

EQUIPMENT											
	ITEM	LOCATION	QTY	WT	COST						
Claw		Carried	1	0.0	0.0						
Faerie Garb +3		Equipped	1	0.5	9151.0						
Sentient Rod of	Any Weapon	Equipped	1	0.0	0.0						
Special Backpac	k of Holding	Equipped	1	0.0	0.0						
Special Boots		Equipped	1	0.0	0.0						
ТС	OTAL WEIGHT CARRIE	ED/VALUE		0.5 lbs.	9151.0 gp						

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

## SPECIAL ATTACKS

# Warcraft

+5 BAB

## SPECIAL QUALITIES

### Companion

Gain a companion of your choice

## Companion ~ Great Form

Companion gains Righteous Might benefits up to 3/day at your caster level.

### Companion ~ Might

Companion gains two positive levels

## Companion ~ Template ()

Apply a template to your companion[s] max of +2 ECL, may take more times to a max of +6.

### Disadvantage - Hunted

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**

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

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

# Druid Magic Level (, )

Druid Level 2, Casterlevel is 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 (+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.

Improved Initiave (, )
Improves your Initiative modifier by 2 each time it's taken.

# Save ~ Will (, )

Increases the Will Save

## Any Weapon Rod

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)

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.

## +4 racial bonus on saves against sleep and paralysis

## **Dragoncat Companion**

**Summon Familiar** 

## **FEATS**

## Feat Conversion to CP ~ 6 (, , , )

Covert regular feat to Character Points

# Dragonblood

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

## **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	Tiound	Concentration, up to 1 round/lever [D]				[Water]	30. p. 13
Effect: Create a small water elemental.					Target: Cube of wa	ater up to 5 f	t on a side	Caster Level: 1	
□□□□□ Animate Wood		None	1 round	Concentration, up to 1 round/level [D]	Touch	V,S,M	No	Transmutation	SC: p.13
Effect: Animates a wooden object to attack who you designate.					Target: One Small	or smaller w	rooden object	Caster Level: 1	
Animates a wooden object to attack who you designate.  Aspect of the Wolf	14	N/A		d 10 minutes/level	Personal	V,S,M/DF	N/A	Transmutation	SC: p.16
Effect:			action						
			action		Target: You			Caster Level: 1	
You assume the physical appearance and many of the q				d 1 round/lovel	Target: You	Ve	NI/A		CC: p. 10
You assume the physical appearance and many of the q	qualities (	of a wolf. N/A		d 1 round/level	Personal	V,S	N/A	Abjuration	SC: p.18
You assume the physical appearance and many of the q  Garage Against Flame  Effect:	14	N/A	1 standard	d 1 round/level	-	V,S	N/A		SC: p.18
You assume the physical appearance and many of the q  \[ \begin{align*}	14	N/A es flames; see text. Fortitude negates	1 standard action	d 1 round/level d 1 minute/level	Personal		N/A Yes [harmless]	Abjuration	SC: p.18
You assume the physical appearance and many of the q  \text{\texit{\text{\text{\text{\text{\text{\text{\text{\texict{\text{\text{\text{\text{\text{\text{\ti	14 tinguishe 14	N/A es flames; see text. Fortitude negates [harmless]	1 standard action	d 1 minute/level	Personal  Target: You	V,S,M/DF		Abjuration  Caster Level: 1	
You assume the physical appearance and many of the q  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 t 1 Standard Action  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  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	Yes [harmless]	Abjuration  Caster Level: 1  Transmutation  Caster Level: 1  Transmutation  Caster Level: 1	SC: p.22 SC: p.25
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] ititing 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 protect of the part of the protect on the part of the protect of the part of the protect on the part of the part of the protect on the part of the	tinguishe 14 reature h 14 nge 19-20	N/A ss flames; see text. Fortitude negates [harmless] ititing 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  \[ \] \ \ \] Aura 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 protects against first 10 points of fire damage, it also exting the protects against 10 points of fire damage to any critical support of the protect of the protect of the protect of fight even at -1 to -9 and gains +4 expected the protect of the protect of the protect of fight even at -1 to -9 and gains +4 expected firect:  Creates a natural homunculus.	tinguishe 14 reature h 14 nge 19-20	N/A ss flames; see text. Fortitude negates [harmless] ititing 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 claws.  \[ \] \[ \] \[ \] Beast Beast Bogun  \[ \] Effect:  \[ \] Creates a natural homunculus.  \[ \] \[ \] \[ \] Branch to Branch  \[ \] Effect:  \[ \] Creates a natural homunculus.  \[ \] \[ \] \[ \] Branch to Branch	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: \[ \] Gain +10 competence bonus on Climb checks made in the langle	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 Laws Beast Claws  \[ \] Beast Laws Beast Claws  \[ \] Beast Claws  \[ \] Beast Laws Be	14 tinguishe 14 reature h 14 nge 19-20 14 enhancer	N/A  ss flames; see text. Fortitude negates [harmless] sitting you with unarmed N/A  0. See text. Fortitude negates [harmless] ment to Str. None  N/A  so allows for brachiation	1 standard action  1 standard action	d 1 minute/level couch attack or natural weapon. d 1 hour/level d 1 minute/level d Instantaneous d 1 hour/level [D]	Personal Target: You Touch Target: Creature to Personal Target: You Touch Target: Creature to Touch Target: Tiny Const Personal Target: You	V,S,M/DF v,S,M V,S,DF vuched V,S,M,XP ruct V,S	Yes [harmless]  N/A  Yes [harmless]  No  N/A	Abjuration  Caster Level: 1  Transmutation  Caster Level: 1  Transmutation  Caster Level: 1  Evocation  [Electricity]  Caster Level: 1  Conjuration  (Creation)  Caster Level: 1  Transmutation  Caster Level: 1	SC: p.22 SC: p.25 SC: p.25 SC: p.26 SC: p.38

