

Sort de Bulwyf

Clerc 11 : N1 : 7, N2: 7, N3: 5, N4: 6, N5: 3, N6: 1

Magicien 13 : N1 : 11, N2: 11, N3: 6, N4: 5, N5: 5, N6: 3

Niveau 1

- Affect normal fires (C 1s; R 1"/2L; D 1r/L; A 3" dia; S Nil)
- Alarm (C 1r; R 1"; D 2-8 t+1t/L; A 20 sqft/L; S Nil)
- Bless (C 1r; R 6"; D 6r; A 5"x5"; S Nil)
- Burning hands (C 1s; R 0; D 1r; A Spl; S Nil)
- Cantrip (C 1s; R 3m; D 1hr/L; A Spe; S Nil)
- Combine (C 1hr; R Tch; D Spl; A 1ltm; S Spl)
- Command (C 1s; R 1"; D 1r; A 1Crt; S Spl)
- Create water (C 1r; R 1"; D Pmt; A 27cuft; S Nil)
- Detect magic (C 1r; R Tch; D 1t; A 1"x3"; S Nil)
- Detect magic (C 1s; R 0; D 1r/L; A 1" x6 "; S Nil)
- Endure cold / Endure heat (C 1r; R Tch; D 9t/L; A 1Crt; S Nil)
- Erase (C 1s; R 3"; D Pmt; A 1 scroll or 2 pages; S Neg)
- Faerie fire (C 4s; R 80m; D 4r/L; A 1m²/L in 13m rad; S Nil)
- Feather fall (C 1/10 s; R 1"/L; D 1sr/L; A Spl; S Nil)
- Firelight (C 4s; R Touch; D 4hr+1hr/2L; A 1obj; S Nil)
- Hold portal (C 1s; R 2"/L; D 1r/L; A 80 sqft/L; S Nil)
- Identify (C 1t; R 0; D 1s/L; A 1 Obj; S Spl)
- Jump (C 1s; R Tch; D Spl; A 1 Crt; S Nil)
- Light (C 1s; R 6"; D 1t/L; A 2" sphere; S Nil)
- Log of everburning (C 1s; R Touch; D 1hr/L; A Spe; S Nil)
- Magic missile (C 1s; R 6"+ 1 /L; D 1st; A Crt in 10' sq; S Nil)
- Magical Stone (C 1r; R 2"; D 6r; A 1Stone; S Nil)
- Nystul's magical aura (C 1r; R Tch; D 1 day/L; A Spl; S Spl)
- Orison (C 4s; R 10m; D Spe; A var; S Nil)
- Protection from evil (C 1s; R Tch; D 2r/L; A 1 Crt; S Nil)
- Protection from Evil / Good (C 4s; R Tch; D 3r/L; A 1Crt; S Nil)
- Purify Food and Drink (C 1r; R 3"; D Pmt; A 1cuft/L; S Nil)
- Read magic (C 1r; R 0; D 2r/L; A Spl; S Nil)
- Remove Fear (C 4s; R Tch; D 1t; A 1Crt; S Nil)
- Ring of hands (C 5s; R 0; D 2d10r; A Spe; S Nil)
- Sanctuary (C 4s; R Tch; D 2r+1/L; A 1Crt; S Nil)
- Shield (C 1s; R 0; D 5r/L; A Spl; S Nil)
- Shillelagh (C 2s; R Touch; D 4r+1r/L; A 1gourdin chene; S Nil)
- Strenth of stone (C 4s; R Touch; D 3r+1r/L; A 1crt; S Nil)
- Sunscorch (C 4s; R 40m; D Inst; A 1crt; S Neg)
- Wall of fog (C 1s; R 30 yds; D 2d4 r + 1r/L; A Spl; S Nil)
- Wind column (C 1s; R 0; D 2r/L; A lanceur; S Nil)
- Write (C 1r; R 0; D 1hr/L; A 1 Spell; S Spl)

