

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) Druid

[eclipse, p.17] [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 GM feels you have enough penalties to equal the points you got from Duties

Fast Learner [eclipse, p.17]

(+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.

Corrupted for Decreased Cost (Companion, Companion ~ Great Form, Companion ~ Might,

Companion ~ Template)

Deep Sleep

[eclipse, p.30]

[eclipse, p.22]

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. [eclipse, p.19]

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[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]

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Improved Initiave (, )

[eclipse, p.53]

The character gains +2 to Initiative per 3 CP invested, up to a maximum +8 bonus. Weapon 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 (, , , )

Dragonblood

[eclipse, p.9]

Covert regular feat to six Character Points

[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 motamanoodo		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{\texitex{\text{\text{\text{\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  Graph Aura Against Flame  Effect: Protects against first 10 points of fire damage, it also exting the protect against first 10 points of fire damage, it also exting the protect against first 10 points of fire damage to any creation.	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  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 cr	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  \[ \rightarrow \rightarrow \text{Against Flame} \]  Effect:  Babau Slime  Effect:  Layer of slime coats you, inflicting 1d8 damage to any cr	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
You assume the physical appearance and many of the q  \[ \] \ \ \] \ \ \ \ \ \ \ \ \ \ \ \ \ \	tinguishe 14 reature h	N/A ss flames; see text. Fortitude negates [harmless] sitting you with unarmed N/A 0. See text. Fortitude negates	1 standard action  1 standard action  strikes, a 1 1 Standard Action  1 standard Action	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  Transmutation  Caster Level: 1  Evocation	SC: p.22
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 \[ \rightarrow \rightarrow \text{Babau Slime} \]  Effect: Layer of slime coats you, inflicting 1d8 damage to any cropy \[ \rightarrow \rightarrow \rightarrow \text{Babau Slime} \]  Effect: Change your hands into claws. Damage 1d4; Threat range \[ \rightarrow \righ	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 Slime  Effect: Change your hands into claws. Damage 1d4; Threat rangements are also and the subject continues to fight even at -1 to -9 and gains +4 errors.	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
You assume the physical appearance and many of the q  Aura Against Flame  Effect: Protects against first 10 points of fire damage, it also exting a part of slime coats you, inflicting 1d8 damage to any creation of slime coats you, inflicting 1d8 damage to any creation of slime coats you, inflicting 1d8 damage to any creation of slime coats you, inflicting 1d8 damage to any creation of slime coats you, inflicting 1d8 damage to any creation of slime coats you, inflicting 1d8 damage to any creation of slime coats you, inflicting 1d8 damage to any creation of slime coats you.  Beast Claws  Effect: Subject continues to fight even at -1 to -9 and gains +4 e	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 1  1 Standard Action  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 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 (Creation)	SC: p.22
You assume the physical appearance and many of the qualified in the physical appearance and many of the qualified in the 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 crolling and Beast Claws  Effect: Change your hands into claws. Damage 1d4; Threat rangement of the physical part of the phy	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
You assume the physical appearance and many of the q  \[ \] \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	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	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 (Creation)	SC: p.22 SC: p.25 SC: p.25
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 you hands into claws. Damage 1d4; Threat range your hands into claws. Damage 1d4; Threat range your hands into claws. Damage 1d4; Threat range in the coats you hands into claws. Damage 1d4; Threat range in the claws. Damage 1d4; Threa	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 Beast Claws  \[ \] Change your hands into claws. Damage 1d4; Threat range and perfect: \[ \] Subject continues to fight even at -1 to -9 and gains +4 e \] \[ \] \[ \] \ Beget Bogun  \[ \] Beget Bogun  \[ \] Branch to Branch  \[ \] Creates a natural homunculus. \[ \] \[ \] Branch to Branch  \[ \] Cffect:  \[ \] Gain +10 competence bonus on Climb checks made in the composition of the competence bears on Climb checks made in the composition of the checks made in the composition of the checks made in the composition of the checks made in the	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 immediate	1 minute/level [D]; see text	Close (25 ft.)	S,DF	No	Evocation	SC: p.40
Effect:			action				el, no two of which are	Caster Level: 1	
Travel to the surface at 60 ft/round.  Calm Animals	14	Will negates; see text	1 standard	1 minute/level	more than 20 ft. apa Close (25 ft.)	v,s	Yes	Enchantment	PHB: p.207
Effect:			action		Target: Animals with	nin 30 ft. of e	each other	(Compulsion) [Mind-Affecting] Caster Level: 1	
Calms 2d4 + 1/level HD of animals.	14	N/A	1 etandard	10 minutes/level	Personal	V,S	N/A	Transmutation	SC: p.43
Effect:	14	N/A	action	10 minutes/level	Target: You	ν,3	IN/A	Caster Level: 1	30. p.43
Gain +10 circumstance bonus on Hide checks.	14	Will negates	1 standard	1 hour/level	-	V,S	Yes	Enchantment	PHB: p.208
Effect:	14	wiii riegates	action	THOUMEVER	Target: One animal	v,3	ies	(Charm) [Mind-Affecting] Caster Level: 1	FПВ. p.200
Makes one animal your friend.	14	N/A	1 standard	1 round/level	Personal	V,S	N/A	Transmutation	SC: p.47
Effect: Your hands become natural weapons that deal 1d8 with e	ach att	ack	action		Target: You			Caster Level: 1	·
Claws of the Beast	acii att	None	1 standard action	1 rounds	Personal	V,S	No	Transmutation	PGtF: p.101
Effect: Your fingers sprout claws. Considered armed and do 1d8	with ea	ich attack			Target: YOU			Caster Level: 1	
Climb Walls		Will negates [harmless]	1 standard action	1 minute/level [D]		V,S,M	Yes [harmless]	Transmutation	SC: p.47
Effect: Gain +10 enhancement bonus on climb check. Bonus incr	eases	to +20 @5th level and +	-30 @9th le	vel.	Target: Creature tou	iched		Caster Level: 1	
Cloudburst		None	1 round	10 minutes/level [D]	Long (440 ft.)  Target: 100-ftradiu	V,S s emanation	No 1	Evocation (Water) Caster Level: 1	SC: p.49
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: Flames deal cold damage; see text		half		Instantaneous [creature]	Target: One fire sou		20-ft. cube] or one	[Cold] Caster Level: 1	
Plames deal cold damage; see text  Crabwalk		None		1 minute/level	creature; see text Touch	V,S,M	No	Transmutation	SC: p.53
Effect: When the subject charges, it gains +4 to attack roll and no	nenali	ty to AC. Only affects fir	action st attack		Target: Creature tou	iched		[Cold] Caster Level: 1	
Cure Light Wounds	14	Will half (harmless);	1 standard	Instantaneous	Touch	V,S	Yes (harmless); see	Conjuration	PHB: p.215
Effect: Cures 1d8 +1/level [max +5] damage.		see text	action		Target: Creature tou	iched	text	(Healing) Caster Level: 1	
Deep Breath	14	N/A	1 immediate	1 round/level	Personal	V	N/A	Conjuration (Creation) [Air]	SC: p.61
Effect:			action		Target: You			Caster Level: 1	
Your lungs are constantly filled with air for the duration of			4	041	-	V O DE	V - 1 1		00 . 00
Delay Disease  Effect:	14	Will negates [harmless]	1 standard action	24 nours	Touch  Target: Creature tou	V,S,DF	Yes [harmless]	Conjuration (Healing) Caster Level: 1	SC: p.63
Halts any nonmagical disease for the duration of the spell.		None	1 atandard	Concentration, up to 10 minutes/level [D	-	V,S	No	Divination	PHB: p.218
Detect Animals or Plants  Effect:		None	action	Concentration, up to 10 minutes/level [L	JEONG (440 It.)	۷,٥	INO		FПБ. p.216
EIIBGL					Target: Cone-shape	d emanatio	n	Caster Level: 1	
Detects kinds of animals or plants.		None	1 standard	Concentration up to 10 minutes/level [F	Target: Cone-shape			Caster Level: 1	PHR: p 220
Detects kinds of animals or plants.  Detect Snares and Pits		None	1 standard action	Concentration, up to 10 minutes/level [D	)]60 ft.	V,S	No	Divination	PHB: p.220
Detects kinds of animals or plants.  Did Detect Snares and Pits  Effect:  Reveals natural or primitive traps.			action		7]60 ft.  Target: Cone-shape	V,S d emanation	No n	Divination  Caster Level: 1	
Detects kinds of animals or plants.  Detect Snares and Pits  Effect:  Reveals natural or primitive traps.  Detect Snares and Pits	14	None Will negates (harmless)			7) of ft.  Target: Cone-shape Touch	V,S d emanation V,S	No	Divination  Caster Level: 1  Abjuration	PHB: p.220 PHB: p.226
Detects kinds of animals or plants.  Detect Snares and Pits  Effect: Reveals natural or primitive traps.  Defect: Effect: Exist comfortably in hot or cold environments.	14	Will negates (harmless)	action  1 standard action	24 hours	70]60 ft.  Target: Cone-shape Touch Target: Creature tou	V,S d emanation V,S ached	No n Yes (harmless)	Divination  Caster Level: 1  Abjuration  Caster Level: 1	PHB: p.226
Detects kinds of animals or plants.  Detect Snares and Pits  Effect: Reveals natural or primitive traps.  Defect: Defe	14	Will negates	action  1 standard action		Target: Cone-shape Touch Target: Creature tou Medium (110 ft.)	V,S d emanation V,S	No n	Divination  Caster Level: 1  Abjuration  Caster Level: 1  Enchantment (Compulsion) [Mind-Affecting]	
Detects kinds of animals or plants.  Detect Snares and Pits  Effect: Exist comfortably in hot or cold environments.  Effect: Exist comfortably in hot or cold environments.  Effect: Exist comfortably in hot or cold environments.		Will negates (harmless)	action  1 standard action  1 standard	24 hours	70]60 ft.  Target: Cone-shape Touch Target: Creature tou	V,S d emanation V,S ached	No n Yes (harmless)	Divination  Caster Level: 1  Abjuration  Caster Level: 1  Enchantment (Compulsion)	PHB: p.226
Detects kinds of animals or plants.  Detect Snares and Pits  Effect: Reveals natural or primitive traps.  Defect: Defe		Will negates (harmless)	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 d emanation V,S ached	No n Yes (harmless) Yes	Divination  Caster Level: 1  Abjuration  Caster Level: 1  Enchantment (Compulsion) [Mind-Affecting]	PHB: p.226
Detects kinds of animals or plants.  Detect Snares and Pits  Effect: Exist comfortably in hot or cold environments.  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 pena	alty to A	Will negates (harmless)  None  C to affected animal.	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	V,S d emanation V,S sched V,S	No n Yes (harmless) Yes	Divination  Caster Level: 1  Abjuration  Caster Level: 1  Enchantment (Compulsion) [Mind-Affecting]  Caster Level: 1	PHB: p.226 SC: p.81
Detects kinds of animals or plants.  Detect Snares and Pits  Effect: Exist comfortably in hot or cold environments.  Effect: Carants +4 morale bonus to Str, Con, Will Saves & -2 pena	alty 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 d emanation V,S uched V,S V,S,DF 0-ftradius	No n Yes (harmless) Yes	Divination  Caster Level: 1  Abjuration  Caster Level: 1  Enchantment (Compulsion) [Mind-Affecting]  Caster Level: 1  Transmutation	PHB: p.226 SC: p.81 PHB: p.227
Detects kinds of animals or plants.  Detect Snares and Pits  Effect: Exist comfortably in hot or cold environments.  Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 pena  Defect: Plants entangle everyone in 40-ft-radius circle.	alty to A 14	Will negates (harmless)  None  C to affected animal.  Reflex partial; see text	action  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	V,S d emanation V,S suched V,S V,S,DF O-ftradius V,S,DF	No n Yes (harmless) Yes No spread Yes	Divination  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
Detects kinds of animals or plants.  Detect Snares and Pits  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 pena  Deffect: Plants entangle  Effect: Plants entangle everyone in 40-ftradius circle.	alty 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 an burst	V,S d emanation V,S suched V,S V,S,DF O-ftradius V,S,DF	No n Yes (harmless) Yes No spread Yes	Divination  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
Detects kinds of animals or plants.  Detect Snares and Pits  Effect: Reveals natural or primitive traps.  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 pena  Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 pena  Effect: Plants entangle everyone in 40-ft-radius circle.  Effect: Outlines subjects with light, canceling blur, concealment, a concealme	alty 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]  1 round/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 creatures and of the shape of the	V,S d emanation V,S sched V,S V,S,DF 0-ftradius V,S,DF nd objects w V,M	No Yes (harmless) Yes No spread Yes vithin a 5-ftradius Yes [harmless] wo of which are more	Divination  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
Detects kinds of animals or plants.  Detect Snares and Pits  Effect: Plants entangle everyone in 40-ftradius circle.  Detects on the subjects with light, canceling blur, concealment, a	alty 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]  1 round/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 creatures and of the shape of the	V,S d emanation V,S sched V,S V,S,DF 0-ftradius V,S,DF nd objects v V,M	No n Yes (harmless)  Yes  No spread Yes within a 5-ftradius Yes [harmless]	Divination  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
Detects kinds of animals or plants.  Detect Snares and Pits  Effect: Reveals natural or primitive traps.  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 pena  Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 pena  Effect: Plants entangle everyone in 40-ft-radius circle.  Effect: Outlines subjects with light, canceling blur, concealment, a concealme	alty to A 14	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]  1 round/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 creatures and of the shape of the	V,S d emanation V,S sched V,S,DF V,S,DF 0-ftradius V,S,DF nd objects w V,M exlevel, no to	No Yes (harmless)  Yes  No spread  Yes  vithin a 5-ftradius  Yes [harmless]  wo of which are more	Divination  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
Detects kinds of animals or plants.  Detect Snares and Pits  Effect: Exist comfortably in hot or cold environments.  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 pena  Detect: Plants entangle everyone in 40-ftradius circle.  Plants entangle everyone in 40-ftradius circle.  Detect: Outlines subjects with light, canceling blur, concealment, and conce	alty 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]  1 round/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 creatur than 30 ft. apart Touch  Target: 2d4 fresh be Personal	V,S d emanation V,S sched V,S,DF V,S,DF 0-ftradius V,S,DF nd objects w V,M exlevel, no to	No Yes (harmless)  Yes  No spread  Yes  vithin a 5-ftradius  Yes [harmless]  wo of which are more	Divination  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	PHB: p.226  SC: p.81  PHB: p.227  PHB: p.229  SC: p.99
Detects kinds of animals or plants.  Detect Snares and Pits  Effect: Exist comfortably in hot or cold environments.  Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 pena  Defect: Plants entangle everyone in 40-ftradius circle.  Plants entangle everyone in 40-ftradius circle.  Dipper Fire  Effect: Outlines subjects with light, canceling blur, concealment, a light of the concealment, a light of the concealment, a light of the circle.  Effect: As long as subjects don't move they gain +2 AC and +4 to light of the circle.  Effect: 24 berries each cure 1 hp [max 8 hp/24 hours].	14 and the	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 an burst Close (25 ft.) Target: One creature than 30 ft. apart Touch Target: 244 fresh be Personal Target: You	V,S d emanation V,S sched V,S V,S,DF O-ftradius V,S,DF and objects v V,M e/level, no t V,S,DF erries touche V	No Yes (harmless)  Yes  No spread Yes vithin a 5-ftradius Yes [harmless] wo of which are more Yes ad N/A	Divination  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
