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Druid spells pathfinder guide

You'll read a free sample pages from 7 to 15 won't appear in this preview. You'll read a free sample pages of 20 to 25 pages that won't appear in this preview. The following lists summarize the new spells in this book, arranged by class and level. A superscript F or M that appears in the spell lists at the end of a spell's name indicates a focus or material component that is not normally included in a pouch of a spell component. Order of presentation: These lists present the spells in alphabetical order by name, except when the name of a spell begins with common, less, larger, or mass, in which case it is alphabetized under the second word of the spell name. Hit Dice: The term Hit Dice is synonymous with character levels for effects that affect a certain number of Hit Dice creatures. Caster Level: The power of a spell often depends on caster level, which is defined as the caster's class level for the purpose of casting a particular spell. The word level in the short period descriptions that follow always refers to caster level. Creatures and characters: Creature and character are used synonym in short descriptions. Communal Spells: Common spells function as other spells, except that they allow you to divide the duration across multiple purposes, treating each goal as a subject of the spell. When you divide the duration, you should distribute it as evenly as possible across the targets. Moreover, unless the description of a common spell indicates otherwise, no purpose can receive an increase in duration that is smaller than the smallest increase in duration in the description of the spell. For example, if you are 5th level, the duration of your common spell is 10 minutes per level and you have four goals, then each goal must receive 10 minutes duration. The extra 10 minutes of the duration must be assigned to one of the four goals (your choice) or it is wasted. A note about alchemists: Alchemists can only provide common formulas to creatures if they have the infusion discovery. Without it, an alchemist cannot use common spells as a formula. Body Capacitance: Store electricity attacks that are used against you and release the energy as a touch attack. Investigative Mind: Roll twice and take the higher role when using certain mental skills. Persistent Vigor: Get quick healing 2, immunity to bleeding, and faster recovery of diseases and toxins. 1st-Level Antipaladin Proverbs Animal Purpose Training: Animal Gets a New General Goal 2nd Level Antipaladin Spells Bullet WardF: Adamantine Bullets Firearm Attacks. Widened auras: Increase the range of auras assigned by your class. 3rd-Level Antipaladin Spells Adjustable Disguise: As self, but you can change the disguise as a swift action. Give Auras: Transfer your paladin or antipaladin auras to another creature. 4th-level Antipaladin Proverbs Bloatbomb: Kill a weak creature and put his corpse in an explosive trap. Eyes of the Void: See 60 ft. in darkness, including magical darkness. Bard Proverbs Proverbs Bard Spells Alter Musical Instrument>F: Make an instrument sound like a different kind of instrument. Blurred motion: As blur, but only as you move. Discern Next of Kin: Read the mind of the target to learn more about his family. Disguise Weapon: Changes the appearance of a weapon. Glue Seal: Makes a 5-ft. square or an object sticky. Heightened awareness: Improve your recall and ability to process information. Invisibility Alarm: As an alarm, but only respond to invisible creatures. Remember PageF: Target perfectly remembers a page of information. 2nd-Level Bard Spells Air Step: Tread unstyly in the air, with limitations. Animal Purpose Training: Animal gets a new general goal. Anonymous Interaction: Creatures forget details about you and conversations with you. Bullet WardM: Adamanten bullets intercept firearm attacks. Buoyancy: Targets easily float on water. Targeted control: Get skill bonuses when interacting with the target. Increased Reflexes: Every ally in area gets a +10 bonus on a Reflex store. Investigative Mind: Roll twice and take the higher role when using certain mental skills. Marching Chant: Allies can get along without punishment while singing or singing. Mindlocked Messenger: Target receives a message that can only be given to the intended recipient. Muffle Sound: Allies get a bonus on Stealth controls, but risk verbal spell failure. Path of Glory: Create a growing glow that heals allies from 1 horsepower damage. Silent Table: Give yourself privacy by muting sound and leaving the area. Sonic Scream: Make a cone of harmful sound to will. Whip of Spiders: Make a whip made of poisonous spiders. 