

Lelia

NAME

Point3

CLASS

3/4

Character Level/ECL

6000

EXPERIENCE

10000

NEXT LEVEL

Human

RACE

Medium

SIZE

6' 3"

HEIGHT

205 lbs.

WEIGHT

Neutral Good

ALIGNMENT

Darkvision (60 ft.),

VISION

-1

POINTS

Rebekah

PLAYERNAME

DEITY

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

16

+3

16

+3

16

+3

DEX

Dexterity

16

+3

16

+3

16

+3

CON

Constitution

14

+2

14

+2

14

+2

INT

Intelligence

12

+1

12

+1

12

+1

WIS

Wisdom

16

+3

16

+3

16

+3

CHA

Charisma

16

+3

16

+3

16

+3

HP

hit points

28

AC

armor class

18

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 35 ft.

INITIATIVE

modifier

+7

TOTAL

FLAT

15

TOUCH

14

BASE

10

ARMOR BONUS

4

SHIELD BONUS

0

STAT

3

SIZE

0

NATURAL ARMOR

0

DEFLEC-TION

1

MISC

1

DEX MODIFIER

+3

MISC MODIFIER

+4

BASE ATTACK

bonus

+0

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+3

=

+1

+

+2

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+3

=

+0

+

+3

+

+0

+

+0

+

WILL

(wisdom)

+5

=

+2

+

+3

+

+0

+

+0

+

MELEE

attack bonus

+3

RANGED

attack bonus

+3

GRAPPLE

attack bonus

+3

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+3

1d3+3

20/x2

5 ft.

Claw

HAND

TYPE

SIZE

CRITICAL

REACH

Carried

S

M

20/x2

5 ft.

TOTAL ATTACK BONUS

DAMAGE

+3

1d3+3

Special Properties

\*Longsword +1

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

S

M

19-20/x2

5 ft.

To Hit

Dam

To Hit

Dam

1H-P

+4

1d8+4

2W-P-(OH)

-2

1d8+4

1H-O

+0

1d8+2

2W-P-(OL)

+0

1d8+4

2H

+4

1d8+5

2W-OH

-6

1d8+2

Special Properties

\*: weapon is equipped

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

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

\*Faerie Garb +3

Light

+4

+8

+0

0

SKILLS

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

6/3

MISC MODIFIER

✓ Acrobatics

DEX

3

=

3

+

+

✓ Appraise

INT

1

=

1

+

+

✓ Athletics

STR

3

=

3

+

+

✓ Craft (Untrained)

INT

1

=

1

+

+

✓ Deception

CHA

3

=

3

+

+

✓ Endurance

CON

4

=

2

+

2.0

+

✓ Gather Information

CHA

3

=

3

+

+

✓ Heal

WIS

9

=

3

+

6.0

+

Knowledge (Nature)

INT

7

=

1

+

4.0

+

2

✓ Perception

WIS

11

=

3

+

6.0

+

2

✓ Persuasion

CHA

3

=

3

+

+

✓ Ride

DEX

3

=

3

+

+

✓ Sense Motive

WIS

3

=

3

+

+

✓ Stealth

DEX

6

=

3

+

3.0

+

✓ Survival

WIS

9

=

3

+

6.0

+

Survival (Find or follow tracks)

WIS

6

=

3

+

1.0

+

2

✓ Thievery

DEX

3

=

3

+

+

✓ Use Rope

DEX

3

=

3

+

+

=

+

+

+

=

+

+

+

✓: can be used untrained. X: exclusive skills. \*: Skill Mastery.

Oct 22, 2009 11:36:46 AM CHARACTER:  
Created using PCGen 5.17.0

PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill & Dekker.  
For suggestions please post to pcgen@yahoogroups.com with "OS Suggestion" in the subject line.

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EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Claw	Carried	1	0.0	0.0	
<b>Faerie Garb +3</b>	Equipped	1	0.5	9151.0	
<b>Longsword +1</b>	Equipped	1	4.0	2315.0	
<b>Sentient Rod of Any Weapon</b>	Equipped	1	0.0	0.0	
<b>Special Backpack of Holding</b>	Equipped	1	0.0	0.0	
0 lbs.					
<b>Special Boots</b>	Equipped	1	0.0	0.0	
TOTAL WEIGHT CARRIED/VALUE			4.5 lbs.	11466.0 gp	

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

DISADVANTAGES	
<b>Disadvantage - Hunted</b>	[eclipse, p.17]
Someone's out to get you. You may be an outlaw, have personal enemies, or have been marked by some mystical entity. The nature of your foes should be decided in consultation with the GM. As a rule, you cannot simply confront your hunters and fight it out with them. They're either numerous, powerful, or secretive.	
<b>Disadvantage - Obligations</b>	[eclipse, p.17]
You have responsibilities which you cannot easily discharge. You may have dependents, debts, a geas, massive tithes, oaths to fulfill, a job which you cannot readily leave, be sworn to the service of a lord or ruler, or just have friends who need looking after. This is a wonderful way to get dragged into adventures.	
<b>Disadvantage - Unarmored</b>	[eclipse, p.27]
You refuse to use armor for some reason. Characters who already suffer major penalties for wearing armor can't take this disadvantage.	

Spell Caster Information	
<b>Druid Spell Points (Total 26)</b>	[eclipse, p.17]
<b>Druid</b>	[eclipse, p.17]
Druid Level 3, Casterlevel is 4	

SPECIAL ATTACKS	
<b>Any Weapon Rod</b>	[eclipse, p.17]
Quicksilver metal rod can become any weapon of a non-complex nature, up to a crossbow. It will form the desired weapon as a Free Action. May have other properties that as of yet are undiscovered.	
<b>Natural Weapon (Claw)</b>	[eclipse, p.17]
You can use your sharp claws to deal lethal (slashing) damage instead of nonlethal damage with an unarmed attack. Attacks made with natural weapons do not provide attacks of opportunity. The damage of this attack is the base creature's normal unarmed combat damage.	
<b>Warcraft</b>	[eclipse, p.27]
+0 BAB	

SPECIAL QUALITIES	
<b>Duties</b>	[eclipse, p.17]
(2) A character with Duties has extensive obligations. These restrict his or her time and freedom of action, as well as draining his or her resources, but also mean getting a lot of practice or extra training. This typically includes Druids, Clerics, and Paladins. Ignoring your duties brings on various penalties. Strangely, this continues until the GM feels you have enough penalties to equal the points you got from Duties.	
<b>Fast Learner</b>	[eclipse, p.17]
(1) Actually purchased as a feat for 6 CP, this ability grants extra CP as the character rises in level. Specialized versions are available and encouraged. No one may take Fast Learner more than once unless it's been built into a template, race, or class by the Game Master.	
<b>Base Caster Level ~ Specialized ~ Druid ()</b>	[eclipse, p.11]
<b>Companion</b>	[eclipse, p.27]
(6 CP). Used to gain familiars, psycrystals, animal companions, and sometimes mounts. Companion empowers a sidekick - usually an animal. You may choose to apply the standard d20 Druid's Animal Companion bonuses, Wizard's Familiar bonuses, Paladin's Mount bonuses, get a Psi-Crystal, or use any similar progression. The base creature may not have an ECL of more than 1/3 your character level.	
<b>Companion ~ Great Form</b>	[eclipse, p.27]
(6 CP) allows you to apply Righteous Might (at a Caster Level equal to your level) to a companion as a Free Action up to three times per day.	
<b>Companion ~ Might</b>	[eclipse, p.27]
(6 CP) allows you to grant your companion the benefits of two Positive Levels (see page 86) or of a continuously active second level spell or psychic effect.	
<b>Companion ~ Template</b>	[eclipse, p.27]
(6 CP) adds a template of up to +2 ECL to the companion. Only one Template can be applied to a given companion, but you may pay the cost multiple times to add a more powerful template. The ECL addition is cumulative up to a maximum of +6.	
<b>Corrupted for Decreased Cost (Companion, Companion ~ Great Form, Companion ~ Might, Companion ~ Template)</b>	[eclipse, p.22]
<b>Deep Sleep</b>	[eclipse, p.30]
Many ascetics study meditation and mysticism. In d20, these skills are as useful as any. With Deep Sleep, a character gains the benefits of a full night's rest in only four hours and may ignore minor (up to 15 minutes total) interruptions in that interval.	
<b>Disadvantage - Hunted</b>	[eclipse, p.19]
Someone's out to get you. You may be an outlaw, have personal enemies, or have been marked by some mystical entity. The nature of your foes should be decided in consultation with the GM. As a rule, you cannot simply confront your hunters and fight it out with them. They're either numerous, powerful, or secretive.	
<b>Disadvantage - Obligations</b>	[eclipse, p.19]
You have responsibilities which you cannot easily discharge. You may have dependents, debts, a geas, massive tithes, oaths to fulfill, a job which you cannot readily leave, be sworn to the service of a lord or ruler, or just have friends who need looking after. This is a wonderful way to get dragged into adventures.	
<b>Disadvantage - Unarmored</b>	[eclipse, p.20]
You refuse to use armor for some reason. Characters who already suffer major penalties for wearing armor can't take this disadvantage.	
<b>Improved Initiative (, )</b>	[eclipse, p.53]
The character gains +2 to Initiative per 3 CP invested, up to a maximum +8 bonus.	
<b>Weapon Prof ~ All Simple and Martial Weapons</b>	[eclipse, p.49]
Grants Proficiency with all simple and martial weapons.	
<b>Animal Companion</b>	[eclipse, p.17]
You have an Animal Companion, Handling or "pushing" an animal companion is a free action and the master gains a +4 bonus on Handle Animal checks or "social" checks involving the companion., Their master opt to share the effects of spells and powers used on him or her with them if they're within five feet.	
<b>+4 racial bonus on saves against sleep and paralysis</b>	[eclipse, p.17]
<b>Dragoncat Companion</b>	[eclipse, p.11]
<b>Mental Link</b>	[eclipse, p.27]
You are automatically in Mental Contact with your companions	

FEATS	
<b>Feat Conversion to CP ~ 6 (, , )</b>	[eclipse, p.9]
Covert regular feat to six Character Points	
<b>Dragonblood</b>	[ds, web]
Sorcerer is a favored class for you. This is in addition to your favored class based on race.	