Detects kinds of animals or plants.  Detect Snares and Pits  Effect: Reveals natural or primitive traps.  Defect: 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 pena  Dentangle  Effect: Plants entangle everyone in 40-ft-radius circle.  Plants entangle everyone in 40-ft-radius circle.  Defect: Dulines subjects with light, canceling blur, concealment, a song as subjects don't move they gain +2 AC and +4 to defect:  2d4 berries each cure 1 hp [max 8 hp/24 hours].  Defect:	14 and the	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 at burst Close (25 ft.)  Target: 2d4 fresh be Personal Target: You Close (25 ft.)	V,S d emanation V,S sched V,S V,S,DF O-ftradius V,S,DF and objects v V,M V,S,DF v,S,DF v,M v,S,DF	No n Yes (harmless) Yes No spread Yes vithin a 5-ftradius Yes [harmless] wo of which are more Yes ad N/A Yes [harmless]	Divination  Caster Level: 1  Abjuration  Caster Level: 1  Enchantment (Compulsion) [Mind-Affecting] Caster Level: 1  Transmutation  Caster Level: 1  Transmutation [Earth] Caster Level: 1  Transmutation  Caster Level: 1  Transmutation  Caster Level: 1  Transmutation  Caster Level: 1  Conjuration (Healing)	PHB: p.226  SC: p.81  PHB: p.227  PHB: p.229  SC: p.99  PHB: p.237
Detects kinds of animals or plants.  Detect Snares and Pits  Effect: Exist comfortably in hot or cold environments.  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 pena  Dentangle  Effect: Plants entangle everyone in 40-ftradius circle.  Plants entangle everyone in 40-ftradius circle.  Dental Faerie Fire  Effect: Outlines subjects with light, canceling blur, concealment, a concealment	14  14  14  14  14  14  14  19  19  19	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]	action  1 standard action  1 of minutes	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: 2d4 fresh be Personal Target: You Close (25 ft.)  Target: One creature than 30 ft. apart Touch Target: One creature than 30 ft. apart Touch	V,S d emanation V,S sched V,S Ched V,S,DF O-ftradius V,S,DF and objects w V,M E/level, no to V V,S Erries touche V V,S Erriestouche V	No Yes (harmless)  Yes  No spread  Yes within a 5-ftradius  Yes [harmless] wo of which are more  Yes ad  N/A  Yes [harmless] wo of which can be	Divination  Caster Level: 1  Abjuration  Caster Level: 1  Enchantment (Compulsion) [Mind-Affecting] Caster Level: 1  Transmutation  Caster Level: 1  Transmutation [Earth] Caster Level: 1  Transmutation  Caster Level: 1  Transmutation  Caster Level: 1  Conjuration (Healing)  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
Detects kinds of animals or plants.  Detect Snares and Pits  Effect: Exist comfortably in hot or cold environments.  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 pena  Dentangle  Effect: Plants entangle everyone in 40-ftradius circle.  Dentangle  Effect: Dutlines subjects with light, canceling blur, concealment, and subjects with light, canceling blur, concealment, and subjects don't move they gain +2 AC and +4 to Concealment, and Con	14  14  14  14  14  14  14  19  19  19	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  1 of minutes	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: 2d4 fresh be Personal Target: You Close (25 ft.)  Target: One creature than 30 ft. apart Touch Target: One creature than 30 ft. apart Touch	V,S d emanation V,S sched V,S V,S,DF 0-ftradius V,S,DF and objects w V,M e/level, no t V V,S V,S,DF	No n Yes (harmless) Yes No spread Yes vithin a 5-ftradius Yes [harmless] wo of which are more Yes ad N/A Yes [harmless]	Divination  Caster Level: 1  Abjuration  Caster Level: 1  Enchantment (Compulsion) [Mind-Affecting] Caster Level: 1  Transmutation  Caster Level: 1  Transmutation [Earth] Caster Level: 1  Transmutation  Caster Level: 1  Transmutation  Caster Level: 1  Transmutation  Caster 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
Detects kinds of animals or plants.  Detect Snares and Pits  Effect: Reveals natural or primitive traps.  Defect: 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.  Plants entangle everyone in 40-ftradius circle.  Dullines subjects with light, canceling blur, concealment, a outlines subjects with light, canceling blur, concealment, a outlines subjects don't move they gain +2 AC and +4 to outlines as subjects don't move they gain +2 AC and +4 to outlines as subjects don't move they gain +2 AC and +4 to outlines each cure 1 hp [max 8 hp/24 hours].  Hawkeye  Effect: Increases range increment by 50% and +5 competence be competence by the althful Rest  Effect: Doubles the natural healing rate.	14  Onus of 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 an burst Close (25 ft.)  Target: 2d4 fresh be Personal Target: You Close (25 ft.)  Target: One creature than 30 ft. apart Touch Target: One creature than 30 ft. apart Touch	V,S d emanation V,S sched V,S v,S,DF O-ftradius V,S,DF ad objects w V,M v,S,DF erries touche V V,S sched V V,S,DF erries touche V	No Yes (harmless)  Yes  No spread  Yes within a 5-ftradius  Yes [harmless] wo of which are more  Yes ed  N/A  Yes [harmless] wo of which can be  Yes	Divination  Caster Level: 1  Abjuration  Caster Level: 1  Enchantment (Compulsion) [Mind-Affecting] Caster Level: 1  Transmutation  Caster Level: 1  Transmutation [Earth] Caster Level: 1  Transmutation  Caster Level: 1  Transmutation  Caster Level: 1  Conjuration (Healing)  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
Detects kinds of animals or plants.  Detect Snares and Pits  Effect: Exist comfortably in hot or cold environments.  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 pena  Dentangle  Effect: Plants entangle everyone in 40-ftradius circle.  Plants entangle everyone in 40-ftradius circle.  Effect: Outlines subjects with light, canceling blur, concealment, and the subjects with light, canceling blur, concealment, and the subjects with light, canceling blur, concealment, and the subjects don't move they gain +2 AC and +4 to concealment, and the subjects don't move they gain +2 AC and +4 to concealment, and the subject s	14  Onus of 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 an burst Close (25 ft.)  Target: One creatur than 30 ft. apart Touch  Target: You Close (25 ft.)  Target: One creatur more than 30 feet al Touch  Touch	V,S d emanation V,S sched V,S V,S,DF O-ftradius V,S,DF and objects v V,M v,S,DF erries touche V V,S schevel, no t v v v v v v v v v v v v v v v v v v v	No Yes (harmless)  Yes  No spread Yes vithin a 5-ftradius Yes [harmless] wo of which are more Yes ad N/A  Yes [harmless] wo of which can be Yes	Divination  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  Caster Level: 1  Caster Level: 1  Transmutation  Caster Level: 1  Abjuration  Caster Level: 1  Abjuration  Caster Level: 1  Conjuration  Caster Level: 1  Conjuration  Caster Level: 1  Conjuration  Caster Level: 1  Conjuration  Caster Level: 1  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
Detects kinds of animals or plants.  Detect Snares and Pits  Effect: Exist comfortably in hot or cold environments.  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 pena  Department of the street of t	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  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 at burst Close (25 ft.) Target: One creature than 30 ft. apart Touch Target: You Close (25 ft.) Target: One creature than 30 ft. apart Touch Target: You Target: One creature than 30 ft. apart Touch Target: 1 creature/le Touch Target: 1 creature/le Touch Target: Creature/le	V,S d emanation V,S tched V,S V,S,DF O-ftradius V,S,DF and objects v V,M exlevel, no to V,S Exercises touched V,S,DF exercises touched V,S,M object touched	No Yes (harmless)  Yes  No spread Yes vithin a 5-ftradius Yes [harmless] wo of which are more Yes ad N/A  Yes [harmless] wo of which can be Yes I No hed	Divination  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  Transmutation  Caster Level: 1  Conjuration  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
Detects kinds of animals or plants.  Detect Snares and Pits  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 penally Entrangle  Effect: Plants entangle everyone in 40-ft-radius circle.  Dullines subjects with light, canceling blur, concealment, a continuous subjects don't move they gain +2 AC and +4 to cont	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]  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 an burst Close (25 ft.)  Target: 2d4 fresh be Personal Target: 2d4 fresh be Personal Target: You Close (25 ft.)  Target: One creatur than 30 ft. apart Touch Target: 1 creature fte Touch Target: 1 creature/fe Touch Target: Creature or Touch	V,S d emanation V,S ched V,S,DF V,S,DF O-ftradius V,S,DF and objects w V,M e/level, no tr V,S,DF erries touche V V,S,DF evel touche V V,S,M object touch V,S,M	No Yes (harmless)  Yes  No spread Yes vithin a 5-ftradius Yes [harmless] wo of which are more Yes ad N/A  Yes [harmless] wo of which can be Yes	Divination  Caster Level: 1  Abjuration  Caster Level: 1  Enchantment (Compulsion) [Mind-Affecting] Caster Level: 1  Transmutation  Caster Level: 1  Transmutation [Light]  Caster Level: 1  Transmutation  Caster Level: 1  Transmutation  Caster Level: 1  Transmutation  Caster Level: 1  Conjuration  (Healing)  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
Detects kinds of animals or plants.  Detect Snares and Pits  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 penally Entrangle  Effect: Plants entangle everyone in 40-ft-radius circle.  Dulines subjects with light, canceling blur, concealment, a continuous subjects with light, canceling blur, concealment, a continuous subjects with light, canceling blur, concealment, a continuous subjects don't move they gain +2 AC and +4 to concealment, a continuous subjects don't move they gain +2 AC and +4 to concealment, a continuous subjects don't move they gain +2 AC and +4 to concealment, a continuous subjects don't move they gain +2 AC and +4 to concealment, a continuous subjects don't move they gain +2 AC and +4 to concealment, a continuous subjects don't move they gain +2 AC and +4 to concealment, a continuous subjects don't move they gain +2 AC and +4 to concealment, a continuous subjects with light, canceling blur, concealment, a continuous subjects with light, cancel	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  1 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 at burst Close (25 ft.) Target: One creature than 30 ft. apart Touch Target: You Close (25 ft.) Target: One creature than 30 ft. apart Touch Target: You Target: One creature than 30 ft. apart Touch Target: 1 creature/le Touch Target: 1 creature/le Touch Target: Creature/le	V,S d emanation V,S ched V,S,DF V,S,DF O-ftradius V,S,DF and objects w V,M e/level, no tr V,S,DF erries touche V V,S,DF evel touche V V,S,M object touch V,S,M	No Yes (harmless)  Yes  No spread Yes vithin a 5-ftradius Yes [harmless] wo of which are more Yes ad N/A  Yes [harmless] wo of which can be Yes I No hed	Divination  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  Transmutation  Caster Level: 1  Conjuration  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
Detects kinds of animals or plants.  Detect Snares and Pits  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 pena  Dentangle  Effect: Plants entangle everyone in 40-ftradius circle.  Plants entangle everyone in 40-ftradius circle.  Data Faerie Fire  Effect: Outlines subjects with light, canceling blur, concealment, a conce	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  1 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: 2d4 fresh be Personal Target: You Close (25 ft.)  Target: You Close (25 ft.)  Target: 1 creature lie Touch Target: 1 creature lie Touch Target: Creature or Touch Target: Creature tou Target: Creature tou Target: Creature tou Target: Creature tou	V,S d emanation V,S ched V,S,DF V,S,DF O-ftradius V,S,DF and objects w V,M e/level, no tr V,S,DF erries touche V V,S,DF evel touche V V,S,M object touch V,S,M	No Yes (harmless)  Yes  No spread Yes vithin a 5-ftradius Yes [harmless] wo of which are more Yes ad N/A  Yes [harmless] wo of which can be Yes I No hed	Divination  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  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
Detects kinds of animals or plants.  Detect Snares and Pits  Effect: Exist comfortably in hot or cold environments.  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 pena  Dentangle  Effect: Plants entangle everyone in 40-ftradius circle.  Plants entangle everyone in 40-ftradius circle.  Effect: Plants entangle everyone in 40-ftradius circle.  Doubles subjects with light, canceling blur, concealment, and song as subjects don't move they gain +2 AC and +4 to concealment, and concealmen	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  n Spot checks. Will negates (harmless)  Will negates (harmless)  Fortitude negates; see text  Will negates (harmless)  Reflex half	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]  1 minutes/level [D]  Instantaneous  10d10] negative energy.	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: One creatur more than 30 feet al Touch Target: 1 creature/le Touch Target: Creature or Touch Target: Creature tou 120 ft. Target: 120-ft. line	V,S d emanation V,S sched V,S Ched V,S,DF O-ftradius V,S,DF and objects v V,M v,S,DF erries touche V V,S erlevel, no t vart S,DF evel touche V,S,M object touch V,S,M object touch V,S,M	No Yes (harmless)  Yes  No spread Yes within a 5-ftradius Yes [harmless] wo of which are more Yes ad N/A  Yes [harmless] wo of which can be Yes I No ned Yes	Divination  Caster Level: 1  Abjuration  Caster Level: 1  Enchantment (Compulsion)  [Mind-Affecting]  Caster Level: 1  Transmutation  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  SC: p.110  SC: p.111  PHB: p.241  SC: p.116  PHB: p.246  SC: p.127
Detects kinds of animals or plants.  Detect Snares and Pits  Effect: Exist comfortably in hot or cold environments.  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 pena  Dentangle  Effect: Plants entangle everyone in 40-ftradius circle.  Plants entangle everyone in 40-ftradius circle.  Effect: Outlines subjects with light, cancelling blur, concealment, and some as subjects don't move they gain +2 AC and +4 to compare to the com	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  1 Spot checks. Will negates (harmless)  Will negates (harmless)  Fortitude negates; see text  Will negates (harmless)  Reflex half	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]  12 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 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 Touch Target: Creature tou 120 ft. Target: 120-ft. line Personal	V,S d emanation V,S sched V,S V,S,DF O-ftradius V,S,DF and objects v V,M v,S,DF priries touche V V,S schevel, no t voart S,DF vvel touche V,S,M object touch V,S,M object touch V,S,M	No Yes (harmless)  Yes  No spread  Yes within a 5-ftradius  Yes [harmless] wo of which are more  Yes ed  N/A  Yes [harmless] wo of which can be  Yes	Divination  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  PHB: p.241
Detects kinds of animals or plants.  Detect Snares and Pits  Effect: Exist comfortably in hot or cold environments.  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 pena  Dentangle  Effect: Plants entangle everyone in 40-ftradius circle.  Plants entangle everyone in 40-ftradius circle.  Effect: Plants entangle everyone in 40-ftradius circle.  Doubles subjects with light, canceling blur, concealment, and song as subjects don't move they gain +2 AC and +4 to concealment, and concealmen	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  n Spot checks. Will negates (harmless)  Will negates (harmless)  Fortitude negates; see text  Will negates (harmless)  Reflex half	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]  1 minutes/level [D]  Instantaneous  10d10] negative energy.	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: One creatur more than 30 feet al Touch Target: 1 creature/le Touch Target: Creature or Touch Target: Creature tou 120 ft. Target: 120-ft. line	V,S d emanation V,S sched V,S Ched V,S,DF O-ftradius V,S,DF and objects v V,M v,S,DF erries touche V V,S erlevel, no t vart S,DF evel touche V,S,M object touch V,S,M object touch V,S,M	No Yes (harmless)  Yes  No spread Yes within a 5-ftradius Yes [harmless] wo of which are more Yes ad N/A  Yes [harmless] wo of which can be Yes I No ned Yes	Divination  Caster Level: 1  Abjuration  Caster Level: 1  Enchantment (Compulsion)  [Mind-Affecting]  Caster Level: 1  Transmutation  Caster Level: 1  Transmutation  [Earth]  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