3rd-Level Bard Spells Adjustable Disguise: As disguise self, but you can change the disguise as a swift action. Contingent Action: Set the condition for triggering a targeting a targeted standard, move, or swift action. Flexible Fury: Swap one rage power for another. Pierce Disguise: See through low-level magic disguises. Activated suggestion: as a suggestion, but only activated and target does not remember the suggestion. Wall of nausea: Creatures passing through the wall are nauseous and can fall prone. 4th Level Bard Proverbs Adjustable Polymorph: As alter itself, but you change the shape as a quick action. Contingent ScrollF, M: Transfer a scroll the power to the goal; the role is then activated as unforeseen circumstances. Feast on fear: goals are panicked, and you get temporary hit points. Path of Glory, Greater: Create a growing glow that heals allies in it from 5 horsepower damage. Wall of Blindness/Deafness: Translucent wall blinds or deaf creatures passing through it. 5th-Level Bard Proverbs Whip of Centipedes: Make a whip made of poisonous centipedes. 6th level Spells magnifying chime: touched object deals increasing sonic damage each round. Sonic Form: Turn yourself into a creature of semisolid sound. Whip of Ants: Make a whip made of army ants. Bloodrager Spells 1st Level Bloodrager Spells Blade Lash: Use Your Weapon Weapon A whip to trip an opponent. Blurred motion: As blur, but only as you move. Line in the Sand: Increase your attacks of opportunity per round. Long Arm: Extend your arms, giving you extra range. Phantom Blood: Get temporary hp if Con loss would knock you out or kill you. Sundering Shards: Sundered item explodes, treating 1d6 damage to adjacent creatures. Thunderstomp: Trip a creature within range. Wave Shield: Water blunts an incoming attack or fire effect. 2nd-Level Bloodrager Spells Adhesive Blood: Attackers' weapons stick to your glue blood. Blood Armor: Your blood hardens when you're injured, increasing your AC. Extreme Flexibility: Get a bonus for AC, on Escape Artist controls, and when struggling. Molten stronghold: Molten metal splash weapon deals 2d6 fire damage plus sustained damage. Sonic Scream: Make a cone of harmful sound to will. Stone Discus: Flying discus is about bludgeoning or cutting damage. 3rd-Level Bloodrager Spells Air Geyser: Blast of air deals 2d6 bludgeoning damage and knocks opponent upward. Silver Darts: Cone of silver darts deals 1d6 piercing damage/level, less against armored targets. Thunderstomp, Bigger: Trip multiple creatures within range. 4th-Level Bloodrager Spells Flaming Sphere, Greater: Rolling ball of fire deals 6d6 brand damage and ignites targets. Cleric Spells 1st-Level Cleric Spells Blessed Fist: Target Does Not Provoke Attacks of Opportunity With Unarmed Strikes. Refine improvised weapon: Transform improvised weapon into a masterpiece simple or martial weapon. Stunning Barrier: Magical field gives a +1 bonus to AC and on saves, and stuns a creature that attacks you. 2nd-Level Cleric Spells Air Step: Tread onsteadily on the air, with limitations. Holy Ice WeaponM: Create a masterpiece weapon made from frozen holy water. Life Pact: Affected creatures automatically donate hp to stabilize fallen ally. Marching Chant: Allies can get along without punishment while singing or singing. Muffle Sound: Allies get a bonus on Stealth controls, but risk verbal spell failure. Path of Glory: Create a growing glow that heals allies from 1 horsepower damage. Shield of Fortification: Target gets a 25% chance to treat critical hits and stealth attacks like normal hits. Silent Table: Give yourself privacy by muting sound. Unholy Ice Weaponm: Create a masterpiece weapon made of frozen unholy water. Unliving Rage: As anger, except those only undead. 