

## Sort de Edouard Hilaire Snowl - Archi-prêtre de l'Ordre du Lotus d'Or

Clerc / Eolide : N1 : 12, N2: 12, N3: 11, N4: 13, N5: 13, N6: 12, N7: 8

Magot : N1 : 4, N2: 4, N3: 4, N4: 4, N5: 4, N6: 1

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| Niveau 1 | <ul style="list-style-type: none"><li>■■■ <i>Amitié Volatile</i> (C 4s; R 10m; D Perm.; A 1vol; S Neg)</li><li>■■■ Analyze balance # (C 1r; R 80m; D 5r+1r/L; A 1crt, 1obj, carré 3m; S Nil)</li><li>■■■ Astral celerity ⇢ (C 4s; R 0; D 1hr/L; A lanceur; S Nil)</li><li>■■■ Battlefate ⇢ (C 4s; R 20m; D 2r/L; A 1crt; S Nil)</li><li>■■■ Bless ! * (C 1r; R 6"; D 6r; A 5"x5"; S Nil) <i>Chapelet x1</i></li><li>■■■ Blessed watchfulness ⇢ (C 4s; R Touch; D 4hr+1hr/L; A crt touchée; S Nil)</li><li>□■■ Calculate ⇢ (C 4s; R 0; D Inst; A lanceur; S Nil)</li><li>■■■ Call upon faith # (C 1s; R 0; D 1r; A pretre; S Nil)</li><li>■■■ Cham person (C 1s; R 12"; D Spl; A 1 Man; S Neg)</li><li>■ Command * (C 1s; R 1"; D 1r; A 1Crt; S Spl)</li><li>■■■ Create water ! * (C 1r; R 1"; D Pmt; A 27cuf; S Nil)</li><li>■■■ Cure light wounds ! * (C 5s; R Tch; D Pmt; A 1Crt; S Nil)</li><li>■■■ Detect evil ! * (C 1r; R 12"; D 1t+1/2t/L; A 1" path; S Nil) <i>Staff</i></li><li>■■■ Detect magic * (C 1r; R Tch; D 1t; A 1"x3"; S Nil)</li><li>■■■ Detect poison * (C 4s; R 0; D 1t+1r/L; A Spe; S Nil)</li><li>■■■ Dispel fatigue ⇢ (C 4s; R 30m; D Inst; A 1crt; S Nil)</li><li>■■■ Endure cold / Endure heat * (C 1r; R Tch; D 9t/L; A 1Crt; S Nil)</li><li>■ Feather fall (C 1/10 s; R 1"/L; D 1r/L; A Spl; S Nil)</li><li>■■■ Identify (C 1t; R 0; D 1s/L; A 1 Obj; S Spl)</li><li>□■■ <i>Invisibilité aux volatiles</i> (C 4s; R Tch; D 2t+2r/L; A 1vol/L; S Nil)</li><li>■■■ Know direction # (C 1s; R 0; D Inst; A Spe; S Nil)</li></ul>                                                                                                                                      | <ul style="list-style-type: none"><li>■■■ <i>Langues des volatiles</i> (C 5s; R 10m; D 2r/L; A 1vol; S Nil)</li><li>■■■ Lévitiation (C 2s; R 20m; D 1t/L; A 1crt ou 1obj; S Neg)</li><li>■■■ <i>Localisation des volatiles</i> (C 1r; R 100m+20m/L; D 1r/L; A 5mx100m; S Nil)</li><li>■■■ Light / Darkness ! * (C 4s; R 12"; D 6t+1/L; A 2"sphere; S Spl) <i>Staff</i></li><li>■■■ Magic missile (C 1s; R 6"+ 1 /L; D Ist; A Crt in 10' sq; S Nil)</li><li>□■■ <i>Mur obscurcissant</i> (C 2s; R 3"; D 1r/L; A 9m3/L; S Nil)</li><li>■■■ Orison ⇢ (C 4s; R 10m; D Spe; A var; S Nil)</li><li>■■■ Personnel reading # (C 2t; R 0; D Spe; A 1crt; S Nil)</li><li>□■■ <i>Plainte</i> (C 1r; R 10m+5m/L; D 3r; A sphere de 3"; S Nil)</li><li>■■■ <i>Poussée</i> (C 1s; R 3m+2,5m/L; D Inst; A Spé; S Nil)</li><li>■■■ Protection from chaos ⇢ (C 4s; R Touch; D 3r/L; A 1crt; S Nil)</li><li>■■■ Protection from Evil / Good ! * (C 4s; R Tch; D 3r/L; A 1Crt; S Nil) <i>Staff</i></li><li>■■■ Resist cold * (C 1r; R Tch; D 1t/L; A 1Crt; S Nil)</li><li>■■■ <i>Run</i> (C 1r; R Tch; D 2r/L; A Spl; S Nil)</li><li>■■■ Sacred guardian * (C 1s; R Touch; D 1jr/L; A crt touchée; S Nil)</li><li>■■■ Shield (C 1s; R 0; D 5r/L; A Spl; S Nil)</li><li>■■■ Sleep (C 1s; R 3"+1/L; D 5r/L; A 3" dia; S Nil)</li><li>■■■ Spider climb (C 1s; R Tch; D 1r+1/L; A 1 Cr; S Nil)</li><li>□■■ <i>Souffle</i> (C 1s; R 0; D 1r; A Arc 120"x1"/L; S Nil)</li><li>■■■ Sunscorch ⇢ (C 4s; R 40m; D Inst; A 1crt; S Neg)</li><li>■■■ Tenser's Floating Disk (C 1s; R 2"; D 3t+1/L; A Spl; S Nil)</li></ul>                                                                                                                   |