			ļ	Point Buy Spells					
Low-light Vision	14	Will negates [harmless]	1 standard action		Touch	V,M	Yes [harmless]	Transmutation	SC: p.134
Effect: Target gains low-light vision.		[namedo]	40.000		Target: Creature tou	ched		Caster Level: 1	
Magic Fang	14	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: p.250
Effect: One natural weapon of subject creature gets +1 on attack	and de	,	action		Target: Living creatu	ire touched		Caster Level: 1	
Magic Stone	14	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 p	pebbles tou	ched	Caster Level: 1	
Three stones gain +1 on attack rolls, deal 1d6+1 damage.		None		1 minute/level	20 ft.	V,S	No	Conjuration	PHB: p.258
Effect:			action			ds in 20-ft.	radius from you, 20 ft.	(Creation) Caster Level: 1	
Fog surrounds you.	14	N/A	1 round	Instantaneous	high Personal	V,F	N/A	Divination	SC: p.149
Effect: Brief supplication gives you a vision that hints at how dance			::b.4- b		Target: You			Caster Level: 1	
Pass without Trace	14	Will negates	1 standard	1 hour/level [D]	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: p.259
Effect:		(harmless)	action		Target: 1 creature/le	vel touched	ı	Caster Level: 1	
1 subject/level leaves no tracks.		None		1 minute/level [D]	0 ft.	V,S	Yes	Evocation [Fire]	PHB: p.265
Effect:			action		Target: Flame in you	ır palm		Caster Level: 1	
1d6 +1/level [max +5] damage, touch or thrown.		None	1 standard	1 minute	Medium (110 ft.)	V,S	No	Transmutation	SC: p.164
Effect:			action		Target: 30-ftradius	spread		[Fire] Caster Level: 1	
Causes existing fire to double their heat and radiance; see	e text.	N/A	1 standard	1 minute/level	Personal	V.S	N/A	Transmutation	SC: p.166
Effect:			action		Target: You			Caster Level: 1	
Your hands harden +2 bonus to Str, inflict lethal damage,	and yo	u are considered armed Fortitude negates		10 minutes/level	-	V,S,DF	Yes [harmless]	Transmutation	SC: p.166
Rapid Burrowing		[harmless]	action		Target: Creature tou		. 50 [	Caster Level: 1	_5.p.100
Improves existing burrow speed by 20 ft.	14	Will negates	1 otc =	10 minutes/level	-		Yes	Transmutation	SC: p 172
Remove Scent	14	Will negates	1 standard action	10 minutes/level		V,S,M	Yes		SC: p.173
Effect: Hides the scent of the affected creature or removes poten					Target: Creature tou			Caster Level: 1	
□□□□□ Resist Planar Alignment	14	Will negates [harmless]	1 standard action	1 round/level			Yes [harmless]	Abjuration	SC: p.174
Effect: Grants limited protection from a plane's alignment traits; s	ee text				Target: Creature tou	ched		Caster Level: 1	
□□□□□ Sandblast	14	Reflex half	1 standard action	Instantaneous	10 ft.	V,S,DF	Yes	Evocation	SC: p.180
Effect: Creatures in area take 1d6 nonlethal damage, any creatur	re that t	ails the save is also stu	nned for 1 rd	ound.	Target: 10-ftradius	burst cente	red on your hands	Caster Level: 1	
□□□□□ Shillelagh	14	Will negates (object)	1 standard action	1 minute/level	Touch	V,S, DF	Yes (object)	Transmutation	PHB: p.278
Effect: Cudgel or quarterstaff becomes +1 weapon dealing dama	ge as i	two size categories lar		utes/level.	Target: One touched quarterstaff	d nonmagica	al oak club or	Caster Level: 1	
□□□□□ Slow Burn	g ·	None	1 standard action			V,S,M/DF	No	Transmutation [Fire]	SC: p.192
Effect: Doubles the amount of time to put out a fire; see text.			40.000		Target: 30-ftradius	spread		Caster Level: 1	
Doubles the difficult of time to part out a fine, see text.	14	Will negates	1 standard action	Instantaneous	Close (25 ft.)	V,S,M/DF	Yes [harmless]	Transmutation	SC: p.193
Effect:	one to	[harmless]	action		Target: One allied cr	reature		Caster Level: 1	
Subject may make another single attack melee or ranged; Snowshoes	14	Will negates		1 hour/level [D]	Touch	V,S	Yes [harmless]	Transmutation	SC: p.194
Effect:		[harmless]	action		Target: Creature tou	ched		Caster Level: 1	
Speed increases by 10 ft. and no Balance checks or Refle	ex requ	None		1 minute/level	Personal	V,S	No	Divination	PHB: p.281
Effect:			action		Target: You			Caster Level: 1	
You can communicate with animals.  Summon Nature's Ally I		None	1 round	1 round/level [D]	Close (25 ft.)	V,S, DF	No	Conjuration	PHB: p.288
Effect:					Target: One summor	ned creatur	e	(Summoning) Caster Level: 1	
Calls creature to fight.		None	1 standard	1 minute/level	Personal	V,S	No	Transmutation	SC: p.216
Effect:			action		Target: You	.,-		Caster Level: 1	
Move through difficult terrain at full speed. Gain +2 Climb	checks	Reflex negates; see	1 standard	1 round/level	-	V,S,M	Yes	Evocation	SC: p.219
Thunderhead  Effect:	, ,	text	action		Target: One creature		. 30	[Electricity] Caster Level: 1	23. p.2.13
Effect: Minature thundercloud follows creature unerringly each ro 1 pt of damage.	ound [e	ven if it goes invisible o	r leaves the	region] striking it with lightning that deals				Caster Level: 1	
prordanage.  Traveler's Mount	14	Will negates	1 standard	1 hour/level	Touch	V,S	Yes	Transmutation	SC: p.223
Effect: +10 feet enhancement bonus to speed but cannot attack of	durina 1	he duration of the on-"	acuUII		Target: Animal or ma	agical beas	t touched	Caster Level: 1	
+10 feet ennancement bonus to speed but cannot attack to	14	N/A		Instantaneous	Personal	V,S,M	N/A	Conjuration	SC: p.228
Effect:	4- "		action		Target: You			(Creation) [Air] Caster Level: 1	
Gain 10 ft. per level of altitude, and then gently float back	to the o	Will negates		10 rounds + 1 round/level [max 15]	Touch	V,S	Yes [harmless]	Conjuration	SC: p.229
Effect:		[harmless]	action .		Target: Living creatu	ire touched		(Healing) Caster Level: 1	
Grants target fast healing ability for the duration of the spe	ell. Hea 14	ls 1 hp automatically pe N/A	1 swift	1 round		V,DF	N/A	Divination	SC: p.230
Effect:			action		Target: You			Caster Level: 1	
Allows sneak attacks against plants if you already have th	e abilit		1 standard	1 round/level		V,S	No	Conjuration	SC: p.235
Effect:		text	action		Target: A straight wa			(Creation) Caster Level: 1	•
Makes a wall of black smoke, causes nausea; see text.	14	Fortitude negates	1 standard	1 minute/level	square/level [S]	S,M	Yes [harmless]	Transmutation	SC: p.240
□□□□ Wings of the Sea  Effect:		[harmless]	action		Target: Creature tou		[	Caster Level: 1	p.=
Increases creatures swim speed by 30 ft.	14	Fortitude negates	1 standard	Instantaneous		V,S	Yes		SC: n 241
Winter Chill		i oriituue negates		Instantaneous	U09€ (20 II.)	v, ن	169	Transmutation [Cold]	SC: p.241
		-	action		Torquet: O			Contact	
Effect: Creature must suceed on save or take 1d6 points of cold of				4	Target: One creature		Ne	Caster Level: 1	00 040
Creature must suceed on save or take 1d6 points of cold of the col		e and become fatigued. None	1 standard action	1 hour/level	Close (25 ft.)	V,S,DF	No	Conjuration (Creation)	SC: p.242
Creature must suceed on save or take 1d6 points of cold of	damag		1 standard	1 hour/level	-	V,S,DF	No	Conjuration	SC: p.242