3rd-Level Cleric Spells Align Weapon, Communal: As align weapon, but divide your duration over the touched weapons. Aura Sight: Alignment auras become visible to you. Mantle of Calm: Neutralize the tantrum effects of those who have attacked you. Mark of Obvious Ethics: Other creatures can determine the alignment of the target. Stunning Barrier, Greater: Magical field gives a bonus to AC and on saves, and stuns multiple creatures attacking you. 4th-level Cleric Spells Anti-Incorporeal Shell: Incorporeal creatures stay 10 ft. away from you. Bloatbomb: Kill a weak being and twist his his in an explosive trap. Enchantment foil: Trick opponents who try to throw spells at you. Guardian of Faith: Target is protected by a shield of faith and a protection spell, and can transfer the effects to another being. Path of Glory, Greater: Create a growing glow that heals allies in it from 5 horsepower damage. Sustained strength: Get quick healing 2, immunity to bleeding, and faster recovery of diseases and toxins. Shield of Fortification, Greater: Target gets a 50% chance to treat critical hits and sneak attacks like normal hits. Speak to Haunt: Haunt answers one question/2 levels. Spellcrash, Lesser: Target loses a 3rd level prepared spell or spell slot. 5th-Level Cleric Spells Planeslayer's Call: Allies gain benefits against outsiders of an alignment you choose. Wall of Blindness/Deafness: Translucent wall blinds or deaf creatures passing through it. 6th-level Cleric Spells Spellcrash: Target loses a 5th-level prepared spell or spell slot. 8th-level Cleric Spells Spellcrash, Greater: Target loses a 7th-level prepared spell or spell slot. Druid Spells 1st Level Druid Spells Gentle Breeze: Light Wind Protects a Target From Clouds, Gases, Heat and Fumes. Heightened awareness: Improve your recall and ability to process information. Monkey Fish: Get a climbing speed and a swimming speed of 10 ft. for a time. Sickening Dart: Toxic stinger deals 1d2 damage and sick target. Thorn Javelin: Wield a spear that makes opponents sick when it strikes. Thunderstomp: Trip a creature within range. Wave Shield: Water blunts an incoming attack or fire effect. 2nd-Level Druid Spells Aggressive Thundercloud: Flying storm cloud deals 3d6 electricity damage. Air Step: Tread unseeded on air, with restrictions. Animal Purpose Training: Animal gets a new general goal. Beastspeak: Speak normally while in animal form. Climbing Beanstalk: Make a beanstalk that is easy to climb. Companion Life Link: Feel when your companion is injured and call it in a time of need. Euphoric CloudM: Fog obscures vision and fascinates living beings. Sickening entanglement: As entanglement, but plants have nauseating juice. Stone Discus: Flying discus is about bludgeoning or cutting damage. Whip of Spiders: Make a whip made of poisonous spiders. 3rd-Level Druid Spells Air Geyser: Blast of air deals 2d6 bludgeoning damage and knocks opponent up. Anchored step: vines under your feet stabilize you, but slow you down. Longstrider, Larger: As a longstrider, plus increase the speeds of other motion modes. Sickening Trail: Creature leaves a trail of stinking clouds squares. Stench of Prey: Predatory animals must successfully rescue or attack the target. Thorny Entanglement: As entanglement, plus plants make varied attacks. Thunderstuff, Trip multiple creatures within range. 4th Level Druid Spells Aggressive Thundercloud, Greater: Flying storm cloud deals 6d6 electricity damage. Creeping ice: The ice sheet slowly spreads outwards on a horizontal surface. Surface. Sphere, Bigger: Rolling ball of fire treats 6d6 fire damage and ignites targets. Slow down Mud: Targets are covered in mud that blinds them and acts as slow. 5th-Level Druid Proverbs Whip of Centipedes: Make a whip made of poisonous centipedes. 