Niveau 2

- Aid (C 4s; R Tch; D 1r+1/L; A 1Man; S Nil)
- Chant (C 1t; R 0; D Spl; A 3"rad; S Nil)
- Detect evil / Detect good (C 2s; R 6"; D 5r/L; A 1" path; S Nil)
- Detect invisibility (C 2s; R 1"/L; D 5r/L; A 1" path; S Nil)
- Enthral (C 1r; R 3"; D Spl; A 90'rad; S Neg)
- Fire trap (C 1t; R Touch; D Perm until activate; A obj touche; S 1/2)
- Flame blade (C 4s; R 0; D 4r+1r/2L; A lame de 1m; S Nil)
- Flaming sphere (C 2s; R 1"; D 1r/L; A 6' sphere; S Neg)
- Heat metal (C 5s; R 40m; D 7r; A Spe; S Spe)
- Hold person (C 5s; R 6"; D 4r+1/L; A 1-3Crt; S Neg)
- Invisibility (C 2s; R Tch; D Spl; A 1 Crt; S Nil)
- Levitate (C 2s; R 2"/L; D 1t/L; A Spl; S Neg)
- Maximilian earthen grasp (C 2s; R 10m+10m/L; D 3r+1r/L, A 1crt, S Spl)
- Mirror image (C 2s; R 0; D 2r/L; A 6' rad; S Nil)
- Mystic transfer (C 1r; R 0; D 9r; A le pretre; S Nil)
- Obscurt (C 5s; R 0; D 4r/L; A Spe; S Nil)
- Produce flame (C 5s; R 0; D 1r/L; A spe; S Nil)
- Protection from paralysis (C 2s; R 1"/L; D 1t+1r/L; A 1 1/2" sphere; S Spl)
- Pyrotechnics (C 2s; R 12"; D Spl; A Spl; S Nil)
- Resist acid and corrosion (C 5s; R Touch; D 1r/L; A crt touchée; S Nil)
- Resist fire / resist cold (C 5s; R Tch; D 1t/L; A 1Crt; S Nil)
- Rop trick (C 2s; R Tch; D 2t/L; A Spl; S Nil)
- Sanctify (C 1t; R 10m; D Spe; A sqr 10m/pretre; S Nil)
- Snake charm (C 5s; R 3"; D Spl; A hp inf Clc; S Nil)
- Soften earth and stone (C 5s; R 10m/L; D Perm; A sqr 3m/L; S Nil)
- Stinking cloud (C 2s; R 3"; D 1r/L; A 2"x2"x2"; S Spl)
- Strength (C 1t; R Tch; D 6t/L; A 1 Man; S Nil)
- Watery fist (C 5s; R 60m; D 1r/L; A Spe; S Nil)
- Web (C 2s; R 1"/2L; D 2t/L; A Spl; S Neg or 1/2)
- Withdraw (C 5s; R 0; D 2s+1/L; A Cl; S Nil)
- Wizard lock (C 2s; R Tch; D Pmt; A 30 sqft/L; S Nil)
- Zephyr (C 2s; R 0, D 1s; A 1"path x 1/2 " /L; S Nil)