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

LANGUAGES	
Common, Draconic, Elven	

TEMPLATES	
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# Point Buy Spells

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

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Create Water		None	1 standard action	Instantaneous	Close (25 ft.)	V,S	No	Conjuration (Creation) [Water]	PHB: p.215
<i>Effect:</i> Creates 2 gallons/level of pure water.					<i>Target:</i> Up to 2 gallons/level of water			<i>Caster Level:</i> 1	
□□□□□ Cure Minor Wounds	13	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: p.216
<i>Effect:</i> Cures 1 point of damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 1	
□□□□□ Dawn	13	Fortitude negates [harmless]	1 swift action	Instantaneous	15 ft.	V	Yes [harmless]	Abjuration	SC: p.59
<i>Effect:</i> Awakens sleeping creatures and those knocked out from nonlethal damage [but staggered].					<i>Target:</i> All creatures within a 15-ft.-radius burst centered on you			<i>Caster Level:</i> 1	
□□□□□ Detect Magic		None	1 standard action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S	No	Divination	PHB: p.219
<i>Effect:</i> Detects spells and magic items within 60 ft.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 1	
□□□□□ Detect Poison		None	1 standard action	Instantaneous	Close (25 ft.)	V,S	No	Divination	PHB: p.219
<i>Effect:</i> Detects poison in one creature or small object.					<i>Target:</i> One creature, one object, or a 5-ft. cube			<i>Caster Level:</i> 1	
□□□□□ Flare	13	Fortitude negates	1 standard action	Instantaneous	Close (25 ft.)	V	Yes	Evocation [Light]	PHB: p.232
<i>Effect:</i> Dazzles one creature [-1 on attack rolls].					<i>Target:</i> Burst of light			<i>Caster Level:</i> 1	
□□□□□ Guidance	13	Will negates (harmless)	1 standard action	1 minute or until discharged	Touch	V,S	Yes	Divination	PHB: p.238
<i>Effect:</i> +1 on one attack roll, saving throw, or skill check.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 1	
□□□□□ Know Direction		None	1 standard action	Instantaneous	Personal	V,S	No	Divination	PHB: p.246
<i>Effect:</i> You discern north.					<i>Target:</i> You			<i>Caster Level:</i> 1	
□□□□□ Light		None	1 standard action	10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Light]	PHB: p.248
<i>Effect:</i> Object shines like a torch.					<i>Target:</i> Object touched			<i>Caster Level:</i> 1	
□□□□□ Mending	13	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V,S	Yes (harmless, object)	Transmutation	PHB: p.253
<i>Effect:</i> Makes minor repairs on an object.					<i>Target:</i> One object of up to 1 lb.			<i>Caster Level:</i> 1	
□□□□□ Naturewatch		None	1 standard action	10 minutes/level	30 ft.	S	No	Necromancy	SC: p.146
<i>Effect:</i> Same as deathwatch but only functions on plants and animals; see text.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 1	
□□□□□ Purify Food and Drink	13	Will negates (object)	1 standard action	Instantaneous	10 ft.	V,S	Yes (object)	Transmutation	PHB: p.267
<i>Effect:</i> Purifies 1 cu. ft./level of food or water.					<i>Target:</i> 1 cu. ft./level. of contaminated food and water			<i>Caster Level:</i> 1	
□□□□□ Read Magic		None	1 standard action	10 minutes/level	Personal	V,S,F	No	Divination	PHB: p.269
<i>Effect:</i> Read scrolls and spellbooks.					<i>Target:</i> You			<i>Caster Level:</i> 1	
□□□□□ Resistance	13	Will negates (harmless)	1 standard action	1 minute	Touch	V,S,M/DF	Yes (harmless)	Abjuration	PHB: p.272
<i>Effect:</i> Subject gains +1 on saving throws.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 1	
□□□□□ Virtue	13	Fortitude negates (harmless)	1 standard action	1 min.	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: p.298
<i>Effect:</i> Subject gains 1 temporary hp.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 1	

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	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 [Fire]	SC: p.12
<i>Effect:</i> Create a small fire elemental.					<i>Target:</i> One Small fire			<i>Caster Level:</i> 1	
□□□□□ Animate Water		None	1 round	Concentration, up to 1 round/level [D]	Close (25 ft.)	V,S,M	No	Transmutation [Water]	SC: p.13
<i>Effect:</i> Create a small water elemental.					<i>Target:</i> Cube of water up to 5 ft on a side			<i>Caster Level:</i> 1	
□□□□□ Animate Wood		None	1 round	Concentration, up to 1 round/level [D]	Touch	V,S,M	No	Transmutation	SC: p.13
<i>Effect:</i> Animates a wooden object to attack who you designate.					<i>Target:</i> One Small or smaller wooden object			<i>Caster Level:</i> 1	
□□□□□ Aspect of the Wolf	14	N/A	1 standard action	10 minutes/level	Personal	V,S,M/DF	N/A	Transmutation	SC: p.16
<i>Effect:</i> You assume the physical appearance and many of the qualities of a wolf.					<i>Target:</i> You			<i>Caster Level:</i> 1	
□□□□□ Aura Against Flame	14	N/A	1 standard action	1 round/level	Personal	V,S	N/A	Abjuration	SC: p.18
<i>Effect:</i> Protects against first 10 points of fire damage, it also extinguishes flames; see text.					<i>Target:</i> You			<i>Caster Level:</i> 1	
□□□□□ Babau Slime	14	Fortitude negates [harmless]	1 standard action	1 minute/level	Touch	V,S,M/DF	Yes [harmless]	Transmutation	SC: p.22
<i>Effect:</i> Layer of slime coats you, inflicting 1d8 damage to any creature hitting you with unarmed strikes, a touch attack or natural weapon.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 1	
□□□□□ Beast Claws	14	N/A	1 Standard Action	1 hour/level	Personal	V,S,M	N/A	Transmutation	SC: p.25
<i>Effect:</i> Change your hands into claws. Damage 1d4; Threat range 19-20. See text.					<i>Target:</i> You			<i>Caster Level:</i> 1	
□□□□□ Beastland Ferocity	14	Fortitude negates [harmless]	1 standard action	1 minute/level	Touch	V,S,DF	Yes [harmless]	Evocation [Electricity]	SC: p.25
<i>Effect:</i> Subject continues to fight even at -1 to -9 and gains +4 enhancement to Str.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 1	
□□□□□ Beget Bogun		None	1 standard action	Instantaneous	Touch	V,S,M,XP	No	Conjuration (Creation)	SC: p.26
<i>Effect:</i> Creates a natural homunculus.					<i>Target:</i> Tiny Construct			<i>Caster Level:</i> 1	
□□□□□ Branch to Branch	14	N/A	1 standard action	1 hour/level [D]	Personal	V,S	N/A	Transmutation	SC: p.38
<i>Effect:</i> Gain +10 competence bonus on Climb checks made in trees, also allows for brachiation.					<i>Target:</i> You			<i>Caster Level:</i> 1	
□□□□□ Breath of the Jungle		None	1 standard action	1 minute/level	Medium (110 ft.)	V,S,DF	No	Transmutation	SC: p.39
<i>Effect:</i> DC of saves vs. poison or disease increases by 2					<i>Target:</i> Mist spreads in a 40-ft. radius, 20 ft. high			<i>Caster Level:</i> 1	