\* =Domain/Speciality Spell

				Point Buy Spells					
□□□□□ Buoyant Lifting		None		1 minute/level [D]; see text	Close (25 ft.)	S,DF	No	Evocation	SC: p.40
5"			action		T			0	
Effect: Travel to the surface at 60 ft/round.					Target: One willing of more than 20 ft. apa	creature/lev irt	vel, no two of which are	Caster Level: 1	
Calm Animals	14	Will negates; see text	1 standard action	1 minute/level	Close (25 ft.)	V,S	Yes	Enchantment (Compulsion)	PHB: p.207
Effect:					Target: Animals with	nin 30 ft. of	each other	[Mind-Affecting] Caster Level: 1	
Calms 2d4 + 1/level HD of animals.	14	N/A	1 standard	10 minutes/level		V,S	N/A	Transmutation	SC: p.43
Camouflage	14	N/A	action	TO Millides/level		v,3	IN/A		30. p.43
Effect: Gain +10 circumstance bonus on Hide checks.					Target: You			Caster Level: 1	
Charm Animal	14	Will negates	1 standard action	1 hour/level	Close (25 ft.)	V,S	Yes	Enchantment (Charm)	PHB: p.208
Effect:					Target: One animal			[Mind-Affecting] Caster Level: 1	
Makes one animal your friend.		NI/A	4	A 10 1	-	\/ O	NIA		00 . 47
Claws of the Bear	14	N/A	action	1 round/level		V,S	N/A	Transmutation	SC: p.47
Effect: Your hands become natural weapons that deal 1d8 with ea	ach att	ack.			Target: You			Caster Level: 1	
Claws of the Beast		None	1 standard action	1 rounds	Personal	V,S	No	Transmutation	PGtF: p.101
Effect: Your fingers sprout claws. Considered armed and do 1d8 v	with on	uch attack			Target: YOU			Caster Level: 1	
Climb Walls	14	Will negates		1 minute/level [D]	Touch	V,S,M	Yes [harmless]	Transmutation	SC: p.47
Effect:		[harmless]	action		Target: Creature tou	ıched		Caster Level: 1	
Gain +10 enhancement bonus on climb check. Bonus incre	eases	to +20 @5th level and + None		rel. 10 minutes/level [D]	Long (440 ft.)	V,S	No	Evocation (Water)	SC: p.49
Effect:					Target: 100-ftradiu			Caster Level: 1	
Heavy rain reduces visibility4 Spot & Search.	14	No [fire] or Fortitude	1 standard	1 minute/level [fire source] or	Close (25 ft.)	V,S,DF	Yes [creature]	Transmutation	SC: p.50
Effect:		half		Instantaneous [creature]	Target: One fire sou			[Cold] Caster Level: 1	
Flames deal cold damage; see text		None	1 stand	1 minute/level	creature; see text				SC: p.53
Crabwalk		None	1 standard action	i minute/level		V,S,M	No	Transmutation [Cold]	SC: p.53
Effect: When the subject charges, it gains +4 to attack roll and no					Target: Creature tou			Caster Level: 1	
Cure Light Wounds	14			Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: p.215
Effect: Cures 1d8 +1/level [max +5] damage.					Target: Creature tou	uched		Caster Level: 1	
Deep Breath	14	N/A		1 round/level	Personal	V	N/A	Conjuration	SC: p.61
·			immediate action					(Creation) [Air]	
Effect: Your lungs are constantly filled with air for the duration of ti	he spe	ell.			Target: You			Caster Level: 1	
Delay Disease	14	Will negates [harmless]	1 standard	24 hours	Touch	V,S,DF	Yes [harmless]	Conjuration (Healing)	SC: p.63
Effect:		[namicss]	action		Target: Creature tou	uched		Caster Level: 1	
Halts any nonmagical disease for the duration of the spell.  Detect Animals or Plants		None		Concentration, up to 10 minutes/level [D	)]Long (440 ft.)	V,S	No	Divination	PHB: p.218
Effect:			action		Target: Cone-shape	d emanatio	on	Caster Level: 1	
Detects kinds of animals or plants.									
· · · · · · · · · · · · · · · · · · ·		None	1 standard	Concentration up to 10 minutes/level ID	1160 ft	VS	No	Divination	PHR: n 220
Detect Snares and Pits		None	1 standard action	Concentration, up to 10 minutes/level [D		V,S	No	Divination	PHB: p.220
· · · · · · · · · · · · · · · · · · ·			action		Target: Cone-shape	d emanatio	on	Caster Level: 1	·
Detect Snares and Pits	14	None Will negates (harmless)			Target: Cone-shape				PHB: p.220 PHB: p.226
Effect: Reveals natural or primitive traps. Compared Elements Effect:	14	Will negates	action  1 standard		Target: Cone-shape	ed emanation	on	Caster Level: 1	·
Detect Snares and Pits  Effect: Reveals natural or primitive traps.  DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	14	Will negates	action  1 standard action  1 standard		Target: Cone-shape Touch Target: Creature tou	ed emanation	on	Caster Level: 1 Abjuration Caster Level: 1 Enchantment	·
Effect: Reveals natural or primitive traps.  Compared to the control of the contr	14	Will negates (harmless)	action  1 standard action	24 hours	Target: Cone-shape Touch Target: Creature tou Medium (110 ft.)	v,S uched	yes (harmless)	Caster Level: 1 Abjuration Caster Level: 1 Enchantment (Compulsion) [Mind-Affecting]	РНВ: p.226
Effect: Reveals natural or primitive traps. Compared to the co	lty to A	Will negates (harmless)  None  C to affected animal.	1 standard action  1 standard action	24 hours  Concentration +1 round/level	Target: Cone-shape Touch Target: Creature tou Medium (110 ft.) Target: One animal	d emanatic V,S uched V,S	yes (harmless) Yes	Caster Level: 1  Abjuration  Caster Level: 1  Enchantment (Compulsion) [Mind-Affecting]  Caster Level: 1	PHB: p.226 SC: p.81
Effect: Reveals natural or primitive traps.  Compared to the content of the conte		Will negates (harmless)	1 standard action  1 standard action	24 hours  Concentration +1 round/level	Target: Cone-shape Touch Target: Creature tou Medium (110 ft.) Target: One animal	d emanatic V,S uched V,S	yes (harmless)	Caster Level: 1 Abjuration Caster Level: 1 Enchantment (Compulsion) [Mind-Affecting]	РНВ: p.226
Effect: Reveals natural or primitive traps. Effect: Reveals natural or primitive traps. Effect: Exist comfortably in hot or cold environments. Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 penal	lty to A	Will negates (harmless)  None  C to affected animal.	action  1 standard action  1 standard action  1 standard	24 hours  Concentration +1 round/level	Target: Cone-shape Touch Target: Creature tou Medium (110 ft.) Target: One animal	V,S uched V,S V,S, DF	Yes (harmless) Yes	Caster Level: 1  Abjuration  Caster Level: 1  Enchantment (Compulsion) [Mind-Affecting]  Caster Level: 1	PHB: p.226 SC: p.81
Effect: Exist comfortably in hot or cold environments.  Effect: Exist comfortably in hot or cold environments.  Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 penal	lty to A	Will negates (harmless)  None  C to affected animal.	1 standard action  1 standard action  1 standard action  1 standard action	24 hours  Concentration +1 round/level	Target: Cone-shape Touch Target: Creature tou Medium (110 ft.) Target: One animal Long (440 ft.) Target: Plants in a 4	V,S uched V,S V,S, DF	Yes (harmless) Yes No spread	Caster Level: 1  Abjuration  Caster Level: 1  Enchantment (Compulsion) [Mind-Affecting]  Caster Level: 1  Transmutation	PHB: p.226 SC: p.81 PHB: p.227
Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 penal Grants +4 morale bonus to Str, Con, Will Saves & -2 penal Grants entangle everyone in 40-ftradius circle. Grants entangle everyone in 40-ftradius circle. Grants entangle everyone in Effect: Flants entangle everyone in 40-ftradius circle. Flants entangle everyone in 40-ftradius circle.	Ity to A 14	Will negates (harmless)  None  C to affected animal. Reflex partial; see text	1 standard action  1 standard action  1 standard action	24 hours  Concentration +1 round/level  1 minute/level [D]	Target: Cone-shape Touch Target: Creature tou Medium (110 ft.) Target: One animal Long (440 ft.) Target: Plants in a 4 Long (440 ft.) Target: Creatures ar	v,s uched v,s v,s, DF v,s, DF	Yes (harmless) Yes No spread Yes	Caster Level: 1 Abjuration Caster Level: 1 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 1 Transmutation Caster Level: 1	PHB: p.226 SC: p.81 PHB: p.227
Effect: Caracte Andrea and Pits  Effect: Reveals natural or primitive traps. Caracte Andrea Elements  Effect: Exist comfortably in hot or cold environments. Caracte Animal  Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 penal Caracte Animal  Effect: Plants entangle everyone in 40-ftradius circle. Caracte Animal  Effect: Coutlines subjects with light, canceling blur, concealment, a	Ity to A 14	Will negates (harmless)  None  C to affected animal. Reflex partial; see text	action  1 standard action	24 hours  Concentration +1 round/level  1 minute/level [D]	Target: Cone-shape Touch Target: Creature tou Medium (110 ft.) Target: One animal Long (440 ft.) Target: Plants in a 4 Long (440 ft.) Target: Creatures ar burst	v,s uched v,s v,s, DF v,s, DF	Yes (harmless) Yes No spread Yes	Caster Level: 1 Abjuration Caster Level: 1 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 1 Transmutation Caster Level: 1 Evocation [Light] Caster Level: 1 Transmutation	PHB: p.226 SC: p.81 PHB: p.227
Effect: Crants +4 morale bonus to Str, Con, Will Saves & -2 penal Crants entangle everyone in 40-ftradius circle.  Fefect: Plants entangle everyone in 40-ftradius circle.  Cottlines subjects with light, canceling blur, concealment, a	Ity to A 14	Will negates (harmless)  None  C to affected animal.  Reflex partial; see text  None	action  1 standard action	24 hours  Concentration +1 round/level  1 minute/level [D]  1 minute/level [D]	Target: Cone-shape Touch Target: Creature tou Medium (110 ft.)  Target: One animal Long (440 ft.)  Target: Plants in a 4 Long (440 ft.)  Target: Creatures arburst Close (25 ft.)	v,s uched v,s v,s, DF v,s, DF nd objects v, V,M	Yes (harmless)  Yes  No spread  Yes within a 5-ftradius  Yes [harmless]	Caster Level: 1 Abjuration Caster Level: 1 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 1 Transmutation Caster Level: 1 Evocation [Light] Caster Level: 1 Transmutation [Earth]	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229
Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 penal Grants +	ity to A 14	Will negates (harmless)  None  C to affected animal. Reflex partial; see text  None  like. None	action  1 standard action	24 hours  Concentration +1 round/level  1 minute/level [D]  1 minute/level [D]	Target: Cone-shape Touch Target: Creature tou Medium (110 ft.)  Target: One animal Long (440 ft.)  Target: Plants in a 4 Long (440 ft.)  Target: Creatures ar burst Close (25 ft.)  Target: One creatur than 30 ft. apart	V,S, DF O-ftradius V,M	Yes (harmless)  Yes  No spread  Yes  within a 5-ftradius  Yes [harmless]  two of which are more	Caster Level: 1 Abjuration Caster Level: 1 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 1 Transmutation Caster Level: 1 Evocation [Light] Caster Level: 1 Transmutation [Earth] Caster Level: 1	PHB: p.226  SC: p.81  PHB: p.227  PHB: p.229  SC: p.99
Effect: Care and Pits Effect: Reveals natural or primitive traps. Care and Pits Effect: Exist comfortably in hot or cold environments. Care and Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 penal Care and Entangle Effect: Plants entangle everyone in 40-ftradius circle. Care and Faerie Fire Effect: Outlines subjects with light, canceling blur, concealment, a Care and Faerie Fire Effect: As long as subjects don't move they gain +2 AC and +4 to Care and Faerie Fire Care and	ity to A 14	Will negates (harmless)  None  C to affected animal. Reflex partial; see text  None  like. None	action  1 standard action	24 hours  Concentration +1 round/level  1 minute/level [D]  1 minute/level [D]	Target: Cone-shape Touch Target: Creature tou Medium (110 ft.)  Target: One animal Long (440 ft.)  Target: Plants in a 4 Long (440 ft.)  Target: Creatures an burst Close (25 ft.)  Target: One creature than 30 ft. apart Touch	V,S, DF V,S, DF dobjects v V,M e/level, no to	Yes (harmless)  Yes  No spread  Yes within a 5-ftradius  Yes [harmless]  two of which are more	Caster Level: 1 Abjuration Caster Level: 1 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 1 Transmutation Caster Level: 1 Evocation [Light] Caster Level: 1 Transmutation [Earth] Caster Level: 1 Transmutation	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229
Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 penal Grants +	14  14  Str ag	Will negates (harmless)  None  C to affected animal. Reflex partial; see text  None  like. None  ainst bull rush.	1 standard action	24 hours  Concentration +1 round/level  1 minute/level [D]  1 minute/level [D]  1 round/level  1 day/level	Target: Cone-shape Touch Target: Creature tou Medium (110 ft.)  Target: One animal Long (440 ft.)  Target: Plants in a 4 Long (440 ft.)  Target: Creatures an burst Close (25 ft.)  Target: One creature than 30 ft. apart Touch  Target: 2d4 fresh be	v,s uched v,s v,s, DF v,s, DF nd objects v,M e/level, no liv,s, DF erries touch	Yes (harmless)  Yes  No spread  Yes within a 5-ftradius  Yes [harmless] two of which are more  Yes ed	Caster Level: 1 Abjuration Caster Level: 1 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 1 Transmutation Caster Level: 1 Evocation [Light] Caster Level: 1 Transmutation [Earth] Caster Level: 1 Transmutation Caster Level: 1	PHB: p.226  SC: p.81  PHB: p.227  PHB: p.229  SC: p.99  PHB: p.237
Effect: Plants entangle everyone in 40-ft-radius circle.  Plants entangle everyone in 40-ft-radius circle.  Outlines subjects with light, canceling blur, concealment, a content as subjects don't move they gain +2 AC and +4 to condents.	14  14  Str ag	Will negates (harmless)  None  C to affected animal. Reflex partial; see text  None  like. None	1 standard action	24 hours  Concentration +1 round/level  1 minute/level [D]  1 minute/level [D]	Target: Cone-shape Touch Target: Creature tou Medium (110 ft.)  Target: One animal Long (440 ft.)  Target: Plants in a 4 Long (440 ft.)  Target: Creatures an burst Close (25 ft.)  Target: One creature than 30 ft. apart Touch  Target: 2d4 fresh be	V,S, DF V,S, DF dobjects v V,M e/level, no to	Yes (harmless)  Yes  No spread  Yes within a 5-ftradius  Yes [harmless]  two of which are more	Caster Level: 1 Abjuration Caster Level: 1 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 1 Transmutation Caster Level: 1 Evocation [Light] Caster Level: 1 Transmutation [Earth] Caster Level: 1 Transmutation	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229 SC: p.99
Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 penal Grants +	14 Str ag	Will negates (harmless)  None  C to affected animal. Reflex partial; see text  None  like. None ainst bull rush. None	action  1 standard action	24 hours  Concentration +1 round/level  1 minute/level [D]  1 minute/level [D]  1 round/level  1 day/level	Target: Cone-shape Touch Target: Creature tou Medium (110 ft.)  Target: One animal Long (440 ft.)  Target: Plants in a 4 Long (440 ft.)  Target: Creatures an burst Close (25 ft.)  Target: One creature than 30 ft. apart Touch  Target: 2d4 fresh be	v,s uched v,s v,s, DF v,s, DF nd objects v,M e/level, no liv,s, DF erries touch	Yes (harmless)  Yes  No spread  Yes within a 5-ftradius  Yes [harmless] two of which are more  Yes ed	Caster Level: 1 Abjuration Caster Level: 1 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 1 Transmutation Caster Level: 1 Evocation [Light] Caster Level: 1 Transmutation [Earth] Caster Level: 1 Transmutation Caster Level: 1	PHB: p.226  SC: p.81  PHB: p.227  PHB: p.229  SC: p.99  PHB: p.237
Effect: Plants entangle everyone in 40-ft-radius circle.  Plants entangle everyone in 40-ft-radius circle.  Outlines subjects with light, canceling blur, concealment, a continua as subjects don't move they gain +2 AC and +4 to Cade horse.  Effect: As long as subjects don't move they gain +2 AC and +4 to Cade horse.  Outlines entangle everyone in 40-ft-radius circle.  Effect: Outlines subjects with light, canceling blur, concealment, a Cade horse.  Effect: As long as subjects don't move they gain +2 AC and +4 to Cade horse.  Effect: 2d4 berries each cure 1 hp [max 8 hp/24 hours].	14 Str ag	Will negates (harmless)  None  C to affected animal. Reflex partial; see text  None  like. None  ainst bull rush. None  N/A  n Spot checks. Will negates	action  1 standard action	24 hours  Concentration +1 round/level  1 minute/level [D]  1 minute/level [D]  1 round/level  1 day/level  10 minutes/level [D]	Target: Cone-shape Touch Target: Creature tou Medium (110 ft.)  Target: One animal Long (440 ft.)  Target: Plants in a 4 Long (440 ft.)  Target: Creatures are burst Close (25 ft.)  Target: One creatures and the shape of the sh	v,s uched v,s v,s, DF v,s, DF nd objects v,M e/level, no liv,s, DF erries touch	Yes (harmless)  Yes  No spread  Yes within a 5-ftradius  Yes [harmless] two of which are more  Yes ed	Caster Level: 1 Abjuration Caster Level: 1 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 1 Transmutation Caster Level: 1 Transmutation [Light] Caster Level: 1 Transmutation [Earth] Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Conjuration	PHB: p.226  SC: p.81  PHB: p.227  PHB: p.229  SC: p.99  PHB: p.237
Effect: Plants entangle everyone in 40-ft-radius circle.  Outlines subjects with light, cancelling blur, concealment, a continuate on the subjects.  As long as subjects don't move they gain +2 AC and +4 to conceal the process of the circle.  Effect: Outlines subjects with light, cancelling blur, concealment, a concealme	14 Str ag	Will negates (harmless)  None  C to affected animal.  Reflex partial; see text  None  like.  None ainst bull rush.  None	action  1 standard action	24 hours  Concentration +1 round/level  1 minute/level [D]  1 minute/level [D]  1 round/level  1 day/level  10 minutes/level [D]	Target: Cone-shape Touch Target: Creature tou Medium (110 ft.) Target: One animal Long (440 ft.) Target: Plants in a 4 Long (440 ft.) Target: Creatures an burst Close (25 ft.) Target: One creatur than 30 ft. apart Touch Target: 2d4 fresh be Personal Target: You Close (25 ft.) Target: One creatur	v,s uched v,s v,s, DF v,s, DF vo-ft-radius v,s, DF v,M e/level, no n v,s	Yes (harmless)  Yes  No spread  Yes within a 5-ftradius  Yes [harmless]  two of which are more  Yes ed  N/A  Yes [harmless]	Caster Level: 1 Abjuration Caster Level: 1 Enchantment (Compulsion) (Mind-Affecting) Caster Level: 1 Transmutation Caster Level: 1 Evocation [Light] Caster Level: 1 Transmutation [Earth] Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1	PHB: p.226  SC: p.81  PHB: p.227  PHB: p.229  SC: p.99  PHB: p.237  SC: p.110
Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 penal Grants +	14 Str ag	Will negates (harmless)  None  C to affected animal. Reflex partial; see text  None  like. None  ainst bull rush. None  N/A  n Spot checks. Will negates	action  1 standard action	24 hours  Concentration +1 round/level  1 minute/level [D]  1 minute/level [D]  1 round/level  1 day/level  10 minutes/level [D]	Target: Cone-shape Touch Target: Creature tou Medium (110 ft.)  Target: One animal Long (440 ft.)  Target: Plants in a 4 Long (440 ft.)  Target: Creatures an burst Close (25 ft.)  Target: One creatur than 30 ft. apart Touch  Target: 2d4 fresh be Personal Target: You Close (25 ft.)  Target: One creatur Target: One creatur Touch Target: One creatur Touch Target: One creatur Touch Target: One creatur Touch	v,s uched v,s v,s, DF v,s, DF vo-ft-radius v,s, DF v,M e/level, no n v,s	Yes (harmless)  Yes  No spread  Yes within a 5-ftradius  Yes [harmless]  two of which are more  Yes ed  N/A  Yes [harmless]	Caster Level: 1 Abjuration Caster Level: 1 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 1 Transmutation Caster Level: 1 Evocation [Light] Caster Level: 1 Transmutation [Earth] Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Coster Level: 1 Conjuration (Healing)	PHB: p.226  SC: p.81  PHB: p.227  PHB: p.229  SC: p.99  PHB: p.237  SC: p.110
Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 penal Grants +	14  14  14  14  14  14  14	Will negates (harmless)  None  C to affected animal. Reflex partial; see text  None  like, None  ainst bull rush.  None  N/A  a Spot checks. Will negates [harmless]	action  1 standard action	24 hours  Concentration +1 round/level  1 minute/level [D]  1 minute/level [D]  1 round/level  1 day/level  10 minutes/level [D]	Target: Cone-shape Touch Target: Creature tou Medium (110 ft.) Target: One animal Long (440 ft.) Target: Plants in a 4 Long (440 ft.) Target: Creatures arburst Close (25 ft.) Target: One creatur than 30 ft. apart Touch Target: 2d4 fresh be Personal Target: You Close (25 ft.) Target: One creatur than 30 ft. apart Touch Target: One creatur more than 30 feet ap Touch	v,s uched v,s v,s, DF	Yes (harmless)  Yes  No spread  Yes within a 5-ftradius  Yes [harmless] two of which are more  Yes  ed  N/A  Yes [harmless] two of which can be  Yes	Caster Level: 1 Abjuration Caster Level: 1 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 1 Transmutation Caster Level: 1 Transmutation [Light] Caster Level: 1 Transmutation [Carth] Caster Level: 1 Transmutation Caster Level: 1 Conjuration (Healing) Caster Level: 1 Abjuration	PHB: p.226  SC: p.81  PHB: p.227  PHB: p.229  SC: p.99  PHB: p.237  SC: p.110  SC: p.111
Effect: Reveals natural or primitive traps.  Effect: Reveals natural or primitive traps. Effect: Exist comfortably in hot or cold environments.  Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 penal  Effect: Plants entangle everyone in 40-ftradius circle.  Effect: Outlines subjects with light, canceling blur, concealment, a  Dipolar Foundation of Stone  Effect: As long as subjects don't move they gain +2 AC and +4 to  Dipolar Goodberry  Effect: 2d4 berries each cure 1 hp [max 8 hp/24 hours].  Dipolar Healthful Rest  Effect: Doubles the natural healing rate.  Hide from Animals  Effect: Characteristics an't perceive 1 subject/level.	14  14  14  14	Will negates (harmless)  None  C to affected animal. Reflex partial; see text  None  like. None  ainst bull rush. None  N/A  1 Spot checks. Will negates [harmless]  Will negates (harmless)	action  1 standard action	24 hours  Concentration +1 round/level  1 minute/level [D]  1 minute/level [D]  1 round/level  1 day/level  10 minutes/level [D]  24 hours	Target: Cone-shape Touch Target: Creature tou Medium (110 ft.) Target: One animal Long (440 ft.) Target: Plants in a 4 Long (440 ft.) Target: Creatures are burst Close (25 ft.) Target: One creature than 30 ft. apart Touch Target: You Close (25 ft.) Target: You Close (25 ft.) Target: One creature than 30 ft. apart Touch Target: You Target: One creature than 30 ft. apart Touch Target: One creature than 30 ft. apart	V,S, DF V,S, DF O-ftradius V,S V,S, DF V,S, DF V,S, DF V,S, DF v,M e/level, no to V V,S e/level, no to part S, DF evel toucher	Yes (harmless)  Yes  No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed  N/A  Yes [harmless] two of which can be Yes	Caster Level: 1 Abjuration Caster Level: 1 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 1 Transmutation Caster Level: 1 Evocation [Light] Caster Level: 1 Transmutation [Earth] Caster Level: 1 Transmutation Caster Level: 1 Conjuration Caster Level: 1 Conjuration (Healing) Caster Level: 1 Abjuration Caster Level: 1	PHB: p.226  SC: p.81  PHB: p.227  PHB: p.229  SC: p.99  PHB: p.237  SC: p.110  SC: p.111  PHB: p.241
Effect: Care the morale bonus to Str., Con, Will Saves & -2 penal Care the morale bonus to Str., Con, Will Saves & -2 penal Care the morale bonus to Str., Con, Will Saves & -2 penal Care the morale bonus to Str., Con, Will Saves & -2 penal Care the morale bonus to Str., Con, Will Saves & -2 penal Care the morale bonus to Str., Con, Will Saves & -2 penal Care the morale bonus to Str., Con, Will Saves & -2 penal Care the morale bonus to Str., Con, Will Saves & -2 penal Care the moral Effect:  Plants entangle everyone in 40-ftradius circle.  Plants entangle everyone in 40-ftradius circle.  Coutlines subjects with light, cancelling blur, concealment, a	14  14  14  14  14  14  14	Will negates (harmless)  None  C to affected animal. Reflex partial; see text  None  like. None ainst bull rush. None  N/A a Spot checks. Will negates [harmless]	action  1 standard action	24 hours  Concentration +1 round/level  1 minute/level [D]  1 minute/level [D]  1 round/level  1 day/level  10 minutes/level [D]  24 hours	Target: Cone-shape Touch Target: Creature tou Medium (110 ft.) Target: One animal Long (440 ft.) Target: Plants in a 4 Long (440 ft.) Target: Creatures arburst Close (25 ft.) Target: One creatures and the shape of	V,S, DF O-ftradius V,S, DF O-ftradius V,S, DF V,S, DF O-ftradius V	Yes (harmless)  Yes  No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed  N/A  Yes [harmless] two of which can be Yes d No	Caster Level: 1 Abjuration Caster Level: 1 Enchantment (Compulsion) (Mind-Affecting) Caster Level: 1 Transmutation Caster Level: 1 Evocation [Light] Caster Level: 1 Transmutation [Earth] Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Conjuration Caster Level: 1 Abjuration Caster Level: 1 Abjuration Caster Level: 1 Abjuration Caster Level: 1 Transmutation	PHB: p.226  SC: p.81  PHB: p.227  PHB: p.229  SC: p.99  PHB: p.237  SC: p.110  SC: p.111
Effect: Reveals natural or primitive traps.  Effect: Reveals natural or primitive traps. Effect: Exist comfortably in hot or cold environments.  Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 penal  Effect: Plants entangle everyone in 40-ftradius circle.  Effect: Outlines subjects with light, canceling blur, concealment, a  Dipolar Foundation of Stone  Effect: As long as subjects don't move they gain +2 AC and +4 to  Dipolar Goodberry  Effect: 2d4 berries each cure 1 hp [max 8 hp/24 hours].  Dipolar Healthful Rest  Effect: Doubles the natural healing rate.  Hide from Animals  Effect: Characteristics an't perceive 1 subject/level.	14 Str ag 14 14 14 14	Will negates (harmless)  None  C to affected animal. Reflex partial; see text  None  like. None  Anspot checks. Will negates (harmless)  Will negates (harmless)	action  1 standard action	24 hours  Concentration +1 round/level  1 minute/level [D]  1 minute/level [D]  1 round/level  1 day/level  10 minutes/level [D]  24 hours	Target: Cone-shape Touch Target: Creature tou Medium (110 ft.) Target: One animal Long (440 ft.) Target: Plants in a 4 Long (440 ft.) Target: Creatures are burst Close (25 ft.) Target: One creature than 30 ft. apart Touch Target: You Close (25 ft.) Target: You Close (25 ft.) Target: One creature than 30 ft. apart Touch Target: You Target: One creature than 30 ft. apart Touch Target: One creature than 30 ft. apart	V,S, DF O-ftradius V,S, DF O-ftradius V,S, DF V,S, DF O-ftradius V	Yes (harmless)  Yes  No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed  N/A  Yes [harmless] two of which can be Yes d No	Caster Level: 1 Abjuration Caster Level: 1 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 1 Transmutation Caster Level: 1 Evocation [Light] Caster Level: 1 Transmutation [Earth] Caster Level: 1 Transmutation Caster Level: 1 Conjuration Caster Level: 1 Conjuration (Healing) Caster Level: 1 Abjuration Caster Level: 1	PHB: p.226  SC: p.81  PHB: p.227  PHB: p.229  SC: p.99  PHB: p.237  SC: p.110  SC: p.111  PHB: p.241
