close (45 ft.) | V,S | PHB: p.249 |
| School: Transmutation | SR: No | Target: One nonmagic | cal, unattended object weighing up to 5 lb. | | Caster Level: 8 | |
| Effect: 5-pound telekinesis. | DC: 14, Will negates (harmless, object) | Standard Action | Instantaneous | 10 ft. | V,S | PHB: p.253 |
| School: Transmutation | SR: Yes (harmless, object) | Target: One object of | up to 1 lb. | | Caster Level: 8 | · |
| Effect: Makes minor repairs on an object. | | | | | | |
| □□□□ Message | | Standard Action | 10 minutes/level | Medium (180 ft.) | V,S,F | PHB: p.253 |
| School: Transmutation [Language-Dependent] Effect: Whispered conversation at distance. | SR: No | Target: 1 creature/lev | el | | Caster Level: 8 | |
| DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD | DC: 14, Will negates (object) | Standard Action | Instantaneous | Close (45 ft.) | V,S,F | PHB: p.258 |
| School: Transmutation | SR: Yes (object) | | ng up to 30 lb. or portal that can be opened | | Caster Level: 8 | • |
| Effect: Opens or closes small or light things. | | | | | | |
| □□□□□ Prestidigitation | DC: 14, See text | Standard Action | 1 hour | 10 ft. | V,S | PHB: p.264 |
| School: Universal Effect: Performs minor tricks. | SR: No | Target: See text | | | Caster Level: 8 | |
| Ray of Frost | | Standard Action | Instantaneous | Close (45 ft.) | V,S | PHB: p.269 |
| School: Evocation [Cold] | SR: Yes | Target: Ray | | , | Caster Level: 8 | • |
| Effect: Ray deals 1d3 cold damage. | ·· | | | | | |
| □□□□□ Read Magic | | Standard Action | 10 minutes/level | Personal | V,S,F | PHB: p.269 |
| School: Divination | SR: No | Target: You | | | Caster Level: 8 | |
| Effect: Read scrolls and spellbooks. Repair Minor Damage | | 1 standard action | Instantaneous | Touch | V,S | SC: p.173 |
| School: Transmutation | SR: No | Target: Construct tour | | | Caster Level: 8 | · |
| Effect: Repair a construct 1 point of damage. | | - | | | | |
| Resistance | DC: 14, Will negates (harmless) | Standard Action | 1 minute | Touch | V,S,M/DF | PHB: p.272 |
| School: Abjuration | SR: Yes (harmless) | Target: Creature touc | | y apoll. Arge = Mat. | Caster Level: 8 | uro alaak |
| Effect: You imbue the subject with magical energy that prof | ects it from harm, granting it a +1 resistance bonus DC: 14, Will negates [object] | s on saves. Resistance 1 standard action | an be made permanent with a permanency minute/level [D] | y spell. Arcane Material Close (45 ft.) | I - Component A miniati S | ure cloak. SC: p.190 |
| | , ! | Target: One portal | | (12 117) | Caster Level: 8 | - 1 *= |
| School: Illusion (Glamer) | SR: Yes [object] | . a.go One punai | 1. Even the equeckingt door anone without a | cound when under the | effect of this spell. Sile | nt portal coversonly the |
| School: Illusion (Glamer) Effect: This simple cantrip negates the sound of opening at | SR: Yes [object] nd closing a single portal [door, window, gate, draw | er, chest lid, or the like | j. Everi trie squeakiest door opens without a | Souria when under the | onout or time oponic one | |
| Effect: This simple cantrip negates the sound of opening an normal means of opening and closing the targeted portal. E | nd closing a single portal [door, window, gate, draw Breaking a window or kicking in a door still makes r | ver, chest lid, or the like noise, but opening a do ell resistance and a Wil | or that is loosely hanging by its hinges does I save [DC 10 + caster's ability modifier + or | not [since this is the no | ormal way a door would | be openedj. Portals |
| School: Illusion (Glamer) Effect: This simple cantrip negates the sound of opening an ormal means of opening and closing the targeted portal. E composed of magical energy are not affected by this spell. | nd closing a single portal [door, window, gate, draw Breaking a window or kicking in a door still makes r | ver, chest lid, or the like noise, but opening a do ell resistance and a Wil 1 standard action | p. Even the squeakest door opens willout a for that is loosely hanging by its hinges does I save [DC 10 + caster's ability modifier + oth Instantaneous | not [since this is the noner modifiers as approphered to the control of the contr | ormal way a door would oriate] apply V,S | SC: p.195 |
| Effect: This simple cantrip negates the sound of opening an ormal means of opening and closing the targeted portal. Ecomposed of magical energy are not affected by this spell. Composed of magical energy are not affected by this spell. Composed of specific Sonic Snap School: Evocation [Sonic] | nd closing a single portal [door, window, gate, draw freaking a window or kicking in a door still makes r In the case of magic or even intelligent portals, spi DC: 14, Will partial SR: Yes | ell resistance and a Wil | save [DC 10 + caster's ability modifier + oth Instantaneous | ner modifiers as approp | riate] apply | |
| Effect: This simple cantrip negates the sound of opening an onmal means of opening and closing the targeted portal. Ecomposed of magical energy are not affected by this spell. | nd closing a single portal [door, window, gate, draw freaking a window or kicking in a door still makes r In the case of magic or even intelligent portals, spo DC: 14, Will partial SR: Yes afened for 1 round. | ell resistance and a Wil 1 standard action Target: One creature | save [DC 10 + caster's ability modifier + oth Instantaneous or object | ner modifiers as approp Close (45 ft.) | vriate] apply V,S Caster Level: 8 | SC: p.195 |
| Effect: This simple cantrip negates the sound of opening an normal means of opening and closing the targeted portal. Ecomposed of magical energy are not affected by this spell. Composed of magical energy are not affected by this spell. Composed of magical energy are not affected by this spell. Composed School: Evocation [Sonic Street I pt of damage and target must save or be dead to the composed of the composed | nd closing a single portal [door, window, gate, draw freaking a window or kicking in a door still makes r In the case of magic or even intelligent portals, spr DC: 14, Will partial SR: Yes afened for 1 round. DC: 14, Will negates [object] | all resistance and a Wil 1 standard action Target: One creature 1 standard action | save [DC 10 + caster's ability modifier + oth Instantaneous or object Instantaneous | ner modifiers as approp | vriate) apply V,S Caster Level: 8 V,S,M | |
| Effect: Deal 1 pt of damage and target must save or be deal composed of Control Contro | nd closing a single portal [door, window, gate, draw freaking a window or kicking in a door still makes r In the case of magic or even intelligent portals, spo DC: 14, Will partial SR: Yes afened for 1 round. | all resistance and a Wil 1 standard action Target: One creature 1 standard action | save [DC 10 + caster's ability modifier + oth Instantaneous or object | ner modifiers as approp Close (45 ft.) | vriate] apply V,S Caster Level: 8 | SC: p.195 |
| Effect: This simple cantrip negates the sound of opening an normal means of opening and closing the targeted portal. Ecomposed of magical energy are not affected by this spell. Composed of magical energy are not affected by this spell. Composed of magical energy are not affected by this spell. Composed of the spell of this spell. Composed of the spell of the spel | nd closing a single portal [door, window, gate, draw freaking a window or kicking in a door still makes r In the case of magic or even intelligent portals, spr DC: 14, Will partial SR: Yes afened for 1 round. DC: 14, Will negates [object] | all resistance and a Wil 1 standard action Target: One creature 1 standard action | save [DC 10 + caster's ability modifier + oth Instantaneous or object Instantaneous | ner modifiers as approp Close (45 ft.) | vriate) apply V,S Caster Level: 8 V,S,M | SC: p.195 |
| Effect: Deal 1 pt of damage and target must save or be deal composed of Control Contro | nd closing a single portal [door, window, gate, draw Breaking a window or kicking in a door still makes r In the case of magic or even intelligent portals, spi DC: 14, Will partial SR: Yes afened for 1 round. DC: 14, Will negates [object] SR: Yes [object] | ell resistance and a Wil 1 standard action Target: One creature 1 standard action Target: Nonmagical, u | I save [DC 10 + caster's ability modifier + oth Instantaneous or object Instantaneous inattended object weighing up to 5lbs 1 round/level hed | ner modifiers as approp Close (45 ft.) Touch | v,s Caster Level: 8 V,S,M Caster Level: 8 | SC: p.195 |

LEVEL 1

| | | 1 | | | |
|--|---|---|--|--|---|
| Save Information | Time | Duration | Range | Comp. | Source |
| | | | Close (45 ft.) | | PHB: p.197 |
| SR: No | Target: 20-ftradius er | manation centered on a point in space | | Caster Level: 8 | |
| DC: 15. Reflex half | Standard Action | Instantaneous | 15 ft. | V.S | PHB: p.207 |
| | | | | | |
| on. res | rarger. Cone-snaped | burst | | Caster Level. 0 | |
| DC: 15, Fortitude partial or Will negates; see | Standard Action | Instantaneous | Touch | V,S | PHB: p.209 |
| text | | | | | |
| | Target: Up to one Cre | ature/level touched | | Caster Level: 8 | |
| damage. | Standard Action | 10 minutes/level | Personal | V S M/DF | PHB: p.212 |
| | | 10 minutes/level | reisonal | | гпь. p.212 |
| SR: No | Target: You | | | Caster Level: 8 | |
| DC: 15 Will negates (harmless) or Will | 1 free action | Until landing or 1 round/level | Close (45 ft.) | V | PHB: p.229 |
| negates (object) | i ilee action | Onthi landing of 1 found/level | C1036 (43 II.) | V | 111b. p.229 |
| SR: Yes (object) | Target: One Medium of | or smaller freefalling object or creature/level, | no two of which may | Caster Level: 8 | |
| | be more than 20 ft. ap | art | | | |
| DC: 15 See text | Standard Action | 1 round/level [D] | Close (45 ft.) | VSM | PHB: p.237 |
| | | | 0.000 (10 1) | | |
| SK: NO | rarget: One object or | a 10-it. square | | Caster Level: 8 | |
| | 1 hour | Instantaneous | Touch | V,S,M/DF | PHB: p.243 |
| SR: No | | shiect | | Caster Level: 8 | |
| | | | does not function when | | cane Material |
| stirred into wine with an owl feather; the infusion m | nust be drunk prior to sp | pellcasting. | | | |
| DC: 15, Will negates (harmless) | Standard Action | 1 minute/level [D] | Touch | V,S,M | PHB: p.246 |
| SR: Yes | Target: Creature touch | ned | | Caster Level: 8 | |
| | | | | | |
| | 1 round | 2 hours/level [D] | Close (45 ft.) | V,S,M | PHB: p.256 |
| SR: No | Target: One mount | | | Caster Level: 8 | |
| | Chandra I A at | 4 minute flavor I I Co | Damas ! | V.C | DI ID 070 |
| | Standard Action | 1 minute/level [D] | Personal | | PHB: p.278 |
| SR: No | Target: You | | | Caster Level: 8 | |
| | Ctondard Astina | Itt | Tauch | V.C | DUD 070 |
| | | | TOUCH | | PHB: p.279 |
| | larget: Creature or ob | yect touched | | Caster Level: 8 | |
| | 1 round | 1 minute/level | Medium (180 ft) | V.S.M | PHB: p.280 |
| • | | | | | p.200 |
| on. res | rarger. One or more li | ving creatures within a 10-ftradius burst | | Caster Level: 8 | |
| | Standard Action | 1 hour/level | Close (45 ft.) | V,S,M | PHB: p.294 |
| SR: No | | | , | | |
| | , argot. o-itulameter | 3.0. O 10100 | | Casior LEVEL 0 | |
| DC: 15, Will disbelief (if interacted with) | Standard Action | 1 minute/level [D] | Close (45 ft.) | V, F | PHB: p.298 |
| SR: No | Target: Intelligible sou | | | Caster Level: 8 | |
| | 3.2.2.300 | | | | |
| | | | | | |
| | | 2 | | | |
| | LEVEL 2 | 2 | | | |
| Save Information | LEVEL 2 | 2 Duration | Range | Comp. | Source |
| Save Information DC: 16, Will negates (harmless) | | | Range Touch | Comp. | Source PHB: p.206 |
| | Time | Duration 1 minute/level [D] | | | |
| DC: 16, Will negates (harmless) SR: Yes (harmless) | Time Standard Action Target: Creature touch | Duration 1 minute/level [D] ned | Touch | V Caster Level: 8 | PHB: p.206 |
| DC: 16, Will negates (harmless) | Time Standard Action | Duration 1 minute/level [D] | | V Caster Level: 8 V,S,M/DF | |
| DC: 16, Will negates (harmless) SR: Yes (harmless) | Time Standard Action Target: Creature touch | Duration 1 minute/level [D] ned 1 minute/level | Touch | V Caster Level: 8 | PHB: p.206 |
| DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes (harmless) | Time Standard Action Target: Creature touch Standard Action Target: Creature touch | Duration 1 minute/level [D] ned 1 minute/level ned | Touch | V Caster Level: 8 V,S,M/DF Caster Level: 8 | PHB: p.206 PHB: p.207 |
| DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) | Time Standard Action Target: Creature touch Standard Action Target: Creature touch Standard Action | Duration 1 minute/level [D] ned 1 minute/level ned 1 minute/level 1 minute/level | Touch | V Caster Level: 8 V,S,M/DF Caster Level: 8 V,S,M | PHB: p.206 |
| DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes (harmless) | Time Standard Action Target: Creature touch Standard Action Target: Creature touch | Duration 1 minute/level [D] ned 1 minute/level ned 1 minute/level 1 minute/level | Touch | V Caster Level: 8 V,S,M/DF Caster Level: 8 | PHB: p.206 PHB: p.207 |
| DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) | Time Standard Action Target: Creature touch Standard Action Target: Creature touch Standard Action Target: Creature touch | Duration 1 minute/level [D] ned 1 minute/level ned 1 minute/level ned | Touch Touch | V Caster Level: 8 V,S,M/DF Caster Level: 8 V,S,M Caster Level: 8 | PHB: p.206 PHB: p.207 PHB: p.208 |
| DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes | Time Standard Action Target: Creature touch Standard Action Target: Creature touch Standard Action Target: Creature touch Standard Action | Duration 1 minute/level [D] ned 1 minute/level ned 1 minute/level ned Permanent | Touch | V Caster Level: 8 V,S,M/DF Caster Level: 8 V,S,M Caster Level: 8 V,S,M | PHB: p.206 PHB: p.207 |
| DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) | Time Standard Action Target: Creature touch Standard Action Target: Creature touch Standard Action Target: Creature touch Standard Action | Duration 1 minute/level [D] ned 1 minute/level ned 1 minute/level ned | Touch Touch | V Caster Level: 8 V,S,M/DF Caster Level: 8 V,S,M Caster Level: 8 | PHB: p.206 PHB: p.207 PHB: p.208 |
| DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes | Time Standard Action Target: Creature touch Standard Action Target: Creature touch Standard Action Target: Creature touch Standard Action | Duration 1 minute/level [D] ned 1 minute/level ned 1 minute/level ned Permanent | Touch Touch | V Caster Level: 8 V,S,M/DF Caster Level: 8 V,S,M Caster Level: 8 V,S,M | PHB: p.206 PHB: p.207 PHB: p.208 |
| DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes SR: No DC: 16, Will negates (harmless) | Time Standard Action Target: Creature touch Standard Action Target: Creature touch Standard Action Target: Creature touch Standard Action Target: Object toucher Standard Action | Duration 1 minute/level [D] ned 1 minute/level 1 minute/level ned 1 minute/level ned Permanent d Magical, heatless flame 1 minute/level | Touch Touch Touch | V Caster Level: 8 V.S.M/DF Caster Level: 8 V.S.M Caster Level: 8 V.S.M Caster Level: 8 V.S.M Caster Level: 8 V.S.M/DF | PHB: p.206 PHB: p.207 PHB: p.208 PHB: p.213 |
| DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes SR: No | Time Standard Action Target: Creature touch Standard Action Target: Creature touch Standard Action Target: Creature touch Standard Action Target: Object toucher | Duration 1 minute/level [D] ned 1 minute/level 1 minute/level ned 1 minute/level ned Permanent d Magical, heatless flame 1 minute/level | Touch Touch Touch | V Caster Level: 8 V.S.M/DF Caster Level: 8 V,S.M Caster Level: 8 V.S.M Caster Level: 8 | PHB: p.206 PHB: p.207 PHB: p.208 PHB: p.213 |
| DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes SR: No DC: 16, Will negates (harmless) | Time Standard Action Target: Creature touch Standard Action Target: Creature touch Standard Action Target: Creature touch Standard Action Target: Object toucher Standard Action | Duration 1 minute/level [D] ned 1 minute/level 1 minute/level ned 1 minute/level ned Permanent d Magical, heatless flame 1 minute/level | Touch Touch Touch | V Caster Level: 8 V.S.M/DF Caster Level: 8 V.S.M Caster Level: 8 V.S.M Caster Level: 8 V.S.M Caster Level: 8 V.S.M/DF | PHB: p.206 PHB: p.207 PHB: p.208 PHB: p.213 |
| DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes SR: No DC: 16, Will negates (harmless) SR: Yes | Time Standard Action Target: Creature touch Standard Action Target: Creature touch Standard Action Target: Creature touch Standard Action Target: Object toucher Standard Action Target: Creature touch Standard Action Target: Creature touch | Duration 1 minute/level [D] ned 1 minute/level ned 1 minute/level ned 1 minute/level ned Permanent d Magical, heatless flame 1 minute/level ned 1 round/level | Touch Touch Touch Touch | V Caster Level: 8 V.S.M/DF Caster Level: 8 V.S.M Caster Level: 8 V.S.M Caster Level: 8 V.S.M Caster Level: 8 V.S.M/DF Caster Level: 8 | PHB: p.206 PHB: p.207 PHB: p.208 PHB: p.213 PHB: p.225 |
| DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes SR: No DC: 16, Will negates (harmless) SR: Yes DC: 16, Will negates (harmless) SR: Yes | Time Standard Action Target: Creature touch Standard Action Target: Creature touch Standard Action Target: Creature touch Standard Action Target: Object toucher Standard Action Target: Creature touch | Duration 1 minute/level [D] ned 1 minute/level ned 1 minute/level ned 1 minute/level ned Permanent d Magical, heatless flame 1 minute/level ned 1 round/level | Touch Touch Touch Touch | V Caster Level: 8 V.S.M/DF Caster Level: 8 V.S.M Caster Level: 8 V.S.M Caster Level: 8 V.S.M/DF Caster Level: 8 V.S.M/DF Caster Level: 8 V.S.M/DF Caster Level: 8 | PHB: p.206 PHB: p.207 PHB: p.208 PHB: p.213 PHB: p.225 |
| DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes SR: No DC: 16, Will negates (harmless) SR: Yes DC: 16, Will negates (harmless) SR: Yes | Time Standard Action Target: Creature touch Standard Action Target: Creature touch Standard Action Target: Creature touch Standard Action Target: Object toucher Standard Action Target: Creature touch Standard Action Target: Creature touch | Duration 1 minute/level [D] ned 1 minute/level ned 1 minute/level ned 1 minute/level ned Permanent d Magical, heatless flame 1 minute/level ned 1 round/level | Touch Touch Touch Touch | V Caster Level: 8 V.S.M/DF Caster Level: 8 V.S.M Caster Level: 8 V.S.M Caster Level: 8 V.S.M/DF Caster Level: 8 V.S.M/DF Caster Level: 8 V.S.M/DF | PHB: p.206 PHB: p.207 PHB: p.208 PHB: p.213 PHB: p.225 |
| DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes SR: No DC: 16, Will negates (harmless) SR: Yes DC: 16, Will negates (harmless) SR: Yes | Time Standard Action Target: Creature touch Standard Action Target: Creature touch Standard Action Target: Creature touch Standard Action Target: Object toucher Standard Action Target: Creature touch Standard Action Target: 5-ftdiameter | Duration 1 minute/level [D] ned 1 minute/level ned 1 minute/level ned 1 minute/level ned Permanent d Magical, heatless flame 1 minute/level ned 1 round/level sphere 1 minute/level | Touch Touch Touch Touch Medium (180 ft.) | V Caster Level: 8 V.S.M/DF Caster Level: 8 V.S.M Caster Level: 8 V.S.M Caster Level: 8 V.S.M/DF Caster Level: 8 V.S.M/DF Caster Level: 8 V.S.M/DF Caster Level: 8 | PHB: p.206 PHB: p.207 PHB: p.208 PHB: p.213 PHB: p.225 PHB: p.232 |
| DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes SR: No DC: 16, Will negates (harmless) SR: Yes DC: 16, Will negates (harmless) SR: Yes CC: 16, Reflex negates SR: Yes | Time Standard Action Target: Creature touch Standard Action Target: Creature touch Standard Action Target: Creature touch Standard Action Target: Object toucher Standard Action Target: Creature touch Standard Action Target: S-ftdiameter: Standard Action Target: S-ftdiameter: Standard Action Target: Creature touch | Duration 1 minute/level [D] ned 1 minute/level ned 1 minute/level ned 1 minute/level ned 2 Magical, heatless flame 1 minute/level ned 1 round/level sphere 1 minute/level | Touch Touch Touch Touch Medium (180 ft.) Touch | V Caster Level: 8 V,S,M/DF Caster Level: 8 V,S,M Caster Level: 8 V,S,M Caster Level: 8 V,S,M/DF Caster Level: 8 V,S,M/DF Caster Level: 8 V,S,M/DF Caster Level: 8 V,S,M/DF Caster Level: 8 Caster Level: 8 | PHB: p.206 PHB: p.207 PHB: p.208 PHB: p.213 PHB: p.225 PHB: p.232 PHB: p.233 |
| DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes SR: No DC: 16, Will negates (harmless) SR: Yes DC: 16, Will negates (harmless) SR: Yes CC: 16, Reflex negates SR: Yes | Time Standard Action Target: Creature touch Standard Action Target: Creature touch Standard Action Target: Creature touch Standard Action Target: Object toucher Standard Action Target: Creature touch Standard Action Target: 5-ftdiameter: Standard Action | Duration 1 minute/level [D] ned 1 minute/level ned 1 minute/level ned 1 minute/level ned Permanent d Magical, heatless flame 1 minute/level ned 1 round/level sphere 1 minute/level | Touch Touch Touch Touch Medium (180 ft.) | V Caster Level: 8 V.S.M/DF Caster Level: 8 V.S.M Caster Level: 8 V.S.M Caster Level: 8 V.S.M/DF Caster Level: 8 V.S.M/DF Caster Level: 8 V.S.M/DF Caster Level: 8 V.S.M/DF | PHB: p.206 PHB: p.207 PHB: p.208 PHB: p.213 PHB: p.225 PHB: p.232 |
| DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes SR: No DC: 16, Will negates (harmless) SR: Yes DC: 16, Will negates (harmless) SR: Yes CC: 16, Reflex negates SR: Yes | Time Standard Action Target: Creature touch Standard Action Target: Creature touch Standard Action Target: Creature touch Standard Action Target: Object toucher Standard Action Target: Creature touch Standard Action Target: 5-ftdiameter: Standard Action Target: Creature touch Standard Action Target: Creature touch Standard Action Target: Creature touch Standard Action | Duration 1 minute/level [D] ned 1 minute/level ned 1 minute/level ned 1 minute/level ned 2 Magical, heatless flame 1 minute/level ned 1 round/level sphere 1 minute/level | Touch Touch Touch Touch Touch Touch Medium (180 ft.) Touch Medium (180 ft.) | V Caster Level: 8 V,S,M/DF Caster Level: 8 V,S,M Caster Level: 8 V,S,M Caster Level: 8 V,S,M/DF Caster Level: 8 V,S,M/DF Caster Level: 8 V,S,M/DF Caster Level: 8 V,S,M/DF Caster Level: 8 Caster Level: 8 | PHB: p.206 PHB: p.207 PHB: p.208 PHB: p.213 PHB: p.225 PHB: p.232 PHB: p.233 |
| DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes SR: No DC: 16, Will negates (harmless) SR: Yes DC: 16, Reflex negates SR: Yes Jlevel. DC: 16, Will negates (harmless) SR: Yes | Time Standard Action Target: Creature touch Standard Action Target: Creature touch Standard Action Target: Creature touch Standard Action Target: Object toucher Standard Action Target: Creature touch | Duration 1 minute/level [D] ned 1 minute/level med 1 minute/level ned 1 minute/level ned Permanent d Magical, heatless flame 1 minute/level ned 1 round/level sphere 1 minute/level ned Instantaneous; see text or chest with an area of up to 10 sq. ft/level | Touch Touch Touch Touch Medium (180 ft.) Medium (180 ft.) | V Caster Level: 8 V.S.M/DF Caster Level: 8 V.S.M Caster Level: 8 V.S.M/DF | PHB: p.206 PHB: p.207 PHB: p.208 PHB: p.213 PHB: p.225 PHB: p.232 PHB: p.233 PHB: p.246 |
| DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes SR: No DC: 16, Will negates (harmless) SR: Yes DC: 16, Will negates (harmless) SR: Yes | Time Standard Action Target: Creature touch Standard Action Target: Creature touch Standard Action Target: Creature touch Standard Action Target: Object toucher Standard Action Target: Creature touch Standard Action Target: Creature touch Standard Action Target: Creature touch Standard Action Target: One door, box Standard Action Target: One door, box Standard Action | Duration 1 minute/level [D] ned 1 minute/level [D] ned 1 minute/level ned 1 minute/level ned Permanent d Magical, heatless flame 1 minute/level ned 1 round/level sphere 1 minute/level ned Instantaneous; see text or chest with an area of up to 10 sq. ft/level 1 round +1 round/per 3 levels | Touch Touch Touch Touch Touch Touch Medium (180 ft.) Touch Medium (180 ft.) | V Caster Level: 8 V.S.M/DF Caster Level: 8 V.S.M Caster Level: 8 V.S.M/DF | PHB: p.206 PHB: p.207 PHB: p.208 PHB: p.213 PHB: p.225 PHB: p.232 PHB: p.233 |
| DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes SR: No DC: 16, Will negates (harmless) SR: Yes DC: 16, Reflex negates SR: Yes Jlevel. DC: 16, Will negates (harmless) SR: Yes | Time Standard Action Target: Creature touch Standard Action Target: Creature touch Standard Action Target: Creature touch Standard Action Target: Object toucher Standard Action Target: Creature touch | Duration 1 minute/level [D] ned 1 minute/level [D] ned 1 minute/level ned 1 minute/level ned Permanent d Magical, heatless flame 1 minute/level ned 1 round/level sphere 1 minute/level ned Instantaneous; see text or chest with an area of up to 10 sq. ft/level 1 round +1 round/per 3 levels | Touch Touch Touch Touch Medium (180 ft.) Medium (180 ft.) | V Caster Level: 8 V.S.M/DF Caster Level: 8 V.S.M Caster Level: 8 V.S.M/DF | PHB: p.206 PHB: p.207 PHB: p.208 PHB: p.213 PHB: p.225 PHB: p.232 PHB: p.233 PHB: p.246 |
| DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes SR: No DC: 16, Will negates (harmless) SR: Yes DC: 16, Will negates (harmless) SR: Yes C: 16, Will negates (harmless) SR: Yes SR: Yes SR: Yes SR: Yes SR: No SR: No | Time Standard Action Target: Creature touch Standard Action Target: Creature touch Standard Action Target: Creature touch Standard Action Target: Object toucher Standard Action Target: Creature touch Standard Action Target: S-ftdiameter is Standard Action Target: Creature touch Standard Action Target: One door, box Standard Action Target: One door, box Standard Action Target: One arrow of a | Duration 1 minute/level [D] ned 1 minute/level [D] ned 1 minute/level ned 1 minute/level ned 1 minute/level ned 1 minute/level ned 1 round/level sphere 1 minute/level ned Instantaneous; see text nor chest with an area of up to 10 sq. ft/level 1 round/1 round/per 3 levels acid | Touch Touch Touch Touch Touch Medium (180 ft.) Touch Medium (180 ft.) el Long (720 ft.) | V Caster Level: 8 V.S.M/DF Caster Level: 8 V.S.M Caster Level: 8 V.S.M Caster Level: 8 V.S.M/DF Caster Level: 8 Caster Level: 8 Caster Level: 8 | PHB: p.206 PHB: p.207 PHB: p.208 PHB: p.213 PHB: p.225 PHB: p.232 PHB: p.233 PHB: p.246 PHB: p.253 |
| DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes SR: No DC: 16, Will negates (harmless) SR: Yes DC: 16, Will negates (harmless) SR: Yes C: 16, Will negates SR: Yes SR: Yes SR: No SR: No SR: No SR: No SR: No C: 16, Will negates (harmless) | Time Standard Action Target: Creature touch Standard Action Target: Creature touch Standard Action Target: Creature touch Standard Action Target: Object toucher Standard Action Target: Creature touch Standard Action Target: Standard Action Target: Creature touch Standard Action Target: Creature touch Standard Action Target: One door, box Standard Action Target: One arrow of a Standard Action | Duration 1 minute/level [D] ned 1 minute/level [D] ned 1 minute/level ned 1 minute/level ned 1 minute/level ned 1 minute/level ned 1 round/level sphere 1 minute/level ned Instantaneous; see text nor chest with an area of up to 10 sq. ft/level 1 round/1 round/per 3 levels ned 1 minute/level | Touch Touch Touch Touch Medium (180 ft.) Medium (180 ft.) | V Caster Level: 8 V.S.M/DF Caster Level: 8 V.S.M Caster Level: 8 V.S.M Caster Level: 8 V.S.M/DF Caster Level: 8 V.S.M/F Caster Level: 8 V.S.M/F | PHB: p.206 PHB: p.207 PHB: p.208 PHB: p.213 PHB: p.225 PHB: p.232 PHB: p.233 PHB: p.246 |
| DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes SR: No DC: 16, Will negates (harmless) SR: Yes DC: 16, Will negates (harmless) SR: Yes C: 16, Will negates (harmless) SR: Yes SR: Yes SR: Yes SR: Yes SR: No SR: No | Time Standard Action Target: Creature touch Standard Action Target: Creature touch Standard Action Target: Creature touch Standard Action Target: Object toucher Standard Action Target: Creature touch Standard Action Target: S-ftdiameter is Standard Action Target: Creature touch Standard Action Target: One door, box Standard Action Target: One door, box Standard Action Target: One arrow of a | Duration 1 minute/level [D] ned 1 minute/level [D] ned 1 minute/level ned 1 minute/level ned 1 minute/level ned 1 minute/level ned 1 round/level sphere 1 minute/level ned Instantaneous; see text nor chest with an area of up to 10 sq. ft/level 1 round/1 round/per 3 levels ned 1 minute/level | Touch Touch Touch Touch Touch Medium (180 ft.) Touch Medium (180 ft.) el Long (720 ft.) | V Caster Level: 8 V.S.M/DF Caster Level: 8 V.S.M Caster Level: 8 V.S.M Caster Level: 8 V.S.M/DF Caster Level: 8 Caster Level: 8 Caster Level: 8 | PHB: p.206 PHB: p.207 PHB: p.208 PHB: p.213 PHB: p.225 PHB: p.232 PHB: p.233 PHB: p.236 PHB: p.233 |
| DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes SR: No DC: 16, Will negates (harmless) SR: Yes DC: 16, Will negates (harmless) SR: Yes DC: 16, Reflex negates SR: Yes DC: 16, Will negates (harmless) SR: Yes SR: No SR: No SR: No DC: 16, Will negates (harmless) SR: Yes | Time Standard Action Target: Creature touch Standard Action Target: Creature touch Standard Action Target: Creature touch Standard Action Target: Object toucher Standard Action Target: Creature touch Standard Action Target: S-ftdiameter: Standard Action Target: Creature touch Standard Action Target: One door, box Standard Action Target: One arrow of a Standard Action Target: One arrow of a Standard Action Target: Creature touch | Duration 1 minute/level [D] ned 1 minute/level [D] ned 1 minute/level ned 1 minute/level ned Permanent d Magical, heatless flame 1 minute/level ned 1 round/level sphere 1 minute/level ned Instantaneous; see text or chest with an area of up to 10 sq. ft/level 1 round +1 round/per 3 levels acid 1 minute/level ned | Touch Touch Touch Touch Medium (180 ft.) Touch Medium (180 ft.) Long (720 ft.) Touch | V Caster Level: 8 V.S.M/DF Caster Level: 8 V.S.M Caster Level: 8 V.S.M Caster Level: 8 V.S.M/DF Caster Level: 8 | PHB: p.206 PHB: p.207 PHB: p.208 PHB: p.213 PHB: p.225 PHB: p.232 PHB: p.232 PHB: p.233 PHB: p.246 PHB: p.253 PHB: p.253 |
| DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes SR: No DC: 16, Will negates (harmless) SR: Yes DC: 16, Will negates (harmless) SR: Yes DC: 16, Will negates (harmless) SR: Yes SR: No SR: No SR: No DC: 16, Will negates (harmless) SR: Yes CSR: No SR: No DC: 16, Will negates (harmless) SR: Yes | Time Standard Action Target: Creature touch Standard Action Target: Creature touch Standard Action Target: Creature touch Standard Action Target: Object toucher Standard Action Target: Creature touch Standard Action Target: Standard Action Target: Creature touch Standard Action Target: Creature touch Standard Action Target: One door, box Standard Action Target: One arrow of a Standard Action Target: Creature touch Standard Action | Duration 1 minute/level [D] ned 1 minute/level [D] ned 1 minute/level ned 1 minute/level ned 1 minute/level ned 1 minute/level ned 1 round/level sphere 1 minute/level ned Instantaneous; see text nor chest with an area of up to 10 sq. ft/level ned 1 minute/level | Touch Touch Touch Touch Touch Medium (180 ft.) Touch Medium (180 ft.) el Long (720 ft.) | V Caster Level: 8 V.S.M/DF Caster Level: 8 V.S.M Caster Level: 8 V.S.M Caster Level: 8 V.S.M/DF | PHB: p.206 PHB: p.207 PHB: p.208 PHB: p.213 PHB: p.225 PHB: p.232 PHB: p.233 PHB: p.236 PHB: p.233 |
| DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes SR: No DC: 16, Will negates (harmless) SR: Yes DC: 16, Will negates (harmless) SR: Yes DC: 16, Reflex negates SR: Yes DC: 16, Will negates (harmless) SR: Yes SR: No SR: No SR: No DC: 16, Will negates (harmless) SR: Yes | Time Standard Action Target: Creature touch Standard Action Target: Creature touch Standard Action Target: Creature touch Standard Action Target: Object toucher Standard Action Target: Creature touch Standard Action Target: S-ftdiameter: Standard Action Target: Creature touch Standard Action Target: One door, box Standard Action Target: One arrow of a Standard Action Target: One arrow of a Standard Action Target: Creature touch | Duration 1 minute/level [D] ned 1 minute/level [D] ned 1 minute/level ned 1 minute/level ned 1 minute/level ned 1 minute/level ned 1 round/level sphere 1 minute/level ned Instantaneous; see text nor chest with an area of up to 10 sq. ft/level ned 1 minute/level | Touch Touch Touch Touch Medium (180 ft.) Touch Medium (180 ft.) Long (720 ft.) Touch | V Caster Level: 8 V.S.M/DF Caster Level: 8 V.S.M Caster Level: 8 V.S.M Caster Level: 8 V.S.M/DF Caster Level: 8 | PHB: p.206 PHB: p.207 PHB: p.208 PHB: p.213 PHB: p.225 PHB: p.232 PHB: p.232 PHB: p.233 PHB: p.246 PHB: p.253 PHB: p.259 |
| DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes SR: No DC: 16, Will negates (harmless) SR: Yes DC: 16, Will negates (harmless) SR: Yes DC: 16, Will negates (harmless) SR: Yes SR: No SR: No SR: No DC: 16, Will negates (harmless) SR: Yes CSR: No SR: No DC: 16, Will negates (harmless) SR: Yes | Time Standard Action Target: Creature touch Standard Action Target: Creature touch Standard Action Target: Creature touch Standard Action Target: Object toucher Standard Action Target: Creature touch Standard Action Target: Standard Action Target: Creature touch Standard Action Target: Creature touch Standard Action Target: One door, box Standard Action Target: One arrow of a Standard Action Target: Creature touch Standard Action | Duration 1 minute/level [D] ned 1 minute/level [D] ned 1 minute/level ned 1 minute/level ned Permanent d Magical, heatless flame 1 minute/level ned 1 round/level sphere 1 minute/level ned Instantaneous; see text or chest with an area of up to 10 sq. ft./level 1 round +1 round/per 3 levels acid 1 minute/level ned 1 hour/level or until discharged | Touch Touch Touch Touch Medium (180 ft.) Touch Medium (180 ft.) Long (720 ft.) Touch | V Caster Level: 8 V.S.M/DF Caster Level: 8 V.S.M Caster Level: 8 V.S.M Caster Level: 8 V.S.M/DF | PHB: p.206 PHB: p.207 PHB: p.208 PHB: p.213 PHB: p.225 PHB: p.232 PHB: p.233 PHB: p.246 PHB: p.253 PHB: p.259 PHB: p.266 |
| DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes SR: No DC: 16, Will negates (harmless) SR: Yes DC: 16, Will negates (harmless) SR: Yes DC: 16, Will negates (harmless) SR: Yes SR: No SR: No SR: No SR: No SR: No DC: 16, Will negates (harmless) SR: Yes CSR: No SR: Yes SR: No SR: Yes CSR: No DC: 16, Will negates (harmless) SR: Yes CSR: Yes | Time Standard Action Target: Creature touch Standard Action Target: Creature touch Standard Action Target: Creature touch Standard Action Target: Object toucher Standard Action Target: Standard Action Target: S-ftdiameter: Standard Action Target: Creature touch Standard Action Target: One door, box Standard Action Target: One arrow of a Standard Action Target: Creature touch Standard Action | Duration 1 minute/level [D] ned 1 minute/level [D] ned 1 minute/level ned 1 minute/level ned 1 minute/level ned 1 minute/level ned 1 round/level sphere 1 minute/level ned Instantaneous; see text nor chest with an area of up to 10 sq. ft/level ned 1 minute/level | Touch Touch Touch Touch Touch Medium (180 ft.) Touch Medium (180 ft.) el Long (720 ft.) Touch Touch | V Caster Level: 8 V.S.M/DF Caster Level: 8 V.S.M Caster Level: 8 V.S.M Caster Level: 8 V.S.M/DF Caster Level: 8 V.S.M/F Caster Level: 8 V.S.M/F Caster Level: 8 V.S.M/F Caster Level: 8 V.S.M/SF | PHB: p.206 PHB: p.207 PHB: p.208 PHB: p.213 PHB: p.225 PHB: p.232 PHB: p.232 PHB: p.233 PHB: p.246 PHB: p.253 PHB: p.253 |
| DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes SR: No DC: 16, Will negates (harmless) SR: Yes DC: 16, Will negates (harmless) SR: Yes DC: 16, Will negates (harmless) SR: Yes SR: No SR: No SR: No DC: 16, Will negates (harmless) SR: Yes CSR: No SR: No DC: 16, Will negates (harmless) SR: Yes | Time Standard Action Target: Creature touch Standard Action Target: Creature touch Standard Action Target: Creature touch Standard Action Target: Object toucher Standard Action Target: Standard Action Target: S-ftdiameter: Standard Action Target: Creature touch Standard Action Target: One door, box Standard Action Target: One door, box Standard Action Target: Creature touch | Duration 1 minute/level [D] ned 1 minute/level [D] ned 1 minute/level ned 1 minute/level ned Permanent d Magical, heatless flame 1 minute/level ned 1 round/level sphere 1 minute/level ned Instantaneous; see text or chest with an area of up to 10 sq. ft./level 1 round +1 round/per 3 levels acid 1 minute/level ned 1 hour/level or until discharged | Touch Touch Touch Touch Touch Medium (180 ft.) Touch Medium (180 ft.) el Long (720 ft.) Touch Touch | V Caster Level: 8 V.S.M/DF Caster Level: 8 V.S.M Caster Level: 8 V.S.M Caster Level: 8 V.S.M/DF Caster Level: 8 V.S.M.F Caster Level: 8 V.S.M/DF Caster Level: 8 Caster Level: 8 | PHB: p.206 PHB: p.207 PHB: p.208 PHB: p.213 PHB: p.225 PHB: p.232 PHB: p.233 PHB: p.246 PHB: p.253 PHB: p.259 PHB: p.266 |
| DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes SR: No DC: 16, Will negates (harmless) SR: Yes DC: 16, Will negates (harmless) SR: Yes DC: 16, Will negates (harmless) SR: Yes SR: No SR: No SR: No SR: No SR: No DC: 16, Will negates (harmless) SR: Yes CSR: No SR: Yes SR: No SR: Yes CSR: No DC: 16, Will negates (harmless) SR: Yes CSR: Yes | Time Standard Action Target: Creature touch Standard Action Target: Creature touch Standard Action Target: Creature touch Standard Action Target: Object toucher Standard Action Target: Creature touch Standard Action Target: Standard Action Target: Creature touch Standard Action Target: One door, box Standard Action Target: One arrow of a Standard Action Target: Creature touch Standard Action Target: You | Duration 1 minute/level [D] ned 1 minute/level [D] ned 1 minute/level ned 1 minute/level ned 1 minute/level ned 1 minute/level ned 1 round/level sphere 1 minute/level ned Instantaneous; see text , or chest with an area of up to 10 sq. ft./level 1 round +1 round/per 3 levels ned 1 minute/level ned 1 hour/level or until discharged ned 1 hour/level or until discharged | Touch Touch Touch Touch Touch Medium (180 ft.) Touch Medium (180 ft.) al Long (720 ft.) Touch Touch Touch | V Caster Level: 8 V.S.M/DF Caster Level: 8 V.S.M Caster Level: 8 V.S.M Caster Level: 8 V.S.M/DF | PHB: p.206 PHB: p.207 PHB: p.208 PHB: p.213 PHB: p.225 PHB: p.232 PHB: p.233 PHB: p.253 PHB: p.253 PHB: p.266 PHB: p.266 PHB: p.275 |
| DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes SR: No DC: 16, Will negates (harmless) SR: Yes DC: 16, Will negates (harmless) SR: Yes Revel. DC: 16, Will negates (harmless) SR: Yes SR: No SR: No SR: No SR: No SR: No SR: Yes C: 16, Will negates (harmless) SR: Yes SR: No SR: Yes C: 16, Will negates (harmless) SR: Yes SR: Yes (harmless) | Time Standard Action Target: Creature touch Standard Action Target: Creature touch Standard Action Target: Creature touch Standard Action Target: Object toucher Standard Action Target: Standard Action Target: Standard Action Target: Standard Action Target: Creature touch Standard Action Target: One door, box Standard Action Target: One arrow of a Standard Action Target: Creature touch Standard Action Target: You 1 round | Duration 1 minute/level [D] ned 1 minute/level [D] ned 1 minute/level ned 1 minute/level ned Permanent d Magical, heatless flame 1 minute/level ned 1 round/level sphere 1 minute/level ned Instantaneous; see text or chest with an area of up to 10 sq. ft./level round +1 round/per 3 levels acid 1 minute/level ned 1 hour/level or until discharged ned 10 minutes/level [D] | Touch Touch Touch Touch Touch Medium (180 ft.) Touch Medium (180 ft.) I touch Touch Personal Close (45 ft.) | V Caster Level: 8 V.S.M/DF Caster Level: 8 V.S.M Caster Level: 8 V.S.M Caster Level: 8 V.S.M/DF Caster Level: 8 V.S.F/DF | PHB: p.206 PHB: p.207 PHB: p.208 PHB: p.213 PHB: p.225 PHB: p.232 PHB: p.233 PHB: p.246 PHB: p.253 PHB: p.259 PHB: p.266 |
| DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes SR: No DC: 16, Will negates (harmless) SR: Yes DC: 16, Will negates (harmless) SR: Yes DC: 16, Will negates SR: Yes SR: No SR: No SR: No SR: No SR: No SR: Yes CC: 16, Will negates (harmless) SR: Yes SR: No SR: Yes CC: 16, Will negates (harmless) SR: Yes (harmless) | Time Standard Action Target: Creature touch Standard Action Target: Creature touch Standard Action Target: Creature touch Standard Action Target: Object toucher Standard Action Target: One arrow of a Standard Action Target: One arrow of a Standard Action Target: Creature touch Standard Action Target: One or more s | Duration 1 minute/level [D] ned 1 minute/level [D] ned 1 minute/level ned 1 round/level sphere 1 minute/level ned Instantaneous; see text nor chest with an area of up to 10 sq. ft/level ned 1 minute/level [D] 1 round/level [D] 1 round/level [D] 1 round/level [D] 1 ummoned creatures, no two of which can be | Touch Touch Touch Touch Touch Touch Medium (180 ft.) Touch Medium (180 ft.) Touch Touch Touch Touch Close (45 ft.) Touch Touch Touch Touch Personal | V Caster Level: 8 V.S.M/DF Caster Level: 8 V.S.M Caster Level: 8 V.S.M Caster Level: 8 V.S.M/DF Caster Level: 8 V.S.M.F Caster Level: 8 V.S.M.F Caster Level: 8 V.S.M/DF Caster Level: 8 V.S.F Caster Level: 8 V.S.F Caster Level: 8 V.S.M | PHB: p.206 PHB: p.207 PHB: p.208 PHB: p.213 PHB: p.225 PHB: p.232 PHB: p.232 PHB: p.233 PHB: p.246 PHB: p.259 PHB: p.259 PHB: p.266 PHB: p.275 PHB: p.286 |
| DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes SR: No DC: 16, Will negates (harmless) SR: Yes DC: 16, Will negates (harmless) SR: Yes Revel. DC: 16, Will negates (harmless) SR: Yes SR: No SR: No SR: No SR: No SR: No SR: Yes C: 16, Will negates (harmless) SR: Yes SR: No SR: Yes C: 16, Will negates (harmless) SR: Yes SR: Yes (harmless) | Time Standard Action Target: Creature touch Standard Action Target: Creature touch Standard Action Target: Creature touch Standard Action Target: Object toucher Standard Action Target: Creature touch Standard Action Target: Standard Action Target: Standard Action Target: One door, box Standard Action Target: One arrow of a Standard Action Target: Creature touch Standard Action Target: One or more s vel list or 1d3 creatures vel list or 1d3 creatures | Duration 1 minute/level [D] ned 1 minute/level [D] ned 1 minute/level ned 1 minute/level ned 1 minute/level ned 1 minute/level ned 1 round/level sphere 1 minute/level ned 1 round/level sphere 1 minute/level ned 1 round/level sphere 1 minute/level ned 1 nound/level ned 1 nound/level 1 round +1 round/per 3 levels ned 1 minute/level ned 1 minute/level ned 1 noun/level or until discharged ned 1 nound/level [D] 1 round/level [D] | Touch Touch Touch Touch Touch Medium (180 ft.) Touch Medium (180 ft.) al Long (720 ft.) Touch Touch Close (45 ft.) e more than 30 ft. apart estial giant bee LG; Cel | V Caster Level: 8 V.S.M/DF Caster Level: 8 V.S.M Caster Level: 8 V.S.M/DF Caster Level: 8 V.S.F/DF Caster Level: 8 V.S.F/DF Caster Level: 8 Estial giant bombardier | PHB: p.206 PHB: p.207 PHB: p.208 PHB: p.213 PHB: p.225 PHB: p.232 PHB: p.233 PHB: p.253 PHB: p.253 PHB: p.256 PHB: p.256 PHB: p.266 PHB: p.275 PHB: p.286 beetle NG; Celestial |
| DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes SR: No DC: 16, Will negates (harmless) SR: Yes DC: 16, Will negates (harmless) SR: Yes DC: 16, Will negates SR: Yes In the second of the seco | Time Standard Action Target: Creature touch Standard Action Target: Creature touch Standard Action Target: Creature touch Standard Action Target: Object toucher Standard Action Target: Creature touch Standard Action Target: Standard Action Target: Creature touch Standard Action Target: One action Target: One action Target: One arrow of a Standard Action Target: One arrow of a Standard Action Target: Creature touch Standard Action Target: One or more s vel list or 1d3 creatures us centipede, Large Ni | Duration 1 minute/level [D] ned 1 minute/level [D] ned 1 minute/level ned 1 round/level sphere 1 minute/level ned Instantaneous; see text nor chest with an area of up to 10 sq. ft/level ned 1 minute/level ned 1 minute/level ned 1 minute/level ned 1 round/level [D] 1 round/level or until discharged ned 10 minutes/level [D] 1 round/level [D] 1 round/level [D] 1 ummoned creatures, no two of which can be of the same kind from the 1st-level list. Cele; Fiendish monstrous scorpion, Medium NE | Touch Touch Touch Touch Touch Touch Medium (180 ft.) Touch Medium (180 ft.) al Long (720 ft.) Touch Touch Close (45 ft.) a more than 30 ft. apart estial giant bee LG; Cel e; Fiendish shark, Medi | V Caster Level: 8 V.S.M/DF Caster Level: 8 V.S.M Caster Level: 8 V.S.M Caster Level: 8 V.S.M/DF Caster Level: 8 V.S.F/DF Caster Level: 8 V.S.F/DF Caster Level: 8 estial giant bombardier um1 NE; Fiendish money | PHB: p.206 PHB: p.207 PHB: p.208 PHB: p.213 PHB: p.225 PHB: p.232 PHB: p.233 PHB: p.233 PHB: p.246 PHB: p.253 PHB: p.266 PHB: p.266 PHB: p.275 PHB: p.286 beetle NG; Celestial strous spider, Medium |
| DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes SR: No DC: 16, Will negates (harmless) SR: Yes DC: 16, Will negates (harmless) SR: Yes DC: 16, Will negates SR: Yes CC: 16, Will negates (harmless) SR: Yes DC: 16, Will negates (harmless) SR: Yes SR: No SR: No SR: No SR: No SR: Yes DC: 16, Will negates (harmless) SR: No SR: No SR: No SR: No SR: No C: 16, Will negates (harmless) | Time Standard Action Target: Creature touch Standard Action Target: Creature touch Standard Action Target: Creature touch Standard Action Target: Object toucher Standard Action Target: Creature touch Standard Action Target: Standard Action Target: Creature touch Standard Action Target: One door, box Standard Action Target: One arrow of a Standard Action Target: Creature touch Standard Action Target: One or more s vel list or 1d3 creatures us centipede, Large Ni Standard Action | Duration 1 minute/level [D] ned 1 minute/level [D] ned 1 minute/level ned 1 round/level sphere 1 minute/level ned Instantaneous; see text , or chest with an area of up to 10 sq. ft/level ned 1 minute/level ned 1 hour/level or until discharged ned 10 minutes/level [D] ummoned creatures, no two of which can be of the same kind from the 1st-level list. Cel E; Fiendish monstrous scorpion, Medium NE | Touch Touch Touch Touch Touch Medium (180 ft.) Touch Medium (180 ft.) al Long (720 ft.) Touch Touch Close (45 ft.) e more than 30 ft. apart estial giant bee LG; Cel | V Caster Level: 8 V.S.M/DF Caster Level: 8 V.S.M Caster Level: 8 V.S.M Caster Level: 8 V.S.M/DF Caster Level: 8 V.S.F/DF Caster Level: 8 V.S.F/DF Caster Level: 8 estial giant bombardier un1 NE; Fiendish mon: V.S.M | PHB: p.206 PHB: p.207 PHB: p.208 PHB: p.213 PHB: p.225 PHB: p.232 PHB: p.232 PHB: p.233 PHB: p.253 PHB: p.266 PHB: p.275 PHB: p.286 beetle NG; Celestial |
| DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes SR: No DC: 16, Will negates (harmless) SR: Yes DC: 16, Will negates (harmless) SR: Yes DC: 16, Will negates SR: Yes In the second of the seco | Time Standard Action Target: Creature touch Standard Action Target: Creature touch Standard Action Target: Creature touch Standard Action Target: Object toucher Standard Action Target: Creature touch Standard Action Target: Standard Action Target: Creature touch Standard Action Target: One action Target: One action Target: One arrow of a Standard Action Target: One arrow of a Standard Action Target: Creature touch Standard Action Target: One or more s vel list or 1d3 creatures us centipede, Large Ni | Duration 1 minute/level [D] ned 1 minute/level [D] ned 1 minute/level ned 1 round/level sphere 1 minute/level ned Instantaneous; see text , or chest with an area of up to 10 sq. ft/level ned 1 minute/level ned 1 hour/level or until discharged ned 10 minutes/level [D] ummoned creatures, no two of which can be of the same kind from the 1st-level list. Cel E; Fiendish monstrous scorpion, Medium NE | Touch Touch Touch Touch Touch Touch Medium (180 ft.) Touch Medium (180 ft.) al Long (720 ft.) Touch Touch Close (45 ft.) a more than 30 ft. apart estial giant bee LG; Cele; Fiendish shark, Medi | V Caster Level: 8 V.S.M/DF Caster Level: 8 V.S.M Caster Level: 8 V.S.M Caster Level: 8 V.S.M/DF Caster Level: 8 V.S.F/DF Caster Level: 8 V.S.F/DF Caster Level: 8 estial giant bombardier um1 NE; Fiendish money | PHB: p.206 PHB: p.207 PHB: p.208 PHB: p.213 PHB: p.225 PHB: p.232 PHB: p.233 PHB: p.246 PHB: p.253 PHB: p.259 PHB: p.266 PHB: p.275 PHB: p.286 beetle NG: Celestial strous spider, Medium |
| | SR: No DC: 15, Reflex half SR: Yes DC: 15, Fortitude partial or Will negates; see text SR: Yes damage. SR: No DC: 15, Will negates (harmless) or Will negates (object) SR: Yes (object) DC: 15, See text SR: No SR: No SR: No SR: No SR: No SR: No SR: Yes DC: 15, Will negates SR: Yes | Save Information SR: No Target: 20-ftradius et Standard Action SR: Yes Target: Cone-shaped DC: 15, Fertitude partial or Will negates; see Standard Action SR: Yes Target: Up to one Credamage. Standard Action SR: No Standard Action Target: You DC: 15, Will negates (harmless) or Will negates (object) SR: Yes (object) Target: One Medium of be more than 20 ft. ap DC: 15, See text Standard Action Target: One object or 1 hour Target: One touched of magic item, including how to activate those functions [if appropriate], and stirred into wine with an owl feather; the infusion must be drunk prior to sp DC: 15, Will negates (harmless) SR: Yes Target: One mount SR: No Target: One mount SR: No Target: One mount Standard Action Target: You Standard Action Target: You Standard Action Target: You Standard Action Target: One or more lies SR: Yes Target: Creature or observed. SR: No SR: Yes Target: One or more lies Standard Action Target: | Save Information | Save Information Time Duration Standard Action 2 hours/level [D] Close (45 ft.) | Save Information Time Standard Action Standard Action Standard Action Standard Action Standard Action Standard Action Instantaneous Touch V.S V.S DC: 15, Reflex half Standard Action Standareous Target: Cone-shaped burst St. Yes Target: Up to one Creature/level touched Touch V.S Caster Level: 8 DC: 15, Fortitude partial or Will negates; see Standard Action St. Yes Target: Up to one Creature/level touched Target: Very Touch Touch V.S Caster Level: 8 SR: Yes St. Yes Standard Action Target: You Y.S. MOF Y.S. MOF |

^{* =}Domain/Speciality Spell

Wizard Spells LEVEL 3

| Display Blink Stroth Transmission SF No Targer You Caser (Level B Effect You nandority washed and reappear for 1 murated level Caser (Level B Stroth Transmission SF No Targer Magical enter Caser (Level B Stroth Transmission SF No Targer Magical enter Caser (Level B Stroth Transmission SF No Targer Magical enter Caser (Level B Stroth Transmission SF No Targer Magical enter Caser (Level B Stroth Transmission SF No Targer One spale caser Caser (Level B Stroth Transmission SF No Targer One spale caser Caser (Level B Stroth Transmission SF No Targer One spale caser Caser (Level B Stroth Transmission SF No Targer One spale caser Caser (Level B Stroth Transmission SF No Targer One spale caser Caser (Level B Stroth Transmission SF No Targer One spale caser Caser (Level B Stroth Transmission Caser (Level B Stro | PHB: p.209 PHB: p.223 PHB: p.231 amange. The explosion cre body or solid barrier prior st "hit" the opening with a ir, silver, and bronze. If the opening the prior of the physical | V,S. Caster Level: 8 V,S,F/DF Caster Level: 8 V,S, Caster Level: 8 V,S,M Caster Level: 8 salso take this damage upon a material body row slit, you must "hit" ead, gold, copper, silve s. Material Component S, M/DF Caster Level: 8 | Personal Long (720 ft.) Medium (180 ft.) t Long (720 ft.) area. Unattended object git and, unless it impact e, such as through an a melting points, such as ny other spell effect doe | 1 round/level [D] 1 minute/level [D] 1 minute/level [D] 1 Instantaneous 1 Inst | Standard Action Target: You 10 minutes Target: Magical senso Standard Action Target: One spellcaste Standard Action | SR: No | |
|--|--|--|---|--|--|---|--|
| Sendor Transmission Final Transmission Final Transmission Final Clairaudience(Clairvoyance Final Clairaudience(Clairvoyance Final Clairaudience(Clairvoyance Final Clairaudience(Clairvoyance Final Clairaudience(Clairvoyance Final Clairaudience(Clairvoyance Final Clair audience(Clairvoyance Final Clair audience(Clairvoyance) Final Clair audience(Clairvoyance Final Clair audience(Clairvoya | PHB: p.209 PHB: p.223 PHB: p.231 amage. The explosion cre lody or solid barrier prior st 'hii' the opening with a ryr, silver, and bronze. If the opening with a PHB: p.234 PHB: p.234 PHB: p.239 and opening with a part of the prior prior st 'hii' the opening with a part opening with a part opening with a part of the prior p | Caster Level: 8 V,S,F/DF Caster Level: 8 V,S. Caster Level: 8 V,S.M Caster Level: 8 also take this damage upon a material body rows lift, you must "hit" ead, gold, copper, silve a. Material Component S, M/DF Caster Level: 8 | Long (720 ft.) Medium (180 ft.) t Long (720 ft.) area. Unattended object git and, unless it impact e, such as through an a melting points, such as ny other spell effect doe | 1 minute/level [D] or Instantaneous er, creature, or object; or 20-ftradius burst Instantaneous pread xximum 10d6] to every creature within the a ea-sized bead streaks from the pointing dig to send the bead through a narrow passage ts in the area. It can melt metals with low r | Target: You 10 minutes Target: Magical senso Standard Action Target: One spellcaste Standard Action | | |