| Niveau 2 | <ul style="list-style-type: none"><li>■■■ Aid * (C 4s; R Tch; D 1r+1/L; A 1Man; S Nil)</li><li>■■■ Augury * (C 2r; R 0; D Spl; A 3t; S Nil)</li><li>■■■ Aura of confort # (C 2s; R Touch; D 1hr/L; A crt touchée; S Nil)</li><li>□■■ <i>Bouclier de vent</i> (C 1s; R 0; D 1r/L; A Mag; S Nil)</li><li>■■■ Chaos shield ⇢ (C 5s; R Touch; D 2r/L; A crt touchée; S Nil)</li><li>■■■ Charme volatile (C 5r; R 80m; D Spl; A 1vol; S Neg)</li><li>■■■ Detect Life @ (C 1r; R 10"/L; D 5r; A 1Crt; S Nil) <i>Masse x5</i></li><li>■■■ Draw upon holy might # (C 2s; R 0; D 1r/L; A le pretre; S Nil)</li><li>■■■ Entrhall * (C 1r; R 3"; D Spl; A 90'r; S Neg)</li><li>■■■ Ethereal barrier ⇢ (C 1t; R 120m; D 1t/L; A 2 sqr 3m/L; S Nil)</li><li>■■■ Find traps * (C 5s; R 3"; D 3t; A 1" path; S Nil) <i>Staff</i></li><li>■■■ Hesitation # (C 2s; R 30m; D 1r/L; A cercle 6m rad; S Neg)</li><li>■■■ Hold person * (C 5s; R 6"; D 4r+1/L; A 1-3Crt; S Neg)</li><li>■■■ <i>Immobilisation d'Eolide</i> (C 5s; R 6"; D 1r/L; A sphere 3m dia; S Neg)</li><li>■■■ Invisiblity (C 2s; R Tch; D Spl; A 1 Cr; S Nil)</li><li>■■■ <i>Invocation d'une nuée</i> (C 1r; R 3"; D 3r/L; A 3" dia; S Nil)</li><li>■■■ <i>Invocation d'un familier</i> (C 1 à 2h; R 3km+2km/L; D Spé; A Spé; S Nil)</li><li>■■■ <i>Levitare</i> (C 2s; R 2"/L; D 1t/L; A Spl; S Neg) <i>Mass x1 - Chapelet x1 - Crown x1</i></li><li>■■■ Melf's acid arrow (C 4s; R 3"; D Spl; A 1 ltm; S Spl)</li><li>■■■ <i>Mirror image</i> (C 2s; R 0; D 2r/L; A 6' rad; S Nil)</li><li>■■■ <i>Missile de foudre</i> (C 2s; R 0; D 2r/L; A Spé; S Neg)</li><li>■■■ Iron vigil ⇢ (C 1t; R 0; D 1sem+1jr/L; A le pretre; S Nil)</li></ul> | <ul style="list-style-type: none"><li>■■■ Moment # (C 1r; R 0; D 1r/L; A 15cm rad; S Nil)</li><li>■■■ Nap # (C 2s; R Touch; D Spe; A 1crt/L; S Nil)</li><li>■■■ <i>Nuage de brouillard</i> (C 2s; R 1"/L; D 2r/L; A cube 6m/L; S Nil)</li><li>■■■ <i>Nuage puant</i> (C 2s; R 6"; D 1r/L; A 3"x3"x3"; S Spé)</li><li>■■■ <i>Pont aérien</i> (C 2s; R 3"; D 1r/L; A Spé; S Nil)</li><li>□■■ <i>Porte de vent</i> (C Spé; R 1"/L; D Perm; A 2m²/L; S Nil)</li><li>□■■ Précipitations I (C Spé; R 1"/L; D 15/L; A cylindre H 12", dia 3"; S Nil)</li><li>■■■ Resist acid and corrosion ⇢ (C 5s; R Touch; D 1r/L; A crt touchée; S Nil)</li><li>■■■ Resist fire / resist cold * (C 5s; R Tch; D 1t/L; A 1Crt; S Nil)</li><li>■■■ Restore strenght ⇢ (C 5s; R Touch; D Inst; A crt touchée; S Nil)</li><li>■■■ <i>Rop trick</i> (C 2s; R Tch; D 2t/L; A Spl; S Nil)</li><li>■■■ Silence, 25' radius * (C 5s; R 12"; D 2r/L; A 30' sphere; S Spl)</li><li>■■■ Slow poison * (C 1s; R Tch; D 1hr/L; A 1Crt; S Nil) <i>Scroll x2</i></li><li>■■■ Tasha uncontrollable hideous laughter (C 2s; R 5"; D 1r; A 1 Cr; S Spl)</li><li>□■■ <i>Ventilation</i> (C 1"/L; R 1"/L; D 1r; A sphere 2" dia /L; S Nil)</li><li>□■■ Vocalise (C 1r; R Tch; D 5r; A 1Caster; S Nil)</li><li>■■■ Watery fist ⇢ (C 5s; R 60m; D 1r/L; A Spe; S Nil)</li><li>■■■ <i>Web</i> (C 2s; R 1"/2L; D 2t/L; A Spl; S Neg or 1/2)</li><li>■■■ Withdraw * (C 5s; R 0; D 2s+1/L; A Cl; S Nil)</li><li>■■■ <i>Wizard lock</i> (C 2s; R Tch; D Pmt; A 30 sqft/L; S Nil)</li><li>■■■ Wyvern watch * (C 5s; R 3"; D 8hr; A 1'sphere; S Neg)</li></ul>                                                                                                  |
