

1d8+2

*: weapon is equipped

+8/+8

2H

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

1d8+5

2W-OH

-2

ARMOR TYPE AC MAXDEX CHECK SPELL FAILURE

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

	Е	QUIPMENT			
Claw	ITEM	LOCATION Carried	QTY 1	WT 0.0	COST 0.0
Claw		Carried	'	0.0	0.0
Faerie Garb	+3	Equipped	1	0.5	9151.0
Longsword +	-1	Equipped	1	4.0	2315.0
Sentient Rod	of Any Weapon	Equipped	1	0.0	0.0
Special Back	oack of Holding	Equipped	1	0.0	0.0
Special Boots	3	Equipped	1	0.0	0.0
	TOTAL WEIGHT C	ARRIED/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							

	SPECIAL ATTACKS
Warcraft	

+6 BAB

SPECIAL QUALITIES

Base Caster Level ~ Specialized ~ Druid ()

Companion

(6 CP). Used to gain familiars, psicrystals, animal companions, and sometimes mounts. Companion empowers a sidekick # usually an animal. You may choose to apply the standard d20 Druid's Animal Companion bonuses, Wizard's Familiar bonuses, Paladin's Mount bonuses, get a Psi-Crystal, or use any similar progression. The base creature may not have an ECL of more than 1/3 your character level.

Companion ~ Great Form

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

Companion ~ Might

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

Companion ~ Template

(+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.

Corrupted ~ Decreased Cost ~ Six to Four (Companion, Companion ~ Great Form, Companion ~ Might, Companion ~ Template)

Deep Sleep

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

Disadvantage - Hunted

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. Characters who already suffer major penalties for wearing armor can't take this disadvantage.

Druid Spell Points (Total 26)

Duties (+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, Clerica 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 (,)

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

Save ~ Fortitude ()

Increases the Fortitude Save by +1

Save ~ Will (,)

Increases the Will Save by +2

Weapon Prof ~ All Simple and Martial Weapons

Grants Proficiency with all simple and martial weapons.

Animal Companion

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.

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

Druid

Druid Level 3, Casterlevel is 4

Mental Link

You are automatically in Mental Contact with your companions

FEATS

Feat Conversion to CP ~ 6 (, , ,)