| Effect Voluntarion (solympia) Shord-Distriction (solympia) Shord | PHB: p.209 PHB: p.223 PHB: p.231 amange. The explosion cre body or solid barrier prior st "hit" the opening with a ir, silver, and bronze. If the opening the prior of the physical | V.S.F/DF Caster Level: 8 V.S. Caster Level: 8 V.S.M Caster Level: 8 s also take this damage upon a material body row slit, you must "hit" ead, gold, copper, silve s. Material Component S, M/DF Caster Level: 8 | Medium (180 ft.) t Long (720 ft.) area. Unattended object git and, unless it impact e, such as through an a melting points, such as ny other spell effect doe | Instantaneous er, creature, or object; or 20-ftradius burst Instantaneous pread siximum 10d6] to every creature within the a ea-sized bead streaks from the pointing dig to send the bead through a narrow passage ts in the area. It can melt metals with low r | 10 minutes Target: Magical senso Standard Action Target: One spellcaste Standard Action | | |
| Clair Fundamental Clair Invariance Clair Organics Sign No Fundamental Clair Clair Sign Sig | PHB: p.223 PHB: p.231 PHB: p.231 amage. The explosion cre body or solid barrier prior st 'hit' the opening with a 1 er, silver, and bronze. If the onent - A tiny ball of bat g PHB: p.234 PHB: p.239 and of the opening with a 1 er, silver, and bronze. If the onent - A tiny ball of bat g PHB: p.234 | Caster Level: 8 V,S Caster Level: 8 V,S.M Caster Level: 8 s also take this damage upon a material body row slit, you must 'hii' ead, gold, copper, silve s. Material Component S, M/DF Caster Level: 8 | Medium (180 ft.) t Long (720 ft.) area. Unattended object git and, unless it impact e, such as through an a melting points, such as ny other spell effect doe | Instantaneous er, creature, or object; or 20-ftradius burst Instantaneous pread siximum 10d6] to every creature within the a ea-sized bead streaks from the pointing dig to send the bead through a narrow passage ts in the area. It can melt metals with low r | Target: Magical senso Standard Action Target: One spellcaste Standard Action | | |
| Sende Devastance (Scripting) Control Head Price of an advance for immunications SR No Target* Medical Instantaneous Medium (160 tt) V.S. P. H. | PHB: p.223 PHB: p.231 PHB: p.231 amage. The explosion cre body or solid barrier prior st 'hit' the opening with a 1 er, silver, and bronze. If the onent - A tiny ball of bat g PHB: p.234 PHB: p.239 and of the opening with a 1 er, silver, and bronze. If the onent - A tiny ball of bat g PHB: p.234 | Caster Level: 8 V,S Caster Level: 8 V,S.M Caster Level: 8 s also take this damage upon a material body row slit, you must 'hii' ead, gold, copper, silve s. Material Component S, M/DF Caster Level: 8 | Medium (180 ft.) t Long (720 ft.) area. Unattended object git and, unless it impact e, such as through an a melting points, such as ny other spell effect doe | Instantaneous er, creature, or object; or 20-ftradius burst Instantaneous pread siximum 10d6] to every creature within the a ea-sized bead streaks from the pointing dig to send the bead through a narrow passage ts in the area. It can melt metals with low r | Target: Magical senso Standard Action Target: One spellcaste Standard Action | i . | |
| Effect Cancels magical spells and effects. | PHB: p.223 PHB: p.231 amage. The explosion cre l body or solid barrier prior st 'hii' the opening with a ry, silver, and bronze. If the openin - A tiny ball of bat g PHB: p.234 PHB: p.239 andling. The attack is mad | V,S Caster Level: 8 V,S,M Caster Level: 8 also take this damage upon a material body row slit, you must "hit" ead, gold, copper, silve a. Material Component S, M/DF Caster Level: 8 | t Long (720 ft.) area. Unattended object git and, unless it impact e, such as through an a melting points, such as ny other spell effect doe | Instantaneous er, creature, or object; or 20-ftradius burst Instantaneous pread sximum 10d6] to every creature within the a ea-sized bead streaks from the pointing dig to send the bead through a narrow passage ts in the area. It can melt metals with low r | Standard Action Target: One spellcaste Standard Action | 00.41 | • |
| Dispell Magic Standard Action Instantaneous Medium (1801.) V.S. PH | PHB: p.231 aranage. The explosion cre body or solid barrier prior st 'hit' the opening with a 1 er, silver, and bronze. If the opening with a 1 er, silver, and bronze. If the opening with a 1 er, silver, and bronze. If the opening with a 1 er, silver, and bronze. If the opening with a 1 er, silver, and bronze. PHB: p.234 B holding. The attack is mad | Caster Level: 8 V,S,M Caster Level: 8 salso take this damage upon a material body row slit, you must "hit" ead, gold, copper, silve s. Material Component S, M/DF Caster Level: 8 | t Long (720 ft.) area. Unattended object git and, unless it impact e, such as through an a melting points, such as ny other spell effect doe | er, creature, or object; or 20-ftradius burst Instantaneous pread uximum 10d6] to every creature within the a ea-sized bead streaks from the pointing dig to the area the bead through a narrow passage ts in the area. It can melt metals with low r | Target: One spellcaste Standard Action | SK: NO | |
| Service Majoration Service Majoration Service Stemic Cancelle mangical spelle and effects. DC: 17, Reflex half Similard Action Instantaneous Long (220 ft.) V.S.M PH Service Stemic Expending Fire Similard Action Instantaneous Long (220 ft.) V.S.M PH Service Stemic Expending Fire Service Stemic Expending Fire | PHB: p.231 aranage. The explosion cre body or solid barrier prior st 'hit' the opening with a 1 er, silver, and bronze. If the opening with a 1 er, silver, and bronze. If the opening with a 1 er, silver, and bronze. If the opening with a 1 er, silver, and bronze. If the opening with a 1 er, silver, and bronze. PHB: p.234 B holding. The attack is mad | Caster Level: 8 V,S,M Caster Level: 8 salso take this damage upon a material body row slit, you must "hit" ead, gold, copper, silve s. Material Component S, M/DF Caster Level: 8 | t Long (720 ft.) area. Unattended object git and, unless it impact e, such as through an a melting points, such as ny other spell effect doe | er, creature, or object; or 20-ftradius burst Instantaneous pread uximum 10d6] to every creature within the a ea-sized bead streaks from the pointing dig to the area the bead through a narrow passage ts in the area. It can melt metals with low r | Target: One spellcaste Standard Action | | |
| Effect Cannoble magical spella an effects. Caster Level: 8 Procession (Fire) SR Yes Sr Yes School: Exception of films that decinates with a low row and deals 1d8 points of fire damage per caster level (maximum 1038) to every creature within the area. Unattended objects as to lake this damage. The largest in pressure. You point you finger and determine the range (datance and height) at which we fire the largest in pressure. You point you finger and determine the range (datance and height) at which we fire the largest in the fire that is not not a pressure. You point you finger and determine the range (datance and height) at which we fire the largest in the fire that is not a control of the largest in the pressure of the largest in the state of the largest in the largest points, such as an analysis of the largest in the largest in the largest plant in the largest in the largest plant in the largest in the largest plant in large | PHB: p.231 3 lamage. The explosion cre lbody or solid barrier prior st 'hit' the opening with a ler, silver, and bronze. If the onent - A tiny ball of bat g PHB: p.234 3 PHB: p.239 3 holding. The attack is mad | V.S.,M Caster Level: 8 salso take this damage upon a material body row slit, you must "hit" ead, gold, copper, silve s. Material Component S, WDF Caster Level: 8 | Long (720 ft.) area. Unattended object git and, unless it impact e, such as through an a melting points, such as ny other spell effect doe | Instantaneous pread uximum 10d6] to every creature within the a ea-sized bead streaks from the pointing dig to the bead through a narrow passage ts in the area. It can melt metals with low r | Standard Action | SR: No | |
| Sended Execution (Fire) Sended Execution (Fir | anange. The explosion cre body or solid barrier prior st "hit" the opening with a ir, silver, and bronze. If the openind that g PHB: p.234 B PHB: p.239 Andding. The attack is mad | Caster Level: 8 s also take this damage s upon a material body row slit, you must 'hit' ead, gold, copper, silve s. Material Component S, M/DF Caster Level: 8 | area. Unattended object git and, unless it impact: e, such as through an a melting points, such as ny other spell effect doe | pread uximum 10d6] to every creature within the a ea-sized bead streaks from the pointing dig to send the bead through a narrow passage cts in the area. It can melt metals with low r | | | |
| Effect A inhabit spell is an explosion of fiame that detomates with a low roar and deals (dis points of fire damage per caster level [maximum 1068] to every create within the area. Unathended objects also lake this damage. The inhabit spell is an explosion of the fire that is a point. [An early impact results in in early debtoration,] if you attempt to send the beach though a rarriory passage, such as through an arrow afti, you must he'r be a containing the prescribed range, beloscores into the firebal at his point, [An early impact results in in early debtoration,] if you attempt to send the beach though a rarriory passage, such as through an arrow afti, you must he'r be a containing the prescribed range, beloscores into the firebal and a point. [An early impact results in in early debtoration,] if you attempt to send the beach though a rarriory passage, such as through an arrow afti, you must he'r be a containing the prescribed range, beloscores into the firebal may continue beyond the barrier if the arrap passage, such as provided and subtract the prescribed results and the prescribed results and the prescribed results are any other spell effect does. Material Component - A limit of the prescribed results are any other spell effect does. Material Component - A limit of the prescribed results are not an activated and can be prescribed. The prescribed results are not an activated and can be prescribed results and the prescribed results are not an activated and can be prescribed results and the prescribed results are not an activated and can be prescribed to the prescribed results and the prescribed results are not an activated and can be prescribed to the prescribed results and the prescribed results are not an activated results an activate and the prescribed results are not an activated results and the prescribed results are not an activated results and the prescribed results are not an activated results and the prescribed results are not activated results and the prescribed results are not activated results | amage. The explosion cre I body or solid barrier prior st 'hit' the opening with a i r, silver, and bronze. If the opened that is the property of the property | s also take this damage upon a material body row slit, you must 'hii' ead, gold, copper, silve s. Material Component S, M/DF Caster Level: 8 | git and, unless it impact: e, such as through an a melting points, such as ny other spell effect doe | eximum 10d6] to every creature within the a ea-sized bead streaks from the pointing dig to send the bead through a narrow passage cts in the area. It can melt metals with low r | Target: 20-ftradius s | DC: 17, Reflex half | Fireball |
| almost no pressure. You point your finger and determine the range (datance and height) at which the fireball is for burst. A glowing, peak-stack from the prioriting digit and, unless it impacts upon a material bodi or so that interior that the point of | l body or solid barrier prior st "hit" the opening with a pt. silver, and bronze. If the opening with a pt. silver, and bronze. If the openin - A tiny ball of bat g PHB: p.234 PHB: p.239 a holding. The attack is mad | s upon a material body row slit, you must "hit" ead, gold, copper, silve s. Material Component S, M/DF Caster Level: 8 | git and, unless it impact: e, such as through an a melting points, such as ny other spell effect doe | ea-sized bead streaks from the pointing dig to send the bead through a narrow passage cts in the area. It can melt metals with low r | | | |
| tatasing the prescribed riange, blossoms into the fireball at that point. [An early impact results in an early detonation.] If you attemfor to send the bead through an arrow passage, such as through an arrow passage, such as through a through a through it, the fireball may continue beyond the batter if the area permits, or breaks through it, the fireball may continue beyond the batter if the area permits, or breaks through it, the fireball may continue beyond the batter if the area permits, or breaks through it, the fireball may continue beyond the batter if the area permits, or breaks through it, the fireball may continue beyond the batter if the area permits, or breaks through it, the fireball may continue beyond the batter if the area permits, or breaks through it, the fireball may continue beyond the batter if the area permits, or the man, it can be a through a substantial and can it yellow.] **School Transmitted through the permits of the permits | st 'hit' the opening with a ier, silver, and bronze. If the onent - A tiny ball of bat g PHB: p.234 PHB: p.239 a holding. The attack is mad | row slit, you must "hit" ead, gold, copper, silve s. Material Component S, M/DF Caster Level: 8 | e, such as through an a melting points, such as ny other spell effect doe | to send the bead through a narrow passage cts in the area. It can melt metals with low r | age per caster level [ma | s with a low roar and deals 1d6 points of fire dama | Effect: A fireball spell is an explosion of flame that detonate: |