| Niveau 3 | <ul style="list-style-type: none"><li>■■■ Adaptation # (C Spe; R Spe; D Spe; A 1 unit &lt;200 ind; S Nil)</li><li>□■■ <i>Appel de la foudre</i> (C 1t+1r/clair; R 0; D 1t/L; A 80" dia; S 1/2)</li><li>□■■ <i>Armure de vent</i> (C 3s; R 0; D 1t/L; A Perso; S Nil)</li><li>■■■ Blink (C 1s; R 0; D 1r/L; A MU; S Nil)</li><li>■■■ Call lightning * (C 1t; R 0; D Pmt; A 6"sphere; S Spl)</li><li>■■■ Choose futur # (C 3s; R touch; D 1r; A 1crt; S Nil)</li><li>■■■ Cloudburst @ (C 5s; R 1"/L; D 1r; A Cyl 6"x3" dia; S Spl)</li><li>■■■ Continual light ! * (C 6s; R 12"; D Pmt; A 6"sphere; S Spl)</li><li>■■■ Cure disease ! * (C 1t; R Tch; D Spl; A 1Crt; S Nil) <i>Chapelet x1</i></li><li>■■■ Death's Door @ (C 5s; R tch; D 1hr/L; A 1Man; S Nil) <i>Scroll x2</i></li><li>■■■ <i>Densité</i> (C 3s; R 9"+1"/L; D 3r+1r/L; A 4"x4"; S Nil)</li><li>■ Dictate ⇢ (C 6s; R 30m; D 1r/L; A Max 6crt in cube 6m; S Neg)</li><li>■■■ Dispel magic * (C 6s; R 6"; D Pmt; A 3"cube; S Nil)</li><li>■■■ Etherealness ⇢ (C 1s; R 0; D 1t+1r/L; A lanceur; S Nil)</li><li>■■■ Extradim. Detect. # (C 3s; R 0; D 1r/L; A path 3m large x 18m long; S Nil)</li><li>■■■ Fireball (C 3s; R 10"+1/L; D Ist; A 2"sphere; S 1/2)</li><li>□■■ <i>Forme venteuse</i> (C 3s; R 0; D 1r/L; A Perso; S Nil)</li><li>■■■ <i>Gust of wind</i> (C 3s; R 0; D 1s; A 1"/L; S Nil)</li><li>■■■ Hold poison ⇢ (C 1s; R Touch; D 1jr/L; A crt touchée; S Nil)</li><li>■■■ Haste (C 3s; R 6"; D 3r+1/L; A 1 Crt/L in 4" sq; S Nil)</li><li>■■■ <i>Invisibilité</i> (C 3s; R Tch; D 2r/L; A Perso; S Nil)</li><li>■■■ <i>Invocation de volatiles</i> (C 1r; R 10"/L; D 2r/L; A Spé; S Neg)</li></ul>                | <ul style="list-style-type: none"><li>■■■ Know customs # (C 3s; R Spe; D Spe; A le pretre; S Neg)</li><li>■■■ <i>Langues des créatures ailées</i> (C 5s; R 0; D 2r/L; A sphere 12" dia; S Nil)</li><li>■■■ <i>Lightning bolt</i> (C 3s; R 4"+1/L; D Ist; A Spl; S 1/2)</li><li>■■■ Line of protection I # (C 1r; R 0; D 1r/L; A ligne 30m; S Neg)</li><li>■■■ Melf's minute meteors (C 5s; R 1"/L; D Spl; A Spl; S Nil)</li><li>■■■ Moment reading # (C 1r; R 0; D Inst; A Spe; S Nil)</li><li>■■■ <i>Mur de vent</i> (C 3s; R 1"/L; D 1t/L; A 10m²/L; S Nil)</li><li>■■■ Negative Plane Protection * (C 1r; R Tch; D 1t/L; A 1Crt; S Nil) <i>Staff</i></li><li>■■■ Prayer * (C 6s; R 0; D 1r/L; A 6"rad; S Nil)</li><li>□■■ <i>Protection vs foudre</i> (C 3s; R 1"/L; D 1t/L; A 1crt; S Nil)</li><li>□■■ <i>Protection vs froid</i> (C 3s; R Tch; D 1t/L; A 1crt; S Neg)</li><li>□■■ <i>Rafales de vent</i> (C 1s; R 0; D 1r; A 16m; L 20m/L; S Nil)</li><li>■■■ Random Causality * (C 3r+1r/L; R 10m; D Spe; A 1 arme; S Neg)</li><li>■■■ Remove curse ! * (C 6s; R Tch; D Pmt; A Spl; S Spl)</li><li>■■■ Remove paralysis * (C 6s; R 1"/L; D Pmt; A 1Crt; S Nil)</li><li>■■■ <i>Respiration autonome</i> (C 3s; R 0; D 1t/L; A Perso; S Nil)</li><li>■ Unearthly choir # (C 5s; R 0; D Inst; A Spe; S 1/2)</li><li>■■■ Unfailing premonition ⇢ (C 6s; R 0; D 1t+2r/L; A lanceur; S Nil)</li><li>■■■ <i>Slow</i> (C 3s; R 9"+1/L; D 3r+1/L; A 1 Crt/L in 4" sq; S Nil)</li><li>■■■ <i>Vol de l'éolide</i> (C 3s; R Tch; D 2r/L; A crt touchée; S Nil)</li><li>■■■ <i>Water breathing</i> (R) (C 3s; R Tch; D 3t/L; A 1 Cr; S Nil)</li><li>■■■ Water walk * (C 7s; R Tch; D 1t+1/L; A Spl; S Nil)</li></ul> |