<sup>\* =</sup>Domain/Speciality Spell

## Point Buy Spells LEVEL 2

				LEVEL 2					
Name  Align Fang	<b>DC</b> 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				
				-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	creas	es track DC by 5 for any	pursurers.		Target: 40-ft. radius	emanation	centered on you	Caster Level: 1	
Embrace the Wild	15	N/A	1 standard action	10 minutes/level [D]	Personal	V	N/A	Transmutation	SC: p.79
Effect: The caster gains an animal's sensory and skills, low-light v	rision a	and Scent or Blindsense	30' your ch	pice. +2 spot and listen checks.	Target: You			Caster Level: 1	
Fins to Feet	15	Fortitude negates [harmless]		1 hour/level	Touch	V,S	Yes [harmless]	Transmutation	SC: p.92
Effect: Creatures lose swim speed but gain walk speed of 30 ft.		[Harriness]	action		Target: Willing creat	ure touche	d	Caster Level: 1	
Pire 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 standard action	1 round/level	Medium (110 ft.)	V,S,M/DF	Yes	Evocation [Fire]	PHB: p.232
Effect: Creates rolling ball of fire, 2d6 damage, lasts 1 round/level			dollori		Target: 5-ftdiamete	er sphere		Caster Level: 1	
□□□□ Fog Cloud		None	1 standard action	10 minutes/level	Medium (110 ft.)	V,S	No	Conjuration (Creation)	PHB: p.232
Effect: Fog obscures vision.			dollori		Target: Fog spreads	in 20-ft. ra	dius, 20 ft. high	Caster Level: 1	
- Frost Breath	15	Reflex half	1 standard	Instantaneous	30 ft.	V,S,M	Yes	Evocation [Cold]	SC: p.100
Effect:		dd		ilad tha Daffarrania	Target: Cone-shape	d burst		Caster Level: 1	
Breath a cone of cold that deal 1d4/2 caster levels [max 50] Gust of Wind	14) and	Fortitude negates	1 standard		60 ft.	V,S	Yes	Evocation [Air]	PHB: p.238
Effect:			action		Target: Line-shaped	gust of se	vere wind emanating	Caster Level: 1	
Blows away or knocks down smaller creatures.  ———————————————————————————————————	15	N/A		10 minutes/level	out from you to the e Personal	extreme of to 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 wh	en usi	ng Conjuration [Healing None	1 standard	also heal more; see text. Instantaneous	Touch	V,S,M	Yes	Necromancy	SC: p.110
Effect:			action		Target: You and one			Caster Level: 1	
Inflict 1d12 +1/caster level [max +10] to a living creature at	nd gair 15	n an equal amount of HI Fortitude partial		1 round/level	· ·	V,S,DF	Yes	Evocation [Light,	SC: p.112
Effect:			action		Target: living creatu			Fire] Caster Level: 1	•
Subjects do benefit from concealment, on failed save they  Heat Metal	also ta	ake 1d4 fire damage ea Will negates (object)					Yes (object)	Transmutation	PHB: p.239
Effect:		gattoo (object)	action				reature/2 levels, no two	[Fire]	
Make metal so hot it damages those who touch it.						e than 30 f	t. apart; or 25 lb./level	Oddier Edver. 1	
□□□□ Hold Animal	15	Will negates; see text	1 standard action	1 round/level [D]; see text	Medium (110 ft.)		Yes	Enchantment (Compulsion)	PHB: p.241
Effect:			dollori		Target: One animal			[Mind-Affecting] Caster Level: 1	
Paralyzes one animal for 1 round/level.		None	1 standard	1 round/level	-	V,S,M	No	Conjuration	SC: p.128
Effect:		None	action	i iouliu/levei				(Creation)	30. p. 120
Make ranged attacks against each target; see text					Target: One creature more than 30 ft. apa	rt		Caster Level: 1	
Listening Lorecall	15	N/A	action	10 minutes/level		V,S,DF	N/A	Divination	SC: p.133
Effect: Gain +4 insight bonus on Listen checks; see text.					Target: You			Caster Level: 1	
□□□□□ Mark of the Outcast	15	Will negates	1 standard action	Permanent	` '	V,S,DF	Yes	Necromancy	SC: p.138
Effect: Creates an indelible mark on the subjects face; see text.					Target: One creature			Caster Level: 1	
□□□□ Master Air	15	N/A	1 standard action	1 round/level	Personal	V,S,F	N/A	Transmutation	SC: 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	bonus		l against gra	pple, lift, push, bull rush, over-run, throw	Target: One creature	е		Caster Level: 1	
trip or otherwise force the creature to move.	15	Will negates		1 minute		V,S,DF	Yes [harmless]	Evocation	SC: p.146
Effect:		[harmless]	action		Target: Animal toucl			Caster Level: 1	
Target animal gains attack and damage bonus of +1 for ev	ery 3	caster levels max of +5 N/A		1 hour/level	Personal	V,S	N/A	Transmutation	SC: p.149
Effect:			action		Target: You	,		Caster Level: 1	
Gain +2 insight bonus to Move Silently, Search, Hide, Surv	vival a	nd Handle Animal check Will negates		1 minute/level	-	V,S,M/DF	Yes	Transmutation	PHB: p.259
Effect:		(harmless)	action		Target: Creature tou		. 30	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
Reduce Animal		NUTIC	action	r nodinevel [D]					1 11D. p.209
Shrinks one willing animal.	15	Fortitude ====	1 01	10 minutes/love!	Huge size		mall, Medium, Large, or		DUD: p 272
Resist Energy	15	Fortitude negates (harmless)	1 standard action	10 minutes/level			Yes (harmless)	Abjuration	PHB: p.272
Effect: Ignores first 0 points of damage/attack from specified ener					Target: Creature tou			Caster Level: 1	
Restoration, Lesser	15	Will negates (harmless)	3 rounds	Instantaneous		V,S	Yes (harmless)	Conjuration (Healing)	PHB: p.272
Effect: Dispels magical ability penalty or repairs 1d4 ability damage					Target: Creature tou			Caster Level: 1	
□□□□□ Saltray	15	Fortitude partial	1 standard action	Instantaneous	Close (25 ft.)	V,S	Yes	Evocation	SC: p.179
Effect: Ranged touch attack deals 1d6 per two caster levels [max	5d6] a				Target: Ray			Caster Level: 1	
□□□□□ Scent		None		10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation	SC: p.180
Effect: Bestows Scent ability with all the same powers.					Target: Creature tou	iched		Caster Level: 1	
□□□□□ Share Husk	15	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,M	Yes	Divination	SC: p.187
Effect: You can sense all the stimuli the target animal senses.		,			Target: Animal touch	hed		Caster Level: 1	
Snake's Swiftness, Mass	15	Will negates [harmless]	1 standard action	Instantaneous	Medium (110 ft.)	V,S,M/DF	Yes [harmless]	Transmutation	SC: p.193
Effect: Subjects may make another single attack make or rapade			actiOH		Target: Allied creatu	res in a 20	-ftradius burst	Caster Level: 1	
Subjects may make another single attack melee or ranged	, see t	ext.		* =Domain/Speciality Spell					