Covert regular feat to six Character Points

Dragonblood

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

PROFICIENCIES

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

LANGUAGES

Common, Draconic, Elven

TEMPLATES

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

LEVEL 0

				LEVEL 0					
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Create Water		None	action	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 galle	ons/level of	water	Caster Level: 1	
Cure Minor Wounds	13	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration	PHB: p.216
Effect:		see text	action		Target: Creature to	uched	lext	(Healing) Caster Level: 1	
Cures 1 point of damage.	13	Fortitude negates	1 swift	Instantaneous	15 ft.	V	Yes [harmless]	Abjuration	SC: p.59
Dawn	10	[harmless]	action	instantaneous				-	СС. р.00
Effect: Awakens sleeping creatures and those knocked out from	n nonleth	al damage [but stagger	ed].		Target: All creatures centered on you	s within a 15	5-ftradius burst	Caster Level: 1	
Detect Magic		None		Concentration, up to 1 minutes/level [D]	60 ft.	V,S	No	Divination	PHB: p.219
Effect:			action		Target: Cone-shape	ed emanatio	n	Caster Level: 1	
Detects spells and magic items within 60 ft. Detect Poison		None	1 standard	I Instantaneous	Close (25 ft.)	V,S	No	Divination	PHB: p.219
		110110	action	- motantanosas					. 1.15. p.2.10
Effect: Detects poison in one creature or small object.					Target: One creatur	e, one obje	ct, or a 5-tt. cube	Caster Level: 1	
□□□□□ Flare	13	Fortitude negates	1 standard	Instantaneous	Close (25 ft.)	V	Yes	Evocation [Light]	PHB: p.232
Effect:			dollori		Target: Burst of ligh	t		Caster Level: 1	
Dazzles one creature [-1 on attack rolls].	13	Will negates	1 standard	I 1 minute or until discharged	Touch	V,S	Yes	Divination	PHB: p.238
Effect:		(harmless)	action		Target: Creature to	ichod		Caster Level: 1	
+1 on one attack roll, saving throw, or skill check.									
LOCAL Know Direction		None	1 standard action	Instantaneous	Personal	V,S	No	Divination	PHB: p.246
Effect: You discern north.					Target: You			Caster Level: 1	
Light		None		I 10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Light]	PHB: p.248
Effect:			action		Target: Object toucl	ned		Caster Level: 1	
Object shines like a torch.	10	Will pogets	1 oto = -	I Instantaneous			Voc (horm)		DHP: 5.252
□□□□ Mending	13	Will negates (harmless, object)	1 standard action	i instantaneous	10 ft.	V,S	Yes (harmless, object)		PHB: p.253
Effect: Makes minor repairs on an object.					Target: One object	of up to 1 lb		Caster Level: 1	
□□□□ Naturewatch		None		I 10 minutes/level	30 ft.	S	No	Necromancy	SC: p.146
Effect:			action		Target: Cone-shape	ed emanatio	n	Caster Level: 1	
Same as deathwatch but only functions on plants and ar Purify Food and Drink	nimals; se	ee text. Will negates (object)	1 standard	I Instantaneous	10 ft.	V,S	Yes (object)	Transmutation	PHB: p.267
•	10	vviii riegales (object)	action	i instantanous					111b. p.201
Effect: Purifies 1 cu. ft./level of food or water.					larget: 1 cu. ft./leve	el. of contan	inated food and water	Caster Level: 1	
⊒□□□□ Read Magic		None	1 standard action	I 10 minutes/level	Personal	V,S,F	No	Divination	PHB: p.269
Effect:			action		Target: You			Caster Level: 1	
Read scrolls and spellbooks.	13	Will negates	1 standard	I 1 minute	Touch	V,S,M/DF	Yes (harmless)	Abjuration	PHB: p.272
Effect:		(harmless)	action				,	Caster Level: 1	
Subject gains +1 on saving throws.					Target: Creature to				
⊒□□□□ Virtue	13	Fortitude negates (harmless)	1 standard action	I 1 min.	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: p.298
Effect: Subject gains 1 temporary hp.		, ,			Target: Creature to	uched		Caster Level: 1	
Subject gains i temporary rip.									
				LEVEL 1					
Name Animate Fire	DC	Saving Throw None	Time 1 round	Duration Concentration, up to 1 round/level [D]	Range Close (25 ft.)	Comp. V,S,M	Spell Resistance No	School Transmutation	Source SC: p.12
		None	Tround	Concentration, up to 1 Tourier ever [D]			110	[Fire]	00. p. 12
Effect: Create a small fire elemental.					Target: One Small f	ire		Caster Level: 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
Effect:					Target: Cube of wat	er up to 5 ft	on a side	Caster Level: 1	
Create a small water elemental. Animate Wood		None	1 round	Concentration, up to 1 round/level [D]	Touch	V,S,M	No	Transmutation	SC: p.13
Effect:		•		, . ,	Target: One Small of			Caster Level: 1	
Animates a wooden object to attack who you designate.	14	N/A	1 standard	I 10 minutes/level	Personal	V,S,M/DF	•	Transmutation	SC: p.16
□□□□□ Aspect of the Wolf	, ,		action			-,O,IVI/DF			CO. p. 10
Effect: You assume the physical appearance and many of the q					Target: You			Caster Level: 1	
	ualities of	of a wolf.			rarget. Tou				
		N/A		I 1 round/level	Personal	V,S	N/A	Abjuration	SC: p.18
□□□□□Aura Against Flame Effect:	14	N/A	1 standard action	I 1 round/level	_	V,S	N/A	Abjuration Caster Level: 1	SC: p.18
□□□□□ Aura Against Flame Effect: Protects against first 10 points of fire damage, it also ext	14	N/A s flames; see text.	action	l 1 round/level	Personal Target: You			Caster Level: 1	
□□□□□ Aura Against Flame Effect: Protects against first 10 points of fire damage, it also ext □□□□□ Babau Slime	14 tinguishe	N/A	action		Personal Target: You Touch	V,S,M/DF	N/A Yes [harmless]	Caster Level: 1 Transmutation	SC: p.18
□□□□□ Aura Against Flame Effect: Protects against first 10 points of fire damage, it also ext □□□□□ Babau Slime	14 tinguishe 14 reature h	N/A s flames; see text. Fortitude negates [harmless] itting you with unarmed	1 standard action strikes, a to	I 1 minute/level ouch attack or natural weapon.	Personal Target: You	V,S,M/DF	Yes [harmless]	Caster Level: 1	SC: p.22
□□□□□ Aura Against Flame Effect: Protects against first 10 points of fire damage, it also ext □□□□□ Babau Slime Effect: Layer of slime coats you, inflicting 1d8 damage to any cr	14 tinguishe 14 reature h	N/A s flames; see text. Fortitude negates [harmless]	1 standard action strikes, a to	l 1 minute/level	Personal Target: You Touch	V,S,M/DF		Caster Level: 1 Transmutation	
Aura Against Flame Effect: Protects against first 10 points of fire damage, it also ext Babau Slime Effect: Layer of slime coats you, inflicting 1d8 damage to any cr	tinguishe 14 reature h	N/A s flames; see text. Fortitude negates [harmless] itting you with unarmed N/A	1 standard action strikes, a to 1 Standard	I 1 minute/level ouch attack or natural weapon.	Personal Target: You Touch Target: Creature tou	V,S,M/DF	Yes [harmless]	Caster Level: 1 Transmutation Caster Level: 1	SC: p.22
Aura Against Flame Effect: Protects against first 10 points of fire damage, it also ext Babau Slime Effect: Layer of slime coats you, inflicting 1d8 damage to any cr Beast Claws Effect: Change your hands into claws. Damage 1d4; Threat ran	tinguishe 14 reature h	N/A s flames; see text. Fortitude negates [harmless] itting you with unarmed N/A	1 standard action strikes, a to 1 Standard Action	I 1 minute/level ouch attack or natural weapon.	Personal Target: You Touch Target: Creature tou	V,S,M/DF	Yes [harmless]	Caster Level: 1 Transmutation Caster Level: 1 Transmutation	SC: p.22
Aura Against Flame Effect: Protects against first 10 points of fire damage, it also ext Babau Slime Effect: Layer of slime coats you, inflicting 1d8 damage to any or Beast Claws Effect: Change your hands into claws. Damage 1d4; Threat ran	tinguishe 14 reature h 14	N/A s flames; see text. Fortitude negates [harmless] itting you with unarmed N/A 0. See text.	1 standard action strikes, a to 1 Standard Action	l 1 minute/level ouch attack or natural weapon. d 1 hour/level	Personal Target: You Touch Target: Creature tou Personal Target: You Touch	V,S,M/DF uched V,S,M	Yes [harmless]	Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Evocation [Electricity]	SC: p.22 SC: p.25
Aura Against Flame Effect: Protects against first 10 points of fire damage, it also ext Babau Slime Effect: Layer of slime coats you, inflicting 1d8 damage to any cr Beast Claws Effect: Change your hands into claws. Damage 1d4; Threat ran Beastland Ferocity Effect: Subject continues to fight even at -1 to -9 and gains +4 et	tinguishe 14 reature h 14 uge 19-20	N/A s flames; see text. Fortitude negates [harmless] itting you with unarmed N/A o. See text. Fortitude negates [harmless] ment to Str.	1 standard action strikes, a to 1 Standard Action 1 standard action	l 1 minute/level ouch attack or natural weapon. 11 hour/level I 1 minute/level	Personal Target: You Touch Target: Creature tou Personal Target: You Touch Target: Creature tou	V,S,M/DF uched V,S,M V,S,DF uched	Yes [harmless] N/A Yes [harmless]	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
Aura Against Flame Effect: Protects against first 10 points of fire damage, it also ext Babau Slime Effect: Layer of slime coats you, inflicting 1d8 damage to any cr Beast Claws Effect: Change your hands into claws. Damage 1d4; Threat ran Beastland Ferocity Effect: Subject continues to fight even at -1 to -9 and gains +4 et	tinguishe 14 reature h 14 uge 19-20	N/A s flames; see text. Fortitude negates [harmless] itting you with unarmed N/A 0. See text. Fortitude negates [harmless]	1 standard action strikes, a to 1 Standard Action 1 standard action	l 1 minute/level ouch attack or natural weapon. d 1 hour/level	Personal Target: You Touch Target: Creature tou Personal Target: You Touch	V,S,M/DF uched V,S,M	Yes [harmless] N/A Yes [harmless]	Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Evocation [Electricity] Caster Level: 1 Conjuration	SC: p.22 SC: p.25
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Aura Against Flame Effect: Protects against first 10 points of fire damage, it also ext Babau Slime Effect: Layer of slime coats you, inflicting 1d8 damage to any cr Beast Claws Effect: Change your hands into claws. Damage 1d4; Threat ran Beastland Ferocity Effect: Subject continues to fight even at -1 to -9 and gains +4 e	tinguishe 14 reature h 14 uge 19-20	N/A s flames; see text. Fortitude negates [harmless] itting you with unarmed N/A o. See text. Fortitude negates [harmless] ment to Str.	action 1 standard action strikes, a to 1 Standard Action 1 standard action 1 standard action	l 1 minute/level ouch attack or natural weapon. 11 hour/level I 1 minute/level	Personal Target: You Touch Target: Creature tou Personal Target: You Touch Target: Creature tou Touch	V,S,M/DF uched V,S,M V,S,DF uched V,S,M,XP	Yes [harmless] N/A Yes [harmless]	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
Aura Against Flame Effect: Protects against first 10 points of fire damage, it also ext Babau Slime Effect: Layer of slime coats you, inflicting 1d8 damage to any cr Beast Claws Effect: Change your hands into claws. Damage 1d4; Threat ran Beastland Ferocity Effect: Subject continues to fight even at -1 to -9 and gains +4 e	14 tinguishe 14 reature h 14 uge 19-20 14	N/A s flames; see text. Fortitude negates [harmless] itting you with unarmed N/A 0. See text. Fortitude negates [harmless] ment to Str. None	action 1 standard action strikes, a to 1 Standard Action 1 standard action 1 standard action	I 1 minute/level puch attack or natural weapon. 11 hour/level I 1 minute/level I Instantaneous	Personal Target: You Touch Target: Creature tou Personal Target: You Touch Target: Creature tou Touch Target: Tiny Constru	V,S,M/DF uched V,S,M V,S,DF uched V,S,M,XP	Yes [harmless] N/A Yes [harmless]	Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Evocation [Electricity] Caster Level: 1 Conjuration (Creation) Caster Level: 1 Transmutation	SC: p.22 SC: p.25 SC: p.25 SC: p.26
Aura Against Flame Effect: Protects against first 10 points of fire damage, it also ext Babau Slime Effect: Layer of slime coats you, inflicting 1d8 damage to any cr Beast Claws Effect: Change your hands into claws. Damage 1d4; Threat ran Beastland Ferocity Effect: Subject continues to fight even at -1 to -9 and gains +4 e	14 tinguishe 14 reature h 14 tinge 19-20 14 enhancer	N/A s flames; see text. Fortitude negates [harmless] itting you with unarmed N/A 0. See text. Fortitude negates [harmless] ment to Str. None N/A o allows for brachiation	action 1 standard action strikes, a to 1 Standard Action	I 1 minute/level Duch attack or natural weapon. I 1 hour/level I 1 minute/level I Instantaneous	Personal Target: You Touch Target: Creature tou Personal Target: You Touch Target: Creature tou Touch Target: Tiny Constru Personal Target: You	V,S,M/DF uched V,S,M V,S,DF uched V,S,M,XP uct V,S	Yes [harmless] N/A Yes [harmless] No N/A	Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Evocation [Electricity] Caster Level: 1 Conjuration Caster Level: 1 Transmutation Caster Level: 1	SC: p.22 SC: p.25 SC: p.26 SC: p.38
Aura Against Flame Effect: Protects against first 10 points of fire damage, it also ext Babau Slime Effect: Layer of slime coats you, inflicting 1d8 damage to any or Beast Claws Effect: Change your hands into claws. Damage 1d4; Threat ran Beastland Ferocity Effect: Subject continues to fight even at -1 to -9 and gains +4 e	14 tinguishe 14 reature h 14 tinge 19-20 14 enhancer	N/A s flames; see text. Fortitude negates [harmless] itting you with unarmed N/A 0. See text. Fortitude negates [harmless] ment to Str. None	action 1 standard action strikes, a to 1 Standard Action	I 1 minute/level puch attack or natural weapon. 11 hour/level I 1 minute/level I Instantaneous	Personal Target: You Touch Target: Creature tou Personal Target: You Touch Target: Creature tou Touch Target: Tiny Constru	V,S,M/DF uched V,S,M V,S,DF uched V,S,M,XP	Yes [harmless] N/A Yes [harmless]	Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Evocation [Electricity] Caster Level: 1 Conjuration (Creation) Caster Level: 1 Transmutation	SC: p.25 SC: p.25 SC: p.25 SC: p.26
Aura Against Flame Effect: Protects against first 10 points of fire damage, it also ext Babau Slime Effect: Layer of slime coats you, inflicting 1d8 damage to any or Beast Claws Effect: Change your hands into claws. Damage 1d4; Threat ran Beastland Ferocity Effect: Subject continues to fight even at -1 to -9 and gains +4 e Beget Bogun Effect: Creates a natural homunculus. Branch to Branch	14 tinguishe 14 reature h 14 tinge 19-20 14 enhancer	N/A s flames; see text. Fortitude negates [harmless] itting you with unarmed N/A 0. See text. Fortitude negates [harmless] ment to Str. None N/A o allows for brachiation	action 1 standard action strikes, a t t 1 Standard Action 1 standard action	I 1 minute/level Duch attack or natural weapon. I 1 hour/level I 1 minute/level I Instantaneous	Personal Target: You Touch Target: Creature tou Personal Target: You Touch Target: Creature tou Touch Target: Tiny Constru Personal Target: You	V,S,M/DF uched V,S,M V,S,DF uched V,S,M,XP uct V,S	Yes [harmless] N/A Yes [harmless] No N/A	Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Evocation [Electricity] Caster Level: 1 Conjuration Caster Level: 1 Transmutation Caster Level: 1	SC: p.22 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 minutes/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]	dollori		Target: Creature tou	uched		Caster Level: 1	
Halts any nonmagical disease for the duration of the spell. Detect Animals or Plants		None		Concentration, up to 10 minutes/level [D)]Long (440 ft.)	V,S	No	Divination	PHB: p.218
Effect:			action		Target: Cone-shape	d emanatio	on	Caster Level: 1	
Detects kinds of animals or plants.									
· · · · · · · · · · · · · · · · · · ·		None	1 standard	Concentration up to 10 minutes/level ID	1160 ft	VS	No	Divination	PHR: n 220
