

Summoner Spell List

0-LEVEL SUMMONER SPELLS

Dancing Lights: Creates torches or other lights.

Daze: A single humanoid creature with 4 HD or less loses its next action.

Detect Magic: Detects all spells and magic items within 60 ft.

Drench: A sudden downpour soaks a target creature or object.

Elemental Orb: Orb deals 1d3 elemental damage of chosen type.

Guidance: +1 on one attack roll, saving throw, or skill check.

Ignite: Ignites flammable objects.

Mending: Makes minor repairs on an object.

Message: Whisper conversation at distance.

Read Magic: Read magical scrolls.

Resistance: Subject gains +1 on saving throws.

Summon Minor Food and Water: Summons food and water to sustain 1 person.

Torchlight: Object shines like a torch.

1ST-LEVEL SUMMONER SPELLS

Aerospark: Ixion fires a ray of lightning at two different enemy targets, dealing 1d6 lightning damage + 1 damage per level.

Chocobo Kick: Chocobo kicks a single enemy, dealing 1d4 non-elemental damage + Charisma modifier.

Energy Beam: Valefor fires a beam of energy in a 30-ft.-line, dealing 1d4 non-elemental damage per level.

Expeditious Construction: You create a low wall or other simple structure of packed earth or loose stone measuring 3 feet thick, 3 feet tall, and 10 feet long per 3 caster levels you possess (minimum 10 feet).

Goblin Punch: Goblin throws a blast of wind in a 15-ft.-cone.

Moogles Charm: Mogri heals allies for 1d4 damage per level.

Oil: Makes 10-ft. square or one object or creature slippery.

Photosynthesis: Mandragora grants your allies Fast Healing 1.

Sonic Dive: Quetzalli grants your allies to deal an extra 1d6 damage on charging attacks.

Summon Ammunition: Summons ammo for a container.

Summon Equipment I: Summons a magical +1 suit of armor, shield, or weapon temporarily.

Summon Mage's Robes: Grants caster +4 armor bonus +1 per 4 caster levels after 1st.

Summon Minor Monster: Summon 1d3 Tiny animals.

Summon Monster I: Summons extra-planar creature to fight for you.

Unseen Servant: Invisible force obeys your commands.

2ND-LEVEL SUMMONER SPELLS

Anti-Summoning Shield: Within the area of effect, this spell impedes the use of spells of the summoning school and other effects that summon creatures.

Chocobo Stomp: Fat Chocobo falls upon your enemies, dealing 1d6 non-elemental damage and makes them fall prone.

Cleansing: Crusader cures allies of Disease and Poison status effects.

Deathblow: Choco/Mog charges and attacks a single enemy, dealing 5d4 non-elemental damage and inflicts Stun status.

Fog Cloud: Summons a fog that obscures vision.

Gird Ally: You summon a magical field around summoned creatures you control that deflects attacks made against them. The targets gain a deflection bonus to their AC equal to 1 + 1 for every 6 caster levels you possess (maximum +4 deflection bonus at 18th level).

Instant Weapon: You create a masterwork melee weapon sized appropriately for you from opaque force. As a non-elemental effect, it can strike and damage incorporeal creatures.

Lunatic Voice: Siren inflicts the Silence status upon one enemy.

Magic Shield: Zona Seeker grants allies a +2 bonus to Saving Throws versus spells.

Summon Avatar: Summons your avatar for a brief duration.

Summon Chocobo: Summon a chocobo to ride.

Summon Monster II: Summons extra-planar creature to fight for you.

Summon Pit: Summons an extradimensional pit.

Summon Swarm: Summons swarm of bats, rats, or spiders.

Terra Homing: Madeen sends a blast of holy energy at one enemy, dealing 5d4 holy damage and inflicts Dazzled status.

Thousand Needles: Cactuar fires needles for 1d4 points of non-elemental damage, in a 15-ft.-cone.

Web: Fills 20-ft.-radius spread with sticky spiderwebs that can grapple foes and impair movement.

3RD-LEVEL SUMMONER SPELLS

Asura's Boon: Asura either casts Protect II, Raise, or Cure II on your allies.

Brotherly Love: Brothers throws a large boulder at your enemies, dealing 1d6 earth damage per level and inflicts Weighted status.

Constrict: Remora inflicts the Slow status upon one enemy.

Counter Rockets: Cerberus bestows the Haste status effect on an ally.

Fey Light: Faerie heals your allies for 1d6 damage per level.

Insect Scouts: Summon vermin to investigate a location or building you can see.

Life Guard: Kirin blesses your allies with Fast Healing 2.

Mad Monkeys: Summon a swarm of mischievous monkeys.

Minor Summoning: Summons a non-magical unattended object of nonliving vegetable matter.

Secret Coffer: As *secret chest*, except the coffer is only 1 foot square.

Self-Destruct: Bomb explodes, dealing 1d6 fire damage per level and inflicts Burning status.

Summon Carriage: Summons a fine wooden carriage with a team of two light horses.

Summon Chocobo, Communal: As *summon chocobo*, but able to summon up to 6 chocobos.

Summon Driver: Summons a humanoid creature that can drive any vehicle you command it to.

Summon Equipment II: Summons a magical +2 suit of armor, shield, or weapon temporarily.

Summon Food and Water: Summons food and water to sustain up to three humanoids or one horse/level.

Summon Materia I: Summons a common level 1 materia temporarily.

Summon Monster III: Summons extra-planar creature to fight for you.

Summon Spiked Pit: As *summon pit*, but filled with spikes.

Summon Ghost Wolf: As *summon chocobo*, except Large quasi-real wolf instead of horse and it radiates fear and can be used in combat.

Swarm of Fangs: You summon a swarm of thousands of animate, flying teeth in a 10-foot-by-10-foot cube.

4TH-LEVEL SUMMONER SPELLS

Breach Blast: Bismarck blasts a line of water, dealing 1d6 water damage per level and inflicts Drenched status.

Climactic Fear: Cyclops causes enemies to become panicked.

Diamond Dust: Shiva conjures a blizzard, dealing 1d6 ice damage per level and inflicts Frozen status.

Insect Plague: Summons wasp swarms to attack creatures.

Judgment Bolt: Ramuh conjures lightning, dealing 1d6 lightning damage per level and inflicts Silence status.

Major Summoning: As *minor summoning*, but is able to summon objects of mineral nature.

Petrifying Beak: Cockatrice inflicts Petrify status upon on enemy.

Summon Cottage: Summons a sturdy cottage made of material common to the area.

Summon Deadfall: You summon a large metal cube covered in sharp spikes.

Summon Monster IV: Summons extra-planar creature to fight for you.

Summon Stampede: You summon a herd of aurochs or similar herd animal that immediately stampedes in the direction you indicate.

Tornado Zone: Pandemona conjures a tornado, dealing 1d6 wind damage per level and inflicts Squalled status.

Wyrmlingfire: Salamander breathes 1d6 fire damage per level in a 30-ft.-cone, and inflicting Burning status.

5TH-LEVEL SUMMONER SPELLS

Alluring Embrace: Lakshmi heals allies for 1d6 damage per level.

Bad Breath: Malboro breathes out status effects in a 30-ft.-cone.

Creeping Doom: Summons swarms of centipedes to attack at your command.

Gaia's Wrath: Titan conjures an earthquake, dealing 1d6 earth damage per level and inflicts Weighted status.

Hellfire: Ifrit conjures a flame storm, dealing 1d6 fire damage per level and inflicts Burning status.

Radiant Breath: Mist Dragon breathes a blast of light, dealing 1d6 holy damage per level and inflicts Dazzled status.

Release the Hounds: Summon a pack of canines that respond to your commands and act in perfect unison, causing them to function like a swarm.

Secret Chest: Hides a chest on the Ethereal Plane and can retrieve at will.

Summon Black Pudding: Summon a black pudding.

Summon Demiplane, Lesser: Create your own demiplane.

Summon Equipment III: Summons a magical +3 suit of armor, shield, or weapon temporarily.

Summon Monster V: Summons extra-planar creature to fight for you.

Summon Hungry Pit: As summon pit, but dealing 4d6 damage to those in it as it closes.

Tidal Wave: Leviathan conjures a large wave of water, dealing 1d6 water damage per level and inflicts Drenched status.

Unicorn Horn: Unicorn cures your allies of most status effects of 4th level or lower.

6TH-LEVEL SUMMONER SPELLS

Angel Feathers: Seraph brings back allies from death to 1 hit point.

Dark Messenger: Diablos causes enemies to lose half of their current hit points.

Demon Eye: Catoblepas inflicts the Petrify status effect upon your enemies.

Earthen Wall: Golem bestows Stoneskin and Protect III on allies.

Ghostly Veil: Phantom causes your allies to become invisible.

Oil, Greater: Makes 1 or more 10-ft. squares or one or more objects or creatures slippery.

Ruby Reflect: Carbuncle grants your allies the Reflect status.

Summon Feast: Summons a great feast that bestows the effects of *Esuna* and grants temporary buffs.

Summon Laborers: This spell summons one humanoid petitioner per caster level.

Summon Materia II: Summons a common or uncommon level 2 materia temporarily.

Summon Monster VI: Summons extra-planar creature to fight for you.

Whispering Wind: Sylph drains an enemy and bestows healing upon allies.

7TH-LEVEL SUMMONER SPELLS

Abyssal Maw: Jormungand deals 1d6 earth damage per level and inflicts Petrify status.

Cat Rain: Cait Sith inflicts Confuse status upon your enemies.

Howling Moon: Fenrir grants your allies evasion.

Runaway Train: Doomtrain inflicts status effects in a 120-ft.-line.

Mind Blast: Mind Flayer sends a blast of mind energy, dealing 1d6 non-elemental damage per level and inflicts Disabled and Sap status.

Rampart: Summons 5-ft.-thick earthen barrier.

Summon Demiplane: As lesser summon demiplane, but larger and with planar traits.

Summon Equipment IV: Summons a magical +4 suit of armor, shield, or weapon temporarily.

Summon Mansion: Summon an extra-dimensional dwelling of a mansion.

Summon Monster VII: Summons extra-planar creature to fight for you.

Thunder Storm: Quetzalcoatl conjures a lightning barrage, dealing 1d8 lightning damage per level and inflicts Static status.

8TH-LEVEL SUMMONER SPELLS

Black Cauldron: Hades deals 1d6 shadow damage per level and inflicts status effects.

Descending Darkness: Lich deals shadow damage equal to half of your enemies' maximum hit points.

Flames of Rebirth: Phoenix brings back allies from death to 1/4th hit points of their maximum hit points.

Chef's Knife: Tonberry stabs a single enemy, causing them to drop to 0 hit points.

Rain of Arrows: You summon a cloud of magical arrows that rain down on any creatures and objects in an area.

Summon Monster VIII: Summons extra-planar creature to fight for you.

Tetra-Disaster: Kujata fires a blast of lightning, ice, and fire, dealing 1d8 damage per level and inflicts Burning, Frozen, and Static status.

True Summoning: Summons a permanent non-magical, unattended object of any sort of matter.

Ultimate End: Knights of the Round attacks a single enemy.

9TH-LEVEL SUMMONER SPELLS

Eternal Breath: Eden orbital bombards your enemies, dealing 1d12 non-elemental damage per level.

Holy Judgment: Alexander deals 1d8 holy damage per level, 30-ft.-radius burst.

Instant Death: Odin strikes a single target, usually killing the caster's enemy.

Megaflare: Bahamut breaths a cone of flames, dealing 1d8 fire damage per level.

Summon Demiplane, Greater: As summon demiplane, but larger and with more planar traits.

Summon Equipment V: Summons a magical +5 suit of armor, shield, or weapon temporarily.

Summon Materia III: Summons a common, uncommon, or rare level 3 materia temporarily.

Summon Monster IX: Summons extra-planar creature to fight for you.

Summon Resplendent Mansion: Summons an opulent mansion several stories tall.

Swords of Chance: Gilgamesh unleashes one of his four swords upon your enemies.