				Point Buy Spells					
□□□□□ Soften Earth and Stone		None		Instantaneous	Close (25 ft.)	/,S, DF	No	Transmutation [Earth]	PHB: p.280
Effect: Turns stone to clay or dirt to sand or mud.			action		Target: 10 ft./level squ	uare; see t	text	Caster Level: 1	
DDDDDSpider Climb	15	Will negates		10 minutes/level	Touch \	/,S,M	Yes (harmless)	Transmutation	PHB: p.283
Effect:		(harmless)	action		Target: Creature touc	hed		Caster Level: 1	
Grants ability to walk on walls and ceilings.  Grants ability to walk on walls and ceilings.		None	1 standard	Instantaneous	Close (25 ft.)	/,S,M	No	Conjuration	SC: p.203
Effect:			action		Target: One or more s	streams of	f splinters	(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]	-		No	Conjuration	PHB: p.288
Effect:							no two of which can be	(Summoning)	
Calls creature to fight.		Nana	4	Concentration + 2 rounds	more than 30 ft. apart				DLID: - 200
Summon Swarm		None	1 round	Concentration + 2 rounds		/,S,M/DF		Conjuration (Summoning)	PHB: p.289
Effect: Summons swarm of bats, rats, or spiders.					Target: One swarm of			Caster Level: 1	
Swim		None	1 round	10 minutes/level [D]		/,S,M	Yes [harmless]	Transmutation [Water]	SC: p.217
Effect: Gain swim speed and +8 to Swim checks.					Target: One creature			Caster Level: 1	
□□□□□ Tiger's Tooth		None	1 swift action	1 round	Living creature \\ touched	/	No	Transmutation	SC: p.221
Effect: As greater magic fang.					Target: You			Caster Level: 1	
□□□□□ Train Animal	15	Will negates [harmless]	10 minutes	1 hour/level	Touch \	/,S,DF	Yes [harmless]	Enchantment (Charm)	SC: p.221
Effect:		[namicso]			Target: Animal touche	ad		[Mind-Affecting] Caster Level: 1	
You temporarily boost the number of tricks that an animal	knows		1 01	1 hour/loyal ID3	Target: Animal touche		No		DHP: n 200
Tree Shape		None	1 standard action	1 hour/level [D]		/,S, 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.)	/,S	Yes (object)	Transmutation	PHB: p.300
Effect: Bends wood [shaft, handle, door, plank].					Target: One Small wo 20-ft. radius	oden obje	ect/level, all within a	Caster Level: 1	
□□□□□ Wings of Air		None	1 standard	1 minute/level	Touch \	/	No	Transmutation	SC: p.240
Effect: Manuverability improves by one step.					Target: Winged create	ure touche	ed	Caster Level: 1	
United as a superior of the step.	15	Fortitude negates		1 round/level	Close (25 ft.)	/,S	Yes	Evocation [Cold]	SC: p.241
Effect:			action		Target: One creature			Caster Level: 1	
Creature fails it's save takes 1d8 cold damage each round  Wood Shape	1; see to 15	ext. Will negates (object)		Instantaneous	Touch \	/,S, DF	Yes (object)	Transmutation	PHB: p.303
Effect:			action		Target: One touched	piece of w	ood no larger than 10	Caster Level: 1	
Rearranges wooden objects to suit you.  Wracking Touch	15	Fortitude half	1 standard	Instantaneous	cu. ft. + 1 ft./level	/,S	Yes	Necromancy	SC: p.243
Effect:			action		Target: Creature touc			Caster Level: 1	
Deal 1d6 +1 per caster level [max +10] plus you get sneak				1 rounds	_		No	Conjugation [Cold]	Custom: Frosthurn
Deal 1d6 +1 per caster level [max +10] plus you get sneak	attack 15	damage if you possess Fort half	s the ability. 1 standard action	1 rounds	Medium (110 ft.)		No		Custom: Frostburn Pg.106
Deal 1d6 +1 per caster level [max +10] plus you get sneak			1 standard	1 rounds	_		No	Conjuration [Cold]  Caster Level: 1	
Deal 1d6 +1 per caster level [max +10] plus you get sneak  "" Zone of Glacial Cold  Effect:			1 standard	1 rounds	Medium (110 ft.)		No		
Deal 1d6 +1 per caster level [max +10] plus you get sneak	15 DC	Fort half  Saving Throw	1 standard action	LEVEL 3	Medium (110 ft.) \ Target: 20-ftradius  Range	/,S,M	Spell Resistance	Caster Level: 1	Pg.106 Source
Deal 1d6 +1 per caster level [max +10] plus you get sneak	15	Fort half	1 standard action	LEVEL 3	Medium (110 ft.) V Target: 20-ftradius  Range C Touch S	Comp.	Spell Resistance Yes [harmless]	Caster Level: 1  School Transmutation	Pg.106
Deal 1d6 +1 per caster level [max +10] plus you get sneak	DC 16	Fort half  Saving Throw  Will negates [harmless]	1 standard action  Time 1 standard action	LEVEL 3  Duration 2 hours/level; see text	Medium (110 ft.) V Target: 20-ftradius  Range C Touch S Target: Living creatur	Comp. S,M/DF	<b>Spell Resistance</b> Yes [harmless] d	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	15 DC	Fort half  Saving Throw  Will negates	1 standard action  Time 1 standard action	LEVEL 3	Range C Touch S Target: Living creatur	Comp. b,M/DF es touched	Spell Resistance Yes [harmless] d Yes [harmless]	Caster Level: 1  School Transmutation	Pg.106 Source
Deal 1d6 +1 per caster level [max +10] plus you get sneak  Column 2 Zone of Glacial Cold  Effect:  Zone deals 1d6 cold damage each round.  Name  Air Breathing  Effect:  Grants creatures the ability to breath air.	DC 16	Saving Throw Will negates [harmless] Will negates	1 standard action  Time 1 standard action 1 standard	LEVEL 3  Duration 2 hours/level; see text	Medium (110 ft.) V Target: 20-ftradius  Range C Touch S Target: Living creatur	Comp. b,M/DF es toucher	Spell Resistance Yes [harmless] d Yes [harmless]	Caster Level: 1  School Transmutation Caster Level: 1	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	LEVEL 3  Duration 2 hours/level; see text 1 minute/level	Range Control Living creature Close (25 ft.) Araget: One or more than 30 ft. apart	Comp. b,M/DF es toucher	Spell Resistance Yes [harmless] d Yes [harmless] no two of which are	Caster Level: 1  School Transmutation Caster Level: 1 Transmutation	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 Control Living creature Close (25 ft.) Araget: One or more than 30 ft. apart	Comp. S,M/DF es toucher /,S,DF creatures,	Spell Resistance Yes [harmless] d Yes [harmless] no two of which are	Caster Level: 1  School Transmutation Caster Level: 1 Transmutation Caster Level: 1	Source SC: p.8
Deal 1d6 +1 per caster level [max +10] plus you get sneak	DC 16 16 16 ttly on,	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	Range C Touch S Target: Living creature Close (25 ft.) Target: One or more than 30 ft. apart Touch Target: One creature Close reactive Close (25 ft.) Target: One or more than 30 ft. apart Touch Target: One creature Close creature Close Clos	Comp. S,M/DF es toucher /,S,DF creatures,	Spell Resistance Yes [harmless] d Yes [harmless] no two of which are	Caster Level: 1  School Transmutation Caster Level: 1 Transmutation Caster Level: 1	Source SC: p.8
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  s.	LEVEL 3  Duration 2 hours/level; see text  1 minute/level 24 hours	Range C Touch S Target: Living creature Close (25 ft.) Target: One or more than 30 ft. apart Touch Target: One creature Close reactive Close (25 ft.) Target: One or more than 30 ft. apart Touch Target: One creature Close creature Close Clos	Comp. 5,M/DF es toucher 7,S,DF creatures, 7,S,M/DF 3 levels	Spell Resistance Yes [harmless] d 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	DC 16 16 16 16 16	Saving Throw Will negates [harmless] Will negates [harmless] N/A negating harmful effect: N/A te attack. Will negates	1 standard action  Time 1 standard action  1 standard action  1 standard action  3. 1 standard action  1 standard action  1 standard action  1 standard action	LEVEL 3  Duration 2 hours/level; see text  1 minute/level 24 hours	Range C Touch S Target: Living creature Close (25 ft.) Target: One or more than 30 ft. apart Touch Target: One creature/Personal Target: You	Comp. 5,M/DF es toucher 7,S,DF creatures, 7,S,M/DF 3 levels	Spell Resistance Yes [harmless] d Yes [harmless] no two of which are N/A	School Transmutation Caster Level: 1 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	15 DC 16 16 16 Sain Bi	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 C Touch S Target: Living creature Close (25 ft.) Target: One or more than 30 ft. apart Touch Target: One creature/Personal Target: You	Comp. 6,M/DF es touched /,S,DF creatures, //S,M/DF /3 levels /,S,M	Spell Resistance Yes [harmless] d Yes [harmless] no two of which are N/A	Caster Level: 1  School Transmutation Caster Level: 1	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 Sain Bi	Saving Throw Will negates [harmless] Will negates [harmless] N/A negating harmful effect: N/A te attack. Will negates	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  24 hours	Range Control State Control St	Comp. 6,M/DF es touched /,S,DF creatures, //S,M/DF /3 levels /,S,M	Spell Resistance Yes [harmless] d Yes [harmless] no two of which are N/A	Caster Level: 1  School Transmutation Caster Level: 1 Evocation	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	Fort half  Saving Throw Will negates [harmless]  Will negates [harmless]  N/A  negating harmful effects N/A  te attack. Will negates [harmless]  Reflex half	1 standard action  Time 1 standard action  1 standard action  1 standard action  3. 1 standard action  1 standard action  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	Range Control State Control St	Comp. 5,M/DF es toucher 7,S,DF creatures, 1,S,M/DF 3 levels 7,S,M	Spell Resistance Yes [harmless] d 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	Fort half  Saving Throw Will negates [harmless]  Will negates [harmless]  N/A  negating harmful effects N/A  te attack. Will negates [harmless]  Reflex half	1 standard action  Time 1 standard action 1 round 1 round	LEVEL 3  Duration 2 hours/level; see text  1 minute/level  24 hours  1 round/level  1 minute/level  1 minute/level	Range C Touch S Target: Living creature (25 ft.) V Target: One or more than 30 ft. apart Touch V Target: You Touch V Target: Creature (25 ft.) V Target: One or more than 30 ft. apart Touch V Target: One creature (25 ft.) V Target: One creature (25 ft.) V Target: One or more slightning	Comp. 5,M/DF es toucher 7,S,DF creatures, 1,S,M/DF 3 levels 7,S,M	Spell Resistance Yes [harmless] d Yes [harmless] no two of which are N/A N/A Yes [harmless]	Caster Level: 1  School Transmutation Caster Level: 1 Expectation Caster Level: 1 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 16 16	Saving Throw Will negates [harmless] Will negates [harmless] N/A negating harmful effects N/A te attack. Will negates [harmless] Reflex half	1 standard action  Time 1 standard action 1 round 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.	Range C Touch S Target: Living creature Close (25 ft.) Target: One or more than 30 ft. apart Touch Target: You Touch Target: You Touch Target: Creature touch Medium (110 ft.) Target: One or more slightning Medium (110 ft.)	