Detect Snares and Pits		None	1 standard action	Concentration, up to 10 minutes/level [D		V,S	No	Divination	PHB: p.220
· · · · · · · · · · · · · · · · · · ·			action		Target: Cone-shape	d emanatio	on	Caster Level: 1	·
Detect Snares and Pits	14	None Will negates (harmless)			Target: Cone-shape				PHB: p.220 PHB: p.226
Effect: Reveals natural or primitive traps. Compared Elements Effect:	14	Will negates	action 1 standard		Target: Cone-shape	ed emanation	on	Caster Level: 1	·
Detect Snares and Pits Effect: Reveals natural or primitive traps. DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	14	Will negates	action 1 standard action 1 standard		Target: Cone-shape Touch Target: Creature tou	ed emanation	on	Caster Level: 1 Abjuration Caster Level: 1 Enchantment	·
Effect: Reveals natural or primitive traps. Compared to the control of the contr	14	Will negates (harmless)	action 1 standard action	24 hours	Target: Cone-shape Touch Target: Creature tou Medium (110 ft.)	v,S 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 Effect: Exist comfortably in hot or cold environments. Caracte Animal Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 penal Caracte Animal Effect: Plants entangle everyone in 40-ft-radius circle. Caracte Animal Effect: Caracte Animal Effect: Plants entangle everyone in 40-ft-radius circle. Caracte Animal	Ity to A 14	Will negates (harmless) None C to affected animal. Reflex partial; see text	action 1 standard action	24 hours Concentration +1 round/level 1 minute/level [D]	Target: Cone-shape Touch Target: Creature tou Medium (110 ft.) Target: One animal Long (440 ft.) Target: Plants in a 4 Long (440 ft.) Target: Creatures ar burst	v,s uched v,s v,s, DF v,s, DF	Yes (harmless) Yes No spread Yes	Caster Level: 1 Abjuration Caster Level: 1 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 1 Transmutation Caster Level: 1 Evocation [Light] Caster Level: 1 Transmutation	PHB: p.226 SC: p.81 PHB: p.227
Effect: Crants +4 morale bonus to Str, Con, Will Saves & -2 penal Crants entangle everyone in 40-ftradius circle. Fefect: Plants entangle everyone in 40-ftradius circle. Cottlines subjects with light, canceling blur, concealment, a	Ity to A 14	Will negates (harmless) None C to affected animal. Reflex partial; see text None	action 1 standard action	24 hours Concentration +1 round/level 1 minute/level [D] 1 minute/level [D]	Target: Cone-shape Touch Target: Creature tou Medium (110 ft.) Target: One animal Long (440 ft.) Target: Plants in a 4 Long (440 ft.) Target: Creatures arburst Close (25 ft.)	v,s uched v,s v,s, DF v,s, DF nd objects v,M	Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless]	Caster Level: 1 Abjuration Caster Level: 1 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 1 Transmutation Caster Level: 1 Evocation [Light] Caster Level: 1 Transmutation [Earth]	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229
Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 penal Grants +	ity to A 14	Will negates (harmless) None C to affected animal. Reflex partial; see text None like. None	action 1 standard action	24 hours Concentration +1 round/level 1 minute/level [D] 1 minute/level [D]	Target: Cone-shape Touch Target: Creature tou Medium (110 ft.) Target: One animal Long (440 ft.) Target: Plants in a 4 Long (440 ft.) Target: Creatures ar burst Close (25 ft.) Target: One creatur than 30 ft. apart	V,S, DF O-ftradius V,M	Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more	Caster Level: 1 Abjuration Caster Level: 1 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 1 Transmutation Caster Level: 1 Evocation [Light] Caster Level: 1 Transmutation [Earth] Caster Level: 1	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229 SC: p.99
Effect: Care and Pits Effect: Reveals natural or primitive traps. Care and Pits Effect: Exist comfortably in hot or cold environments. Care and Effect: Care and Entangle Animal Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 penal Care and Entangle Effect: Plants entangle everyone in 40-ftradius circle. Care and Entangle Effect: Coutlines subjects with light, canceling blur, concealment, a Care and Effect: Coutlines subjects with light, canceling blur, concealment, a Care and Effect: Coutlines subjects with light, canceling blur, concealment, a Care and Care	ity to A 14	Will negates (harmless) None C to affected animal. Reflex partial; see text None like. None	action 1 standard action	24 hours Concentration +1 round/level 1 minute/level [D] 1 minute/level [D]	Target: Cone-shape Touch Target: Creature tou Medium (110 ft.) Target: One animal Long (440 ft.) Target: Plants in a 4 Long (440 ft.) Target: Creatures an burst Close (25 ft.) Target: One creature than 30 ft. apart Touch	V,S, DF V,S, DF dobjects v V,M e/level, no to	Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more	Caster Level: 1 Abjuration Caster Level: 1 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 1 Transmutation Caster Level: 1 Evocation [Light] Caster Level: 1 Transmutation [Earth] Caster Level: 1 Transmutation	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229
Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 penal Grants +	14 14 Str ag	Will negates (harmless) None C to affected animal. Reflex partial; see text None like. None ainst bull rush.	1 standard action	24 hours Concentration +1 round/level 1 minute/level [D] 1 minute/level [D] 1 round/level 1 day/level	Target: Cone-shape Touch Target: Creature tou Medium (110 ft.) Target: One animal Long (440 ft.) Target: Plants in a 4 Long (440 ft.) Target: Creatures an burst Close (25 ft.) Target: One creature than 30 ft. apart Touch Target: 2d4 fresh be	v,s uched v,s v,s, DF v,s, DF nd objects v,M e/level, no liv,s, DF erries touch	Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed	Caster Level: 1 Abjuration Caster Level: 1 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 1 Transmutation Caster Level: 1 Evocation [Light] Caster Level: 1 Transmutation [Earth] Caster Level: 1 Transmutation Caster Level: 1	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229 SC: p.99 PHB: p.237
Effect: Plants entangle everyone in 40-ft-radius circle. Plants entangle everyone in 40-ft-radius circle. Outlines subjects with light, canceling blur, concealment, a content as subjects don't move they gain +2 AC and +4 to condents.	14 14 Str ag	Will negates (harmless) None C to affected animal. Reflex partial; see text None like. None	1 standard action	24 hours Concentration +1 round/level 1 minute/level [D] 1 minute/level [D]	Target: Cone-shape Touch Target: Creature tou Medium (110 ft.) Target: One animal Long (440 ft.) Target: Plants in a 4 Long (440 ft.) Target: Creatures an burst Close (25 ft.) Target: One creature than 30 ft. apart Touch Target: 2d4 fresh be	V,S, DF V,S, DF dobjects v V,M e/level, no to	Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more	Caster Level: 1 Abjuration Caster Level: 1 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 1 Transmutation Caster Level: 1 Evocation [Light] Caster Level: 1 Transmutation [Earth] Caster Level: 1 Transmutation	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229 SC: p.99
Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 penal Grants +	14 Str ag	Will negates (harmless) None C to affected animal. Reflex partial; see text None like. None ainst bull rush. None	action 1 standard action	24 hours Concentration +1 round/level 1 minute/level [D] 1 minute/level [D] 1 round/level 1 day/level	Target: Cone-shape Touch Target: Creature tou Medium (110 ft.) Target: One animal Long (440 ft.) Target: Plants in a 4 Long (440 ft.) Target: Creatures an burst Close (25 ft.) Target: One creature than 30 ft. apart Touch Target: 2d4 fresh be	v,s uched v,s v,s, DF v,s, DF nd objects v,M e/level, no liv,s, DF erries touch	Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed	Caster Level: 1 Abjuration Caster Level: 1 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 1 Transmutation Caster Level: 1 Evocation [Light] Caster Level: 1 Transmutation [Earth] Caster Level: 1 Transmutation Caster Level: 1	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229 SC: p.99 PHB: p.237
Effect: Plants entangle everyone in 40-ft-radius circle. Plants entangle everyone in 40-ft-radius circle. Outlines subjects with light, canceling blur, concealment, a continua as subjects don't move they gain +2 AC and +4 to Cade horse. Effect: As long as subjects don't move they gain +2 AC and +4 to Cade horse. Outlines entangle everyone in 40-ft-radius circle. Effect: Outlines subjects with light, canceling blur, concealment, a Cade horse. Effect: As long as subjects don't move they gain +2 AC and +4 to Cade horse. Effect: 2d4 berries each cure 1 hp [max 8 hp/24 hours].	14 Str ag	Will negates (harmless) None C to affected animal. Reflex partial; see text None like. None ainst bull rush. None N/A n Spot checks. Will negates	action 1 standard action	24 hours Concentration +1 round/level 1 minute/level [D] 1 minute/level [D] 1 round/level 1 day/level 10 minutes/level [D]	Target: Cone-shape Touch Target: Creature tou Medium (110 ft.) Target: One animal Long (440 ft.) Target: Plants in a 4 Long (440 ft.) Target: Creatures are burst Close (25 ft.) Target: One creatures and the shape of the sh	v,s uched v,s v,s, DF v,s, DF nd objects v,M e/level, no liv,s, DF erries touch	Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed	Caster Level: 1 Abjuration Caster Level: 1 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 1 Transmutation Caster Level: 1 Transmutation [Light] Caster Level: 1 Transmutation [Earth] Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Conjuration	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229 SC: p.99 PHB: p.237
Effect: Plants entangle everyone in 40-ft-radius circle. Outlines subjects with light, cancelling blur, concealment, a continuate on the subjects. As long as subjects don't move they gain +2 AC and +4 to conceal the process of the circle. Effect: Outlines subjects with light, cancelling blur, concealment, a concealme	14 Str ag	Will negates (harmless) None C to affected animal. Reflex partial; see text None like. None ainst bull rush. None	action 1 standard action	24 hours Concentration +1 round/level 1 minute/level [D] 1 minute/level [D] 1 round/level 1 day/level 10 minutes/level [D]	Target: Cone-shape Touch Target: Creature tou Medium (110 ft.) Target: One animal Long (440 ft.) Target: Plants in a 4 Long (440 ft.) Target: Creatures 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	v,s uched v,s v,s, DF v,s, DF vo-ft-radius v,s, DF v,M e/level, no t 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 t v,s	Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed N/A Yes [harmless]	Caster Level: 1 Abjuration Caster Level: 1 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 1 Transmutation Caster Level: 1 Evocation [Light] Caster Level: 1 Transmutation [Earth] Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Coster Level: 1 Conjuration (Healing)	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229 SC: p.99 PHB: p.237 SC: p.110
Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 penal Grants +	14 14 14 14 14 14 14	Will negates (harmless) None C to affected animal. Reflex partial; see text None like, None ainst bull rush. None N/A a Spot checks. Will negates [harmless]	action 1 standard action	24 hours Concentration +1 round/level 1 minute/level [D] 1 minute/level [D] 1 round/level 1 day/level 10 minutes/level [D]	Target: Cone-shape Touch Target: Creature tou Medium (110 ft.) Target: One animal Long (440 ft.) Target: Plants in a 4 Long (440 ft.) Target: Creatures arburst Close (25 ft.) Target: One creatur than 30 ft. apart Touch Target: 2d4 fresh be Personal Target: You Close (25 ft.) Target: One creatur than 30 ft. apart Touch Target: One creatur more than 30 feet ap Touch	v,s uched v,s v,s, DF	Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed N/A Yes [harmless] two of which can be Yes	Caster Level: 1 Abjuration Caster Level: 1 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 1 Transmutation Caster Level: 1 Transmutation [Light] Caster Level: 1 Transmutation [Carth] Caster Level: 1 Transmutation Caster Level: 1 Conjuration (Healing) Caster Level: 1 Abjuration	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229 SC: p.99 PHB: p.237 SC: p.110 SC: p.111
Effect: Reveals natural or primitive traps. Effect: Reveals natural or primitive traps. Effect: Exist comfortably in hot or cold environments. Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 penal Effect: Plants entangle everyone in 40-ftradius circle. Effect: Outlines subjects with light, canceling blur, concealment, a Dipolar Foundation of Stone Effect: As long as subjects don't move they gain +2 AC and +4 to Dipolar Goodberry Effect: 2d4 berries each cure 1 hp [max 8 hp/24 hours]. Dipolar Healthful Rest Effect: Doubles the natural healing rate. Hide from Animals Effect: Characteristics an't perceive 1 subject/level.	14 14 14 14	Will negates (harmless) None C to affected animal. Reflex partial; see text None like. None ainst bull rush. None N/A 1 Spot checks. Will negates [harmless] Will negates (harmless)	action 1 standard action	24 hours Concentration +1 round/level 1 minute/level [D] 1 minute/level [D] 1 round/level 1 day/level 10 minutes/level [D] 24 hours	Target: Cone-shape Touch Target: Creature tou Medium (110 ft.) Target: One animal Long (440 ft.) Target: Plants in a 4 Long (440 ft.) Target: Creatures are burst Close (25 ft.) Target: One creature than 30 ft. apart Touch Target: You Close (25 ft.) Target: You Close (25 ft.) Target: One creature than 30 ft. apart Touch Target: You Target: One creature than 30 ft. apart Touch Target: One creature than 30 ft. apart	V,S, DF V,S, DF O-ftradius V,S V,S, DF V,S, DF V,S, DF V,S, DF v,M e/level, no to V V,S e/level, no to part S, DF evel toucher	Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed N/A Yes [harmless] two of which can be Yes	Caster Level: 1 Abjuration Caster Level: 1 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 1 Transmutation Caster Level: 1 Evocation [Light] Caster Level: 1 Transmutation [Earth] Caster Level: 1 Transmutation Caster Level: 1 Conjuration Caster Level: 1 Conjuration (Healing) Caster Level: 1 Abjuration Caster Level: 1	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229 SC: p.99 PHB: p.237 SC: p.110 SC: p.111 PHB: p.241
Effect: Care the morale bonus to Str., Con, Will Saves & -2 penal Care the morale bonus to Str., Con, Will Saves & -2 penal Care the morale bonus to Str., Con, Will Saves & -2 penal Care the morale bonus to Str., Con, Will Saves & -2 penal Care the morale bonus to Str., Con, Will Saves & -2 penal Care the morale bonus to Str., Con, Will Saves & -2 penal Care the morale bonus to Str., Con, Will Saves & -2 penal Care the morale bonus to Str., Con, Will Saves & -2 penal Care the moral Effect: Plants entangle everyone in 40-ftradius circle. Plants entangle everyone in 40-ftradius circle. Coutlines subjects with light, cancelling blur, concealment, a	14 14 14 14 14 14 14	Will negates (harmless) None C to affected animal. Reflex partial; see text None like. None ainst bull rush. None N/A a Spot checks. Will negates [harmless]	action 1 standard action	24 hours Concentration +1 round/level 1 minute/level [D] 1 minute/level [D] 1 round/level 1 day/level 10 minutes/level [D] 24 hours	Target: Cone-shape Touch Target: Creature tou Medium (110 ft.) Target: One animal Long (440 ft.) Target: Plants in a 4 Long (440 ft.) Target: Creatures arburst Close (25 ft.) Target: One creatures and the shape of	V,S, DF O-ftradius V,S, DF O-ftradius V,S, DF V,S, DF O-ftradius V	Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed N/A Yes [harmless] two of which can be Yes d No	Caster Level: 1 Abjuration Caster Level: 1 Enchantment (Compulsion) (Mind-Affecting) Caster Level: 1 Transmutation Caster Level: 1 Evocation [Light] Caster Level: 1 Transmutation [Earth] Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Conjuration Caster Level: 1 Abjuration Caster Level: 1 Abjuration Caster Level: 1 Abjuration Caster Level: 1 Transmutation	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229 SC: p.99 PHB: p.237 SC: p.110 SC: p.111