| tamage caused to an interposing barrier shatters or breaks through it, the fireball may continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any other spel leftect does. Maieral Component - A timu sulfur. School: Transmutation SR: No Target: Willing corporation continue to the barrier just as any other spel leftect does. Maieral School: Transmutation SR: No Target: Willing corporation continue to the barrier just as any other spel leftect does. Maieral School: Transmutation SR: No Target: Willing corporation continue to the barrier just as any other spel leftect does. Maieral School: Transmutation in the special part of the special part | PHB: p.234 PHB: p.239 PHB: p.239 Anolding, The attack is made | s. Material Component S, M/DF Caster Level: 8 | ny other spell effect doe | | onation.] If you attempt t | that point. [An early impact results in an early dete | attaining the prescribed range, blossoms into the fireball at |
| Standard Action 2 minutesslevel (D) Touch S, MDF PH School: Transmutation SR: No Farger: Willing corporate creature touched Cates Level: 8 Fifteet: Subject becomes insubstantial and can fly slowly. | PHB: p.234 PHB: p.239 holding. The attack is mad | S, M/DF Caster Level: 8 | | | | | |
| SR: No Target: Willing corporeal creature touched Caster Level: 8 Fifter: Subject becomes insubstantial and can fly slowly. DC: 17, Fortitude negates (harmless) SR: No Target: 1 creature level, no two of which can be more than 30 ft. apart Caster Level: 8 SR: No Target: 1 creature level, no two of which can be more than 30 ft. apart Caster Level: 8 SR: No Target: 1 creature level, no two of which can be more than 30 ft. apart Caster Level: 8 Fifter: The transmutation creatures move and act more quickly than normal. The carts apeed has several effects. When making a full attack action, a hasted creature may make one extra attack with any weapon he is holding. The least of the state of the s | PHB: p.239 3 holding. The attack is mad | Caster Level: 8 | Touch | s, otherwise it stops at the barrier just as ar | amer ii the area permits | unough it, the medali may continue beyond the b | |
| Effect: Subject becomes insubstantial and can fly slowly. | PHB: p.239 3 holding. The attack is mad | | | 2 minutes/level [D] | Standard Action | | ⊒□□□□Gaseous Form |
| Close (46 ft.) V.S.M PH | B holding. The attack is mad | V,S,M | | eal creature touched | Target: Willing corpore | SR: No | |
| Target: Transmission SR' Ves (tarmiess) Target: Transmission | B holding. The attack is mad | V,5,IVI | Class (45 4) | 4 | Ctandard Astina | DC: 47 Fastituda nametas (harmlasa) | |
| Effect: The transmuted creatures move and act more quickly than normal. This sotts speed has several effects. When making a full attack action, a hasted creature may make one extra attack with any weapon he is holding. This single the creature's tubil base attack by this part of the state o | holding. The attack is mad | | | | | - · · · · · · · · · · · · · · · · · · · | |
| sing the creature's full base attack bonus, plus any modifiers appropriate to the situation. [This effect is not cumulative with similar effects, such as that provided by a weapon of speed, not does provided the provided by a weapon of speed, not does provided by a weapon of speed, not does provided by a weapon of speed, not does provided by a such as that provided by a weapon of speed, not does provided by a such as that provided by a weapon of speed, not does provided by a such as that provided by a weapon of speed, not does provided by a such as that provided by a weapon of speed, not does not be a subject to make a speed using that for such as the subject is not as provided by a such as that provided by a weapon of speed, not does does not be a subject to make a speed using that for such as the subject is not as speed using that for such as the subject is not as speed using that for such as the subject is not as speed using that for such as that the subject is not as speed using that for such as the subject is not as speed using that for such as the subject is not as speed using that for such as the subject is not as speed using that for such as the subject is not as speed using that for such as the subject is not as speed using that for such as the subject is not as speed using that for such as the subject is not as speed using that for such as the subject is not as speed using that for such as the subject is not as speed using that for such as the subject is not as speed using that for such as the subject is not as speed using that for such as the subject is not as speed using that for such as the subject is not as speed using that for such as the subject is not as speed and for such as the subject is not as speed as for such as the subject is not as speed and for such as the subject is not as speed and for such as speed and for such as the subject is not as speed as for such as speed as sp | | | | | | | |
| asa's ascond spell or otherwise take an extra action in the round, A hasted creature gains a +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves. Any condition that makes you lose your Dexterity bonus to AC and Reflex saves. Any condition that makes you lose your Dexterity bonus to AC and Reflex saves. Any condition that makes you lose your Dexterity bonus to AC and Reflex saves. Any condition that makes you lose your Dexterity bonus to AC and Reflex saves. Any condition that makes you lose your Dexterity bonus to AC and Reflex saves. All of the hasted creature is under the provision of the Reflex saves. All of the hasted creature is jumping distance as normal for increased speed. Multiple haste effects don't stack. Haste dispels and counters slow. Material Component. A shawing of the Reflex of the R | | | | | | | |
| Increase counts as an enhancement borrus, and it affects the creature's impring distance as normal for increased speed. Multiple hastes defects don't stack. Haste dispels and counters slow. Material Component - A shaving of life. Fire Circle (1994) Caster Level: 8 Fire Circle (1994) C | bonus to Armor Class [if a | se your Dexterity bonus | dition that makes you lo | ge bonus to AC and Reflex saves. Any cond | tack rolls and a +1 dodg | round.] A hasted creature gains a +1 bonus on at | ast a second spell or otherwise take an extra action in the |
| DC: 17, Will negates (harmless) Tandard Action 10 minutes/level Touch V.S. PH Caster Level: 8 PH Caster Level: 8 Target: Creature touched Tound/level [D]: see text Medium (180 ft.) V.S. F/DF PH Caster Level: 8 Target: One humanoid creature Caster Level: 8 Target: One more see summond of the found flevel Touch V.S. M PH Caster Level: 8 Target: One more see summond of the found flevel Touch V.S. M PH Caster Level: 8 Target: One more see summond of the found flevel Touch Touch V.S. M PH Caster Level: 8 Target: One more see summond of the found flevel Touch Touch Touch V.S. M PH Caster Level: 8 Target: One more see summond of the summon monster (Level: 8) Target: Cloud spreads in 20-ft. radius, 20 ft. high Target: Cloud spreads in 20-ft. radius, 20 ft. high Caster Level: 8 Target: Cloud spreads in 20-ft. radius, 20 ft. high Caster Level: 8 Target: Cloud spreads in 20-ft. radius, 20 ft. high Caster Level: 8 Target: Cloud spreads in 20-ft. radius, 20 ft. high Caster Level: 8 Target: Cloud spreads in 20-ft. radius, 20 ft. high Caster Level: 8 Target: Cloud spreads in 20-ft. radius, 20 ft. high Caster Level: 8 Target: Cloud spreads in 20-ft. radius, 20 ft. high Caster Level: 8 Target: Cloud spreads in 20-ft. radius, 20 ft. high Touch Touch 10 round/level Touch 10 round/level | sing that form of movemer having of licorice root. | normal speed using the component - A shaving | um of twice the subject's counters slow. Material (| and swim] increase by 30 feet, to a maximu iste effects don't stack. Haste dispels and c | ent, burrow, climb, fly, a ased speed. Multiple ha | ure's modes of movement [including land movem se creature's jumping distance as normal for incre | iso makes you lose dodge bonuses. All of the hasted creat acrease counts as an enhancement bonus, and it affects the |
| Caster Level: 8 Caster Lev | PHB: p.240 | | | | | | |
| Caster Level: 8 Caster Lev | 3 | Caster Level: 8 | | hed | Target: Creature touch | SR: Yes (harmless) | |
| Caster Level: 8 Farget: One humanoid creature Caster Level: 8 Farget: One humanoid Caster Level: 8 Farget: One humanoid creature Caster Level: 8 Farget: One or more summoned creatures, one to of which can be more than 30 ft. spart Caster Level: 8 Farget: One or more summoned creatures, one to of which can be more than 30 ft. spart Caster Level: 8 Farget: One or more summoned creatures, one to of which can be more than 30 ft. spart Caster Level: 8 Farget: One or more summoned creatures, one to of which can be more than 30 ft. spart Caster Level: 8 Farget: One or more summoned creatures, one to of which can be more than 30 ft. spart Caster Level: 8 Farget: One or more summoned creatures, one to of which can be more than 30 ft. spart Caster Level: 8 Farget: One | | | | | - | | Effect: Gives +2 bonus on attack rolls, saves, skill checks. |
| Caster Level: 8 Standard Action Instantaneous 120 ft. V,S,M PH | PHB: p.241 | V,S,F/DF | Medium (180 ft.) | 1 round/level [D]; see text | Standard Action | DC: 17, Will negates; see text | □□□□ Hold Person |
| Caster Level: 8 Caster Lev | 3 | Caster Level: 8 | | d creature | Target: One humanoid | SR: Yes | |
| SR: Yes Target: 120-ft. line Caster Level: 8 | DUD: p 240 | VCM | 120 ft | Instantaneous | Standard Action | DC: 17 Befley half | |
| ### Standard Action 10 minutes/level or until discharged Touch V,S, DF PH Protection from Energy DC: 17, Fortitude negates (harmless) Standard Action 10 minutes/level or until discharged Touch V,S, DF PH Caster Level: 8 | PHB: p.248 | | 120 II. | instantaneous | | | 0 |
| Protection from Energy Dc: 17, Fortitude negates (harmless) Standard Action 10 minutes/level or until discharged Touch V,S, DF PH | 3 | Caster Level: 8 | | | Target: 120-ft. line | SR: Yes | |
| SR: Yes (harmless) Target: Creature touched Caster Level: 8 | PHB: p.266 | V,S, DF | Touch | 10 minutes/level or until discharged | Standard Action | DC: 17, Fortitude negates (harmless) | |
| Effect: Absorb 12 points of damage/level [max 120] from one kind of energy: | 3 | Caster Level: 8 | | hed | Target: Creature touch | SR: Yes (harmless) | |
| SR: No Target: Cloud spreads in 20-ft. radius, 20 ft. high Caster Level: 8 | | | | | | | |
| School: Conjuration SR: No Target: One or more summoned creatures, no two of which can be more than 30 ft. apart Caster Level: 8 School: Conjuration (Summoning) SR: No Target: One or more summoned creatures, no two of which can be more than 30 ft. apart Caster Level: 8 School: Conjuration (Summoning) SR: No Target: One or more summoned creatures, no two of which can be more than 30 ft. apart Caster Level: 8 School: Divination (Summoning) SR: No Target: One or more summoned creatures, no two of which can be more than 30 ft. apart Caster Level: 8 SR: No Standard School: Divination (Scripting) SR: No Target: One or more summoned creatures, no two of which can be more than 30 ft. apart Caster Level: 8 SR: No Standard School: Divination (Scripting) SR: No Target: One or more summoned creatures, no two of which can be more than 30 ft. apart Caster Level: 8 SR: No Standard School: Divination (Scripting) SR: No Target: One or more summoned creatures, no two of which can be more than 30 ft. apart Caster Level: 8 SR: No Target: Creature touched Touch V, M/DF PH | PHB: p.284 | V,S,M | Medium (180 ft.) | 1 round/level | Standard Action | DC: 17, Fortitude negates; see text | □□□□□Stinking Cloud |
| 1 round 1 round/level [D] Close (45 ft.) V,S,F/DF PH Chool: Conjuration (Summoning) | 3 | Caster Level: 8 | | s in 20-ft. radius, 20 ft. high | Target: Cloud spreads | SR: No | |
| Target: One or more summoned creatures, no two of which can be more than 30 ft. apart. Caster Level: 8 Fifted: This spell functions like summon monster I, except that you can summon one creature from the 3rd-level list, 1d3 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 1sd-level list, or 1d4+1 creatures of the same kind from the 1sd-level list, or 1d4+1 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 1sd-level list, or 1d4+1 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 1sd-level list, or 1d4+1 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 1sd-level list, or 1d4+1 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 1sd-level list, or 1d4+1 creatures of the same kind from the 1sd-level list, or 1d4+1 creatures of the same kind from the 1sd-level list, or 1d4+1 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 2nd-level list, | DUD . OOO | VOEDE | 01(45.0) | 4 10 1701 | 4 1 | | |
