

1d8+4

1d8+2

Special Properties
*: weapon is equipped

+0

+4

1H-O

2H

1H-P. One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

1d8+2

1d8+5

2W-P-(OL)

2W-OH

+0

-6

ARMOR TYPE AC MAXDEX CHECK SPELL FAILURE

*Faerie Garb +3 Light +4 +8 +0 0

	EQUI	PMENT			
Claw	ITEM	LOCATION Carried	QTY 1	WT 0.0	COST 0.0
Claw		Carrieu	'	0.0	0.0
Faerie Garb +	3	Equipped	1	0.5	9151.0
Longsword +	1	Equipped	1	4.0	2315.0
Sentient Rod	of Any Weapon	Equipped	1	0.0	0.0
Special Backp	pack of Holding	Equipped	1	0.0	0.0
Special Boots	•	Equipped	1	0.0	0.0
	TOTAL WEIGHT CARRI	ED/VALUE		4.5 lbs	. 11466.0
					gp

	WEIGHT ALLOWANCE											
Light	76	Medium	153	Heavy	230							
Lift over head	230	Lift off ground	460	Push / Drag	1150							

DISADVANTAGES

Disadvantage - Hunted

[eclipse, p.17]

Someone's out to get you. You may be an outlaw, have personal enemies, or have been marked by some mystical entity. The nature of your foes should be decided in consultation with the GM. As a rule, you cannot simply confront your hunters and fight it out with them. They're either numerous, powerful, or secretive

Disadvantage - Obligations

[eclipse, p.17] You have responsibilities which you cannot easily discharge. You may have dependents, debts, a geas, massive tithes, oaths to fulfill, a job which you cannot readily leave, be sworn to the service of a lord or ruler, or just have friends who need looking after. This is a wonderful way to get dragged into adventures

Disadvantage - Unarmored

[eclipse, p.27]

You refuse to use armor for some reason. Characters who already suffer major penalties for wearing armor can't take this disadvantage.

Spell Caster Information	
Druid Spell Points (Total 26)	[eclipse, p.17]
Druid	[eclipse, p.17]

Druid Level 3, Casterlevel is 4

SPECIAL ATTACKS

Any Weapon Rod

[eclipse, p.17]

Quicksilver metal rod can become any weapon of a non-complex nature, up to a crossbow. It will form the desired weapon as a Free Action. May have other properties that as of yet are undiscovered.

Natural Weapon (Claw)

[eclipse, p.17]

You can use your sharp claws to deal lethal (slashing) damage instead of nonlethal damage with an unarmed attack. Attacks made with natural weapons do not provide attacks of opportinity. The damage of this attack is the base creature's normal unarmed combat damage

Warcraft [eclipse, p.27]

+0 BAB

SPECIAL QUALITIES

[eclipse, p.17] (+2) A character with Duties has extensive obligations. These restrict his or her time and freedom of action, as well as draining his or her resources, but also mean getting a lot of practice or extra training. This typically includes Druids, Clerics, and Paladins. Ignoring your duties brings on various penalties. Strangely, this continues until the

Fast Learner [eclipse, p.17]

GM feels you have enough penalties to equal the points you got from Duties

(+1) Actually purchased as a feat for 6 CP, this ability grants extra CP as the character rises in level. Specialized versions are available and encouraged. No one may take Fast Learner more than once unless it's been built into a template, race, or class by the Game Master.

Base Caster Level ~ Specialized ~ Druid ()

[eclipse, p.11]

Companion [eclipse, p.27] (6 CP). Used to gain familiars, psicrystals, animal companions, and sometimes mounts. Companion empowers a sidekick - usually an animal. You may choose to apply the standard d20 Druid's Animal Companion bonuses, Wizard's Familiar

bonuses, Paladin's Mount bonuses, get a Psi-Crystal, or use any similar progression The base creature may not have an ECL of more than 1/3 your character level.

Companion ~ Great Form

[eclipse, p.27]

(+6 CP) allows you to apply Righteous Might (at a Caster Level equal to your level) to a companion as a Free Action up to three times per day.

Companion ~ Might

Duties

[eclipse, p.27]

(+6 CP) allows you to grant your companion the benefits of two Positive Levels (see page 86) or of a continuously active second level spell or psychic effect

Companion ~ Template

[eclipse, p.27]

(+6 CP) adds a template of up to +2 ECL to the companion. Only one Template car be applied to a given companion, but you may pay the cost multiple times to add a more powerful template. The ECL addition is cumulative up to a maximum of +6. [eclipse, p.22]

Corrupted for Decreased Cost (Companion,

Companion ~ Great Form, Companion ~ Might,

Companion ~ Template)

Deep Sleep

[eclipse, p.30]

Many ascetics study meditation and mysticism. In d20, these skills are as useful as any. With Deep Sleep, a character gains the benefits of a full night's rest in only four hours and may ignore minor (up to 15 minutes total) interruptions in that interval.

Disadvantage - Hunted

[eclipse, p.19]

Someone's out to get you. You may be an outlaw, have personal enemies, or have been marked by some mystical entity. The nature of your foes should be decided in consultation with the GM. As a rule, you cannot simply confront your hunters and fight it out with them. They're either numerous, powerful, or secretive

Disadvantage - Obligations

[eclipse, p.19] You have responsibilities which you cannot easily discharge. You may have dependents, debts, a geas, massive tithes, oaths to fulfill, a job which you cannot readily leave, be sworn to the service of a lord or ruler, or just have friends who need looking after. This is a wonderful way to get dragged into adventures.

Disadvantage - Unarmored

[eclipse, p.20] You refuse to use armor for some reason. Characters who already suffer major penalties for wearing armor can't take this disadvantage.

Improved Initiave (,)

[eclipse, p.53]

The character gains +2 to Initiative per 3 CP invested, up to a maximum +8 bonus. Neapon Prof ~ All Simple and Martial Weapons [eclipse, p.49]

Grants Proficiency with all simple and martial weapons.

Animal Companion

[eclipse, p.17]

You have an Animal Companion, Handling or "pushing" an animal companion is a rou have an Animal Companion, Harilding of pushing an animal companion is a free action and the master gains a +4 bonus on Handle Animal checks or "social" checks involving the companion., Their master opt to share the effects of spells and powers used on him or her with them if they're within five feet.

+4 racial bonus on saves against sleep and paralysis [eclipse, p.17] Dragoncat Companion [eclipse, p.11] Mental Link [eclipse, p.27] You are automatically in Mental Contact with your companions

FEATS

Feat Conversion to CP ~ 6 (, , ,)

[eclipse, p.9]

Covert regular feat to six Character Points Dragonblood

[ds. web]

Sorcerer is a favored class for you. This is in addition to your favored class based on race.

PROFICIENCIES

Axe (Throwing), Battleaxe, Chakram, Claw, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Halfspear, Hammer (Light), Handaxe, Hoopak, Javelin, Keyblade Kukri, Lance, Laser, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Magister's Staff, Maul, Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur Rapier, Sap, Scimitar, Scourge, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Skirt Blades, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard), Sword (Short), Sword Staff, Trident, Unarmed, Unarmed Strike, Waraxe (Dwarven), Warhammer

LANGUAGES

Common, Draconic, Elven

TEMPLATES

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	0	0	0	0	0	0	0	0	0	0
PER DAY	9	9	9	9	9	9	9	9	9	9

LEVEL 0

				LEVEL 0					
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Create Water		None	1 standard	d Instantaneous	Close (25 ft.)	V,S	No	Conjuration (Creation) [Water]	PHB: p.215
Effect: Creates 2 gallons/level of pure water.					Target: Up to 2 gal	lons/level of	water	Caster Level: 1	
Cure Minor Wounds	13	Will half (harmless);		d Instantaneous	Touch	V,S	Yes (harmless); see	Conjuration	PHB: p.216
Effect:		see text	action		Target: Creature to	ouched	text	(Healing) Caster Level: 1	
Cures 1 point of damage. Dawn	13	Fortitude negates	1 swift	Instantaneous	15 ft.	V	Yes [harmless]	Abjuration	SC: p.59
Effect:		[harmless]	action		Target: All creature	se within a 1	5-ft -radius burst	Caster Level: 1	·
Awakens sleeping creatures and those knocked out from	n nonleth				centered on you				
□□□□ Detect Magic		None	1 standard	d Concentration, up to 1 minutes/level [D	0] 60 ft.	V,S	No	Divination	PHB: p.219
Effect:					Target: Cone-shap	ed emanation	n	Caster Level: 1	
Detects spells and magic items within 60 ft. Detect Poison		None		d Instantaneous	Close (25 ft.)	V,S	No	Divination	PHB: p.219
Effect:			action		Target: One creatu	re. one obie	ct. or a 5-ft. cube	Caster Level: 1	
Detects poison in one creature or small object.	40	Fig. b	4	H					DUD . OOO
□□□□□ Flare	13	Fortitude negates	action	d Instantaneous	Close (25 ft.)	V	Yes	Evocation [Light]	PHB: p.232
Effect: Dazzles one creature [-1 on attack rolls].					Target: Burst of lig	ht		Caster Level: 1	
□□□□□Guidance	13	Will negates		d 1 minute or until discharged	Touch	V,S	Yes	Divination	PHB: p.238
Effect:		(harmless)	action		Target: Creature to	ouched		Caster Level: 1	
+1 on one attack roll, saving throw, or skill check.		None	1 standard	d Instantaneous	Personal	V,S	No	Divination	PHB: p.246
		110110	action	a motaritational		1,0			
Effect: You discern north.					Target: You			Caster Level: 1	
Light		None	1 standard	d 10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Light]	PHB: p.248
Effect:			300011		Target: Object touc	ched		Caster Level: 1	
Object shines like a torch. Mending	13	Will negates	1 standar	d Instantaneous	10 ft.	V,S	Yes (harmless, object)	Transmutation	PHB: p.253
Effect:		(harmless, object)	action		Target: One object			Caster Level: 1	
Makes minor repairs on an object.									
□□□□ Naturewatch		None	1 standard	d 10 minutes/level	30 ft.	S	No	Necromancy	SC: p.146
Effect: Same as deathwatch but only functions on plants and an	nimale: e	oo toyt			Target: Cone-shap	ed emanation	n	Caster Level: 1	
Durify Food and Drink	13	Will negates (object)		d Instantaneous	10 ft.	V,S	Yes (object)	Transmutation	PHB: p.267
Effect:			action		Target: 1 cu. ft./lev	el. of contan	ninated food and water	Caster Level: 1	
Purifies 1 cu. ft./level of food or water.		Ness	4	4.40	-				DUD 200
□□□□□ Read Magic		None	action	d 10 minutes/level	Personal	V,S,F	No	Divination	PHB: p.269
Effect: Read scrolls and spellbooks.					Target: You			Caster Level: 1	
□□□□□ Resistance	13	Will negates		d 1 minute	Touch	V,S,M/DF	Yes (harmless)	Abjuration	PHB: p.272
Effect:		(harmless)	action		Target: Creature to	ouched		Caster Level: 1	
Subject gains +1 on saving throws.	13	Fortitude negates	1 standar	d 1 min	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: p.298
	.0	(harmless)	action				100 (101111000)		. 115. p.200
Effect: Subject gains 1 temporary hp.					Target: Creature to	oucnea		Caster Level: 1	
				LEVEL 1					
Name	DC	Saving Throw	Time	LL V LL I	Range	Comp.	Spell Resistance	School	Source
Animate Fire		None	1 round	Concentration, up to 1 round/level [D]	Close (25 ft.)	V,S,M	No	Transmutation	SC: p.12
Effect:					Target: One Small	fire		[Fire] Caster Level: 1	
Create a small fire elemental.		None	1 round	Concentration, up to 1 round/level [D]	Close (25 ft.)	V,S,M	No	Transmutation	SC: p.13
Animate Water		Notice	1 Touriu	Concentration, up to 1 round/lever [D]				[Water]	30. p. 13
Effect: Create a small water elemental.					Target: Cube of wa	ater up to 5 f	t on a side	Caster Level: 1	
□□□□□ Animate Wood		None	1 round	Concentration, up to 1 round/level [D]	Touch	V,S,M	No	Transmutation	SC: p.13
Effect: Animates a wooden object to attack who you designate.					Target: One Small	or smaller w	rooden object	Caster Level: 1	
Animates a wooden object to attack who you designate. Aspect of the Wolf	14	N/A		d 10 minutes/level	Personal	V,S,M/DF	N/A	Transmutation	SC: p.16
Effect:			action						
			action		Target: You			Caster Level: 1	
You assume the physical appearance and many of the q				d 1 round/lovel	Target: You	Ve	NI/A		CC: p. 10
You assume the physical appearance and many of the q	qualities (of a wolf. N/A		d 1 round/level	Personal	V,S	N/A	Abjuration	SC: p.18
You assume the physical appearance and many of the q Garage Against Flame Effect:	14	N/A	1 standard	d 1 round/level	-	V,S	N/A		SC: p.18
You assume the physical appearance and many of the q \[\begin{align*}	14	N/A es flames; see text. Fortitude negates	1 standard action	d 1 round/level d 1 minute/level	Personal		N/A Yes [harmless]	Abjuration	SC: p.18
You assume the physical appearance and many of the q \text{\texit{\text{\text{\text{\text{\text{\text{\text{\texict{\text{\text{\text{\text{\text{\text{\ti	14 tinguishe 14	N/A es flames; see text. Fortitude negates [harmless]	1 standard action	d 1 minute/level	Personal Target: You	V,S,M/DF		Abjuration Caster Level: 1	
You assume the physical appearance and many of the q Aura Against Flame Effect: Protects against first 10 points of fire damage, it also exti Babau Slime Effect: Layer of slime coats you, inflicting 1d8 damage to any cre	14 tinguishe 14 reature h	N/A es flames; see text. Fortitude negates [harmless]	1 standard action 1 standard action strikes, a t	d 1 minute/level ouch attack or natural weapon.	Personal Target: You Touch Target: Creature to	V,S,M/DF	Yes [harmless]	Abjuration Caster Level: 1 Transmutation Caster Level: 1	SC: p.22
You assume the physical appearance and many of the q ———————————————————————————————————	14 tinguishe 14	N/A es flames; see text. Fortitude negates [harmless]	1 standard action 1 standard action strikes, a t	d 1 minute/level	Personal Target: You Touch Target: Creature to	V,S,M/DF		Abjuration Caster Level: 1 Transmutation Caster Level: 1 Transmutation	
You assume the physical appearance and many of the q \text{\texitex{\text{\text{\text{\text{\text{\text{\text{\text{\text{\te	tinguishe 14 reature h	N/A es flames; see text. Fortitude negates [harmless] hitting you with unarmed N/A	1 standard action 1 standard action strikes, a 1 1 Standard	d 1 minute/level ouch attack or natural weapon.	Personal Target: You Touch Target: Creature to	V,S,M/DF	Yes [harmless]	Abjuration Caster Level: 1 Transmutation Caster Level: 1	SC: p.22
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You assume the physical appearance and many of the q Aura Against Flame Effect: Babau Slime Effect: Layer of slime coats you, inflicting 1d8 damage to any cr Beast Claws Effect: Change your hands into claws. Damage 1d4; Threat range 1000 Beastland Ferocity Effect:	tinguishe 14 reature h 14 nge 19-20	N/A ss flames; see text. Fortitude negates [harmless] iitting you with unarmed N/A 0. See text. Fortitude negates [harmless]	1 standard action 1 standard action strikes, a to 1 Standard Action	d 1 minute/level ouch attack or natural weapon. d 1 hour/level	Personal Target: You Touch Target: Creature to Personal Target: You	V,S,M/DF ouched V,S,M V,S,DF	Yes [harmless]	Abjuration Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1	SC: p.22
You assume the physical appearance and many of the qualified: Effect: Protects against first 10 points of fire damage, it also exting a babau Slime Effect: Layer of slime coats you, inflicting 1d8 damage to any crull also and babau Blade and babau Slime Effect: Change your hands into claws. Damage 1d4; Threat rangual Beastland Ferocity Effect: Subject continues to fight even at -1 to -9 and gains +4 eterocity	tinguishe 14 reature h 14 nge 19-20	N/A ss flames; see text. Fortitude negates [harmless] sitting you with unarmed N/A 0. See text. Fortitude negates [harmless] ment to Str.	1 standard action 1 standard action strikes, a 1 1 Standard Action 1 standard action	d 1 minute/level couch attack or natural weapon. d 1 hour/level d 1 minute/level	Personal Target: You Touch Target: Creature to Personal Target: You Touch Target: Creature to	V,S,M/DF buched V,S,M V,S,DF buched	Yes [harmless] N/A Yes [harmless]	Abjuration Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Evocation [Electricity] Caster Level: 1	SC: p.22 SC: p.25 SC: p.25
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You assume the physical appearance and many of the q \[\rightarrow \rightarrow \text{Against Flame} \] Effect: Protects against first 10 points of fire damage, it also exting the protect of the prot	tinguishe 14 reature h 14 nge 19-20	N/A ss flames; see text. Fortitude negates [harmless] sitting you with unarmed N/A 0. See text. Fortitude negates [harmless] ment to Str.	1 standardardardardardardardardardardardardard	d 1 minute/level couch attack or natural weapon. d 1 hour/level d 1 minute/level	Personal Target: You Touch Target: Creature to Personal Target: You Touch Target: Creature to	V,S,M/DF buched V,S,M V,S,DF buched V,S,M,XP	Yes [harmless] N/A Yes [harmless]	Abjuration Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Evocation [Electricity] Caster Level: 1 Conjuration	SC: p.22 SC: p.25 SC: p.25
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You assume the physical appearance and many of the q \[\rightarrow \rightarrow \text{Against Flame} \] Effect: Protects against first 10 points of fire damage, it also exting the protects against first 10 points of fire damage, it also exting the protects against first 10 points of fire damage, it also exting the protect of the pro	14 tinguishe 14 reature h 14 nge 19-20 14 enhancer	N/A ss flames; see text. Fortitude negates [harmless] sitting you with unarmed N/A 0. See text. Fortitude negates [harmless] ment to Str. None	1 standard action 1 standard action	d 1 minute/level ouch attack or natural weapon. d 1 hour/level d 1 minute/level d Instantaneous	Personal Target: You Touch Target: Creature to Personal Target: You Touch Target: Creature to Touch Target: Tiny Const	V,S,M/DF buched V,S,M V,S,DF buched V,S,M,XP	Yes [harmless] N/A Yes [harmless]	Abjuration Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Evocation [Electricity] Caster Level: 1 Conjuration (Creation) Caster Level: 1	SC: p.22 SC: p.25 SC: p.25 SC: p.26
You assume the physical appearance and many of the q \[\] \[\] \] Aura Against Flame \[Effect: \] Layer of slime coats you, inflicting 1d8 damage to any or \[\] \[\] \[\] Beast Claws \[\] \[\] Beast Claws \[\] Change your hands into claws. Damage 1d4; Threat range of the coats are compared to the coats are coats. The coats are coats are coats are coats are coats. The coats are coats are coats are coats are coats are coats. The coats are coats. The coats are coats are coats are coats are coats are coats. The coats are coats a	14 tinguishe 14 reature h 14 nge 19-20 14 enhancer	N/A ss flames; see text. Fortitude negates [harmless] sitting you with unarmed N/A 0. See text. Fortitude negates [harmless] ment to Str. None	1 standard action 1 standard action	d 1 minute/level couch attack or natural weapon. d 1 hour/level d 1 minute/level d Instantaneous d 1 hour/level [D]	Personal Target: You Touch Target: Creature to Personal Target: You Touch Target: Creature to Touch Target: Tiny Const Personal Target: You	V,S,M/DF puched V,S,M V,S,DF puched V,S,M,XP ruct V,S	Yes [harmless] N/A Yes [harmless]	Abjuration Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Evocation [Electricity] Caster Level: 1 Conjuration (Creation) Caster Level: 1 Transmutation Caster Level: 1	SC: p.22 SC: p.25 SC: p.25 SC: p.26 SC: p.38
You assume the physical appearance and many of the q \[\] \[\] \] Aura Against Flame \[\] Effect: \[\] Layer of slime coats you, inflicting 1d8 damage to any or \[\] \[\] \[\] Beast Claws \[\] Effect: \[\] Change your hands into claws. Damage 1d4; Threat ranged by the continues to fight even at -1 to -9 and gains +4 eguing Beget Bogun \[\] \[\] \[\] Beget Bogun \[\] Effect: \[\] Creates a natural homunculus. \[\] \[\] \[\] Branch to Branch \[\] Effect: \[\] Creates a natural homunculus. \[\] \[\] \[\] Branch to Branch \[\] Effect: \[\] Cain +10 competence bonus on Climb checks made in the complex of the Jungle	14 tinguishe 14 reature h 14 nge 19-20 14 enhancer	N/A ss flames; see text. Fortitude negates [harmless] sitting you with unarmed N/A 0. See text. Fortitude negates [harmless] ment to Str. None N/A so allows for brachiation	1 standard action 1 standard action	d 1 minute/level ouch attack or natural weapon. d 1 hour/level d 1 minute/level d Instantaneous	Personal Target: You Touch Target: Creature to Personal Target: You Touch Target: Creature to Touch Target: Tiny Const Personal Target: You Medium (110 ft.)	V,S,M/DF v,S,M V,S,DF vuched V,S,M,XP ruct V,S	Yes [harmless] N/A Yes [harmless] No N/A	Abjuration Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Evocation [Electricity] Caster Level: 1 Conjuration (Caster Level: 1 Transmutation Caster Level: 1 Transmutation	SC: p.22 SC: p.25 SC: p.25 SC: p.26
You assume the physical appearance and many of the q \[\] \ \ \] Aura Against Flame \[\] Effect: \[\] Bebau Slime \[\] Beast Claws \[\] Beast Claws \[\] Change your hands into claws. Damage 1d4; Threat range and perfect: \[\] Beast Lay Beast Claws \[\] Beast Lay Beast Lay Beast Claws \[\] Beast Lay	14 tinguishe 14 reature h 14 nge 19-20 14 enhancer	N/A ss flames; see text. Fortitude negates [harmless] sitting you with unarmed N/A 0. See text. Fortitude negates [harmless] ment to Str. None N/A so allows for brachiation	1 standard action 1 standard action	d 1 minute/level couch attack or natural weapon. d 1 hour/level d 1 minute/level d Instantaneous d 1 hour/level [D]	Personal Target: You Touch Target: Creature to Personal Target: You Touch Target: Creature to Touch Target: Tiny Const Personal Target: You	V,S,M/DF v,S,M V,S,DF vuched V,S,M,XP ruct V,S	Yes [harmless] N/A Yes [harmless] No N/A	Abjuration Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Evocation [Electricity] Caster Level: 1 Conjuration (Creation) Caster Level: 1 Transmutation Caster Level: 1	SC: p.22 SC: p.25 SC: p.25 SC: p.26 SC: p.38