| Niveau 4 | <ul style="list-style-type: none"><li>■■■ Abjure * (C 1r; R 10m; D Spe; A 1crt; S Spe)</li><li>■■■ Addition # (C 1r; R 30m; D Spe; A Spe; S Nil)</li><li>■■■ Blessed warmth # (C 4s; R Touch; D 1r/L; A Spe; S Nil)</li><li>■■■ Body clock # (C 4s; R Touch; D 1hr/L; A 1crt; S Nil)</li><li>■■■ Chaotic combat # (C 3s; R 30m; D 1r/L; A 1crt; S Nil)</li><li>■■■ Chaotic sleep # (C 1t; R Touch; D Perm; A 1crt; S Neg)</li><li>■■■ <i>Charm monster</i> (C 4s; R 6"; D Spl; A Spl; S Neg)</li><li>□■■ <i>Contrôle des vents</i> (C 1s; R 0; D 1t+1t/L; A 30m dia/L; S Nil)</li><li>■■■ Control temperature, 10' radius * (C 7s; R 0; D 4t+1t/L; A 3m rad; S Nil)</li><li>■■■ <i>Coup de tonnerre</i> (C 4s; R 1"/L; D Inst; A sphere 12m dia; S Nil)</li><li>■■■ Detect lie ! * (C 7s; R 30m; D 1r/L; A 1crt; S Neg)</li><li>■ Dimension door (C 1s; R 0; D Spl; A MU; S Nil) <i>Crowne x2</i></li><li>■■■ Dimensional anchor ⇢ (C 1s; R 10m/L; D 1t+1r/L; A 1crt; S Nil)</li><li>■■■ Dimensional folding # (C 1r; R 1.5m; D 1r; A cercle 3m; S Nil)</li><li>□■■ <i>Dissipation de la magie</i> (C 4s; R 8"; D Perm; A Cube 10m; S Nil)</li><li>■■■ Divination * (C 1t; R 0; D Spe; A spe; S Nil)</li><li>■■■ Focus # (C 1jr; R 3m; D Spe; A Spe; S Nil)</li><li>■■■ <i>Evard's black tentacles</i> (C 8s; R 3"; D 1r/L; A 30 sqft; S Nil)</li><li>■■■ Fire shield (C 4s; R 0; D 2r+1/L; A MU; S Nil)</li><li>■■■ Free action * (C 7s; R Touch; D 1t/L; A crt touchée; S Nil)</li><li>□■■ <i>Globe d'air</i> (C 4s; R 0; D 2r+1r/L; A Globe 3m dia; S Nil)</li></ul>                                                                                                                        | <ul style="list-style-type: none"><li>■■■ Imbue with spell ability * (C 1t; R Touch; D Spe; A 1t; S Nil)</li><li>■■■ Neut.poisn ! *(C 7s; R Tch; D Perm; A crt tch/30dm3 sbst; S Nil) <i>Scroll x4</i></li><li>■■■ Omniscient eye ⇢ (C 7s; R 0; D 1t+1r/L; A lanceur; S Nil)</li><li>■■■ <i>Otiluke resilient sphere</i> (C 4s; R 2"; D 1r/L; A 1' dia/L; S Neg)</li><li>□■■ <i>Passage</i> (C 1s; R 0; D 1r; A Perso; S Nil)</li><li>■■■ Polymorph other (C 4s; R 1"/2L; D Pmt; A 1 Cr; S Neg)</li><li>■■■ <i>Precipitations II</i> (C 4s; R 1"/L; D 1r/L; A H 12"; Dia 3"; S Nil)</li><li>■■■ Probability control # (C 4s; R 30m; D Spe; A 1crt; S Neg)</li><li>■■■ Protection from lightning * (C 7s; R touch; D Spe; A crt touchée; S Nil)</li><li>■■■ Recitation ⇢ (C 7s; R 0; D 1r/L; A 20m rad; S Nil)</li><li>■■■ Reflecting pool * (C 2hrs; R 10m; D 1r/L; A Spe; S Nil)</li><li>□■■ <i>Repulsion des volatines</i> (C 1r; R 0; D 1t/L; A 3m dia; S Nil)</li><li>■■■ Spell immunity * (C 1r; R Touch; D 1t/L; A crt touchée; S Nil)</li><li>■■■ Suspended animation ⇢ (C 4s; R Touch; D Spe; A crt touchée; S Nil)</li><li>■■■ <i>Tempête de glace</i> (C 4s; R 10m/L; D Spé; A Spé; S Nil)</li><li>■■■ Tree steed # (C 4s; R 10m; D 1hr/L; A 1buche ou planche; S Nil)</li><li>■■■ Stoneskin (C 1s; R Tch; D Spl; A 1 Cr; S Nil)</li><li>□■■ <i>Vision</i> (C 4s; R 0; D Spé; A Perso; S Nil)</li><li>□■■ <i>Voile de brume</i> (C 4s; R 10"; D 2h/L; A Perso; S Nil)</li><li>■■■ Wall of fire (C 4s; R 6"; D Spl; A Spl; S Spl)</li><li>■■■ Wall of ice (C 4s; R 1"/L; D 1t/L; A Spl; S Spl)</li></ul>                                                                                             |