Effect: Reveals natural or primitive traps.  Consider the construction of Stone  Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 penal Construction C	14 Str ag 14 14 14 14	Will negates (harmless)  None  C to affected animal. Reflex partial; see text  None  like. None  ainst bull rush. None  N/A  Spot checks. Will negates [harmless]  Will negates (harmless)  Fortitude negates; see text  Will negates	action  1 standard action	24 hours  Concentration +1 round/level  1 minute/level [D]  1 minute/level [D]  1 round/level  1 day/level  10 minutes/level [D]  24 hours	Target: Cone-shape Touch Target: Creature tou Medium (110 ft.)  Target: One animal Long (440 ft.)  Target: Plants in a 4 Long (440 ft.)  Target: Creatures arburst Close (25 ft.)  Target: One creature than 30 ft. apart Touch Target: You Close (25 ft.)  Target: You Close (25 ft.)  Target: 1 creature de than 30 feet ar Touch Target: 1 creature/le Touch Target: 1 creature/le Touch	V,S, DF O-ftradius V,S, DF O-ftradius V,S, DF V,S, DF O-ftradius V	Yes (harmless)  Yes  No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed  N/A  Yes [harmless] two of which can be Yes d No	Caster Level: 1 Abjuration Caster Level: 1 Enchantment (Compulsion) (Mind-Affecting) Caster Level: 1 Transmutation Caster Level: 1 Evocation [Light] Caster Level: 1 Transmutation [Earth] Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Conjuration Caster Level: 1 Abjuration Caster Level: 1 Abjuration Caster Level: 1 Abjuration Caster Level: 1 Transmutation	PHB: p.226  SC: p.81  PHB: p.227  PHB: p.229  SC: p.99  PHB: p.237  SC: p.110  SC: p.111  PHB: p.241
Effect: Care the subjects with light, canceling blur, concealment, a but plant as subjects don't move they gain +2 AC and +4 to cold berries each cure 1 hp [max 8 hp/24 hours].  Effect: Outlines subjects don't move they gain +2 AC and +4 to cold berries each cure 1 hp [max 8 hp/24 hours].  Effect: Dubles the natural healing rate. Dubles the natural healing rate. Effect: Animals can't perceive 1 subject/level. Duble Effect: Animals can't perceive 1 subject/level. Duble Effect: Animals must save after biting or refuse to bite the subject. Dump Effect: Animals must save after biting or refuse to bite the subject. Dump Effect: Animals must save after biting or refuse to bite the subject. Dump Effect:	14 Str ag 14 14 14 14	Will negates (harmless)  None  C to affected animal. Reflex partial; see text  None  like. None ainst bull rush. None  N/A  n Spot checks. Will negates (harmless)  Will negates (harmless)  Fortitude negates; see text	action  1 standard action	24 hours  Concentration +1 round/level  1 minute/level [D]  1 minute/level [D]  1 round/level  1 day/level  10 minutes/level [D]  24 hours  10 minutes/level [D]	Target: Cone-shape Touch Target: Creature tou Medium (110 ft.)  Target: One animal Long (440 ft.)  Target: Plants in a 4 Long (440 ft.)  Target: Creatures arburst Close (25 ft.)  Target: One creature than 30 ft. apart Touch Target: You Close (25 ft.)  Target: You Close (25 ft.)  Target: 1 creature de than 30 feet ar Touch Target: 1 creature/le Touch Target: 1 creature/le Touch	V,S, DF  V,S, DF  O-ftradius  V,S  V,S, DF  orices touch  V,S  V,S, DF  orices touch  V,S  orices touch  V,S  orices touch  V,S, DF  orices touch  V,S, DF  orices touch  V,S, DF  ovel toucher  V,S,M  object touch	Yes (harmless)  Yes  No spread  Yes within a 5-ftradius  Yes [harmless] two of which are more  Yes ed  N/A  Yes [harmless] two of which can be  Yes d  No hed	Caster Level: 1 Abjuration Caster Level: 1 Enchantment (Compulsion) (Mind-Affecting) Caster Level: 1 Transmutation Caster Level: 1 Evocation [Light] Caster Level: 1 Transmutation [Earth] Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Conjuration (Healing) Caster Level: 1 Abjuration Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1	PHB: p.226  SC: p.81  PHB: p.227  PHB: p.229  SC: p.99  PHB: p.237  SC: p.110  SC: p.111  PHB: p.241  SC: p.116
Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 penal Grants +4 morale bonus	14 Str ag 14 14 14 14	Will negates (harmless)  None  C to affected animal. Reflex partial; see text  None  like. None  ainst bull rush. None  N/A  Spot checks. Will negates [harmless]  Will negates (harmless)  Fortitude negates; see text  Will negates	action  1 standard action	24 hours  Concentration +1 round/level  1 minute/level [D]  1 minute/level [D]  1 round/level  1 day/level  10 minutes/level [D]  24 hours  10 minutes/level [D]	Target: Cone-shape Touch Target: Creature tou Medium (110 ft.) Target: One animal Long (440 ft.) Target: Plants in a 4 Long (440 ft.) Target: Creatures are burst Close (25 ft.) Target: One creature than 30 ft. apart Touch Target: 244 fresh be Personal Target: You Close (25 ft.) Target: You Close (25 ft.) Target: One creature than 30 ft. apart Touch Target: 1 creature/let Touch Target: 1 creature/let Touch Target: Creature on touch Target: Creature touch Target: Creature touch	V,S, DF  V,S, DF  O-ftradius  V,S  V,S, DF  orices touch  V,S  V,S, DF  orices touch  V,S  orices touch  V,S  orices touch  V,S, DF  orices touch  V,S, DF  orices touch  V,S, DF  ovel toucher  V,S,M  object touch	Yes (harmless)  Yes  No spread  Yes within a 5-ftradius  Yes [harmless] two of which are more  Yes ed  N/A  Yes [harmless] two of which can be  Yes d  No hed	Caster Level: 1 Abjuration Caster Level: 1 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 1 Transmutation Caster Level: 1 Evocation [Light] Caster Level: 1 Transmutation [Earth] Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Abjuration Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1	PHB: p.226  SC: p.81  PHB: p.227  PHB: p.229  SC: p.99  PHB: p.237  SC: p.110  SC: p.111  PHB: p.241  SC: p.116
Effect: Care the subjects with light, canceling blur, concealment, a but plant as subjects don't move they gain +2 AC and +4 to cold berries each cure 1 hp [max 8 hp/24 hours].  Effect: Outlines subjects don't move they gain +2 AC and +4 to cold berries each cure 1 hp [max 8 hp/24 hours].  Effect: Dubles the natural healing rate. Dubles the natural healing rate. Effect: Animals can't perceive 1 subject/level. Duble Effect: Animals can't perceive 1 subject/level. Duble Effect: Animals must save after biting or refuse to bite the subject. Dump Effect: Animals must save after biting or refuse to bite the subject. Dump Effect: Animals must save after biting or refuse to bite the subject. Dump Effect:	14 Str ag	Will negates (harmless)  None  C to affected animal. Reflex partial; see text  None  like. None  ainst bull rush. None  N/A  n Spot checks. Will negates [harmless]  Will negates (harmless)  Fortitude negates; see text  Will negates (harmless)	action  1 standard action	24 hours  Concentration +1 round/level  1 minute/level [D]  1 minute/level [D]  1 round/level  1 day/level  10 minutes/level [D]  24 hours  10 minutes/level [D]  10 minutes/level [D]	Target: Cone-shape Touch Target: Creature tou Medium (110 ft.) Target: One animal Long (440 ft.) Target: Plants in a 4 Long (440 ft.) Target: Creatures are burst Close (25 ft.) Target: One creature than 30 ft. apart Touch Target: You Close (25 ft.) Target: You Close (25 ft.) Target: You Close (25 ft.) Target: One creature than 30 ft. apart Touch Target: Creature or or touch Target: Creature or or touch Target: Creature or or touch Target: Creature touch Target: Creature touch Target: Creature touch	v,s, DF v,s, DF volume v,s, M	Yes (harmless)  Yes  No spread  Yes within a 5-ftradius  Yes [harmless] two of which are more  Yes ed  N/A  Yes [harmless] two of which can be  Yes d  No hed  Yes	Caster Level: 1 Abjuration Caster Level: 1 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 1 Transmutation Caster Level: 1 Evocation [Light] Caster Level: 1 Transmutation [Earth] Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Conjuration (Healing) Caster Level: 1 Transmutation Caster Level: 1	PHB: p.226  SC: p.81  PHB: p.227  PHB: p.229  SC: p.99  PHB: p.237  SC: p.110  SC: p.111  PHB: p.241  SC: p.116  PHB: p.246
Effect: Countines subjects with light, canceling blur, concealment, a subjects don't move they gain +2 AC and +4 to Countines each cure 1 hp [max 8 hp/24 hours].  Effect: David Bernage Animal  Effect: Outlines subjects with light, canceling blur, concealment, a concealment, a concealment and bernage as subjects don't move they gain +2 AC and +4 to Countines each cure 1 hp [max 8 hp/24 hours].  Effect: David Bernage and Fire  Effect: David Ber	14 14 14 14	Will negates (harmless)  None  C to affected animal. Reflex partial; see text  None  like. None  ainst bull rush. None  N/A  n Spot checks. Will negates (harmless)  Will negates (harmless)  Fortitude negates; see text  Will negates (harmless)  Reflex half e area take 1d10/caster	action  1 standard action	24 hours  Concentration +1 round/level  1 minute/level [D]  1 minute/level [D]  1 round/level  1 day/level  10 minutes/level [D]  24 hours  10 minutes/level [D]  11 minutes/level [D]	Target: Cone-shape Touch Target: Creature tou Medium (110 ft.) Target: One animal Long (440 ft.) Target: Plants in a 4 Long (440 ft.) Target: Creatures are burst Close (25 ft.) Target: One creature than 30 ft. apart Touch Target: You Close (25 ft.) Target: You Close (25 ft.) Target: You Close (25 ft.) Target: One creature than 30 feet are than 30 ft. apart Touch Target: 1 creature/le Touch Target: Creature or of the than 30 ft. Target: Creature tou 120 ft. Target: 120-ft. line	v,s, DF v,s, DF volume v,s, M	Yes (harmless)  Yes  No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed  N/A  Yes [harmless] two of which can be Yes d  No hed Yes	Caster Level: 1 Abjuration Caster Level: 1 Enchantment (Compulsion) (Mind-Affecting) Caster Level: 1 Transmutation Caster Level: 1 Evocation [Light] Caster Level: 1 Transmutation [Earth] Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Abjuration Caster Level: 1 Transmutation Caster Level: 1 Necromancy Caster Level: 1	PHB: p.226  SC: p.81  PHB: p.227  PHB: p.229  SC: p.99  PHB: p.237  SC: p.110  SC: p.111  PHB: p.241  SC: p.116  PHB: p.246  SC: p.127
Effect: Countines subjects with light, cancelling blur, concealment, as subjects don't move they gain +2 AC and +4 to conderry  Effect: Outlines subjects with light, cancelling blur, concealment, as subjects don't move they gain +2 AC and +4 to concealment by 50% and +5 competence be concealed by the concealed	14 14 14 14	Will negates (harmless)  None  C to affected animal. Reflex partial; see text  None  like. None  ainst bull rush. None  N/A  n Spot checks. Will negates (harmless)  Will negates (harmless)  Fortitude negates; see text  Will negates (harmless)	action  1 standard action	24 hours  Concentration +1 round/level  1 minute/level [D]  1 minute/level [D]  1 round/level  1 day/level  10 minutes/level [D]  24 hours  10 minutes/level [D]  11 minutes/level [D]	Target: Cone-shape Touch Target: Creature tou Medium (110 ft.) Target: One animal Long (440 ft.) Target: Plants in a 4 Long (440 ft.) Target: Creatures arburst Close (25 ft.) Target: One creature than 30 ft. apart Touch Target: You Close (25 ft.) Target: You Close (25 ft.) Target: 1 creature than 30 ft. apart Touch Target: Creature or than 30 ft. apart Touch Target: Creature tou 120 ft. Target: L20-ft. line Personal	v,s, DF v,s, DF volume v,s, M	Yes (harmless)  Yes  No spread  Yes within a 5-ftradius  Yes [harmless] two of which are more  Yes ed  N/A  Yes [harmless] two of which can be  Yes d  No hed  Yes	Caster Level: 1 Abjuration Caster Level: 1 Enchantment (Compulsion) (Mind-Affecting) Caster Level: 1 Transmutation Caster Level: 1 Evocation [Light] Caster Level: 1 Transmutation [Earth] Caster Level: 1 Transmutation Caster Level: 1 Necromancy Caster Level: 1 Transmutation	PHB: p.226  SC: p.81  PHB: p.227  PHB: p.229  SC: p.99  PHB: p.237  SC: p.110  SC: p.111  PHB: p.241  SC: p.116  PHB: p.246
Effect: Countines subjects with light, canceling blur, concealment, a subjects don't move they gain +2 AC and +4 to Countines each cure 1 hp [max 8 hp/24 hours].  Effect: David Bernage Animal  Effect: Outlines subjects with light, canceling blur, concealment, a concealment, a concealment and bernage as subjects don't move they gain +2 AC and +4 to Countines each cure 1 hp [max 8 hp/24 hours].  Effect: David Bernage and Fire  Effect: David Ber	14 14 14 14	Will negates (harmless)  None  C to affected animal. Reflex partial; see text  None  like. None  ainst bull rush. None  N/A  n Spot checks. Will negates (harmless)  Will negates (harmless)  Fortitude negates; see text  Will negates (harmless)  Reflex half e area take 1d10/caster	action  1 standard action	24 hours  Concentration +1 round/level  1 minute/level [D]  1 minute/level [D]  1 round/level  1 day/level  10 minutes/level [D]  24 hours  10 minutes/level [D]  11 minutes/level [D]	Target: Cone-shape Touch Target: Creature tou Medium (110 ft.) Target: One animal Long (440 ft.) Target: Plants in a 4 Long (440 ft.) Target: Creatures are burst Close (25 ft.) Target: One creature than 30 ft. apart Touch Target: You Close (25 ft.) Target: You Close (25 ft.) Target: You Close (25 ft.) Target: One creature than 30 feet are than 30 ft. apart Touch Target: 1 creature/le Touch Target: Creature or of the than 30 ft. Target: Creature tou 120 ft. Target: 120-ft. line	v,s, DF v,s, DF volume v,s, M	Yes (harmless)  Yes  No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed  N/A  Yes [harmless] two of which can be Yes d  No hed Yes	Caster Level: 1 Abjuration Caster Level: 1 Enchantment (Compulsion) (Mind-Affecting) Caster Level: 1 Transmutation Caster Level: 1 Evocation [Light] Caster Level: 1 Transmutation [Earth] Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Abjuration Caster Level: 1 Transmutation Caster Level: 1 Necromancy Caster Level: 1	PHB: p.226  SC: p.81  PHB: p.227  PHB: p.229  SC: p.99  PHB: p.237  SC: p.110  SC: p.111  PHB: p.241  SC: p.116  PHB: p.246  SC: p.127