Comp. 5,M/DF es touched 7,S,DF creatures, 1,S,M/DF 3 levels 7,S,M 7,S hed 7,S 30-ftlong	Spell Resistance Yes [harmless] d Yes [harmless] no two of which are N/A N/A Yes [harmless]	Caster Level: 1  School Transmutation Caster Level: 1 Evocation [Electricity] Caster Level: 1 Evocation [Air]	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	15 DC 16 16 16 16 16 16 16 16 16 any or,	Saving Throw Will negates [harmless]  Will negates [harmless]  N/A  negating harmful effects N/A  Will negates [harmless]  Reflex half er bolt] from sky; 3d10 ii  None and Reflex partial; see text eature it encounters as	1 standard action  Time 1 standard action  1 round  n outdoors s 1 standard action  directed by	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	Range C Touch S Target: Living creature Close (25 ft.) Target: One or more more than 30 ft. apart Touch C Target: You Target: Creature C Target: Creature C Target: One or more than 30 ft. apart Touch C Target: You Touch C Target: Creature touch Medium (110 ft.) Target: One or more dightning Medium (110 ft.) Target: 5-ftdiameter	Comp. b,M/DF es touched creatures, correctures, correctur	Spell Resistance Yes [harmless] d 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	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	Saving Throw Will negates [harmless]  N/A  negating harmful effects N/A  te attack. Will negates [harmless]  Reflex half er bolt] from sky; 3d10 is None and Reflex partial; see text	1 standard action  Time 1 standard action  1 round  n outdoors s 1 standard action  directed by	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	Range C Touch S Target: Living creature Close (25 ft.) Target: One or more more than 30 ft. apart Touch Target: One creature/ Personal Touch Target: One or more than 10 ft. apart Touch Target: One creature/ Personal Touch Target: One or more lightning Medium (110 ft.) Medium (110 ft.) Target: 5-ftdiameter Touch	Comp. b,M/DF es toucher creatures, creatures	Spell Resistance Yes [harmless] d 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
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 effect: N/A  te attack. Will negates [harmless]  Reflex half ar bolt] from sky; 3d10 ii None and Reflex partial; see text eature it ecounters as will negates [harmless]	1 standard action  Time 1 standard action  1 round  n outdoors s 1 standard action  directed by 1 standard action  directed by 1 standard action  wes double d	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]  amage. Also gain +4 Natural Armor.	Range Control of the	Comp. S,M/DF es touched /,S,DF creatures, /,S,M/DF /3 levels /,S,M /,S,M /,S,M /,S,M /,S,M /,S,M /,S /,S,DF et touched	Spell Resistance Yes [harmless] d 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 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  SC: p.45
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  n outdoors s 1 standard action  directed by 1 standard action  directed by 1 standard action  wes double d	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 Control of the state of t	Comp. S,M/DF es touched /,S,DF creatures, /,S,M/DF /3 levels /,S,M /,S,M /,S,M /,S,M /,S,M /,S,M /,S /,S,DF et touched	Spell Resistance Yes [harmless] d 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 Divination	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	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 effect: N/A te attack. Will negates [harmless] Reflex half er bolt] from sky; 3d10 ir None and Reflex partial; see text will negates [harmless] as part of a charge it do N/A	1 standard action  Time 1 standard 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  caster. Movement 30 ftj; see text 1 round/level [D]  amage. Also gain +4 Natural Armor. Instantaneous	Range Control of the	Comp. S,M/DF es touched //S,DF creatures, //S,M/DF 3 levels //S,M //S hed //S //S,DF e touched //S,DF	Spell Resistance Yes [harmless] d Yes [harmless] no two of which are N/A N/A Yes [harmless] Yes vertical lines of Yes Yes	Caster Level: 1  School Transmutation Caster Level: 1 Evocation Caster Level: 1 Evocation [Air] Caster Level: 1 Transmutation Caster Level: 1 Divination 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.43  SC: p.45  SC: p.46
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 effect: N/A  te attack. Will negates [harmless]  Reflex half ar bolt] from sky; 3d10 ii None and Reflex partial; see text eature it ecounters as will negates [harmless]	1 standard action  Time 1 standard 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  caster. Movement 30 ft]; see text 1 round/level [D]  amage. Also gain +4 Natural Armor.	Range C Touch S Target: 20-ftradius  Range C Touch S Target: Living creature Close (25 ft.) V Target: One or more more than 30 ft. apart Touch V Target: One creature/ Personal Target: Creature touch Medium (110 ft.) V Target: One or more slightning Medium (110 ft.) V Target: 5-ftdiameter Touch V Target: Living creature Personal V Target: You Touch V Target: Living creature Personal V Target: You Touch V Target: You Target:	/,S,M  Comp. 5,M/DF es touched /,S,DF creatures, i /,S,M/DF 3 levels /,S,M /,S,M /,S hed /,S hed /,S hed /,S /,S,DF e touched /,S	Spell Resistance Yes [harmless] d 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 Divination Caster Level: 1 Divination Caster Level: 1 Necromancy [Evil]	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
Deal 1d6 +1 per caster level [max +10] plus you get sneak	15 DC 16 16 16 16 16 3ain Bi 16 16 any cr 16 aused 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 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	1 standard action  Time 1 standard action 1 standard action 1 standard action 3. 1 standard action 1 standard action 1 round 1 round 1 round 1 round 1 round 1 round 2 standard action 2 standard action 2 standard action 3 standard action 4 round 5 standard action 6 standard action 6 standard action 7 standard action 8 standard action 8 standard action 1 standard action 1 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  caster. Movement 30 ftj; see text 1 round/level [D]  amage. Also gain +4 Natural Armor. Instantaneous	Range C Touch S Target: Living creature V Target: One or more S Target: You Touch V Target: Creature V Target: Creature V Target: One or more S S Target: One or more S Target: Living Creature V Target: Living Creature	Comp. 5,M/DF es touched 7,S,DF creatures, 1,S,M/DF 3 levels 7,S,M 7,S,M 7,S 6,S 7,S,DF e touched 7,S 7,S 7,S 8,S 8,S 7,S 8,S 8,S 8,S 8,S 8,S 8,S 8,S 8,S 8,S 8	Spell Resistance Yes [harmless] d Yes [harmless] no two of which are N/A N/A Yes [harmless] Yes vertical lines of Yes Yes Yes Yes	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	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
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 effect: N/A te attack. Will negates [harmless] Reflex half er bolt] from sky; 3d10 ir None and Reflex partial; 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 3. 1 standard action 1 standard action 1 round 1 round 1 round 1 round 1 round 1 round 2 standard action 2 standard action 2 standard action 3 standard action 4 round 5 standard action 6 standard action 6 standard action 7 standard action 8 standard action 8 standard action 1 standard action 1 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  caster. Movement 30 ftj; see text 1 round/level [D]  amage. Also gain +4 Natural Armor. Instantaneous	Range C Touch S Target: Living creature V Target: One or more S Target: You Touch V Target: Creature V Target: Creature V Target: One or more S S Target: One or more S Target: Living Creature V Target: Living Creature	Comp. 5,M/DF es touched 7,S,DF creatures, 1,S,M/DF 3 levels 7,S,M 7,S,M 7,S 6,S 7,S,DF e touched 7,S 7,S 7,S 8,S 8,S 7,S 8,S 8,S 8,S 8,S 8,S 8,S 8,S 8,S 8,S 8	Spell Resistance Yes [harmless] d 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 Divination Caster Level: 1 Divination Caster Level: 1 Necromancy [Evil]	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
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 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 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 (D)  amage. Also gain +4 Natural Armor. Instantaneous  Instantaneous	Range C Touch S Target: Living creature Close (25 ft.) V Target: One or more imore than 30 ft. apart Touch C Target: Creature touch C Target: Creature touch C Target: One or more ilightning Medium (110 ft.) V Target: S-ftdiameter Touch C Target: Living creature C Touch C	Comp. b,M/DF es touched creatures, creatures	Spell Resistance Yes [harmless] d Yes [harmless] no two of which are N/A N/A Yes [harmless] Yes vertical lines of Yes Yes Yes Yes	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	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
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 will negates [harmless] as part of a charge it do N/A Fortitude negates Fortitude negates	1 standard action  1 round  1 outdoors s  1 standard action  directed by 1 standard action  2 standard action  2 standard action  4 standard action  2 standard action  3 standard action  4 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  Instantaneous	Range C Touch S Target: Living creature C Touch C Target: One or more S Target: You Touch C Target: C Common C Target: C Common C C C C C C C C C C C C C C C C C C C	Comp. b,M/DF es touched creatures, creatures	Spell Resistance Yes [harmless] d Yes [harmless] no two of which are N/A N/A Yes [harmless] Yes vertical lines of Yes Yes Yes Yes	School Transmutation Caster Level: 1 Evocation [Electricity] Caster Level: 1 Evocation [Air] Caster Level: 1 Divination Caster Level: 1 Divination Caster Level: 1 Evocation [Cold] Caster Level: 1 Evocation [Cold] 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  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] 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 Fortitude negates	1 standard action  Time 1 standard action 1 round 2 standard action 2 standard action 3 standard action 4 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]  ve -2 to Str & Dex, move at half speed for	Range C Touch S Target: Living creature C Touch C Target: One or more S Target: C Touch C Target: C Touch C Target: One or more S Target: Living C Target: One O Target: One O Target: Living C Target: One O Target: One O Target: Living C Target: One O	Comp. S,M/DF es touched /,S,DF /,S,M/DF //3 levels /,S,M/DF //3 levels /,S,M/DF //S /,S,DF e touched /,S,DF e touched /,S,DF pread	Spell Resistance Yes [harmless] d Yes [harmless] no two of which are N/A N/A Yes [harmless] Yes vertical lines of Yes N/A Yes Yes	School Transmutation Caster Level: 1 Evocation [Electricity] Caster Level: 1 Evocation [Air] Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Divination Caster Level: 1 Evocation [Cold] Caster Level: 1 Evocation [Cold] 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  PHB: p.213  SC: p.52