\* =Domain/Specialty Spell

# Point Buy Spells

□□□□□ Buoyant Lifting	None	1 immediate action	1 minute/level [D]; see text	Close (25 ft.)	S,DF	No	Evocation	SC: p.40
<i>Effect:</i> Travel to the surface at 60 ft./round.				<i>Target:</i> One willing creature/level, no two of which are more than 20 ft. apart		<i>Caster Level:</i> 1		
□□□□□ Calm Animals	14	Will negates; see text	1 standard action	Close (25 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.207
<i>Effect:</i> Calms 2d4 + 1/level HD of animals.				<i>Target:</i> Animals within 30 ft. of each other		<i>Caster Level:</i> 1		
□□□□□ Camouflage	14	N/A	1 standard action	Personal	V,S	N/A	Transmutation	SC: p.43
<i>Effect:</i> Gain +10 circumstance bonus on Hide checks.				<i>Target:</i> You		<i>Caster Level:</i> 1		
□□□□□ Charm Animal	14	Will negates	1 standard action	Close (25 ft.)	V,S	Yes	Enchantment (Charm) [Mind-Affecting]	PHB: p.208
<i>Effect:</i> Makes one animal your friend.				<i>Target:</i> One animal		<i>Caster Level:</i> 1		
□□□□□ Claws of the Bear	14	N/A	1 standard action	Personal	V,S	N/A	Transmutation	SC: p.47
<i>Effect:</i> Your hands become natural weapons that deal 1d8 with each attack.				<i>Target:</i> You		<i>Caster Level:</i> 1		
□□□□□ Claws of the Beast	None	1 standard action	1 rounds	Personal	V,S	No	Transmutation	PGtF: p.101
<i>Effect:</i> Your fingers sprout claws. Considered armed and do 1d8 with each attack.				<i>Target:</i> YOU		<i>Caster Level:</i> 1		
□□□□□ Climb Walls	14	Will negates [harmless]	1 standard action	Touch	V,S,M	Yes [harmless]	Transmutation	SC: p.47
<i>Effect:</i> Gain +10 enhancement bonus on climb check. Bonus increases to +20 @5th level and +30 @9th level.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 1		
□□□□□ Cloudburst	None	1 round	10 minutes/level [D]	Long (440 ft.)	V,S	No	Evocation (Water)	SC: p.49
<i>Effect:</i> Heavy rain reduces visibility. -4 Spot & Search.				<i>Target:</i> 100-ft.-radius emanation		<i>Caster Level:</i> 1		
□□□□□ Cold Fire	14	No [fire] or Fortitude half	1 standard action	Close (25 ft.)	V,S,DF	Yes [creature]	Transmutation [Cold]	SC: p.50
<i>Effect:</i> Flames deal cold damage; see text				<i>Target:</i> One fire source [up to a 20-ft. cube] or one creature; see text		<i>Caster Level:</i> 1		
□□□□□ Crabwalk	None	1 standard action	1 minute/level	Touch	V,S,M	No	Transmutation [Cold]	SC: p.53
<i>Effect:</i> When the subject charges, it gains +4 to attack roll and no penalty to AC. Only affects first attack.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 1		
□□□□□ Cure Light Wounds	14	Will half (harmless); see text	1 standard action	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: p.215
<i>Effect:</i> Cures 1d8 +1/level [max +5] damage.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 1		
□□□□□ Deep Breath	14	N/A	1 immediate action	Personal	V	N/A	Conjuration (Creation) [Air]	SC: p.61
<i>Effect:</i> Your lungs are constantly filled with air for the duration of the spell.				<i>Target:</i> You		<i>Caster Level:</i> 1		
□□□□□ Delay Disease	14	Will negates [harmless]	1 standard action	Touch	V,S,DF	Yes [harmless]	Conjuration (Healing)	SC: p.63
<i>Effect:</i> Halts any nonmagical disease for the duration of the spell.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 1		
□□□□□ Detect Animals or Plants	None	1 standard action	Concentration, up to 10 minutes/level [D]	Long (440 ft.)	V,S	No	Divination	PHB: p.218
<i>Effect:</i> Detects kinds of animals or plants.				<i>Target:</i> Cone-shaped emanation		<i>Caster Level:</i> 1		
□□□□□ Detect Snares and Pits	None	1 standard action	Concentration, up to 10 minutes/level [D]	60 ft.	V,S	No	Divination	PHB: p.220
<i>Effect:</i> Reveals natural or primitive traps.				<i>Target:</i> Cone-shaped emanation		<i>Caster Level:</i> 1		
□□□□□ Endure Elements	14	Will negates (harmless)	1 standard action	Touch	V,S	Yes (harmless)	Abjuration	PHB: p.226
<i>Effect:</i> Exist comfortably in hot or cold environments.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 1		
□□□□□ Enrage Animal	None	1 standard action	Concentration +1 round/level	Medium (110 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	SC: p.81
<i>Effect:</i> Grants +4 morale bonus to Str, Con, Will Saves & -2 penalty to AC to affected animal.				<i>Target:</i> One animal		<i>Caster Level:</i> 1		
□□□□□ Entangle	14	Reflex partial; see text	1 standard action	Long (440 ft.)	V,S, DF	No	Transmutation	PHB: p.227
<i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle.				<i>Target:</i> Plants in a 40-ft.-radius spread		<i>Caster Level:</i> 1		
□□□□□ Faerie Fire	None	1 standard action	1 minute/level [D]	Long (440 ft.)	V,S, DF	Yes	Evocation [Light]	PHB: p.229
<i>Effect:</i> Outlines subjects with light, canceling blur, concealment, and the like.				<i>Target:</i> Creatures and objects within a 5-ft.-radius burst		<i>Caster Level:</i> 1		
□□□□□ Foundation of Stone	None	1 standard action	1 round/level	Close (25 ft.)	V,M	Yes [harmless]	Transmutation [Earth]	SC: p.99
<i>Effect:</i> As long as subjects don't move they gain +2 AC and +4 to Str against bull rush.				<i>Target:</i> One creature/level, no two of which are more than 30 ft. apart		<i>Caster Level:</i> 1		
□□□□□ Goodberry	None	1 standard action	1 day/level	Touch	V,S, DF	Yes	Transmutation	PHB: p.237
<i>Effect:</i> 2d4 berries each cure 1 hp [max 8 hp/24 hours].				<i>Target:</i> 2d4 fresh berries touched		<i>Caster Level:</i> 1		
□□□□□ Hawkeye	14	N/A	1 standard action	Personal	V	N/A	Transmutation	SC: p.110
<i>Effect:</i> Increases range increment by 50% and +5 competence bonus on Spot checks.				<i>Target:</i> You		<i>Caster Level:</i> 1		
□□□□□ Healthful Rest	14	Will negates [harmless]	10 minutes 24 hours	Close (25 ft.)	V,S	Yes [harmless]	Conjuration (Healing)	SC: p.111
<i>Effect:</i> Doubles the natural healing rate.				<i>Target:</i> One creature/level, no two of which can be more than 30 feet apart		<i>Caster Level:</i> 1		
□□□□□ Hide from Animals	14	Will negates (harmless)	1 standard action	Touch	S, DF	Yes	Abjuration	PHB: p.241
<i>Effect:</i> Animals can't perceive 1 subject/level.				<i>Target:</i> 1 creature/level touched		<i>Caster Level:</i> 1		
□□□□□ Horrible Taste	14	Fortitude negates; see text	1 standard action	Touch	V,S,M	No	Transmutation	SC: p.116
<i>Effect:</i> Animals must save after biting or refuse to bite the subject.				<i>Target:</i> Creature or object touched		<i>Caster Level:</i> 1		
□□□□□ Jump	14	Will negates (harmless)	1 standard action	Touch	V,S,M	Yes	Transmutation	PHB: p.246
<i>Effect:</i> Subject gets bonus on Jump checks.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 1		
□□□□□ Junglerazer	14	Reflex half	1 standard action	120 ft.	V,S,M	Yes	Necromancy	SC: p.127
<i>Effect:</i> Fey, vermin, plants and plant creatures and animals caught in the area take 1d10/caster level [max 10d10] negative energy.				<i>Target:</i> 120-ft. line		<i>Caster Level:</i> 1		
□□□□□ Longstrider	None	1 standard action	1 hour/level [D]	Personal	V,S,M	No	Transmutation	PHB: p.249
<i>Effect:</i> Increases your speed.				<i>Target:</i> You		<i>Caster Level:</i> 1		

