












The Fist of Emirikol

Sigil	d20	Name	Effect (all saving throws against the Fist's effects suffer a -2 penalty)
	1	Law	Target is Stunned (save ends); After effect: Dazed (save ends)
	2	Weakness	Target is Weakened for 1d6 rounds; After effect: Target is Weakened (save ends)
	3	Evocation	The target is struck by several Magic Missiles: 6d4+6 force damage & the target is pushed 6 sq (this cannot be negated)
	4	Acid	The target is splashed with a stream of acid: 3d6 +12 acid damage & ongoing 10 acid (save ends)
	5	Blindness	The target is Blinded for 1d6 rounds; After effect: Blinded (save ends)
	6	Fear	The target flees for 1d4 rounds
	7	Lightning	A lightning bolt lashes out at the target: 4d8+10 Lightning damage & ongoing 10 lightning (save ends)
	8	Exhaustion	Target falls asleep (save ends); Aftereffect: Slowed (save ends)
	9	Abjuration	Target is targeted by Dispel Magic (DMs discretion)
	10	Paralysis	Target is Restrained (Save Ends); Aftereffect: target is Immobilized (save ends)
	11	Transmutation	Target is changed into a Toad (Save ends, If the target fails 3 saves the effect is permanent)
	12	Illusion	Target is attacked by a Phantasmal Killer; 2d8+8 Psychic damage & ongoing 15 Psychic (save ends)
	13	Conjuration	An Earth Elemental appears and attacks the target for 7 rounds
	14	Cold	Target is struck by Cold; 3d10+12 Cold Damage & ongoing 10 Cold (save ends)
	15	Divination	All allies gain +20 insight bonus on their next attack roll against the target.
	16	Evil	Target is rendered Unconscious (save ends); Aftereffect: Dazed (save ends)
	17	Necromancy	Target is struck by a necrotic miasma; 5d6+8 Necrotic damage & ongoing 10 Necrotic (save ends)
	18	Petrification	Target is turned to stone (Save ends, If the target fails 3 saves the effect is permanent)
	19	Fire	Target is struck by a Fireball; 6d6+6 Fire damage & ongoing 10 Fire (save ends)
	20	Chaos	Target is permanently Confused