<sup>\* =</sup>Domain/Speciality Spell

Target: One structure or construct

Yes [object]

Transmutation

Caster Level: 1

SC: p.56

Target: 40-ft.-radius spread Medium (110 ft.) V,S

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

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

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

Fortitude half [object] 1 standard Instantaneous action

				Point Buy Spells					
Cure Moderate Wounds	16	Will half (harmless); see text		Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: p.216
Effect: Cures 2d8 +1/level [max +10] damage.					Target: Creature tou	ıched		Caster Level: 1	
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	16	Fortitude negates	1 standard	Instantaneous		V,S,DF	Yes	Necromancy	SC: p.62
Effect: Deal 1d6 plus 1/3 caster levels [max +5].		Ü	action		Target: One living c			Caster Level: 1	·
Diminish Plants		None	1 standard action	Instantaneous	See text	V,S, DF	No	Transmutation	PHB: p.221
Effect: Reduces size or blights growth of normal plants.	16	Will negates	1 round	1 round/level	Target: See text Close (25 ft.)	V,S	Yes	Caster Level: 1 Enchantment	PHB: p.224
Dominate Animal  Effect:	16	wiii riegales	i iouiia	i round/level	Target: One animal	v,3	Tes	(Compulsion) [Mind-Affecting] Caster Level: 1	FNB. p.224
Subject animal obeys silent mental commands.	16	Reflex partial; see text	1 standard	Instantaneous	Long (440 ft.)	V,S,M	Yes	Evocation [Air]	SC: p.72
Downdraft  Effect:	.0	rtonox partial, coo toxi	action	Thoras Carlo	Target: Cylinder [20			Caster Level: 1	00. p 2
Either send a flying creature down 50 ft. or 100 ft. They ta	ke fall	damage if they collide w Will negates		nd [1d6 per 10 ft.]. 1 minute/level	Touch	V,S,M	Yes [harmless]	Abjuration [Earth]	SC: p.76
Effect:		[harmless]	action		Target: Living create	ure touched		Caster Level: 1	
Earth and stone damage is treated as nonlethal [includes	16	res with the subtype of e Reflex half		falling onto stone]; see text. Instantaneous	20 ft.  Target: All creatures	V,S	Yes	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.	[max +	-20]. You may double th	e damage i	f you forgoe a save and take the damag		s within a 2	o-itradius buist	Caster Level. 1	
Entangling Staff	16	Fortitude negates [harmless,object]	1 swift action	1 round/level [D]	Touch	V,S,F	Yes [harmless]	Transmutation	SC: p.83
Effect:  Each time you successfully strike foe you can start a graf[lethal or nonlethal]; see text								Caster Level: 1	
☐☐☐☐ Fire Wings	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	٧	N/A	Transmutation	SC: p.96
Effect: This spell functions like fly, except as noted.			action		Target: You			Caster Level: 1	
□□□□□ Forestfold	16	N/A	1 standard action	1 hour/level [D]	Personal	V,S	N/A	Transmutation	SC: p.98
Effect: Grants +10 competence bonus on Hide and Move Silently	check	is.			Target: You			Caster Level: 1	
Giant's Wrath		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
Effect: Gain an additional pair of arms; see text		[harmless]	action		Target: Creature tou	ıched		Caster Level: 1	
Heatstroke	16	Fortitude partial	1 standard action	Instantaneous	Medium (110 ft.)	V,S	Yes [harmless]	Transmutation	SC: p.113
Effect: Target becomes fatigued [if fatigued it becomes exhauste					Target: One Creatur			Caster Level: 1	
□□□□ Hypothermia  Effect:	16	Fortitude partial	action	Instantaneous	Close (25 ft.)  Target: One creatur	V,S e	Yes	Evocation [Cold]  Caster Level: 1	SC: p.118
Deals 1d6 per caster level [max 10d6] and becomes fatige	ued. Sa 16	ave halves damage and Fortitude partial		igue. Instantaneous	Medium (110 ft.)	V,S,F	Yes	Conjuration (Creation)	SC: p.119
Effect: Creates an ice lance; ranged touched attack at +4, if it hit	cause	s 6d6 points, make save		ned for 1d4 rounds.	Target: One lance of	f ice		Caster Level: 1	
□□□□ Infestation of Maggots		Fortitude negates		1 round/2 levels	Touch	V,S,M	Yes	Necromancy	SC: p.123
Effect: Deal 1d4 constitution per round. Save ends the spell and	the effe	ect.			Target: Creature tou	ıched		Caster Level: 1	
□□□□□Jagged Tooth	16	Will negates [harmless]	1 standard action	10 minutes/level	Close (25 ft.)	V,S	Yes [harmless]	Transmutation	SC: p.127
Effect: Doubles the critical threat range of one natural weapon.		None	1 stonder	10 minutes/level	target creatures		piercing weapon of	Caster Level: 1	DUR: n 252
Meld into Stone  Effect:		None	action	10 minutes/level	Personal  Target: You	V,S, DF	No	Transmutation [Earth] Caster Level: 1	PHB: p.252
You and your gear merge with stone.  Nature's Balance  Effect:	16	Fortitude negates [harmless]	1 standard action	10 minutes/level	Touch	V,S	Yes [harmless]	Transmutation  Caster Level: 1	SC: p.145
Take -4 to one ability score [Str, Dex, Con] and target gain	ns like	amount. None	10 minutes	Instantaneous	Target: Creature tou Medium (110 ft.)	V,S,F	No	Transmutation	SC: p.146
□□□□□ Nature's Rampart  Effect:  Shapes natural setting into a formidable defense.					Target: Structure up	to 40 ft. so	uare	Caster Level: 1	
□□□□□ Neutralize Poison  Effect:	16	Will negates (harmless, object)	1 standard action	10 minutes/level	Touch  Target: Creature or		Yes (harmless, object) to 1 cu. ft./level.	) Conjuration (Healing) Caster Level: 1	PHB: p.257
Immunizes subject against poison, detoxifies venom in or	on sub	oject. None		Instantaneous	touched See text		No	Transmutation	PHB: p.262
Effect: Grows vegetation, improves crops.			action		Target: See text			Caster Level: 1	
Grows vegetation, improves crops.  Poison  Effect:	16	Fortitude negates; see text	1 standard action	Instantaneous; see text	Touch	V,S, DF	Yes	Necromancy  Caster Level: 1	PHB: p.262
Touch deals 1d10 Con damage, repeats in 1 minute.	16	N/A	1 standard	1 minute/level	Target: Living create Personal	V,S,DF	N/A	Caster Level: 1 Transmutation	SC: p.161
□□□□□ Primal Form  Effect:			action		Target: You	.,0,01		Caster Level: 1	- 5. p. 101
You assume the physical appearance and many of the quality Protection from Energy	alities 16	Fortitude negates	1 standard	(fire, water, earth, air); see text 10 minutes/level or until discharged	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: p.266
Effect: Absorb 12 points of damage/level [max 120] from one kin	d of en	(harmless) ergy.	action		Target: Creature tou	ıched		Caster Level: 1	
Quench	16	None or Will negates (object)	1 standard action	Instantaneous		V,S, DF	No or Yes (object)	Transmutation	PHB: p.267
Effect: Extinguishes nonmagical fires or one magic item.				* =Domain/Speciality Spell	Target: 20-ft. cube/litem	evel [S] or o	one fire-based magic	Caster Level: 1	