\* =Domain/Specialty Spell

# Point Buy Spells

Low-light Vision	14	Will negates [harmless]	1 standard action	Touch	V,M	Yes [harmless]	Transmutation	SC: p.134
<i>Effect:</i> Target gains low-light vision.								
Magic Fang	14	Will negates (harmless)	1 standard 1 minute/level action	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: p.250
<i>Effect:</i> One natural weapon of subject creature gets +1 on attack and damage rolls.								
Magic Stone	14	Will negates (harmless, object)	1 standard 30 minutes or until discharged action	Touch	V,S, DF	Yes (harmless, object)	Transmutation	PHB: p.251
<i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage.								
Obscuring Mist		None	1 standard 1 minute/level action	20 ft.	V,S	No	Conjuration (Creation)	PHB: p.258
<i>Effect:</i> Fog surrounds you.								
Omen of Peril	14	N/A	1 round Instantaneous	Personal	V,F	N/A	Divination	SC: p.149
<i>Effect:</i> Brief supplication gives you a vision that hints at how dangerous the immediate future is likely to be.; see text.								
Pass without Trace	14	Will negates (harmless)	1 standard 1 hour/level [D] action	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: p.259
<i>Effect:</i> 1 subject/level leaves no tracks.								
Produce Flame		None	1 standard 1 minute/level [D] action	0 ft.	V,S	Yes	Evocation [Fire]	PHB: p.265
<i>Effect:</i> 1d6 +1/level [max +5] damage, touch or thrown.								
Raging Flame		None	1 standard 1 minute action	Medium (110 ft.)	V,S	No	Transmutation [Fire]	SC: p.164
<i>Effect:</i> Causes existing fire to double their heat and radiance; see text.								
Ram's Might	14	N/A	1 standard 1 minute/level action	Personal	V,S	N/A	Transmutation	SC: p.166
<i>Effect:</i> Your hands harden +2 bonus to Str, inflict lethal damage, and you are considered armed.								
Rapid Burrowing	14	Fortitude negates [harmless]	1 standard 10 minutes/level action	Touch	V,S,DF	Yes [harmless]	Transmutation	SC: p.166
<i>Effect:</i> Improves existing burrow speed by 20 ft.								
Remove Scent	14	Will negates	1 standard 10 minutes/level action	Touch	V,S,M	Yes	Transmutation	SC: p.173
<i>Effect:</i> Hides the scent of the affected creature or removes potent affects from creatures such as ghouls or troglodytes.								
Resist Planar Alignment	14	Will negates [harmless]	1 standard 1 round/level action	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: p.174
<i>Effect:</i> Grants limited protection from a plane's alignment traits; see text.								
Sandblast	14	Reflex half	1 standard Instantaneous action	10 ft.	V,S,DF	Yes	Evocation	SC: p.180
<i>Effect:</i> Creatures in area take 1d6 nonlethal damage, any creature that fails the save is also stunned for 1 round.								
Shillelagh	14	Will negates (object)	1 standard 1 minute/level action	Touch	V,S, DF	Yes (object)	Transmutation	PHB: p.278
<i>Effect:</i> Cudgel or quarterstaff becomes +1 weapon dealing damage as if two size categories larger for 1 minutes/level.								
Slow Burn		None	1 standard 1 minute action	Medium (110 ft.)	V,S,M/DF	No	Transmutation [Fire]	SC: p.192
<i>Effect:</i> Doubles the amount of time to put out a fire; see text.								
Snake's Swiftness	14	Will negates [harmless]	1 standard Instantaneous action	Close (25 ft.)	V,S,M/DF	Yes [harmless]	Transmutation	SC: p.193
<i>Effect:</i> Subject may make another single attack melee or ranged; see text.								
Snowshoes	14	Will negates [harmless]	1 standard 1 hour/level [D] action	Touch	V,S	Yes [harmless]	Transmutation	SC: p.194
<i>Effect:</i> Speed increases by 10 ft. and no Balance checks or Reflex required to walk on snow.								
Speak with Animals		None	1 standard 1 minute/level action	Personal	V,S	No	Divination	PHB: p.281
<i>Effect:</i> You can communicate with animals.								
Summon Nature's Ally I		None	1 round 1 round/level [D]	Close (25 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: p.288
<i>Effect:</i> Calls creature to fight.								
Surefooted Stride		None	1 standard 1 minute/level action	Personal	V,S	No	Transmutation	SC: p.216
<i>Effect:</i> Move through difficult terrain at full speed. Gain +2 Climb checks.								
Thunderhead	14	Reflex negates; see text	1 standard 1 round/level action	Close (25 ft.)	V,S,M	Yes	Evocation [Electricity]	SC: p.219
<i>Effect:</i> Miniature thundercloud follows creature unerringly each round [even if it goes invisible or leaves the region] striking it with lightning that deals 1 pt of damage.								
Traveler's Mount	14	Will negates	1 standard 1 hour/level action	Touch	V,S	Yes	Transmutation	SC: p.223
<i>Effect:</i> +10 feet enhancement bonus to speed but cannot attack during the duration of the spell.								
Updraft	14	N/A	1 swift action Instantaneous	Personal	V,S,M	N/A	Conjuration (Creation) [Air]	SC: p.228
<i>Effect:</i> Gain 10 ft. per level of altitude, and then gently float back to the ground.								
Vigor, Lesser	14	Will negates [harmless]	1 standard 10 rounds + 1 round/level [max 15] action	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: p.229
<i>Effect:</i> Grants target fast healing ability for the duration of the spell. Heals 1 hp automatically per round.								
Vine Strike	14	N/A	1 swift action 1 round	Personal	V,DF	N/A	Divination	SC: p.230
<i>Effect:</i> Allows sneak attacks against plants if you already have the ability.								
Wall of Smoke	14	Fortitude partial; see text	1 standard 1 round/level action	Close (25 ft.)	V,S	No	Conjuration (Creation)	SC: p.235
<i>Effect:</i> Makes a wall of black smoke, causes nausea; see text.								
Wings of the Sea	14	Fortitude negates [harmless]	1 standard 1 minute/level action	Touch	S,M	Yes [harmless]	Transmutation	SC: p.240
<i>Effect:</i> Increases creatures swim speed by 30 ft.								
Winter Chill	14	Fortitude negates	1 standard Instantaneous action	Close (25 ft.)	V,S	Yes	Transmutation [Cold]	SC: p.241
<i>Effect:</i> Creature must succeed on save or take 1d6 points of cold damage and become fatigued.								
Wood Wose		None	1 standard 1 hour/level action	Close (25 ft.)	V,S,DF	No	Conjuration (Creation)	SC: p.242
<i>Effect:</i> Summon minor nature spirit to perform simple natural tasks.								