6th Level Druid Spells Blazing Rainbow: Create bow with brilliant energy arrows or a bridge that helps allies and hinders opponents. Whip of Ants: Make a whip made of army ants. 7th-Level Druid Proverbs Fairy Ring Retreat: Toadsweed Circle leads to an extradimensional meadow. Inquisitor Spells 1st Level Inquisitor Spells Animal Purpose Training: Animal Gets a New General Goal. Heightened awareness: Improve your recall and ability to process information. Invisibility Alarm: As an alarm, but only respond to invisible creatures. Refine improvised weapon: Transform improvised weapon into a masterpiece simple or martial weapon. Shield of Fortification: Target gets a 25% chance to treat critical hits and stealth attacks like normal hits. Stunning Barrier: Magical field gives a +1 bonus to AC and on saves, and stuns a creature that attacks you. 2nd-Level Inquisitor Spells Bullet WardF: Adamantine bullets intercept firearm attacks. Targeted control: Get skill bonuses when interacting with the target. Holy Ice WeaponM: Create a masterpiece weapon made from frozen holy water. Muffle Sound: Allies get a bonus on Stealth controls, but risk verbal spell failure. Stricken Heart: Touch attack involves 2d6 damage and falters goal. Unholy Ice Weaponm: Create a masterpiece weapon made of frozen unholy water. Adjustable Disguise: As disguise self, but you can change the disguise as a swift action. Align Weapon, Communal: As aligned weapon, but you can divide the duration among weapons touched. Mantle of Calm: Neutralize the tantrum effects of those who have attacked you. Shield of Fortification, Greater: Target gets a 50% chance to treat critical hits and sneak attacks like normal hits. Stunning Barrier, Greater: Magical field gives a +2 bonus to AC and on saves, and stuns multiple creatures that attack you. 4th level inquisitor Spells Aura Sight: Alignment auras visible to you. Enchantment foil: Trick opponents who try to throw spells at you. Sustained strength: Get quick healing 2, immunity to bleeding, and faster recovery of diseases and toxins. Planeslayer's Call: Allies get advantages against outsiders from an alignment you choose. Magus Spells 1st-Level Magus Spells Blade Lash: Use your weapon as a whip to trip an opponent. Blurred motion: As blur, but only as you move. Disguise Weapon: Changes the appearance of a weapon. Glue Seal: Makes a 5-ft. square or an object sticky. Line in the Sand: Increase your attacks opportunity per round. Long Arm: Extend your arms, giving you extra range. Monkey Fish: Get a climbing speed and a swimming speed of 10 ft. for a time. Phantom Blood: Get temporary hp if Con loss would knock you out or kill you. Sunder Breaker: The next weapon that a belong to the goal takes damage. Sundering Shards: Sundered item explodes, treating 1d6 damage to adjacent creatures. Thunderstomp: Trip a creature within range. Wave Shield: Water blunts an incoming attack or fire effect. 2nd-Level Magus Spells Aggressive Thundercloud: Flying storm cloud deals 3d6 electricity damage. Euphoric CloudM: Fog obscures vision and fascinates living beings. Extreme flexibility: Get a bonus to AC, at Escape Artist controls, and when struggling. Molten stronghold: Molten metal splash weapon deals 2d6 fire damage plus sustained damage. River Whip: Make a whip water that you wield as a weapon. Sonic Scream: Make a cone of harmful sound to will. Stone Discus: Flying discus is about bludgeoning or cutting damage. Time shudder: Nearby creatures are affected by haste or slow every round. 3rd-Level Magus Spells Air Geyser: Blast of air deals 2d6 bludgeoning damage and knocks opponent up. Heart of the MetalM: Let weapons dr overcome, such as adamantine, cold iron or silver. Sickening Trail>: Creature leaves a trail of stinking clouds squares. Silver Darts: Cone of silver darts deals 1d6 piercing damage/level, less against armored targets. Thunderstomp, Bigger: Trip multiple creatures within range. 4th-Level Magus Spells Adjustable Polymorph: As alter itself, but you change the shape as a quick action. Aggressive Thundercloud, Greater: Flying storm cloud deals 6d6 electricity damage. Flaming Sphere, Bigger: Rolling ball of fire deals with 6d6 fire damage and ignites targets. 5th-Level Magus Spells Vampiric Shadow Shield: As a fire shield, except attackers take negative energy damage and attacks heal you. Paladin Spells 1st-Level Paladin Spells Animal Purpose Training: Animal Gets a New Overall Goal. Blessed Fist: Target does not provoke attacks of opportunity with unarmed attacks. Shield of Fortification: Target gets a 25% chance to treat critical hits and stealth attacks like normal hits. Stunning Barrier: Magical field gives a +1 bonus to AC and on saves, and stuns a creature that attacks you. 2nd-Level Paladin Spells Bullet WardF: Adamantine bullets intercept firearm attacks. Shield Companion: As shield other, but affect your companion creature. Widen Auras: Increase the range of auras your class has assigned. 