Point Buy Spells									
Quillfire	16	N/A		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	
Page 2 Remove Disease  Effect: Cures all diseases affecting subject.	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
Resist Energy, Mass	16	Fortitude negates [harmless]	1 standard action	10 minutes/level	Close (25 ft.)  Target: One creature		Yes [harmless] wo of which can be	Abjuration  Caster Level: 1	SC: p.174
As resist energy, except that it affects all targeted creature Sink	s. 16	Will negates	1 standard action	1 round	more than 30 ft. apa Close (25 ft.)	V,S,DF	Yes	Transmutation	SC: p.190
Effect: Affect creatures sink 100 ft./round; see text.  See Storm		None	1 standard	1 round/level	than 30 ft. apart Long (440 ft.)	V,S,M/DF	wo of which are more	Caster Level: 1  Conjuration (Creation) [Cold]	PHB: p.280
Effect: Hampers vision and movement.	16	N/A		1 round/level [D]	Target: Cylinder 40 Personal	V,S	N/A	Caster Level: 1	SC: p.193
Effect: Turns one of your arms into a venomous snake; see text.	10	NA .	action	Tround/level [b]	Target: You	۷,5	IVA	Caster Level: 1	ос. р. 193
□□□□□ Snare  Effect:		None	3 rounds	Until triggered or broken		nmagical ci	No rcle of vine, rope, or	Transmutation Caster Level: 1	PHB: p.280
Creates a magic booby trap.	16	Will negates [harmless]	1 standard action	1 hour/level [D]	thong with a 2 ft. dia Close (25 ft.)	V,S	Yes [harmless]	Transmutation	SC: p.194
Effect: Same as Snowshoes, except as noted.		N	<b>4</b>	A of the Arms	than 30 ft. apart			Caster Level: 1	PUD - 000
Effect: You can talk to normal plants and plant creatures.		None	action	1 minute/level	Personal  Target: You	V,S	No	Divination  Caster Level: 1	PHB: p.282
Spiderskin	16	Will negates [harmless]	1 standard action	10 minutes/level	Touch  Target: Creature to		Yes [harmless]	Transmutation  Caster Level: 1	SC: p.202
Grants recipient +1 to natural AC, +1 save against poison  Spike Growth	and +1 16	bonus to Hide checks Reflex partial		ee caster levels [max +5]. 1 hour/level [D]	Medium (110 ft.)	V,S, DF	Yes	Transmutation	PHB: p.283
Effect: Creatures in area take 1d4 damage, may be slowed.		Nama	d -4 ! !	4 have	Target: 20-ft. square		Me	Caster Level: 1	CC: - 202
Effect:		None	1 standard action	1 hour/level	Touch  Target: Wooden we	V,S,M apon touch	No ed	Transmutation  Caster Level: 1	SC: p.202
As brambles, except affected weapon gains +2 enhancem Spiritjaws	ent boi	nus and threat range do None	1 standard	1 round/level [D]	Medium (110 ft.)	V,S,M	Yes	Evocation [Force]	SC: p.202
Effect: Jaws attempt to grapple the target; see text			action		Target: Jaws of force	e		Caster Level: 1	
□□□□□ Standing Wave	16	Reflex negates	1 standard action	10 minutes/level [D]	Close (25 ft.)	V,S,DF	Yes	Transmutation	SC: p.204
Effect: Transports across water; see text.		N	<b>4</b>		-		e or object within range		DUD - 004
Effect: Sculpts stone into any shape.		None	action	Instantaneous	Touch  Target: Stone or sto +1 cu. ft./level	V,S,M/DF one object to	ouched, up to 10 cu. ft.	Transmutation [Earth] Caster Level: 1	PHB: p.284
Summon Nature's Ally III		None	1 round	1 round/level [D]	Close (25 ft.)	V,S, DF	No no two of which can be	Conjuration (Summoning)	PHB: p.288
Calls creature to fight.  Thornskin	16	N/A	1 standard action	1 round/level [D]	more than 30 ft. apa Personal	v,S,M	N/A	Transmutation	SC: p.219
Effect: Sprout thoms from your skin that makes your unarmed dea	al letha	al plus an extra 1d6 pier		e on unarmed attacks.	Target: You			Caster Level: 1	
□□□□ Thunderous Roar		Fortitude partial; see text			Long (440 ft.)	V,S,DF	Yes	Evocation [Sonic]	SC: p.220
All creatures in the area take 1d6 sonic damage per two ca		evels; see text.	1 standard	1 hour/level	Target: 20-ftradius	v,s	N/A	Caster Level: 1  Divination	SC: p.223
Effect: Detect copper, silver, gold, platinum, and gems within 30 fr			action	T Hourievel	Target: You	۷,5	IWA	Caster Level: 1	оо. р.220
Tremor		See text	1 standard action	1 round/3 levels	Medium (110 ft.)  Target: 40-ftradius	V,S,DF spread	No	Evocation [Earth]  Caster Level: 1	SC: p.223
Disrupts concentration; see text.	16	Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 25]	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: p.229
Effect: Same as lesser vigor except it grants target fast healing at Vigor, Mass Lesser		Will negates	1 standard	tomatically healed per round. 10 rounds + 1 round/level [max 25]	Target: Living creat 20 ft.	ure touched	Yes [harmless]	Caster Level: 1 Conjuration	SC: p.229
Effect: Same as lesser vigor except it grants all targets fast healing					more than 30 ft. apa	art	no two of which can be		
Control of speed of several distributions and the several distributions are several distributions and distributions are several distributions are several distributions and distributions are several distributions are several distributions are several distributions are several distributions and distributions are several distributions are several distributions. The several distributions are several distributions are several distributions and	16	See text	1 standard action	10 minutes/level	Medium (110 ft.)  Target: 10-ftradius		Yes d	Conjuration (Creation) Caster Level: 1	SC: p.230
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  Caster Level: 1	Race Sto: p.163
Effect: Target is not slowed by slopes, gains a climb speed equal checks.	to his	normal movement and	gains a +10	ehancement bonus to Jump and Balar	Target: Creature to	uoneu		Castel Level: 1	
□□□□ Water Breathing  Effect:	16	Will negates (harmless)	1 standard action	2 hours/level; see text	Touch  Target: Living creat		Yes (harmless)	Transmutation  Caster Level: 1	PHB: p.300
Subjects can breathe underwater.  UUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUU		None	1 hour	Instantaneous	1 mile + 1 mile/leve	I V,S,M,F	No	Divination	SC: p.238
Effect: You may accurately predict the natural weather up to one acts as detect magic.	week	into the future. If unnat			Target: 1-mile radiu pell	s +1-mile/le	vei centered on you	Caster Level: 1	
UUUU Wind Wall	16	None; see text	1 standard action	1 round/level	Medium (110 ft.)  Target: Wall up to 1	V,S,M/DF 0 ft./level lo	Yes ng and 5 ft./level high	Evocation [Air]  Caster Level: 1	PHB: p.302
Deflects arrows, smaller creatures, and gases.				* =Domain/Speciality Spell	[S]	2.70			
				= =an a pooranty open					

<sup>\* =</sup>Domain/Speciality Spell

Notes:		
Character Sheet Notes:		