* =Domain/Speciality Spell

				Point Buy Spells					
□□□□□ Buoyant Lifting		None		1 minute/level [D]; see text	Close (25 ft.)	S,DF	No	Evocation	SC: p.40
5"			action		T			0	
Effect: Travel to the surface at 60 ft/round.					Target: One willing of more than 20 ft. apa	creature/lev irt	vel, no two of which are	Caster Level: 1	
Calm Animals	14	Will negates; see text	1 standard action	1 minute/level	Close (25 ft.)	V,S	Yes	Enchantment (Compulsion)	PHB: p.207
Effect:					Target: Animals with	nin 30 ft. of	each other	[Mind-Affecting] Caster Level: 1	
Calms 2d4 + 1/level HD of animals.	14	N/A	1 standard	10 minutes/level		V,S	N/A	Transmutation	SC: p.43
Camouflage	14	N/A	action	TO Millides/level		v,3	IN/A		30. p.43
Effect: Gain +10 circumstance bonus on Hide checks.					Target: You			Caster Level: 1	
Charm Animal	14	Will negates	1 standard action	1 hour/level	Close (25 ft.)	V,S	Yes	Enchantment (Charm)	PHB: p.208
Effect:					Target: One animal			[Mind-Affecting] Caster Level: 1	
Makes one animal your friend.		NI/A	4	A 10 I	-	\/ O	NIA		00 . 47
Claws of the Bear	14	N/A	action	1 round/level		V,S	N/A	Transmutation	SC: p.47
Effect: Your hands become natural weapons that deal 1d8 with ea	ach att	ack.			Target: You			Caster Level: 1	
Claws of the Beast		None	1 standard action	1 rounds	Personal	V,S	No	Transmutation	PGtF: p.101
Effect: Your fingers sprout claws. Considered armed and do 1d8 v	with on	uch attack			Target: YOU			Caster Level: 1	
Climb Walls	14	Will negates		1 minute/level [D]	Touch	V,S,M	Yes [harmless]	Transmutation	SC: p.47
Effect:		[harmless]	action		Target: Creature tou	ıched		Caster Level: 1	
Gain +10 enhancement bonus on climb check. Bonus incre	eases	to +20 @5th level and + None		rel. 10 minutes/level [D]	Long (440 ft.)	V,S	No	Evocation (Water)	SC: p.49
Effect:					Target: 100-ftradiu			Caster Level: 1	
Heavy rain reduces visibility4 Spot & Search.	14	No [fire] or Fortitude	1 standard	1 minute/level [fire source] or	Close (25 ft.)	V,S,DF	Yes [creature]	Transmutation	SC: p.50
Effect:		half		Instantaneous [creature]	Target: One fire sou			[Cold] Caster Level: 1	
Flames deal cold damage; see text		None	1 stand	1 minute/level	creature; see text				SC: p.53
Crabwalk		None	1 standard action	i minute/level		V,S,M	No	Transmutation [Cold]	SC: p.53
Effect: When the subject charges, it gains +4 to attack roll and no					Target: Creature tou			Caster Level: 1	
Cure Light Wounds	14			Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: p.215
Effect: Cures 1d8 +1/level [max +5] damage.					Target: Creature tou	ıched		Caster Level: 1	
Deep Breath	14	N/A		1 round/level	Personal	V	N/A	Conjuration	SC: p.61
·			immediate action					(Creation) [Air]	
Effect: Your lungs are constantly filled with air for the duration of ti	he spe	ell.			Target: You			Caster Level: 1	
Delay Disease	14	Will negates [harmless]	1 standard	24 hours	Touch	V,S,DF	Yes [harmless]	Conjuration (Healing)	SC: p.63
Effect:		[namicss]	dollori		Target: Creature tou	uched		Caster Level: 1	
Halts any nonmagical disease for the duration of the spell. Detect Animals or Plants		None		Concentration, up to 10 minutes/level [D)]Long (440 ft.)	V,S	No	Divination	PHB: p.218
Effect:			action		Target: Cone-shape	d emanatio	on	Caster Level: 1	
Detects kinds of animals or plants.									
· · · · · · · · · · · · · · · · · · ·		None	1 standard	Concentration up to 10 minutes/level ID	1160 ft	VS	No	Divination	PHR: n 220
Detect Snares and Pits		None	1 standard action	Concentration, up to 10 minutes/level [D		V,S	No	Divination	PHB: p.220
· · · · · · · · · · · · · · · · · · ·			action		Target: Cone-shape	d emanatio	on	Caster Level: 1	·
Detect Snares and Pits	14	None Will negates (harmless)			Target: Cone-shape				PHB: p.220 PHB: p.226
Effect: Reveals natural or primitive traps. Compared Elements Effect:	14	Will negates	action 1 standard		Target: Cone-shape	ed emanation	on	Caster Level: 1	·
Detect Snares and Pits Effect: Reveals natural or primitive traps. DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	14	Will negates	action 1 standard action 1 standard		Target: Cone-shape Touch Target: Creature tou	ed emanation	on	Caster Level: 1 Abjuration Caster Level: 1 Enchantment	·
Effect: Reveals natural or primitive traps. Compared to the control of the contr	14	Will negates (harmless)	action 1 standard action	24 hours	Target: Cone-shape Touch Target: Creature tou Medium (110 ft.)	v,S	yes (harmless)	Caster Level: 1 Abjuration Caster Level: 1 Enchantment (Compulsion) [Mind-Affecting]	РНВ: p.226
Effect: Reveals natural or primitive traps. Compared to the co	lty to A	Will negates (harmless) None C to affected animal.	1 standard action 1 standard action	24 hours Concentration +1 round/level	Target: Cone-shape Touch Target: Creature tou Medium (110 ft.) Target: One animal	d emanatic V,S uched V,S	yes (harmless) Yes	Caster Level: 1 Abjuration Caster Level: 1 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 1	PHB: p.226 SC: p.81
Effect: Reveals natural or primitive traps. Compared to the content of the conte		Will negates (harmless)	1 standard action 1 standard action	24 hours Concentration +1 round/level	Target: Cone-shape Touch Target: Creature tou Medium (110 ft.) Target: One animal	d emanatic V,S uched V,S	yes (harmless)	Caster Level: 1 Abjuration Caster Level: 1 Enchantment (Compulsion) [Mind-Affecting]	РНВ: p.226
Effect: Reveals natural or primitive traps. Effect: Reveals natural or primitive traps. Effect: Exist comfortably in hot or cold environments. Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 penal	lty to A	Will negates (harmless) None C to affected animal.	action 1 standard action 1 standard action 1 standard	24 hours Concentration +1 round/level	Target: Cone-shape Touch Target: Creature tou Medium (110 ft.) Target: One animal	V,S uched V,S V,S, DF	Yes (harmless) Yes	Caster Level: 1 Abjuration Caster Level: 1 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 1	PHB: p.226 SC: p.81
Effect: Exist comfortably in hot or cold environments. Effect: Exist comfortably in hot or cold environments. Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 penal	lty to A	Will negates (harmless) None C to affected animal.	1 standard action 1 standard action 1 standard action 1 standard action	24 hours Concentration +1 round/level	Target: Cone-shape Touch Target: Creature tou Medium (110 ft.) Target: One animal Long (440 ft.) Target: Plants in a 4	V,S uched V,S V,S, DF	Yes (harmless) Yes No spread	Caster Level: 1 Abjuration Caster Level: 1 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 1 Transmutation	PHB: p.226 SC: p.81 PHB: p.227
Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 penal Grants +4 morale bonus to Str, Con, Will Saves & -2 penal Grants entangle everyone in 40-ftradius circle. Grants entangle everyone in 40-ftradius circle. Grants entangle everyone in Effect: Flants entangle everyone in 40-ftradius circle. Flants entangle everyone in 40-ftradius circle.	Ity to A 14	Will negates (harmless) None C to affected animal. Reflex partial; see text	1 standard action 1 standard action 1 standard action	24 hours Concentration +1 round/level 1 minute/level [D]	Target: Cone-shape Touch Target: Creature tou Medium (110 ft.) Target: One animal Long (440 ft.) Target: Plants in a 4 Long (440 ft.) Target: Creatures ar	v,s uched v,s v,s, DF v,s, DF	Yes (harmless) Yes No spread Yes	Caster Level: 1 Abjuration Caster Level: 1 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 1 Transmutation Caster Level: 1	PHB: p.226 SC: p.81 PHB: p.227
Effect: Caracte Andrea and Pits Effect: Reveals natural or primitive traps. Caracte Andrea Effect: Exist comfortably in hot or cold environments. Caracte Animal Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 penal Caracte Animal Effect: Plants entangle everyone in 40-ft-radius circle. Caracte Animal Effect: Caracte Animal Effect: Plants entangle everyone in 40-ft-radius circle. Caracte Animal	Ity to A 14	Will negates (harmless) None C to affected animal. Reflex partial; see text	action 1 standard action	24 hours Concentration +1 round/level 1 minute/level [D]	Target: Cone-shape Touch Target: Creature tou Medium (110 ft.) Target: One animal Long (440 ft.) Target: Plants in a 4 Long (440 ft.) Target: Creatures ar burst	v,s uched v,s v,s, DF v,s, DF	Yes (harmless) Yes No spread Yes	Caster Level: 1 Abjuration Caster Level: 1 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 1 Transmutation Caster Level: 1 Evocation [Light] Caster Level: 1 Transmutation	PHB: p.226 SC: p.81 PHB: p.227
Effect: Crants +4 morale bonus to Str, Con, Will Saves & -2 penal Crants entangle everyone in 40-ftradius circle. Fefect: Plants entangle everyone in 40-ftradius circle. Cottlines subjects with light, canceling blur, concealment, a	Ity to A 14	Will negates (harmless) None C to affected animal. Reflex partial; see text None	action 1 standard action	24 hours Concentration +1 round/level 1 minute/level [D] 1 minute/level [D]	Target: Cone-shape Touch Target: Creature tou Medium (110 ft.) Target: One animal Long (440 ft.) Target: Plants in a 4 Long (440 ft.) Target: Creatures arburst Close (25 ft.)	v,s uched v,s v,s, DF v,s, DF nd objects v, V,M	Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless]	Caster Level: 1 Abjuration Caster Level: 1 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 1 Transmutation Caster Level: 1 Evocation [Light] Caster Level: 1 Transmutation [Earth]	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229
Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 penal Grants +	ity to A 14	Will negates (harmless) None C to affected animal. Reflex partial; see text None like. None	action 1 standard action	24 hours Concentration +1 round/level 1 minute/level [D] 1 minute/level [D]	Target: Cone-shape Touch Target: Creature tou Medium (110 ft.) Target: One animal Long (440 ft.) Target: Plants in a 4 Long (440 ft.) Target: Creatures ar burst Close (25 ft.) Target: One creatur than 30 ft. apart	V,S, DF O-ftradius V,M	Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more	Caster Level: 1 Abjuration Caster Level: 1 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 1 Transmutation Caster Level: 1 Evocation [Light] Caster Level: 1 Transmutation [Earth] Caster Level: 1	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229 SC: p.99
Effect: Care and Pits Effect: Reveals natural or primitive traps. Care and Pits Effect: Exist comfortably in hot or cold environments. Care and Effect: Care and Entangle Animal Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 penal Care and Entangle Effect: Plants entangle everyone in 40-ftradius circle. Care and Entangle Effect: Coutlines subjects with light, canceling blur, concealment, a Care and Effect: Coutlines subjects with light, canceling blur, concealment, a Care and Effect: Coutlines subjects with light, canceling blur, concealment, a Care and Care	ity to A 14	Will negates (harmless) None C to affected animal. Reflex partial; see text None like. None	action 1 standard action	24 hours Concentration +1 round/level 1 minute/level [D] 1 minute/level [D]	Target: Cone-shape Touch Target: Creature tou Medium (110 ft.) Target: One animal Long (440 ft.) Target: Plants in a 4 Long (440 ft.) Target: Creatures an burst Close (25 ft.) Target: One creature than 30 ft. apart Touch	V,S, DF V,S, DF dobjects v V,M e/level, no to	Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more	Caster Level: 1 Abjuration Caster Level: 1 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 1 Transmutation Caster Level: 1 Evocation [Light] Caster Level: 1 Transmutation [Earth] Caster Level: 1 Transmutation	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229
Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 penal Grants +	14 14 Str ag	Will negates (harmless) None C to affected animal. Reflex partial; see text None like. None ainst bull rush.	1 standard action	24 hours Concentration +1 round/level 1 minute/level [D] 1 minute/level [D] 1 round/level 1 day/level	Target: Cone-shape Touch Target: Creature tou Medium (110 ft.) Target: One animal Long (440 ft.) Target: Plants in a 4 Long (440 ft.) Target: Creatures an burst Close (25 ft.) Target: One creature than 30 ft. apart Touch Target: 2d4 fresh be	v,s uched v,s v,s, DF v,s, DF nd objects v,M e/level, no liv,s, DF erries touch	Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed	Caster Level: 1 Abjuration Caster Level: 1 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 1 Transmutation Caster Level: 1 Evocation [Light] Caster Level: 1 Transmutation [Earth] Caster Level: 1 Transmutation Caster Level: 1	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229 SC: p.99 PHB: p.237
Effect: Plants entangle everyone in 40-ft-radius circle. Plants entangle everyone in 40-ft-radius circle. Outlines subjects with light, canceling blur, concealment, a content as subjects don't move they gain +2 AC and +4 to condents.	14 14 Str ag	Will negates (harmless) None C to affected animal. Reflex partial; see text None like. None	1 standard action	24 hours Concentration +1 round/level 1 minute/level [D] 1 minute/level [D]	Target: Cone-shape Touch Target: Creature tou Medium (110 ft.) Target: One animal Long (440 ft.) Target: Plants in a 4 Long (440 ft.) Target: Creatures an burst Close (25 ft.) Target: One creature than 30 ft. apart Touch Target: 2d4 fresh be	V,S, DF V,S, DF dobjects v V,M e/level, no to	Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more	Caster Level: 1 Abjuration Caster Level: 1 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 1 Transmutation Caster Level: 1 Evocation [Light] Caster Level: 1 Transmutation [Earth] Caster Level: 1 Transmutation	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229 SC: p.99
Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 penal Grants +	14 Str ag	Will negates (harmless) None C to affected animal. Reflex partial; see text None like. None ainst bull rush. None	action 1 standard action	24 hours Concentration +1 round/level 1 minute/level [D] 1 minute/level [D] 1 round/level 1 day/level	Target: Cone-shape Touch Target: Creature tou Medium (110 ft.) Target: One animal Long (440 ft.) Target: Plants in a 4 Long (440 ft.) Target: Creatures an burst Close (25 ft.) Target: One creature than 30 ft. apart Touch Target: 2d4 fresh be	v,s uched v,s v,s, DF v,s, DF nd objects v,M e/level, no liv,s, DF erries touch	Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed	Caster Level: 1 Abjuration Caster Level: 1 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 1 Transmutation Caster Level: 1 Evocation [Light] Caster Level: 1 Transmutation [Earth] Caster Level: 1 Transmutation Caster Level: 1	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229 SC: p.99 PHB: p.237
Effect: Plants entangle everyone in 40-ft-radius circle. Plants entangle everyone in 40-ft-radius circle. Outlines subjects with light, canceling blur, concealment, a continua as subjects don't move they gain +2 AC and +4 to Cade horse. Effect: As long as subjects don't move they gain +2 AC and +4 to Cade horse. Outlines entangle everyone in 40-ft-radius circle. Effect: Outlines subjects with light, canceling blur, concealment, a Cade horse. Effect: As long as subjects don't move they gain +2 AC and +4 to Cade horse. Effect: 2d4 berries each cure 1 hp [max 8 hp/24 hours].	14 Str ag	Will negates (harmless) None C to affected animal. Reflex partial; see text None like. None ainst bull rush. None N/A n Spot checks. Will negates	action 1 standard action	24 hours Concentration +1 round/level 1 minute/level [D] 1 minute/level [D] 1 round/level 1 day/level 10 minutes/level [D]	Target: Cone-shape Touch Target: Creature tou Medium (110 ft.) Target: One animal Long (440 ft.) Target: Plants in a 4 Long (440 ft.) Target: Creatures are burst Close (25 ft.) Target: One creatures and the shape of the sh	v,s uched v,s v,s, DF v,s, DF nd objects v,M e/level, no liv,s, DF erries touch	Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed	Caster Level: 1 Abjuration Caster Level: 1 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 1 Transmutation Caster Level: 1 Transmutation [Light] Caster Level: 1 Transmutation [Earth] Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Conjuration	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229 SC: p.99 PHB: p.237
Effect: Plants entangle everyone in 40-ft-radius circle. Outlines subjects with light, cancelling blur, concealment, a continuate on the subjects. As long as subjects don't move they gain +2 AC and +4 to conceal the process of the circle. Effect: Outlines subjects with light, cancelling blur, concealment, a concealme	14 Str ag	Will negates (harmless) None C to affected animal. Reflex partial; see text None like. None ainst bull rush. None	action 1 standard action	24 hours Concentration +1 round/level 1 minute/level [D] 1 minute/level [D] 1 round/level 1 day/level 10 minutes/level [D]	Target: Cone-shape Touch Target: Creature tou Medium (110 ft.) Target: One animal Long (440 ft.) Target: Plants in a 4 Long (440 ft.) Target: Creatures are burst Close (25 ft.) Target: One creature than 30 ft. apart Touch Target: 2d4 fresh be Personal Target: You Close (25 ft.) Target: One creature	v,s uched v,s v,s, DF v,s, DF vo-ft-radius v,s, DF v,M e/level, no n v,s	Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed N/A Yes [harmless]	Caster Level: 1 Abjuration Caster Level: 1 Enchantment (Compulsion) (Mind-Affecting) Caster Level: 1 Transmutation Caster Level: 1 Evocation [Light] Caster Level: 1 Transmutation [Earth] Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229 SC: p.99 PHB: p.237 SC: p.110
Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 penal Grants +	14 Str ag	Will negates (harmless) None C to affected animal. Reflex partial; see text None like. None ainst bull rush. None N/A n Spot checks. Will negates	action 1 standard action	24 hours Concentration +1 round/level 1 minute/level [D] 1 minute/level [D] 1 round/level 1 day/level 10 minutes/level [D]	Target: Cone-shape Touch Target: Creature tou Medium (110 ft.) Target: One animal Long (440 ft.) Target: Plants in a 4 Long (440 ft.) Target: Creatures an burst Close (25 ft.) Target: One creatur than 30 ft. apart Touch Target: 2d4 fresh be Personal Target: You Close (25 ft.) Target: One creatur Target: One creatur Touch Target: One creatur Touch Target: One creatur Touch Target: One creatur Touch	v,s uched v,s v,s, DF v,s, DF vo-ft-radius v,s, DF v,M e/level, no n v,s	Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed N/A Yes [harmless]	Caster Level: 1 Abjuration Caster Level: 1 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 1 Transmutation Caster Level: 1 Evocation [Light] Caster Level: 1 Transmutation [Earth] Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Coster Level: 1 Conjuration (Healing)	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229 SC: p.99 PHB: p.237 SC: p.110
Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 penal Grants +	14 14 14 14 14 14 14	Will negates (harmless) None C to affected animal. Reflex partial; see text None like, None ainst bull rush. None N/A a Spot checks. Will negates [harmless]	action 1 standard action	24 hours Concentration +1 round/level 1 minute/level [D] 1 minute/level [D] 1 round/level 1 day/level 10 minutes/level [D]	Target: Cone-shape Touch Target: Creature tou Medium (110 ft.) Target: One animal Long (440 ft.) Target: Plants in a 4 Long (440 ft.) Target: Creatures arburst Close (25 ft.) Target: One creatur than 30 ft. apart Touch Target: 2d4 fresh be Personal Target: You Close (25 ft.) Target: One creatur than 30 ft. apart Touch Target: One creatur more than 30 feet ap Touch	v,s uched v,s v,s, DF	Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed N/A Yes [harmless] two of which can be Yes	Caster Level: 1 Abjuration Caster Level: 1 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 1 Transmutation Caster Level: 1 Transmutation [Light] Caster Level: 1 Transmutation [Carth] Caster Level: 1 Transmutation Caster Level: 1 Conjuration (Healing) Caster Level: 1 Abjuration	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229 SC: p.99 PHB: p.237 SC: p.110 SC: p.111