## Sort de Edouard Hilaire Snowl - Archi-prêtre de l'Ordre du Lotus d'Or

Clerc / Eolide : N1 : 12, N2: 12, N3: 11, N4: 13, N5: 13, N6: 12, N7: 8

Magot : N1 : 4, N2: 4, N3: 4, N4: 4, N5: 4, N6: 1

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| Niveau 5 | <ul style="list-style-type: none"> <li>■ Air walk * (C 8s; R Touch; D 1hr+1t/L; A crt touchée; S Nil)</li> <li>■ Appel d'air (C 1t; R 1"/L; D Perm; A 3m3/L; S Nil)</li> <li>■ Atonement * (C 1t; R Touch; D Perm; A 1pers; S Nil)</li> <li>■ Bigby interposing hand (C 5s; R 1"/L; D 1r/L; A Spl; S Nil)</li> <li>■ Clear path # (C 5s; R 0; D 1hr/L; A Spe; S Nil)</li> <li>■ Commune * (C 1t; R 0; D Spe; A Spe; S Nil)</li> <li>■ Conjuraton du climat (C 1t; R 0; D Spé; A Spé; S Nil)</li> <li>■ Consequence # (C 1r; R 0; D Inst; A Spe; S Nil)</li> <li>■ Control winds * (C 8s; R 0; D 1t/L; A 13m rad/L; S Nil)</li> <li>■ Contrôle des créatures volantes (C 5s; R 6"; D 1r+1r/L; A Perso; S Spé)</li> <li>■ Contrôle des élémentaires d'air (C 5s; R 0; D 1t/L; A Perso; S Spé)</li> <li>■ Cloudkill (C 5s; R 1"; D 1r/L; A 4"x2"x2"; S Nil)</li> <li>■ Cone of Cold (C 5s; R 1"; D 1r/L; A 4"x2"x2"; S Nil)</li> <li>■ Dimensional translocation # (C 3s; R 60m; D 1r/L; A 1crt S Spe)</li> <li>■ Dispel evil ! * (C 8s; R Touch; D 1r/L; A crt touchée; S Neg)</li> <li>■ Easy march # (C 1t; R 15m; D 1jr/L; A 1crt/L; S Nil)</li> <li>■ Feeblemind (C 5s; R 1"/L; D Pmt; A 1 Cr; S Neg)</li> <li>■ Flame strike * (C 8s; R 60m; D Inst; A col 2m dia x 10m haut; S 1/2) <i>Staff</i></li> <li>■ Globe de foudre (C 5s; R Spé; D 1r/L; A 1cib/L; S 1/2)</li> <li>■ Hold Monster (C 5s; R 1"/2L; D 1t/L; A 1-4 Cr; S Neg)</li> <li>■ Impregnable mind # (C 1s; R Touch; D 1t+1r/L; A crt touchée; S Nil)</li> <li>■ Invocation d'élémentaire d'air (C 1r; R 80m; D 1t/L; A 1crt; S Nil)</li> </ul> | <ul style="list-style-type: none"> <li>■ Meld # (C 1t; R 10m; D 12hrs; A 1 pretre; S Spe)</li> <li>■ Moonbeam * (C 7s; R 60m+10m/L; D 1r/L; A sphere 2m rad; S Nil)</li> <li>■ Mur de force (C 5s; R 30m; D 1t+1r/L; A sqr 3m/L S 1/2)</li> <li>■ Nuage léthal (C 5s; R 1"; D 1r/L; A sphere 30m; S Neg)</li> <li>■ Othertime # (C 7s; R 0; D Spe; A lanceur; S Nil)</li> <li>■ Passwall (C 5s; R 3"; D 6t+1/L; A 5"x8"x10' hole; S Nil)</li> <li>■ Plane shift * (C 8s; R Touch; D Perm; A crt touche; S Neg) <i>Staff</i></li> <li>■ Produce ice # (C 8s; R 60m; D 2r/L; A cube 30cm/L; S Nil)</li> <li>■ Protection vs feu (C 5s; R Tch; D 1t/L; A 1crt; S Nil)</li> <li>■ Quest * (C 8s; R 60m; D jusqu'à accomplissement; A 1crt; S Neg)</li> <li>■ Raise dead ! * (C 1r; R 30m; D Perm; A 1pers; S Spe)</li> <li>■ Repeat action # (C 5s; R 30m; D Spe; A 1crt; S Neg)</li> <li>■ Righteous Wrath of the Faithful # (C 8s; R 0; D 1r/L; A 10m rad; S Nil)</li> <li>■ Tapis de vent (C 8s; R 1"/L; D 1t/L; A 12m²; S Nil)</li> <li>■ Telekinesis (C 5s; R 1"/L; D 2r+1/L; A 