				Point Buy Spells					
□□□□□Low-light Vision	14	Will negates [harmless]	1 standard		Touch	V,M	Yes [harmless]	Transmutation	SC: p.134
Effect:		[namiess]	action		Target: Creature touc	ched		Caster Level: 1	
Target gains low-light vision.  DDDDDMagic Fang	14	Will negates		1 minute/level	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: p.250
Effect:		(harmless)	action		Target: Living creatur	re touched		Caster Level: 1	
One natural weapon of subject creature gets +1 on attack	and da	mage rolls. Will negates	1 standard	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	ebbles tou	ched	Caster Level: 1	
Three stones gain +1 on attack rolls, deal 1d6+1 damage.		None	1 standard	1 minute/level	- '		No	Conjuration	PHB: p.258
Obscuring Mist		None	action	i minute/level				(Creation)	FTID. p.200
Effect: Fog surrounds you.					high		radius from you, 20 ft.		
Omen of Peril	14	N/A	1 round	Instantaneous	Personal Y	V,F	N/A	Divination  Caster Level: 1	SC: p.149
Brief supplication gives you a vision that hints at how dang	gerous 14	the immediate future is Will negates		see text. 1 hour/level [D]	-	V,S, DF	Yes (harmless)	Transmutation	PHB: p.259
Pass without Trace	14	(harmless)	action	i riodi/level [D]					FПБ. p.209
Effect: 1 subject/level leaves no tracks.					Target: 1 creature/lev			Caster Level: 1	
□□□□□ Produce Flame		None	1 standard action	1 minute/level [D]		V,S	Yes	Evocation [Fire]	PHB: p.265
Effect: 1d6 +1/level [max +5] damage, touch or thrown.					Target: Flame in you	r palm		Caster Level: 1	
□□□□□ Raging Flame		None	1 standard action	1 minute	Medium (110 ft.)	V,S	No	Transmutation [Fire]	SC: p.164
Effect: Causes existing fire to double their heat and radiance; see	e text.				Target: 30-ftradius s	spread		Caster Level: 1	
□□□□□ Ram's Might	14	N/A	1 standard action	1 minute/level	Personal	V,S	N/A	Transmutation	SC: p.166
Effect: Your hands harden +2 bonus to Str, inflict lethal damage, a	and	u are considered organ			Target: You			Caster Level: 1	
Your nands narden +2 bonus to Str, Inflict lethal damage, a	and yo	Fortitude negates	1 standard	10 minutes/level	Touch	V,S,DF	Yes [harmless]	Transmutation	SC: p.166
Effect:		[harmless]	action		Target: Creature touc	ched		Caster Level: 1	
Improves existing burrow speed by 20 ft.  Remove Scent	14	Will negates		10 minutes/level	Touch	V,S,M	Yes	Transmutation	SC: p.173
Effect:			action		Target: Creature touc	ched		Caster Level: 1	
Hides the scent of the affected creature or removes potent Resist Planar Alignment	t affect	Will negates	1 standard	roglodytes. 1 round/level			Yes [harmless]	Abjuration	SC: p.174
Effect:		[harmless]	action		Target: Creature touc	ched		Caster Level: 1	
Grants limited protection from a plane's alignment traits; se	ee text 14	Reflex half	1 standard	Instantaneous	-		Yes	Evocation	SC: p.180
Effect:		TOTICK HAIT	action	instantaneous	Target: 10-ftradius t			Caster Level: 1	CO. p. 100
Creatures in area take 1d6 nonlethal damage, any creature					-				DLID: - 070
Shillelagh	14	Will negates (object)	action	i minute/level			Yes (object)	Transmutation	PHB: p.278
Effect: Cudgel or quarterstaff becomes +1 weapon dealing damag	ge as it				Target: One touched quarterstaff			Caster Level: 1	
□□□□□ Slow Burn		None	1 standard	1 minute	Medium (110 ft.)	V,S,M/DF	No	Transmutation	SC: p.192
			action					[Fire]	
Effect: Doubles the amount of time to put out a fire; see text.			action		Target: 30-ftradius s	spread		Caster Level: 1	
	14	Will negates [harmless]		Instantaneous			Yes [harmless]		SC: p.193
Doubles the amount of time to put out a fire; see text.  Snake's Swiftness  Effect:		[harmless]	1 standard	Instantaneous		V,S,M/DF	Yes [harmless]	Caster Level: 1	SC: p.193
Doubles the amount of time to put out a fire; see text.  Snake's Swiftness		[harmless] xt. Will negates	1 standard action	Instantaneous 1 hour/level [D]	Close (25 ft.)  Target: One allied cre	V,S,M/DF	Yes [harmless]	Caster Level: 1 Transmutation	SC: p.193 SC: p.194
Doubles the amount of time to put out a fire; see text.  Snake's Swiftness  Effect: Subject may make another single attack melee or ranged; Snowshoes  Effect:	see te 14	[harmless] xt. Will negates [harmless]	1 standard action		Close (25 ft.)  Target: One allied cre	V,S,M/DF eature V,S		Caster Level: 1 Transmutation Caster Level: 1	·
Doubles the amount of time to put out a fire; see text.  Snake's Swiftness  Effect: Subject may make another single attack melee or ranged;  Snowshoes	see te 14	[harmless] xt. Will negates [harmless]	1 standard action  1 standard action  1 standard		Close (25 ft.)  Target: One allied cre Touch  Target: Creature touch	v,s,M/DF eature v,s		Caster Level: 1 Transmutation Caster Level: 1 Transmutation	·
Doubles the amount of time to put out a fire; see text.  Snake's Swiftness  Effect: Subject may make another single attack melee or ranged; Snowshoes  Effect: Speed increases by 10 ft. and no Balance checks or Refle	see te 14	[harmless]  xt.  Will negates [harmless]  ired to walk on snow.	1 standard action 1 standard action	1 hour/level [D]	Close (25 ft.)  Target: One allied cre Touch  Target: Creature touch	v,s,M/DF eature v,s	Yes [harmless]	Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1	SC: p.194
Doubles the amount of time to put out a fire; see text.  Snake's Swiftness  Effect: Subject may make another single attack melee or ranged; Snowshoes  Effect: Speed increases by 10 ft. and no Balance checks or Refle	see te 14	[harmless]  xt.  Will negates [harmless]  ired to walk on snow.	1 standard action 1 standard action 1 standard action	1 hour/level [D]	Close (25 ft.)  Target: One allied cre Touch  Target: Creature touc  Personal  Target: You	v,s,M/DF eature v,s ched	Yes [harmless]	Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Divination Caster Level: 1 Conjuration	SC: p.194
Doubles the amount of time to put out a fire; see text.  Snake's Swiftness  Effect: Subject may make another single attack melee or ranged; Snowshoes  Effect: Speed increases by 10 ft. and no Balance checks or Refle Speed increases with Animals  Effect: You can communicate with animals.  Summon Nature's Ally I  Effect:	see te 14	[harmless] xt. Will negates [harmless] irred to walk on snow. None	1 standard action 1 standard action 1 standard action	1 hour/level [D] 1 minute/level	Close (25 ft.)  Target: One allied cre Touch  Target: Creature touc  Personal  Target: You	v,s,M/DF eature v,s ched v,s	Yes [harmless] No	Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Divination Caster Level: 1	SC: p.194 PHB: p.281
Doubles the amount of time to put out a fire; see text.  Snake's Swiftness  Effect: Subject may make another single attack melee or ranged; Snowshoes  Effect: Speed increases by 10 ft. and no Balance checks or Refle Speed increases by 10 ft. and no Balance checks or Refle Speed increases by 10 ft. and no Balance checks or Refle Subject Speed with Animals  Effect: You can communicate with animals.  Summon Nature's Ally I	see te 14	[harmless] xt. Will negates [harmless] irred to walk on snow. None	1 standard action 1 standard action 1 standard action 1 standard action 1 round 1 standard	1 hour/level [D] 1 minute/level	Close (25 ft.)  Target: One allied cre Touch  Target: Creature touc  Personal  Target: You  Close (25 ft.)  Target: One summon	v,S,M/DF eature v,S ched v,S	Yes [harmless] No	Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Divination Caster Level: 1 Conjuration (Summoning)	SC: p.194 PHB: p.281
Doubles the amount of time to put out a fire; see text.	see te 14 ex requi	xt.  Will negates [harmless]  red to walk on snow.  None  None	1 standard action  1 standard action  1 standard action  1 standard action  1 round	1 hour/level [D] 1 minute/level 1 round/level [D]	Close (25 ft.)  Target: One allied cre Touch  Target: Creature touc  Personal  Target: You  Close (25 ft.)  Target: One summon	v,S,M/DF eature v,S ched v,S	Yes [harmless]  No  No	Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Divination Caster Level: 1 Conjuration (Summoning) Caster Level: 1	SC: p.194  PHB: p.281  PHB: p.288
Doubles the amount of time to put out a fire; see text.	see te 14 ex requi	[harmless] xt. Will negates [harmless] irred to walk on snow. None  None	1 standard action  1 standard action  1 standard action  1 standard action  1 round  1 standard action	1 hour/level [D] 1 minute/level 1 round/level [D]	Close (25 ft.)  Target: One allied cre Touch  Target: Creature touc  Personal  Close (25 ft.)  Target: One summon  Personal  Target: You	v,S,M/DF eature v,S ched v,S	Yes [harmless]  No  No	Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Divination Caster Level: 1 Conjuration (Summoning) Caster Level: 1 Transmutation	SC: p.194  PHB: p.281  PHB: p.288  SC: p.216
Doubles the amount of time to put out a fire; see text.	see te 14 ex requi	[harmless] xt. Will negates [harmless] rred to walk on snow. None  None	1 standard action  1 standard action  1 standard action  1 standard action  1 round  1 standard action	1 hour/level [D] 1 minute/level 1 round/level [D] 1 minute/level	Close (25 ft.)  Target: One allied cre Touch  Target: Creature touc  Personal  Target: You  Close (25 ft.)  Target: One summor  Personal  Target: You  Close (25 ft.)	v,s,M/DF eature v,s ched v,s v,s, DF ed creatur v,s	Yes [harmless]  No  No  No  No	Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Divination Caster Level: 1 Divination Caster Level: 1 Transmutation (Summoning) Caster Level: 1 Transmutation Caster Level: 1 Evocation [Electricity]	SC: p.194  PHB: p.281  PHB: p.288
Doubles the amount of time to put out a fire; see text.	see te 14 ex requi	[harmless] xt. Will negates [harmless] red to walk on snow. None  None  Reflex negates; see text	1 standard action  1 standard action  1 standard action  1 round  1 standard action  1 standard action  1 standard action	1 hour/level [D] 1 minute/level 1 round/level [D] 1 minute/level 1 round/level	Close (25 ft.)  Target: One allied cre Touch  Target: Creature touc Personal  Target: You  Close (25 ft.)	v,s,M/DF eature v,s ched v,s v,s, DF ed creatur v,s	Yes [harmless]  No  No  No  No	Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Divination Caster Level: 1 Conjuration (Summoning) Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Evocation	SC: p.194  PHB: p.281  PHB: p.288  SC: p.216
Doubles the amount of time to put out a fire; see text.	see te 14 ex requi	[harmless] xt. Will negates [harmless] red to walk on snow. None  None  Reflex negates; see text	1 standard action  1 standard action  1 standard action  1 round  1 standard action  1 standard action  1 standard action  1 standard action  r leaves the  1 standard	1 hour/level [D] 1 minute/level 1 round/level [D] 1 minute/level 1 round/level region] striking it with lightning that deals	Close (25 ft.)  Target: One allied cre Touch  Target: Creature touc Personal  Target: You  Close (25 ft.)  Target: One summon Personal  Target: You  Close (25 ft.)  Target: You  Close (25 ft.)	v,S,M/DF eature v,S ched v,S v,S, DF ned creatur v,S	Yes [harmless]  No  No  No  No	Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Divination Caster Level: 1 Divination Caster Level: 1 Transmutation (Summoning) Caster Level: 1 Transmutation Caster Level: 1 Evocation [Electricity]	SC: p.194  PHB: p.281  PHB: p.288  SC: p.216
Doubles the amount of time to put out a fire; see text.	see te 14 14 cx requii	[harmless] xt. Will negates [harmless] red to walk on snow. None  None  None  Reflex negates; see text ven if it goes invisible o  Will negates	1 standard action  1 standard action  1 standard action  1 round  1 standard action  1 standard action  1 standard action  1 standard action	1 hour/level [D] 1 minute/level 1 round/level [D] 1 minute/level 1 round/level region] striking it with lightning that deals	Close (25 ft.)  Target: One allied cre Touch  Target: Creature touc Personal  Target: You  Close (25 ft.)  Target: One summon Personal  Target: You  Close (25 ft.)  Target: You  Close (25 ft.)	v,S,M/DF eature v,S ched v,S ched v,S,DF ned creatur v,S	Yes [harmless]  No  No  Pe  No  Yes	Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Divination Caster Level: 1 Conjuration (Summoning) Caster Level: 1 Transmutation Caster Level: 1 Evocation [Electricity] Caster Level: 1	SC: p.194  PHB: p.281  PHB: p.288  SC: p.216  SC: p.219
Doubles the amount of time to put out a fire; see text.	see te 14 14 cx requii	[harmless] xt. Will negates [harmless] red to walk on snow. None  None  None  Reflex negates; see text ven if it goes invisible o  Will negates	1 standard action  1 standard action  1 standard action  1 round  1 standard action	1 hour/level [D] 1 minute/level 1 round/level [D] 1 minute/level 1 round/level region] striking it with lightning that deals	Close (25 ft.)  Target: One allied cre Touch  Target: Creature touc Personal  Target: You  Close (25 ft.)  Target: One summor Personal  Target: You  Close (25 ft.)  Target: One creature is Target: One creature is Touch  Target: Animal or ma	v,S,M/DF eature v,S ched v,S ched v,S v,S,DF eed creatur v,S	Yes [harmless]  No  No  Pe  No  Yes	Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Conjuration (Summoning) Caster Level: 1 Transmutation Caster Level: 1 Evocation [Electricity] Caster Level: 1 Transmutation Caster Level: 1 Conjuration Caster Level: 1 Conjuration	SC: p.194  PHB: p.281  PHB: p.288  SC: p.216  SC: p.219
Doubles the amount of time to put out a fire; see text.	see te 14  cchecks 14  14  unund [et 14  14	[harmless] xt. Will negates [harmless] red to walk on snow. None  None  None  Reflex negates; see text wen if it goes invisible o Will negates he duration of the spell.	1 standard action  1 standard action  1 standard action  1 round  1 standard action  1 standard action  1 standard action  1 standard action  r leaves the  1 standard action	1 hour/level [D] 1 minute/level 1 round/level [D] 1 minute/level 1 round/level region] striking it with lightning that deal: 1 hour/level	Close (25 ft.)  Target: One allied cre Touch  Target: Creature touc Personal  Target: You  Close (25 ft.)  Target: One summor Personal  Target: You  Close (25 ft.)  Target: One creature is Target: One creature is Touch  Target: Animal or ma	v,S,M/DF eature v,S ched v,S ched v,S v,S,DF eed creatur v,S	Yes [harmless]  No  No e  No Yes  Yes  t touched	Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Divination Caster Level: 1 Conjuration (Summoning) Caster Level: 1 Transmutation Caster Level: 1 Evocation [Electricity] Caster Level: 1 Transmutation Caster Level: 1	SC: p.194  PHB: p.281  PHB: p.288  SC: p.216  SC: p.219
Doubles the amount of time to put out a fire; see text.	see te 14  cchecks 14  14  unund [et 14  14	[harmless] xt. Will negates [harmless] red to walk on snow. None  None  None  Reflex negates; see text ven if it goes invisible o Will negates he duration of the spell. N/A Will negates	1 standard action  1 standard action  1 standard action  1 round  1 standard action  1 swift action  1 standard	1 hour/level [D] 1 minute/level 1 round/level [D] 1 minute/level 1 round/level region] striking it with lightning that deal: 1 hour/level	Close (25 ft.)  Target: One allied cre Touch  Target: Creature touc Personal  Target: You  Close (25 ft.)  Target: You  Close (25 ft.)  Target: You  Close (25 ft.)  Target: One creature S  Touch  Target: Animal or ma Personal  Target: You	v,s,M/DF eature v,s ched v,s v,s, DF ned creatur v,s v,s,M	Yes [harmless]  No  No e  No Yes  Yes  t touched	Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Divination Caster Level: 1 Divination Caster Level: 1 Conjuration (Summoning) Caster Level: 1 Transmutation Caster Level: 1 Evocation [Electricity] Caster Level: 1 Conjuration Caster Level: 1 Conjuration Caster Level: 1 Conjuration Conjuration Caster Level: 1 Conjuration	SC: p.194  PHB: p.281  PHB: p.288  SC: p.216  SC: p.219
Doubles the amount of time to put out a fire; see text.	see te 14  checks 14  und [er 14  to the ç 14	[harmless] xt. Will negates [harmless] red to walk on snow. None  None  None  Reflex negates; see text ven if it goes invisible o Will negates he duration of the spell. N/A Will negates [harmless]	1 standard action  1 standard action  1 standard action  1 round  1 standard action  1 swift action  1 standard action	1 hour/level [D] 1 minute/level 1 round/level [D] 1 minute/level 1 round/level region] striking it with lightning that deal: 1 hour/level instantaneous	Close (25 ft.)  Target: One allied cre Touch  Target: Creature touc Personal  Target: You  Close (25 ft.)  Target: You  Close (25 ft.)  Target: You  Close (25 ft.)  Target: One creature S  Touch  Target: Animal or ma Personal  Target: You	v,s,M/DF eature v,s ched v,s ched v,s v,s,DF ned creatur v,s v,s,M	Yes [harmless]  No  No  Pe  No  Yes  Yes  t touched  N/A  Yes [harmless]	Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Conjuration (Summoning) Caster Level: 1 Transmutation Caster Level: 1 Evocation [Electricity] Caster Level: 1 Transmutation Caster Level: 1 Conjuration (Caster Level: 1 Caster Level: 1 Caster Level: 1 Caster Level: 1 Conjuration (Creation) [Air] Caster Level: 1	SC: p.194  PHB: p.281  PHB: p.288  SC: p.216  SC: p.219  SC: p.223  SC: p.228
Doubles the amount of time to put out a fire; see text.	see te 14  checks 14  und [er 14  to the ç 14	[harmless] xt. Will negates [harmless] red to walk on snow. None  None  None  Reflex negates; see text ven if it goes invisible o Will negates he duration of the spell. N/A Will negates [harmless]	1 standard action  1 standard action  1 standard action  1 round  1 standard action	1 hour/level [D] 1 minute/level 1 round/level [D] 1 minute/level 1 round/level region] striking it with lightning that deal: 1 hour/level instantaneous	Close (25 ft.)  Target: One allied cre Touch  Personal  Target: You  Close (25 ft.)  Target: One summon  Personal  Target: You  Close (25 ft.)  Target: One creature is s  Touch  Target: Animal or ma  Personal  Target: You  Touch  Target: You  Touch  Target: Living creature	v,S,M/DF eature v,S ched v,S ched v,S v,S,DF eed creatur v,S v,S,M v,S,M	Yes [harmless]  No  No  Pe  No  Yes  Yes  t touched  N/A  Yes [harmless]	Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Divination Caster Level: 1 Conjuration (Summoning) Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Conjuration (Creation) [Air] Caster Level: 1 Conjuration (Healing) Caster Level: 1	SC: p.194  PHB: p.281  PHB: p.288  SC: p.216  SC: p.219  SC: p.223  SC: p.228  SC: p.229