Effect: Reveals natural or primitive traps. Effect: Reveals natural or primitive traps. Effect: Exist comfortably in hot or cold environments. Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 penal Effect: Plants entangle everyone in 40-ftradius circle. Effect: Outlines subjects with light, canceling blur, concealment, a Dipolar Foundation of Stone Effect: As long as subjects don't move they gain +2 AC and +4 to Dipolar Goodberry Effect: 2d4 berries each cure 1 hp [max 8 hp/24 hours]. Dipolar Healthful Rest Effect: Doubles the natural healing rate. Hide from Animals Effect: Characteristics an't perceive 1 subject/level.	14 14 14 14	Will negates (harmless) None C to affected animal. Reflex partial; see text None like. None ainst bull rush. None N/A 1 Spot checks. Will negates [harmless] Will negates (harmless)	action 1 standard action	24 hours Concentration +1 round/level 1 minute/level [D] 1 minute/level [D] 1 round/level 1 day/level 10 minutes/level [D] 24 hours	Target: Cone-shape Touch Target: Creature tou Medium (110 ft.) Target: One animal Long (440 ft.) Target: Plants in a 4 Long (440 ft.) Target: Creatures are burst Close (25 ft.) Target: One creature than 30 ft. apart Touch Target: You Close (25 ft.) Target: You Close (25 ft.) Target: One creature than 30 ft. apart Touch Target: You Target: One creature than 30 ft. apart Touch Target: One creature than 30 ft. apart	V,S, DF V,S, DF O-ftradius V,S V,S, DF V,S, DF V,S, DF V,S, DF v,M e/level, no to V V,S e/level, no to part S, DF evel toucher	Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed N/A Yes [harmless] two of which can be Yes	Caster Level: 1 Abjuration Caster Level: 1 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 1 Transmutation Caster Level: 1 Evocation [Light] Caster Level: 1 Transmutation [Earth] Caster Level: 1 Transmutation Caster Level: 1 Conjuration Caster Level: 1 Conjuration (Healing) Caster Level: 1 Abjuration Caster Level: 1	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229 SC: p.99 PHB: p.237 SC: p.110 SC: p.111 PHB: p.241
Effect: Care the morale bonus to Str., Con, Will Saves & -2 penal Care the morale bonus to Str., Con, Will Saves & -2 penal Care the morale bonus to Str., Con, Will Saves & -2 penal Care the morale bonus to Str., Con, Will Saves & -2 penal Care the morale bonus to Str., Con, Will Saves & -2 penal Care the morale bonus to Str., Con, Will Saves & -2 penal Care the morale bonus to Str., Con, Will Saves & -2 penal Care the morale bonus to Str., Con, Will Saves & -2 penal Care the moral Effect: Plants entangle everyone in 40-ftradius circle. Plants entangle everyone in 40-ftradius circle. Coutlines subjects with light, cancelling blur, concealment, a	14 14 14 14 14 14 14	Will negates (harmless) None C to affected animal. Reflex partial; see text None like. None ainst bull rush. None N/A a Spot checks. Will negates [harmless]	action 1 standard action	24 hours Concentration +1 round/level 1 minute/level [D] 1 minute/level [D] 1 round/level 1 day/level 10 minutes/level [D] 24 hours	Target: Cone-shape Touch Target: Creature tou Medium (110 ft.) Target: One animal Long (440 ft.) Target: Plants in a 4 Long (440 ft.) Target: Creatures arburst Close (25 ft.) Target: One creatures and the shape of	V,S, DF O-ftradius V,S, DF O-ftradius V,S, DF V,S, DF O-ftradius V	Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed N/A Yes [harmless] two of which can be Yes d No	Caster Level: 1 Abjuration Caster Level: 1 Enchantment (Compulsion) (Mind-Affecting) Caster Level: 1 Transmutation Caster Level: 1 Evocation [Light] Caster Level: 1 Transmutation [Earth] Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Conjuration Caster Level: 1 Abjuration Caster Level: 1 Abjuration Caster Level: 1 Abjuration Caster Level: 1 Transmutation	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229 SC: p.99 PHB: p.237 SC: p.110 SC: p.111
Effect: Reveals natural or primitive traps. Effect: Reveals natural or primitive traps. Effect: Exist comfortably in hot or cold environments. Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 penal Effect: Plants entangle everyone in 40-ftradius circle. Effect: Outlines subjects with light, canceling blur, concealment, a Dipolar Foundation of Stone Effect: As long as subjects don't move they gain +2 AC and +4 to Dipolar Goodberry Effect: 2d4 berries each cure 1 hp [max 8 hp/24 hours]. Dipolar Healthful Rest Effect: Doubles the natural healing rate. Hide from Animals Effect: Characteristics an't perceive 1 subject/level.	14 Str ag 14 14 14 14	Will negates (harmless) None C to affected animal. Reflex partial; see text None like. None Anspot checks. Will negates [harmless] Will negates (harmless)	action 1 standard action	24 hours Concentration +1 round/level 1 minute/level [D] 1 minute/level [D] 1 round/level 1 day/level 10 minutes/level [D] 24 hours	Target: Cone-shape Touch Target: Creature tou Medium (110 ft.) Target: One animal Long (440 ft.) Target: Plants in a 4 Long (440 ft.) Target: Creatures are burst Close (25 ft.) Target: One creature than 30 ft. apart Touch Target: You Close (25 ft.) Target: You Close (25 ft.) Target: One creature than 30 ft. apart Touch Target: You Target: One creature than 30 ft. apart Touch Target: One creature than 30 ft. apart	V,S, DF O-ftradius V,S, DF O-ftradius V,S, DF V,S, DF O-ftradius V	Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed N/A Yes [harmless] two of which can be Yes d No	Caster Level: 1 Abjuration Caster Level: 1 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 1 Transmutation Caster Level: 1 Evocation [Light] Caster Level: 1 Transmutation [Earth] Caster Level: 1 Transmutation Caster Level: 1 Conjuration Caster Level: 1 Conjuration (Healing) Caster Level: 1 Abjuration Caster Level: 1	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229 SC: p.99 PHB: p.237 SC: p.110 SC: p.111 PHB: p.241
Effect: Reveals natural or primitive traps. Consider the construction of Stone Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 penal Construction C	14 Str ag 14 14 14 14	Will negates (harmless) None C to affected animal. Reflex partial; see text None like. None ainst bull rush. None N/A Spot checks. Will negates [harmless] Will negates (harmless) Fortitude negates; see text Will negates	action 1 standard action	24 hours Concentration +1 round/level 1 minute/level [D] 1 minute/level [D] 1 round/level 1 day/level 10 minutes/level [D] 24 hours	Target: Cone-shape Touch Target: Creature tou Medium (110 ft.) Target: One animal Long (440 ft.) Target: Plants in a 4 Long (440 ft.) Target: Creatures arburst Close (25 ft.) Target: One creature than 30 ft. apart Touch Target: You Close (25 ft.) Target: You Close (25 ft.) Target: 1 creature fter than 30 ft. apart Touch Target: 1 creature fter than 30 ft. apart Touch Target: 1 creature fter than 30 ft. apart Touch Target: 1 creature fter than 30 ft. apart	V,S, DF O-ftradius V,S, DF O-ftradius V,S, DF V,S, DF O-ftradius V	Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed N/A Yes [harmless] two of which can be Yes d No	Caster Level: 1 Abjuration Caster Level: 1 Enchantment (Compulsion) (Mind-Affecting) Caster Level: 1 Transmutation Caster Level: 1 Evocation [Light] Caster Level: 1 Transmutation [Earth] Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Conjuration Caster Level: 1 Abjuration Caster Level: 1 Abjuration Caster Level: 1 Abjuration Caster Level: 1 Transmutation	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229 SC: p.99 PHB: p.237 SC: p.110 SC: p.111 PHB: p.241
Effect: Care the subjects with light, canceling blur, concealment, a but plant as subjects don't move they gain +2 AC and +4 to cold berries each cure 1 hp [max 8 hp/24 hours]. Effect: Outlines subjects don't move they gain +2 AC and +4 to cold berries each cure 1 hp [max 8 hp/24 hours]. Effect: Dubles the natural healing rate. Dubles the natural healing rate. Effect: Animals can't perceive 1 subject/level. Duble Effect: Animals can't perceive 1 subject/level. Duble Effect: Animals must save after biting or refuse to bite the subject. Dump Effect: Animals must save after biting or refuse to bite the subject. Dump Effect: Animals must save after biting or refuse to bite the subject. Dump Effect:	14 Str ag 14 14 14 14	Will negates (harmless) None C to affected animal. Reflex partial; see text None like. None ainst bull rush. None N/A n Spot checks. Will negates (harmless) Will negates (harmless) Fortitude negates; see text	action 1 standard action	24 hours Concentration +1 round/level 1 minute/level [D] 1 minute/level [D] 1 round/level 1 day/level 10 minutes/level [D] 24 hours 10 minutes/level [D]	Target: Cone-shape Touch Target: Creature tou Medium (110 ft.) Target: One animal Long (440 ft.) Target: Plants in a 4 Long (440 ft.) Target: Creatures arburst Close (25 ft.) Target: One creature than 30 ft. apart Touch Target: You Close (25 ft.) Target: You Close (25 ft.) Target: 1 creature fter than 30 ft. apart Touch Target: 1 creature fter than 30 ft. apart Touch Target: 1 creature fter than 30 ft. apart Touch Target: 1 creature fter than 30 ft. apart	V,S, DF V,S, DF O-ftradius V,S V,S, DF orices touch V,S V,S, DF erlies touch V,S erlevel, no to V,S erlevel, no to V,S, DF erries touch V V,S, DF erries touch V,S, M object touch V,S,M	Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed N/A Yes [harmless] two of which can be Yes d No hed	Caster Level: 1 Abjuration Caster Level: 1 Enchantment (Compulsion) (Mind-Affecting) Caster Level: 1 Transmutation Caster Level: 1 Evocation [Light] Caster Level: 1 Transmutation [Earth] Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Conjuration (Healing) Caster Level: 1 Abjuration Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229 SC: p.99 PHB: p.237 SC: p.110 SC: p.111 PHB: p.241 SC: p.116
Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 penal Grants +4 morale bonus	14 Str ag 14 14 14 14	Will negates (harmless) None C to affected animal. Reflex partial; see text None like. None ainst bull rush. None N/A Spot checks. Will negates [harmless] Will negates (harmless) Fortitude negates; see text Will negates	action 1 standard action	24 hours Concentration +1 round/level 1 minute/level [D] 1 minute/level [D] 1 round/level 1 day/level 10 minutes/level [D] 24 hours 10 minutes/level [D]	Target: Cone-shape Touch Target: Creature tou Medium (110 ft.) Target: One animal Long (440 ft.) Target: Plants in a 4 Long (440 ft.) Target: Creatures an burst Close (25 ft.) Target: One creatur than 30 ft. apart Touch Target: You Close (25 ft.) Target: You Close (25 ft.) Target: One creatur than 30 ft. apart Touch Target: 1 creature/le Touch Target: 1 creature/le Touch Target: Creature on Touch Target: Creature on Touch	V,S, DF V,S, DF O-ftradius V,S V,S, DF orices touch V,S V,S, DF erlies touch V,S erlevel, no to V,S erlevel, no to V,S, DF erries touch V V,S, DF erries touch V,S, M object touch V,S,M	Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed N/A Yes [harmless] two of which can be Yes d No hed	Caster Level: 1 Abjuration Caster Level: 1 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 1 Transmutation Caster Level: 1 Evocation [Light] Caster Level: 1 Transmutation [Earth] Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Abjuration Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229 SC: p.99 PHB: p.237 SC: p.110 SC: p.111 PHB: p.241 SC: p.116
Effect: Care the subjects with light, canceling blur, concealment, a but plant as subjects don't move they gain +2 AC and +4 to cold berries each cure 1 hp [max 8 hp/24 hours]. Effect: Outlines subjects don't move they gain +2 AC and +4 to cold berries each cure 1 hp [max 8 hp/24 hours]. Effect: Dubles the natural healing rate. Dubles the natural healing rate. Effect: Animals can't perceive 1 subject/level. Duble Effect: Animals can't perceive 1 subject/level. Duble Effect: Animals must save after biting or refuse to bite the subject. Dump Effect: Animals must save after biting or refuse to bite the subject. Dump Effect: Animals must save after biting or refuse to bite the subject. Dump Effect:	14 Str ag	Will negates (harmless) None C to affected animal. Reflex partial; see text None like. None ainst bull rush. None N/A n Spot checks. Will negates [harmless] Will negates (harmless) Fortitude negates; see text Will negates (harmless)	action 1 standard action	24 hours Concentration +1 round/level 1 minute/level [D] 1 minute/level [D] 1 round/level 1 day/level 10 minutes/level [D] 24 hours 10 minutes/level [D] 10 minutes/level [D]	Target: Cone-shape Touch Target: Creature tou Medium (110 ft.) Target: One animal Long (440 ft.) Target: Plants in a 4 Long (440 ft.) Target: Creatures are burst Close (25 ft.) Target: One creature than 30 ft. apart Touch Target: You Close (25 ft.) Target: You Close (25 ft.) Target: You Close (25 ft.) Target: One creature than 30 ft. apart Touch Target: Creature or or touch Target: Creature or or touch Target: Creature or or touch Target: Creature touch Target: Creature touch Target: Creature touch	v,s, DF v,s, DF volume v,s, M	Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed N/A Yes [harmless] two of which can be Yes d No hed Yes	Caster Level: 1 Abjuration Caster Level: 1 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 1 Transmutation Caster Level: 1 Evocation [Light] Caster Level: 1 Transmutation [Earth] Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Conjuration (Healing) Caster Level: 1 Transmutation Caster Level: 1	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229 SC: p.99 PHB: p.237 SC: p.110 SC: p.111 PHB: p.241 SC: p.116 PHB: p.246
Effect: Countines subjects with light, canceling blur, concealment, a subjects don't move they gain +2 AC and +4 to Countines each cure 1 hp [max 8 hp/24 hours]. Effect: David Bernage Animal Effect: Outlines subjects with light, canceling blur, concealment, a concealment, a concealment and bernage as subjects don't move they gain +2 AC and +4 to Countines each cure 1 hp [max 8 hp/24 hours]. Effect: David Bernage everyone in 40-ftradius circle. Coutlines subjects with light, canceling blur, concealment, a c	14 14 14 14	Will negates (harmless) None C to affected animal. Reflex partial; see text None like. None ainst bull rush. None N/A n Spot checks. Will negates (harmless) Will negates (harmless) Fortitude negates; see text Will negates (harmless) Reflex half e area take 1d10/caster	action 1 standard action	24 hours Concentration +1 round/level 1 minute/level [D] 1 minute/level [D] 1 round/level 1 day/level 10 minutes/level [D] 24 hours 10 minutes/level [D] 11 minutes/level [D]	Target: Cone-shape Touch Target: Creature tou Medium (110 ft.) Target: One animal Long (440 ft.) Target: Plants in a 4 Long (440 ft.) Target: Creatures are burst Close (25 ft.) Target: One creature than 30 ft. apart Touch Target: You Close (25 ft.) Target: You Close (25 ft.) Target: You Target: 1 creature/le Touch Target: 1 creature/le Touch Target: Creature or of Touch Target: Creature tou 120 ft. Target: 120-ft. line	v,s, DF v,s, DF volume v,s, M	Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed N/A Yes [harmless] two of which can be Yes d No hed Yes	Caster Level: 1 Abjuration Caster Level: 1 Enchantment (Compulsion) (Mind-Affecting) Caster Level: 1 Transmutation Caster Level: 1 Evocation [Light] Caster Level: 1 Transmutation [Earth] Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Abjuration Caster Level: 1 Transmutation Caster Level: 1 Necromancy Caster Level: 1	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229 SC: p.99 PHB: p.237 SC: p.110 SC: p.111 PHB: p.241 SC: p.116 PHB: p.246 SC: p.127
Effect: Countines subjects with light, cancelling blur, concealment, as subjects don't move they gain +2 AC and +4 to conderry Effect: Outlines subjects with light, cancelling blur, concealment, as subjects don't move they gain +2 AC and +4 to concealment by 50% and +5 competence because the from Animals Effect: Outlines subjects don't move they gain +2 AC and +4 to concealment, as light because the first concealment by 50% and +5 competence bec	14 14 14 14	Will negates (harmless) None C to affected animal. Reflex partial; see text None like. None ainst bull rush. None N/A n Spot checks. Will negates (harmless) Will negates (harmless) Fortitude negates; see text Will negates (harmless)	action 1 standard action	24 hours Concentration +1 round/level 1 minute/level [D] 1 minute/level [D] 1 round/level 1 day/level 10 minutes/level [D] 24 hours 10 minutes/level [D] 11 minutes/level [D]	Target: Cone-shape Touch Target: Creature tou Medium (110 ft.) Target: One animal Long (440 ft.) Target: Plants in a 4 Long (440 ft.) Target: Creatures arburst Close (25 ft.) Target: One creature than 30 ft. apart Touch Target: You Close (25 ft.) Target: You Close (25 ft.) Target: 1 creature than 30 ft. apart Touch Target: Creature or than 30 ft. apart Touch Target: Creature tou 120 ft. Target: L20-ft. line Personal	v,s, DF v,s, DF volume v,s, M	Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed N/A Yes [harmless] two of which can be Yes d No hed Yes	Caster Level: 1 Abjuration Caster Level: 1 Enchantment (Compulsion) (Mind-Affecting) Caster Level: 1 Transmutation Caster Level: 1 Evocation [Light] Caster Level: 1 Transmutation [Earth] Caster Level: 1 Transmutation Caster Level: 1 Necromancy Caster Level: 1 Transmutation	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229 SC: p.99 PHB: p.237 SC: p.110 SC: p.111 PHB: p.241 SC: p.116 PHB: p.246
Effect: Countines subjects with light, canceling blur, concealment, a subjects don't move they gain +2 AC and +4 to Countines each cure 1 hp [max 8 hp/24 hours]. Effect: David Bernage Animal Effect: Outlines subjects with light, canceling blur, concealment, a concealment, a concealment and bernage as subjects don't move they gain +2 AC and +4 to Countines each cure 1 hp [max 8 hp/24 hours]. Effect: David Bernage everyone in 40-ftradius circle. Coutlines subjects with light, canceling blur, concealment, a c	14 14 14 14	Will negates (harmless) None C to affected animal. Reflex partial; see text None like. None ainst bull rush. None N/A n Spot checks. Will negates (harmless) Will negates (harmless) Fortitude negates; see text Will negates (harmless) Reflex half e area take 1d10/caster	action 1 standard action	24 hours Concentration +1 round/level 1 minute/level [D] 1 minute/level [D] 1 round/level 1 day/level 10 minutes/level [D] 24 hours 10 minutes/level [D] 11 minutes/level [D]	Target: Cone-shape Touch Target: Creature tou Medium (110 ft.) Target: One animal Long (440 ft.) Target: Plants in a 4 Long (440 ft.) Target: Creatures are burst Close (25 ft.) Target: One creature than 30 ft. apart Touch Target: You Close (25 ft.) Target: You Close (25 ft.) Target: You Target: 1 creature/le Touch Target: 1 creature/le Touch Target: Creature or of Touch Target: Creature tou 120 ft. Target: 120-ft. line	v,s, DF v,s, DF volume v,s, M	Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed N/A Yes [harmless] two of which can be Yes d No hed Yes	Caster Level: 1 Abjuration Caster Level: 1 Enchantment (Compulsion) (Mind-Affecting) Caster Level: 1 Transmutation Caster Level: 1 Evocation [Light] Caster Level: 1 Transmutation [Earth] Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Abjuration Caster Level: 1 Transmutation Caster Level: 1 Necromancy Caster Level: 1	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229 SC: p.99 PHB: p.237 SC: p.110 SC: p.111 PHB: p.241 SC: p.116 PHB: p.246 SC: p.127