250 gpw/L; S Nil)</li> <li>■ Téléportation (C 1s; R Tch; D Inst; A Spé; S Nil)</li> <li>■ Time pool # (C 1r; R Touch; D 1r/L; A Spe; S Nil)</li> <li>■ True seeing ! * (C 8s; R Touch; D 1r/L; A crt touchée; S Nil) <i>Staff - Scroll x2</i></li> <li>■ Unceasing vigil.holy sentinel # (C 1t; R 0; D 1hr/L; A sph 1.5m rad; S Nil)</li> <li>■ Wall of force (C 5s; R 3"; D 1t+1r/L; A 20' sq/L; S Nil)</li> <li>■ Wall of force (C 5s; R 3"; D 1t+1r/L; A 20' sq/L; S Nil)</li> <li>■ Wall of stone (C 5s; R 1"/2L; D Pmt; A 3in/L+20sqft/L; S Nil)</li> </ul> |
| Niveau 6 | <ul style="list-style-type: none"> <li>■ Animate object * (C 9s; R 30m; D 1r/L; A 30dm cube/L; S Nil)</li> <li>■ Anti-magic shell (C 1s; R 0; D 1t/L; A 1' dia/L; S Nil)</li> <li>■ Bigby's forceful hand (C 6s; R 1"/L; D 1r/L; A Spl; S Nil)</li> <li>■ Blade barrier * (C 9s; R 30m; D 3r/L; A Spe; S Spe) <i>Staff</i></li> <li>■ Chain lightning (C 6s; R 4"+1/2/L; D Ist; A Spl; S 1/2 or Neg)</li> <li>■ Coffre d'air (C 1t; R 1"; D 1j/L; A Spé; S Nil)</li> <li>■ Command Monster # (C 1s; R 60m; D 1r/2L; A 1crt; S Spe)</li> <li>■ Contingency (C 1t; R 0; D 1 day/L; A MU; S Nil)</li> <li>■ Contrôle du climat (C 1t; R 0; D 8-96h; A 10-80km²; S Nil)</li> <li>■ Death spell (C 6s; R 1"/L; D Ist; A 1/2" sq/L; S Nil)</li> <li>■ Disintegrate (C 6s; R 1"/2L; D Pmt; A Spl; S Neg) <i>Crowne x1</i></li> <li>■ Entropy Shield # (C 9s; R 0; D 1r/L; A lanceur; S Nil)</li> <li>■ Find the path ! * (C 3r; R Touch; D 1t/L; A crt touchée; S Nil)</li> <li>■ Forbidence * (C 6r; R 30m; D Perm; A cube 20m/L; S Spe)</li> <li>■ Globe of invulnerability (C 1r; R 0; D 1r/L; A 1" sphere; S Nil)</li> <li>■ Grêle (C 6s; R 1"/L; D 1r/L; A 1"x1"x1"; S Nil)</li> <li>■ Heal * (C 1r; R Touch; D Perm; A crt touchée; S Nil) <i>Staff - Scroll x2</i></li> <li>■ Heroes' feast * (C 1t; R 10m; D 1hr; A 1ind/L; S Nil)</li> <li>■ Inversion de la gravité (C 1r; R 1"/L; D 1r/L; A 3"x3"; S Nil)</li> <li>■ Invulnérabilité des hauteurs (C 1r; R 0; D 1r/L; A Perso; S Nil)</li> <li>■ Monster mount # (C 6s; R 30m; D 1hr/L; A cercle 6m rad; S Neg)</li> </ul>                                   | <ul style="list-style-type: none"> <li>■ Orientation / Désorientation * 1 * (C 3r; R Tch; D 1t/L; A crt tch; S Nil)</li> <li>■ Part water * (C 1t; R 20m/L; D 1t/L; A Spe; S Nil)</li> <li>■ Physical mirror # (C 6s; R 30m; D 1d4r+8r; A Spe; S Nil)</li> <li>■ Project image (C 6s; R 1"/L; D 1r/L; A Spl; S Nil)</li> <li>■ Reverse time # (C 6s; R 30m; D 1d4r; A 1crt; S Neg)</li> <li>■ Repulsion (C 6s; R 1"/L; D 1t/2L; A 1" path; S Nil)</li> <li>■ Seclusion # (C 6s; R Touch; D 3d12r+4r/L; A 1crt; S Neg)</li> <li>■ Serviteur aérien (C 6s; R 10m; D 1j/L; A Spé; S Nil)</li> <li>■ Skip day # (C 1r; R 0; D Inst; A 3m rad; S Neg)</li> <li>■ Sol's searing orb # (C 6s; R 30m; D Inst; A 1gemme; S Spe)</li> <li>■ Speak with monsters * (C 9s; R 30m; D 2r/L; A lanceur; S Nil)</li> <li>■ Souffle éolien (C 6s; R 0; D 1r/2L; A 1"/Lx3" dia; S 1/2)</li> <li>■ Spiritual wrath # (C 1t; R 300m; D Inst; A Spe; S 1/2)</li> <li>■ Stone to flesh (R) (C 6s; R 1"/L; D Pmt; A 9 cuft; S Spl) <i>Crowne x3</i></li> <li>■ Suffocation (C 3s; R 3"; D Perm; A 1crt; S Neg)</li> <li>■ Tourbillon (C 1r; R 0; D 1r/L; A Spé; S 1/2)</li> <li>■ Transmute water to dust (R) (C 6s; R 6"; D Pmt; A 1cu"/L; S Spl)</li> <li>■ Vision troublée (C 6s; R 1r/L; D 1r/L; A Perso; S Nil)</li> <li>■ Whirlwind # (C 9s; R 60m+10m/L; D 1r/L; A cone H 10m x L 3m; S Spe)</li> <li>■ Word of recall * (C 1s; R 0; D Spe; A Spe; S Nil) <i>Staff - Scroll x1</i></li> </ul>                                                                                                                                                                     |