3rd-Level Paladin Spells Bestow Auras: Transfer your paladin or antipaladine auras to another creature. Mantle of Calm: Neutralize the tantrum effects of those who have attacked you. Shield of Fortification: Target gets a 50% chance to treat critical hits and sneak attacks like normal hits. Stunning Barrier, Greater: Magical field gives a +2 bonus to AC and on saves, and stuns multiple creatures that attack you. 4th level Paladin Spells Guardian of Faith: Target is protected by shield of faith and a protection spell, and can be the transfer to another creature. Planslayer's Call: Allies get advantages against outsiders from an alignment you choose. Ranger Spells 1st-Level Ranger Spells Animal Purpose Training: gets a new overall goal. Heightened awareness: Improve your recall and ability to process information. Invisibility Alarm: As an alarm, but only respond to invisible creatures. Refine improvised weapon: Transform improvised weapon into a masterpiece simple or martial weapon. Thorn Javelin: Wield a spear that makes opponents sick when it strikes. Thunderstomp: Trip a creature within range. 2nd-Level Ranger Spells Air Step: Tread onsteadily on the air, with limitations. Bullet WardF: Adamanten bullets intercept firearm attacks. Companion Life Link: Feel when your companion is injured and call it in a time of need. Enemy Insight: Give others a bonus against your favorite enemies. Shield Companion: As shield other, but affect your companion creature. Sickening entanglement: As entanglement, but plants have nauseating juice. 3rd-Level Shaman Spells Anchored Step: Vines under your feet stabilize you, but slow you down. Aura Sight: Alignment auras become visible to you. Font of Spirit MagicM: When allies cast the spells of your mind, they get other bonuses. Hex GlyphM: Inscription throws your hex at those who pass it. Mantle of Calm: Neutralize the tantrum effects of those who have attacked you. Messenger: Target receives a message that can only be given to the intended

recipient. Sickening Trail>: Creature leaves a trail of stinking clouds squares. Pierce Disguise: See through low-level magic disguises. Polymorph Familiar: Give you familiar shape of another animal. Animal. With Haunt: Haunt answers a question / 2 levels. Stench of Prey: Predatory animals must successfully rescue or attack the target. Stricken Heart: Touch attack involves 2d6 damage and falters goal. Thorny Entanglement: As entanglement, plus plants make varied attacks. 4th-level Shaman Proverbs Adjustable Polymorph: As alter itself, but you change the shape as a quick action. Air Geyser: Blast of air deals 2d6 bludgeoning damage and knocks opponent up. Anti-Incorporeal Shell: Incorporeal creatures stay 10 ft. away from you. Curse of Burning Sleep: Creature catches fire the next time it sleeps for an hour. Sustained strength: Get quick healing 2, immunity to bleeding, and faster recovery of diseases and toxins. Slow down Mud: Targets are covered in mud that blinds them and acts as slow. 5th-Level Shaman Spells Feast on Fear: Goals are panicked, and you get temporary hit points. Hex Glyph, GreaterM: Inscription throws your hex or big hex at those who pass it. 7th-Level Shaman Proverbs Fairy Ring Retreat: Paddens stool circle leads to an extradimensional meadow. Sorcerer/Wizard Spells 1st-level Sorcerer/Wizard Spells Glue Spittle: Spit a tangle foot bag on a creature. Alter Musical Instrument>F: Make an instrument sound like a different kind of instrument. Blurred motion: As blur, but only as you move. Body Capacitance: Store electricity attacks that are used against you and release the energy as a touch attack. Discern Next of Kin: Read the mind of the target to learn more about his family. Disguise Weapon: Changes the appearance of a weapon. Gentle breeze: Light wind protects a target from clouds, gases, heat and fumes. Glue Seal: Makes a 5-ft. square or an object sticky. Heightened awareness: Improve your