				Point Buy Spells					
□□□□□ Low-light Vision	14	Will negates [harmless]	1 standard		Touch V	′,M	Yes [harmless]	Transmutation	SC: p.134
Effect: Target gains low-light vision.		[namicss]	detion		Target: Creature touch	hed		Caster Level: 1	
Magic Fang	14	Will negates		1 minute/level	Touch V	,S, DF	Yes (harmless)	Transmutation	PHB: p.250
Effect:		(harmless)	action		Target: Living creature	e touched		Caster Level: 1	
One natural weapon of subject creature gets +1 on attack \(\) Magic Stone	and da	Will negates		30 minutes or until discharged	Touch V	,S, DF	Yes (harmless, object)	Transmutation	PHB: p.251
Effect:		(harmless, object)	action		Target: Up to three pe	ebbles toud	ched	Caster Level: 1	
Three stones gain +1 on attack rolls, deal 1d6+1 damage.		None	1 standard	1 minute/level	20 ft. V	',S	No	Conjuration	PHB: p.258
Effect:			action			s in 20-ft. r		(Creation) Caster Level: 1	
Fog surrounds you.	14	N/A	1 round	Instantaneous	high		N/A	Divination	SC: p.149
Effect:					Target: You	,,	14/7	Caster Level: 1	ου. p. 143
Brief supplication gives you a vision that hints at how dang	gerous 14	Will negates		see text. 1 hour/level [D]	Touch V	,S, DF	Yes (harmless)	Transmutation	PHB: p.259
Effect:		(harmless)	action		Target: 1 creature/leve	el touched	I	Caster Level: 1	
1 subject/level leaves no tracks. DDDD Produce Flame		None	1 standard	1 minute/level [D]	-	',S	Yes	Evocation [Fire]	PHB: p.265
Effect:			action		Target: Flame in your			Caster Level: 1	
1d6 +1/level [max +5] damage, touch or thrown.		None	1 standard	1 minuto	-		No	Transmutation	SC: p.164
Raging Flame		None	action	i illilide	Target: 30-ftradius s			[Fire] Caster Level: 1	30. p. 104
Causes existing fire to double their heat and radiance; see		N/A	4 -1 1 1	A color de de colo			Na		20 . 100
□□□□□ Ram's Might	14	N/A	1 standard action	1 minute/level		,s	N/A	Transmutation	SC: p.166
Effect: Your hands harden +2 bonus to Str, inflict lethal damage, a					Target: You			Caster Level: 1	
Rapid Burrowing	14	Fortitude negates [harmless]	1 standard action	10 minutes/level			Yes [harmless]	Transmutation	SC: p.166
Effect: Improves existing burrow speed by 20 ft.					Target: Creature touch	hed		Caster Level: 1	
Remove Scent	14	Will negates	1 standard action	10 minutes/level	Touch V	,S,M	Yes	Transmutation	SC: p.173
Effect: Hides the scent of the affected creature or removes potent	t affect	s from creatures such a		roalodytes	Target: Creature touch	hed		Caster Level: 1	
□□□□□ Resist Planar Alignment	14	Will negates [harmless]		1 round/level	Touch V	,S,DF	Yes [harmless]	Abjuration	SC: p.174
Effect:	oo tout		detion		Target: Creature touch	hed		Caster Level: 1	
Grants limited protection from a plane's alignment traits; se	14	Reflex half		Instantaneous	10 ft. V	,S,DF	Yes	Evocation	SC: p.180
Effect:			action		Target: 10-ftradius b	urst cente	red on your hands	Caster Level: 1	
Creatures in area take 1d6 nonlethal damage, any creature DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	e that t	ails the save is also stu Will negates (object)			Touch V	,S, DF	Yes (object)	Transmutation	PHB: p.278
Effect:			action		Target: One touched r	nonmagica	al oak club or	Caster Level: 1	
Cudgel or quarterstaff becomes +1 weapon dealing damage	ge as i	two size categories lar	ger for 1 min 1 standard		quarterstaff	,S,M/DF		Transmutation	SC: p.192
Effect:			action		Target: 30-ftradius s			[Fire] Caster Level: 1	
Doubles the amount of time to put out a fire; see text.	14	Will negates	1 standard	Instantaneous			Yes [harmless]	Transmutation	SC: p.193
Snake's Swiftness	14	[harmless]	action	mistantaneous	Target: One allied crea		res [narmess]	Caster Level: 1	30. p. 193
Subject may make another single attack melee or ranged;			4 -1 1 1	41. (1. 1/2)	-		V B l l		00 . 101
Snowshoes	14	Will negates [harmless]	action	1 hour/level [D]			Yes [harmless]	Transmutation	SC: p.194
					Target: Creature touch			Caster Level: 1	
Effect: Speed increases by 10 ft. and no Balance checks or Refle	x requ								
Speed increases by 10 ft. and no Balance checks or Refle	x requ	red to walk on snow. None	1 standard action	1 minute/level		,S	No	Divination	PHB: p.281
Speed increases by 10 ft. and no Balance checks or Refle	x requ			1 minute/level	Personal V Target: You	7, S	NU	Divination Caster Level: 1	PHB: p.281
Speed increases by 10 ft. and no Balance checks or Refle	x requ		action	1 minute/level 1 round/level [D]	Target: You		No		PHB: p.281 PHB: p.288
Speed increases by 10 ft. and no Balance checks or Refle Speed increases by 10 ft. and no Balance checks or Refle Speed increases with Animals Effect: You can communicate with animals. Summon Nature's Ally I	x requ	None	action		Target: You	7,S, DF	No	Caster Level: 1 Conjuration	
Speed increases by 10 ft. and no Balance checks or Refle Speak with Animals Effect: You can communicate with animals. Summon Nature's Ally I	x requ	None	action 1 round 1 standard		Target: You Close (25 ft.) V Target: One summone	r,S, DF	No	Caster Level: 1 Conjuration (Summoning)	
Speed increases by 10 ft. and no Balance checks or Refle Speed increases by 10 ft. and no Balance checks or Refle Speed increases with Animals Effect: You can communicate with animals. Summon Nature's Ally I Effect: Calls creature to fight. Surefooted Stride Effect:		None None	action 1 round	1 round/level [D]	Target: You Close (25 ft.) V Target: One summone	r,S, DF	No e	Caster Level: 1 Conjuration (Summoning) Caster Level: 1	PHB: p.288
Speed increases by 10 ft. and no Balance checks or Refle Speak with Animals Effect: You can communicate with animals. Summon Nature's Ally I Effect: Calls creature to fight. Surefooted Stride		None None None Reflex negates; see	action 1 round 1 standard action 1 standard	1 round/level [D]	Target: You Close (25 ft.) V Target: One summone Personal V Target: You	,S, DF ed creature	No e	Caster Level: 1 Conjuration (Summoning) Caster Level: 1 Transmutation Caster Level: 1 Evocation	PHB: p.288
Speed increases by 10 ft. and no Balance checks or Refle	checks 14	None None None Reflex negates; see text	1 standard action 1 standard action	1 round/level [D] 1 minute/level 1 round/level	Target: You Close (25 ft.) V Target: One summone Personal V Target: You Close (25 ft.) V Target: One creature	,S, DF ed creature	No e No	Caster Level: 1 Conjuration (Summoning) Caster Level: 1 Transmutation Caster Level: 1	PHB: p.288 SC: p.216
Speed increases by 10 ft. and no Balance checks or Refle	checks 14 und [e	None None None Reflex negates; see text ven if it goes invisible or	1 standard action 1 standard action 1 standard action r leaves the	1 round/level [D] 1 minute/level 1 round/level region] striking it with lightning that deals	Target: You Close (25 ft.) V Target: One summone Personal V Target: You Close (25 ft.) V Target: One creature	r,s, DF ed creature r,s	No e No Yes	Caster Level: 1 Conjuration (Summoning) Caster Level: 1 Transmutation Caster Level: 1 Evocation [Electricity] Caster Level: 1	PHB: p.288 SC: p.216 SC: p.219
Speed increases by 10 ft. and no Balance checks or Refle	checks 14	None None None Reflex negates; see text	1 standard action 1 standard action	1 round/level [D] 1 minute/level 1 round/level region] striking it with lightning that deals	Target: You Close (25 ft.) V Target: One summone Personal V Target: You Close (25 ft.) V Target: One creature s Touch V	r,s, DF ed creature r,s	No e No Yes	Caster Level: 1 Conjuration (Summoning) Caster Level: 1 Transmutation Caster Level: 1 Evocation [Electricity] Caster Level: 1	PHB: p.288 SC: p.216
Speed increases by 10 ft. and no Balance checks or Refle	checks 14 und [e 14	None None Reflex negates; see text ven if it goes invisible or Will negates he duration of the spell.	action 1 round 1 standard action 1 standard action r leaves the 1 standard action	1 round/level [D] 1 minute/level 1 round/level region] striking it with lightning that deal: 1 hour/level	Target: You Close (25 ft.) V Target: One summone Personal V Target: You Close (25 ft.) V Target: One creature S Touch V Target: Animal or mag	r,s, DF ed creature r,s r,s r,s,M	No e No Yes t touched	Caster Level: 1 Conjuration (Summoning) Caster Level: 1 Transmutation Caster Level: 1 Evocation [Electricity] Caster Level: 1 Transmutation Caster Level: 1	PHB: p.288 SC: p.216 SC: p.219 SC: p.223
Speed increases by 10 ft. and no Balance checks or Refle	checks 14 und [e	None None Reflex negates; see text ven if it goes invisible or Will negates	action 1 round 1 standard action 1 standard action r leaves the 1 standard action	1 round/level [D] 1 minute/level 1 round/level region] striking it with lightning that deals	Target: You Close (25 ft.) V Target: One summone Personal V Target: You Close (25 ft.) V Target: One creature S Touch V Target: Animal or mag Personal V	r,s, DF ed creature r,s r,s r,s,M	No e No Yes Yes t touched	Caster Level: 1 Conjuration (Summoning) Caster Level: 1 Transmutation Caster Level: 1 Evocation [Electricity] Caster Level: 1 Transmutation Caster Level: 1 Conjuration (Creation) [Air]	PHB: p.288 SC: p.216 SC: p.219
Speed increases by 10 ft. and no Balance checks or Refle	checks 14 uund [e 14 during t	None None Reflex negates; see text wen if it goes invisible or Will negates he duration of the spell.	action 1 round 1 standard action 1 standard action 1 standard action r leaves the 1 standard action 1 swift	1 round/level [D] 1 minute/level 1 round/level region] striking it with lightning that deal: 1 hour/level	Target: You Close (25 ft.) V Target: One summone Personal V Target: You Close (25 ft.) V Target: One creature S Touch V Target: Animal or mag	r,s, DF ed creature r,s r,s r,s,M	No e No Yes Yes t touched	Caster Level: 1 Conjuration (Summoning) Caster Level: 1 Transmutation Caster Level: 1 Evocation [Electricity] Caster Level: 1 Transmutation Caster Level: 1 Conjuration	PHB: p.288 SC: p.216 SC: p.219 SC: p.223
Speed increases by 10 ft. and no Balance checks or Refle	checks 14 uund [e 14 during t	None None Reflex negates; see text wen if it goes invisible or Will negates he duration of the spell.	action 1 round 1 standard action 1 standard action r leaves the 1 standard action 1 standard action 1 standard action	1 round/level [D] 1 minute/level 1 round/level region] striking it with lightning that deal: 1 hour/level	Target: You Close (25 ft.) V Target: One summone Personal V Target: You Close (25 ft.) V Target: One creature S Touch V Target: Animal or mag Personal V Target: You	c,s, DF ed creature c,s c,s,M	No e No Yes Yes t touched	Caster Level: 1 Conjuration (Summoning) Caster Level: 1 Transmutation Caster Level: 1 Evocation [Electricity] Caster Level: 1 Transmutation Caster Level: 1 Conjuration (Creation) [Air]	PHB: p.288 SC: p.216 SC: p.219 SC: p.223
Speed increases by 10 ft. and no Balance checks or Refle	14 14 14 14 14 14 14 14 14 14 14 14 14 1	None None None Reflex negates; see text ven if it goes invisible or Will negates he duration of the spell. N/A ground. Will negates [harmless]	action 1 round 1 standard action 1 standard action 1 standard action 1 standard action 1 swift action 1 standard action 1 swift action	1 round/level [D] 1 minute/level 1 round/level region] striking it with lightning that deal: 1 hour/level	Target: You Close (25 ft.) V Target: One summone Personal V Target: You Close (25 ft.) V Target: One creature S Touch V Target: Animal or mag Personal V Target: You	r,s, DF ed creature r,s r,s,M	No e No Yes Yes a touched N/A	Caster Level: 1 Conjuration (Summoning) Caster Level: 1 Transmutation Caster Level: 1 Evocation [Electricity] Caster Level: 1 Transmutation Caster Level: 1 Conjuration (Creation) [Air] Caster Level: 1 Conjuration Conjuration Conjuration Conjuration	PHB: p.288 SC: p.216 SC: p.219 SC: p.223 SC: p.228
Speed increases by 10 ft. and no Balance checks or Refle	14 14 14 14 14 14 14 14 14 14 14 14 14 1	None None None Reflex negates; see text ven if it goes invisible or Will negates he duration of the spell. N/A ground. Will negates [harmless]	action 1 round 1 standard action 1 swift action 1 round. 1 swift	1 round/level [D] 1 minute/level 1 round/level region] striking it with lightning that deal: 1 hour/level	Target: You Close (25 ft.) V Target: One summone Personal V Target: You Close (25 ft.) V Target: One creature s Touch V Target: Animal or mag Personal V Target: You Touch V Target: Living creature	S,S,DF ed creature S,S S,S,M S,S S,S,M S,S S et touched	No e No Yes Yes a touched N/A	Caster Level: 1 Conjuration (Summoning) Caster Level: 1 Transmutation Caster Level: 1 Evocation [Electricity] Caster Level: 1 Transmutation Caster Level: 1 Conjuration (Creation) [Air] Caster Level: 1 Conjuration (Creation) [Air] Caster Level: 1	PHB: p.288 SC: p.216 SC: p.219 SC: p.223 SC: p.228
Speed increases by 10 ft. and no Balance checks or Refle	und [e 14 14 14 14 14 14 14 14 14 14 14 14 14	None None None Reflex negates; see text wen if it goes invisible or Will negates he duration of the spell. N/A Will negates [harmless] Is 1 hp automatically pe	action 1 round 1 standard action 1 standard action 1 standard action 1 standard action 1 swift action 1 standard action 1 standard action 1 round.	1 round/level [D] 1 minute/level 1 round/level region] striking it with lightning that deal: 1 hour/level Instantaneous 10 rounds + 1 round/level [max 15]	Target: You Close (25 ft.) V Target: One summone Personal V Target: You Close (25 ft.) V Target: One creature s Touch V Target: Animal or mag Personal V Target: You Touch V Target: Living creature	S,S,DF ed creature S,S S,S,M S,S S,S,M S,S S et touched	No e No Yes Yes t touched N/A Yes [harmless]	Caster Level: 1 Conjuration (Summoning) Caster Level: 1 Transmutation Caster Level: 1 Evocation [Electricity] Caster Level: 1 Transmutation Caster Level: 1 Conjuration (Creation) [Air] Caster Level: 1 Conjuration (Healing) Caster Level: 1	PHB: p.288 SC: p.216 SC: p.219 SC: p.223 SC: p.228 SC: p.229
Speed increases by 10 ft. and no Balance checks or Refle	und [e 14 14 14 14 14 14 14 14 14 14 14 14 14	None None None Reflex negates; see text ven if it goes invisible or Will negates he duration of the spell. N/A Will negates [harmless] is 1 hp automatically pe N/A //- Fortitude partial; see	action 1 round 1 standard action 1 standard action 1 standard action 1 standard action 1 swift action 1 standard action	1 round/level [D] 1 minute/level 1 round/level region] striking it with lightning that deal: 1 hour/level Instantaneous 10 rounds + 1 round/level [max 15]	Target: You Close (25 ft.) V Target: One summone Personal V Target: You Close (25 ft.) V Target: One creature S Touch V Target: Animal or mag Personal V Target: You Touch V Target: You Touch V Target: You	S,S,DF ed creature S,S S,S,M S,S,M S,S S,S,M S,S S,S S,S S	No e No Yes Yes t touched N/A Yes [harmless]	Caster Level: 1 Conjuration (Summoning) Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Conjuration (Creation) [Air] Caster Level: 1 Conjuration (Healing) Caster Level: 1 Divination Caster Level: 1 Conjuration	PHB: p.288 SC: p.216 SC: p.219 SC: p.223 SC: p.228 SC: p.229
Speed increases by 10 ft. and no Balance checks or Refle	to the state of th	None None None Reflex negates; see text wen if it goes invisible or Will negates he duration of the spell. N/A ground. Will negates (harmless) Is 1 hp automatically pe N/A	action 1 round 1 standard action 1 standard action 1 standard action 1 swift action 1 swift action 1 standard action 1 swift action	1 round/level [D] 1 minute/level 1 round/level region] striking it with lightning that deal: 1 hour/level Instantaneous 10 rounds + 1 round/level [max 15] 1 round	Target: You Close (25 ft.) V Target: One summone Personal V Target: You Close (25 ft.) V Target: One creature S Touch V Target: Animal or mag Personal V Target: Living creature V Target: Living creature V Target: You Close (25 ft.) V Target: You Close (25 ft.) V	S,S, DF ed creature S,S S,S,M S,S elical beast	No e No Yes Yes t touched N/A Yes [harmless] N/A	Caster Level: 1 Conjuration (Summoning) Caster Level: 1 Transmutation Caster Level: 1 Evocation [Electricity] Caster Level: 1 Transmutation Caster Level: 1 Conjuration (Creation) [Air] Caster Level: 1 Conjuration (Creation) [Air] Caster Level: 1 Divination Caster Level: 1	PHB: p.288 SC: p.216 SC: p.219 SC: p.223 SC: p.228 SC: p.229 SC: p.230
Speed increases by 10 ft. and no Balance checks or Refle	to the state of th	None None None Reflex negates; see text ven if it goes invisible of Will negates he duration of the spell. N/A ground. Will negates (harmless) Is 1 hp automatically pe N/A //. Fortitude partial; see text	action 1 round 1 standard action 1 standard action 1 standard action 1 standard action 1 swift action 1 standard action	1 round/level [D] 1 minute/level 1 round/level region] striking it with lightning that deal: 1 hour/level Instantaneous 10 rounds + 1 round/level [max 15] 1 round	Target: You Close (25 ft.) V Target: One summone Personal V Target: You Close (25 ft.) V Target: One creature s Touch V Target: Animal or mag Personal V Target: You Touch V Target: Living creature Personal V Target: You Close (25 ft.) V Target: A straight wall square/level [S]	r,s, DF ed creature r,s r,s,M r,s gical beast r,s,M r,s e touched r,DF r,s whose an	No e No Yes Yes t touched N/A Yes [harmless] N/A	Caster Level: 1 Conjuration (Summoning) Caster Level: 1 Transmutation Caster Level: 1 Evocation [Electricity] Caster Level: 1 Transmutation Caster Level: 1 Caster Level: 1 Transmutation Caster Level: 1 Divination (Creation) [Air] Caster Level: 1 Divination Caster Level: 1 Divination Caster Level: 1 Conjuration Caster Level: 1 Conjuration Caster Level: 1 Conjuration Caster Level: 1 Conjuration Caster Level: 1	PHB: p.288 SC: p.216 SC: p.219 SC: p.223 SC: p.228 SC: p.229 SC: p.230
Speed increases by 10 ft. and no Balance checks or Refle	to the call. Head 14	None None None Reflex negates; see text wen if it goes invisible or Will negates he duration of the spell. N/A Will negates [harmless] Is 1 hp automatically pe N/A Fortitude partial; see text	action 1 round 1 standard action 1 standard action 1 standard action r leaves the 1 standard action 1 swift action 1 standard action	1 round/level [D] 1 minute/level 1 round/level region] striking it with lightning that deals 1 hour/level Instantaneous 10 rounds + 1 round/level [max 15] 1 round	Target: You Close (25 ft.) V Target: One summone Personal V Target: You Close (25 ft.) V Target: One creature s Touch V Target: Animal or mag Personal V Target: You Touch V Target: Living creature Personal V Target: You Close (25 ft.) V Target: You Close (25 ft.) V Target: You Close (25 ft.) V Target: A straight wall square/level [S] Touch S	(,S, DF ed creature (,S (,S,M)) (,S,M) (,S,M) (,S,M) (,S,M) (,S e touched (,DF) (,S) (,S,M) (,S) (,	No e No Yes Yes t touched N/A Yes [harmless] N/A No ea is up to one 10-ft.	Caster Level: 1 Conjuration (Summoning) Caster Level: 1 Transmutation Caster Level: 1 Evocation [Electricity] Caster Level: 1 Transmutation Caster Level: 1 Conjuration (Creation) [Air] Caster Level: 1 Conjuration (Healing) Caster Level: 1 Divination Caster Level: 1 Conjuration (Creation) Caster Level: 1 Conjuration (Caster Level: 1 Conjuration (Caster Level: 1 Conjuration (Caster Level: 1 Conjuration (Caster Level: 1 Conjuration (Creation) Caster Level: 1	PHB: p.288 SC: p.216 SC: p.219 SC: p.223 SC: p.228 SC: p.229 SC: p.230 SC: p.235
Speed increases by 10 ft. and no Balance checks or Refle	to the call. Head 14	None None None Reflex negates; see text ven if it goes invisible or Will negates he duration of the spell. N/A ground. Will negates [harmless] Is 1 hp automatically pe N/A Fortitude partial; see text Fortitude negates [harmless]	action 1 round 1 standard action 1 standard action 1 standard action 1 standard action 1 swift action 1 standard action	1 round/level [D] 1 minute/level 1 round/level region] striking it with lightning that deal: 1 hour/level Instantaneous 10 rounds + 1 round/level [max 15] 1 round 1 round/level	Target: You Close (25 ft.) V Target: One summone Personal V Target: You Close (25 ft.) V Target: One creature S Touch V Target: Animal or mag Personal V Target: Living creature V Target: You Close (25 ft.) V Target: A straight wall square/level [S] Touch S Target: Creature touch	S,S,DF ed creature S,S S,S,M S,S S,S,M S,S S,S,M S,S S,S S	No e No Yes Yes t touched N/A Yes [harmless] N/A No ea is up to one 10-ft. Yes [harmless]	Caster Level: 1 Conjuration (Summoning) Caster Level: 1 Transmutation Caster Level: 1 Evocation [Electricity] Caster Level: 1 Transmutation Caster Level: 1 Conjuration (Creation) [Air] Caster Level: 1 Conjuration (Healing) Caster Level: 1 Conjuration Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Conjuration Caster Level: 1 Conjuration Caster Level: 1 Conjuration Caster Level: 1 Transmutation Caster Level: 1	PHB: p.288 SC: p.216 SC: p.219 SC: p.223 SC: p.228 SC: p.229 SC: p.230 SC: p.235 SC: p.240
Speed increases by 10 ft. and no Balance checks or Refle	thecks 14 14 14 14 14 14 14	None None None Reflex negates; see text ven if it goes invisible or Will negates he duration of the spell. N/A ground. Will negates [harmless] Is 1 hp automatically pe N/A Fortitude partial; see text Fortitude negates [harmless]	action 1 round 1 standard action 1 standard action 1 standard action 1 standard action 1 swift action 1 standard action	1 round/level [D] 1 minute/level 1 round/level region] striking it with lightning that deals 1 hour/level Instantaneous 10 rounds + 1 round/level [max 15] 1 round	Target: You Close (25 ft.) V Target: One summone Personal V Target: You Close (25 ft.) V Target: One creature S Touch V Target: Animal or mag Personal V Target: You Touch V Target: Living creature Personal V Target: You Close (25 ft.) V Target: A straight wall square/level [S] Touch S Target: Creature touch Close (25 ft.) V	S,S,DF ed creature S,S S,S,M S,S S,S,M S,S S,S,M S,S S,S,M S,S S,S	No e No Yes Yes t touched N/A Yes [harmless] N/A No ea is up to one 10-ft.	Caster Level: 1 Conjuration (Summoning) Caster Level: 1 Transmutation Caster Level: 1 Evocation [Electricity] Caster Level: 1 Transmutation Caster Level: 1 Conjuration (Creation) [Air] Caster Level: 1 Conjuration (Creation) [Air] Caster Level: 1 Transmutation Caster Level: 1	PHB: p.288 SC: p.216 SC: p.219 SC: p.223 SC: p.228 SC: p.229 SC: p.230 SC: p.235
Speed increases by 10 ft. and no Balance checks or Refle	to the sability	None None None Reflex negates; see text wen if it goes invisible or Will negates he duration of the spell. N/A ground. Will negates [harmless] Is 1 hp automatically pe N/A Fortitude partial; see text Fortitude negates [harmless] Fortitude negates [harmless]	action 1 round 1 standard action 1 standard action 1 standard action 1 swift action 1 swift action 1 swift action 1 standard action	1 round/level [D] 1 minute/level 1 round/level region] striking it with lightning that deal: 1 hour/level Instantaneous 10 rounds + 1 round/level [max 15] 1 round 1 round/level 1 minute/level	Target: You Close (25 ft.) V Target: One summone Personal V Target: You Close (25 ft.) V Target: One creature S Touch V Target: Animal or mag Personal V Target: You Touch V Target: Living creature Personal V Target: You Close (25 ft.) V Target: A straight wall square/level [S] Touch S Target: Creature touch Close (25 ft.) V Target: Close (25 ft.) V Target: Creature touch Close (25 ft.) V	S,S, DF ed creature S,S S,S,M S,S gical beast S,S,M S,S e touched DF S,S whose are S,M hed	No e No Yes Yes Yes t touched N/A Yes [harmless] N/A No ea is up to one 10-ft. Yes [harmless]	Caster Level: 1 Conjuration (Summoning) Caster Level: 1 Transmutation Caster Level: 1 Evocation [Electricity] Caster Level: 1 Transmutation Caster Level: 1 Transmutation (Creation) [Air] Caster Level: 1 Conjuration (Creation) [Air] Caster Level: 1 Divination Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation [Cold] Caster Level: 1	PHB: p.288 SC: p.216 SC: p.219 SC: p.223 SC: p.228 SC: p.229 SC: p.230 SC: p.235 SC: p.240 SC: p.241
Speed increases by 10 ft. and no Balance checks or Refle	to the sability	None None None None Reflex negates; see text ven if it goes invisible or Will negates he duration of the spell. N/A Will negates [harmless] Is 1 hp automatically pe N/A Fortitude partial; see text Fortitude negates [harmless] Fortitude negates	action 1 round 1 standard action 1 standard action 1 standard action 1 standard action 1 swift action 1 standard action	1 round/level [D] 1 minute/level 1 round/level region] striking it with lightning that deal: 1 hour/level Instantaneous 10 rounds + 1 round/level [max 15] 1 round 1 round/level 1 minute/level	Target: You Close (25 ft.) V Target: One summone Personal V Target: You Close (25 ft.) V Target: One creature S Touch V Target: Animal or mag Personal V Target: You Touch V Target: Living creature Personal V Target: Living creature Personal V Target: Living creature Personal V Target: You Close (25 ft.) V Target: Creature touch Close (25 ft.) V Target: One creature Close (25 ft.) V	s, DF ed creature s, S s, S, M s, S gical beast s, S, M s, S e touched s, DF s, Whose are s, M hed s, S	No e No Yes Yes t touched N/A Yes [harmless] N/A No ea is up to one 10-ft. Yes [harmless]	Caster Level: 1 Conjuration (Summoning) Caster Level: 1 Transmutation Caster Level: 1 Evocation [Electricity] Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation (Creation) [Air] Caster Level: 1 Divination Caster Level: 1 Divination Caster Level: 1 Transmutation Codignation Codignation Codignation Codignation Conjuration	PHB: p.288 SC: p.216 SC: p.219 SC: p.223 SC: p.228 SC: p.229 SC: p.230 SC: p.235 SC: p.240
Speed increases by 10 ft. and no Balance checks or Refle	to the (s 14 14 14 14 14 14 14 14 14 14 14 14 14	None None None Reflex negates; see text wen if it goes invisible or Will negates he duration of the spell. N/A ground. Will negates [harmless] Is 1 hp automatically pe N/A Fortitude partial; see text Fortitude negates [harmless] Fortitude negates [harmless]	action 1 round 1 standard action 1 standard action 1 standard action 1 standard action 1 swift action 1 standard action	1 round/level [D] 1 minute/level 1 round/level region] striking it with lightning that deal: 1 hour/level Instantaneous 10 rounds + 1 round/level [max 15] 1 round 1 round/level 1 minute/level	Target: You Close (25 ft.) V Target: One summone Personal V Target: You Close (25 ft.) V Target: One creature S Touch V Target: Animal or mag Personal V Target: Living creature Personal V Target: Living creature Personal V Target: You Close (25 ft.) V Target: A straight wall square/level [S] Touch S Target: Creature touch Close (25 ft.) V Target: Close (25 ft.) V Target: One creature	s, DF ed creature s, S s, S, M s, S gical beast s, S, M s, S e touched s, DF s, Whose are s, M hed s, S	No e No Yes Yes Yes t touched N/A Yes [harmless] N/A No ea is up to one 10-ft. Yes [harmless]	Caster Level: 1 Conjuration (Summoning) Caster Level: 1 Transmutation Caster Level: 1 Evocation [Electricity] Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Conjuration (Creation) [Air] Caster Level: 1 Conjuration (Healing) Caster Level: 1 Conjuration Creation) Caster Level: 1 Transmutation Cold Caster Level: 1 Conjuration Caster Level: 1 Transmutation Cold Caster Level: 1 Conjuration	PHB: p.288 SC: p.216 SC: p.219 SC: p.223 SC: p.228 SC: p.229 SC: p.230 SC: p.235 SC: p.240 SC: p.241