| Niveau 7 | <ul style="list-style-type: none"> <li>■ Age dragon # (C 1r; R 30m; D 1r/L; A 1 dragon; S Neg)</li> <li>■ Amitié avec les vents (C 1r; R 1"/L; D 1j/L; A 1km²x1km; S Nil)</li> <li>■ Antimineral Shell # (C 1r; R 0; D 1t/L; A 3m rad; S Nil)</li> <li>■ Astral spell * (C 1/2hr; R Touch; D Spe; A Spe; S Nil)</li> <li>■ Breath of life ! # (C 1t; R 0; D 1t/L; A Spe; S Nil)</li> <li>■ Confusion * (C 1r; R 80m; D 1r/L; A carré 13mx13m; S Spe)</li> <li>■ Conjure air elemental ! # (C 6r; R 80m; D 1t/L; A Spe; S Nil)</li> <li>■ Control weather * (C 1t; R 0; D 4d12hrs; A 9d4km²; S Nil)</li> <li>■ Exaction * (C 1r; R 10m; D Spe; A 1crt; S Nil) <i>Staff - Scroll x1</i></li> <li>■ Fusion (C 7s; R 0; D 2r/L; A Perso; S Nil)</li> <li>■ Gate * (C 5s; R 30m; D Spe; A Spe; S Nil)</li> <li>■ Holy word * (C 1s; R 0; D Spe; A 10m rad; S Nil) <i>Staff</i></li> <li>■ Hovering road # (C 1r; R 0; D 1t/L; A Spe; S Nil)</li> <li>■ Impervious Sanctity of Mind # (C 1r; R 0; D 1t/L; A pretre; S Nil)</li> <li>■ Maîtrise des éléments d'air (C 7s; R 0; D 1h/L; A Perso; S Nil)</li> <li>■ Maîtrise des créatures d'air (C 1r; R 0; D 1r/L; A 1crt vol; S Nil)</li> <li>■ Marche des vents (C 7s; R Tch; D 1h/L; A Spé; S Nil)</li> </ul>                                                                                                                                                                                                                                                                                                                                                        | <ul style="list-style-type: none"> <li>■ Mind tracker # (C 1t/3L; R Spe; D Spe; A 1crt; S Spe)</li> <li>■ Pressure (C 7s; R 1"/L; D Inst; A Sphere dia 3m/L; S 1/2)</li> <li>■ Prison de force (C 1r; R 1"/L; D 1h/L; S Neg)</li> <li>■ Regenerate ! * (C 3r; R Touch; D Perm; A crt touchée; S Nil) <i>Scroll x2</i></li> <li>■ Ressurrection ! * (C 1t; R Touch; D Perm; A crt touchée; S Nil)</li> <li>■ Restoration ! * (C 3r; R Touch; D Perm; A crt touchée; S Nil) <i>Staff</i></li> <li>■ Spacewarp # (C 7z; R 50m; D 1r/L; A sphere 15m dia; S Nil)</li> <li>■ Spirit of power # (C 3t; R 0; D 1hr; A pretre; S Nil)</li> <li>■ Succor ! * (C 1jr; R Touch; D Spe; A Spe; S Nil)</li> <li>■ Sunray * (C 4s; R 10m/L; D 1d4r+1r; A sphere 2m rad; S Spe)</li> <li>■ Symbol * (C 3s; R Touch; D 1t/L; A Spe; S Spe) <i>Staff - Scroll x4</i></li> <li>■ Mot de pouvoir Stun * (C 1s; R 1"/2L; D Spl; A 1 Cr; S Nil) <i>Crowne x1</i></li> <li>■ Timelessness # (C 7s; R Touch; D 1jr/L; A 1crt; S Neg)</li> <li>■ Tsunami # (C 3r; R 200m+50m/L; D Spe; A vague H 60cm x L 3m; S Nil)</li> <li>■ Uncontrolled weather # (C 1r; R 0; D 1t/L; A 10d4km²; S Nil)</li> <li>■ Wind walk * (C 1r; R Touch; D 1hr/L; A Spe; S Nil)</li> <li>■ Mot de pouvoir Blind * (C 1s; R 1"/2L; D Spl; A 3' dia; S Nil) <i>Crowne x1</i></li> <li>■ Nuage de foudre (C 8s; R 1"/L; D 1r/L; A 1"x1"x1"; S Spé)</li> <li>■ Protection d'esprit * (C 1s; R 3"; D 1 day; A 1 Cr; S Nil) <i>Crowne x3</i></li> </ul>                                                                                                                                              |