Doubles the amount of time to put out a fire; see text.	see te 14 cx required to the cx 14 cto the c	[harmless] xt. Will negates (harmless] red to walk on snow. None  None  None  Reflex negates; see text ven if it goes invisible o Will negates he duration of the spell. N/A ground. Will negates (harmless) is 1 hp automatically pe	1 standard action  1 standard action  1 standard action  1 round  1 standard action	1 hour/level [D] 1 minute/level 1 round/level [D] 1 minute/level 1 round/level region] striking it with lightning that deal: 1 hour/level instantaneous 10 rounds + 1 round/level [max 15]	Close (25 ft.)  Target: One allied cre Touch  Target: Creature touc Personal  Target: You Close (25 ft.)  Target: One summor Personal  Target: You Close (25 ft.)  Target: One creature Stranget: Animal or ma Personal  Target: You Touch  Target: You Touch Target: Living creature Stranget: Living creature Stranget: Living creature	v,S,M/DF eature v,S ched v,S ched v,S v,S,DF eed creatur v,S v,S,M v,S,M	Yes [harmless]  No  No  e  No  Yes  Yes  t touched  N/A  Yes [harmless]	Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Divination Caster Level: 1 Conjuration (Summoning) Caster Level: 1 Transmutation Caster Level: 1 Transmutation Transmutation Caster Level: 1 Conjuration (Creation) [Air] Caster Level: 1 Conjuration (Healing) Caster Level: 1 Conjuration (Healing) Caster Level: 1	SC: p.194  PHB: p.281  PHB: p.288  SC: p.216  SC: p.219  SC: p.223  SC: p.228
Doubles the amount of time to put out a fire; see text.	checks 14  14  uv requii 14  14  to the c 14  14  iiii. Hea 14	[harmless] xt. Will negates [harmless] red to walk on snow. None  None  None  Reflex negates; see text ven if it goes invisible o Will negates he duration of the spell. N/A Will negates [harmless] Is 1 hp automatically pe	1 standard action  1 standard action  1 standard action  1 round  1 standard action  1 swift action  1 round.  1 swift action	1 hour/level [D] 1 minute/level 1 round/level [D] 1 minute/level 1 round/level region] striking it with lightning that deals 1 hour/level Instantaneous 10 rounds + 1 round/level [max 15]	Close (25 ft.)  Target: One allied cre Touch  Target: Creature touc  Personal  Target: You  Close (25 ft.)  Target: One summor  Personal  Target: You  Close (25 ft.)  Target: One creature  S  Touch  Target: Animal or ma  Personal  Target: You  Touch  Target: Living creature  Personal  Target: Living creature	v,S,M/DF eature v,S ched v,S ched v,S ded creatur v,S v,S,DF ed creatur v,S v,S,M v,S,M v,S,M v,S,M v,S,M v,S,M v,S,M v,S,M	Yes [harmless]  No  No e No Yes  Yes  t touched  N/A  Yes [harmless]	Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Divination Caster Level: 1 Conjuration (Summoning) Caster Level: 1 Transmutation Caster Level: 1 Evocation [Electricity] Caster Level: 1 Transmutation Caster Level: 1 Conjuration (Creation) (Creation) (Creation) (Creation) (Creation) (Creation) (Creation) (Creation) (Caster Level: 1 Conjuration (Creation) (Caster Level: 1 Divination Caster Level: 1	SC: p.194  PHB: p.281  PHB: p.288  SC: p.216  SC: p.219  SC: p.223  SC: p.228  SC: p.229  SC: p.230
Doubles the amount of time to put out a fire; see text.	see te 14  ex requii  checks 14  14  14  14  15  16  16  17  18  18  18  18  18  18  18  18  18	[harmless] xt. Will negates [harmless] red to walk on snow. None  None  None  Reflex negates; see text ven if it goes invisible o Will negates he duration of the spell. N/A Will negates [harmless] Is 1 hp automatically pe	1 standard action  1 standard action  1 standard action  1 round  1 standard action  1 swift action  1 round.  1 swift action	1 hour/level [D] 1 minute/level 1 round/level [D] 1 minute/level 1 round/level region] striking it with lightning that deal: 1 hour/level instantaneous 10 rounds + 1 round/level [max 15]	Close (25 ft.)  Target: One allied cre Touch  Target: Creature touc Personal  Target: You  Close (25 ft.)  Target: One summon Personal  Target: You  Close (25 ft.)  Target: One creature S  Touch  Target: Animal or ma Personal  Target: You  Touch  Target: You  Touch  Target: Living creature Personal  Target: You  Close (25 ft.)	v,s,M/DF eature v,s ched v,s ched v,s v,s,DF ned creatur v,s v,s,M v,s,M v,s,M v,s,M v,s,M v,s,M	Yes [harmless]  No  No  No  Pe  No  Yes  Yes  t touched  N/A  Yes [harmless]	Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Divination Caster Level: 1 Conjuration (Summoning) Caster Level: 1 Transmutation Caster Level: 1 Evocation [Electricity] Caster Level: 1 Transmutation Caster Level: 1 Conjuration (Creation) [Air] Caster Level: 1 Divination Caster Level: 1 Divination Caster Level: 1 Conjuration Caster Level: 1	SC: p.194  PHB: p.281  PHB: p.288  SC: p.216  SC: p.219  SC: p.223  SC: p.228  SC: p.229
Doubles the amount of time to put out a fire; see text.	see te 14  ck required to the control of 14  to the control of 14	[harmless] xt. Will negates [harmless] red to walk on snow. None  None  None  Reflex negates; see text ven if it goes invisible o Will negates he duration of the spell. N/A Will negates [harmless] Is 1 hp automatically pe N/A  Fortitude partial; see text	1 standard action  1 standard action  1 standard action  1 round  1 standard action  1 swift action  1 swift action  1 swift action  1 swift action  1 standard action  1 standard action	1 hour/level [D] 1 minute/level 1 round/level [D] 1 minute/level 1 round/level region] striking it with lightning that deal: 1 hour/level Instantaneous 10 rounds + 1 round/level [max 15] 1 round	Close (25 ft.)  Target: One allied cre Touch  Target: Creature touc Personal  Target: You  Close (25 ft.)  Target: You  Close (25 ft.)  Target: One summor Personal  Target: You  Close (25 ft.)  Target: Animal or ma Personal  Target: Living creature Personal  Target: Living creature Target: You  Close (25 ft.)  Target: Living creature Target: Living creature Target: You  Close (25 ft.)	v,s,M/DF eature v,s ched v,s ched v,s v,s,DF ned creatur v,s v,s,M	Yes [harmless]  No  No  Pe  No  Yes  Yes  t touched  N/A  Yes [harmless]  N/A  No  rea is up to one 10-ft.	Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Conjuration (Summoning) Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Evocation [Electricity] Caster Level: 1 Conjuration (Creation) [Air] Caster Level: 1 Divination (Healing) Caster Level: 1 Divination Caster Level: 1 Conjuration Caster Level: 1	SC: p.194  PHB: p.281  PHB: p.288  SC: p.216  SC: p.219  SC: p.223  SC: p.228  SC: p.229  SC: p.230  SC: p.235
Doubles the amount of time to put out a fire; see text.	checks 14  14  uv requii 14  14  to the c 14  14  iiii. Hea 14	[harmless] xt. Will negates [harmless] red to walk on snow. None  None  None  None  Reflex negates; see text ven if it goes invisible o Will negates he duration of the spell. N/A ground. Will negates [harmless] is 1 hp automatically pe N/A  /- Fortitude partial; see	1 standard action  1 standard action  1 standard action  1 round  1 standard action  1 swift action  1 swift action  1 swift action  1 swift action  1 standard action  1 standard action	1 hour/level [D] 1 minute/level 1 round/level [D] 1 minute/level 1 round/level region] striking it with lightning that deals 1 hour/level Instantaneous 10 rounds + 1 round/level [max 15]	Close (25 ft.)  Target: One allied cre Touch  Target: Creature touc Personal  Target: You  Close (25 ft.)  Target: You  Close (25 ft.)  Target: One summor Personal  Target: You  Close (25 ft.)  Target: Animal or ma Personal  Target: You  Touch  Target: Living creature Touch  Target: Living creature Target: You  Close (25 ft.)  Target: Living creature Touch  Target: Living creature Target: You  Close (25 ft.)  Target: You  Close (25 ft.)	v,S,M/DF eature v,S ched v,S ched v,S,DF ned creatur v,S v,S,M	Yes [harmless]  No  No  No  Pe  No  Yes  Yes  t touched  N/A  Yes [harmless]	Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Divination Caster Level: 1 Conjuration (Summoning) Caster Level: 1 Transmutation Caster Level: 1 Evocation [Electricity] Caster Level: 1 Conjuration (Creation) [Air] Caster Level: 1 Conjuration (Creation) [Air] Caster Level: 1 Divination Caster Level: 1 Conjuration (Creation) Caster Level: 1 Conjuration Caster Level: 1 Conjuration Caster Level: 1 Conjuration Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation	SC: p.194  PHB: p.281  PHB: p.288  SC: p.216  SC: p.219  SC: p.223  SC: p.228  SC: p.229  SC: p.230
Doubles the amount of time to put out a fire; see text.	see te 14  ck required to the control of 14  to the control of 14	[harmless] xt. Will negates [harmless] red to walk on snow. None  None  None  Reflex negates; see text ven if it goes invisible o Will negates (harmless) Is 1 hp automatically pe N/A  Fortitude partial; see text  Fortitude negates [harmless]	1 standard action  1 standard action  1 standard action  1 round  1 standard action  1 swift action  1 standard action	1 hour/level [D] 1 minute/level 1 round/level [D] 1 minute/level 1 round/level region) striking it with lightning that deal: 1 hour/level instantaneous 10 rounds + 1 round/level [max 15] 1 round 1 round/level	Close (25 ft.)  Target: One allied cre Touch  Target: Creature touc Personal  Target: You  Close (25 ft.)  Target: One summor Personal  Target: You  Close (25 ft.)  Target: One creature Straight: You  Touch  Target: Animal or ma Personal  Target: You  Touch  Target: Living creature Target: You  Close (25 ft.)  Target: A straight was square/level [S] Touch  Target: A straight was square/level [S] Touch  Target: Creature touch	v,S,M/DF eature v,S ched v,S ched v,S v,S,DF ed creatur v,S v,S,M v,S,M v,S,M v,S,M v,S,M li whose ar S,M ched	Yes [harmless]  No  No e No Yes  Yes t touched N/A  Yes [harmless]  N/A  No rea is up to one 10-ft. Yes [harmless]	Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Divination Caster Level: 1 Conjuration (Summoning) Caster Level: 1 Transmutation Caster Level: 1 Evocation Caster Level: 1 Transmutation Caster Level: 1 Conjuration (Creation) [Air] Caster Level: 1 Conjuration (Healing) Caster Level: 1 Divination Caster Level: 1 Conjuration Caster Level: 1 Transmutation Caster Level: 1	SC: p.194  PHB: p.281  PHB: p.288  SC: p.216  SC: p.219  SC: p.223  SC: p.228  SC: p.229  SC: p.230  SC: p.235  SC: p.240
Doubles the amount of time to put out a fire; see text.	see te 14  ck required to the control of 14  to the control of 14	[harmless] xt. Will negates [harmless] red to walk on snow. None  None  None  Reflex negates; see text ven if it goes invisible o Will negates he duration of the spell. N/A Will negates [harmless] Is 1 hp automatically pe N/A  // Fortitude partial; see text	1 standard action  1 standard action  1 standard action  1 round  1 standard action  1 swift action  1 standard action	1 hour/level [D] 1 minute/level 1 round/level [D] 1 minute/level 1 round/level region] striking it with lightning that deal: 1 hour/level Instantaneous 10 rounds + 1 round/level [max 15] 1 round	Close (25 ft.)  Target: One allied cre Touch  Target: Creature touc Personal  Target: You  Close (25 ft.)  Target: One summor Personal  Target: You  Close (25 ft.)  Target: One creature Straight: You  Touch  Target: Animal or ma Personal  Target: You  Touch  Target: Living creature Target: You  Close (25 ft.)  Target: A straight was square/level [S] Touch  Target: A straight was square/level [S] Touch  Target: Creature touch	v,S,M/DF eature v,S ched v,S ched v,S v,S,DF ed creatur v,S v,S,M v,S,M v,S,M v,S,M v,S,M li whose ar S,M ched	Yes [harmless]  No  No  Pe  No  Yes  Yes  t touched  N/A  Yes [harmless]  N/A  No  rea is up to one 10-ft.	Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Divination Caster Level: 1 Conjuration (Summoning) Caster Level: 1 Transmutation Caster Level: 1 Evocation [Electricity] Caster Level: 1 Transmutation Caster Level: 1 Conjuration (Creation) (Figure Level: 1 Conjuration (Caster Level: 1 Conjuration Caster Level: 1 Transmutation Caster Level: 1	SC: p.194  PHB: p.281  PHB: p.288  SC: p.216  SC: p.219  SC: p.223  SC: p.228  SC: p.229  SC: p.230  SC: p.235
Doubles the amount of time to put out a fire; see text.	see te 14  ck required to the sea 14  to the sea 14  to the sea 14  14  14	[harmless] xt. Will negates [harmless] red to walk on snow. None  None  None  None  Reflex negates; see text ven if it goes invisible o Will negates he duration of the spell. N/A Will negates [harmless] Is 1 hp automatically pe N/A  Fortitude partial; see text  Fortitude negates [harmless]  Fortitude negates	1 standard action  1 standard action  1 standard action  1 round  1 standard action  1 swift action  1 swift action  1 standard action	1 hour/level [D] 1 minute/level 1 round/level [D] 1 minute/level 1 round/level region) striking it with lightning that deal: 1 hour/level instantaneous 10 rounds + 1 round/level [max 15] 1 round 1 round/level	Close (25 ft.)  Target: One allied cre Touch  Target: Creature touc Personal  Target: You  Close (25 ft.)  Target: One summor Personal  Target: You  Close (25 ft.)  Target: One creature Straight: You  Touch  Target: Animal or ma Personal  Target: You  Touch  Target: Living creature Target: You  Close (25 ft.)  Target: A straight was square/level [S] Touch  Target: A straight was square/level [S] Touch  Target: Creature touch	V,S,M/DF eature V,S ched V,S ched V,S,DF ned creatur V,S V,S,M V,S,M V,S II whose ar S,M ched V,S	Yes [harmless]  No  No e No Yes  Yes t touched N/A  Yes [harmless]  N/A  No rea is up to one 10-ft. Yes [harmless]	Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Conjuration (Summoning) Caster Level: 1 Transmutation Caster Level: 1 Evocation [Electricity] Caster Level: 1 Transmutation Caster Level: 1 Conjuration (Creation) [Air] Caster Level: 1 Divination Caster Level: 1 Conjuration (Creation) [Air] Caster Level: 1 Conjuration Caster Level: 1 Transmutation	SC: p.194  PHB: p.281  PHB: p.288  SC: p.216  SC: p.219  SC: p.223  SC: p.228  SC: p.229  SC: p.230  SC: p.235  SC: p.240
Doubles the amount of time to put out a fire; see text.	see te 14  ck required to the sea 14  to the sea 14  to the sea 14  14  14	[harmless] xt. Will negates [harmless] red to walk on snow. None  None  None  None  Reflex negates; see text ven if it goes invisible o Will negates he duration of the spell. N/A Will negates [harmless] Is 1 hp automatically pe N/A  Fortitude partial; see text  Fortitude negates [harmless]  Fortitude negates	1 standard action  1 standard action  1 standard action  1 round  1 standard action  1 swift action  1 swift action  1 standard action	1 hour/level [D] 1 minute/level 1 round/level [D] 1 minute/level 1 round/level region] striking it with lightning that deals 1 hour/level Instantaneous 10 rounds + 1 round/level [max 15] 1 round 1 round/level 1 minute/level	Close (25 ft.)  Target: One allied cre Touch  Target: Creature touc Personal  Target: You  Close (25 ft.)  Target: One summor Personal  Target: You  Close (25 ft.)  Target: One creature S  Touch  Target: Animal or ma  Personal  Target: You  Touch  Target: Living creatur Personal  Target: You  Close (25 ft.)  Target: A straight was square/level [S] Touch  Target: Creature touc Close (25 ft.)  Target: Creature touc Close (25 ft.)  Target: Creature touc Close (25 ft.)	V,S,M/DF eature V,S ched V,S Ched V,S,DF ned creatur V,S V,S,M V,S,M V,S,M V,S,M V,S,M V,S,M V,S,M V,S,M V,S re touched V,DF V,S S,M Ched V,S	Yes [harmless]  No  No e No Yes  Yes t touched N/A  Yes [harmless]  N/A  No rea is up to one 10-ft. Yes [harmless]	Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Divination Caster Level: 1 Conjuration (Summoning) Caster Level: 1 Transmutation Caster Level: 1 Evocation [Electricity] Caster Level: 1 Transmutation Caster Level: 1 Conjuration (Creation) (Figure Level: 1 Conjuration (Caster Level: 1 Conjuration Caster Level: 1 Transmutation Caster Level: 1	SC: p.194  PHB: p.281  PHB: p.288  SC: p.216  SC: p.219  SC: p.223  SC: p.228  SC: p.229  SC: p.230  SC: p.235  SC: p.240
Doubles the amount of time to put out a fire; see text.	see te 14  checks 14  14  uund [er 14  to the c 14  te ability 14  14  14  14  14	[harmless] xt. Will negates [harmless] red to walk on snow. None  None  None  Reflex negates; see text ven if it goes invisible o Will negates he duration of the spell. N/A  ground. Will negates [harmless] Is 1 hp automatically pe N/A  Fortitude partial; see text  Fortitude negates [harmless]  Fortitude negates [harmless]	1 standard action  1 standard action  1 standard action  1 round  1 standard action  1 standard action  1 standard action  1 standard action  1 swift action  1 standard action	1 hour/level [D] 1 minute/level 1 round/level [D] 1 minute/level 1 round/level region] striking it with lightning that deals 1 hour/level Instantaneous 10 rounds + 1 round/level [max 15] 1 round 1 round/level 1 minute/level	Close (25 ft.)  Target: One allied cre Touch  Target: Creature touc Personal  Target: You  Close (25 ft.)  Target: One summor Personal  Target: One creature S  Touch  Target: Animal or ma  Personal  Target: You  Close (25 ft.)  Target: You  Close (25 ft.)  Target: Animal or ma  Personal  Target: You  Touch  Target: Living creature Personal  Target: You  Close (25 ft.)  Target: A straight was square/level [S] Touch  Target: Creature touc Close (25 ft.)  Target: Creature touc Close (25 ft.)  Target: Creature touc Close (25 ft.)	V,S,M/DF eature V,S ched V,S ched V,S,DF and creatur V,S V,S,M V,S	Yes [harmless]  No  No  No  Pe  No  Yes  Yes  t touched  N/A  Yes [harmless]  N/A  No  ea is up to one 10-ft.  Yes [harmless]	Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Divination Caster Level: 1 Conjuration (Summoning) Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Conjuration (Creation) [Air] Caster Level: 1 Conjuration (Healing) Caster Level: 1 Conjuration (Creation) Caster Level: 1 Transmutation Codid Caster Level: 1 Transmutation Codid Caster Level: 1 Conjuration	SC: p.194  PHB: p.281  PHB: p.288  SC: p.216  SC: p.219  SC: p.223  SC: p.228  SC: p.229  SC: p.235  SC: p.235  SC: p.240  SC: p.241