recall and ability to process information. Invisibility Alarm: As an alarm, but only respond to invisible creatures. Line in the Sand: Increase your attacks of opportunity per round. Long Arm: Extend your arms, giving you extra range. Remember PageF: Target perfectly remembers a page of information. Mirror Polish: Polish a metal item until it is usable as a mirror. Monkey Fish: Get a climbing speed and a swimming speed of 10 ft. for a time. Phantom Blood: Get temporary hp if Con loss would knock you out or kill you. Refine improvised weapon: Transform improvised weapon into a masterpiece simple or martial weapon. Repair Undead: Heals an undead of 1d8 hp + 1/level (max +5). Stunning Barrier: Magical field gives a +1 bonus to AC and on saves, and stuns a creature that attacks you. Sunder Breaker: The next weapon that damages an item that belongs to the target sunders. Sundering Shards: Sundered item explodes, treating 1d6 damage to adjacent creatures. Thunderstomp: Trip a creature within range. Wave Water blunts an incoming attack or fire effect. 2nd-Level Sorcerer/Wizard Spells Adhesive Blood: Attackers' weapons stick to your glue blood. Aggressive Thundercloud: Flying storm cloud handles 3d6 electricity damage. Air Step: Tread unstable on air, air, Restrictions. Blood Armor: Your blood hardens when you're injured, increasing your AC. Bullet WardF: Adamantine bullets intercept firearm attacks. Buoyancy: Targets easily float on water. Companion Life Link: Feel when your companion is injured and call it in a time of need. Crimson Confession: Touching the marked object or area turns your skin red. Euphoric CloudM: Fog obscures vision and fascinates living beings. Extreme flexibility: Get a bonus to AC, at Escape Artist controls, and when struggling. Investigative Mind: Roll twice and take the higher role when using certain mental skills. Life Pact: Affected creatures automatically donate hp to stabilize fallen ally. Mirror Hideaway: As many as eight creatures hide in an extradimensional space. Molten stronghold: Molten metal splash weapon deals 2d6 fire damage plus sustained damage. River Whip: Make a whip water that you wield as a weapon. Silent Table: Give yourself privacy by muting sound and leaving the area. Sonic Scream: Make a cone of harmful sound to will. Stone Discus: Flying discus is about bludgeoning or cutting damage. Stricken Heart: Touch attack involves 2d6 damage and falters goal. Time shudder: Nearby creatures are affected by haste or slow every round. Twilight Haze: Illusory fog obscures vision. Whip of Spiders: Make a whip made of poisonous spiders. 3rd-Level Sorcerer/Wizard Spells Adjustable Disguise: As a disguise itself, however, you change the disguise as a quick action. Air Geyser: Blast of air deals 2d6 bludgeoning damage and knocks opponent upward. Anchored step: vines under your feet stabilize you, but slow you down. Aura Sight: Alignment auras become visible to you. Barrow Haze: Fog obscures the vision of others and extends the reach of your hexes. Blood SentinelM: Animate an animal sculpture to be your temporary acquaintance. Conditional action: Set the condition for activating the suggested default, move, or quick action of a target. Turn off Construct: Touch attack from a construction renders helpless for 1 lap/level. Heart of the MetalM: Let weapons dr overcome, such as adamantine, cold iron or silver. Mindlocked Messenger: Target receives a message that can only be given to the intended recipient. Sickening Trail>: Creature leaves a trail of stinking clouds squares. Pierce Disguise: See through low-level magic disguises. Polymorph Familiar: Give you familiar shape of another animal. Shield Companion: As shield other, but affect your companion creature. Silver Darts: Cone of silver darts deals 1d6 piercing damage/level, less against armored targets. Stunning Barrier, Greater: Magical field gives a +2 bonus to AC and on saves, and stuns multiple creatures that attack you. Thunderstomp, Bigger: Trip multiple creatures inside Unliving Rage: As anger, except those only undead. Wall of nausea: Creatures passing through the wall are nauseous and can fall prone. 