Effect: Reveals natural or primitive traps. Effect: Reveals natural or primitive traps. Effect: Exist comfortably in hot or cold environments. Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 penal Effect: Plants entangle everyone in 40-ftradius circle. Effect: Outlines subjects with light, canceling blur, concealment, a Dipolar Foundation of Stone Effect: As long as subjects don't move they gain +2 AC and +4 to Dipolar Goodberry Effect: 2d4 berries each cure 1 hp [max 8 hp/24 hours]. Dipolar Healthful Rest Effect: Doubles the natural healing rate. Hide from Animals Effect: Characteristics an't perceive 1 subject/level.	14 Str ag 14 14 14 14	Will negates (harmless) None C to affected animal. Reflex partial; see text None like. None Anspot checks. Will negates (harmless) Will negates (harmless)	action 1 standard action	24 hours Concentration +1 round/level 1 minute/level [D] 1 minute/level [D] 1 round/level 1 day/level 10 minutes/level [D] 24 hours	Target: Cone-shape Touch Target: Creature tou Medium (110 ft.) Target: One animal Long (440 ft.) Target: Plants in a 4 Long (440 ft.) Target: Creatures are burst Close (25 ft.) Target: One creature than 30 ft. apart Touch Target: You Close (25 ft.) Target: You Close (25 ft.) Target: One creature than 30 ft. apart Touch Target: You Target: One creature than 30 ft. apart Touch Target: One creature than 30 ft. apart	V,S, DF O-ftradius V,S, DF O-ftradius V,S, DF V,S, DF O-ftradius V	Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed N/A Yes [harmless] two of which can be Yes d No	Caster Level: 1 Abjuration Caster Level: 1 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 1 Transmutation Caster Level: 1 Evocation [Light] Caster Level: 1 Transmutation [Earth] Caster Level: 1 Transmutation Caster Level: 1 Conjuration Caster Level: 1 Conjuration (Healing) Caster Level: 1 Abjuration Caster Level: 1	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229 SC: p.99 PHB: p.237 SC: p.110 SC: p.111 PHB: p.241
Effect: Reveals natural or primitive traps. Consider the construction of Stone Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 penal Construction C	14 Str ag 14 14 14 14	Will negates (harmless) None C to affected animal. Reflex partial; see text None like. None ainst bull rush. None N/A Spot checks. Will negates [harmless] Will negates (harmless) Fortitude negates; see text Will negates	action 1 standard action	24 hours Concentration +1 round/level 1 minute/level [D] 1 minute/level [D] 1 round/level 1 day/level 10 minutes/level [D] 24 hours	Target: Cone-shape Touch Target: Creature tou Medium (110 ft.) Target: One animal Long (440 ft.) Target: Plants in a 4 Long (440 ft.) Target: Creatures arburst Close (25 ft.) Target: One creature than 30 ft. apart Touch Target: You Close (25 ft.) Target: You Close (25 ft.) Target: 1 creature fter than 30 ft. apart Touch Target: 1 creature fter than 30 ft. apart Touch Target: 1 creature fter than 30 ft. apart Touch Target: 1 creature fter than 30 ft. apart	V,S, DF O-ftradius V,S, DF O-ftradius V,S, DF V,S, DF O-ftradius V	Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed N/A Yes [harmless] two of which can be Yes d No	Caster Level: 1 Abjuration Caster Level: 1 Enchantment (Compulsion) (Mind-Affecting) Caster Level: 1 Transmutation Caster Level: 1 Evocation [Light] Caster Level: 1 Transmutation [Earth] Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Conjuration Caster Level: 1 Abjuration Caster Level: 1 Abjuration Caster Level: 1 Abjuration Caster Level: 1 Transmutation	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229 SC: p.99 PHB: p.237 SC: p.110 SC: p.111 PHB: p.241
Effect: Care the subjects with light, canceling blur, concealment, a but plant as subjects don't move they gain +2 AC and +4 to cold berries each cure 1 hp [max 8 hp/24 hours]. Effect: Outlines subjects don't move they gain +2 AC and +4 to cold berries each cure 1 hp [max 8 hp/24 hours]. Effect: Dubles the natural healing rate. Dubles the natural healing rate. Effect: Animals can't perceive 1 subject/level. Duble Effect: Animals can't perceive 1 subject/level. Duble Effect: Animals must save after biting or refuse to bite the subject. Dump Effect: Animals must save after biting or refuse to bite the subject. Dump Effect: Animals must save after biting or refuse to bite the subject. Dump Effect:	14 Str ag 14 14 14 14	Will negates (harmless) None C to affected animal. Reflex partial; see text None like. None ainst bull rush. None N/A n Spot checks. Will negates (harmless) Will negates (harmless) Fortitude negates; see text	action 1 standard action	24 hours Concentration +1 round/level 1 minute/level [D] 1 minute/level [D] 1 round/level 1 day/level 10 minutes/level [D] 24 hours 10 minutes/level [D]	Target: Cone-shape Touch Target: Creature tou Medium (110 ft.) Target: One animal Long (440 ft.) Target: Plants in a 4 Long (440 ft.) Target: Creatures arburst Close (25 ft.) Target: One creature than 30 ft. apart Touch Target: You Close (25 ft.) Target: You Close (25 ft.) Target: 1 creature fter than 30 ft. apart Touch Target: 1 creature fter than 30 ft. apart Touch Target: 1 creature fter than 30 ft. apart Touch Target: 1 creature fter than 30 ft. apart	V,S, DF V,S, DF O-ftradius V,S V,S, DF orices touch V,S V,S, DF erlies touch V,S erlevel, no to V,S erlevel, no to V,S, DF erries touch V V,S, DF erries touch V,S, M object toucher V,S,M	Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed N/A Yes [harmless] two of which can be Yes d No hed	Caster Level: 1 Abjuration Caster Level: 1 Enchantment (Compulsion) (Mind-Affecting) Caster Level: 1 Transmutation Caster Level: 1 Evocation [Light] Caster Level: 1 Transmutation [Earth] Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Conjuration (Healing) Caster Level: 1 Abjuration Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229 SC: p.99 PHB: p.237 SC: p.110 SC: p.111 PHB: p.241 SC: p.116
Effect: Grants +4 morale bonus to Str, Con, Will Saves & -2 penal Grants +4 morale bonus	14 Str ag 14 14 14 14	Will negates (harmless) None C to affected animal. Reflex partial; see text None like. None ainst bull rush. None N/A Spot checks. Will negates [harmless] Will negates (harmless) Fortitude negates; see text Will negates	action 1 standard action	24 hours Concentration +1 round/level 1 minute/level [D] 1 minute/level [D] 1 round/level 1 day/level 10 minutes/level [D] 24 hours 10 minutes/level [D]	Target: Cone-shape Touch Target: Creature tou Medium (110 ft.) Target: One animal Long (440 ft.) Target: Plants in a 4 Long (440 ft.) Target: Creatures 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 erlies touch V,S erlevel, no to V,S erlevel, no to V,S, DF erries touch V V,S, DF erries touch V,S, M object toucher V,S,M	Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed N/A Yes [harmless] two of which can be Yes d No hed	Caster Level: 1 Abjuration Caster Level: 1 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 1 Transmutation Caster Level: 1 Evocation [Light] Caster Level: 1 Transmutation [Earth] Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Abjuration Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229 SC: p.99 PHB: p.237 SC: p.110 SC: p.111 PHB: p.241 SC: p.116
Effect: Care the subjects with light, canceling blur, concealment, a but plant as subjects don't move they gain +2 AC and +4 to cold berries each cure 1 hp [max 8 hp/24 hours]. Effect: Outlines subjects don't move they gain +2 AC and +4 to cold berries each cure 1 hp [max 8 hp/24 hours]. Effect: Dubles the natural healing rate. Dubles the natural healing rate. Effect: Animals can't perceive 1 subject/level. Duble Effect: Animals can't perceive 1 subject/level. Duble Effect: Animals must save after biting or refuse to bite the subject. Dump Effect: Animals must save after biting or refuse to bite the subject. Dump Effect: Animals must save after biting or refuse to bite the subject. Dump Effect:	14 Str ag	Will negates (harmless) None C to affected animal. Reflex partial; see text None like. None ainst bull rush. None N/A n Spot checks. Will negates [harmless] Will negates (harmless) Fortitude negates; see text Will negates (harmless)	action 1 standard action	24 hours Concentration +1 round/level 1 minute/level [D] 1 minute/level [D] 1 round/level 1 day/level 10 minutes/level [D] 24 hours 10 minutes/level [D] 10 minutes/level [D]	Target: Cone-shape Touch Target: Creature tou Medium (110 ft.) Target: One animal Long (440 ft.) Target: Plants in a 4 Long (440 ft.) Target: Creatures are burst Close (25 ft.) Target: One creature than 30 ft. apart Touch Target: You Close (25 ft.) Target: You Close (25 ft.) Target: You Close (25 ft.) Target: One creature than 30 ft. apart Touch Target: Creature or or one than 30 ft. apart Touch Target: Creature or or one than 30 ft. apart Touch Target: Creature or or one than 30 ft. apart Touch Target: Creature or or one than 30 ft. apart Touch Target: Creature or or one than 30 ft. apart Touch Target: Creature or or one than 30 ft. apart Touch	v,s, DF v,s, DF volume v,s, M	Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed N/A Yes [harmless] two of which can be Yes d No hed Yes	Caster Level: 1 Abjuration Caster Level: 1 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 1 Transmutation Caster Level: 1 Evocation [Light] Caster Level: 1 Transmutation [Earth] Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Conjuration (Healing) Caster Level: 1 Transmutation Caster Level: 1	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229 SC: p.99 PHB: p.237 SC: p.110 SC: p.111 PHB: p.241 SC: p.116 PHB: p.246
Effect: Countines subjects with light, canceling blur, concealment, a subjects don't move they gain +2 AC and +4 to Countines each cure 1 hp [max 8 hp/24 hours]. Effect: David Bernage Animal Effect: Outlines subjects with light, canceling blur, concealment, a concealment, a concealment and bernage as subjects don't move they gain +2 AC and +4 to Countines each cure 1 hp [max 8 hp/24 hours]. Effect: David Bernage everyone in 40-ftradius circle. Coutlines subjects with light, canceling blur, concealment, a c	14 14 14 14	Will negates (harmless) None C to affected animal. Reflex partial; see text None like. None ainst bull rush. None N/A n Spot checks. Will negates (harmless) Will negates (harmless) Fortitude negates; see text Will negates (harmless) Reflex half e area take 1d10/caster	action 1 standard action	24 hours Concentration +1 round/level 1 minute/level [D] 1 minute/level [D] 1 round/level 1 day/level 10 minutes/level [D] 24 hours 10 minutes/level [D] 11 minutes/level [D]	Target: Cone-shape Touch Target: Creature tou Medium (110 ft.) Target: One animal Long (440 ft.) Target: Plants in a 4 Long (440 ft.) Target: Creatures are burst Close (25 ft.) Target: One creature than 30 ft. apart Touch Target: You Close (25 ft.) Target: You Close (25 ft.) Target: You Close (25 ft.) Target: 1 creature/le Touch Target: 1 creature/le Touch Target: Creature or of Touch Target: Creature tou 120 ft. Target: 120-ft. line	v,s, DF v,s, DF volume v,s, M	Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed N/A Yes [harmless] two of which can be Yes d No hed Yes	Caster Level: 1 Abjuration Caster Level: 1 Enchantment (Compulsion) (Mind-Affecting) Caster Level: 1 Transmutation Caster Level: 1 Evocation [Light] Caster Level: 1 Transmutation [Earth] Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Abjuration Caster Level: 1 Transmutation Caster Level: 1 Necromancy Caster Level: 1	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229 SC: p.99 PHB: p.237 SC: p.110 SC: p.111 PHB: p.241 SC: p.116 PHB: p.246 SC: p.127
Effect: Countines subjects with light, cancelling blur, concealment, as subjects don't move they gain +2 AC and +4 to conderry Effect: Outlines subjects with light, cancelling blur, concealment, as subjects don't move they gain +2 AC and +4 to concealment by 50% and +5 competence 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: 1 creature fter Touch Target: 1 creature fter Touch Target: Creature or or the than 30 ft. Target: Creature or or the than 30 ft. Target: Creature or or the than 30 ft. Target: Creature tou 120 ft. Target: 120-ft. line Personal	v,s, DF v,s, DF volume v,s, M	Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed N/A Yes [harmless] two of which can be Yes d No hed Yes	Caster Level: 1 Abjuration Caster Level: 1 Enchantment (Compulsion) (Mind-Affecting) Caster Level: 1 Transmutation Caster Level: 1 Evocation [Light] Caster Level: 1 Transmutation [Earth] Caster Level: 1 Transmutation Caster Level: 1 Necromancy Caster Level: 1 Transmutation	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229 SC: p.99 PHB: p.237 SC: p.110 SC: p.111 PHB: p.241 SC: p.116 PHB: p.246
Effect: Countines subjects with light, canceling blur, concealment, a subjects don't move they gain +2 AC and +4 to Countines each cure 1 hp [max 8 hp/24 hours]. Effect: David Bernage Animal Effect: Outlines subjects with light, canceling blur, concealment, a concealment, a concealment and bernage as subjects don't move they gain +2 AC and +4 to Countines each cure 1 hp [max 8 hp/24 hours]. Effect: David Bernage everyone in 40-ftradius circle. Coutlines subjects with light, canceling blur, concealment, a c	14 14 14 14	Will negates (harmless) None C to affected animal. Reflex partial; see text None like. None ainst bull rush. None N/A n Spot checks. Will negates (harmless) Will negates (harmless) Fortitude negates; see text Will negates (harmless) Reflex half e area take 1d10/caster	action 1 standard action	24 hours Concentration +1 round/level 1 minute/level [D] 1 minute/level [D] 1 round/level 1 day/level 10 minutes/level [D] 24 hours 10 minutes/level [D] 11 minutes/level [D]	Target: Cone-shape Touch Target: Creature tou Medium (110 ft.) Target: One animal Long (440 ft.) Target: Plants in a 4 Long (440 ft.) Target: Creatures are burst Close (25 ft.) Target: One creature than 30 ft. apart Touch Target: You Close (25 ft.) Target: You Close (25 ft.) Target: You Close (25 ft.) Target: 1 creature/le Touch Target: 1 creature/le Touch Target: Creature or of Touch Target: Creature tou 120 ft. Target: 120-ft. line	v,s, DF v,s, DF volume v,s, M	Yes (harmless) Yes No spread Yes within a 5-ftradius Yes [harmless] two of which are more Yes ed N/A Yes [harmless] two of which can be Yes d No hed Yes	Caster Level: 1 Abjuration Caster Level: 1 Enchantment (Compulsion) (Mind-Affecting) Caster Level: 1 Transmutation Caster Level: 1 Evocation [Light] Caster Level: 1 Transmutation [Earth] Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Abjuration Caster Level: 1 Transmutation Caster Level: 1 Necromancy Caster Level: 1	PHB: p.226 SC: p.81 PHB: p.227 PHB: p.229 SC: p.99 PHB: p.237 SC: p.110 SC: p.111 PHB: p.241 SC: p.116 PHB: p.246 SC: p.127

