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Molten orb pathfinder

Molten school seizure orbits (land, fire); Level Bloodied 2, Magus 2, Wizard/Wizard 2, Witch Casting Time 1 Standard Action Components V, S Range Closure (25 ft. + 5 ft./2 Levels) Effect Ranged Attack Period Moment saving throwing none; Magic Resistance to create a fist-sized, red hot ball of molten metal, which is immediately thrown like a pleat weapon. It's a two-point fire. Each creature, 5 meters from where the ball hits, takes 1g6 points of fiery defeat from the splashes (Reflex half). Each of these creatures takes an additional 1g6 points of fiery damage to their order for the next 1d3 rounds, unless cooled (with water, snow or any effect that deals with 5 or more points of cold damage). c: Lore, Magic, Boring School and 2 more Edit Share Evokers weaken into the raw power of magic, and can use it to create and destroy with shocking ease. Intense spells.[edit | source editing] Every time you do a dot spell curve, add the 1/2 level of the wizard to the damage (minimum +1). This bonus applies only once for a spell, not once for a rocket or beam, and cannot be divided between multiple rockets or rays. This damage bonus is not increased by Metamagic (Empower) or similar effects. This damage is of the same kind as the spell. On the 20th level, when throwing a magic curve, you can turn twice to penetrate your creature and get a better result. Force Rocket[edit source] As standard action you can unleash a force rocket that automatically strikes an enemy, like a magic rocket. The power rocket deals with 1d4 points of damage plus the damage from your intense power recall spells. It's a force effect. You can use this option several times a day equal to 3+ your intelligence modifier. Elemental Wall[edit source] on level 8, once a day you can create a wall of energy. You can choose fire, cold, acid or damage to electricity. The element wall otherwise functions as a wall of fire. At level 12 and every 4 levels, you can then use this option extra time per day, up to a maximum of 4 times at level 20. Arcane Evocation Spells[edit edit] level 0: flyer, light, freezing beam level 1: Burning hands, ear screaming crack, flare, magic rocket, shocking grab level 2: Burning rainbow, frigid touch, molten orb, burning beam 3: lightning, Fireball Level 4: Controlled Fireball, Dragon Breath, Ice Storm, Shouting, Volcanic Storm Level 5: Cone of Cold, Snake Fire, Lock Prison Level 6: Chain Lightning, Cold Ice Strike, Elementary Assessor, Hellfire Ray, Sirocco Level 7: Causal Eruption, Prismatic Spray Level 8: Shouts (Larger), Polar Ray, Storm Bolts, Sunburst Level 9: Icy Prison (Mass) Evo Evo Community content is available under CC-BY-SA, unless otherwise specified. in: Lore, Maj, Magic, Spell List Share from Pathfinder: Kings Wiki Spelling Magic Type of Spells Damage Type Target Area Duration Save Description Auto Acid Mode Splash Conjuraction Ranged Touch Attack 1d3 Acid An Enemy Being Close You can shoot a small ball of acid at the target. You need to succeed on a long touch attack to hit your target. Including 1-3 (1d3) acid damage. To stigmatize Magic Magic an enemy being Closing the circle will deny this spell over the mind of a humanoid being with 4 or less Hit dice, so she does not take action. Humanoids of 5 or more HD are not affected. Yes light Evocation A friendly creature Touch 10 minutes / level This spell causes a touched member side to light up like a lantern, shedding normal light within a radius of 20 feet from the point touched. No Ray of Frost Evocation ranged Touch Attack 1d3 Cold One enemy creature Close a ray of freezing air and ice projects by pointing your finger. You need to succeed in the range of touch attack with the beam to deal with damage to the target. The beam is 1 point on the cold damage. To touch the necromantes of Fatigure Mele touch One enemy creature Touch 1 round/level Fortitude denies you channel negative energy by touching, fatiguing the target. The object is immediately tired for the spell duration. This spell has no effect on a creature that is already tired. Unlike normal fatigue, the effect ends immediately after the expiration of the spell. Destroy the undemanding touch Attack 1d6 necromantic range? An enemy creature near you directs a beam of positive energy. You need to make a touch reach to hit, and if the beam hits undemanding creatures, it deals with 1d6 points of damage. Yes Flare Evocation An enemy creature Nearly 1 minute Denial of Fortitude This can cause a burst of light. If you cause the light to burst in front of a creature, this creature is blinded for 1 minute, unless it manages to save Fortitude. To burn hands color corrosive touch enlarge man expeditious attack blast magic rocket Ray of Enfeeblement cut man shield shocking snowball stone fist true strike strike acid arrow bear endurance blur bull power cat effortless armor Frigid touch shine in mirror image Melted Orbar Ray Stone Call Web Beast Shape I Dispel Magic Shifting Fireball Fast Lightning Slow Stinking Cloud Cloud Shape II Controlled Refractory Door Dimension Neck Breath Elementary Body I Enlarge Man, Mass Greater Invisibility Ice Storm Phantasmal Killer Reduction Man, Mass Shield of Dawn Vikai Stonekin Acid Spray Baleful Polymorph Beast Shape III Cloud Cone of Cold Elemental Body II Fire Snake in Amphibious Shadow Shield Sour Mist Bear Endurance , Mass Beast Shape IV The Mass Cat Bull, Mass Lightning Crush Magic, Bigger I Elementary Body III Hellfire Ray Sirocco Transformation True Seeing Umbra Strike This article is a stub. You can help Pathfinder: Kingmaker Wiki by expanding it. Home Forums > RPG Discussion > General RPG Discussion > ROLE PLAY DEVELOPERS > Owl Games > Discussion in 'Owl Games' launched by Ruchy, Oct 4. Tags: Page 95 of 176 < Prev 1 -- 93 94 96 97 -- 176 Next > As an associate at Amazon rpgcodex.net profit from qualifying purchases. Home Forums > RPG Discussion > General RPG Discussion > ROLE PLAY DEVELOPERS > Owl Games > School Recreating (Land, Fire); Level Bloodied 2, Magus 2, Wizard/Wizard 2, Witch 2 CASTING Casting Time 1 Standard Action Components V, S EFFECT Range Close (25 feet. +5 ft/2 Levels) Effect range attack duration instant saving throw none; Magic resistance to DESCRIPTION You create a fist-sized, red hot ball of molten metal that will immediately embrace like a splash weapon. It's a two-point fire. Each creature, 5 meters from where the ball hits, takes 1g6 points of fiery defeat from the splashes (Reflex half). Each of these creatures takes an additional 1g6 points of fiery damage to their order for the next 1d3 rounds, unless cooled (with water, snow or any effect that deals with 5 or more points of cold damage). Section 15: Copyright Note Pathfinder Role Play: Advanced Class Guide © 2014, Paizo Inc. Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulman, Jim Groves, Tim Hitchcock, Tracy Reed, Jonathan, Jonathan Keith, Will McCarrell, Dale McCoy, Jr., Tom Phillips, Stephen Radney-McFarland, Thomas M. Reed, Sean Reynolds, Tork Shaw, Owen K.C. Stevens and Russell Taylor. These are my personal opinions/assessment and suggests that you are a wizard wizard who does not specialize in battle melee, so obviously there will be disagreements/qualifications for some spells. Level 1 spells:level 2 spells:level 3 spells:page 2 36 comments