Sort de Bulwyf

Clerc 11 : N1 : 7, N2: 7, N3: 5, N4: 6, N5: 3, N6: 1

Magicien 13 : N1 : 11, N2: 11, N3: 6, N4: 5, N5: 5, N6: 3

Niveau 3

- Adaptation (C Spe; R Spe; D Spe; A 1 unit <200 ind; S Nil)
- Augmentation I (C 2s; R 0; D Spe; A Spe; S Nil)
- Blink (C 1s; R 0; D 1r/L; A MU; S Nil)
- Call lightning (C 1t; R 0; D 1t/L; A 120m rad; S 1/2)
- Dictate (C 6s; R 30m; D 1r/L; A Max 6crt in cube 6m; S Neg)
- Dispel magic (C 3s; R 12"; D Pmt; A 3" cube; S Nil)
- Dispel magic (C 6s; R 6"; D Pmt; A 3" cube; S Nil)
- Explosive runes (C 3s; R Tch; D Spl; A 1" rad; S 1/2)
- Fireball (C 3s; R 10"+1/L; D Ist; A 2'sphere; S 1/2)
- Flame Walk (C 5s; R Tch; D 1t+1/L; A Spl; S Nil)
- Fly (C 3s; R Tch; D 1-6t+1/L; A 1 Crt; S Nil)
- Fool's speech (C 1t; R Touch; D 1hr/L; A 1magicien+1crt/L; S Nil)
- Invisibility, 10' radius (C 3s; R Tch; D Spl; A 10' rad; S Nil)
- Lightning bolt (C 3s; R 4"+1/L; D Ist; A Spl; S 1/2)
- Line of protection (C 1r; R 0; D 1r/L; A ligne 30m; S Neg)
- Magical vestement (C 1r; R Tch; D 6r/L; A Cl; S Nil)
- Material (C 1r; R 3m; D Perm; A 27dm cube/L; S Nil)
- Maximilian's Stony Grasp (C 3s; R 20m+10m/L; D 5r+1r/L; A 1crt; S Spe)
- Meld into stone (C 7s; R Tch; D 1d8+8r; A Spl; S Nil)
- Melf's minute meteors (C 5s; R 1"/L; D Spl; A Spl; S Nil)
- Negative Plane Protection (C 1r; R Tch; D 1t/L; A 1Crt; S Nil)
- Prayer (C 6s; R 0; D 1r/L; A 6"rad; S Nil)
- Protection from Fire (C 6s; R Touch; D Spe; A crt touchée; S Nil)
- Protection from normal missiles (C 3s; R Tch; D 1t/L; A 1 Crt; S Nil)
- Pyrotechnics (C 6s; R 160m; D Spe; A 10/100 x unic fire source ; S Spe)
- Remove curse (C 6s; R Tch; D Pmt; A Spl; S Spl)
- Secret page (C 1t; R Tch; D Dispel; A 2 sqft; S Nil)
- Starshine (C 6s; R 10m/L; D 1t/L; A sqr 3m/L; S Nil)
- Stone shape (C 1r; R touch; D Perm; A cube 1m+30cm/L ; S Nil)
- Tongues (C 3s; R 0; D 1r/L; A 6" dia; S Nil)
- Unearthly choir (C 5s; R 0; D Inst; A Spe; S 1/2)
- Water breathing (C 3s; R Tch; D 3t/L; A 1 Crt; S Nil)
- Water walk (C 7s; R Tch; D 1t+1/L; A Spl; S Nil)
- Weather prediction (C 1r; R 0; D Inst; A lanceur; S Nil)
- Wind servant (C 6s; R 20m/L; D 1r/L; A Spe; S Nil)

Niveau 4

- Adamantite mace (C 7s; R Touch; D 1r/L; A l'arme du lanceur; S Nil)
- Blessed warmth (C 4s; R Touch; D 1r/L; A Spe; S Nil)
- Cloak of bravery (C 6s; R Touch; D Spe; A crt touchée; S Neg)
- Control temperature, 10' radius (C 7s; R 0; D 4t+1t/L; A 3m rad; S Nil)
- Dig (C 4s; R 3"; D 1r/L; A 5' cube/L; S Spl)
- Dimension door (C 1s; R 0; D Spl; A MU; S Nil)
- Enervation (C 4s; R 10"/L; D 1d4hrs+1h/L; A 1 Crt; S Neg)
- Fire shield (C 4s; R 0; D 2r+1/L; A MU; S Nil)
- Focus (C 1jr; R 3m; D Spe; A Spe; S Nil)
- Free action (C 7s; R Touch; D 1t/L; A crt touchée; S Nil)
- Imbue with spell ability (C 1t; R Touch; D Spe; A 1t; S Nil)
- Lower water (C 1t; R 120m; D 1t/L; A Spe; S Nil)
- Massmorph (C 1t; R 1"/L; D Spl; A 1"x1"/L; S Nil)
- Minor globe of invulnerability (C 4s; R 0; D 1r/L; A 1" dia; S Nil)
- Mordenkainen's Celerity (C 4s; R 0; D 1t; A Spe; S Nil)
- Otiluke resilient sphere (C 4s; R 2"; D 1r/L; A 1' dia/L; S Neg)
- Produce fire (C 7s; R 40m; D 1r; A sqr 4m; S Nil)
- Protection from evil, 10' radius (C 7s; R Touch; D 1t/L; A cphere 3m; S Nil)
- Protection from lightning (C 7s; R touch; D Spe; A crt touchée; S Nil)
- Rary's mnemonic enhancer (C 1t; R 0; D 1day; A MU; S Nil)
- Recitation (C 7s; R 0; D 1r/L; A 20m rad; S Nil)
- Reflecting pool (C 2hrs; R 10m; D 1r/L; A Spe; S Nil)
- Spell immunity (C 1r; R Touch; D 1t/L; A crt touchée; S Nil)
- Stoneskin (C 1s; R Tch; D Spl; A 1 Crt; S Nil)
- There / Not There (C 1r; R 30m; D 1-6 tours; A cube de 3m; S Nil)
- Thunder Staff (C 4s; R 0; D Inst; A cone 6m large x 12m long; S 1/2)
- Tongues (C 7s; R 0; D 1t; A le pretre; S Nil)
- Uplift (C 12hrs; R 0; D 1t; A 1 pretre; S Nil)
- Wall of fire (C 4s; R 6"; D Spl; A Spl; S Spl)
- Wall of ice (C 4s; R 1"/L; D 1t/L; A Spl; S Spl)
- Weather stasis (C 1t; R 30m; D 1hr/L; A cube 3m/L; S Nil)