| Effect: This spell functions like summon monster I, except that you can summon one creature from the 3rd-level list, 13 creatures of the same kind from the 1st-level livear LG; Celestial hippogriff CG; Elemental, Small [any] N; Fiendish ape LE; Fiendish dire weasel LE; Hell hound LE; Fiendish snake, constrictor LE; Fiendish boar NE; Fiendish dire weasel LE; Hell hound LE; Fiendish snake, constrictor LE; Fiendish boar NE; Fiendish dire weasel LE; Hell hound LE; Fiendish snake, constrictor LE; Fiendish boar NE; Fiendish dire weasel LE; Hell hound LE; Fiendish snake, constrictor LE; Fiendish boar NE; Fiendish dire weasel LE; Hell hound LE; Fiendish snake, constrictor LE; Fiendish boar NE; Fiendish dire weasel LE; Hell hound LE; Fiendish snake, constrictor LE; Fiendish dire weasel LE; Hell hound LE; Fiendish snake, constrictor LE; Fiendish dire weasel LE; Hell hound LE; Fiendish snake, constrictor LE; Fiendish dire weasel LE; Hell hound LE; Fiendish snake, constrictor LE; Fiendish dire weasel LE; Hell hound LE; Fiendish snake, constrictor LE; Fiendish dire weasel LE; Hell hound LE; Fiendish snake, constrictor LE; Fiendish dire weasel LE; Hell hound LE; Fiendish snake, constrictor LE; Fiendish dire weasel LE; Hell hound LE; Fiendish snake, constrictor LE; Fiendish dire weasel LE; Hell hound LE; Fiendish snake, constrictor LE; Fiendish dire weasel LE; Hell hound LE; Fiendish snake, constrictor LE; Fiendish dire weasel LE; Hell hound LE; Fiendish snake, constrictor LE; Fiendish dire weasel LE; Hell hound LE; | PHB: p.286 | | | * * | | | |
| Dear LG; Celestial bison NG; Celestial dire badger CG; Celestial hippogriff CG; Elemental, Small [any] N; Fiendish age LE; Fiendish dire weasel LE; Hell hound LE; Fiendish snake, constrictor LE; Fiendish boar NE; Fiendish dire monstrous centipede, Huge NE; Fiendish crocodile CE; Dretch [demon] CE; Fiendish snake, Large viper CE; Fiendish wolverine CE | | | | | | | |
| monstrous centipede, Huge NE; Fiendish crocodile CE; Dretch [demon] CE; Fiendish snake, Large viper CE; Fiendish wolverine CE | | | | | | | |
| School: Divination SR: No Target: Creature touched Caster Level: 8 LEVEL 4 Name Save Information Time Duration Range Comp. Sot | | | | | Fiendish wolverine CE | etch [demon] CE; Fiendish snake, Large viper CE; | nonstrous centipede, Huge NE; Fiendish crocodile CE; Dre |
| LEVEL 4 Name Save Information Time Duration Range Comp. Sot In minute/level [D] Unlimited V,S,M PH School: Divination (Scrying) SR: No Target: Magical sensor Caster Level: 8 Effect: Invisible floating eye moves 30 ft./round. | PHB: p.294 | | loucn | | | | • |
| Name Save Information Time Duration Range Comp. Sou Unlimited V.S.M PH. Caster Level: 8 Caster Level: 8 Caster Level: 8 | 3 | Caster Level: 8 | | hed | Target: Creature touch | SR: No | |
| Name Save Information Time Duration Range Comp. Soin Indication Provided Pr | | | | | | | Ellect. Speak any language. |
| Arcane Eye 10 minutes 1 minute/level [D] Unlimited V,S,M PH School: Divination (Scrying) SR: No Target: Magical sensor Caster Level: 8 Effect: Invisible floating eye moves 30 ft./round. | | | | 4 | LEVEL 4 | | |
| Arcane Eye 10 minutes 1 minute/level [D] Unlimited V,S,M PH School: Divination (Scrying) SR: No Target: Magical sensor Caster Level: 8 Effect: Invisible floating eye moves 30 ft./round. | Source | Comp | Range | Duration | Time | Save Information | Name |
| School: Divination (Scrying) SR: No Target: Magical sensor Caster Level: 8 Effect: Invisible floating eye moves 30 ft./round. | PHB: p.200 | | | | | Gato miormanon | |
| :ffect: Invisible floating eye moves 30 ft./round. | | | | | | SR: No | • |
| Dimension Door DC: 18, None and Will negates (object) Standard Action Instantaneous Long (720 ft.) V PH | | | | | | | |
| | | V | Long (720 ft.) | Instantaneous | Standard Action | DC: 18, None and Will negates (object) | Dimension Door |
| Cohool: Conjuration (Teleportation) SR: No and Yes (object) Target: You and touched objects or other touched willing creatures Caster Level: 8 | PHB: p.221 | | | ned objects or other touched willing creature | Target: You and touch | SR: No and Yes (object) | |
| Co. 10 MA A tradepost you short distance. | | Caster Level: 8 | res | | | DC: 40 N/A | · |
| | 3 | | | 4 1/1 1/103 | | | · |
| Caster Level: 8 Target: Flaming whips Caster Level: 8 | SC: p.95 | V,S | Personal | 1 round/level [D] | | | |
| · · · · · · · · · · · · · · · · · · · | SC: p.95 | | | * * | | sai oao iiro uumuyo ouorti. | |
| III III III III III III III III III II | SC: p.95 | V,S Caster Level: 8 | Personal | 5 | Target: Flaming whips | | |
| Effect: You create a nonmagical, unattended object of nonliving, vegetable matter. The volume of the item created cannot exceed 1 cubic foot per caster level. You must succeed on an appropriate skill check to make a complex | SC: p.95 B PHB: p.253 | V,S Caster Level: 8 V,S,M | Personal 0 ft. | 1 hour/level [D] | Target: Flaming whips | SR: No | □□□□ Minor Creation |
| ise any created object as a material component causes the spell to fail. Material Component - A tiny piece of matter of the same sort of item you plan to create with minor creation. | SC: p.95 3 PHB: p.253 | V,S Caster Level: 8 V,S,M Caster Level: 8 | Personal 0 ft. , up to 1 cu. ft./level sed on an appropriate sk | 1 hour/level [D] nonmagical object of nonliving plant matter, cubic foot per caster level. You must succe | Target: Flaming whips 1 minute Target: Unattended, neated cannot exceed 1 of | | ☐☐☐☐ Minor Creation School: Conjuration (Creation) Effect: You create a nonmagical, unattended object of nonli |
| 3333 Cioneskii | SC: p.95 PHB: p.253 a complex item. Attempti | V,S Caster Level: 8 V,S,M Caster Level: 8 ill check to make a con | Personal 0 ft. , up to 1 cu. ft./level sed on an appropriate skation. | 1 hour/level [D] nomagical object of nonliving plant matter, cubic foot per caster level. You must succet of item you plan to create with minor creat | Target: Flaming whips 1 minute Target: Unattended, neated cannot exceed 1 of matter of the same sort | ving, vegetable matter. The volume of the item cre e spell to fail. Material Component - A tiny piece of | ☐☐☐☐ Minor Creation School: Conjuration (Creation) Effect: You create a nonmagical, unattended object of nonlises any created object as a material component causes the |
| | SC: p.95 PHB: p.253 a complex item. Attempti | V,S Caster Level: 8 V,S,M Caster Level: 8 ill check to make a con V,S,M | Personal 0 ft. , up to 1 cu. ft./level sed on an appropriate sk | 1 hour/level [D] nonmagical object of nonliving plant matter, cubic foot per caster level. You must succet of item you plan to create with minor creat 10 minutes/level or until discharged | Target: Flaming whips 1 minute Target: Unattended, neated cannot exceed 1 of matter of the same sort Standard Action | ving, vegetable matter. The volume of the item crees pell to fail. Material Component - A tiny piece of DC: 18, Will negates (harmless) | Minor Creation |
| | SC: p.95 PHB: p.253 a complex item. Attempti | V,S Caster Level: 8 V,S,M Caster Level: 8 ill check to make a con | Personal 0 ft. , up to 1 cu. ft./level sed on an appropriate skation. | 1 hour/level [D] nonmagical object of nonliving plant matter, cubic foot per caster level. You must succet of item you plan to create with minor creat 10 minutes/level or until discharged | Target: Flaming whips 1 minute Target: Unattended, neated cannot exceed 1 of matter of the same sort Standard Action | ving, vegetable matter. The volume of the item cre e spell to fail. Material Component - A tiny piece of | Chool: Conjuration (Creation) Ciffect: You create a nonmagical, unattended object of nonlises any created object as a material component causes the Cool: Abjuration |
| 3333 Outmitted Workster TV | SC: p.95 PHB: p.253 a complex item. Attempti PHB: p.285 | V,S Caster Level: 8 V,S,M Caster Level: 8 ill check to make a con V,S,M Caster Level: 8 | Personal 0 ft. , up to 1 cu. ft./level sed on an appropriate skation. Touch | 1 hour/level [D] onmagical object of nonliving plant matter, cubic foot per caster level. You must succet of item you plan to create with minor creal 10 minutes/level or until discharged hed | Target: Flaming whips 1 minute Target: Unattended, neated cannot exceed 1 of matter of the same sort Standard Action Target: Creature touch | ving, vegetable matter. The volume of the item crees pell to fail. Material Component - A tiny piece of DC: 18, Will negates (harmless) | Minor Creation School: Conjuration (Creation) Siffect: You create a nonmagical, unattended object of nonling as any created object as a material component causes the Conference of the Conferen |
| School: Conjuration (Summoning) SR: No Target: One or more summoned creatures, no two of which can be more than 30 ft. apart Caster Level: 8 Effect: This spell functions like summon monster I, except that you can summon one creature from the 4th-level list, 1d3 creatures of the same kind from the 3rd-level list, or 1d4+1 creatures of the same kind from a lower-level list. | SC: p.95 PHB: p.253 a complex item. Attempti PHB: p.285 PHB: p.286 | V,S,M Caster Level: 8 V,S,M Caster Level: 8 ill check to make a con V,S,M Caster Level: 8 V,S,F/DF | Personal 0 ft. up to 1 cu. ft./level sed on an appropriate skation. Touch Close (45 ft.) | 1 hour/level [D] onmagical object of nonliving plant matter, cubic foot per caster level. You must succet of item you plan to create with minor creal 10 minutes/level or until discharged hed 1 round/level [D] | Target: Flaming whips 1 minute 1 minute Target: Unattended, neated cannot exceed 1 of matter of the same sor Standard Action Target: Creature touch 1 round | ving, vegetable matter. The volume of the item cre spell to fail. Material Component - A tiny piece of DC: 18, Will negates (harmless) SR: Yes (harmless) | Minor Creation School: Conjuration (Creation) School: Conjuration (Creation) Sifect: You create a nonmagical, unattended object of nonlings any created object as a material component causes the School: Abjuration School: Abjuration School: Abjuration Summon Monster IV |
| G; Celestial giant owl LG; Celestial giant eagle CG; Celestial lion CG; Mephit [any] N; Fiendish dire wolf LE; Fiendish giant wasp LE; Fiendish giant praying mantis NE; Fiendish shark, Large1 NE; Yeth hound NE; Fiendish mon | SC: p.95 PHB: p.253 a complex item. Attempti PHB: p.285 PHB: p.286 | V,S,M Caster Level: 8 III check to make a con V,S,M Caster Level: 8 V,S,F/DF t Caster Level: 8 | Personal 0 ft. , up to 1 cu. ft./level sed on an appropriate skition. Touch Close (45 ft.) | 1 hour/level [D] commagical object of nonliving plant matter, cubic foot per caster level. You must succet to fitem you plan to create with minor creat 10 minutes/level or until discharged hed 1 round/level [D] cummoned creatures, no two of which can be | Target: Flaming whips 1 minute Target: Unattended, neated cannot exceed 1 of matter of the same son Standard Action Target: Creature touch 1 round Target: One or more s | ving, vegetable matter. The volume of the item ore spell to fail. Material Component - A tiny piece of DC: 18, Will negates (harmless) SR: Yes (harmless) | Minor Creation School: Conjuration (Creation) Siffect: You create a nonmagical, unattended object of nonlises any created object as a material component causes the School: Abjuration School: Abjuration School: Conjuration Monster IV School: Conjuration (Summoning) |
| • | SC: p.95 PHB: p.253 a complex item. Attempti PHB: p.285 PHB: p.286 ower-level list. Archon, lan | V,S. Caster Level: 8 V,S,M Caster Level: 8 ill check to make a con V,S,M Caster Level: 8 V,S,F/DF T Caster Level: 8 me kind from a lower-le | Personal 0 ft. , up to 1 cu. ft./level sed on an appropriate station. Touch Close (45 ft.) be more than 30 ft. apart4+1 creatures of the sa | 1 hour/level [D] commagical object of nonliving plant matter, cubic foot per caster level. You must succe t of item you plan to create with minor creal 10 minutes/level or until discharged hed 1 round/level [D] summoned creatures, no two of which can be the same kind from the 3rd-level list, or 1d | Target: Flaming whips 1 minute Target: Unattended, neated cannot exceed 1 of matter of the same sort Standard Action Target: Creature touch 1 round 1 round Target: One or more see well list, 1d3 creatures of | ving, vegetable matter. The volume of the item crespell to fail. Material Component - A tiny piece of DC: 18, Will negates (harmless) SR: Yes (harmless) SR: No hat you can summon one creature from the 4th-ler | Minor Creation School: Conjuration (Creation) Sifect: You create a nonmagical, unattended object of nonlises any created object as a material component causes the School: Abjuration School: Abjuration Sifect: Ignore 10 points of damage per attack. School: Conjuration (Summoning) Sifect: This spell functions like summon monster I, except the Gr. Celestial giant owl LG; Celestial giant eagle CG; Celestial |
| JUJUJ Wall of Fire Standard Action Concentration + 1 round/level Medium (180 ft.) V,S,M/DF PH | SC: p.95 PHB: p.253 a complex item. Attempti PHB: p.285 PHB: p.286 pwer-level list. Archon, lanendish monstrous spider, | V,S. Caster Level: 8 V,S,M Caster Level: 8 V,S,M Caster Level: 8 V,S,F/DF t Caster Level: 8 me kind from a lower-leth hound NE; Fiendish | Personal 0 ft. , up to 1 cu. ft./level sed on an appropriate station. Touch Close (45 ft.) be more than 30 ft. apad4+1 creatures of the saish shark, Large1 NE; Yi | 1 hour/level [D] commagical object of nonliving plant matter, cubic foot per caster level. You must succet of item you plan to create with minor creat 10 minutes/level or until discharged hed 1 round/level [D] summoned creatures, no two of which can to the same kind from the 3rd-level list, or 1d; Fiendish glant praying mantis NE; Fiendish | Target: Flaming whips 1 minute Target: Unattended, neated cannot exceed 1 of matter of the same son Standard Action Target: Creature touch 1 round Target: One or more sellist, 1d3 creatures of Flendish giant wasp LE | ving, vegetable matter. The volume of the item crespell to fail. Material Component - A tiny piece of DC: 18, Will negates (harmless) SR: Yes (harmless) SR: No hat you can summon one creature from the 4th-ler | Minor Creation School: Conjuration (Creation) School: Conjuration (Creation) School: You create a nonmagical, unattended object of nonlifesse any created object as a material component causes the School: Abjuration School: Abjuration School: Lapioner 10 points of damage per attack. School: Conjuration (Summoning) |