				Point Buy Spells					
□□□□□Low-light Vision	14	Will negates [harmless]	1 standard		Touch V,M	۱ ۱	Yes [harmless]	Transmutation	SC: p.134
Effect:		[namiess]	action		Target: Creature touched	d		Caster Level: 1	
Target gains low-light vision. DDDDDMagic Fang	14	Will negates	1 standard	1 minute/level	Touch V,S,	, DF `	Yes (harmless)	Transmutation	PHB: p.250
Effect:		(harmless)	action		Target: Living creature to	ouched		Caster Level: 1	
One natural weapon of subject creature gets +1 on attack	and da	amage rolls. Will negates	1 standard	30 minutes or until discharged			Yes (harmless, object)		PHB: p.251
Effect:		(harmless, object)	action	oo minutes of until district ged					111b. p.201
Three stones gain +1 on attack rolls, deal 1d6+1 damage.					Target: Up to three pebb			Caster Level: 1	
Obscuring Mist		None	1 standard action	1 minute/level	20 ft. V,S	1	No	Conjuration (Creation)	PHB: p.258
Effect: Fog surrounds you.					Target: Cloud spreads in high	20-ft. ra	adius from you, 20 ft.	Caster Level: 1	
Omen of Peril	14	N/A	1 round	Instantaneous	Personal V,F	ı	N/A	Divination	SC: p.149
Effect: Brief supplication gives you a vision that hints at how dang	gerous	the immediate future is	likely to be.:	see text.	Target: You			Caster Level: 1	
□□□□□ Pass without Trace	14	Will negates (harmless)		1 hour/level [D]	Touch V,S,	, DF	Yes (harmless)	Transmutation	PHB: p.259
Effect:		(Harriless)	action		Target: 1 creature/level t	touched		Caster Level: 1	
1 subject/level leaves no tracks. Produce Flame		None	1 standard	1 minute/level [D]	0 ft. V,S	,	Yes	Evocation [Fire]	PHB: p.265
Effect:			action		Target: Flame in your pa	alm		Caster Level: 1	
1d6 +1/level [max +5] damage, touch or thrown.		Name	1 standard	4			NI-	Transmutation	00:-404
Raging Flame		None	action	i minute	Medium (110 ft.) V,S		No	[Fire]	SC: p.164
Effect: Causes existing fire to double their heat and radiance; see	e text.				Target: 30-ftradius spre	ead		Caster Level: 1	
Ram's Might	14	N/A	1 standard action	1 minute/level	Personal V,S	ı	N/A	Transmutation	SC: p.166
Effect: Your hands harden +2 bonus to Str, inflict lethal damage,	and vo	u are considered arms			Target: You			Caster Level: 1	
Tour narios narioen +2 bonus to Str, inflict lethal damage,	14	Fortitude negates	1 standard	10 minutes/level	Touch V,S,	,DF	Yes [harmless]	Transmutation	SC: p.166
Effect:		[harmless]	action		Target: Creature touched	d		Caster Level: 1	
Improves existing burrow speed by 20 ft.	14	Will negates	1 standard	10 minutes/level	Touch V,S,		Yes	Transmutation	SC: p.173
Effect:			action					Caster Level: 1	
Hides the scent of the affected creature or removes poten					Target: Creature touched		W B		00 47:
Resist Planar Alignment	14	Will negates [harmless]	1 standard action	1 round/level	Touch V,S,		Yes [harmless]	Abjuration	SC: p.174
Effect: Grants limited protection from a plane's alignment traits; s	ee text				Target: Creature touched	d		Caster Level: 1	
□□□□ Sandblast	14	Reflex half	1 standard action	Instantaneous	10 ft. V,S,	,DF `	Yes	Evocation	SC: p.180
Effect:	414	faila dha ann in alan atn			Target: 10-ftradius burs	st center	ed on your hands	Caster Level: 1	
Creatures in area take 1d6 nonlethal damage, any creatur	re that i		1 standard	1 minute/level	Touch V,S,	, DF	Yes (object)	Transmutation	PHB: p.278
Effect:			action		Target: One touched nor	nmagica	I oak club or	Caster Level: 1	
Cudgel or quarterstaff becomes +1 weapon dealing dama	ge as i				quarterstaff				SC: p.192
DDDDD01 D			1 etandard		Modium (110 ft) \/ S	M/DE I			
Slow Burn		None	1 standard action	i minute	Medium (110 ft.) V,S,		No	Transmutation [Fire]	оо. р. 102
Effect: Doubles the amount of time to put out a fire; see text.		None		i minute	Target: 30-ftradius spre	ead			O. p. 102
Effect:	14	Will negates [harmless]	action	Instantaneous	Target: 30-ftradius spre	ead	No Yes [harmless]	[Fire]	SC: p.193
Effect: Doubles the amount of time to put out a fire; see text. Snake's Swiftness Effect:		Will negates [harmless]	action 1 standard		Target: 30-ftradius spre	ead ,M/DF `		[Fire] Caster Level: 1	
Effect: Doubles the amount of time to put out a fire; see text.		Will negates [harmless] xt. Will negates	action 1 standard action 1 standard		Target: 30-ftradius spre Close (25 ft.) V,S,	ead ,M/DF `		[Fire] Caster Level: 1 Transmutation	
Effect: 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	Will negates [harmless] xt. Will negates [harmless]	action 1 standard action	Instantaneous	Target: 30-ftradius spre Close (25 ft.) V,S, Target: One allied creatu	ead ,M/DF `	Yes [harmless]	[Fire] Caster Level: 1 Transmutation Caster Level: 1	SC: p.193
Effect: 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	Will negates [harmless] xt. Will negates [harmless]	action 1 standard action 1 standard action	Instantaneous	Target: 30-ftradius spre Close (25 ft.) V,S, Target: One allied creatu. Touch V,S	ead ,M/DF ` ure	Yes [harmless]	[Fire] Caster Level: 1 Transmutation Caster Level: 1 Transmutation	SC: p.193
Effect: 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	Will negates [harmless] xt. Will negates [harmless] ired to walk on snow.	action 1 standard action 1 standard action	Instantaneous 1 hour/level [D]	Target: 30-ftradius spre Close (25 ft.) V,S, Target: One allied creatu Touch V,S Target: Creature touched Personal V,S	ead ,M/DF ` ure	Yes [harmless] Yes [harmless]	[Fire] Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Divination	SC: p.193
Effect: Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Subject may make another single attack melee or ranged: Doubles the amount of the subject may be a fire attack melee or ranged: Doubles the amount of time to put out a fire; see text. Subject may make another single attack melee or ranged: Doubles the amount of time to put out a fire; see text. Subject may make another single attack melee or ranged: Doubles the amount of time to put out a fire; see text.	see te	Will negates [harmless] xt. Will negates [harmless] irred to walk on snow. None	action 1 standard action 1 standard action 1 standard action	Instantaneous 1 hour/level [D] 1 minute/level	Target: 30-ftradius spre Close (25 ft.) V,S, Target: One allied creatu Touch V,S Target: Creature touchec Personal V,S Target: You	ead ,M/DF ` ure	Yes [harmless] Yes [harmless]	[Fire] Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Divination Caster Level: 1	SC: p.193 SC: p.194 PHB: p.281
Effect: 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	Will negates [harmless] xt. Will negates [harmless] ired to walk on snow.	action 1 standard action 1 standard action 1 standard action	Instantaneous 1 hour/level [D]	Target: 30-ftradius spre Close (25 ft.) V,S, Target: One allied creatu Touch V,S Target: Creature touched Personal V,S Target: You Close (25 ft.) V,S,	ead ,M/DF \ ure d , DF I	Yes [harmless] Yes [harmless] No	[Fire] Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Divination Caster Level: 1 Conjuration (Summoning)	SC: p.193
Effect: Doubles the amount of time to put out a fire; see text. 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 Reflect: Speed increases by 10 ft. and no Balance checks or Reflect: Speed increases by 10 ft. and no Balance checks or Reflect: Vou can communicate with animals.	see te	Will negates [harmless] xt. Will negates [harmless] irred to walk on snow. None	action 1 standard action 1 standard action 1 standard action 1 round	Instantaneous 1 hour/level [D] 1 minute/level 1 round/level [D]	Target: 30-ftradius spre Close (25 ft.) V,S, Target: One allied creatu Touch V,S Target: Creature touchec Personal V,S Target: You	ead ,M/DF \ ure d , DF I	Yes [harmless] Yes [harmless] No	[Fire] Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Divination Caster Level: 1 Conjuration	SC: p.193 SC: p.194 PHB: p.281
Effect: Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Effect: Subject may make another single attack melee or ranged. Doubles the amount of the single attack melee or ranged. Effect: Speed increases by 10 ft. and no Balance checks or Reflect: Speed increases by 10 ft. and no Balance checks or Reflect: You can communicate with animals. Doubles the amount of time to put out a fire; see text.	see te	Will negates [harmless] xt. Will negates [harmless] irred to walk on snow. None	action 1 standard action 1 standard action 1 standard action 1 round 1 standard	Instantaneous 1 hour/level [D] 1 minute/level	Target: 30-ftradius spre Close (25 ft.) V,S, Target: One allied creatu Touch V,S Target: Creature touched Personal V,S Target: You Close (25 ft.) V,S,	ead ,M/DF \ ure d , DF I creature	Yes [harmless] Yes [harmless] No	[Fire] Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Divination Caster Level: 1 Conjuration (Summoning)	SC: p.193 SC: p.194 PHB: p.281
Effect: Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Snake's Swiftness Effect: Speed increases by 10 ft. and no Balance checks or Reflection Speed increases by 10 ft. and no Balance checks or Reflection Speed with Animals Effect: You can communicate with animals. Galls creature to fight. Surrefooted Stride Effect: Calls creature to fight. Surrefooted Stride	see te 14 ex requ	Will negates [harmless] xt. Will negates [harmless] irred to walk on snow. None	action 1 standard action 1 standard action 1 standard action 1 round	Instantaneous 1 hour/level [D] 1 minute/level 1 round/level [D]	Target: 30-ftradius spre Close (25 ft.) V,S, Target: One allied creatu Touch V,S Target: Creature toucher Personal V,S Target: You Close (25 ft.) V,S, Target: One summoned	ead ,M/DF \ ure d , DF I creature	Yes [harmless] Yes [harmless] No	[Fire] Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Divination Caster Level: 1 Conjuration (Summoning) Caster Level: 1	SC: p.193 SC: p.194 PHB: p.281 PHB: p.288
Effect: Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Effect: Speed increases by 10 ft. and no Balance checks or Reflect: Speed increases by 10 ft. and no Balance checks or Reflect: You can communicate with Animals. Doubles the amount of the communicate with animals. Doubles the communicate with animals. Doubles the amount of time to put out a fire; see text. Effect: Calls creature to fight. Doubles the amount of time to put out a fire; see text.	see te 14 ex requ	Will negates [harmless] xt. Will negates [harmless] irred to walk on snow. None None Reflex negates; see	action 1 standard action 1 standard action 1 standard action 1 round 1 standard action 1 standard action	Instantaneous 1 hour/level [D] 1 minute/level 1 round/level [D]	Target: 30-ftradius spre Close (25 ft.) V,S, Target: One allied creatu Touch V,S Target: Creature touched Personal V,S Target: You Close (25 ft.) V,S, Target: One summoned Personal V,S	,M/DF \ ure d , DF I creature	Yes [harmless] Yes [harmless] No	[Fire] 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.193 SC: p.194 PHB: p.281 PHB: p.288
Effect: Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Effect: Subject may make another single attack melee or ranged. Double the amount of the subject of the	ex requirements	Will negates [harmless] xt. Will negates [harmless] ired to walk on snow. None None Reflex negates; see text	action 1 standard action 1 standard action 1 standard action 1 round 1 standard action 1 standard action 1 standard action	Instantaneous 1 hour/level [D] 1 minute/level 1 round/level [D] 1 minute/level 1 round/level	Target: 30-ftradius spre Close (25 ft.) V,S, Target: One allied creatu Touch V,S Target: Creature touched Personal V,S Target: You Close (25 ft.) V,S, Target: One summoned Personal V,S Target: You Close (25 ft.) V,S, Target: You Close (25 ft.) V,S, Target: One creature	,M/DF \ ure d , DF I creature	Yes [harmless] Yes [harmless] No No	[Fire] Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Divination Caster Level: 1 Conjuration (Summoning) Caster Level: 1 Transmutation Caster Level: 1 Caster Level: 1	SC: p.193 SC: p.194 PHB: p.281 PHB: p.288 SC: p.216
Effect: Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Selfect: Subject may make another single attack melee or ranged: Doubles the subject may make another single attack melee or ranged: Subject may make another single attack melee or ranged: Subject may make another single attack melee or ranged: Subject may be subject to the subject may be subject may be subject to the subject may be subject may be subject to the subject may be subject may be subject to the subject may be subje	ex requirements	Will negates [harmless] xt. Will negates [harmless] ired to walk on snow. None None Reflex negates; see text	action 1 standard action 1 standard action 1 standard action 1 round 1 standard action 1 standard action 1 standard action	Instantaneous 1 hour/level [D] 1 minute/level 1 round/level [D] 1 minute/level 1 round/level	Target: 30-ftradius spre Close (25 ft.) V,S, Target: One allied creatu Touch V,S Target: Creature touched Personal V,S Target: You Close (25 ft.) V,S, Target: One summoned Personal V,S Target: You Close (25 ft.) V,S, Target: You Close (25 ft.) V,S, Target: One creature	,M/DF \ ure d , DF I creature	Yes [harmless] Yes [harmless] No No	[Fire] 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	SC: p.193 SC: p.194 PHB: p.281 PHB: p.288 SC: p.216
Effect: Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Collect may make another single attack melee or ranged: Collect may make another single attack melee or ranged: Collect may make another single attack melee or ranged: Collect may be somewhat the single attack melee or ranged: Collect melect speed increases by 10 ft. and no Balance checks or Reflect: Collect speed increases by 10 ft. and no Balance checks or Reflect: Collect speed with Animals Collect speed increases by 10 ft. and no Balance checks or Reflect: Collect speed increases by 10 ft. and no Balance checks or Reflect: Collect speed increases by 10 ft. and no Balance checks or Reflect: Collect may no Balance checks or Reflect: Collect m	ex requirements	Will negates [harmless] xt. Will negates [harmless] ired to walk on snow. None None Reflex negates; see text	action 1 standard action 1 standard action 1 standard action 1 round 1 standard action	Instantaneous 1 hour/level [D] 1 minute/level 1 round/level [D] 1 minute/level 1 round/level region] striking it with lightning that deal	Target: 30-ftradius spre Close (25 ft.) V,S, Target: One allied creatu Touch V,S Target: Creature touched Personal V,S Target: You Close (25 ft.) V,S, Target: One summoned Personal V,S Target: You Close (25 ft.) V,S, Target: You Close (25 ft.) V,S, Target: One creature	ead M/DF \ ure	Yes [harmless] Yes [harmless] No No	[Fire] 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	SC: p.193 SC: p.194 PHB: p.281 PHB: p.288 SC: p.216
Effect: 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 Reflecting the state of the state	see te 14 14 checks 14 und [e]	Will negates [harmless] xt. Will negates [harmless] ired to walk on snow. None None Reflex negates; see text ven if it goes invisible o	action 1 standard action 1 standard action 1 standard action 1 round 1 standard action	Instantaneous 1 hour/level [D] 1 minute/level 1 round/level [D] 1 minute/level 1 round/level region] striking it with lightning that deal	Target: 30-ftradius spre Close (25 ft.) V,S, Target: One allied creatu Touch V,S Target: Creature touched Personal V,S Target: You Close (25 ft.) V,S, Target: You	and d d l	Yes [harmless] Yes [harmless] No No No Yes Yes	[Fire] 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.193 SC: p.194 PHB: p.281 PHB: p.288 SC: p.216 SC: p.219
Effect: Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Effect: Subject may make another single attack melee or ranged: Doubles the amount of the single attack melee or ranged: Effect: Speed increases by 10 ft. and no Balance checks or Reflect: Speed increases by 10 ft. and no Balance checks or Reflect: Another Speed with Animals Effect: Calls creature to fight. Doubles the amount of time to put out a fire; see text. Effect: Move through difficult terrain at full speed. Gain +2 Climb Doubles the amount of time to put out a fire; see text. Effect: Minature thundercloud follows creature unerringly each road to damage. Doubles the amount of time to put out a fire; see text.	see te 14 14 checks 14 und [e]	Will negates [harmless] xt. Will negates [harmless] ired to walk on snow. None None Reflex negates; see text ven if it goes invisible o	action 1 standard action 1 standard action 1 standard action 1 round 1 standard action 1 round 1 standard action	Instantaneous 1 hour/level [D] 1 minute/level 1 round/level [D] 1 minute/level 1 round/level region] striking it with lightning that deal	Target: 30-ftradius spre Close (25 ft.) V,S, Target: One allied creature Touch V,S Target: Creature touched Personal V,S Target: You Close (25 ft.) V,S, Target: One summoned Personal V,S Target: You Close (25 ft.) V,S, Target: You Close (25 ft.) V,S, Target: One creature	and	Yes [harmless] Yes [harmless] No No No Yes Yes	[Fire] 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	SC: p.193 SC: p.194 PHB: p.281 PHB: p.288 SC: p.216 SC: p.219
Effect: Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Sheet any make another single attack melee or ranged: Sheet: Speed increases by 10 ft. and no Balance checks or Reflect: Speed increases by 10 ft. and no Balance checks or Reflect: Speed increases by 10 ft. and no Balance checks or Reflect: You can communicate with animals. Summon Nature's Ally I Effect: Calls creature to fight. Surefooted Stride Effect: Move through difficult terrain at full speed. Gain +2 Climb Thunderhead Effect: Minature thundercloud follows creature unerringly each reflect: Minature thundercloud follows creature unerringly each reflect: To damage. Traveler's Mount Effect:	checks 14 bound [e	Will negates [harmless] xt. Will negates [harmless] irred to walk on snow. None None Reflex negates; see text ven if it goes invisible o Will negates	action 1 standard action 1 standard action 1 standard action 1 round 1 standard action	Instantaneous 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	Target: 30-ftradius spre Close (25 ft.) V,S, Target: One allied creatu Touch V,S Target: Creature toucher Personal V,S Target: You Close (25 ft.) V,S, Target: One summoned Personal V,S Target: You Close (25 ft.) V,S, Target: One creature S Touch V,S Target: Animal or magical	and	Yes [harmless] Yes [harmless] No No Yes Yes	[Fire] Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Divination Caster Level: 1 Divination (Summoning) Caster Level: 1 Transmutation Caster Level: 1 Caster Level: 1	SC: p.193 SC: p.194 PHB: p.281 PHB: p.288 SC: p.216 SC: p.219 SC: p.223
Effect: 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: Speed increases by 10 ft. and no Balance checks or Reflect: Speed increases by 10 ft. and no Balance checks or Reflect: Speed increases by 10 ft. and no Balance checks or Reflect: You can communicate with animals. Summon Nature's Ally I Effect: Calls creature to fight. Surefooted Stride Effect: Move through difficult terrain at full speed. Gain +2 Climb Thunderhead Effect: Minature thundercloud follows creature unerringly each reflect at the following stream of the figure of the field of the fiel	checks 14 checks 14 und [e	Will negates [harmless] xt. Will negates [harmless] ired to walk on snow. None None None Reflex negates; see text ven if it goes invisible o Will negates the duration of the spell. N/A ground.	action 1 standard action 1 standard action 1 standard action 1 round 1 standard action 1 swift action	Instantaneous 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	Target: 30-ftradius spre Close (25 ft.) V,S, Target: One allied creatu Touch V,S Target: Creature touched Personal V,S Target: You Close (25 ft.) V,S, Target: One summoned Personal V,S Target: You Close (25 ft.) V,S, Target: One creature S Touch V,S Target: Animal or magica Personal V,S Target: You	aad M/DF \ If the control of the c	Yes [harmless] Yes [harmless] No No No Yes Yes Yes touched	[Fire] 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 (Caster Level: 1 Conjuration (Creation) [Air] Caster Level: 1 Conjuration (Creation) [Air] Caster Level: 1	SC: p.193 SC: p.194 PHB: p.281 PHB: p.288 SC: p.216 SC: p.219 SC: p.223 SC: p.228