<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.  —————— Healing Lorecall	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	PHB: p.280
Effect: Turns stone to clay or dirt to sand or mud.			action		Target: 10 ft./level squ	uare; see t	text	[Earth] Caster Level: 1	
DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	15	Will negates (harmless)	1 standard action	10 minutes/level	Touch V	/,S,M	Yes (harmless)	Transmutation	PHB: p.283
Effect: Grants ability to walk on walls and ceilings.		, ,			Target: Creature touch	hed		Caster Level: 1	
□□□□ Splinterbolt		None	1 standard action	Instantaneous	Close (25 ft.) V	/,S,M	No	Conjuration (Creation)	SC: p.203
Effect: Make ranged attack to hit, on hit deal 4d6 piercing dama	ige and t	hreatens on 18-20. See	text.		Target: One or more s	streams of	f splinters	Caster Level: 1	
□□□□□ Summon Nature's Ally II		None		1 round/level [D]	Close (25 ft.) V	/,S, DF	No	Conjuration (Summoning)	PHB: p.288
Effect: Calls creature to fight.					Target: One or more of more than 30 ft. apart		no two of which can be	e Caster Level: 1	
Summon Swarm		None	1 round	Concentration + 2 rounds	Close (25 ft.) V	,S,M/DF	No	Conjuration (Summoning)	PHB: p.289
Effect: Summons swarm of bats, rats, or spiders.					Target: One swarm of		s, or spiders	Caster Level: 1	
□□□□ Swim		None	1 round	10 minutes/level [D]	Medium (110 ft.) V	/,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 V 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 V	,S,DF	Yes [harmless]	Enchantment (Charm)	SC: p.221
iffect:					Target: Animal touche	ed		[Mind-Affecting] Caster Level: 1	
You temporarily boost the number of tricks that an anima Tree Shape	ai KriOWS	None		1 hour/level [D]	Personal V	/,S, DF	No	Transmutation	PHB: p.296
ffect: You look exactly like a tree for 1 hour/level.			action		Target: You			Caster Level: 1	
You look exactly like a tree for 1 hour/level.  During Warp Wood	15	Will negates (object)	1 standard	Instantaneous	Close (25 ft.)	/,S	Yes (object)	Transmutation	PHB: p.300
iffect: Bends wood [shaft, handle, door, plank].			acuOH		Target: One Small wo 20-ft. radius	oden obje	ect/level, all within a	Caster Level: 1	
Danis wood (shart, handle, door, planty).		None	1 standard action	1 minute/level	Touch V	,	No	Transmutation	SC: p.240
iffect: Manuverability improves by one step.			dollori		Target: Winged creatu	ure touche	ed	Caster Level: 1	
Uniter's Embrace	15	Fortitude negates	1 standard action	1 round/level	Close (25 ft.)	/,S	Yes	Evocation [Cold]	SC: p.241
iffect: Creature fails it's save takes 1d8 cold damage each roun	nd: see t	ext.	dollori		Target: One creature			Caster Level: 1	
□□□□ Wood Shape	15	Will negates (object)	1 standard action	Instantaneous	Touch V	/,S, DF	Yes (object)	Transmutation	PHB: p.303
iffect: Rearranges wooden objects to suit you.					Target: One touched p	piece of w	rood no larger than 10	Caster Level: 1	
□□□□ Wracking Touch	15	Fortitude half	1 standard action	Instantaneous		/,S	Yes	Necromancy	SC: p.243
ffect: Deal 1d6 +1 per caster level [max +10] plus you get snea	ak attacl	k damage if you posses	s the ability.		Target: Creature touch	hed		Caster Level: 1	
DDDDD Zono of Classic Call							No	0 1 10 - 1 11	
□□□□□Zone of Glacial Cold	15	Fort half	1 standard action	1 rounds	Medium (110 ft.) V	/,S,M	140	Conjuration [Cold]	Custom: Frostburn Pg.106
	15	Fort half		1 rounds	Medium (110 ft.) V  Target: 20-ftradius	7,S,M	NO	Caster Level: 1	
ffect:	15	Fort half		LEVEL 3		/,S,M	NU		
ffect: Zone deals 1d6 cold damage each round.  Name	DC	Saving Throw	action	LEVEL 3	Target: 20-ftradius	Comp.	Spell Resistance	Caster Level: 1	Pg.106  Source
ffect: Zone deals 1d6 cold damage each round.  Name  Air Breathing			action	LEVEL 3	Target: 20-ftradius  Range C Touch S	Comp. S,M/DF	Spell Resistance Yes [harmless]	Caster Level: 1  School Transmutation	Pg.106
ffect: Zone deals 1d6 cold damage each round.  Name  Air Breathing  ffect: Grants creatures the ability to breath air.	<b>DC</b> 16	Saving Throw Will negates [harmless]	Time 1 standard action	LEVEL 3  Duration 2 hours/level; see text	Range C Touch S Target: Living creature	Comp. S,M/DF es touched	<b>Spell Resistance</b> Yes [harmless]	Caster Level: 1  School Transmutation Caster Level: 1	<b>Source</b> SC: p.8
ffect: Zone deals 1d6 cold damage each round.  Name  Air Breathing  ffect: Grants creatures the ability to breath air.	DC	Saving Throw Will negates	Time 1 standard action	LEVEL 3	Range C Touch S Target: Living creature	Comp. S,M/DF es touched /,S,DF	Spell Resistance Yes [harmless] d Yes [harmless]	Caster Level: 1  School Transmutation	Pg.106  Source
ffect: Zone deals 1d6 cold damage each round.  Name  Air Breathing  ffect: Grants creatures the ability to breath air.  Align Fang, Mass  ffect: Same as algin fang, but on multiple creatures.	<b>DC</b> 16	Saving Throw Will negates [harmless] Will negates	Time 1 standard action 1 standard	LEVEL 3  Duration 2 hours/level; see text 1 minute/level	Range C Touch S Target: Living creature Close (25 ft.) V Target: One or more c more than 30 ft. apart	Comp. 6,M/DF es touched 7,S,DF creatures,	Spell Resistance Yes [harmless] d Yes [harmless] no two of which are	Caster Level: 1  School Transmutation Caster Level: 1 Transmutation	<b>Source</b> SC: p.8
Name  Name  Air Breathing  Iffect: Grants creatures the ability to breath air.  Align Fang, Mass  Iffect: Same as algin fang, but on multiple creatures.	DC 16 16	Saving Throw Will negates [harmless] Will negates [harmless]	Time 1 standard action 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.) V Target: One or more c more than 30 ft. apart	comp. ,,M/DF es touched /,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	Pg.106  Source SC: p.8  SC: p.9
Name  Name  Air Breathing  Fants creatures the ability to breath air.  Align Fang, Mass  Same as algin fang, but on multiple creatures.  Attune Form  Attune Form  Attunes the affected creatures to the plane you are curre	DC 16 16	Saving Throw Will negates [harmless] Will negates [harmless]	Time 1 standard action 1 standard action 1 standard action 5 standard action 1 standard action 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.) V Target: One or more of more than 30 ft. apart Touch V Target: One creature/	comp. S,M/DF es touched /,S,DF creatures, /,S,M/DF 3 levels	Spell Resistance Yes [harmless] d Yes [harmless] no two of which are	Caster Level: 1  School Transmutation Caster Level: 1 Transmutation Caster Level: 1	Pg.106  Source SC: p.8  SC: p.9
Name Aiffect:  Name Aiffect: Grants creatures the ability to breath air. Align Fang, Mass  Align Fang, Mass  Attune Form  Attunes the affected creatures to the plane you are curre  Attunes the affected of the Werewolf  Attiffect:	DC 16 16	Saving Throw Will negates [harmless] Will negates [harmless] N/A negating harmful effect: N/A	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.) V Target: One or more of more than 30 ft. apart Touch V Target: One creature/	comp. S,M/DF es touched /,S,DF creatures, /,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
Name	DC 16 16	Saving Throw Will negates [harmless] Will negates [harmless] N/A negating harmful effect: N/A te attack. Will negates	Time 1 standard action 1 standard action 1 standard action 1 standard action s. 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.) V Target: One or more or more than 30 ft. apart Touch V Target: One creature. Personal V Target: You	comp. ,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 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation	Source SC: p.8 SC: p.9
Name Aiffect: Zone deals 1d6 cold damage each round.  Name Air Breathing  Ciffect: Grants creatures the ability to breath air. Align Fang, Mass Ciffect: Altunes as algin fang, but on multiple creatures. Attune Form  Ciffect: Attunes the affected creatures to the plane you are curre  Diplomation Bite of the Werewolf  Ciffect: Cigain +2 bonus to Str. +4 Dex. +4 Con. +4 natural armor.  Blindsight	DC 16 16 16 ently on, 16	Saving Throw Will negates [harmless] Will negates [harmless] N/A negating harmful effect N/A te attack.	Time 1 standard action 1 standard action 1 standard action 1 standard action s. s	LEVEL 3  Duration 2 hours/level; see text  1 minute/level  24 hours	Range C Touch S Target: Living creature. Close (25 ft.) V Target: One or more or more than 30 ft. apart Touch V Target: One creature. Personal V Target: You	Comp. 5,M/DF es touched 7,S,DF creatures, 7,S,M/DF 3 levels 7,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
Name Aiffect: Zone deals 1d6 cold damage each round.  Name Air Breathing  Effect: Grants creatures the ability to breath air. Align Fang, Mass  Effect: Same as algin fang, but on multiple creatures. Attune Form  Effect: Bit of the Werewolf  Effect: Gain +2 bonus to Str, +4 Dex, +4 Con, +4 natural armor.  Bit of the William Pond Str.  Effect: Grant blindsight to 30 ft.	DC 16 16 16 ently on, 16	Saving Throw Will negates [harmless] Will negates [harmless] N/A negating harmful effect: N/A te attack. Will negates	Time 1 standard action 1 standard action 1 standard action s. 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.) V Target: One or more c more than 30 ft. apart Touch V Target: One creature/ Personal V Target: You Touch V Target: You	Comp. 5,M/DF es touched 7,S,DF creatures, 7,S,M/DF 3 levels 7,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
Name	DC 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]	Time 1 standard action 1 round	LEVEL 3  Duration 2 hours/level; see text  1 minute/level  24 hours  1 round/level  1 minute/level  1 minute/level	Range C Touch S Target: Living creature Close (25 ft.) V Target: One or more c more than 30 ft. apart Touch V Target: One creature/ Personal V Target: You Touch V Target: Creature touch Medium (110 ft.) V Target: One or more 3	comp. b,M/DF es touched comp.	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
Name    Comparison of the Werewolf   Comparison of the Werewolf of the Werewolf of the Werewolf of the Werewolf   Comparison of the Werewolf of the We	DC 16 16 16 16 16 16 16 16 16	Saving Throw Will negates [harmless] Will negates [harmless] N/A negating harmful effect N/A Will negates [harmless] Reflex half er bolt] from sky; 3d10 i None and Reflex	action  Time 1 standard action 1 standard action 1 standard action s. 1 standard action 1 standard action 1 round 1 round 1 round 1 round 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. Close (25 ft.) V Target: One or more comore than 30 ft. apart. Touch V Target: One creature. Personal V Target: You Touch V Target: Creature touch Medium (110 ft.) V Target: One or more 3 lightning	Comp. S,M/DF ess touched S,S,DF creatures, S,M/DF 3 levels S,S,M S,S hed S,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 Expectation Caster Level: 1 Caster Level: 1	Source SC: p.8 SC: p.9 SC: p.17 SC: p.29 SC: p.32
Name Aiffect: Cane deals 1d6 cold damage each round.  Name Air Breathing  Canada Fang, Mass  Called Canada Fang,	DC 16 16 16 16 Gain Bi 16 16	Saving Throw Will negates [harmless] Will negates [harmless] N/A negating harmful effect N/A Will negates [harmless] Reflex half er bolt] from sky; 3d10 i None and Reflex partial; see text	Time 1 standard action 1 standard action 1 standard action s. 1 standard action 1 standard action 1 round 1 round 1 round 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. 1 round/level	Range C Touch S Target: Living creature. Close (25 ft.) V Target: One or more comore than 30 ft. apart. Touch V Target: One creature. Personal V Target: You Touch V Target: Creature touch Medium (110 ft.) V Target: One or more 3 lightning	Comp. S,M/DF ess touched S,DF creatures, S,M/DF 3 levels S,M S,S hed S,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	Source SC: p.8 SC: p.9 SC: p.17 SC: p.29 SC: p.32 PHB: p.207
Name	DC 16 16 16 16 Gain Bi 16 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 i None and Reflex partial; see text reteture it encounters as Will negates	Time 1 standard action  1 round  1 round  n outdoors st 1 standard action  directed by 1 standard	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.) V Target: One or more c more than 30 ft. apart Touch V Target: One creature Personal V Target: You Touch V Target: Creature touch Medium (110 ft.) V Target: One or more 3 lightning Medium (110 ft.) V Target: 5-ftdiameter	comp. 6,M/DF es touched 7,S,DF creatures, 7,S,M/DF 3 levels 7,S,M hed 7,S	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