\* =Domain/Speciality Spell

# Point Buy Spells

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□Align Fang	15	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,DF	Yes [harmless]	Transmutation	SC: p.9
<i>Effect:</i> Aligns a creature's natural weapon to good-,evil-,lawful-, or chaotic.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 1		
□□□□□Animal Messenger	15	None; see text	1 standard action	1 day/level	Close (25 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.198
<i>Effect:</i> Sends a Tiny animal to a specific place.					<i>Target:</i> One Tiny animal		<i>Caster Level:</i> 1		
□□□□□Animal Trance	15	Will negates; see text	1 standard action	Concentration	Close (25 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting, Sonic]	PHB: p.198
<i>Effect:</i> Fascinates 2d6 HD of animals.					<i>Target:</i> Animals or magical beasts with Intelligence 1 or 2		<i>Caster Level:</i> 1		
□□□□□Avoid Planar Effects		None	1 immediate action	1 minute/level	20 ft.	V	Yes [harmless]	Abjuration	SC: p.19
<i>Effect:</i> Gain temporary respite from the natural effects of a specific plane.					<i>Target:</i> One creature/level in a 20-ft. radius burst centered on you		<i>Caster Level:</i> 1		
□□□□□Balancing Lorecall	15	N/A	1 standard action	1 minute/level [D]	Personal	V,S,M/DF	N/A	Divination	SC: p.23
<i>Effect:</i> Gain +4 insight bonus to balance bonus; see text.					<i>Target:</i> You		<i>Caster Level:</i> 1		
□□□□□Barkskin		None	1 standard action	10 minutes/level	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: p.203
<i>Effect:</i> Grants +2 enhancement to natural armor. Additional +1 per three levels above 3rd [max +5 at 12th level]					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 1		
□□□□□Bear's Endurance	15	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S, DF	Yes	Transmutation	PHB: p.203
<i>Effect:</i> Subject gains +4 to Con for 1 minutes/level.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 1		
□□□□□Binding Winds	15	Reflex negates	1 standard action	Concentration	Medium (110 ft.)	V,S	Yes	Evocation [Air]	SC: p.27
<i>Effect:</i> Subject can act normally, but it cannot move from it's current location.					<i>Target:</i> One creature		<i>Caster Level:</i> 1		
□□□□□Bite of the Wererat	15	N/A	1 standard action	1 round/level	Personal	V,S,M	N/A	Transmutation	SC: p.28
<i>Effect:</i> Gain +6 bonus to Dex, +2 Con, +3 natural armor.					<i>Target:</i> You		<i>Caster Level:</i> 1		
□□□□□Blinding Spittle		None	1 standard action	Instantaneous	Close (25 ft.)	V,S	Yes	Transmutation	SC: p.32
<i>Effect:</i> Spit caustic saliva into foes eyes on successful ranged touch attack. Causes -4 penalty to attack roll.					<i>Target:</i> One missile of spit		<i>Caster Level:</i> 1		
□□□□□Blood Frenzy	15	Will negates	1 standard action	Special; see text	Touch	V,S	Yes	Transmutation	SC: p.33
<i>Effect:</i> Target enters a rage, as its rage special ability, but this rage doesn't count against it's total.					<i>Target:</i> Any creature with the rage ability		<i>Caster Level:</i> 1		
□□□□□Body of the Sun	15	Reflex half	1 standard action	1 round/level	5 ft.	V,S,DF	Yes	Transmutation [Fire]	SC: p.35
<i>Effect:</i> Fire and light extend 5ft. from caster's body inflicting 1d4/2 levels [max 5d4] points of fire damage [Reflex save for half].					<i>Target:</i> 5 ft.-radius emanation centered on you		<i>Caster Level:</i> 1		
□□□□□Brambles		None	1 standard action	1 round/level	Touch	V,S,M	No	Transmutation	SC: p.38
<i>Effect:</i> Small magical thorns/spikes protrude from wooden weapon; gains a +1 to hit enhancement and deals +1/level [max +10] damage.					<i>Target:</i> Wooden weapon touched		<i>Caster Level:</i> 1		
□□□□□Briar Web		None	1 standard action	1 minute/level	Medium (110 ft.)	V,S,DF	No	Transmutation	SC: p.39
<i>Effect:</i> As entangle, but thorns deal damage each round.					<i>Target:</i> 40-ft-radius spread.		<i>Caster Level:</i> 1		
□□□□□Bull's Strength	15	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S,M/DF	Yes (harmless)	Transmutation	PHB: p.207
<i>Effect:</i> Subject gains +4 to Str for 1 minutes/level.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 1		
□□□□□Burrow	15	Will negates [harmless]	1 standard action	1 minute/level [D]	Touch	V,S,F/DF	Yes [harmless]	Transmutation	SC: p.41
<i>Effect:</i> Burrow through earth at 30 ft unless wearing Medium or heavier armor or a Medium load than it is 20 ft.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 1		
□□□□□Camouflage, Mass	15	Will negates [harmless]	1 standard action	10 minutes/level	Medium (110 ft.)	V,S	Yes [harmless]	Transmutation	SC: p.43
<i>Effect:</i> As camouflage, except the effect is mobile within the group. [Broken for creatures who more than 60 ft apart].					<i>Target:</i> Any number of creatures, no two of which can be more than 60 ft. apart		<i>Caster Level:</i> 1		
□□□□□Cat's Grace	15	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S,M	Yes	Transmutation	PHB: p.208
<i>Effect:</i> Subject gains +4 to Dex for 1 minutes/level.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 1		
□□□□□Chill Metal	15	Will negates (object)	1 standard action	7 rounds	Close (25 ft.)	V,S, DF	Yes (object)	Transmutation [Cold]	PHB: p.209
<i>Effect:</i> Cold metal damages those who touch it.					<i>Target:</i> Metal equipment of 1 creature/2 levels, no two of which can be more than 30 ft. apart; or 25 lbs of metal		<i>Caster Level:</i> 1		
□□□□□Cloud Wings	15	Fortitude negates [harmless]	1 standard action	1 hour/level	Touch	V,S	Yes [harmless]	Transmutation	SC: p.49
<i>Effect:</i> Increases fly speed by 30 ft.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 1		
□□□□□Countermoon	15	Will negates [D]	1 standard action	12 hours	Close (25 ft.)	V,S,M	Yes	Abjuration	SC: p.53
<i>Effect:</i> Stops lycanthropic shapechanging for 12 hours.					<i>Target:</i> One lycanthrope		<i>Caster Level:</i> 1		
□□□□□Creeping Cold	15	Fortitude half	1 standard action	3 rounds	Close (25 ft.)	V,S,F	Yes	Transmutation [Cold]	SC: p.55
<i>Effect:</i> Deals progressive damage from cold [+1d6/round].					<i>Target:</i> One creature		<i>Caster Level:</i> 1		
□□□□□Daggerspell Stance	15	N/A	1 swift action	1 round/level [D]	Personal	V,F	N/A	Abjuration	SC: p.57
<i>Effect:</i> Gain +2 insight bonus to hit and damage when you make a full attack wielding two daggers. Can deflect spells [SR 5+level] and gain DR 5/magic when full defense.					<i>Target:</i> You		<i>Caster Level:</i> 1		
□□□□□Decomposition		None	1 standard action	1 round/level	50 ft.	V,S,DF	Yes	Necromancy	SC: p.61
<i>Effect:</i> Wounded creatures suffer 3 extra hp/round.					<i>Target:</i> Living enemies within a 50-ft.-radius emanation centered on you		<i>Caster Level:</i> 1		
□□□□□Delay Poison	15	Fortitude negates (harmless)	1 standard action	1 hour/level	Touch	V,S, DF	Yes (harmless)	Conjuration (Healing)	PHB: p.217
<i>Effect:</i> Stops poison from harming subject for 1 hour/level.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 1		
□□□□□Earthbind	15	Fortitude negates	1 standard action	1 minute/level [D]	Medium (110 ft.)	V,S	Yes	Transmutation	SC: p.76
<i>Effect:</i> Reduce a creatures fly speed to 0, airborne creatures fall to the ground as if by featherfall.					<i>Target:</i> One creature		<i>Caster Level:</i> 1		
□□□□□Earthfast		None	1 standard action	10 minutes/level [D]	Close (25 ft.)	V,S	Yes [object]	Transmutation	SC: p.76
<i>Effect:</i> Doubles Structures HP and increases Hardness to 10.					<i>Target:</i> One stone structure or rock formation, up to 25 cu. ft./level		<i>Caster Level:</i> 1		

\* =Domain/Speciality Spell

# Point Buy Spells

Easy Trail	None	1 standard	1 hour/level [D]	40 ft.	V,S	Yes	Abjuration	SC: p.76
<i>Effect:</i> Removes movement penalties through dense brush and increases track DC by 5 for any pursuers.								
Embrace the Wild	15	N/A	1 standard 10 minutes/level [D]	Personal	V	N/A	Transmutation	SC: p.79
<i>Effect:</i> The caster gains an animal's sensory and skills, low-light vision and Scent or Blindsense 30' your choice. +2 spot and listen checks.								
Fins to Feet	15	Fortitude negates [harmless]	1 standard 1 hour/level	Touch	V,S	Yes [harmless]	Transmutation	SC: p.92
<i>Effect:</i> Creatures lose swim speed but gain walk speed of 30 ft.								
Fire Trap	15	Reflex half; see text	10 minutes Permanent until discharged [D]	Touch	V,S,M	Yes	Abjuration [Fire]	PHB: p.231
<i>Effect:</i> Opened object deals 1d4+1 fire damage.								
Flame Blade	None		1 standard 1 minute/level [D]	0 ft.	V,S, DF	Yes	Evocation [Fire]	PHB: p.231
<i>Effect:</i> Touch attack deals 1d8 +0 fire damage.								
Flaming Sphere	15	Reflex negates	1 standard 1 round/level	Medium (110 ft.)	V,S,M/DF	Yes	Evocation [Fire]	PHB: p.232
<i>Effect:</i> Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.								
Fog Cloud	None		1 standard 10 minutes/level	Medium (110 ft.)	V,S	No	Conjuration (Creation)	PHB: p.232
<i>Effect:</i> Fog obscures vision.								
Frost Breath	15	Reflex half	1 standard Instantaneous	30 ft.	V,S,M	Yes	Evocation [Cold]	SC: p.100
<i>Effect:</i> Breath a cone of cold that deal 1d4/2 caster levels [max 5d4] and creatures are also dazed if they failed the Reflex save.								
Gust of Wind	15	Fortitude negates	1 standard 1 round	60 ft.	V,S	Yes	Evocation [Air]	PHB: p.238
<i>Effect:</i> Blows away or knocks down smaller creatures.								
Healing Lorecall	15	N/A	1 standard 10 minutes/level	Personal	V,S,M	N/A	Divination	SC: p.110
<i>Effect:</i> Allows caster with Heal ranks to remove other ailments when using Conjuration [Healing] spells. Can also heal more; see text.								
Healing Sting	None		1 standard Instantaneous	Touch	V,S,M	Yes	Necromancy	SC: p.110
<i>Effect:</i> Inflict 1d12 +1/caster level [max +10] to a living creature and gain an equal amount of HP.								
Heartfire	15	Fortitude partial	1 standard 1 round/level	Close (25 ft.)	V,S,DF	Yes	Evocation [Light, Fire]	SC: p.112
<i>Effect:</i> Subjects do benefit from concealment, on failed save they also take 1d4 fire damage each round [half damage on save].								
Heat Metal	15	Will negates (object)	1 standard 7 rounds	Close (25 ft.)	V,S, DF	Yes (object)	Transmutation [Fire]	PHB: p.239
<i>Effect:</i> Make metal so hot it damages those who touch it.								
Hold Animal	15	Will negates; see text	1 standard 1 round/level [D]; see text	Medium (110 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.241
<i>Effect:</i> Paralyzes one animal for 1 round/level.								
Kelpstrand	None		1 standard 1 round/level	Close (25 ft.)	V,S,M	No	Conjuration (Creation)	SC: p.128
<i>Effect:</i> Make ranged attacks against each target; see text								
Listening Lorecall	15	N/A	1 standard 10 minutes/level	Personal	V,S,DF	N/A	Divination	SC: p.133
<i>Effect:</i> Gain +4 insight bonus on Listen checks; see text.								
Mark of the Outcast	15	Will negates	1 standard Permanent	Close (25 ft.)	V,S,DF	Yes	Necromancy	SC: p.138
<i>Effect:</i> Creates an indelible mark on the subjects face; see text.								
Master Air	15	N/A	1 standard 1 round/level	Personal	V,S,F	N/A	Transmutation	SC: p.139
<i>Effect:</i> Fly at 90 ft. [or 60 if med or hvy armor].								
Mountain Stance	15	Will negates [harmless]	1 standard 1 minute/level	Touch	V,S	No	Transmutation	SC: p.144
<i>Effect:</i> As a free action you can root yourself to the ground. Gain bonus equal to the caster level against grapple, lift, push, bull rush, over-run, throw, trip or otherwise force the creature to move.								
Nature's Favor	15	Will negates [harmless]	1 swift 1 minute	Touch	V,S,DF	Yes [harmless]	Evocation	SC: p.146
<i>Effect:</i> Target animal gains attack and damage bonus of +1 for every 3 caster levels max of +5 at 15th level.								
One With the Land	15	N/A	1 standard 1 hour/level	Personal	V,S	N/A	Transmutation	SC: p.149
<i>Effect:</i> Gain +2 insight bonus to Move Silently, Search, Hide, Survival and Handle Animal checks.								
Owl's Wisdom	15	Will negates (harmless)	1 standard 1 minute/level	Touch	V,S,M/DF	Yes	Transmutation	PHB: p.259
<i>Effect:</i> Subject gains +4 to Wis for 1 minutes/level.								
Reduce Animal	None		1 standard 1 hour/level [D]	Touch	V,S	No	Transmutation	PHB: p.269
<i>Effect:</i> Shrinks one willing animal.								
Resist Energy	15	Fortitude negates (harmless)	1 standard 10 minutes/level	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: p.272
<i>Effect:</i> Ignores first 0 points of damage/attack from specified energy type.								
Restoration, Lesser	15	Will negates (harmless)	3 rounds Instantaneous	Touch	V,S	Yes (harmless)	Conjuration (Healing)	PHB: p.272
<i>Effect:</i> Dispels magical ability penalty or repairs 1d4 ability damage.								
Saltray	15	Fortitude partial	1 standard Instantaneous	Close (25 ft.)	V,S	Yes	Evocation	SC: p.179
<i>Effect:</i> Ranged touch attack deals 1d6 per two caster levels [max 5d6] and make a save or be stunned for 1 round.								
Scent	None		1 standard 10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation	SC: p.180
<i>Effect:</i> Bestows Scent ability with all the same powers.								
Share Husk	15	Will negates [harmless]	1 standard 1 minute/level	Touch	V,S,M	Yes	Divination	SC: p.187
<i>Effect:</i> You can sense all the stimuli the target animal senses.								
Snake's Swiftess, Mass	15	Will negates [harmless]	1 standard Instantaneous	Medium (110 ft.)	V,S,M/DF	Yes [harmless]	Transmutation	SC: p.193
<i>Effect:</i> Subjects may make another single attack melee or ranged; see text.								