4th-level sorcerer/Wizard Proverbs adjustable polymorph: as alter self, but you change the shape a quick action. Aggressive Thundercloud, Bigger: Flying storm cloud covers 6d6 electricity damage. Bloatbomb: Kill a weak creature and put his corpse in an explosive trap. Contingent ScrollF, M: Transfer the power of a scroll to the target; the role is then activated as unforeseen circumstances. Creeping ice: The ice sheet slowly spreads outwards on a horizontal surface. Curse of Burning Sleep: Creature catches fire the next time it sleeps for an hour. Enchantment foil: Trick opponents who try to throw spells at you. Eyes of the Void: See 60 ft. in darkness, including magical darkness. Flaming Sphere, Bigger: Rolling ball of fire deals with 6d6 fire damage and ignites targets. Mirror transport: Mirror becomes a dimension door for multiple uses. Spellcrash, Lesser: Target loses a 3rd level prepared spell or spell slot. Symbol of LaughterM: Activated rune makes nearby creatures lose actions for 1 round/level. Activated suggestion: as a suggestion, but only activated and target does not remember the suggestion. Unbearable clarity: Your glowing body dazzles or blinds others. Wall of Blindness/Deafness: Translucent wall blinds or deaf creatures passing through it. 5th-Level Sorcerer/Wizard Spells Feast on Fear: Goals are panicking, and you get temporary hit points. Repair Undead, Mass: Heals undead of 1d8 hp + 1/level; 1 undead/level. Vampiric Shadow Shield: As a fire shield, except attackers take negative energy damage and attacks heal you. Whip of centipedes: Make a whip made of poisonous centipedes. 6th-Level Sorcerer/Wizard Spells Banshee Blast: Cone deals 1d4 per level and hits creatures. Sonic Form: Turn yourself into a creature of semisolid sound. Spellcrash: Target loses a 5th level prepared spell or spell slot. Whip of Ants: Make a whip made of army ants. 7th-Level Sorcerer/Wizard Spells Dimensional Bounce: Teleport multiple times between two designated locations. 8th-level Sorcerer/Wizard Spellcrash, Bigger: Target loses a 7th-level prepared spell or spell slot. Summoner spells 1st-Level Summoner Spells Blurred Movement: As blur, but only while you are moving. Glue Seal: Makes a 5-ft.-square or object sticky. Long Arm: Extend your arms, giving you extra range. 2nd-Level Summoner Spells Blood Armor: Your blood hardens when you're injured, increasing your AC. Time Shudder: Nearby creatures are affected by haste or slow every round. Whip of Spiders: Make a whip made of poisonous spiders. 3rd-Level Summoner Proverbs Creeping Ice: The ice sheet slowly spreads outwards over a horizontal surface. Shield Companion: As shield other, but affect your companion creature. 4th-Level Summoner Spells Adjustable Polymorph: As alter itself, but you change the shape as a quick action. Summoner Spells Whip of Centipedes: Make a whip made of poisonous centipedes. 6th-Level Summoner Spells Dimensional Bounce: Teleport multiple times between two designated locations. Whip of Ants: Make a whip made of army ants. Witch spells spells Witch Spells Glue Spittle: Spit a tangle bag at a creature. Alter Musical Instrument>F: Make an instrument sound like a different kind of instrument. Animal Purpose Training: Animal gets a new general goal. Discern Next of Kin: Read the mind of the target to learn more about his family. Disguise Weapon: Changes the appearance of a weapon. Gentle breeze: Light wind protects a target from clouds, gases, heat and fumes. Hex Vulnerability: Reuse a hex on a specific target. Long Arm: Extend your arms, giving you extra range. Remember PageF: Target perfectly remembers a page of information. Mirror Polish: Polish a metal item until it is usable as a mirror. Sickening Dart: Toxic stinger deals 1d2 damage and sick target. Sundering Shards: Sundered item explodes, treating 1d6 damage to adjacent creatures. Wave Shield: Water blunts an incoming attack or fire effect. 