Name	DC 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 er bolt] from sky; 3d10 i None and Reflex partial; see text reature it encounters as Will negates [harmless]	Time 1 standard action 1 round n outdoors si 1 standard action directed by: 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 ft]; see text 1 round/level [D]	Range C Touch S Target: Living creature Close (25 ft.) V Target: One or more c more than 30 ft. apart Touch V Target: One creature Personal V Target: You Touch V Target: Creature touch Medium (110 ft.) V Target: One or more 3 lightning Medium (110 ft.) V Target: 5-ftdiameter	comp. 6,M/DF es touched 7,S,DF creatures, 7,S,M/DF 3 levels 7,S,M 7,S hed 7,S 30-ft-long 7,S 7,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	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
Name Aiffect: Zone deals 1d6 cold damage each round.  Name Air Breathing  Sect: Grants creatures the ability to breath air. Align Fang, Mass  Sect: Same as algin fang, but on multiple creatures. Altune Form  Sect: Gain +2 bonus to Str. +4 Dex. +4 Con. +4 natural armor. Bilindsight  Sect: Grant blindsight to 30 ft. Calls down one lightning  Section: Calls down one lightning dust and air that bull rush attacks with a +4  Charge of the Triceratops  Section: Calls down one lightning dust and air that bull rush attacks with a +4  Charge of the Triceratops  Section: Calls down and air that bull rush attacks with a +4  Charge of the Triceratops	DC 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 er bolt] from sky; 3d10 i None and Reflex partial; see text reature it encounters as Will negates [harmless]	Time 1 standard action 1 round n outdoors si 1 standard action directed by 1 standard action des double diversed	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 C Touch S Target: Living creature Close (25 ft.) V Target: One or more of more than 30 ft. apart Touch V Target: One creature Personal V Target: You Touch V Target: Creature touch Medium (110 ft.) V Target: One or more 3 lightning Medium (110 ft.) V Target: 5-ftdiameter Touch V Target: Living creature	comp. 6,M/DF es touched 7,S,DF creatures, 7,S,M/DF 3 levels 7,S,M 7,S hed 7,S 4,S,DF 6,S 7,S,DF 6,S 7,S,DF 6,S 7,S,DF 6,S 7,S,DF 6,S 7,S,DF 6,S 7,S,DF 7,S,DF 7,S,DF 7,S,DF 8,S 8,S,DF 8,SDF 8,S	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  SC: p.43
Name	DC 16 16 16 16 16 Gain Bi 16 16 16 16 16 is used	Saving Throw Will negates [harmless]  Will negates [harmless]  N/A  negating harmful effect N/A  Will negates [harmless]  Reflex half  er bolt] from sky; 3d10 i  None and Reflex partial; see text reature it encounters as  Will negates [harmless]	Time 1 standard action 1 round n outdoors si 1 standard action directed by 1 standard action des double diversed	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: Living creature Close (25 ft.) V Target: One or more of more than 30 ft. apart Touch V Target: One creature Personal V Target: You Touch V Target: Creature touch Medium (110 ft.) V Target: One or more 3 lightning Medium (110 ft.) V Target: 5-ftdiameter Touch V Target: Living creature	comp. 6,M/DF es touched 7,S,DF creatures, 7,S,M/DF 3 levels 7,S,M 7,S hed 7,S 4,S,DF 6,S 7,S,DF 6,S 7,S,DF 6,S 7,S,DF 6,S 7,S,DF 6,S 7,S,DF 6,S 7,S,DF 7,S,DF 7,S,DF 7,S,DF 8,S 8,S,DF 8,SDF 8,S	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 Caster Level: 1 Transmutation 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
Name	DC 16 16 16 16 16 Gain Bi 16 16 16 16 16 is used	Saving Throw Will negates [harmless]  Will negates [harmless]  N/A  negating harmful effect N/A  Will negates [harmless]  Reflex half  er bolt] from sky; 3d10 i  None and Reflex partial; see text reature it encounters as  Will negates [harmless]	Time 1 standard action 1 round 1 round 1 round 1 round 1 standard action 1 round 1 r	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: Living creature Close (25 ft.) V Target: One or more of the control of t	comp. 6,M/DF es touched 7,S,DF creatures, 7,S,M/DF 3 levels 7,S,M 7,S hed 7,S 30-ft-long 7,S 7,S,DF e touched 7,S	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 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  SC: p.45  SC: p.46
Name	DC 16 16 16 16 16 6 Gain Bi 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 will negates [harmless] Reflex half er bolt] from sky; 3d10 i None and Reflex partial, see text reature it encounters as will negates [harmless]	Time 1 standard action 1 round 1 round 1 round 1 round 1 round 2 round 3 round action 2 round 3 round action 3 round action 4 round 5 round 6 round 6 round 7 round 8 round	LEVEL 3  Duration 2 hours/level; see text  1 minute/level  24 hours  1 round/level  1 minute/level  1 minute/level  tormy area. 1 round/level coaster. Movement 30 ft]; see text 1 round/level [D]  amage. Also gain +4 Natural Armor. Instantaneous	Range C Touch S Target: Living creature Close (25 ft.) V Target: One or more of the control of t	Comp. S,M/DF es touched S,S,DF creatures, S,M/DF 3 levels S,S,M S,S,M S,S,DF e touched S,S,DF e touched S,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 N/A 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
Name	DC 16 16 16 16 16 6 Gain Bi 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 will negates [harmless] Reflex half er bolt] from sky; 3d10 i None and Reflex partial, see text reature it encounters as will negates [harmless]	Time 1 standard action 1 round I r	LEVEL 3  Duration 2 hours/level; see text  1 minute/level  24 hours  1 round/level  1 minute/level  1 minute/level  tormy area. 1 round/level coaster. Movement 30 ft]; see text 1 round/level [D]  amage. Also gain +4 Natural Armor. Instantaneous	Range C Touch S Target: Living creature Close (25 ft.) V Target: One or more comore than 30 ft. apart Touch V Target: You Touch V Target: One or more dead to the comore than 30 ft. apart Touch V Target: You Touch V Target: Creature touch Medium (110 ft.) V Target: One or more 3 lightning Medium (110 ft.) V Target: S-ftdiameter Touch V Target: Living creature V Target: Living creature V Target: You Touch V Target: Living creature	comp. 6,M/DF es touched 7,S,DF creatures, 7,S,M/DF 3 levels 7,S,M 4,S 4,S 630-ftlong 7,S 7,S,DF e touched 7,S 7,S 64 e touched	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	School Transmutation Caster Level: 1 Evocation [Electricity] Caster Level: 1 Evocation [Air] Caster Level: 1 Transmutation Caster Level: 1 Evocation [Air] Caster Level: 1 Transmutation Caster Level: 1 Transmutation 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  PHB: p.213
Name Air Breathing  Effect: Grants creatures the ability to breath air. Align Fang, Mass  Effect: Same as algin fang, but on multiple creatures. Altune Form  Effect: Bair of the Werewolf  Effect: Gain +2 bonus to Str, +4 Dex, +4 Con, +4 natural armor. Blindsight  Effect: Grant blindsight to 30 ft. Calls down one lightning  Effect: Ball of swirling dust and air that bull rush attacks with a +4  Charge of the Triceratops  Effect: Ball of swirling dust and air that bull rush attacks with a +4  Charge of the Triceratops  Effect: Beat of swirling dust and air that bull rush attacks with a +4  Charge of the Triceratops  Effect: Beat of swirling dust and air that bull rush attacks with a +4  Charge of the Triceratops  Effect: Beat of swirling dust and air that bull rush attacks with a +4  Charge of the Triceratops  Effect: Beat of swirling dust and air that bull rush attacks with a +4  Charge of the Triceratops  Effect: Beat of swirling dust and air that bull rush attacks with a +4  Charge of the Triceratops  Effect: Beat of swirling dust and air that bull rush attacks with a +4  Charge of the Triceratops  Effect: Beat of swirling dust and air that bull rush attacks with a +4  Charge of the Triceratops  Effect: Beat of swirling dust and air that bull rush attacks with a +4  Charge of the Triceratops  Effect: Beat of swirling dust and air that bull rush attacks with a +4  Color of swirling dust and air that bull rush attacks with a +4  Color of swirling dust and air that bull rush attacks with a +4  Color of swirling dust and air that bull rush attacks with a +4  Color of swirling dust and air that bull rush attacks with a +4  Color of swirling dust and air that bull rush attacks with a +4  Color of swirling dust and air that bull rush attacks with a +4  Color of swirling dust and air that bull rush attacks with a +4  Color of swirling dust and air that bull rush attacks with a +4  Color of swirling dust and air that bull rush attacks with a +4  Color of swirling dust and air that bull rush attacks with a +4  Color of	DC 16 16 16 16 16 16 16 16 16 16 16 16 16 1	Saving Throw Will negates [harmless]  Will negates [harmless]  N/A  negating harmful effect N/A  Will negates [harmless]  Reflex half er bolt] from sky; 3d10 i None and Reflex partial, see text reature it encounters as Will negates [harmless]  as part of a charge it de N/A  Fortitude negates  Fortitude negates	Time 1 standard action  1 round  1 round  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  I round/level [D]	Range C Touch S Target: Living creature Close (25 ft.) V Target: One or more of the second V Target: One or more of the second V Target: One or more of the second V Target: Creature touch Medium (110 ft.) V Target: One or more of lightning Medium (110 ft.) V Target: S-ftdiameter Touch V Target: Living creature	comp. 6.M/DF es touched 7.S.DF creatures, 7.S.M/DF 3 levels 7.S.M 7.S.M 7.S.DF e touched 7.S.DF e touched 7.S.DF e touched 7.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 N/A Yes	School Transmutation Caster Level: 1 Evocation [Electricity] Caster Level: 1 Evocation [Air] Caster Level: 1 Transmutation Caster Level: 1 Evocation [Air] 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.43  SC: p.45  SC: p.46  PHB: p.213
Name	DC 16 16 16 16 16 16 16 16 16 16 16 16 16 1	Saving Throw Will negates [harmless]  Will negates [harmless]  N/A  negating harmful effect N/A  Will negates [harmless]  Reflex half er bolt] from sky; 3d10 i None and Reflex partial, see text reature it encounters as Will negates [harmless]  as part of a charge it de N/A  Fortitude negates  Fortitude negates	action  Time 1 standard action  1 round  1 round  1 round  1 standard action  2 standard action  2 standard action  3 standard action  4 standard action  2 standard action  3 standard action  4 standard action  1 standard action  2 standard action  3 standard action  4 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]	Range C Touch S Target: Living creature Close (25 ft.) V Target: One or more comore than 30 ft. apart Touch V Target: You Touch V Target: Creature touch Medium (110 ft.) V Target: One or more 3 lightning Medium (110 ft.) V Target: Living creature Couch V Target: Living creature	comp. 6.M/DF es touched 7.S.DF creatures, 7.S.M/DF 3 levels 7.S.M 7.S.M 7.S.DF e touched 7.S.DF e touched 7.S.DF e touched 7.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 N/A 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	Pg.106  Source SC: p.8  SC: p.9  SC: p.17  SC: p.29  SC: p.32  PHB: p.207  SC: p.43  SC: p.45  SC: p.46  PHB: p.213
Name	DC 16 16 16 16 16 16 16 16 16 16 16 16 16 1	Saving Throw Will negates [harmless] Will negates [harmless] N/A negating harmful effect: N/A te attack: Will negates [harmless] Reflex half er botl] from sky; 3d10 i None and Reflex partial; see text reature it encounters as Will negates [harmless] as part of a charge it do N/A Fortitude negates  Fortitude negates a of effect. Creatures so	Time 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 Close (25 ft.) V Target: One or more comore than 30 ft. apart Touch V Target: You Touch V Target: Creature touch Medium (110 ft.) V Target: One or more d lightning Medium (110 ft.) V Target: Living creature Couch V Target: Living creature Couch V Target: Living creature V Target: Living cr	comp. 6,M/DF es touched 7,S,DF creatures, 7,S,M/DF 3 levels 7,S,M 4,S hed 7,S 30-ftlong 7,S 7,S,DF e touched 7,S 7,S,DF pread 7,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 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	Pg.106  Source SC: p.8  SC: p.9  SC: p.17  SC: p.29  SC: p.32  PHB: p.207  SC: p.43  SC: p.45  SC: p.46  PHB: p.213

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

Target: One structure or construct

Yes [object]

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

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

16 Fortitude half [object] 1 standard Instantaneous action

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

SC: p.56

Transmutation

Caster Level: 1

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

Point Buy Spells									
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.  Graph Sleet 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 suppose one tout	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.  UDDDDWeather Eye		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:	