\* =Domain/Speciality Spell

## Point Buy Spells

Spells	Level	Material	Duration	Range	Area of Effect	Target	Effect	Notes
<b>Soften Earth and Stone</b> <i>Effect:</i> Turns stone to clay or dirt to sand or mud.	None	1 standard	Instantaneous action	Close (25 ft.)	V,S, DF	No	Transmutation [Earth] <i>Caster Level:</i> 1	PHB: p.280
<b>Spider Climb</b> <i>Effect:</i> Grants ability to walk on walls and ceilings.	15	Will negates (harmless)	1 standard	10 minutes/level	Touch	V,S,M	Yes (harmless)	Transmutation <i>Caster Level:</i> 1
<b>Splinterbolt</b> <i>Effect:</i> Make ranged attack to hit, on hit deal 4d6 piercing damage and threatens on 18-20. See text.	None	1 standard	Instantaneous action	Close (25 ft.)	V,S,M	No	Conjuration (Creation) <i>Caster Level:</i> 1	SC: p.203
<b>Summon Nature's Ally II</b> <i>Effect:</i> Calls creature to fight.	None	1 round	1 round/level [D]	Close (25 ft.)	V,S, DF	No	Conjuration (Summoning) <i>Caster Level:</i> 1	PHB: p.288
<b>Summon Swarm</b> <i>Effect:</i> Summons swarm of bats, rats, or spiders.	None	1 round	Concentration + 2 rounds	Close (25 ft.)	V,S,M/DF	No	Conjuration (Summoning) <i>Caster Level:</i> 1	PHB: p.289
<b>Swim</b> <i>Effect:</i> Gain swim speed and +8 to Swim checks.	None	1 round	10 minutes/level [D]	Medium (110 ft.)	V,S,M	Yes [harmless]	Transmutation [Water] <i>Caster Level:</i> 1	SC: p.217
<b>Tiger's Tooth</b> <i>Effect:</i> As greater magic fang.	None	1 swift action	1 round	Living creature touched <i>Target:</i> You	V	No	Transmutation <i>Caster Level:</i> 1	SC: p.221
<b>Train Animal</b> <i>Effect:</i> You temporarily boost the number of tricks that an animal knows.	15	Will negates [harmless]	10 minutes	1 hour/level	Touch	V,S,DF	Yes [harmless]	Enchantment (Charm) [Mind-Affecting] <i>Caster Level:</i> 1
<b>Tree Shape</b> <i>Effect:</i> You look exactly like a tree for 1 hour/level.	None	1 standard	1 hour/level [D]	Personal	V,S, DF	No	Transmutation <i>Caster Level:</i> 1	PHB: p.296
<b>Warp Wood</b> <i>Effect:</i> Bends wood [shaft, handle, door, plank].	15	Will negates (object)	1 standard	Instantaneous action	Close (25 ft.)	V,S	Yes (object)	Transmutation <i>Caster Level:</i> 1
<b>Wings of Air</b> <i>Effect:</i> Manuverability improves by one step.	None	1 standard	1 minute/level	Touch	V	No	Transmutation <i>Caster Level:</i> 1	SC: p.240
<b>Winter's Embrace</b> <i>Effect:</i> Creature fails it's save takes 1d8 cold damage each round; see text.	15	Fortitude negates	1 standard	1 round/level	Close (25 ft.)	V,S	Yes	Evocation [Cold] <i>Caster Level:</i> 1
<b>Wood Shape</b> <i>Effect:</i> Rearranges wooden objects to suit you.	15	Will negates (object)	1 standard	Instantaneous action	Touch	V,S, DF	Yes (object)	Transmutation <i>Caster Level:</i> 1
<b>Wracking Touch</b> <i>Effect:</i> Deal 1d6 +1 per caster level [max +10] plus you get sneak attack damage if you possess the ability.	15	Fortitude half	1 standard	Instantaneous action	Touch	V,S	Yes	Necromancy <i>Caster Level:</i> 1
<b>Zone of Glacial Cold</b> <i>Effect:</i> Zone deals 1d6 cold damage each round.	15	Fort half	1 standard	1 rounds	Medium (110 ft.)	V,S,M	No	Conjuration [Cold] <i>Caster Level:</i> 1

## LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Air Breathing	16	Will negates [harmless]	1 standard action	2 hours/level; see text	Touch	S,M/DF	Yes [harmless]	Transmutation	SC: p.8
<i>Effect:</i> Grants creatures the ability to breath air.					<i>Target:</i> Living creatures touched			<i>Caster Level:</i> 1	
□□□□ Align Fang, Mass	16	Will negates [harmless]	1 standard action	1 minute/level	Close (25 ft.)	V,S,DF	Yes [harmless]	Transmutation	SC: p.9
<i>Effect:</i> Same as algin fang, but on multiple creatures.					<i>Target:</i> One or more creatures, no two of which are more than 30 ft. apart			<i>Caster Level:</i> 1	
□□□□ Attune Form	16	N/A	1 standard action	24 hours	Touch	V,S,M/DF	N/A	Transmutation	SC: p.17
<i>Effect:</i> Attunes the affected creatures to the plane you are currently on, negating harmful effects.					<i>Target:</i> One creature/3 levels			<i>Caster Level:</i> 1	
□□□□ Bite of the Werewolf	16	N/A	1 standard action	1 round/level	Personal	V,S,M	N/A	Transmutation	SC: p.29
<i>Effect:</i> Gain +2 bonus to Str, +4 Dex, +4 Con, +4 natural armor. Gain Bite attack.					<i>Target:</i> You			<i>Caster Level:</i> 1	
□□□□ Blindsight	16	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S	Yes [harmless]	Transmutation	SC: p.32
<i>Effect:</i> Grant blindsight to 30 ft.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 1	
□□□□ Call Lightning	16	Reflex half	1 round	1 minute/level	Medium (110 ft.)	V,S	Yes	Evocation [Electricity]	PHB: p.207
<i>Effect:</i> Calls down one lightning bolt/level [max 10] over duration [3d6 per bolt] from sky; 3d10 in outdoors stormy area.					<i>Target:</i> One or more 30-ft.-long vertical lines of lightning			<i>Caster Level:</i> 1	
□□□□ Capricious Zephyr	16	None and Reflex partial; see text	1 standard action	1 round/level	Medium (110 ft.)	V,S	Yes	Evocation [Air]	SC: p.43
<i>Effect:</i> Ball of swirling dust and air that bull rush attacks with a +6 any creature it encounters as directed by caster. Movement 30 ft]; see text					<i>Target:</i> 5-ft.-diameter			<i>Caster Level:</i> 1	
□□□□ Charge of the Triceratops	16	Will negates [harmless]	1 standard action	1 round/level [D]	Touch	V,S,DF	Yes	Transmutation	SC: p.45
<i>Effect:</i> Gain natural gore attack [S=1d6, M=1d8, L=2d6]. If gore is used as part of a charge it does double damage. Also gain +4 Natural Armor.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 1	
□□□□ Circle Dance	16	N/A	1 minute	Instantaneous	Personal	V,S	N/A	Divination	SC: p.46
<i>Effect:</i> Get direction and general status of a known target.					<i>Target:</i> You			<i>Caster Level:</i> 1	
□□□□ Contagion	16	Fortitude negates	1 standard action	Instantaneous	Touch	V,S	Yes	Necromancy [Evil]	PHB: p.213
<i>Effect:</i> Infects subject with chosen disease.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 1	
□□□□ Corona of Cold	16	Fortitude negates	1 standard action	1 round/level [D]	10 ft.	V,S,DF	Yes	Evocation [Cold]	SC: p.52
<i>Effect:</i> Gain fire resistance 10, and deal 1d12 damage to all in your area of effect. Creatures so affected have -2 to Str & Dex, move at half speed for as ong as they remain in the area.					<i>Target:</i> 20-ft.-radius spread			<i>Caster Level:</i> 1	
□□□□ Creaking Cacophony	None		1 standard action	1 round/level	Medium (110 ft.)	V,S	Yes	Illusion (Fgment) [Sonic]	SC: p.55
<i>Effect:</i> All who are in the effect have -4 to listen. Spellcasters are distracted.					<i>Target:</i> 40-ft.-radius spread			<i>Caster Level:</i> 1	
□□□□ Crumble	16	Fortitude half [object]	1 standard action	Instantaneous	Medium (110 ft.)	V,S	Yes [object]	Transmutation	SC: p.56
<i>Effect:</i> Deal 1d8/level [max 10d8] damage to structure, ignoring hardness; see text.					<i>Target:</i> One structure or construct			<i>Caster Level:</i> 1	