Effect: Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Effect: Subject may make another single attack melee or ranged: Doubles the subject may make another single attack melee or ranged: Effect: Speed increases by 10 ft. and no Balance checks or Reflect: You can communicate with animals. Effect: Calis creature to fight. Doubles the subject of the subje	checks 14 checks 14 und [e	Will negates [harmless] xt. Will negates [harmless] ired to walk on snow. None None None None Will negates; see text vven if it goes invisible of Will negates the duration of the spell.	action 1 standard action 1 standard action 1 standard action 1 round 1 standard action 1 swift action	Instantaneous 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	Target: 30-ftradius spre Close (25 ft.) V,S, Target: One allied creature Touch V,S Target: Creature touched Personal V,S Target: You Close (25 ft.) V,S, Target: One summoned Personal V,S Target: You Close (25 ft.) V,S, Target: You Close (25 ft.) V,S, Target: One creature S Touch V,S Target: Animal or magical Personal V,S, Target: You Touch V,S	aad ,M/DF \ , M/DF \ , DF I creature	Yes [harmless] Yes [harmless] No No Yes Yes	[Fire] 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 Transmutation Caster Level: 1 Conjuration (Caster Level: 1 Conjuration (Creation) [Air] Caster Level: 1 Conjuration (Creation) [Air] Caster Level: 1 Conjuration (Creation) [Conjuration (Creation) [Air] Caster Level: 1	SC: p.193 SC: p.194 PHB: p.281 PHB: p.288 SC: p.216 SC: p.219 SC: p.223
Effect: Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Effect: Subject may make another single attack melee or ranged: Doubles the subject may make another single attack melee or ranged: Effect: Speed increases by 10 ft. and no Balance checks or Reflect: You can communicate with animals. Effect: Calls creature to fight. Doubles the subject of all the speed. Gain +2 Climb or the speed in the subject of all the subject of the speed. Effect: Minature thundercloud follows creature unerringly each reflect: Minature thundercloud follows creature unerringly each reflect: Ho feet enhancement bonus to speed but cannot attack or the subject of all the subject of all the speed. Cain 10 ft. per level of all titude, and then gently float back. Cain 10 ft. per level of all titude, and then gently float back. Caints target fast healing ability for the duration of the speed.	checks 14 checks 14 during t 14 to the ç 14	Will negates [harmless] xt. Will negates [harmless] ired to walk on snow. None None None None Will negates; see text vven if it goes invisible of will negates the duration of the spell. N/A Will negates [harmless] Is 1 hp automatically pe	action 1 standard action 1 standard action 1 standard action 1 round 1 standard action 1 swift action 1 standard action 1 standard action	Instantaneous 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]	Target: 30-ftradius spre Close (25 ft.) V,S, Target: One allied creature Touch V,S Target: Creature touched Personal V,S Target: You Close (25 ft.) V,S, Target: One summoned Personal V,S Target: You Close (25 ft.) V,S, Target: One creature S Touch V,S Target: Animal or magical Personal V,S, Target: Animal or magical Personal V,S, Target: You Touch V,S Target: You Touch V,S Target: Living creature to	and	Yes [harmless] Yes [harmless] No No No Yes Yes Yes Yes Yes Yes [harmless]	[Fire] Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Divination Caster Level: 1 Divination Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation [Electricity] Caster Level: 1 Conjuration (Creation) [Air] Caster Level: 1 Conjuration (Healing) Caster Level: 1	SC: p.193 SC: p.194 PHB: p.281 PHB: p.288 SC: p.216 SC: p.219 SC: p.223 SC: p.228 SC: p.229
Effect: Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Effect: Subject may make another single attack melee or ranged: Doubles the amount of the see that the subject of the subj	checks 14 bund [e 14 to the (s 14)	Will negates [harmless] xt. Will negates [harmless] irred to walk on snow. None None None Reflex negates; see text ven if it goes invisible o Will negates the duration of the spell. N/A Will negates [harmless]	action 1 standard action 1 standard action 1 standard action 1 round 1 standard action 1 swift action 1 standard action 1 standard action	Instantaneous 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	Target: 30-ftradius spre Close (25 ft.) V,S, Target: One allied creature Touch V,S Target: Creature touched Personal V,S Target: You Close (25 ft.) V,S, Target: One summoned Personal V,S Target: You Close (25 ft.) V,S, Target: You Close (25 ft.) V,S, Target: One creature S Touch V,S Target: Animal or magical Personal V,S, Target: You Touch V,S	and	Yes [harmless] Yes [harmless] No No No Yes Yes Yes touched	[Fire] 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 Transmutation Caster Level: 1 Conjuration (Caster Level: 1 Conjuration (Creation) [Air] Caster Level: 1 Conjuration (Creation) [Air] Caster Level: 1 Conjuration (Creation) [Conjuration (Creation) [Air] Caster Level: 1	SC: p.193 SC: p.194 PHB: p.281 PHB: p.288 SC: p.216 SC: p.219 SC: p.223 SC: p.228
Effect: Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Shelect: Subject may make another single attack melee or ranged: Shelect: Speed increases by 10 ft. and no Balance checks or Reflect: Speed increases by 10 ft. and no Balance checks or Reflect: Speed increases by 10 ft. and no Balance checks or Reflect: You can communicate with animals. Glain Summon Nature's Ally I Effect: Calls creature to fight. Glain creature to fight. Fifect: Move through difficult terrain at full speed. Gain +2 Climb Glain creature thundercloud follows creature unerringly each reflect: Minature thundercloud follows creature unerringly each reflect: Hot fed eanhancement bonus to speed but cannot attack to compare the compared to the speed of altitude, and then gently float back. Glain 10 ft. per level of altitude, and then gently float back. Glain 10 ft. per level of altitude, and then gently float back. Glain 10 ft. per level of altitude, and then gently float back. Glain 10 ft. per level of altitude, and then gently float back. Glain 10 ft. per level of altitude, and then gently float back. Glain 10 ft. per level of altitude, and then gently float back. Glain 10 ft. per level of altitude, and then gently float back. Glain 10 ft. per level of altitude, and then gently float back. Glain 10 ft. per level of altitude, and then gently float back.	checks 14 bund [e 14 to the c 14 14 14	Will negates [harmless] xt. Will negates [harmless] ired to walk on snow. None None None None None Will negates; see text ven if it goes invisible of the duration of the spell. N/A Will negates [harmless] is 1 hp automatically pen/A	action 1 standard action 1 standard action 1 standard action 1 round 1 standard action 1 swift action 1 standard action 1 swift action 1 standard action	Instantaneous 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]	Target: 30-ftradius spre Close (25 ft.) V,S, Target: One allied creature Touch V,S Target: Creature touched Personal V,S Target: You Close (25 ft.) V,S, Target: One summoned Personal V,S Target: You Close (25 ft.) V,S, Target: One creature S Touch V,S Target: Animal or magical Personal V,S, Target: Animal or magical Personal V,S, Target: You Touch V,S Target: You Touch V,S Target: Living creature to	and	Yes [harmless] Yes [harmless] No No No Yes Yes Yes Yes Yes Yes [harmless]	[Fire] Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Divination Caster Level: 1 Divination Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation [Electricity] Caster Level: 1 Conjuration (Creation) [Air] Caster Level: 1 Conjuration (Healing) Caster Level: 1	SC: p.193 SC: p.194 PHB: p.281 PHB: p.288 SC: p.216 SC: p.219 SC: p.223 SC: p.228 SC: p.229
Effect: Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Effect: Speed increases by 10 ft. and no Balance checks or Reflect: Speed increases by 10 ft. and no Balance checks or Reflect: You can communicate with animals. Doubles the seed of the	checks 14 bund [e 14 to the c 14 14 14	Will negates [harmless] xt. Will negates [harmless] ired to walk on snow. None None None None None Will negates; see text vven if it goes invisible of will negates [harmless] is 1 hp automatically penick. y, Fortitude partial; see	action 1 standard action 1 standard action 1 standard action 1 round 1 standard action 1 swift action 1 standard action	Instantaneous 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]	Target: 30-ftradius spre Close (25 ft.) V,S, Target: One allied creature Touch V,S Target: Creature touched Personal V,S Target: You Close (25 ft.) V,S, Target: One summoned Personal V,S Target: One creature S Touch V,S Target: Animal or magical Personal V,S, Target: You Touch V,S Target: You Touch V,S Target: Living creature to	and	Yes [harmless] Yes [harmless] No No No Yes Yes Yes Yes Yes Yes [harmless]	[Fire] Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Divination Caster Level: 1 Divination Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation (Electricity) Caster Level: 1 Conjuration (Creation) [Air] Caster Level: 1 Conjuration (Healing) Caster Level: 1 Divination Caster Level: 1 Conjuration	SC: p.193 SC: p.194 PHB: p.281 PHB: p.288 SC: p.216 SC: p.219 SC: p.223 SC: p.228 SC: p.229
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Effect: Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out out out out out out out out out o	checks 14 und [e 14 to the c 14 e abilit Hea	Will negates [harmless] xt. Will negates [harmless] ired to walk on snow. None None None None None Will negates; see text vven if it goes invisible of will negates [harmless] is 1 hp automatically penick. y, Fortitude partial; see	action 1 standard action 1 standard action 1 standard action 1 round 1 standard action 1 swift action 1 standard action	Instantaneous 1 hour/level [D] 1 minute/level 1 round/level [D] 1 minute/level 1 round/level 1 round/level region] striking it with lightning that deal 1 hour/level Instantaneous 10 rounds + 1 round/level [max 15] 1 round 1 round/level	Target: 30-ftradius spre Close (25 ft.) V,S, Target: One allied creature Touch V,S Target: Creature touched Personal V,S Target: You Close (25 ft.) V,S, Target: You Close (25 ft.) V,S, Target: You Close (25 ft.) V,S, Target: Animal or magical Personal V,S Target: Animal or magical Personal V,S, Target: Living creature to Personal V,S Target: You Close (25 ft.) V,S Target: You Touch V,S Target: V,S, Target: You Close (25 ft.) V,S Target: You Close (25 ft.) V,S Target: A straight wall wisquare/level [S] Touch S,M	and	Yes [harmless] Yes [harmless] No No No Yes Yes Yes Yes Yes Yes Itanian	[Fire] Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Divination Caster Level: 1 Divination Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Conjuration (Creation) [Air] Caster Level: 1 Conjuration (Healing) Caster Level: 1 Divination Caster Level: 1 Conjuration 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.193 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
Effect: Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Color of the color of th	checks 14 und [e 14 to the c 14 e abilit Hea	Will negates [harmless] xt. Will negates [harmless] rired to walk on snow. None None None Reflex negates; see text ven if it goes invisible o Will negates (harmless) lis 1 hp automatically pendates N/A Y. Fortitude partial; see text Fortitude negates [harmless]	action 1 standard action 1 standard action 1 standard action 1 round 1 standard action 1 swift action 1 standard action	Instantaneous 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	Target: 30-ftradius spree Close (25 ft.) V,S, Target: One allied creature Touch V,S Target: Creature touched Personal V,S Target: You Close (25 ft.) V,S, Target: One summoned Personal V,S Target: You Close (25 ft.) V,S, Target: One creature S Touch V,S Target: Animal or magical Personal V,S, Target: Living creature touched Target: You Close (25 ft.) V,S, Target: A straight wall wisquare/level [S] Touch S,M Target: A straight wall wisquare/level (S) Target: Creature touched	anad and an analysis and all beast and all b	Yes [harmless] Yes [harmless] No No No Yes Yes touched N/A Yes [harmless]	[Fire] Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Divination Caster Level: 1 Divination Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Conjuration (Creation) [Air] Caster Level: 1 Conjuration (Healing) Caster Level: 1 Divination Caster Level: 1 Conjuration Caster Level: 1 Conjuration Caster Level: 1 Transmutation Caster Level: 1	SC: p.193 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
Effect: Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Subject may make another single attack melee or ranged: Effect: Speed increases by 10 ft. and no Balance checks or Refle Doubles of Reflect: You can communicate with animals. Doubles of Reflect: You can communicate with animals. Doubles of Reflect: Calls creature to fight. Doubles or animals. Doubles of Reflect: Move through difficult terrain at full speed. Gain +2 Climb Doubles or a full s	checks 14 und [e 14 to the c 14 e abilit Hea	Will negates [harmless] xt. Will negates [harmless] ired 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 y. Fortitude partial; see text Fortitude negates	action 1 standard action 1 standard action 1 standard action 1 round 1 standard action 1 swift action 1 standard action	Instantaneous 1 hour/level [D] 1 minute/level 1 round/level [D] 1 minute/level 1 round/level 1 round/level region] striking it with lightning that deal 1 hour/level Instantaneous 10 rounds + 1 round/level [max 15] 1 round 1 round/level	Target: 30-ftradius spre Close (25 ft.) V,S, Target: One allied creature Touch V,S Target: Creature touched Personal V,S Target: You Close (25 ft.) V,S, Target: You Close (25 ft.) V,S, Target: You Close (25 ft.) V,S, Target: Animal or magical Personal V,S Target: Animal or magical Personal V,S, Target: Living creature to Personal V,S Target: You Close (25 ft.) V,S Target: You Touch V,S Target: V,S, Target: You Close (25 ft.) V,S Target: You Close (25 ft.) V,S Target: A straight wall wisquare/level [S] Touch S,M	anad and an analysis and all beast and all b	Yes [harmless] Yes [harmless] No No No Yes Yes Yes touched N/A Yes [harmless]	[Fire] Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Divination Caster Level: 1 Divination Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Conjuration (Creation) [Air] Caster Level: 1 Conjuration (Healing) Caster Level: 1 Divination Caster Level: 1 Conjuration 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.193 SC: p.194 PHB: p.281 PHB: p.288 SC: p.216 SC: p.219 SC: p.223 SC: p.223 SC: p.229 SC: p.230 SC: p.235
Effect: Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Sheet increases sy 10 ft. and no Balance checks or Reflect: Speed increases by 10 ft. and no Balance checks or Reflect: Speed increases by 10 ft. and no Balance checks or Reflect: You can communicate with animals. Effect: You can communicate with animals. Effect: Calls creature to fight. Diplication of Surefooted Stride Effect: Move through difficult terrain at full speed. Gain +2 Climb Diplication of the speed	checks 14 checks 14 to the can 14 to the can 14 to the 14 14 14	Will negates [harmless] xt. Will negates [harmless] rired to walk on snow. None None None None None None Will negates; see text ven if it goes invisible o Will negates (harmless) is 1 hp automatically pendiction of the spell. YA Fortitude partial; see text Fortitude negates [harmless] Fortitude negates	action 1 standard action 1 standard action 1 standard action 1 round 1 standard action	Instantaneous 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	Target: 30-ftradius spree Close (25 ft.) V,S, Target: One allied creature Touch V,S Target: Creature touched Personal V,S Target: You Close (25 ft.) V,S, Target: One summoned Personal V,S Target: You Close (25 ft.) V,S, Target: One creature S Touch V,S Target: Animal or magical Personal V,S, Target: Living creature touched Target: You Close (25 ft.) V,S, Target: A straight wall wisquare/level [S] Touch S,M Target: A straight wall wisquare/level (S) Target: Creature touched	anad and an analysis and all beast and all b	Yes [harmless] Yes [harmless] No No No Yes Yes touched N/A Yes [harmless]	[Fire] Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Divination Caster Level: 1 Divination (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 Transmutation	SC: p.193 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
Effect: Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Subject may make another single attack melee or ranged: Subject may make and no Balance checks or Refiel Subject may make and no Balance checks or Refiel Subject may make another single a	checks 14 checks 14 to the can 14 to the can 14 to the 14 14 14	Will negates [harmless] xt. Will negates [harmless] rired to walk on snow. None None None None None None Will negates; see text ven if it goes invisible o Will negates (harmless) is 1 hp automatically pendiction of the spell. YA Fortitude partial; see text Fortitude negates [harmless] Fortitude negates	action 1 standard action 1 swift action 1 standard action	Instantaneous 1 hour/level [D] 1 minute/level 1 round/level [D] 1 minute/level 1 round/level 1 round/level 1 round/level 1 hour/level Instantaneous 10 rounds + 1 round/level [max 15] 1 round 1 round/level 1 minute/level	Target: 30-ftradius spree Close (25 ft.) V,S, Target: One allied creature Touch V,S Target: Creature touched Personal V,S Target: You Close (25 ft.) V,S, Target: One summoned Personal V,S Target: One creature S Touch V,S Target: Animal or magical Personal V,S, Target: You Touch V,S Target: You Touch V,S Target: Living creature touched Personal V,Di Target: You Close (25 ft.) V,S Target: A straight wall wisquare/level [S] Touch S,M Target: Creature touched Close (25 ft.) V,S	and	Yes [harmless] Yes [harmless] No No No Yes Yes touched N/A Yes [harmless]	[Fire] Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Divination Caster Level: 1 Divination Caster Level: 1 Transmutation Caster Level: 1 Conjuration (Creation) [Air] Caster Level: 1 Divination Caster Level: 1 Conjuration Caster Level: 1 Transmutation Coolig Caster Level: 1 Conjuration Caster Level: 1 Transmutation Coolig Caster Level: 1 Conjuration	SC: p.193 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
Effect: Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Doubles the amount of time to put out a fire; see text. Subject may make another single attack melee or ranged: Subject may make another single attack melee or ranged: Effect: Speed increases by 10 ft. and no Balance checks or Refle Doubles Speak with Animals Effect: You can communicate with animals. Effect: Calls creature to fight. Doubles Gain +2 Climb Doubles Gain +2 Climb Thunderhead Effect: Minature thundercloud follows creature unerringly each reflect damage. Doubles Gain +2 Climb Traveler's Mount Effect: 410 feet enhancement bonus to speed but cannot attack of the company of the feet of altitude, and then gently float back. Doubles Gain +2 Climb Company of the Series of the Serie	checks 14 checks 14 bund [e 14 during 1 14 to the 4 14 14 14 14 14	Will negates [harmless] xt. Will negates [harmless] irred to walk on snow. None None None Reflex negates; see text ven if it goes invisible o Will negates the duration of the spell. N/A Will negates [harmless] is 1 hp automatically pe N/A y. Fortitude partial; see text Fortitude negates [harmless] Fortitude negates e and become fatigued.	action 1 standard action 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	Instantaneous 1 hour/level [D] 1 minute/level 1 round/level [D] 1 minute/level 1 round/level 1 round/level 1 round/level 1 hour/level Instantaneous 10 rounds + 1 round/level [max 15] 1 round 1 round/level 1 minute/level	Close (25 ft.) V,S, Target: One allied creature toucher Personal V,S Target: You Close (25 ft.) V,S, Target: One summoned Personal V,S Target: One creature summoned Personal V,S Target: One creature summoned Personal V,S, Target: One creature summoned Personal V,S, Target: Animal or magical Personal V,S, Target: You Close (25 ft.) V,S, Target: You Touch V,S Target: Living creature toucher Personal V,Di Target: A straight wall wisquare/level [S] Touch S,M Target: Creature toucher Close (25 ft.) V,S	and	Yes [harmless] Yes [harmless] No No No Yes Yes Yes touched N/A No sa is up to one 10-ft. Yes [harmless]	[Fire] Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Divination Caster Level: 1 Divination (Summoning) Caster Level: 1 Transmutation Caster Level: 1 Evocation [Electricity] Caster Level: 1 Transmutation Caster Level: 1 Conjuration (Creation) [Air] Caster Level: 1 Conjuration (Creation) Caster Level: 1 Divination Caster Level: 1 Transmutation [Cold] Caster Level: 1 Transmutation [Cold] Caster Level: 1	SC: p.193 SC: p.194 PHB: p.281 PHB: p.288 SC: p.216 SC: p.219 SC: p.223 SC: p.223 SC: p.228 SC: p.229 SC: p.230 SC: p.235 SC: p.240 SC: p.241

^{* =}Domain/Speciality Spell

Point Buy Spells LEVEL 2

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

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

				Point Buy Spells					
□□□□□ Soften Earth and Stone		None		Instantaneous	Close (25 ft.)	V,S, DF	No	Transmutation [Earth]	PHB: p.280
Effect: Turns stone to clay or dirt to sand or mud.			action		Target: 10 ft./level sq	uare; see	text	Caster Level: 1	
Spider Climb	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 tour	ched		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 damag	ge and t	hreatens on 18-20. See	text.		Target: One or more	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 more than 30 ft. apar		no two of which can be	e Caster Level: 1	
□□□□□ Summon Swarm		None	1 round	Concentration + 2 rounds	, ,	V,S,M/DF		Conjuration (Summoning)	PHB: p.289
Effect: Summons swarm of bats, rats, or spiders.					Target: One swarm of			Caster Level: 1	
Swim		None	1 round	10 minutes/level [D]	` '	V,S,M	Yes [harmless]	[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	touched	V	No		SC: p.221
Effect: As greater magic fang.			40 1 .		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
Effect: You temporarily boost the number of tricks that an animal	knows				Target: Animal touch	ed		[Mind-Affecting] Caster Level: 1	
Tree Shape	KIIOWS	None	1 standard action	1 hour/level [D]	Personal	V,S, DF	No	Transmutation	PHB: p.296
Effect: You look exactly like a tree for 1 hour/level.			action		Target: You			Caster Level: 1	
Warp Wood	15	Will negates (object)	1 standard action	Instantaneous	Close (25 ft.)	V,S	Yes (object)	Transmutation	PHB: p.300
Effect: Bends wood [shaft, handle, door, plank].			dollori		Target: One Small w	ooden obje	ect/level, all within a	Caster Level: 1	
□□□□ Wings of Air		None	1 standard action	1 minute/level		V	No	Transmutation	SC: p.240
Effect: Manuverability improves by one step.					Target: Winged creat	ture touche	ed	Caster Level: 1	
□□□□ Winter's Embrace	15	Fortitude negates	1 standard action	1 round/level	Close (25 ft.)	V,S	Yes	Evocation [Cold]	SC: p.241
Effect: Creature fails it's save takes 1d8 cold damage each round	d; see to	ext.			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
Effect: Rearranges wooden objects to suit you.					Target: One touched cu. ft. + 1 ft./level	piece of w	ood no larger than 10	Caster Level: 1	
□□□□ Wracking Touch	15	Fortitude half	1 standard action	Instantaneous		V,S	Yes	Necromancy	SC: p.243
Effect: Deal 1d6 +1 per caster level [max +10] plus you get sneal	k attack	damage if you possess	s the ability		Target: Creature tour	ched		Caster Level: 1	
□□□□□Zone of Glacial Cold	15	Fort half	1 standard action	1 rounds	, ,	V,S,M	No		Custom: Frostburn Pg.106
			1 standard	1 rounds	Medium (110 ft.) Target: 20-ftradius	V,S,M	No	Conjuration [Cold] Caster Level: 1	
Zone of Glacial Cold Effect:			1 standard	1 rounds	, ,	V,S,M	No		
Zone of Glacial Cold Effect: Zone deals 1d6 cold damage each round.		Fort half Saving Throw	1 standard action		Target: 20-ftradius	V,S,M Comp. S,M/DF	No Spell Resistance Yes [harmless]	Caster Level: 1	Pg.106 Source
Zone of Glacial Cold Effect: Zone deals 1d6 cold damage each round. Name Air Breathing Effect:	15 DC	Fort half	1 standard action	LEVEL 3	Target: 20-ftradius Range Touch	Comp. S,M/DF	Spell Resistance Yes [harmless]	Caster Level: 1	Pg.106
Zone of Glacial Cold Effect: Zone deals 1d6 cold damage each round. Name Air Breathing Effect: Grants creatures the ability to breath air.	15 DC	Fort half Saving Throw Will negates	1 standard action Time 1 standard action	LEVEL 3	Target: 20-ftradius Range Touch Target: Living creatu	Comp. S,M/DF	Spell Resistance Yes [harmless]	Caster Level: 1 School Transmutation	Pg.106 Source
Name Clack: Air Breathing Effect: Grants creatures the ability to breath air. Align Fang, Mass Effect: Grants creatures the ability to breath air. Effect: Grants creatures the ability to breath air.	15 DC 16	Fort half Saving Throw Will negates [harmless]	1 standard action Time 1 standard action	LEVEL 3 Duration 2 hours/level; see text	Target: 20-ftradius Range Touch Target: Living creatu	Comp. S,M/DF res toucher	Spell Resistance Yes [harmless] d Yes [harmless]	Caster Level: 1 School Transmutation Caster Level: 1	Pg.106 Source SC: p.8
Name Air Breathing Effect: Grants creatures the ability to breath air.	15 DC 16	Saving Throw Will negates [harmless] Will negates	1 standard action Time 1 standard action 1 standard action 1 standard	LEVEL 3 Duration 2 hours/level; see text 1 minute/level	Range Touch Target: Living creatu Close (25 ft.) Target: One or more more than 30 ft. apar	Comp. S,M/DF res toucher V,S,DF creatures,	Spell Resistance Yes [harmless] d Yes [harmless] no two of which are	Caster Level: 1 School Transmutation Caster Level: 1 Transmutation	Pg.106 Source SC: p.8
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:	DC 16 16	Saving Throw Will negates [harmless] Will negates [harmless]	1 standard action Time 1 standard action 1 standard action 1 standard action	LEVEL 3 Duration 2 hours/level; see text 1 minute/level	Range Touch Target: Living creatu Close (25 ft.) Target: One or more more than 30 ft. apar	Comp. S,M/DF res toucher V,S,DF creatures, t	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
Zone of Glacial Cold Effect: Zone deals 1d6 cold damage each round. Name Air Breathing Effect: Grants creatures the ability to breath air. Align Fang, Mass Effect: Same as algin fang, but on multiple creatures.	DC 16 16	Saving Throw Will negates [harmless] Will negates [harmless]	1 standard action Time 1 standard action 1 standard action 1 standard action s. 1 standard action	LEVEL 3 Duration 2 hours/level; see text 1 minute/level	Range Touch Target: Living creatur Close (25 ft.) Target: One or more more than 30 ft. apar Touch Target: One creature	Comp. S,M/DF res toucher V,S,DF creatures, t	Spell Resistance Yes [harmless] d Yes [harmless] no two of which are	Caster Level: 1 School Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1	Pg.106 Source SC: p.8 SC: p.9
Name Air Breathing Effect: Grants creatures the ability to breath air. Align Fang, Mass Effect: Same as algin fang, but on multiple creatures. Attunes the affected creatures to the plane you are current attunes the affected creatures the af	DC 16 16 16 16	Saving Throw Will negates [harmless] Will negates [harmless] N/A negating harmful effects N/A	1 standard action Time 1 standard action 1 standard action 1 standard action s.	LEVEL 3 Duration 2 hours/level; see text 1 minute/level 24 hours	Range Touch Target: Living creatur Close (25 ft.) Target: One or more more than 30 ft. apar Touch Target: One creature	Comp. S,M/DF res toucher V,S,DF creatures, t V,S,M/DF	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 Name Air Breathing Effect: Grants creatures the ability to breath air. Align Fang, Mass Effect: Same as algin fang, but on multiple creatures. Attunes the affected creatures to the plane you are currently Bite of the Werewolf	DC 16 16 16 16	Saving Throw Will negates [harmless] Will negates [harmless] N/A negating harmful effect: N/A te attack. Will negates	1 standard action Time 1 standard action 1 standard action 1 standard action s. 1 standard action 1 standard action	LEVEL 3 Duration 2 hours/level; see text 1 minute/level 24 hours	Range Touch Target: Living creatu Close (25 ft.) Target: One or more more than 30 ft. apar Touch Target: One creature Personal Target: You	Comp. S,M/DF res toucher V,S,DF creatures, t V,S,M/DF	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
Name Name Air Breathing Effect: Grants creatures the ability to breath air. Align Fang, Mass Effect: Same as algin fang, but on multiple creatures. Attunes the affected creatures to the plane you are current attunes the affected the Werewolf Effect: Gain +2 bonus to Str. +4 Dex. +4 Con. +4 natural armor. (Can be a significant attunes). Blindsight Effect:	15 DC 16 16 16 16 Gain Bi	Saving Throw Will negates [harmless] Will negates [harmless] N/A negating harmful effects N/A te attack.	1 standard action Time 1 standard action 1 standard action 1 standard action s. 1 standard action	LEVEL 3 Duration 2 hours/level; see text 1 minute/level 24 hours	Range Touch Target: Living creatu Close (25 ft.) Target: One or more more than 30 ft. apar Touch Target: One creature Personal Target: You	Comp. S,M/DF res toucher V,S,DF creatures, t V,S,M/DF v/3 levels V,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 Air Breathing Effect: Grants creatures the ability to breath air. Align Fang, Mass Effect: Same as algin fang, but on multiple creatures. Attunes the affected creatures to the plane you are currently before the Werewolf Effect: Gain +2 bonus to Str. +4 Dex. +4 Con. +4 natural armor. 6	15 DC 16 16 16 16 Gain Bi	Saving Throw Will negates [harmless] Will negates [harmless] N/A negating harmful effect: N/A te attack. Will negates	1 standard action Time 1 standard action 1 standard action 1 standard action s. 1 standard action 1 standard action 1 standard action 1 standard action	LEVEL 3 Duration 2 hours/level; see text 1 minute/level 24 hours	Range Touch Target: Living creatur Close (25 ft.) Target: One or more more than 30 ft. apar Touch Target: One creature Personal Target: You Touch Target: You	Comp. S,M/DF res toucher V,S,DF creatures, t V,S,M/DF v/3 levels V,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 Name Air Breathing Effect: Grants creatures the ability to breath air. Align Fang, Mass Effect: Same as algin fang, but on multiple creatures. Attunes the affected creatures to the plane you are curren Attunes the affected creatures to the plane you are curren Bifect: Attunes the affected creatures to the plane you are curren Bifect: Gain +2 bonus to Str. +4 Dex. +4 Con. +4 natural armor. 6 Bifect: Gain 1 Dindsight Effect: Grant blindsight to 30 ft. Call Lightning Effect:	15 DC 16 16 16 16 Gain Bi 16	Saving Throw Will negates [harmless] Will negates [harmless] N/A negating harmful effects N/A Will negates [harmless] Reflex half	1 standard action Time 1 standard action 1 standard action 1 standard action s. 1 standard action 1 standard action 1 round	LEVEL 3 Duration 2 hours/level; see text 1 minute/level 24 hours 1 round/level 1 minute/level	Range Touch Target: Living creatu Close (25 ft.) Target: One or more more than 30 ft. apar Touch Target: One creature Personal Target: You Touch Target: Creature touc Medium (110 ft.) Target: One or more	Comp. S,M/DF res touche V,S,DF creatures, t V,S,M/DF y/3 levels V,S,M V,S,M V,S ched	Spell Resistance Yes [harmless] d Yes [harmless] no two of which are N/A N/A Yes [harmless]	School Transmutation Caster Level: 1	Source SC: p.8 SC: p.9 SC: p.17 SC: p.29 SC: p.32
Name Name Air Breathing Effect: Grants creatures the ability to breath air. Align Fang, Mass Effect: Same as algin fang, but on multiple creatures. Attunes the affected creatures to the plane you are current attunes the affected creatures the affected cr	15 DC 16 16 16 16 Gain Bi 16	Saving Throw Will negates [harmless] Will negates [harmless] N/A negating harmful effects N/A Will negates [harmless] Reflex half er bolt] from sky; 3d10 in None and Reflex	1 standard action Time 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	Range Touch Target: Living creatu Close (25 ft.) Target: One or more more than 30 ft. apar Touch Target: You Touch Target: You Touch Target: Creature touc Medium (110 ft.) Target: One or more lightning	Comp. S,M/DF res touche V,S,DF creatures, t V,S,M/DF y/3 levels V,S,M V,S,M V,S ched	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]	Source SC: p.8 SC: p.9 SC: p.17 SC: p.29 SC: p.32
Name Name Air Breathing Effect: Grants creatures the ability to breath air. Align Fang, Mass Effect: Same as algin fang, but on multiple creatures. Attunes the affected creatures to the plane you are current attunes the affected creatures to the plane you are current attunes the affected creatures to the plane you are current attunes the affected creatures to the plane you are current attunes the affected creatures to the plane you are current attunes the affected creatures to the plane you are current attunes the affected creatures to the plane you are current attunes the affected creatures to the plane you are current attunes the affected creatures to the plane you are current attunes the affected creatures to the plane you are current attunes. Effect: Grant blindsight to 30 ft. Calls down one lightning bolt/level [max 10] over duration attunes	DC 16 16 16 16 16 16 16 16 16 16 16 16 16	Saving Throw Will negates [harmless] Will negates [harmless] N/A negating harmful effects N/A will negates [harmless] Reflex half er bolt] from sky; 3d10 is None and Reflex partial; see text	1 standard action Time 1 standard action 1 round	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 Touch Target: Living creatu Close (25 ft.) Target: One or more more than 30 ft. apar Touch Target: You Touch Target: You Touch Target: Creature touc Medium (110 ft.) Target: One or more lightning	Comp. S,M/DF res touche V,S,DF creatures, t V,S,M/DF //3 levels V,S,M V,S,M V,S ched V,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 Name Name Name Name Name Name Name	DC 16 16 16 16 16 16 16 16 16 16 16 16 16	Saving Throw Will negates [harmless] Will negates [harmless] N/A negating harmful effects N/A will negates [harmless] Reflex half er bolt] from sky; 3d10 is None and Reflex partial; see text	1 standard action Time 1 standard action 1 round n outdoors st	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 Touch Target: Living creatur Close (25 ft.) Target: One or more more than 30 ft. apar Touch Target: One creature Personal Target: You Touch Target: Creature touch Medium (110 ft.) Target: One or more lightning Medium (110 ft.) Target: 5-ftdiameter	Comp. S,M/DF res touche V,S,DF creatures, t V,S,M/DF //3 levels V,S,M V,S,M V,S ched V,S 30-ftlong	Spell Resistance Yes [harmless] d Yes [harmless] no two of which are N/A N/A Yes [harmless]	Caster Level: 1 School Transmutation Caster Level: 1 Evocation [Electricity] Caster Level: 1 Evocation [Air]	Source SC: p.8 SC: p.9 SC: p.17 SC: p.29 SC: p.32 PHB: p.207
Name Name Air Breathing Effect: Grants creatures the ability to breath air. Align Fang, Mass Effect: Same as algin fang, but on multiple creatures. Attunes the affected creatures to the plane you are current attunes the affected creatures to plane you are current attunes the affected creatures to plane you are current attunes the affected creatures to plane you	15 DC 16 16 16 16 16 16 16 16 16 1	Saving Throw Will negates [harmless] Will negates [harmless] N/A negating harmful effects N/A te attack. Will negates [harmless] Reflex half er bolt] from sky; 3d10 in None and Reflex partial; see text reature it encounters as Will negates [harmless]	1 standard action Time 1 standard action 1 standard action 1 standard action s. 1 standard action 1 standard action 1 round	LEVEL 3 Duration 2 hours/level; see text 1 minute/level 24 hours 1 round/level 1 minute/level 1 minute/level tormy area. 1 round/level caster. Movement 30 ft]; see text 1 round/level [D]	Range Touch Target: Living creatur Close (25 ft.) Target: One or more more than 30 ft. apar Touch Target: One creature Personal Target: You Touch Target: Creature touch Medium (110 ft.) Target: One or more lightning Medium (110 ft.) Target: 5-ftdiameter	Comp. S,M/DF res touche V,S,DF creatures, t V,S,M/DF //3 levels V,S,M V,S ched V,S 30-ftlong V,S f	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 Name Name Name Name Name Name Name	15 DC 16 16 16 16 16 16 16 16 16 1	Saving Throw Will negates [harmless] Will negates [harmless] N/A negating harmful effects N/A te attack. Will negates [harmless] Reflex half er bolt] from sky; 3d10 in None and Reflex partial; see text reature it encounters as Will negates [harmless]	1 standard action Time 1 standard action 1 round n outdoors si 1 standard action directed by 1 standard action pes double diversed outled by 1 standard action ones double diversed outled by 1 standard action ones double diversed outled 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 Touch Target: Living creatu Close (25 ft.) Target: One or more more than 30 ft. apar Touch Target: One creature Personal Target: You Touch Target: Creature touc Medium (110 ft.) Target: One or more lightning Medium (110 ft.) Target: 5-ftdiameter Touch Target: Living creatu	Comp. S,M/DF res touche V,S,DF creatures, t V,S,M/DF //3 levels V,S,M V,S ched V,S 30-ftlong V,S f	Spell Resistance Yes [harmless] d Yes [harmless] no two of which are N/A N/A Yes [harmless] Yes vertical lines of Yes	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
Name Name Name Name Name Name Name Name	15 DC 16 16 16 16 16 16 16 16 16 16	Saving Throw Will negates [harmless] Will negates [harmless] N/A negating harmful effects N/A te attack. Will negates [harmless] Reflex half er bolt] from sky; 3d10 ir None and Reflex partial; see text will negates [harmless] as part of a charge it do N/A	1 standard action Time 1 standard action 1 round 1 ro	LEVEL 3 Duration 2 hours/level; see text 1 minute/level 24 hours 1 round/level 1 minute/level 1 minute/level tormy area. 1 round/level coaster. Movement 30 ft]; see text 1 round/level [D] amage. Also gain +4 Natural Armor. Instantaneous	Range Touch Target: Living creature Close (25 ft.) Target: One or more more than 30 ft. apar Touch Target: One creature Personal Target: You Touch Target: Creature touch Medium (110 ft.) Target: 5-ftdiameter Touch Target: Living creature Touch Target: Living creature	Comp. S,M/DF res toucher V,S,DF creatures, t V,S,M/DF t/3 levels V,S,M V,S ched V,S 30-ftlong V,S r V,S,DF re touched V,S	Spell Resistance Yes [harmless] d Yes [harmless] no two of which are N/A N/A Yes [harmless] Yes vertical lines of Yes Yes	Caster Level: 1 School Transmutation Caster Level: 1 Evocation Caster Level: 1 Evocation [Air] Caster Level: 1 Transmutation Caster Level: 1 Divination Caster Level: 1 Divination Caster Level: 1	Source SC: p.8 SC: p.9 SC: p.17 SC: p.29 SC: p.32 PHB: p.207 SC: p.43 SC: p.46
Name Name Name Name Name Name Name Name	15 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 ar bolt] from sky; 3d10 ii None and Reflex partial; see text eature it encounters as Will negates [harmless]	1 standard action Time 1 standard action 1 round 1 ro	LEVEL 3 Duration 2 hours/level; see text 1 minute/level 24 hours 1 round/level 1 minute/level tormy area. 1 round/level caster. Movement 30 ft]; see text 1 round/level [D] amage. Also gain +4 Natural Armor.	Range Touch Target: Living creature Close (25 ft.) Target: One or more more than 30 ft. apar Touch Target: You Touch Target: You Touch Target: Creature touch Medium (110 ft.) Target: 5-ftdiameter Touch Target: Living creature Touch Target: Living creature Personal Target: You Touch	Comp. S,M/DF res touched V,S,DF res touched V,S,M/DF v/S,M/DF v/S levels V,S,M V,S,M V,S ched V,S v,S,DF re touched V,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	School Transmutation Caster Level: 1 Evocation [Electricity] Caster Level: 1 Evocation [Air] Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Divination Caster Level: 1 Necromancy [Evil]	Source SC: p.8 SC: p.9 SC: p.17 SC: p.29 SC: p.32 PHB: p.207 SC: p.43 SC: p.46
Name	15 DC 16 16 16 16 16 16 16 16 16 16	Saving Throw Will negates [harmless] Will negates [harmless] N/A negating harmful effects N/A te attack. Will negates [harmless] Reflex half er bolt] from sky; 3d10 in None and Reflex partial; see text eature it encounters as Will negates [harmless] sas part of a charge it do N/A Fortitude negates	1 standard action Time 1 standard action 1 round 1 round 1 round 1 round 1 round 2 standard action 2 standard action 2 standard action 3 standard action 4 round 5 standard action 5 standard action 6 standard action 1 standard action	LEVEL 3 Duration 2 hours/level; see text 1 minute/level 24 hours 1 round/level 1 minute/level 1 minute/level tormy area. 1 round/level caster. Movement 30 ft]; see text 1 round/level [D] amage. Also gain +4 Natural Armor. Instantaneous	Range Touch Target: Living creature Personal Target: Creature touch Target: Creature touch Target: One or more lightning Medium (110 ft.) Target: 5-ftdiameter Touch Target: Living creature Touch Target: Living creature	Comp. S,M/DF res touche V,S,DF creatures, t V,S,M/DF //3 levels V,S,M V,S ched V,S 30-ftlong V,S r v,S,DF re touched V,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	School Transmutation Caster Level: 1 Evocation [Electricity] Caster Level: 1 Evocation [Air] Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Divination Caster Level: 1 Necromancy [Evil] Caster Level: 1	Source SC: p.8 SC: p.9 SC: p.17 SC: p.29 SC: p.32 PHB: p.207 SC: p.43 SC: p.46 PHB: p.213
Name Name Air Breathing Effect: Grants creatures the ability to breath air. Align Fang, Mass Effect: Same as algin fang, but on multiple creatures. Attunes the affected creatures to the plane you are current attunes the affected creatures to the plane you are current attunes the affected creatures to the plane you are current align. Effect: Attunes the affected creatures to the plane you are current align. Effect: Gain +2 bonus to Str, +4 Dex, +4 Con, +4 natural armor. On the plane you are current attunes the affected creatures to the plane you are current attunes the affected creatures to the plane you are current attunes. Effect: Gain +2 bonus to Str, +4 Dex, +4 Con, +4 natural armor. On the plane you are current attunes the affected cannot be sufficient. Calls down one lightning bolt/level [max 10] over duration and cannot c	15 DC 16 16 16 16 16 16 16 16 16 16	Saving Throw Will negates [harmless] Will negates [harmless] N/A negating harmful effects N/A te attack. Will negates [harmless] Reflex half er bolt] from sky; 3d10 ir None and Reflex partial; see text will negates [harmless] as part of a charge it do N/A	1 standard action Time 1 standard action 1 round 1 round 1 round 1 round 1 round 2 standard action 2 standard action 2 standard action 3 standard action 4 round 5 standard action 5 standard action 6 standard action 1 standard action	LEVEL 3 Duration 2 hours/level; see text 1 minute/level 24 hours 1 round/level 1 minute/level 1 minute/level tormy area. 1 round/level coaster. Movement 30 ft]; see text 1 round/level [D] amage. Also gain +4 Natural Armor. Instantaneous	Range Touch Target: Living creatu Close (25 ft.) Target: One or more more than 30 ft. apar Touch Target: One creature Personal Target: You Touch Target: Creature touc Medium (110 ft.) Target: 5-ftdiameter Touch Target: Living creatu Personal Target: Living creatu Target: You	Comp. S,M/DF res touche V,S,DF creatures, t V,S,M/DF //3 levels V,S,M V,S ched V,S 30-ftlong V,S r V,S,DF re touched V,S r V,S,DF re touched V,S r V,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 Transmutation Caster Level: 1 Divination Caster Level: 1 Divination Caster Level: 1 Evocation [Cold]	Source SC: p.8 SC: p.9 SC: p.17 SC: p.29 SC: p.32 PHB: p.207 SC: p.43 SC: p.46 PHB: p.213
Name	15 DC 16 16 16 16 16 16 16 16 16 16	Saving Throw Will negates [harmless] Will negates [harmless] N/A negating harmful effects N/A te attack. Will negates [harmless] Reflex half er bolt] from sky; 3d10 ir None and Reflex partial; see text will negates [harmless] as part of a charge it do N/A Fortitude negates Fortitude negates	1 standard action Time 1 standard action 1 round 1 standard action 1 round 1 standard action	LEVEL 3 Duration 2 hours/level; see text 1 minute/level 24 hours 1 round/level 1 minute/level 1 minute/level tormy area. 1 round/level [D] amage. Also gain +4 Natural Armor. Instantaneous I round/level [D]	Range Touch Target: Living creature Personal Target: One or more in the state of th	Comp. S,M/DF res touche V,S,DF creatures, t V,S,M/DF //3 levels V,S,M V,S ched V,S 30-ftlong V,S r V,S,DF re touched V,S r V,S,DF re touched V,S r V,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 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Divination Caster Level: 1 Necromancy [Evil] Caster Level: 1	Source SC: p.8 SC: p.9 SC: p.17 SC: p.29 SC: p.32 PHB: p.207 SC: p.43 SC: p.46 PHB: p.213
Name Name Name Name Name Name Name Name	15 DC 16 16 16 16 16 16 16 16 16 16	Saving Throw Will negates [harmless] Will negates [harmless] N/A negating harmful effects N/A te attack. Will negates [harmless] Reflex half er bolt] from sky; 3d10 ir None and Reflex partial; see text will negates [harmless] as part of a charge it do N/A Fortitude negates Fortitude negates	1 standard action Time 1 standard action 1 round 2 standard action 1 standard action 1 standard action 1 standard action 2 standard action 2 standard action 3 standard action 1 affected hav	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 Touch Target: Living creature Personal Target: Creature touch Target: Creature touch Target: One or more than 30 ft. apart Touch Target: You Touch Target: Creature touch Medium (110 ft.) Target: 5-ftdiameter Touch Target: Living creature Personal Target: Living creature Touch Target: Living creature	Comp. S,M/DF res touche V,S,DF creatures, t V,S,M/DF //3 levels V,S,M V,S ched V,S 30-ftlong V,S r V,S,DF re touched V,S r V,S,DF re touched V,S r V,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 [Electricity] Caster Level: 1 Evocation [Air] Caster Level: 1 Divination Caster Level: 1 Divination Caster Level: 1 Divination Caster Level: 1 Evocation [Cold] Caster Level: 1 Evocation [Cold] Caster Level: 1 Evocation [Cold] Caster Level: 1	Source SC: p.8 SC: p.9 SC: p.17 SC: p.29 SC: p.32 PHB: p.207 SC: p.43 SC: p.45 SC: p.46 PHB: p.213
Name	15 DC 16 16 16 16 16 16 16 16 16 16	Saving Throw Will negates [harmless] Will negates [harmless] N/A negating harmful effects N/A te attack. Will negates [harmless] Reflex half er bolt] from sky; 3d10 ir None and Reflex partial; see text will negates [harmless] as part of a charge it do N/A Fortitude negates Fortitude negates a of effect. Creatures so None	1 standard action Time 1 standard action 1 round n outdoors si 1 standard action directed by 1 standard action 2 standard action 1 standard action 1 standard action 2 standard action 2 standard action 3 standard action 2 standard action 1 standard action	LEVEL 3 Duration 2 hours/level; see text 1 minute/level 24 hours 1 round/level 1 minute/level 1 minute/level tormy area. 1 round/level [D] amage. Also gain +4 Natural Armor. Instantaneous 1 round/level [D]	Range Touch Target: Living creature Personal Target: Creature touch Target: Creature touch Target: One or more more than 30 ft. apart Touch Target: You Touch Target: Creature touch Medium (110 ft.) Target: 5-ftdiameter Touch Target: Living creature Personal Target: Living creature Touch Target: Living creature Touch Target: You	Comp. S,M/DF res touche V,S,DF creatures, t V,S,M/DF //3 levels V,S,M V,S ched V,S 30-ftlong V,S,DF re touched V,S v,S,DF re touched V,S,DF spread V,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 Yes	School Transmutation Caster Level: 1 Evocation [Electricity] Caster Level: 1 Evocation [Air] Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Divination Caster Level: 1 Evocation [Cold] Caster Level: 1 Evocation [Cold] Caster Level: 1	Source SC: p.8 SC: p.9 SC: p.17 SC: p.29 SC: p.32 PHB: p.207 SC: p.43 SC: p.45 SC: p.46 PHB: p.213