^{* =}Domain/Speciality Spell

Point Buy Spells LEVEL 2

				LEVEL 2					
Name Align Fang	DC 15	Saving Throw Will negates		Duration 1 minute/level	Range Touch	Comp. V,S,DF	Spell Resistance Yes [harmless]	School Transmutation	Source SC: p.9
Effect:		[harmless]	action		Target: Living creat			Caster Level: 1	
Aligns a creature's natural weapon to good-,evil-,lawful-,	or chaot	tic. None; see text	1 standard	1 day/level	Close (25 ft.)	V,S,M	Yes	Enchantment	PHB: p.198
Animal Messenger	10	Hone, see text	action	1 day/level	01030 (23 11.)	v,O,IVI	103	(Compulsion) [Mind-Affecting]	111 <u>5. p.130</u>
Effect:					Target: One Tiny ar	nimal		Caster Level: 1	
Sends a Tiny animal to a specific place. DDDDD Animal Trance	15	Will negates; see text		Concentration	Close (25 ft.)	V,S	Yes	Enchantment	PHB: p.198
			action					(Compulsion) [Mind-Affecting,	
Effect:						nagical bea	asts with Intelligence 1	Sonic] Caster Level: 1	
Fascinates 2d6 HD of animals.		None	1	1 minute/level	or 2 20 ft.	V	Yes [harmless]	Abjuration	SC: p.19
			immediate action						
Effect: Gain temporary respite from the natural effects of a spec	ific plan	e.			Target: One creatur centered on you	e/level in a	20-ft. radius burst	Caster Level: 1	
□□□□□ Balancing Lorecall	15	N/A	1 standard action	1 minute/level [D]	Personal	V,S,M/DF	N/A	Divination	SC: p.23
Effect: Gain +4 insight bonus to balance bonus; see text.					Target: You			Caster Level: 1	
□□□□□ Barkskin		None	1 standard action	10 minutes/level	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: p.203
Effect: Grants +2 enhancement to natural armor. Additional +1 p	or thro	a lavale abova 3rd [may		well	Target: Living creat	ure touched	I	Caster Level: 1	
Bear's Endurance	15	Will negates (harmless)		1 minute/level	Touch	V,S, DF	Yes	Transmutation	PHB: p.203
Effect:		(narmiess)	action		Target: Creature to	uched		Caster Level: 1	
Subject gains +4 to Con for 1 minutes/level. Binding Winds	15	Reflex negates		Concentration	Medium (110 ft.)	V,S	Yes	Evocation [Air]	SC: p.27
Effect:			action		Target: One creatur	е		Caster Level: 1	
Subject can act normally, but it cannot move from it's cur	rent loc 15	ation. N/A		1 round/level	Personal	V,S,M	N/A	Transmutation	SC: p.28
Effect:			action		Target: You			Caster Level: 1	
Gain +6 bonus to Dex, +2 Con, +3 natural armor.		None	1 standard	Instantaneous	Close (25 ft.)	V,S	Yes	Transmutation	SC: p.32
Blinding Spittle			action		Target: One missile		-	Caster Level: 1	
Spit caustic saliva into foes eyes on successful ranged to	uch att	ack. Causes -4 penalty Will negates		Special; see text	Touch	V,S	Yes	Transmutation	SC: p.33
Blood Frenzy	ıυ	vviii riegales	action	opoulai, see tekt					оо. р.оо
Target enters a rage, as its rage special ability, but this rage					Target: Any creatur		- '	Caster Level: 1	
□□□□□ Body of the Sun	15	Reflex half	1 standard action	1 round/level	5 ft.	V,S,DF	Yes	Trasmutation [Fire]SC: p.35
Effect: Fire and light extend 5ft. from caster's body inflicting 1d4	/2 level:	s [max 5d4] points of fire	e damage [R	eflex save for half].	Target: 5 ftradius	emanation (centered on you	Caster Level: 1	
□□□□□ Brambles		None	1 standard action	1 round/level	Touch	V,S,M	No	Trasmutation	SC: p.38
Effect: Small magical thorns/spikes protrude from wooden weap	on; gair	ns a +1 to hit enhancem	ent and dea	s +1/level [max +10] damage.	Target: Wooden we	apon touch	ed	Caster Level: 1	
□□□□□ Briar Web	-	None		1 minute/level	Medium (110 ft.)	V,S,DF	No	Transmutation	SC: p.39
Effect: As entangle, but thorns deal damage each round.					Target: 40-ft-radius	spread.		Caster Level: 1	
DDDD Bull's Strength	15	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S,M/DF	Yes (harmless)	Transmutation	PHB: p.207
Effect: Subject gains +4 to Str for 1 minutes/level.		(namiess)	action		Target: Creature to	uched		Caster Level: 1	
Subject gains +4 to Str for 1 minutes/level.	15	Will negates		1 minute/level [D]	Touch	V,S,F/DF	Yes [harmless]	Transmutation	SC: p.41
Effect:		[harmless]	action		Target: Creature to	uched		Caster Level: 1	
Burrow through earth at 30 ft unless wearing Medium or Camouflage, Mass	heavier 15	Will negates) ft. 10 minutes/level	Medium (110 ft.)	V,S	Yes [harmless]	Transmutation	SC: p.43
Effect:		[harmless]	action		Target: Any number	of creature	es, no two of which can	Caster Level: 1	
As camouflage, except the effect is mobile within the gro Cat's Grace	up. [Bro 15	ken for creatures who r Will negates		ft apart]. 1 minute/level	be more than 60 ft. Touch		Yes	Transmutation	PHB: p.208
Effect:		(harmless)	action		Target: Creature to			Caster Level: 1	
Subject gains +4 to Dex for 1 minutes/level.	15	Will negates (object)	1 standard	7 rounds	Close (25 ft.)	V,S, DF	Yes (object)	Transmutation	PHB: p.209
Chill Metal	13	· · · · · · · · · · · · · · · · · · ·	action	. Todilido				[Cold]	ι.υ. μ.203
Effect: Cold metal damages those who touch it.					of which can be mo metal	re than 30 t	reature/2 levels, no two t. apart; or 25 lbs of	Caster Level: 1	
□□□□□ Cloud Wings	15	Fortitude negates	1 standard	1 hour/level	Touch	V,S	Yes [harmless]	Transmutation	SC: p.49
Effect:		[harmless]	action		Target: Creature to	uched		Caster Level: 1	
Increases fly speed by 30 ft. Countermoon	15	Will negates [D]	1 standard	12 hours	Close (25 ft.)	V,S,M	Yes	Abjuration	SC: p.53
Effect:			action		Target: One lycanth	rope		Caster Level: 1	
Stops lycanthropic shapechanging for 12 hours. Creeping Cold	15	Fortitude half	1 standard	3 rounds	Close (25 ft.)	V,S,F	Yes	Transmutation	SC: p.55
Effect:			action		Target: One creatur	е		[Cold] Caster Level: 1	
Deals progressive damage from cold [+1d6/round]. Daggerspell Stance	15	N/A	1 swift	1 round/level [D]	Personal	V,F	N/A	Abjuration	SC: p.57
Effect:			action		Target: You	*		Caster Level: 1	
Gain +2 insight bonus to hit and damage when you ma 5/magic when full defense.	ke a fu	II attack wielding two d	aggers. Can	deflect spells [SR 5+level] and gain DI				Judior Edvor. 1	
Docomposition		None	1 standard action	1 round/level	50 ft.	V,S,DF	Yes	Necromancy	SC: p.61
Effect: Wounded creatures suffer 3 extra hp/round.			dollori		Target: Living enem	ies within a	50-ftradius emanatio	n Caster Level: 1	
Delay Poison	15	Fortitude negates		1 hour/level	Touch	V,S, DF	Yes (harmless)	Conjuration	PHB: p.217
Effect:		(harmless)	action		Target: Creature to	uched		(Healing) Caster Level: 1	
Stops poison from harming subject for 1 hour/level.	15	Fortitude negates		1 minute/level [D]	Medium (110 ft.)	V,S	Yes	Transmutation	SC: p.76
Effect:			action		Target: One creatur	e		Caster Level: 1	
Reduce a creatures fly speed to 0, airborne creatures fal	to the	ground as if by featherfa None		10 minutes/level [D]	Close (25 ft.)	V,S	Yes [object]	Transmutation	SC: p.76
Effect:			action				rock formation, up to 25		
Doubles Structures HP and increases Hardness to 10.				* =Domain/Speciality Spell	cu. ft./level		, ap to 20		
				-роттанторестанку орен					

				Point Buy Spells					
□□□□□ Easy Trail		None	1 standard action	1 hour/level [D]	40 ft.	V,S	Yes	Abjuration	SC: p.76
Effect: Removes movement penalties through dense brush and in	orooo	on trook DC by E for on			Target: 40-ft. radius	emanation	centered on you	Caster Level: 1	
Embrace the Wild	15	N/A	1 standard	10 minutes/level [D]	Personal	٧	N/A	Transmutation	SC: p.79
Effect:			action		Target: You			Caster Level: 1	
The caster gains an animal's sensory and skills, low-light	vision a	and Scent or Blindsense Fortitude negates		oice. +2 spot and listen checks. 1 hour/level	Touch	V,S	Yes [harmless]	Transmutation	SC: p.92
	10	[harmless]	action	THOUNEVE					00. p.32
Effect: Creatures lose swim speed but gain walk speed of 30 ft.					Target: Willing creat			Caster Level: 1	
□□□□□ Fire Trap	15	Reflex half; see text	10 minutes	Permanent until discharged [D]	Touch	V,S,M	Yes	Abjuration [Fire]	PHB: p.231
Effect: Opened object deals 1d4+1 fire damage.					Target: Object touch	ned		Caster Level: 1	
□□□□□ Flame Blade		None	1 standard action	1 minute/level [D]	0 ft.	V,S, DF	Yes	Evocation [Fire]	PHB: p.231
Effect: Touch attack deals 1d8 +0 fire damage.					Target: Sword-like b	eam		Caster Level: 1	
☐☐☐☐ Flaming Sphere	15	Reflex negates		1 round/level	Medium (110 ft.)	V,S,M/DF	Yes	Evocation [Fire]	PHB: p.232
Effect:			action		Target: 5-ftdiamete	er sphere		Caster Level: 1	
Creates rolling ball of fire, 2d6 damage, lasts 1 round/leve	1.	None	1 standard	10 minutes/level	Medium (110 ft.)	V,S	No	Conjuration	PHB: p.232
Effect:			action		Target: Fog spreads	s in 20-ft ra	adius 20 ft high	(Creation) Caster Level: 1	
Fog obscures vision.	45	Defless helf	4 -4	Itt			-		CC: - 400
□□□□ Frost Breath	15	Reflex half	action	Instantaneous	30 ft.	V,S,M	Yes		SC: p.100
Effect: Breath a cone of cold that deal 1d4/2 caster levels [max 5	d4] and	d creatures are also daz	ed if they fa	iled the Reflex save.	Target: Cone-shape	d burst		Caster Level: 1	
Gust of Wind	15	Fortitude negates	1 standard action	1 round	60 ft.	V,S	Yes	Evocation [Air]	PHB: p.238
Effect:							vere wind emanating	Caster Level: 1	
Blows away or knocks down smaller creatures. Healing Lorecall	15	N/A		10 minutes/level	out from you to the or Personal	V,S,M	the range N/A	Divination	SC: p.110
Effect:			action		Target: You			Caster Level: 1	
Allows caster with Heal ranks to remove other ailments when	nen us	ng Conjuration [Healing None		n also heal more; see text. Instantaneous	Touch	V,S,M	Yes	Necromancy	SC: p.110
Healing Sting			action					•	- 3. p 0
Effect: Inflict 1d12 +1/caster level [max +10] to a living creature a					Target: You and one	ŭ		Caster Level: 1	
□□□□□ Heartfire	15	Fortitude partial	1 standard action	1 round/level	Close (25 ft.)	V,S,DF	Yes	Evocation [Light, Fire]	SC: p.112
Effect: Subjects do benefit from concealment, on failed save they	also t	ake 1d4 fire damage ea	ch round (ha	olf damage on savel	Target: living creatu	res within a	a 5-ftradius burst	Caster Level: 1	
Heat Metal	15	Will negates (object)	1 standard		Close (25 ft.)	V,S, DF	Yes (object)	Transmutation	PHB: p.239
Effect:			action				reature/2 levels, no two	[Fire] Caster Level: 1	
Make metal so hot it damages those who touch it.					of which can be more of metal, all of which		t. apart; or 25 lb./level within a 30-ft. circle		
□□□□□ Hold Animal	15	Will negates; see text	1 standard action	1 round/level [D]; see text	Medium (110 ft.)	V,S	Yes	Enchantment (Compulsion)	PHB: p.241
Effect:					Torget: One enimal			[Mind-Affecting] Caster Level: 1	
Paralyzes one animal for 1 round/level.					Target: One animal				
□□□□□ Kelpstrand		None	1 standard action	1 round/level	Close (25 ft.)	V,S,M	No	Conjuration (Creation)	SC: p.128
Effect: Make ranged attacks against each target; see text					Target: One creatur more than 30 ft. apa		no two of which are	Caster Level: 1	
Listening Lorecall	15	N/A	1 standard action	10 minutes/level	Personal	V,S,DF	N/A	Divination	SC: p.133
Effect:			action		Target: You			Caster Level: 1	
Gain +4 insight bonus on Listen checks; see text. Mark of the Outcast	15	Will negates	1 standard	Permanent	Close (25 ft.)	V,S,DF	Yes	Necromancy	SC: p.138
Effect:			action		Target: One creatur	e		Caster Level: 1	
Creates an indelible mark on the subjects face; see text.	15	N/A	1 etandard	1 round/level	Personal	V,S,F	N/A	Transmutation	SC: p.139
□□□□ Master Air	13	N/A	action	1 Tourid/level		v,0,1	N/A		30. p. 139
Effect: Fly at 90 ft. [or 60 if med or hvy armor].					Target: You			Caster Level: 1	
□□□□ Mountain Stance	15	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S	No	Transmutation	SC: p.144
Effect: As a free action you can root yourself to the ground. Gain	honus	equal to the caster leve	l against gra	apple lift push bull rush over-rup throw	Target: One creatur	е		Caster Level: 1	
trip or otherwise force the creature to move.						V C DE	Van (haaralaan)	F	00: - 440
Nature's Favor	15	Will negates [harmless]	1 swift action	1 minute	Touch	V,S,DF	Yes [harmless]	Evocation	SC: p.146
Effect: Target animal gains attack and damage bonus of +1 for e			at 15th level	l	Target: Animal touc	hed		Caster Level: 1	
One With the Land		N/A		1 hour/level	Personal	V,S	N/A	Transmutation	SC: p.149
Effect: Gain +2 insight bonus to Move Silently, Search, Hide, Sur	vival a	nd Handle Animal chast			Target: You			Caster Level: 1	
Gain +2 insignt bonus to move Silentily, Search, Hide, Sur	vivai a 15	Will negates	1 standard	1 minute/level	Touch	V,S,M/DF	Yes	Transmutation	PHB: p.259
Effect:		(harmless)	action		Target: Creature tou	ıched		Caster Level: 1	
Subject gains +4 to Wis for 1 minutes/level.		None	1 standard	1 hour/level [D]	Touch	V,S	No	Transmutation	PHB: p.269
Effect:			action						
Shrinks one willing animal.	,-	E AS A		10 11 11 11	Huge size		mall, Medium, Large, or		DUD . 072
Resist Energy	15	Fortitude negates (harmless)	1 standard action	10 minutes/level	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: p.272
Effect: Ignores first 0 points of damage/attack from specified energy	rgy typ	e.			Target: Creature tou	ıched		Caster Level: 1	
Restoration, Lesser	15	Will negates (harmless)	3 rounds	Instantaneous	Touch	V,S	Yes (harmless)	Conjuration (Healing)	PHB: p.272
Effect:	70	(Target: Creature to	ıched		Caster Level: 1	
Dispels magical ability penalty or repairs 1d4 ability damaged ability Damaged Saltray	ge. 15	Fortitude partial		Instantaneous	Close (25 ft.)	V,S	Yes	Evocation	SC: p.179
Effect:			action		Target: Ray			Caster Level: 1	
Ranged touch attack deals 1d6 per two caster levels [max	5d6] a	and make a save or be s None		round. 10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation	SC: p.180
Effect:			action				. 20 [10.11.1000]		11.p.,00
					Target: Creature tou			Caster Level: 1	
Bestows Scent ability with all the same powers.							Yes	Divination	00 407
	15	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,M	162	Divination	SC: p.187
Bestows Scent ability with all the same powers. Share Husk Effect:	15			1 minute/level	Touch Target: Animal touc		res	Caster Level: 1	SC: p.187
Bestows Scent ability with all the same powers. Share Husk	15	[harmless] Will negates	action 1 standard	1 minute/level	Target: Animal touc	hed	Yes [harmless]		SC: p.193
Bestows Scent ability with all the same powers.	15	[harmless] Will negates [harmless]	action		Target: Animal touc	hed V,S,M/DF	Yes [harmless]	Caster Level: 1	
Bestows Scent ability with all the same powers. Graph Share Husk Effect: You can sense all the stimuli the target animal senses. Graph Snake's Swiftness, Mass	15	[harmless] Will negates [harmless]	action 1 standard		Target: Animal touc Medium (110 ft.)	hed V,S,M/DF	Yes [harmless]	Caster Level: 1 Transmutation	