\* =Domain/Speciality Spell



# Point Buy Spells

<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Cure Moderate Wounds</b> <i>Effect:</i> Cures 2d8 +1/level [max +10] damage.	16	Will half (harmless); see text	1 standard	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing) <i>Caster Level:</i> 1	PHB: p.216
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Daylight</b> <i>Effect:</i> 60-ft. radius of bright light.		None	1 standard	10 minutes/level [D] action	Touch	V,S	No	Evocation [Light] <i>Caster Level:</i> 1	PHB: p.216
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Dehydrate</b> <i>Effect:</i> Deal 1d6 plus 1/3 caster levels [max +5].	16	Fortitude negates	1 standard	Instantaneous	Medium (110 ft.)	V,S,DF	Yes	Necromancy <i>Caster Level:</i> 1	SC: p.62
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Diminish Plants</b> <i>Effect:</i> Reduces size or blights growth of normal plants.		None	1 standard	Instantaneous	See text	V,S, DF	No	Transmutation <i>Caster Level:</i> 1	PHB: p.221
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Dominate Animal</b> <i>Effect:</i> Subject animal obeys silent mental commands.	16	Will negates	1 round	1 round/level	Close (25 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting] <i>Caster Level:</i> 1	PHB: p.224
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Downdraft</b> <i>Effect:</i> Either send a flying creature down 50 ft. or 100 ft. They take fall damage if they collide with the ground [1d6 per 10 ft.].	16	Reflex partial; see text	1 standard	Instantaneous	Long (440 ft.)	V,S,M	Yes	Evocation [Air] <i>Caster Level:</i> 1	SC: p.72
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Earthen Grace</b> <i>Effect:</i> Earth and stone damage is treated as nonlethal [includes creatures with the subtype of earth/stone, falling onto stone]; see text.	16	Will negates [harmless]	1 standard	1 minute/level	Touch	V,S,M	Yes [harmless]	Abjuration [Earth] <i>Caster Level:</i> 1	SC: p.76
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Energy Vortex</b> <i>Effect:</i> Choose a energy type and it causes 1d8 +1/caster level [max +20]. You may double the damage if you forgoe a save and take the damage centered on you as well.	16	Reflex half	1 standard	Instantaneous	20 ft.	V,S	Yes	Evocation [Choose: Acid, Cold, Fire, Electricity, Sonic] <i>Caster Level:</i> 1	SC: p.81
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Entangling Staff</b> <i>Effect:</i> Each time you successfully strike foe you can start a grapple as a free action, +8 grapple check. Deals an additional 2d6 damage for grapple [lethal or nonlethal]; see text	16	Fortitude negates [harmless,object]	1 swift	1 round/level [D] action	Touch	V,S,F	Yes [harmless]	Transmutation <i>Caster Level:</i> 1	SC: p.83
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Fire Wings</b> <i>Effect:</i> Attack or Fly; see text.	16	N/A	1 round	1 minute/level	Personal	V,S,M,F	N/A	Transmutation [Fire] <i>Caster Level:</i> 1	SC: p.93
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Fly, Swift</b> <i>Effect:</i> This spell functions like fly, except as noted.	16	N/A	1 swift	1 round	Personal	V	N/A	Transmutation <i>Caster Level:</i> 1	SC: p.96
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Forestfold</b> <i>Effect:</i> Grants +10 competence bonus on Hide and Move Silently checks.	16	N/A	1 standard	1 hour/level [D] action	Personal	V,S	N/A	Transmutation <i>Caster Level:</i> 1	SC: p.98
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Giant's Wrath</b> <i>Effect:</i> Pebbles become boulders; see text		None	1 swift	1 round/level	Personal	V,S,M	No	Transmutation [Earth] <i>Caster Level:</i> 1	SC: p.105
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Girallon's Blessing</b> <i>Effect:</i> Gain an additional pair of arms; see text	16	Fortitude negates [harmless]	1 standard	10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation <i>Caster Level:</i> 1	SC: p.106
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Heatstroke</b> <i>Effect:</i> Target becomes fatigued [if fatigued it becomes exhausted], takes 2d6 nonlethal heat [with or without save].	16	Fortitude partial	1 standard	Instantaneous	Medium (110 ft.)	V,S	Yes [harmless]	Transmutation <i>Caster Level:</i> 1	SC: p.113
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Hypothermia</b> <i>Effect:</i> Deals 1d6 per caster level [max 10d6] and becomes fatigued. Save halves damage and negates fatigue.	16	Fortitude partial	1 standard	Instantaneous	Close (25 ft.)	V,S	Yes	Evocation [Cold] <i>Caster Level:</i> 1	SC: p.118
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Ice lance</b> <i>Effect:</i> Creates an ice lance; ranged touched attack at +4, if it hit causes 6d6 points, make save or be stunned for 1d4 rounds.	16	Fortitude partial	1 standard	Instantaneous	Medium (110 ft.)	V,S,F	Yes	Conjuration (Creation) <i>Caster Level:</i> 1	SC: p.119
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Infestation of Maggots</b> <i>Effect:</i> Deal 1d4 constitution per round. Save ends the spell and the effect.	16	Fortitude negates	1 standard	1 round/2 levels	Touch	V,S,M	Yes	Necromancy <i>Caster Level:</i> 1	SC: p.123
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Jagged Tooth</b> <i>Effect:</i> Doubles the critical threat range of one natural weapon.	16	Will negates [harmless]	1 standard	10 minutes/level	Close (25 ft.)	V,S	Yes [harmless]	Transmutation <i>Caster Level:</i> 1	SC: p.127
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Meld into Stone</b> <i>Effect:</i> You and your gear merge with stone.		None	1 standard	10 minutes/level	Personal	V,S, DF	No	Transmutation [Earth] <i>Caster Level:</i> 1	PHB: p.252
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Nature's Balance</b> <i>Effect:</i> Take -4 to one ability score [Str, Dex, Con] and target gains like amount.	16	Fortitude negates [harmless]	1 standard	10 minutes/level	Touch	V,S	Yes [harmless]	Transmutation <i>Caster Level:</i> 1	SC: p.145
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Nature's Rampart</b> <i>Effect:</i> Shapes natural setting into a formidable defense.		None	10 minutes	Instantaneous	Medium (110 ft.)	V,S,F	No	Transmutation <i>Caster Level:</i> 1	SC: p.146
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Neutralize Poison</b> <i>Effect:</i> Immunizes subject against poison, detoxifies venom in or on subject.	16	Will negates (harmless, object)	1 standard	10 minutes/level	Touch	V,S,M/DF	Yes (harmless, object)	Conjuration (Healing) <i>Caster Level:</i> 1	PHB: p.257
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Plant Growth</b> <i>Effect:</i> Grows vegetation, improves crops.		None	1 standard	Instantaneous	See text	V,S, DF	No	Transmutation <i>Caster Level:</i> 1	PHB: p.262
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Poison</b> <i>Effect:</i> Touch deals 1d10 Con damage, repeats in 1 minute.	16	Fortitude negates; see text	1 standard	Instantaneous; see text	Touch	V,S, DF	Yes	Necromancy <i>Caster Level:</i> 1	PHB: p.262
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Primal Form</b> <i>Effect:</i> You assume the physical appearance and many of the qualities and abilities of a chosen elemental [fire, water, earth, air]; see text.	16	N/A	1 standard	1 minute/level	Personal	V,S,DF	N/A	Transmutation <i>Caster Level:</i> 1	SC: p.161
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Protection from Energy</b> <i>Effect:</i> Absorb 12 points of damage/level [max 120] from one kind of energy.	16	Fortitude negates (harmless)	1 standard	10 minutes/level or until discharged	Touch	V,S, DF	Yes (harmless)	Abjuration <i>Caster Level:</i> 1	PHB: p.266
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Quench</b> <i>Effect:</i> Extinguishes nonmagical fires or one magic item.	16	None or Will negates (object)	1 standard	Instantaneous	Medium (110 ft.)	V,S, DF	No or Yes (object)	Transmutation <i>Caster Level:</i> 1	PHB: p.267