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

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

Fortitude half [object] 1 standard Instantaneous action * =Domain/Speciality Spell

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

Target: One structure or construct

Yes [object]

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.	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]	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]	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,S slashing or V,S,DF V,S siched V,S,F	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 Medium (110 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) oject. None	action ith or withou 1 standard action negates fat 1 standard action or be stunr 1 standard action	Instantaneous Igue. Instantaneous Igue. Instantaneous Instantaneous; see text	Medium (110 ft.) Target: One Creature Close (25 ft.) Target: One creature Medium (110 ft.) Target: One lance of Touch Target: Creature tou Close (25 ft.) Target: One natural target creatures Personal Target: You Touch Target: Creature tou Medium (110 ft.) Target: Structure up Touch Target: Creature tou See text Target: Creature or of Target: Creature or o	V,S e V,S,F f ice V,S,M iched V,S,S slashing or V,S,DF V,S,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,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 sturn 1 standard action 10 minutes 1 standard action	Instantaneous igue. Instantaneous igue. Instantaneous ined for 1d4 rounds. 1 round/2 levels 10 minutes/level 10 minutes/level 10 minutes/level Instantaneous Instantaneous Instantaneous Instantaneous; see text	Medium (110 ft.) Target: One Creature Close (25 ft.) Target: One creature Medium (110 ft.) Target: One lance of Target: Creature tou Close (25 ft.) Target: One natural target creatures Personal Target: You Touch Target: Creature tou Medium (110 ft.) Target: Structure up Touch Target: Structure up Touch Target: See text Touch Target: See text Touch Target: Living creature Personal Target: You	V,S e V,S,F f ice V,S,M iched V,S,S slashing or V,S,DF V,S,DF V,S,DF V,S,DF V,S,DF V,S,DF V,S,DF	Yes Yes Yes [harmless] piercing weapon of No Yes [harmless] No uare Yes (harmless, object) to 1 cu. ft./level. No Yes	Transmutation Caster Level: 1 Evocation [Cold] Caster Level: 1 Conjuration (Creation) Caster Level: 1 Transmutation Caster Level: 1 Transmutation [Earth] Caster Level: 1 Transmutation Caster Level: 1 Conjuration (Healing) Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Transmutation Caster Level: 1 Necromancy Caster Level: 1	SC: p.118 SC: p.119 SC: p.123 SC: p.127 PHB: p.252 SC: p.146 PHB: p.257 PHB: p.262 PHB: p.262
Gain an additional pair of arms; see text	gued], take 16 gued. Sa 16 tt causes 16 tt he effe 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) amount. None Fortitude negates will negates (harmless) mount. None Fortitude negates (harmless, object) object. None Fortitude negates; see text N/A and abilities of a chosen Fortitude negates (harmless)	action ith or withou 1 standard action negates fat 1 standard action or be stunr 1 standard action	Instantaneous igue. Instantaneous igue. Instantaneous ined for 1d4 rounds. 1 round/2 levels 10 minutes/level 10 minutes/level 10 minutes/level Instantaneous Instantaneous	Medium (110 ft.) Target: One Creature Close (25 ft.) Target: One creature Medium (110 ft.) Target: One lance of Touch Target: Creature tou Close (25 ft.) Target: One natural target creatures Personal Target: Structure up Touch Target: Structure up Touch Target: See text Touch Target: Living creatur Personal Target: You Touch Target: Creature or of Target: Living creatur Touch Target: Creature or of Target: Creature or o	V,S e V,S,F f ice V,S,M iched V,S,S slashing or V,S,DF V,S,F to 40 ft. sq V,S,M/DF object of up V,S,DF V,S,DF V,S,DF V,S,DF V,S,DF V,S,DF V,S,DF	Yes Yes Yes Yes [harmless] piercing weapon of No Yes [harmless] No uare Yes (harmless, object) to 1 cu. ft./level. No Yes	Transmutation Caster Level: 1 Evocation [Cold] Caster Level: 1 Conjuration (Creation) Caster Level: 1 Transmutation Caster Level: 1 Transmutation	SC: p.118 SC: p.119 SC: p.123 SC: p.127 PHB: p.252 SC: p.146 PHB: p.257 PHB: p.262 PHB: p.262 SC: p.161

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

^{* =}Domain/Speciality Spell

Notes:		
Character Sheet Notes:		