2nd-Level Witch Spells Adhesive Blood: Attackers' weapons stick to your blood. Aggressive Thundercloud: Flying storm cloud handles 3d6 electricity damage. Air Step: Tread unseeded on air, with restrictions. Anonymous Interaction: Creatures forget details about you and conversations with you. Beastspeak: Speak normally while in animal form. Blood Armor: Your blood hardens when you're injured, increasing your AC. Bullet WardF: Adamantine bullets intercept firearm attacks. Buoyancy: Targets easily float on water. Climbing Beanstalk: Make a beanstalk which is very easy to climb. Companion Life Link: Feel when your companion is injured and call it in a time of need. Crimson Confession: Touching the marked object or area turns your skin red. Euphoric CloudM: Fog obscures vision and fascinates living beings. Extreme flexibility: Get a bonus to AC, at Escape Artist controls, and when struggling. Investigative Mind: Roll twice and take the higher role when using certain mental skills. Life Pact: Affected creatures automatically donate hp to stabilize fallen ally. Mirror Hideaway: As many as eight creatures hide in an extradimensional space. Molten stronghold: Molten metal splash weapon deals 2d6 fire damage plus sustained damage. River Whip: Make a whip water that you wield as a weapon. Silent Table: Give yourself privacy by muting sound and leaving the area. Stone Discus: Flying discus is about bludgeoning or cutting damage. Stricken Heart: Touch attack involves 2d6 damage and falters goal. Twilight Haze: Illusory fog obscures vision. Whip of Spiders: Make a whip made of poisonous spiders. 3rd-Level Witch Spells Adjustable Disguise: As a disguise itself, but you change the disguise as a quick action. Air Geyser: Blast of air deals 2d6 bludgeoning damage and knocks opponent upward. Anchored step: vines under your feet stabilize you, but You. Aura Sight: Alignment auras become visible to you. Barrow Haze: Fog obscures the vision of others and extends the reach of your hexes. Construct: Disabling touch attack renders a construction helpless for 1 lap/level. Heart of the Let weapons dr overcome, such as adamantine, cold iron or silver. Hex GlyphM: Inscription throws your hex at those who pass it. Mindlocked Messenger: Target receives a message that can only be given to the intended recipient. Sickening Trail>: Creature leaves a trail of stinking clouds squares. Pierce Disguise: See through low-level magic disguises. Polymorph Familiar: Give you familiar shape of another animal. Silver Darts: Cone of silver darts deals 1d6 piercing damage/level, more against unarmored targets. Thorny Entanglement: As entanglement, plus plants make varied attacks. Unliving Rage: As anger, except those only undead. 4th-Level Witch Spells Adjustable Polymorph: As alter itself, but you change the shape as a quick action. Aggressive Thundercloud, Greater: Flying storm cloud deals 6d6 electricity damage. Anti-Incorporeal Shell: Incorporeal creatures stay 10 ft. away from you. Curse of Burning Sleep: Creature catches fire the next time it sleeps for an hour. Enchantment foil: Trick opponents who try to throw spells at you. Mirror transport: Mirror becomes a dimension door for multiple uses. Sustained strength: Get quick healing 2, immunity to bleeding, and faster recovery of diseases and toxins. Speak to Haunt: Haunt answers one question/2 levels. Spellcrash, Lesser: Target loses a 3rd level prepared spell or spell slot. Symbol of LaughterM: Activated rune makes nearby creatures lose actions for 1 round/level. Activated suggestion: as a suggestion, but only activated and target does not remember the suggestion. Unbearable clarity: Your glowing body dazzles or blinds others. Wall of Blindness/Deafness: Beings who go through a translucent wall are blinded or deaf. 5th-Level Witch Spells Feast on Fear: Goals are panicking, and you get temporary hit points. Hex Glyph, GreaterM: Inscription throws your hex or big hex at those who pass it. Whip of centipedes: Make a whip made of poisonous centipedes. 6th-Level Witch Spells Banshee Blast: Cone deals 1d4 per level and panics creatures. Spellcrash: Target loses a 5th level prepared spell or spell slot. Whip of Ants: Make a whip made of army ants. 7th-Level Witch Spells Dimensional Bounce: Teleport multiple times between two designated locations. Fairy Ring Retreat: Mushroom circle leads to an extradimensional meadow. Familiar Double: As a project image, but the image follows your trusted. 8th-Level Witch Spells Spellcrash, Greater: Target loses a 7th-level prepared spell or spell slot. Slot.

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