| | SC: p.95 PHB: p.253 a a complex item. Attempti PHB: p.285 PHB: p.286 Sower-level list. Archon, lan endish monstrous spider, PHB: p.298 | V,S. Caster Level: 8 V,S,M Caster Level: 8 Ill check to make a con V,S,M Caster Level: 8 V,S,F/DF t Caster Level: 8 me kind from a lower-leth hound NE; Fiendish V,S,M/DF | Personal 0 ft. , up to 1 cu. ft./level sed on an appropriate station. Touch Close (45 ft.) be more than 30 ft. apar 14+1 creatures of the saish shark, Large1 NE; Yo | 1 hour/level [D] commagical object of nonliving plant matter, cubic foot per caster level. You must succet of item you plan to create with minor creat 10 minutes/level or until discharged hed 1 round/level [D] commoned creatures, no two of which can be the same kind from the 3rd-level list, or 1d; Flendish giant praying mantis NE; Flendish Concentration + 1 round/level | Target: Flaming whips 1 minute Target: Unattended, neated cannot exceed 1 of matter of the same son Standard Action Target: Creature touch 1 round 1 round Target: One or more sevel list, 1d3 creatures of Fiendish giant wasp LE Standard Action | ving, vegetable matter. The volume of the item crespell to fall. Material Component - A tiny piece of DC: 18, Will negates (harmless) SR: Yes (harmless) SR: No hat you can summon one creature from the 4th-letial lion CG; Mephit [any] N; Fiendish dire wolf LE; | Minor Creation School: Conjuration (Creation) Effect: You create a nonmagical, unattended object of nonlifuse any created object as a material component causes the Conjunction (School: Abjuration School: Abjuration (Summon Monster IV School: Conjuration (Summoning) Effect: This spell functions like summon monster I, except the Conjunction (Summoning) Effect: This spell functions like summon monster I, except the Conjunction (Summoning) Effect: This spell functions like summon monster I, except the Conjunction (Summoning) Effect: Fiendish snake, Huge viper CE; Howler CE |
| School: Evocation [Fire] SR: Yes Target: Opaque sheet of flame up to 20 ft./level long or a ring of fire with a radius of up to Caster Level: 8 5 ft /2 levels: - either form 20 ft binds | SC: p.95 PHB: p.253 a a complex item. Attempti PHB: p.285 PHB: p.286 Sower-level list. Archon, lan endish monstrous spider, PHB: p.298 | V,S. Caster Level: 8 V,S,M Caster Level: 8 Ill check to make a con V,S,M Caster Level: 8 V,S,F/DF t Caster Level: 8 me kind from a lower-leth hound NE; Fiendish V,S,M/DF | Personal 0 ft. , up to 1 cu. ft./level sed on an appropriate station. Touch Close (45 ft.) be more than 30 ft. apar 14+1 creatures of the saish shark, Large1 NE; Yo | 1 hour/level [D] commagical object of nonliving plant matter, cubic foot per caster level. You must succet of item you plan to create with minor creat 10 minutes/level or until discharged hed 1 round/level [D] summoned creatures, no two of which can to the same kind from the 3rd-level list, or 1d; Flendish glant praying mantis NE; Flendish Concentration + 1 round/level cof flame up to 20 ft./level long or a ring of the same up to 2 | Target: Flaming whips 1 minute Target: Unattended, neated cannot exceed 1 of matter of the same sort Standard Action Target: Creature touch 1 round Target: One or more seed it, 1d3 creatures of Flendish giant wasp LE Standard Action Target: Opaque sheet | ving, vegetable matter. The volume of the item crespell to fall. Material Component - A tiny piece of DC: 18, Will negates (harmless) SR: Yes (harmless) SR: No hat you can summon one creature from the 4th-letial lion CG; Mephit [any] N; Fiendish dire wolf LE; | Minor Creation School: Conjuration (Creation) Effect: You create a nonmagical, unattended object of nonlifuse any created object as a material component causes the Conjunction of School: Abjuration School: Abjuration Effect: Ignore 10 points of damage per attack. DOMINION OF This Summon Monster IV School: Conjuration (Summoning) Effect: This spell functions like summon monster I, except the Conjunction of School: Conjuration (School: Conju |
| 5 ft./2 levels; either form 20 ft. high | SC: p.95 PHB: p.253 a a complex item. Attempti PHB: p.285 PHB: p.286 Sower-level list. Archon, lan endish monstrous spider, PHB: p.298 | V,S. Caster Level: 8 V,S,M Caster Level: 8 Ill check to make a con V,S,M Caster Level: 8 V,S,F/DF t Caster Level: 8 me kind from a lower-leth hound NE; Fiendish V,S,M/DF | Personal 0 ft. , up to 1 cu. ft./level sed on an appropriate station. Touch Close (45 ft.) be more than 30 ft. apar 14+1 creatures of the saish shark, Large1 NE; Yo | 1 hour/level [D] commagical object of nonliving plant matter, cubic foot per caster level. You must succet of item you plan to create with minor creat 10 minutes/level or until discharged hed 1 round/level [D] summoned creatures, no two of which can to the same kind from the 3rd-level list, or 1d; Flendish glant praying mantis NE; Flendish Concentration + 1 round/level cof flame up to 20 ft./level long or a ring of the same up to 2 | Target: Flaming whips 1 minute Target: Unattended, neated cannot exceed 1 of matter of the same sort Standard Action Target: Creature touch 1 round Target: One or more seed it, 1d3 creatures of Flendish giant wasp LE Standard Action Target: Opaque sheet | ving, vegetable matter. The volume of the item on spell to fall. Material Component - A tiny piece of DC: 18, Will negates (harmless) SR: Yes (harmless) SR: No hat you can summon one creature from the 4th-letial lion CG; Mephit [any] N; Fiendish dire wolf LE; SR: Yes | Minor Creation School: Conjuration (Creation) Effect: You create a nonmagical, unattended object of nonlives any created object as a material component causes the Charles of School: Abjuration School: Abjuration Effect: Ignore 10 points of damage per attack. Charles of School: Conjuration (Summoning) Effect: This spell functions like summon monster I, except the Cist Celestral giant ow LG; Celestral giant eyel CG; Celestral Celestral Giant ow LG; Ce |
| 5 ft./2 levels; either form 20 ft. high Effect: Deals 2d4 fire damage out 10 ft. and 1d4 out 20 ft. Passing through wall deals 2d6 +1/level damage | PHB: p.286 PHB: p.286 PHB: p.286 PHB: p.286 PHB: p.286 PHB: p.286 PHB: p.298 | V,S. Caster Level: 8 V,S.M Caster Level: 8 ill check to make a con V,S.M Caster Level: 8 V,S.F/DF t Caster Level: 8 th hound NE; Fiendish V,S.M/DF Caster Level: 8 | Personal O ft. , up to 1 cu. ft./level sed on an appropriate slation. Touch Close (45 ft.) be more than 30 ft. apa 14+1 creatures of the sa ish shark, Large1 NE; Y Medium (180 ft.) fire with a radius of up t | 1 hour/level [D] onmagical object of nonliving plant matter, cubic foot per caster level. You must succet of item you plan to create with minor creat 10 minutes/level or until discharged hed 1 round/level [D] summoned creatures, no two of which can be the same kind from the 3rd-level list, or 1d; Fiendish giant praying mantis NE; Fiendish Concentration + 1 round/level coff flame up to 20 ft./level long or a ring of firm 20 ft. high | Target: Flaming whips 1 minute Target: Unattended, neated cannot exceed 1 of matter of the same son Standard Action Target: Creature touch 1 round 1 round 1 round 1 round 1 round Standard Action Target: One or more sevel list, 1d3 creatures of Fiendish giant wasp LE Standard Action Target: Opaque sheet 5 ft./2 levels; either for | ving, vegetable matter. The volume of the item on spell to fall. Material Component - A tiny piece of DC: 18, Will negates (harmless) SR: Yes (harmless) SR: No hat you can summon one creature from the 4th-letial lion CG; Mephit [any] N; Fiendish dire wolf LE; SR: Yes Passing through wall deals 2d6 +1/level damage | Minor Creation School: Conjuration (Creation) Effect: You create a nonmagical, unattended object of nonlisuse any created object as a material component causes the School: Abjuration Effect: Ignore 10 points of damage per attack. Julian Summon Monster IV School: Conjuration (Summoning) Effect: This posall functions like summon monster I, except the Great Cause of the Conjuration (Summoning) Effect: This spell functions like summon monster I, except the Great Cause of the Cause of |
| School: Evocation [Cold] 5 ft./2 levels; either form 20 ft. high | SC: p.95 PHB: p.253 a complex item. Attempti PHB: p.285 PHB: p.286 Swer-level list. Archon, lanendish monstrous spider, PHB: p.298 PHB: p.298 | V,S. Caster Level: 8 V,S,M Caster Level: 8 ill check to make a con V,S,M Caster Level: 8 V,S,F/DF Caster Level: 8 V,S,M/DF Caster Level: 8 V,S,M/DF Caster Level: 8 V,S,M/DF | Personal 0 ft. , up to 1 cu. ft./level sed on an appropriate station. Touch Close (45 ft.) be more than 30 ft. apa 14+1 creatures of the sa ish shark, Large1 NE; Y Medium (180 ft.) Medium (180 ft.) | 1 hour/level [D] onmagical object of nonliving plant matter, cubic foot per caster level. You must succet of item you plan to create with minor creat 10 minutes/level or until discharged hed 1 round/level [D] summoned creatures, no two of which can be the same kind from the 3rd-level list, or 1d; Fiendish giant praying mantis NE; Fiendish Concentration + 1 round/level coft flame up to 20 ft./level long or a ring of from 20 ft. high 1 minute/level the of ice, up to one 10-ft. square/level, or he | Target: Flaming whips 1 minute Target: Unattended, neated cannot exceed 1 of matter of the same son Standard Action Target: Creature touch 1 round Target: One or more sivel list, 1d3 creatures of Flendish giant wasp LE Standard Action Target: Opaque sheet 5 ft./2 levels; either for Standard Action Target: Anchored plan | ving, vegetable matter. The volume of the item on spell to fall. Material Component - A tiny piece of DC: 18, Will negates (harmless) SR: Yes (harmless) SR: No hat you can summon one creature from the 4th-letial lion CG; Mephit [any] N; Fiendish dire wolf LE; SR: Yes Passing through wall deals 2d6 +1/level damage DC: 18, Reflex negates; see text | Minor Creation School: Conjuration (Creation) Effect: You create a nonmagical, unattended object of nonlisuse any created object as a material component causes the School: Abjuration Effect: Ignore 10 points of damage per attack. DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD |
| 5 ft./2 levels; either form 20 ft. high Effect: Deals 2d4 fire damage out 10 ft. and 1d4 out 20 ft. Passing through wall deals 2d6 +1/level damage QUI OF ICE DC: 18, Reflex negates; see text Standard Action 1 minute/level Medium (180 ft.) V,S,M PH | SC: p.95 PHB: p.253 a complex item. Attempti PHB: p.285 PHB: p.286 Swer-level list. Archon, lanendish monstrous spider, PHB: p.298 PHB: p.298 | V,S. Caster Level: 8 V,S,M Caster Level: 8 ill check to make a con V,S,M Caster Level: 8 V,S,F/DF Caster Level: 8 V,S,M/DF Caster Level: 8 V,S,M/DF Caster Level: 8 V,S,M/DF | Personal 0 ft. , up to 1 cu. ft./level sed on an appropriate station. Touch Close (45 ft.) be more than 30 ft. apa 14+1 creatures of the sa ish shark, Large1 NE; Y Medium (180 ft.) Medium (180 ft.) | 1 hour/level [D] onmagical object of nonliving plant matter, cubic foot per caster level. You must succet of item you plan to create with minor creat 10 minutes/level or until discharged hed 1 round/level [D] summoned creatures, no two of which can be the same kind from the 3rd-level list, or 1d; Fiendish giant praying mantis NE; Fiendish Concentration + 1 round/level coft flame up to 20 ft./level long or a ring of from 20 ft. high 1 minute/level the of ice, up to one 10-ft. square/level, or he | Target: Flaming whips 1 minute Target: Unattended, neated cannot exceed 1 of matter of the same son Standard Action Target: Creature touch 1 round Target: One or more sivel list, 1d3 creatures of Flendish giant wasp LE Standard Action Target: Opaque sheet 5 ft./2 levels; either for Standard Action Target: Anchored plan | ving, vegetable matter. The volume of the item one spell to fall. Material Component - A tiny piece of DC: 18, Will negates (harmless) SR: Yes (harmless) SR: No hat you can summon one creature from the 4th-letial lion CG; Mephit [any] N; Fiendish dire wolf LE; SR: Yes Passing through wall deals 2d6 +1/level damage DC: 18, Reflex negates; see text SR: Yes | Minor Creation School: Conjuration (Creation) Effect: You create a nonmagical, unattended object of nonlisuse any created object as a material component causes the School: Abjuration Effect: Ignore 10 points of damage per attack. Julian Summon Monster IV School: Conjuration (Summoning) Effect: This posell functions like summon monster I, except the Celestial giant ow LC; Celestial giant eagle CG; Celest CE; Flendish snake, Huge viper CE; Howler CE Julian Wall of Fire School: Evocation (Fire) Effect: Deals 2d4 fire damage out 10 ft. and 1d4 out 20 ft. P |

^{* =}Domain/Speciality Spell