				Point Buy Spells					
□□□□□ Soften Earth and Stone		None		Instantaneous	Close (25 ft.) V,S	6, DF	No	Transmutation [Earth]	PHB: p.280
Effect: Turns stone to clay or dirt to sand or mud.			dollori		Target: 10 ft./level square	ire; see te	ext	Caster Level: 1	
DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	15	Will negates (harmless)	1 standard action	10 minutes/level	Touch V,S	5,M '	Yes (harmless)	Transmutation	PHB: p.283
Effect: Grants ability to walk on walls and ceilings.		(namiess)	action		Target: Creature touche	ed		Caster Level: 1	
DDDD Splinterbolt		None		Instantaneous	Close (25 ft.) V,S	5,M I	No	Conjuration	SC: p.203
Effect:		10.00	action		Target: One or more str	reams of		(Creation) Caster Level: 1	
Make ranged attack to hit, on hit deal 4d6 piercing damage	e and t	hreatens on 18-20. See None		1 round/level [D]	Close (25 ft.) V,S	S, DF	No	Conjuration	PHB: p.288
Effect:					Target: One or more cre	eatures, r	no two of which can be	(Summoning) Caster Level: 1	
Calls creature to fight.		None	1 round	Concentration + 2 rounds	more than 30 ft. apart Close (25 ft.) V,S	S,M/DF	No	Conjuration	PHB: p.289
Effect:					Target: One swarm of b	ats, rats,	, or spiders	(Summoning) Caster Level: 1	
Summons swarm of bats, rats, or spiders.		None	1 round	10 minutes/level [D]	Medium (110 ft.) V,S	5,M '	Yes [harmless]		SC: p.217
Effect:					Target: One creature			[Water] Caster Level: 1	
Gain swim speed and +8 to Swim checks. Tiger's Tooth		None	1 swift	1 round	Living creature V		No	Transmutation	SC: p.221
Effect:			action		touched Target: You			Caster Level: 1	
As greater magic fang.	15	Will negates	10 minutes	1 hour/level	Touch V,S	S,DF	Yes [harmless]	Enchantment	SC: p.221
		[harmless]						(Charm) [Mind-Affecting]	
Effect: You temporarily boost the number of tricks that an animal	knows				Target: Animal touched			Caster Level: 1	
□□□□□Tree Shape		None	1 standard action	1 hour/level [D]	Personal V,S	6, DF	No	Transmutation	PHB: p.296
Effect: You look exactly like a tree for 1 hour/level.					Target: You			Caster Level: 1	
□□□□□ Warp Wood	15	Will negates (object)	1 standard action	Instantaneous	Close (25 ft.) V,S	3 '	Yes (object)	Transmutation	PHB: p.300
Effect: Bends wood [shaft, handle, door, plank].					Target: One Small wood	den objed	ct/level, all within a	Caster Level: 1	
□□□□ Wings of Air		None	1 standard action	1 minute/level	Touch V	ı	No	Transmutation	SC: p.240
Effect: Manuverability improves by one step.			doubii		Target: Winged creature	e touched	d	Caster Level: 1	
□□□□ Winter's Embrace	15	Fortitude negates	1 standard action	1 round/level	Close (25 ft.) V,S	3 '	Yes	Evocation [Cold]	SC: p.241
Effect: Creature fails it's save takes 1d8 cold damage each round	l· coo t	avt	dollori		Target: One creature			Caster Level: 1	
Wood Shape	15		1 standard action	Instantaneous	Touch V,S	5, DF	Yes (object)	Transmutation	PHB: p.303
Effect:			action		Target: One touched pie	ece of wo	ood no larger than 10	Caster Level: 1	
Rearranges wooden objects to suit you. Wracking Touch	15	Fortitude half		Instantaneous	Touch V,S	3 '	Yes	Necromancy	SC: p.243
Effect:			action		Target: Creature touche	ed		Caster Level: 1	
		:6			•				
Deal 1d6 +1 per caster level [max +10] plus you get sneak Deal 1d6 +1 per caster level [max +10] plus you get sneak	attack 15	damage if you possess Fort half	1 standard	1 rounds	Medium (110 ft.) V,S		No	Conjuration [Cold]	Custom: Frostburn
Deal 1d6 +1 per caster level [max +10] plus you get sneak "" Zone of Glacial Cold Effect:				1 rounds	-		No	Conjuration [Cold] Caster Level: 1	Custom: Frostburn Pg.106
Deal 1d6 +1 per caster level [max +10] plus you get sneak			1 standard		Medium (110 ft.) V,S		No		
Deal 1d6 +1 per caster level [max +10] plus you get sneak Cold Effect: Zone deals 1d6 cold damage each round.	15	Fort half	1 standard action	LEVEL 3	Medium (110 ft.) V,S Target: 20-ftradius	S,M		Caster Level: 1	Pg.106
Deal 1d6 +1 per caster level [max +10] plus you get sneak "" Zone of Glacial Cold Effect:		Fort half Saving Throw Will negates	1 standard action Time 1 standard		Medium (110 ft.) V,S Target: 20-ftradius	5,M	Spell Resistance	Caster Level: 1	
Deal 1d6 +1 per caster level [max +10] plus you get sneak Cold Effect: Zone deals 1d6 cold damage each round. Name Air Breathing Effect:	15 DC	Fort half Saving Throw	1 standard action	LEVEL 3	Medium (110 ft.) V,S Target: 20-ftradius	emp.	Spell Resistance Yes [harmless]	Caster Level: 1	Pg.106 Source
Deal 1d6 +1 per caster level [max +10] plus you get sneak Cold Effect: Zone deals 1d6 cold damage each round. Name Air Breathing	15 DC	Saving Throw Will negates [harmless] Will negates	1 standard action Time 1 standard action 1 standard	LEVEL 3	Medium (110 ft.) V.S Target: 20-ftradius Range Coi Touch S,M Target: Living creatures	mp. :	Spell Resistance Yes [harmless]	Caster Level: 1 School Transmutation	Pg.106 Source
Deal 1d6 +1 per caster level [max +10] plus you get sneak Column Zone of Glacial Cold Effect: Zone deals 1d6 cold damage each round. Name Air Breathing Effect: Grants creatures the ability to breath air. Align Fang, Mass Effect:	DC 16	Saving Throw Will negates [harmless]	1 standard action Time 1 standard action	LEVEL 3 Duration 2 hours/level; see text	Medium (110 ft.) V,S Target: 20-ftradius Range Coi Touch S,N Target: Living creatures Close (25 ft.) V,S Target: One or more cre	omp. :	Spell Resistance Yes [harmless]	Caster Level: 1 School Transmutation Caster Level: 1	Pg.106 Source SC: p.8
Deal 1d6 +1 per caster level [max +10] plus you get sneak	DC 16	Saving Throw Will negates [harmless] Will negates	1 standard action Time 1 standard action 1 standard action 1 standard	LEVEL 3 Duration 2 hours/level; see text 1 minute/level	Range Con Touch S,M Target: Living creatures Close (25 ft.) V,S Target: One or more cremore than 30 ft. apart	omp. :	Spell Resistance Yes [harmless] Yes [harmless] no two of which are	Caster Level: 1 School Transmutation Caster Level: 1 Transmutation	Pg.106 Source SC: p.8
Deal 1d6 +1 per caster level [max +10] plus you get sneak	DC 16 16	Saving Throw Will negates [harmless] Will negates [harmless]	1 standard action Time 1 standard action 1 standard action 1 standard action	LEVEL 3 Duration 2 hours/level; see text 1 minute/level	Range Con Touch S,M Target: Living creatures Close (25 ft.) V,S Target: One or more cremore than 30 ft. apart	mp. : M/DF stouched	Spell Resistance Yes [harmless] Yes [harmless] no two of which are	Caster Level: 1 School Transmutation Caster Level: 1 Transmutation Caster Level: 1	Pg.106 Source SC: p.8 SC: p.9
Deal 1d6 +1 per caster level [max +10] plus you get sneak Column Zone of Glacial Cold Effect: Zone deals 1d6 cold damage each round. Name Name Air Breathing Effect: Grants creatures the ability to breath air. Align Fang, Mass Effect: Same as algin fang, but on multiple creatures. Attune Form	DC 16 16	Saving Throw Will negates [harmless] Will negates [harmless]	1 standard action Time 1 standard action 1 standard action 1 standard action 3. 1 standard action 1 standard action	LEVEL 3 Duration 2 hours/level; see text 1 minute/level	Medium (110 ft.) V,S Target: 20-ftradius Range Coi Touch S,N Target: Living creatures Close (25 ft.) V,S Target: One or more cre more than 30 ft. apart Touch V,S	mp. stouched	Spell Resistance Yes [harmless] Yes [harmless] no two of which are	Caster Level: 1 School Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1	Pg.106 Source SC: p.8 SC: p.9
Deal 1d6 +1 per caster level [max +10] plus you get sneak	DC 16 16 16 16 16	Saving Throw Will negates [harmless] Will negates [harmless] N/A negating harmful effects N/A	1 standard action Time 1 standard action 1 standard action 1 standard action 1 standard action 5.	LEVEL 3 Duration 2 hours/level; see text 1 minute/level 24 hours	Medium (110 ft.) V.S Target: 20-ftradius Range Coi Touch S.M Target: Living creatures Close (25 ft.) V,S Target: One or more cre more than 30 ft. apart Touch V,S Target: One creature/3 I	mp. stouched	Spell Resistance Yes [harmless] Yes [harmless] no two of which are N/A	Caster Level: 1 School Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1	Source SC: p.8 SC: p.9
Deal 1d6 +1 per caster level [max +10] plus you get sneak Compact of Glacial Cold Effect: Zone deals 1d6 cold damage each round. Name Air Breathing Effect: Grants creatures the ability to breath air. Align Fang, Mass Effect: Same as algin fang, but on multiple creatures. Attunes the affected creatures to the plane you are current Compact of the Werewolf	DC 16 16 16 16 16	Saving Throw Will negates [harmless] Will negates [harmless] N/A negating harmful effects N/A te attack. Will negates	1 standard action Time 1 standard action 1 standard action 1 standard action 5. 1 standard action 1 standard action	LEVEL 3 Duration 2 hours/level; see text 1 minute/level 24 hours	Medium (110 ft.) V.S. Target: 20-ftradius Range Cor Touch S,M Target: Living creatures Close (25 ft.) V,S Target: One or more cre more than 30 ft. apart Touch V,S. Target: One creature/3 M Personal V,S	s,M	Spell Resistance Yes [harmless] Yes [harmless] no two of which are N/A	School Transmutation Caster Level: 1	Source SC: p.8 SC: p.9
Deal 1d6 +1 per caster level [max +10] plus you get sneak	DC 16 16 16 Sain Bi	Fort half Saving Throw Will negates [harmless] Will negates [harmless] N/A negating harmful effects N/A te attack.	1 standard action Time 1 standard action 1 standard action 1 standard action 5. 1 standard action	LEVEL 3 Duration 2 hours/level; see text 1 minute/level 24 hours	Range Con Touch S,M Target: 20-ftradius Range Con Touch S,M Target: Living creatures Close (25 ft.) V,S Target: One or more creore than 30 ft. apart Touch V,S Target: One creature/3 l Personal V,S Target: You	s,M	Spell Resistance Yes [harmless] Yes [harmless] Yes [harmless] no two of which are N/A	School Transmutation Caster Level: 1	Pg.106 Source SC: p.8 SC: p.9 SC: p.17
Deal 1d6 +1 per caster level [max +10] plus you get sneak	DC 16 16 16 Sain Bi	Saving Throw Will negates [harmless] Will negates [harmless] N/A negating harmful effects N/A te attack. Will negates	1 standard action Time 1 standard action	LEVEL 3 Duration 2 hours/level; see text 1 minute/level 24 hours	Range Con Touch S,M Target: Living creatures Close (25 ft.) V,S Target: One or more cremore than 30 ft. apart Touch V,S Target: One creature/3 I Personal V,S Target: You Touch V,S	s,M stouched stouched s,DF seatures, r s,M/DF slevels s,M some	Spell Resistance Yes [harmless] Yes [harmless] Yes [harmless] no two of which are N/A	Caster Level: 1 School Transmutation Caster Level: 1 Evocation	Pg.106 Source SC: p.8 SC: p.9 SC: p.17
Deal 1d6 +1 per caster level [max +10] plus you get sneak	15 DC 16 16 16 16 16 16 16 16 16	Saving Throw Will negates [harmless] Will negates [harmless] N/A negating harmful effects N/A Will negates [harmless] Reflex half	1 standard action Time 1 standard action 1 round	LEVEL 3 Duration 2 hours/level; see text 1 minute/level 24 hours 1 round/level 1 minute/level	Range Con Touch S,M Target: 20-ftradius Range Con Touch S,M Target: Living creatures Close (25 ft.) V,S Target: One or more cremore than 30 ft. apart Touch V,S Target: One creature/3 I Personal V,S Target: You Touch V,S Target: Creature touche Medium (110 ft.) V,S Target: One or more 30	mmp. : www.mp. : www	Spell Resistance Yes [harmless] Yes [harmless] no two of which are N/A N/A Yes [harmless]	Caster Level: 1 School Transmutation Caster Level: 1	Source SC: p.8 SC: p.9 SC: p.17 SC: p.29 SC: p.32
Deal 1d6 +1 per caster level [max +10] plus you get sneak	15 DC 16 16 16 16 16 16 16 16 16	Saving Throw Will negates [harmless] N/A negating harmful effects N/A te attack. Will negates [harmless] Reflex half er bolt] from sky; 3d10 ir None and Reflex	1 standard action Time 1 standard action	LEVEL 3 Duration 2 hours/level; see text 1 minute/level 24 hours 1 round/level 1 minute/level	Medium (110 ft.) V.S Target: 20-ftradius Range Con Touch S,M Target: Living creatures Close (25 ft.) V,S Target: One or more cre more than 30 ft. apart Touch V,S Target: One creature/3 l Personal V,S Target: You Touch V,S Target: Creature touche Medium (110 ft.) V,S	mmp. : : s touched to touched s touched	Spell Resistance Yes [harmless] Yes [harmless] Yes [harmless] no two of which are N/A N/A Yes [harmless] Yes vertical lines of	Caster Level: 1 School Transmutation Caster Level: 1 Evocation [Electricity] Caster Level: 1	Source SC: p.8 SC: p.9 SC: p.17 SC: p.29 SC: p.32
Deal 1d6 +1 per caster level [max +10] plus you get sneak	DC 16 16 16 16 16 16 16 16 16 16 16 16	Saving Throw Will negates [harmless] Will negates [harmless] N/A negating harmful effects N/A te attack. Will negates [harmless] Reflex half er boit] from sky; 3d10 in None and Reflex partial; see text	1 standard action Time 1 standard action 1 round 1 outdoors si 1 standard action	LEVEL 3 Duration 2 hours/level; see text 1 minute/level 24 hours 1 round/level 1 minute/level 1 minute/level tormy area. 1 round/level	Medium (110 ft.) V.S. Target: 20-ftradius Range Con Touch S,M. Target: Living creatures Close (25 ft.) V,S. Target: One or more cre more than 30 ft. apart Touch V,S. Target: One creature/3 ft. Personal V,S. Target: You Touch V,S. Target: Creature touche Medium (110 ft.) V,S. Target: One or more 30 lightning	mmp. : : s touched to touched s touched	Spell Resistance Yes [harmless] Yes [harmless] Yes [harmless] no two of which are N/A N/A Yes [harmless] Yes vertical lines of	Caster Level: 1 School Transmutation Caster Level: 1 Evocation [Electricity] Caster Level: 1	Pg.106 Source SC: p.8 SC: p.9 SC: p.17 SC: p.29 SC: p.32 PHB: p.207
Deal 1d6 +1 per caster level [max +10] plus you get sneak	DC 16 16 16 16 16 16 16 16 16 16 16 16	Saving Throw Will negates [harmless] Will negates [harmless] N/A negating harmful effects N/A te attack. Will negates [harmless] Reflex half er bolt] from sky; 3d10 ir None and Reflex partial; see text Will negates Will negates Will negates Will negates Will negates	1 standard action Time 1 standard action 1 trandard action 1 round 1	LEVEL 3 Duration 2 hours/level; see text 1 minute/level 24 hours 1 round/level 1 minute/level 1 minute/level tormy area. 1 round/level	Medium (110 ft.) V.S. Target: 20-ftradius Range Col Touch S.M. Target: Living creatures Close (25 ft.) V.S. Target: One or more creore than 30 ft. apart Touch V.S. Target: One creature/3 I Personal V.S. Target: You Touch V.S. Target: Creature touche Medium (110 ft.) V.S. Target: One or more 30 lightning Medium (110 ft.) V.S. Target: 5-ftdiameter	S,M	Spell Resistance Yes [harmless] Yes [harmless] Yes [harmless] no two of which are N/A N/A Yes [harmless] Yes vertical lines of	Caster Level: 1 School Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Evocation [Electricity] Caster Level: 1 Evocation [Air] Caster Level: 1	Pg.106 Source SC: p.8 SC: p.9 SC: p.17 SC: p.29 SC: p.32 PHB: p.207
Deal 1d6 +1 per caster level [max +10] plus you get sneak	DC 16 16 16 Sain Bi 16 16 any cr 16	Saving Throw Will negates [harmless] N/A negating harmful effects N/A te attack. Will negates [harmless] Reflex half er bolt] from sky; 3d10 in None and Reflex partial; see text eature it encounters as Will negates [harmless]	1 standard action Time 1 standard action 1 standard action 1 standard action 3 standard action 1 standard action 1 round 1 ro	LEVEL 3 Duration 2 hours/level; see text 1 minute/level 24 hours 1 round/level 1 minute/level 1 minute/level tormy area. 1 round/level caster. Movement 30 ft]; see text 1 round/level [D]	Medium (110 ft.) V.S. Target: 20-ftradius Range Col Touch S.M. Target: Living creatures Close (25 ft.) V.S. Target: One or more creore than 30 ft. apart Touch V.S. Target: One creature/3 I Personal V.S. Target: You Touch V.S. Target: Creature touche Medium (110 ft.) V.S. Target: One or more 30 lightning Medium (110 ft.) V.S. Target: 5-ftdiameter	S,M I MODE to touched touched to touched touc	Spell Resistance Yes [harmless] I Yes [harmless] no two of which are N/A N/A Yes [harmless] Yes vertical lines of Yes	Caster Level: 1 School Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Evocation [Electricity] Caster Level: 1 Evocation [Air] Caster Level: 1	Source SC: p.8 SC: p.9 SC: p.17 SC: p.29 SC: p.32 PHB: p.207 SC: p.43
Deal 1d6 +1 per caster level [max +10] plus you get sneak	DC 16 16 16 Sain Bi 16 16 any cr 16	Saving Throw Will negates [harmless] N/A negating harmful effects N/A te attack. Will negates [harmless] Reflex half er bolt] from sky; 3d10 in None and Reflex partial; see text eature it encounters as Will negates [harmless]	1 standard action Time 1 standard action 1 round 1 outdoors si 1 standard action directed by 1 standard action directed by 1 standard action action action 1 standard action action	LEVEL 3 Duration 2 hours/level; see text 1 minute/level 24 hours 1 round/level 1 minute/level 1 minute/level tormy area. 1 round/level caster. Movement 30 ft]; see text 1 round/level [D]	Range Con Touch S,N Target: 20-ftradius Range Con Touch S,N Target: Living creatures Close (25 ft.) V,S Target: One or more creature touche N,S Target: One creature/3 I Personal V,S Target: You Touch V,S Target: Creature touche Medium (110 ft.) V,S Target: One or more 30 lightning Medium (110 ft.) V,S Target: 5-ftdiameter	S,M I I I I I I I I I I I I I I I I I I I	Spell Resistance Yes [harmless] I Yes [harmless] no two of which are N/A N/A Yes [harmless] Yes vertical lines of Yes	Caster Level: 1 School Transmutation Caster Level: 1 Evocation [Electricity] Caster Level: 1 Evocation [Air] Caster Level: 1 Transmutation	Source SC: p.8 SC: p.9 SC: p.17 SC: p.29 SC: p.32 PHB: p.207 SC: p.43
Deal 1d6 +1 per caster level [max +10] plus you get sneak	DC 16 16 16 16 16 16 16 16 16 16 16 16 16	Saving Throw Will negates [harmless] Will negates [harmless] N/A negating harmful effects N/A te attack. Will negates [harmless] Reflex half ar bolt] from sky; 3d10 in None and Reflex partial; see text eature it encounters as Will negates [harmless]	1 standard action Time 1 standard action 1 round 1 outdoors si 1 standard action directed by 1 standard action directed by 1 standard action action action 1 standard action action	LEVEL 3 Duration 2 hours/level; see text 1 minute/level 24 hours 1 round/level 1 minute/level tormy area. 1 round/level caster. Movement 30 ft]; see text 1 round/level [D] amage. Also gain +4 Natural Armor.	Range Con Touch S,N Target: 20-ftradius Range Con Touch S,N Target: Living creatures Close (25 ft.) V,S Target: One or more cre more than 30 ft. apart Touch V,S Target: One creature/3 I Personal V,S Target: You Touch V,S Target: Creature touche Medium (110 ft.) V,S Target: One or more 30 lightning Medium (110 ft.) V,S Target: 5-ftdiameter Touch V,S Target: Living creature te	S,M I I I I I I I I I I I I I I I I I I I	Spell Resistance Yes [harmless] Yes [harmless] no two of which are N/A N/A Yes [harmless] Yes vertical lines of Yes	Caster Level: 1 School Transmutation Caster Level: 1 Evocation Caster Level: 1 Evocation [Air] Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1	Source SC: p.8 SC: p.9 SC: p.29 SC: p.32 PHB: p.207 SC: p.43 SC: p.45
Deal 1d6 +1 per caster level [max +10] plus you get sneak	DC 16 16 16 16 16 16 16 16 16 16 16 16 16	Saving Throw Will negates [harmless] Will negates [harmless] N/A negating harmful effects N/A te attack. Will negates [harmless] Reflex half ar bolt] from sky; 3d10 in None and Reflex partial; see text eature it encounters as Will negates [harmless]	1 standard action Time 1 standard action 1 round 1 outdoors single standard action 1 standard action	LEVEL 3 Duration 2 hours/level; see text 1 minute/level 24 hours 1 round/level 1 minute/level tormy area. 1 round/level caster. Movement 30 ft]; see text 1 round/level [D] amage. Also gain +4 Natural Armor.	Range Con Touch S,M Target: 20-ftradius Range Con Touch S,M Target: Living creatures Close (25 ft.) V,S Target: One or more cre more than 30 ft. apart Touch V,S Target: One creature/3 I Personal V,S Target: You Touch V,S Target: Creature touche Medium (110 ft.) V,S Target: One or more 30 lightning Medium (110 ft.) V,S Target: 5-ftdiameter Touch V,S Target: Living creature t Personal V,S	S,M	Spell Resistance Yes [harmless] Yes [harmless] no two of which are N/A N/A Yes [harmless] Yes vertical lines of Yes	Caster Level: 1 School Transmutation Caster Level: 1 Evocation [Electricity] Caster Level: 1 Evocation [Air] Caster Level: 1 Transmutation Caster Level: 1 Divination	Source SC: p.8 SC: p.9 SC: p.17 SC: p.29 SC: p.32 PHB: p.207 SC: p.45 SC: p.46
Deal 1d6 +1 per caster level [max +10] plus you get sneak	15 DC 16 16 16 16 16 16 16 16 16 16 16 18 used 16	Saving Throw Will negates [harmless] Will negates [harmless] N/A negating harmful effects N/A te attack. Will negates [harmless] Reflex half er bolt] from sky; 3d10 ir None and Reflex partial; see text will negates [harmless] see text Will negates [harmless] as part of a charge it do N/A	1 standard action Time 1 standard action 1 round	LEVEL 3 Duration 2 hours/level; see text 1 minute/level 24 hours 1 round/level 1 minute/level 1 minute/level tormy area. 1 round/level coaster. Movement 30 ft]; see text 1 round/level [D] amage. Also gain +4 Natural Armor. Instantaneous	Range Con Touch S,M Target: 20-ftradius Range Con Touch S,M Target: Living creatures Close (25 ft.) V,S Target: One or more cre more than 30 ft. apart Touch V,S Target: One creature/3 ft Personal V,S Target: You Touch V,S Target: Creature touche Medium (110 ft.) V,S Target: 5-ftdiameter Touch V,S Target: Living creature t Personal V,S Target: Living creature t Personal V,S Target: Living creature t Personal V,S Target: You	66,M	Spell Resistance Yes [harmless] Yes [harmless] no two of which are N/A Yes [harmless] Yes vertical lines of Yes Yes	Caster Level: 1 School Transmutation Caster Level: 1 Evocation [Electricity] Caster Level: 1 Evocation [Air] Caster Level: 1 Transmutation Caster Level: 1 Divination Caster Level: 1	Source SC: p.8 SC: p.9 SC: p.17 SC: p.29 SC: p.32 PHB: p.207 SC: p.45 SC: p.46
Deal 1d6 +1 per caster level [max +10] plus you get sneak	15 DC 16 16 16 16 16 16 16 16 16 16 16 18 used 16	Saving Throw Will negates [harmless] Will negates [harmless] N/A negating harmful effects N/A te attack. Will negates [harmless] Reflex half er bolt] from sky; 3d10 ir None and Reflex partial; see text will negates [harmless] see text Will negates [harmless] as part of a charge it do N/A	1 standard action Time 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action 1 round 1 outdoors standard action 1 round 1 standard action 1 round 1 standard action	LEVEL 3 Duration 2 hours/level; see text 1 minute/level 24 hours 1 round/level 1 minute/level 1 minute/level tormy area. 1 round/level coaster. Movement 30 ft]; see text 1 round/level [D] amage. Also gain +4 Natural Armor. Instantaneous	Range Con Touch S,M Target: 20-ftradius Range Con Touch S,M Target: Living creatures Close (25 ft.) V,S Target: One or more or more than 30 ft. apart Touch V,S Target: One creature/3 I Personal V,S Target: You Touch V,S Target: Creature touche Medium (110 ft.) V,S Target: One or more 30 lightning Medium (110 ft.) V,S Target: 5-ftdiameter Touch V,S Target: Living creature t Personal V,S Target: Living creature t Personal V,S Target: Living creature t Personal V,S Target: You	S,M	Spell Resistance Yes [harmless] I Yes [harmless] no two of which are N/A N/A Yes [harmless] Yes vertical lines of Yes N/A Yes	Caster Level: 1 School Transmutation Caster Level: 1 Evocation [Electricity] Caster Level: 1 Evocation [Air] Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Divination Caster Level: 1 Necromancy [Evil]	Pg.106 Source SC: p.8 SC: p.9 SC: p.17 SC: p.29 SC: p.32 PHB: p.207 SC: p.43 SC: p.45 SC: p.46 PHB: p.213
Deal 1d6 +1 per caster level [max +10] plus you get sneak	15 DC 16 16 16 16 16 16 16 16 16 16	Saving Throw Will negates [harmless] Will negates [harmless] N/A negating harmful effects N/A te attack. Will negates [harmless] Reflex half er bolt] from sky; 3d10 ir None and Reflex partial; see text eature it encounters as Will negates [harmless] as part of a charge it do N/A Fortitude negates Fortitude negates	1 standard action Time 1 standard action 1 tround 1 round 1 standard action	LEVEL 3 Duration 2 hours/level; see text 1 minute/level 24 hours 1 round/level 1 minute/level 1 minute/level tormy area. 1 round/level [D] amage. Also gain +4 Natural Armor. Instantaneous I round/level [D]	Medium (110 ft.) V.S. Target: 20-ftradius Range Con Touch S.M. Target: Living creatures Close (25 ft.) V.S. Target: One or more cre more than 30 ft. apart Touch V.S. Target: One creature/3 I Personal V.S. Target: You Touch V.S. Target: Creature touche Medium (110 ft.) V.S. Target: One or more 30 lightning Medium (110 ft.) V.S. Target: 5-ftdiameter Touch V.S. Target: Living creature t Personal V.S. Target: You Touch V.S. Target: Living creature t 10 ft. V.S. Target: 20-ftradius spn	S,M	Spell Resistance Yes [harmless] I Yes [harmless] no two of which are N/A N/A Yes [harmless] Yes vertical lines of Yes N/A Yes	Caster Level: 1 School Transmutation Caster Level: 1 Evocation [Electricity] Caster Level: 1 Evocation [Air] Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Divination Caster Level: 1 Necromancy [Evil] Caster Level: 1	Pg.106 Source SC: p.8 SC: p.9 SC: p.17 SC: p.29 SC: p.32 PHB: p.207 SC: p.43 SC: p.45 SC: p.46 PHB: p.213
Deal 1d6 +1 per caster level [max +10] plus you get sneak	15 DC 16 16 16 16 16 16 16 16 16 16	Saving Throw Will negates [harmless] N/A negating harmful effects N/A te attack. Will negates [harmless] Reflex half er bolt] from sky; 3d10 in None and Reflex partial; see text eature it encounters as Will negates [harmless] as part of a charge it do N/A Fortitude negates for effect. Creatures so	1 standard action Time 1 standard action 1 round 2 standard action 1 standard action	LEVEL 3 Duration 2 hours/level; see text 1 minute/level 24 hours 1 round/level 1 minute/level 1 minute/level tormy area. 1 round/level [D] amage. Also gain +4 Natural Armor. Instantaneous 1 round/level [D]	Medium (110 ft.) V.S. Target: 20-ftradius Range Con Touch S.M. Target: Living creatures Close (25 ft.) V.S. Target: One or more or more than 30 ft. apart Touch V.S. Target: One creature/3 I Personal V.S. Target: You Touch V.S. Target: Creature touche Medium (110 ft.) V.S. Target: One or more 30 lightning Medium (110 ft.) V.S. Target: 5-ftdiameter Touch V.S. Target: Living creature t Personal V.S. Target: Living creature t Personal V.S. Target: You Touch V.S. Target: Living creature t On the V.S. Target: Living creature t Touch V.S. Target: Living creature t	6,M	Spell Resistance Yes [harmless] Yes [harmless] N/A N/A Yes [harmless] Yes Yes Wettical lines of Yes N/A Yes Yes	Caster Level: 1 School Transmutation Caster Level: 1 Evocation [Electricity] Caster Level: 1 Evocation [Air] Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Evocation [Caster Level: 1 Divination Caster Level: 1 Evocation [Cold] Caster Level: 1 Evocation [Cold] Caster Level: 1	Pg.106 Source SC: p.8 SC: p.9 SC: p.17 SC: p.29 SC: p.32 PHB: p.207 SC: p.45 SC: p.46 PHB: p.213 SC: p.52
Deal 1d6 +1 per caster level [max +10] plus you get sneak	15 DC 16 16 16 16 16 16 16 16 16 16	Saving Throw Will negates [harmless] Will negates [harmless] N/A negating harmful effects N/A te attack. Will negates [harmless] Reflex half er bolt] from sky; 3d10 ir None and Reflex partial; see text eature it encounters as Will negates [harmless] as part of a charge it do N/A Fortitude negates Fortitude negates	1 standard action Time 1 standard action 1 round 2 standard action 1 standard action	LEVEL 3 Duration 2 hours/level; see text 1 minute/level 24 hours 1 round/level 1 minute/level 1 minute/level tormy area. 1 round/level [D] amage. Also gain +4 Natural Armor. Instantaneous I round/level [D]	Medium (110 ft.) V.S. Target: 20-ftradius Range Con Touch S.M. Target: Living creatures Close (25 ft.) V.S. Target: One or more cre more than 30 ft. apart Touch V.S. Target: One creature/3 I Personal V.S. Target: You Touch V.S. Target: Creature touche Medium (110 ft.) V.S. Target: One or more 30 lightning Medium (110 ft.) V.S. Target: 5-ftdiameter Touch V.S. Target: Living creature t Personal V.S. Target: You Touch V.S. Target: Living creature t 10 ft. V.S. Target: 20-ftradius spn	S,M	Spell Resistance Yes [harmless] I Yes [harmless] no two of which are N/A N/A Yes [harmless] Yes vertical lines of Yes Yes Yes Yes	Caster Level: 1 School Transmutation Caster Level: 1 Evocation [Electricity] Caster Level: 1 Evocation [Air] Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Divination Caster Level: 1 Necromancy [Evil] Caster Level: 1 Evocation [Cold]	Pg.106 Source SC: p.8 SC: p.9 SC: p.17 SC: p.29 SC: p.32 PHB: p.207 SC: p.45 SC: p.46 PHB: p.213 SC: p.52