Sort de Buliwj

Clerc 11 : N1 : 7, N2: 7, N3: 5, N4: 6, N5: 3, N6: 1

Magicien 13 : N1 : 11, N2: 11, N3: 6, N4: 5, N5: 5, N6: 3

Niveau 5

- Air walk (C 8s; R Touch; D 1hr+1t/L; A crt touchée; S Nil)
- Animate flame (C 8s; R 120m; D 1r/L; A 30cm dia/L; S Nil)
- Atonement (C 1t; R Touch; D Perm; A 1pers; S Nil)
- Cloud of purification (C 5s; R 30m; D 1r/L; A cube 6m; S Nil)
- Commune (C 1t; R 0; D Spe; A Spe; S Nil)
- **Dream (C 1t; R Tch; D Spl; A 1 Crt; S Nil)**
- Extradimensional manipulation (C 5s; R 10m; D 2d12r+4r/L; A extradim space 6m x 6m; S Spe)
- Flame strike (C 8s; R 60m; D Inst; A col 2m dia x 10m haut; S 1/2)
- Impregnable mind (C 1s; R Touch; D 1t+1r/L; A crt touchée; S Nil)
- Insect plague (C 1t; R 120m; D 2r/L; A nuage 60m dia x 20m haut; S)
- Meld (C 1t; R 10m; D 12hrs; A 1 pretre; S Spe)
- Moonbeam (C 7s; R 60m+10m/L; D 1r/L; A sphere 2m rad; S Nil)
- Produce ice (C 8s; R 60m; D 2r/L; A cube 30cm/L; S Nil)
- Rainbow (C 7s; R 120m; D 1r/L; A Spe; S Nil)
- Righteous Wrath of the Faithful (C 8s; R 0; D 1r/L; A 10m rad; S Nil)
- Spike stones (C 6s; R 30m; D 3d4t+1t/L; A sqr 3m/L, 1 spike par 30cm; S Nil)
- **Teleportation (C 2s; R Tch; D Ist; A Spl; S Nil)**
- **Tempus fugit (C 5s; R 0; D 5t/L; A 3m rad; S Nil)**
- **Transmute rock to mud (C 5s; R 1"/L; D Spl; A 2 cu"/L; S Nil)**
- Transmute rock to mud (C 8s; R 160m; D Spe; A cube 7m/L; S Nil)
- True seeing (C 8s; R Touch; D 1r/L; A crt touchée; S Nil)
- Wall of fire (C 8s; R 80m; D Spe; A Spe; S Nil)
- **Wall of stone (C 5s; R 1"/2L; D Pmt; A 3in/L+20sqft/L; S Nil)**