\* =Domain/Specialty Spell

# Point Buy Spells

□□□□□ Quillfire	16	N/A	1 standard	1 round/level	Personal	V,S	N/A	Transmutation	SC: p.164
<i>Effect:</i> Quills inflict 1d8 or thrown range 10 ft; see text.					<i>Target:</i> You		<i>Caster Level:</i> 1		
□□□□□ Remove Disease	16	Fortitude negates (harmless)	1 standard	Instantaneous	Touch	V,S	Yes (harmless)	Conjuration (Healing)	PHB: p.271
<i>Effect:</i> Cures all diseases affecting subject.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 1		
□□□□□ Resist Energy, Mass	16	Fortitude negates [harmless]	1 standard	10 minutes/level	Close (25 ft.)	V,S,DF	Yes [harmless]	Abjuration	SC: p.174
<i>Effect:</i> As resist energy, except that it affects all targeted creatures.					<i>Target:</i> One creature/level, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 1		
□□□□□ Sink	16	Will negates	1 standard	1 round	Close (25 ft.)	V,S,DF	Yes	Transmutation	SC: p.190
<i>Effect:</i> Affect creatures sink 100 ft./round; see text.					<i>Target:</i> One creature/level, no two of which are more than 30 ft. apart		<i>Caster Level:</i> 1		
□□□□□ Sleet Storm		None	1 standard	1 round/level	Long (440 ft.)	V,S,M/DF	No	Conjuration (Creation) [Cold]	PHB: p.280
<i>Effect:</i> Hampers vision and movement.					<i>Target:</i> Cylinder 40		<i>Caster Level:</i> 1		
□□□□□ Snakebite	16	N/A	1 standard	1 round/level [D]	Personal	V,S	N/A	Transmutation	SC: p.193
<i>Effect:</i> Turns one of your arms into a venomous snake; see text.					<i>Target:</i> You		<i>Caster Level:</i> 1		
□□□□□ Snare		None	3 rounds	Until triggered or broken	Touch	V,S, DF	No	Transmutation	PHB: p.280
<i>Effect:</i> Creates a magic booby trap.					<i>Target:</i> Touched nonmagical circle of vine, rope, or thong with a 2 ft. diameter + 2 ft./level		<i>Caster Level:</i> 1		
□□□□□ Snowshoes, Mass	16	Will negates [harmless]	1 standard	1 hour/level [D]	Close (25 ft.)	V,S	Yes [harmless]	Transmutation	SC: p.194
<i>Effect:</i> Same as Snowshoes, except as noted.					<i>Target:</i> One creature/level, no two of which are more than 30 ft. apart		<i>Caster Level:</i> 1		
□□□□□ Speak with Plants		None	1 standard	1 minute/level	Personal	V,S	No	Divination	PHB: p.282
<i>Effect:</i> You can talk to normal plants and plant creatures.					<i>Target:</i> You		<i>Caster Level:</i> 1		
□□□□□ Spiderskin	16	Will negates [harmless]	1 standard	10 minutes/level	Touch	V,S,M/DF	Yes [harmless]	Transmutation	SC: p.202
<i>Effect:</i> Grants recipient +1 to natural AC, +1 save against poison and +1 bonus to Hide checks for every three caster levels [max +5].					<i>Target:</i> Creature touched		<i>Caster Level:</i> 1		
□□□□□ Spike Growth	16	Reflex partial	1 standard	1 hour/level [D]	Medium (110 ft.)	V,S, DF	Yes	Transmutation	PHB: p.283
<i>Effect:</i> Creatures in area take 1d4 damage, may be slowed.					<i>Target:</i> 20-ft. squares/level		<i>Caster Level:</i> 1		
□□□□□ Spikes		None	1 standard	1 hour/level	Touch	V,S,M	No	Transmutation	SC: p.202
<i>Effect:</i> As brambles, except affected weapon gains +2 enhancement bonus and threat range doubled.					<i>Target:</i> Wooden weapon touched		<i>Caster Level:</i> 1		
□□□□□ Spiritjaws		None	1 standard	1 round/level [D]	Medium (110 ft.)	V,S,M	Yes	Evocation [Force]	SC: p.202
<i>Effect:</i> Jaws attempt to grapple the target; see text					<i>Target:</i> Jaws of force		<i>Caster Level:</i> 1		
□□□□□ Standing Wave	16	Reflex negates	1 standard	10 minutes/level [D]	Close (25 ft.)	V,S,DF	Yes	Transmutation	SC: p.204
<i>Effect:</i> Transports across water; see text.					<i>Target:</i> Waves under a creature or object within range		<i>Caster Level:</i> 1		
□□□□□ Stone Shape		None	1 standard	Instantaneous	Touch	V,S,M/DF	No	Transmutation [Earth]	PHB: p.284
<i>Effect:</i> Sculpts stone into any shape.					<i>Target:</i> Stone or stone object touched, up to 10 cu. ft. +1 cu. ft./level		<i>Caster Level:</i> 1		
□□□□□ Summon Nature's Ally III		None	1 round	1 round/level [D]	Close (25 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: p.288
<i>Effect:</i> Calls creature to fight.					<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 1		
□□□□□ Thornsken	16	N/A	1 standard	1 round/level [D]	Personal	V,S,M	N/A	Transmutation	SC: p.219
<i>Effect:</i> Sprout thorns from your skin that makes your unarmed deal lethal plus an extra 1d6 piercing damage on unarmed attacks.					<i>Target:</i> You		<i>Caster Level:</i> 1		
□□□□□ Thunderous Roar	16	Fortitude partial; see text	1 standard	Instantaneous	Long (440 ft.)	V,S,DF	Yes	Evocation [Sonic]	SC: p.220
<i>Effect:</i> All creatures in the area take 1d6 sonic damage per two caster levels; see text.					<i>Target:</i> 20-ft.-radius burst		<i>Caster Level:</i> 1		
□□□□□ Treasure Scent	16	N/A	1 standard	1 hour/level	Personal	V,S	N/A	Divination	SC: p.223
<i>Effect:</i> Detect copper, silver, gold, platinum, and gems within 30 feet. See text.					<i>Target:</i> You		<i>Caster Level:</i> 1		
□□□□□ Tremor	16	See text	1 standard	1 round/3 levels	Medium (110 ft.)	V,S,DF	No	Evocation [Earth]	SC: p.223
<i>Effect:</i> Disrupts concentration; see text.					<i>Target:</i> 40-ft.-radius spread		<i>Caster Level:</i> 1		
□□□□□ Vigor	16	Will negates [harmless]	1 standard	10 rounds + 1 round/level [max 25]	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: p.229
<i>Effect:</i> Same as lesser vigor except it grants target fast healing ability for the duration of the spell at 2 hp automatically healed per round.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 1		
□□□□□ Vigor, Mass Lesser	16	Will negates [harmless]	1 standard	10 rounds + 1 round/level [max 25]	20 ft.	V,S	Yes [harmless]	Conjuration (Healing)	SC: p.229
<i>Effect:</i> Same as lesser vigor except it grants all targets fast healing ability for the duration of the spell at 1 hp automatically healed per round.					<i>Target:</i> One creature/2 levels, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 1		
□□□□□ Vine Mine	16	See text	1 standard	10 minutes/level	Medium (110 ft.)	V,S,M	Yes	Conjuration (Creation)	SC: p.230
<i>Effect:</i> Creates a rapid growth of vines, see text.					<i>Target:</i> 10-ft.-radius/level spread		<i>Caster Level:</i> 1		
□□□□□ Walk the Mountain's Path	16	Will negates (harmless)	1 standard	10 minutes	Touch	V,S,M	Yes (harmless)	Transmutation	Race Sto: p.163
<i>Effect:</i> Target is not slowed by slopes, gains a climb speed equal to his normal movement and gains a +10 ehancement bonus to Jump and Balance checks.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 1		
□□□□□ Water Breathing	16	Will negates (harmless)	1 standard	2 hours/level; see text	Touch	V,S,M/DF	Yes (harmless)	Transmutation	PHB: p.300
<i>Effect:</i> Subjects can breathe underwater.					<i>Target:</i> Living creatures touched		<i>Caster Level:</i> 1		
□□□□□ Weather Eye		None	1 hour	Instantaneous	1 mile + 1 mile/level	V,S,M,F	No	Divination	SC: p.238
<i>Effect:</i> You may accurately predict the natural weather up to one week into the future. If unnatural forces currently affect the weather then the spell acts as detect magic.					<i>Target:</i> 1-mile radius +1-mile/level centered on you		<i>Caster Level:</i> 1		
□□□□□ Wind Wall	16	None; see text	1 standard	1 round/level	Medium (110 ft.)	V,S,M/DF	Yes	Evocation [Air]	PHB: p.302
<i>Effect:</i> Deflects arrows, smaller creatures, and gases.					<i>Target:</i> Wall up to 10 ft./level long and 5 ft./level high [S]		<i>Caster Level:</i> 1		

\* =Domain/Speciality Spell

## Notes:

Character Sheet Notes: