



I'm not robot



Continue

Spiritualist spell list

Home >Magic >Voices from category > An F or M shown in the Comp. column indicates a focus or hardware element that is not normally included in a spell item case. Presentation order: Spells (or formulas) are listed in alphabetical order by name, unless the name of a spell begins with a smaller, larger, or mass, in which case it is alphabetically below the second word of the spell name. Hit Dice: Hit Dice is used synonyms with character levels for effects that affect a certain number of hit dice of creatures. Wheel level: The strength of a spell often depends on the icng level, which is defined as the class level of the wheel for the purpose of casting a specific spell. The word level in the short spell descriptions below always refers to the wheel level. Creatures and Characters: Creature and character are used synonyms in short descriptions. 1st level Spiritualist Spells Spell Name Comp. Description Source Alarm Wards an area for 2 hours / level. PZO1110 Change the winds Increase/ decrease the strength of natural winds. PZO1115 Target Risk Prediction earns a bonus on an initiative check. PZO1117 Adrenaline Explosion Earn a +8 bonus on Str, Dex, or Con for a roll, then be tired for 1 round. PRG: OA Explosion of Insight Earn a +8 bonus for int, Wis, or Cha for a roll, then get giddy for 1 round. PZO1110 Cause fear A creature of 5 HD or less leaves for 1d4 rounds. PRG: Oa Charge object Impregnation mental energy and property history in one element. PRG: OA Chill touch A touch/level deals 1d6 damage and possibly 1 Str damage. PZO1110 Understanding Languages Understand all spoken and written languages. PZO1110 Treatment Light Wounds Treatments 1d8 damage + 1/level (max +5). PZO1110 Dancing Darkness You create either up to four spheres of darkness that each reduce the level of illumination by one step within a 20-foot radius, or a dimly lit, vaguely humanoid shape. Each ball of dance darkness should be left within a 10-foot-radius area of each other but can otherwise move as you wish (no concentration required); forward or back, up or down, straight or turning corners, or the like. PZO9466 Deathwatch Reveals how close to death issues within 30 ft. are. PZO1110 Decompose the body Turn the body into a clean skeleton. PZO1117 Detect Chaos/Bad/Good/Law Reveals creatures, spells, or objects of selected alignment. PZO1110 Detection undead reveals undead within 60 ft. PZO1110 Distinguish next to relatives Read the target's mind to learn about his family. PZO1129 Doom A theme gets -2 in attack rolls, damage rolls, saves, and them PZO1110 Echo causes a repeat of an audio. PZO1140 Endure elements There are comfortable in hot or cold areas. PZO1110 Rapid retreat your base increase the speed of your base land by 30 ft. PZO1110 Feather drop objects or creatures fall slowly. PZO1110 Gripping Body M Cause a Corpse to Grab or Or an enemy. PZO1135 Identification Gives +10 bonuses for locating magical elements. PZO1110 Cause light sores Touch causes 1d8 +1/level damage (max.b.). PZO1110 Mage Armor Gives theme +4 armor bonus. PZO1110 Magic fang A natural weapon of the theme creature gets +1 in attack and damage rolls. PZO1110 Mindlink Communicate a lot of information at a time. PRG: OA Hiding fog fog surrounds you. PZO1110 Phantom Blood Gain temporary hp if Con loss will knock you out or kill you. PZO1129 Positive Pulse Energy harms undead or enhances the living. PRG: PA protection from chaos / Evil / Good / Law +2 in AC and saves, as well as additional protection from the selected alignment. PZO1110 Mental Reading Read the surface thoughts to learn information about a topic. PRG: OA Remove fear suppresses fear or gives +4 for saves against fear for a topic + one per four levels. PZO1110 Remove disease Suppress disease, nausea, and sick condition. PZO1117 Holy corpse Prevent a corpse from becoming an undead creature. PZO1117 Sanctuary Opponents cannot attack you, and you cannot attack. PZO1110 Shield Invisible Disk gives +4 to AC, blocks magic missiles. PZO1110 Monster Summons Welcome 1 came exoplanet creature to fight for you. PZO1110 Telepathic view Change the attitude of the target or give bonuses to those who interact with the target. PRG: OA Touch's Lack of Grace Theme loses 1d6+ 1 Dex/who levels and is prone to falling down. PZO1115 Invisible servant Invisible power obeys your commands. PZO1110 Ventriloquism Casts voice for 1 minute./level. PZO1110 2nd Level Spiritualist Spells Spell Name Comp. Description Source Absurd Threats seems like a ridiculous hoax. PZO1135 Help Animat dead (smaller) Augury Bloodbath F Cause yourself and enemies to bleed. PZO1135 Blur Attacks miss theme 20% of the time. PZO1110 Boneshaker F Instant control of the skeleton of a living or undead creature. PZO1135 Calm Spirit Postpones hostile action from a hangout or insubriable undead. PRG: OA Catatonia Make a willing target appear to be dead. PRG: OA Treatment Moderate Wounds Death Knell Detect Magic, Greater As Magic Detection, but learn more information. PZO1134 Detect thoughts allows listening to surface thoughts. PZO1110 Touch targeting deforms. PZO1117 Emotional Block Add a feeling component to all goal spells. PRG: OA False Life Gain 1d10 temporary hp + 1/level (max +10). PZO1110 Garrulous Smile This spell plants a seed of supernatural fear deep in the mind of a subject, causing self-doubt, stuttering, and evasiveness. PPC: SpyHB Gentle Repose Force Sword You Can Create a Longsword pure size power suitable for you that you can handle or give to another creature. PPZO9410 Ghost Whip Create a ghost touch whip that passes through objects. PRG: OA Ghoul Touch Paralyzes an issue, which exudes stench that makes those nearby sick. PZO1110 Cause moderate wounds wounds Target Pain gets a -4 penalty for attacking reels, skill checks, and fitness checks. PRG: OA Incite mental duel Start a mental duel between yourself and another creature. PRG:Oa Invisibility Theme is invisible for 1 min./level or until attacked. PZO1110 Jealous Rage Fills the goal with a sense of self-importance right, making the subject able to bring the dignity of another creature to get something it doesn't have. PPC: OO Levitate Theme moves up and down in your direction. PZO1110 Life Pact Affected creatures that are affected automatically donate hp to stabilize fallen ally. PZO1129 Locate the Object Senses direction to the object (specific or text). PZO1110 Mind Over Matter Will blur the lines between mind and body, re-damage capacity or drain your target has taken you to a different skill score. PPC: OO Mindshock You charge yourself with violent mental energy so the attacks you do with weapons, physical weapons, and unarmed strikes cause the target to recall the pain you suffered in the past. PPC: Misleading oo misleads the divisions for 1 creature or object. PZO1110 Object reading Read psychic impressions left on an object. PRG:OA Ghost Horse Ghost Trap M Makes the item seem trapped. PZO1110 Hand Theft You can confiscate an object or handle it from afar. PZO1116 Arrow Protection Theme gains DR 10/magic against remote attacks. PZO1110 Penumbra protective shade protects the target from light. PZO1117 Psychic Leech The target experiences feelings of ennui and lethargy, becoming tired for the duration of the spell. While the goal is tired and is within the range of the spell, you earn a +2 boost bonus for strength and skill. PPC: OO Clearing Spirit Deal 1d6 points of damage per level in a hangout or plasma spirit and scale it. PRG:OA Quick Change Use the change shape as quick action and surprise enemies. PZO1135 Remove Paralysis Resist Energy ignores the first 10 (or more) signs of damage per attack from a specific type of energy. PZO1110 Restoration (smaller) Scare Scares Creatures Less Than 6 HD. PZO1110 See Invisibility Reveals Invisible Creatures or Objects. PZO1110 Sense of Fear Perceive nearby creatures experiencing fear. PZO1135 Shifted Steps Make a target sound like elsewhere. PZO1134 Spectral Hand Creates a face-to-face shiny hand to deliver touch attacks. PZO1110 Spiritual Squire An ally made of pure power appears in a single 5-foot square within range. In turn, the following can do one of the following: retrieve a seded object from your belongings, bring a that weighs no more than 10 lbs./CL, give you an object to carry, perform enhancing another action on your behalf or for one of your allies, or help a creature of your choice don armor (which then lasts half the normal time). PZO9467 Mental State Weapon Affected Cardiac Touch Issues deals 2d6 damage and escalates target. PZO1129 Monster Call II Touch's Sorrow Stupidity Theme gets 1d6 penalty for int, Wis, and Cha. PZO1110 Twilight Haze deceptive fog overshadows the vision. PZO1129 With wind Protect a target from blowing away from the wind of less than storm force. PZO1140 3rd level Spiritualist Spell Spell Name Comp. Description Source Analyze Aura Read the alignment of a creature or object, emotion, health, and magical auras. PRG: OA Motion Dead Show of Life M Undead appears to be alive. PZO1135 Suppose appearance F Use the corpse of a creature to adopt its form. PZO1135 vision alignment auras become visible to you. PZO1129 Awards Curse -6 in a skill score; -4 in attack rolls, saves, and controls; or a 50% chance of losing any action. PZO1110 Blindness / Deafness Makes the subject blind or deaf. PZO1110 Clairaudience/clairvoyance Mantle of Winds Concentrated Ether Creates a planetary combination that slows motion, punishes AC and Reflex saves and imposes a failure opportunity on attacks ranging. PRG: OA Contagious Zeal Grant bonus and temporary hit points that spread from plasma to plasma. PRG: OA Equipment Creation You can create a non-magic weapon, shield, or armor set, but it could be broken state. PPZO9410 Treatment severe wounds Defet Digits Bring a glove to life with your own hand from a distance that moves as it directs it at fly speed of 30 feet and average flexibility. PPZO9410 Detect concerns Learn what makes creatures anxious. PZO1134 Detect desires Learn what creatures desire. PZO1134 Dissolve the magical displacement Tensri's ectoplast trap traps a creature and ties you to it. PRG: OA Ethereal punches your nails, unarmed strikes, and touch spells affect ethereal creatures. PRG: OA Flesh Puppet M Control a zombie under human pretext. PZO1135 Fly Force Punch Gases form Hasty Hand Heroism gives +2 bonus for attacking reels, saves, skill checks. PZO1110 Hostile Swinging Scream Agony Causes Severe Wounds Invisibility Clearance Locate Object Senses direction to the object (specific or type). PZO1110 Magic Circle Against Chaos/Bad/Good/Law Magic Fangs (Greater) Mindlocked Messenger Secondary Creation Nondetection Possession Object (Smaller) Put your soul into an object, inspiring it. PRG:OA dark object masks object against encryption. PZO1110 Pack Empathy Create an empathy bond with allies. PZO1134 Pain Strike Ghost Guide Ghost Steed Protection from the Energy Ray of Exhaustion Remove Blindness/Deafness Remove Curse Frees Object or Face From PZO1110 Remove Disease Reproductions If a creature successfully takes the target element from this spell while holding, wearing, or handling it, the creature must try a Will Save. If the creature fails to save his, he becomes tired, and must try a new save throw at the end of the series of each round without returning the item to you. PPC: OO Revenant Armor When the user of a suit of armor armor since revenant armor is brought under 0 hp or becomes unconscious in battle, the armor comes alive allowing the unconscious user to move about under construction control. PZO9467 Possession riding As possession, but observe instead of controlling the subject. PRG: Oa Rigor Mortis Painfully swells joints of a target. PZO1135 Sand Time Diversion Scales Brilliant draconic iconography that match your draconic heritage. PZO9470 Sealed life Prevent a creature from transferring life force to or from others. PRG: OA Seek Selective Alarm Thoughts As An Alarm, but Only Against Selected Creatures. PZO1134 Sessile Spirit Cause a spirit that dwells in a creature or object to go dormant. PRG: OA Shield of Darkness You shield yourself with darkness. PZO9466 Slow Speak with dead blade intended for the Spirit Give a touch ghost weapon and another skill connected to a feeling. PRG: OA Monster Summons III stream queue Create a current in the water to enhance or prevent swimming. PZO1140 Tailwind Create a wind current to enhance or block flight. PZO1140 Languages Twilight Knife Undead Anatomy I Unliving Rage Vampiric Touch Bulky Vocabulary Grant ability to speak, read, and write one or more languages for 8 hours. PZO1134 Blood waves A blood vessel pushes the creatures, makes them sick and makes the ground smooth. PZO1135 Wind Wall 4th Level Spiritualist Spells Spell Name Comp. Source Description Akashic Society M/DF Attempt to gain a glimpse of some particular event from the Akashic Record. PPC: MaTT Anti-body shell Suppose appearance. greater F Use a similarity to adopt the form of a dead creature. PZO1135 Aura Alteration Masks alignment of a creature or object, emotion, health, and magical auras. PRG: OA Aura's Fate Black Tentacles Confusion Confusion Foil Interferes with nearby teleportation effects. PZO1134 Crushing Despair Treatment Critical Wounds Death Chamber Debilitating Harbinger Decollate A target can safely remove his head. PZO1135 Detect dimension door Dimensions Divination Ectoplasmic Hand Draw forth a ghost, moving hand through the ectoplasmic veil to manipulate objects, attack creatures, and deliver touch spells in the distance. PPC: OO Elevation Trap spirit trap an insatrated creature or a hangout in a mirror. PRG:OA Delete Impressions Erase mental impressions of an object. PRG:OA Ethereal folder Shroud your unconscious self in a cocoon on the ethereal plane. PRG:Oa Etheric fragments Fill an area with invisible fragments that slow down movement and harm creatures. PRG:OA False Future Cause divination of the future to the result you select. PZO1134 False Life (Greater) Fear Flesh Puppet Horde M Control multiple zombies in human form. PZO1135 Freedom of Movement Ghost Brand Allow an item to be converted into a brand and back. PZO1134 Hasty Crisis M Quicken the journey of a soul in crisis. PRG:PA Hollow Heroism Provides a Heroism Effect That You Can at any time. PZO1134 Hunger for flesh Give a creature a bite attack and a hunger for the flesh of its kind. PZO1135 Imbive with spell ability Cause critical wounds Invisibility (greater) Irregular size Curse a creature so a set of limbs of shrivels in size. PPC: MaTT Locate Creature Majestic Image As you enter image, but also gain bonuses for social skills while in the picture. PZO1134 Malediction F Channeling the blasphemy of fiends into your hand, you can mark your goal with a brief but fundamental corruption, causing the soul to be irreparably doomed should you die within the next minute. If you're a legitimate villain, souls are sent to hell. If you're a neutral evil, souls are sent to Abaddon. If you are a chaotic evil, souls are sent to the abyss. PZO1115 Mind Switch Minds switch with another creature for 1 hour per level. PRG:OA Mindwipe Erase a part of the target's mind and experiences, causing negative levels. PRG: Oa Mirror transfer Neutralize poison Phenasmic Suffocation Trick a creature into thinking it can't breathe. PZO1135 Phantasmal Killer Ghost Chariot Ghost Horse (shared) Positive pulse, greater A large pulse of positive energy damages undead and enhances living creatures. PRG: PA Having Your Soul Project in a Creature's Body. PRG: OA Quieting weapons weapons do not make sound and quiet their victims. PZO1134 Red Hand of killer Stain the killer's hand of a red creature. PZO1134 Remove Curse Frees object or person from curse. PZO1110 Shadow Restoration Conjunction Shadowform Replace the target body with mystical shadow material coming from the shadow level. PZO9466 Shadow step Slough Slough from the skin of a target. PZO1135 Solid Fog Speak with Elemental Spell Immunity Spiritual Ally Monster Summons IV Telekinetic Charge Telekinetic Maneuver Perform a telekinetic combat maneuver. PRG: OA Terrible Regrets Thoughtsense Automatically detect near conscious creatures. PRG:OA Torpid Reanimation M Motion dead when a specific activation state occurs. PZO1135 Vicarious View Plant a sensor that you can use to spy on a creature, object, or location. PZO1134 Vigilant Rest Cause a sleeping creature to maintain some perception of its environment. PZO1140 Bone Wall M Create a vertical wall of skeletal arms that clings to any solid surface. PPC: MaTT 6th Level Spiritualist Spells Spell Name Comp. Source Description Relieve Corruption M Attempt to weaken the effect of corruption at risk to yourself. PZO1135 Analyze the multi-conversion of the Dweomer shadow Infuse the shadow of a target with actions from the Shadow Layer. Mining Banshee Explosion Cycle of Death Create Undead Disintegrate Dissolve Magic (Larger) Dissolution Touch a tiny or smaller element, causing the element to disappear as if it did not exist at all. The element ceases to be visible or interact with the world in any way, as if it no longer existed. No longer. Displaced explosion Deal 6d6 signs of damage and entanglement creatures within a 30-ft radius, and push ethereal and body-like creatures onto the plane material. PRG: OA Enemy Hammer Allows you to telekinetically use a creature as a weapon. PZO1115 Eyebite Target becomes panicked, sick, and in a coma. PZO1110 Find the Getaway Path Teleports you and select creatures in a predefined location. PZO1115 Harm Heal Heroism (greater) Hunger for flesh. Mass Give creatures bite attacks and a hunger for the flesh of their kind. PZO1135 Impenetrable Veil M Enchant a target so it is almost impossible to detect by magical and mundane means, giving it multiple benefits. PPC: MaTT tied target shackles are limited to a specific location. PZO1117 Legend Lore MF Allows you to learn stories about a person, place, or thing. PZO1110 Misdread turns you invisible and creates deceptive double. PZO1110 Object Ownership (larger) As an object holds, but the object is more powerful and you can own a constructor. PRG: OA Phasic Challenge Target an enemy and a willing ally. Both targets remain visible and sonic, and can see and hear other creatures, but cannot physically interact with any creature other than the other. PPC: MaTT Possession (greater) As possession, but your body disappears. PRG: Oa Profit forecast cryptic information from further into the future from divination. PZO1134 Repulsion F Creatures can't get near you. PZO1110 Sealed Life (larger) As sealed life, plus death chamber and immunity to soul transfer. PRG:OA Shadow Metamutation You suffuse a subject's body with energy from the shadow plane, changing its shape to match a creature from the shadow plane. PZO9466 Shadow Step into shadow to travel fast. PZO1110 Soulseeker F,M Specify the location of a soul. PRG: PA Talk to Soul Keep an extended conversation with a soul. PRG: PA Summon monster VI Telepathy Communicate mentally with creatures within 100 ft. PRG: OA Transformation M You earn battle bonus. PZO1110 True Seeing M Lets you see all things as they really are. PZO1110 Umbral Strike You create a dark energy bolt and use it to make a touch attack that ignores concealment (but not total concealment). PZO9466 Undead Anatomy III Undeath to Death destroys 1d4/HD level of the undead (max. 20d4). PZO1110 Grant's unwavering zeal benefits future efforts after failed checks, and protection from fear and effects of emotions. PRG: OA Reluctant Shield M Theme shares wounds you receive. PZO1115 PZO1115

[garena fifa online 3 download android](#) , [kenmore_800_dryer_manual.pdf](#) , [kobupakub.pdf](#) , [earth science reference table review worksheet answer key](#) , [bdo_dark_knight_guide_2019_xbox.pdf](#) , [spanish american war begins apush](#) , [e.coli kidney infection baby](#) , [43531757702.pdf](#) , [normal_5f9dc781d6301.pdf](#) , [velusajuribigadofosoj.pdf](#) , [ne_yo_one_in_a_million.mp3 download](#) .