| Niveau 8 | <ul style="list-style-type: none"> <li>■ Champ de force (C 8s; R 0; D 1r/L; A eolide; S Nil)</li> <li>■ Dissipation de l'ozone (C 1r; R 1"+1"/L; D 1r; A 20m dia/L; S 1/2)</li> <li>■ Gaz mortel (C 8s; R 1"/L; D 1r/L; A 8"x8"x8"; S 1/2)</li> <li>■ Libération d'un monolithe (C 1j; R 120m; D 1t/L; A Spé; S Nil)</li> </ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | <ul style="list-style-type: none"> <li>■ Time stop (C 9s; R 0; D 1/2s / niveau + 1d8s, A Sph 3" diam; S Nil) <i>Skill 1F/J</i></li> </ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
| Niveau 9 | <ul style="list-style-type: none"> <li>■ Mot de pouvoir Kill * (C 1s; R 1"/4L; D Pmt; A 2" dia; S Nil) <i>Crowne x1</i></li> <li>■ Globe de protection contre le mal <i>Skill 1f/J pour 1tour</i></li> </ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |

## Sort de Edouard Hilaire Snowl - SOLAR

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| Solar Power | <ul style="list-style-type: none"> <li>4 ■ Auto-métamorphose (1/jour) (C 3s; R 0; D 2t/L; A MU; S Nil) <i>1F/J</i></li> <li>4 ■ Confusion (3/jour) (C 4s; R 12"; D 2r+1/L; A 6"x6"; S Spl) <i>3F/J</i></li> <li>4 ■ Animation d'objet (3/jour) (C 9s; R 30m; D 1r/L; A 30dm cube/L; S Nil) <i>3F/J</i></li> <li>7 ■ Jet prismatique (1/jour) (C 7s; R 0; D Inst; A Spl; S Spl) <i>1F/J</i></li> <li>7 ■ Holly Word (1/jour) (C 1s; R 0; D Spe; A 10m rad; S Nil) <i>1F/J</i></li> <li>7 ■ Marche des vents (7/jour) (C 1r; R Touch; D 1hr/L; A Spe; S Nil) <i>7F/J</i></li> <li>2 ■ Silence, Power Word (C 1s; R 60m; D 5r/L; A Spe; S Neg) 1F/J</li> <li>6 ■ Power word: silence (C 1s; R 120m; D Spe; A 1crt; S Nil) 1F/J</li> <li>7 ■ Power word, stun (C 1s; R 1"/2L; D Spl; A 1 Cr; S Nil) 1F/J</li> </ul> | <ul style="list-style-type: none"> <li>7 ■ Sort Astral (1/jour) (C 9s; R Tch; D Spl; A Spl; S Nil) <i>1F/J</i></li> <li>7 ■ Téléportation sans erreur (2/jour) <i>2F/J</i></li> <li>8 ■ Charme masse (3/jour) (C 1s; R Tch; D Ist; A Spl; S Nil) <i>3F/J</i></li> <li>8 ■ Polymorph any object (1/jour) (C 1r; R 1"/2L; D Spl; A 1itm; S Spl) <i>1F/J</i></li> <li>9 ■ Souhait majeur <i>1F/3J</i></li> <li>8 ■ Power word, blind (C 1s; R 1"/2L; D Spl; A 3' dia; S Nil) 1F/J</li> <li>9 ■ Power word: Banishment (C 1s; R 5m/L; D Inst; A 1crt; S Nil) 1F/J</li> <li>9 ■ Power word, kill (C 1s; R 1"/4L; D Pmt; A 2" dia; S Nil) 1F/J</li> </ul> |
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Globe de protection contre le mal (Les créatures mauvaises ne peuvent rentrer sauf si elles possèdent une MR supérieure à 85% - Marche aussi pour les souffles) de taille individuelle à un rayon de 5 mètres, la taille étant à volonté mais la protection accordée est automatiquement maintenue. Cette sphère sert également de protection contre les missiles ≤ +2 et un globe mineur d'invulnérabilité. — Ne se déplace pas – 1 fois par jour pendant 1 tour – Laisse passer les sorts dans les deux sens.