* =Domain/Speciality Spell

Target: 40-ft.-radius spread

Medium (110 ft.) V,S

Target: One structure or construct

Yes [object]

Transmutation

Caster Level: 1

SC: p.56

Effect:
All who are in the effect have -4 to listen. Spellcasters are distracted.

Crumble

16 Fortitude half [object]

1 standard Instantaneous action

Effect:
Deal 1d8/level [max 10d8] damage to structure, ignoring hardness; see text.

				Point Buy Spells					
Cure Moderate Wounds	16	Will half (harmless); see text		Instantaneous	Touch Target: Creature tou	V,S iched	Yes (harmless); see text	Conjuration (Healing) Caster Level: 1	PHB: p.216
Cures 2d8 +1/level [max +10] damage. Daylight Effect:		None	1 standard action	10 minutes/level [D]	Touch Target: Object touch	V,S ned	No	Evocation [Light] Caster Level: 1	PHB: p.216
60-ft. radius of bright light. Dehydrate Effect:	16	Fortitude negates	1 standard action	Instantaneous	Medium (110 ft.) Target: One living cr	V,S,DF reature	Yes	Necromancy Caster Level: 1	SC: p.62
Deal 1d6 plus 1/3 caster levels [max +5]. Diminish Plants Effect:		None	1 standard action	Instantaneous		V,S, DF	No	Transmutation Caster Level: 1	PHB: p.221
Reduces size or blights growth of normal plants. Dominate Animal	16	Will negates	1 round	1 round/level		V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.224
Effect: Subject animal obeys silent mental commands. DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	16	Reflex partial; see text		Instantaneous	Target: One animal Long (440 ft.)	V,S,M	Yes	Caster Level: 1 Evocation [Air]	SC: p.72
Effect: Either send a flying creature down 50 ft. or 100 ft. They to	ake fall	damage if they collide w	action	nd [1d6 per 10 ft]	Target: Cylinder [20-	-ft. radius, 1	100 ft. high]	Caster Level: 1	
Effect:	16	Will negates [harmless]	1 standard action	1 minute/level	Touch Target: Living creatu	V,S,M ure touched	Yes [harmless]	Abjuration [Earth] Caster Level: 1	SC: p.76
Earth and stone damage is treated as nonlethal [includes	16	Reflex half	1 standard action	Instantaneous	Target: All creatures	V,S within a 20	Yes 0-ftradius burst	Evocation [Choose:Acid, Cold, Fire, Electricity, Sonic] Caster Level: 1	SC: p.81
Choose a energy type and it causes 1d8 +1/caster level as well.	16	Fortitude negates	1 swift	1 round/level [D]	•	V,S,F	Yes [harmless]	Transmutation	SC: p.83
Effect: Each time you successfully strike foe you can start a gra		[harmless,object]	action		Target: Quarterstaff		res (namiess)	Caster Level: 1	30. μ.σ3
[lethal or nonlethal]; see text Graph Fire Wings Effect:	16	N/A	1 round	1 minute/level	Personal Target: You	V,S,M,F	N/A	Transmutation [Fire] Caster Level: 1	SC: p.93
Attack or Fly; see text.	16	N/A	1 swift action	1 round	Personal	V	N/A	Transmutation	SC: p.96
This spell functions like fly, except as noted.	16	N/A	1 standard	1 hour/level [D]	Target: You Personal	V,S	N/A	Caster Level: 1 Transmutation	SC: p.98
Effect:			action		Target: You	.,-		Caster Level: 1	
Grants +10 competence bonus on Hide and Move Silenti Giant's Wrath Effect:	ly check	None	1 swift action	1 round/level	Personal Target: One pebble/	V,S,M 3 levels	No	Transmutation [Earth] Caster Level: 1	SC: p.105
Pebbles become boulders; see text Girallon's Blessing	16	Fortitude negates		10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation	SC: p.106
		[harmless]	action						
Effect: Gain an additional pair of arms; see text					Target: Creature tou	iched		Caster Level: 1	
Gain an additional pair of arms; see text Heatstroke Effect:	16	Fortitude partial	action	Instantaneous	-	V,S	Yes [harmless]	Caster Level: 1 Transmutation Caster Level: 1	SC: p.113
Gain an additional pair of arms; see text		·	action ith or withou		Medium (110 ft.) Target: One Creatur Close (25 ft.)	V,S re V,S	Yes [harmless]	Transmutation Caster Level: 1 Evocation [Cold]	SC: p.113
Gain an additional pair of arms; see text	ed], take 16	es 2d6 nonlethal heat [w Fortitude partial	action ith or without 1 standard action negates fat	ut save]. Instantaneous	Medium (110 ft.) Target: One Creature Close (25 ft.) Target: One creature Medium (110 ft.)	V,S ee V,S e		Transmutation Caster Level: 1 Evocation [Cold] Caster Level: 1 Conjuration (Creation)	
Gain an additional pair of arms; see text Heatstroke Effect: Target becomes fatigued [if fatigued it becomes exhauste Hypothermia Effect: Deals 1d6 per caster level [max 10d6] and becomes fatigued it bec	ed], take 16 gued. Sa 16	es 2d6 nonlethal heat [w Fortitude partial ave halves damage and Fortitude partial s 6d6 points, make save	action ith or without 1 standard action negates fat 1 standard action or be stunn	ut save]. Instantaneous igue. Instantaneous	Medium (110 ft.) Target: One Creatur Close (25 ft.) Target: One creature Medium (110 ft.) Target: One lance of	V,S ee V,S e	Yes	Transmutation Caster Level: 1 Evocation [Cold] Caster Level: 1 Conjuration	SC: p.118
Gain an additional pair of arms; see text	ed], take 16 gued. Sa 16 t causes 16	es 2d6 nonlethal heat [w Fortitude partial ave halves damage and Fortitude partial s 6d6 points, make save Fortitude negates ect. Will negates	action ith or withou 1 standard action negates fat 1 standard action or be stunr 1 standard action 1 standard	ut save]. Instantaneous igue. Instantaneous ned for 1d4 rounds.	Medium (110 ft.) Target: One Creature Close (25 ft.) Target: One creature Medium (110 ft.) Target: One lance of Touch Target: Creature tou	V,S e V,S e V,S,F fice V,S,M	Yes	Transmutation Caster Level: 1 Evocation [Cold] Caster Level: 1 Conjuration (Creation) Caster Level: 1	SC: p.118
Gain an additional pair of arms; see text	ed], take 16 gued. Sa 16 t causes 16	es 2d6 nonlethal heat [w Fortitude partial ave halves damage and Fortitude partial s 6d6 points, make save Fortitude negates	action ith or withou 1 standard action negates fat 1 standard action or be stunr 1 standard action	ut save]. Instantaneous igue. Instantaneous instantaneous ned for 1d4 rounds. 1 round/2 levels	Medium (110 ft.) Target: One Creature Close (25 ft.) Target: One creature Medium (110 ft.) Target: One lance of Touch Target: Creature tou	V,S e V,S,F fice V,S,M uched V,S	Yes Yes Yes Yes [harmless]	Transmutation Caster Level: 1 Evocation [Cold] Caster Level: 1 Conjuration (Creation) Caster Level: 1 Necromancy Caster Level: 1	SC: p.118 SC: p.119 SC: p.123
Gain an additional pair of arms; see text	ed], take 16 gued. Sa 16 t causes 16	es 2d6 nonlethal heat [w Fortitude partial ave halves damage and Fortitude partial s 6d6 points, make save Fortitude negates ect. Will negates	action iith or withou 1 standard action negates fat 1 standard action or be stunr 1 standard action 1 standard	ut save]. Instantaneous igue. Instantaneous instantaneous ned for 1d4 rounds. 1 round/2 levels	Medium (110 ft.) Target: One Creature Close (25 ft.) Target: One creature Medium (110 ft.) Target: One lance of Touch Target: Creature tou Close (25 ft.) Target: One natural target creatures	V,S e V,S,F f ice V,S,M iched V,S slashing or	Yes Yes Yes Yes [harmless]	Transmutation Caster Level: 1 Evocation [Cold] Caster Level: 1 Conjuration (Creation) Caster Level: 1 Necromancy Caster Level: 1 Transmutation	SC: p.118 SC: p.119 SC: p.123
Gain an additional pair of arms; see text	ed], take 16 16 16 16 16 16 16 16 16 16 16 16 16	es 2d6 nonlethal heat [w Fortitude partial ave halves damage and Fortitude partial s 6d6 points, make save Fortitude negates ect. Will negates [harmless] None Fortitude negates [harmless]	action ith or withou 1 standard action negates fat 1 standard action or be stunr 1 standard action 1 standard action 1 standard action 1 standard action	ut save]. Instantaneous igue. Instantaneous ned for 1d4 rounds. 1 round/2 levels 10 minutes/level	Medium (110 ft.) Target: One Creature Close (25 ft.) Target: One creature Medium (110 ft.) Target: One lance of Touch Target: Creature tou Close (25 ft.) Target: One natural target creatures Personal Target: You	V,S e V,S,F f ice V,S,M iched V,S slashing or V,S,DF	Yes Yes Yes Yes [harmless] piercing weapon of	Transmutation Caster Level: 1 Evocation [Cold] Caster Level: 1 Conjuration (Creation) Caster Level: 1 Necromancy Caster Level: 1 Transmutation Caster Level: 1 Transmutation [Earth]	SC: p.118 SC: p.119 SC: p.123 SC: p.127
Gain an additional pair of arms; see text	ed], take 16 16 16 16 16 16 16 16 16 16 16 16 16	es 2d6 nonlethal heat [w Fortitude partial ave halves damage and Fortitude partial s 6d6 points, make save Fortitude negates ect. Will negates [harmless] None Fortitude negates [harmless]	action ith or withou 1 standard action negates fat 1 standard action or be stunr 1 standard action	ut save]. Instantaneous igue. Instantaneous ned for 1d4 rounds. 1 round/2 levels 10 minutes/level	Medium (110 ft.) Target: One Creature Close (25 ft.) Target: One creature Medium (110 ft.) Target: One lance of Touch Target: Creature tou Close (25 ft.) Target: One natural target creatures Personal Target: You Touch Target: Creature tou	V,S e V,S,F f ice V,S,M sched V,S,DF V,S,DF V,S,DF V,S,DF	Yes Yes Yes Yes [harmless] piercing weapon of No Yes [harmless]	Transmutation Caster Level: 1 Evocation [Cold] Caster Level: 1 Conjuration (Creation) Caster Level: 1 Necromancy Caster Level: 1 Transmutation Caster Level: 1 Transmutation [Earth] Caster Level: 1 Transmutation	SC: p.118 SC: p.119 SC: p.123 SC: p.127 PHB: p.252
Gain an additional pair of arms; see text	ed), take 16 16 16 16 16 16 16 16 16 16 16	es 2d6 nonlethal heat [w Fortitude partial ave halves damage and Fortitude partial s 6d6 points, make save Fortitude negates ect. Will negates [harmless] None Fortitude negates [harmless] amount. None Will negates (harmless, object)	action ith or withou 1 standard action negates fat 1 standard action or be stunr 1 standard action 1 ominutes	ut save]. Instantaneous Igue. Instantaneous ned for 1d4 rounds. 1 round/2 levels 10 minutes/level 10 minutes/level	Medium (110 ft.) Target: One Creature Close (25 ft.) Target: One creature Medium (110 ft.) Target: One lance of Touch Target: Creature tou Close (25 ft.) Target: One natural target creatures Personal Target: You Touch Target: Creature tou Medium (110 ft.) Target: Structure up Touch Target: Creature of creatu	V,S e V,S,F f ice V,S,M cched V,S,Sashing or V,S,DF V,S,Siched V,S,F to 40 ft. sq V,S,M/DF	Yes Yes Yes Yes [harmless] piercing weapon of No Yes [harmless] No uare Yes (harmless, object)	Transmutation Caster Level: 1 Evocation [Cold] Caster Level: 1 Conjuration (Creation) Caster Level: 1 Necromancy Caster Level: 1 Transmutation [Earth] Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1	SC: p.118 SC: p.119 SC: p.123 SC: p.127 PHB: p.252 SC: p.145
Gain an additional pair of arms; see text	ed), take 16 16 16 16 16 16 16 16 16 16 16	es 2d6 nonlethal heat [w Fortitude partial ave halves damage and Fortitude partial s 6d6 points, make save Fortitude negates ect. Will negates [harmless] None Fortitude negates [harmless] amount. None Will negates (harmless, object)	action ith or withou 1 standard action negates fat 1 standard action or be stunr 1 standard action	Instantaneous Igue. Instantaneous Igue. Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous	Medium (110 ft.) Target: One Creature Close (25 ft.) Target: One creature Medium (110 ft.) Target: One lance of Touch Target: Creature tou Close (25 ft.) Target: One natural target creatures Personal Target: You Touch Target: Creature tou Medium (110 ft.) Target: Structure up Touch Target: Structure up Touch	V,S e V,S,F f ice V,S,M cched V,S,Sashing or V,S,DF V,S,Siched V,S,F to 40 ft. sq V,S,M/DF	Yes Yes Yes Yes [harmless] piercing weapon of No Yes [harmless] No uare Yes (harmless, object, to 1 cu. ft./level.	Caster Level: 1 Evocation [Cold] Caster Level: 1 Conjuration (Creation) Caster Level: 1 Necromancy Caster Level: 1 Transmutation [Earth] Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Conjuration (Healing)	SC: p.118 SC: p.119 SC: p.123 SC: p.127 PHB: p.252 SC: p.146
Gain an additional pair of arms; see text	ed), take 16 16 16 16 16 16 16 16 16 16 16 16 16	es 2d6 nonlethal heat [w Fortitude partial ave halves damage and Fortitude partial s 6d6 points, make save Fortitude negates ect. Will negates [harmless] None Fortitude negates [harmless] amount. None Will negates (harmless, object)	action ith or withou 1 standard action negates fat 1 standard action or be stunr 1 standard action	Instantaneous igue. Instantaneous igue. Instantaneous ined for 1d4 rounds. 1 round/2 levels 10 minutes/level 10 minutes/level Instantaneous 10 minutes/level Instantaneous	Medium (110 ft.) Target: One Creature Close (25 ft.) Target: One creature Medium (110 ft.) Target: One lance of Touch Target: Creature tou Close (25 ft.) Target: One natural target creatures Personal Target: You Touch Target: Creature tou Medium (110 ft.) Target: Structure up Touch Target: Creature tou See text Target: Creature or of Target: Creature or o	V,S e V,S,F f ice V,S,M iched V,S,S slashing or V,S,DF V,S,DF V,S,S iched V,S,F to 40 ft.sq V,S,M/DF object of up V,S,DF	Yes Yes Yes Yes [harmless] piercing weapon of No Yes [harmless] No uare Yes (harmless, object) to 1 cu. ft./level.	Transmutation Caster Level: 1 Evocation [Cold] Caster Level: 1 Conjuration (Creation) Caster Level: 1 Necromancy Caster Level: 1 Transmutation Caster Level: 1	SC: p.118 SC: p.119 SC: p.123 SC: p.127 PHB: p.252 SC: p.145 SC: p.146 PHB: p.257 PHB: p.262
Gain an additional pair of arms; see text	ed), take 16 16 16 16 16 16 16 16 16 16 16	es 2d6 nonlethal heat [w Fortitude partial ave halves damage and Fortitude partial s 6d6 points, make save Fortitude negates ect. Will negates [harmless] None Fortitude negates amount. None Will negates (harmless, object) bject. None	action ith or withou 1 standard action negates fat 1 standard action or be stunr 1 standard action	Instantaneous Igue. Instantaneous Igue. Instantaneous Instantaneous; see text	Medium (110 ft.) Target: One Creature Close (25 ft.) Target: One creature Medium (110 ft.) Target: One lance of Touch Target: Creature tou Close (25 ft.) Target: One natural target creatures Personal Target: You Touch Target: Creature tou Medium (110 ft.) Target: Structure up Touch Target: Creature tou See text Target: Creature or of Target: Creature or o	V,S e V,S,F f ice V,S,M iched V,S,S slashing or V,S,DF V,S iched V,S,F to 40 ft. sq V,S,M/DF object of up V,S,DF	Yes Yes Yes Yes [harmless] piercing weapon of No Yes [harmless] No uare Yes (harmless, object) to 1 cu. ft./level. No Yes	Transmutation Caster Level: 1 Evocation [Cold] Caster Level: 1 Conjuration (Creation) Caster Level: 1 Necromancy Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Conjuration (Healing) Caster Level: 1	SC: p.118 SC: p.119 SC: p.123 SC: p.127 PHB: p.252 SC: p.146 PHB: p.257
Gain an additional pair of arms; see text	ed), take 16 16 16 16 16 16 16 16 16 16 16 16 16	es 2d6 nonlethal heat [w Fortitude partial ave halves damage and Fortitude partial s 6d6 points, make save Fortitude negates ect. Will negates [harmless] None Fortitude negates [harmless] amount. None Will negates (harmless, object) object. None Fortitude negates; see text N/A	action ith or withou 1 standard action negates fat 1 standard action or be stunr 1 standard action	Instantaneous igue. Instantaneous igue. Instantaneous ined for 1d4 rounds. 1 round/2 levels 10 minutes/level 10 minutes/level 10 minutes/level Instantaneous Instantaneous Instantaneous Instantaneous; see text	Medium (110 ft.) Target: One Creature Close (25 ft.) Target: One creature Medium (110 ft.) Target: One lance of Touch Target: Creature tou Close (25 ft.) Target: One natural target creatures Personal Target: You Touch Target: Creature tou Medium (110 ft.) Target: Structure up Touch Target: Creature or of touched See text Target: See text Touch Target: Living creature	V,S e V,S,F f ice V,S,M iched V,S,S slashing or V,S,DF V,S iched V,S,F to 40 ft. sq V,S,M/DF object of up V,S,DF	Yes Yes Yes Yes [harmless] piercing weapon of No Yes [harmless] No uare Yes (harmless, object) to 1 cu. ft./level. No Yes	Transmutation Caster Level: 1 Evocation [Cold] Caster Level: 1 Conjuration (Creation) Caster Level: 1 Necromancy Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Conjuration (Healing) Caster Level: 1 Transmutation Caster Level: 1	SC: p.118 SC: p.119 SC: p.123 SC: p.127 PHB: p.252 SC: p.145 SC: p.146 PHB: p.257 PHB: p.262
Gain an additional pair of arms; see text	gued), take 16 gued. Sa 16 tt causes 16 tt c	es 2d6 nonlethal heat [w Fortitude partial ave halves damage and Fortitude partial s 6d6 points, make save Fortitude negates ect. Will negates [harmless] None Fortitude negates amount. None Will negates (harmless) amount. None Fortitude negates will negates (harmless) mount. None Fortitude negates (harmless, object) object. None Fortitude negates; see text N/A and abilities of a chosen Fortitude negates (harmless)	action ith or without 1 standard action negates fatt 1 standard action or be sturn 1 standard action 10 minutes 1 standard action	Instantaneous igue. Instantaneous igue. Instantaneous ined for 1d4 rounds. 1 round/2 levels 10 minutes/level 10 minutes/level 10 minutes/level Instantaneous Instantaneous Instantaneous Instantaneous; see text	Medium (110 ft.) Target: One Creature Close (25 ft.) Target: One creature Medium (110 ft.) Target: One lance of Target: Creature tou Close (25 ft.) Target: One natural target creatures Personal Target: You Touch Target: Creature tou Medium (110 ft.) Target: Structure up Touch Target: Structure up Touch Target: See text Touch Target: See text Touch Target: Living creature Personal Target: You	V,S e V,S,F f ice V,S,M iched V,S,S slashing or V,S,DF V,S,DF V,S,DF V,S,DF V,S,DF V,S,DF V,S,DF	Yes Yes Yes [harmless] piercing weapon of No Yes [harmless] No uare Yes (harmless, object) to 1 cu. ft./level. No Yes	Transmutation Caster Level: 1 Evocation [Cold] Caster Level: 1 Conjuration (Creation) Caster Level: 1 Transmutation Caster Level: 1 Transmutation [Earth] Caster Level: 1 Transmutation Caster Level: 1 Conjuration (Healing) Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Necromancy Caster Level: 1	SC: p.118 SC: p.119 SC: p.123 SC: p.127 PHB: p.252 SC: p.146 PHB: p.257 PHB: p.262 PHB: p.262
Gain an additional pair of arms; see text	gued), take 16 gued. Sa 16 tt causes 16 tt c	es 2d6 nonlethal heat [w Fortitude partial ave halves damage and Fortitude partial s 6d6 points, make save Fortitude negates ect. Will negates [harmless] None Fortitude negates amount. None Will negates (harmless) amount. None Fortitude negates will negates (harmless) mount. None Fortitude negates (harmless, object) object. None Fortitude negates; see text N/A and abilities of a chosen Fortitude negates (harmless)	action ith or withou 1 standard action negates fat 1 standard action or be stunr 1 standard action	Instantaneous igue. Instantaneous igue. Instantaneous ined for 1d4 rounds. 1 round/2 levels 10 minutes/level 10 minutes/level 10 minutes/level Instantaneous Instantaneous	Medium (110 ft.) Target: One Creature Close (25 ft.) Target: One creature Medium (110 ft.) Target: One lance of Touch Target: Creature tou Close (25 ft.) Target: One natural target creatures Personal Target: Structure up Touch Target: Structure up Touch Target: See text Touch Target: Living creatur Personal Target: You Touch Target: Creature or of Target: Living creatur Touch Target: Creature or of Target: Creature or o	V,S e V,S,F f ice V,S,M iched V,S,S slashing or V,S,DF V,S,F to 40 ft. sq V,S,M/DF object of up V,S,DF V,S,DF V,S,DF V,S,DF V,S,DF V,S,DF V,S,DF	Yes Yes Yes Yes [harmless] piercing weapon of No Yes [harmless] No uare Yes (harmless, object) to 1 cu. ft./level. No Yes	Transmutation Caster Level: 1 Evocation [Cold] Caster Level: 1 Conjuration (Creation) Caster Level: 1 Transmutation Caster Level: 1 Transmutation	SC: p.118 SC: p.119 SC: p.123 SC: p.127 PHB: p.252 SC: p.146 PHB: p.257 PHB: p.262 PHB: p.262 SC: p.161

				Point Buy Spells	S				
Quillfire	16	N/A	1 standard	1 round/level	Personal	V,S	N/A	Transmutation	SC: p.164
Effect: Quills inflict 1d8 or thrown range 10 ft; see text.			action		Target: You			Caster Level: 1	
Remove Disease	16	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch Target: Creature to	V,S uched	Yes (harmless)	Conjuration (Healing) Caster Level: 1	PHB: p.271
Cures all diseases affecting subject. Resist Energy, Mass Effect:	16	Fortitude negates [harmless]	1 standard action	10 minutes/level	Close (25 ft.)	V,S,DF	Yes [harmless] two of which can be	Abjuration Caster Level: 1	SC: p.174
As resist energy, except that it affects all targeted creature		Will negates	1 standard	1 round	more than 30 ft. ap	art	Yes		SC: p 100
Effect:	16	will negates	action	i round		V,S,DF re/level, no	two of which are more	Transmutation Caster Level: 1	SC: p.190
Affect creatures sink 100 ft./round; see text.		None	1 standard action	1 round/level	than 30 ft. apart Long (440 ft.)	V,S,M/DF	No	Conjuration (Creation) [Cold]	PHB: p.280
Effect: Hampers vision and movement.	16	N/A	1 standard	1 round/level [D]	Target: Cylinder 40 Personal	V,S	N/A	Caster Level: 1 Transmutation	SC: p.193
Effect:			action	.,	Target: You			Caster Level: 1	
Turns one of your arms into a venomous snake; see text.		None	3 rounds	Until triggered or broken	Touch	V,S, DF	No	Transmutation	PHB: p.280
Effect: Creates a magic booby trap. Snowshoes, Mass	16	Will negates	1 standard	1 hour/level [D]	thong with a 2 ft. di		rcle of vine, rope, or ft./level Yes [harmless]	Caster Level: 1 Transmutation	SC: p.194
Effect:		[harmless]	action		Target: One creatu		two of which are more	Caster Level: 1	
Same as Snowshoes, except as noted. Speak with Plants		None	1 standard action	1 minute/level	than 30 ft. apart Personal	V,S	No	Divination	PHB: p.282
Effect: You can talk to normal plants and plant creatures.					Target: You			Caster Level: 1	
Spiderskin	16	Will negates [harmless]	1 standard action	10 minutes/level	Touch		Yes [harmless]	Transmutation Caster Level: 1	SC: p.202
Grants recipient +1 to natural AC, +1 save against poison Spike Growth	and +	1 bonus to Hide checks Reflex partial		ee caster levels [max +5]. 1 hour/level [D]	Target: Creature to Medium (110 ft.)		Yes	Transmutation	PHB: p.283
Effect:			action		Target: 20-ft. squar			Caster Level: 1	
Creatures in area take 1d4 damage, may be slowed.		None	1 standard action	1 hour/level	Touch	V,S,M	No	Transmutation	SC: p.202
Effect: As brambles, except affected weapon gains +2 enhancen	nent bo				Target: Wooden we			Caster Level: 1	
Effect:		None	1 standard action	1 round/level [D]	Medium (110 ft.) Target: Jaws of fore	V,S,M ce	Yes	Evocation [Force] Caster Level: 1	SC: p.202
Jaws attempt to grapple the target; see text Standing Wave	16	Reflex negates		10 minutes/level [D]	Close (25 ft.)	V,S,DF	Yes	Transmutation	SC: p.204
Effect: Transports across water; see text.			action		Target: Waves und	er a creatur	e or object within range	Caster Level: 1	
Stone Shape Effect:		None	1 standard action	Instantaneous	Touch Target: Stone or sto	V,S,M/DF	No buched, up to 10 cu. ft.	Transmutation [Earth] Caster Level: 1	PHB: p.284
Sculpts stone into any shape. Summon Nature's Ally III		None	1 round	1 round/level [D]	+1 cu. ft./level Close (25 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: p.288
Effect: Calls creature to fight.					more than 30 ft. ap	art	, no two of which can be	e Caster Level: 1	
Thornskin Effect:	16	N/A	1 standard action	1 round/level [D]	Personal Target: You	V,S,M	N/A	Transmutation Caster Level: 1	SC: p.219
Sprout thorns from your skin that makes your unarmed de	eal leth 16	al plus an extra 1d6 pier Fortitude partial; see			Long (440 ft.)	V,S,DF	Yes	Evocation [Sonic]	SC: p.220
Effect:		text	action		Target: 20-ftradius			Caster Level: 1	
All creatures in the area take 1d6 sonic damage per two companies. Treasure Scent	aster I 16	evels; see text. N/A		1 hour/level	Personal	V,S	N/A	Divination	SC: p.223
Effect: Detect copper, silver, gold, platinum, and gems within 30	feet. S	ee text.	action		Target: You			Caster Level: 1	
Tremor	16	See text	1 standard action	1 round/3 levels	Medium (110 ft.)	V,S,DF	No	Evocation [Earth]	SC: p.223
Effect: Disrupts concentration; see text.	16	Will negates	1 standard	10 rounds + 1 round/level [max 25]	Target: 40-ftradius	s spread V,S	Yes [harmless]	Caster Level: 1 Conjuration	SC: p.229
Effect:		[harmless]	action		Target: Living creat			(Healing) Caster Level: 1	·
Same as lesser vigor except it grants target fast healing a	ibility fo 16	or the duration of the spe Will negates [harmless]		tomatically healed per round. 10 rounds + 1 round/level [max 25]	20 ft.	V,S	Yes [harmless]	Conjuration (Healing)	SC: p.229
Effect: Same as lesser vigor except it grants all targets fast heali	ng abil 16	ity for the duration of the See text		p automatically healed per round. 10 minutes/level	Target: One creatu more than 30 ft. ap Medium (110 ft.)	art	no two of which can be Yes	Caster Level: 1 Conjuration	SC: p.230
Effect:	10	CCC TOAT	action		Target: 10-ftradius			(Creation) Caster Level: 1	00. p.200
Creates a rapid growth of vines, see text. Walk the Mountain's Path	16	Will negates (harmless)	1 standard action	10 minutes	Touch	V,S,M	Yes (harmless)	Transmutation	Race Sto: p.163
Effect: Target is not slowed by slopes, gains a climb speed equa	l to his			ehancement bonus to Jump and Bala	Target: Creature to ance	uched		Caster Level: 1	
checks. DDDDDDWater Breathing	16	Will negates (harmless)	1 standard action	2 hours/level; see text	Touch	V,S,M/DF	Yes (harmless)	Transmutation	PHB: p.300
Effect: Subjects can breathe underwater.		, ,		Instantaneous	Target: Living creat			Caster Level: 1	SC: n 222
Effect:	o'	None		Instantaneous			No evel centered on you	Divination Caster Level: 1	SC: p.238
You may accurately predict the natural weather up to one acts as detect magic. Wind Wall	e week	into the future. If unna None; see text		currently affect the weather then the s	Medium (110 ft.)	V,S,M/DF	Yes	Evocation [Air]	PHB: p.302
Effect:		, , , , , , , , , , , , , , , , , , , ,	action		Target: Wall up to 1		ong and 5 ft./level high		
Deflects arrows, smaller creatures, and gases.				* =Domain/Speciality Spell	[S]				

^{* =}Domain/Speciality Spell

Notes:	
Character Sheet Notes:	