

Character name		Class				Race			Alignment	
Christina Hangeling		Transmuter 7 / Master Transmogrifist 7				Human			CG	
Gender	Size	Level	Experience	Eyes	Hair	Height	Weight	Age	Deity	
Female	0	14	91000	Green	Black	1m60	55 kg	37	None	

Ability	Total	Mod	HP	Max	Wounds				Subdual			DR	SR
STR	10	0	HP	107								0	0
DEX	12	1		Total	Flat	Touch	Armor	Shield	Ability	Natural	Size	Misc	
CON	20	5	AC	11	10	11	0	0	1	0	0	0	0
INT	26	8		Total	Ability	Misc	BAB	Land		Fly	Swim	Burrow	
WIS	16	3	Init	1	1	0	6	Speed	30'	0'	0'	0'	
CHA	12	1	Total	Base	Ability	Misc	Total		BAB	Ability	Size		
Fortitude			11	4	5	2	Melee		6	6	0	0	
Reflex			5	4	1	0	Ranged		7	6	1	0	
Will			13	10	3	0	Grapple		6	6	0	0	

Weapon	Attack			Damage	Critical	Range	Weight	Type	Size
Quarterstaff	6	1	FALSE	1d6	x2	-	4 lbs	B	L

Skill	Ability	Total	Ability	Ranks	Misc	Racial abilities
Bluff	CHA	10	1	9	0	Extra feat at 1 <sup>st</sup> level
Concentration	CON	22	5	17	0	Extra skill point each level
Disguise	CHA	15	1	12	2	
Knowledge (Arcana)	INT	25	8	17	0	
Knowledge (Nature)	INT	25	8	17	0	<b>Class abilities</b>
Listen	WIS	8	3	5	0	Limited weapon proficiencies (PH 56)
Spellcraft	INT	27	8	17	2	Arcane spellcasting (PH 56)
Spot	WIS	13	3	10	0	Draconic as optional language (PH 57)
						Familiar (PH 57)
						Scribe Scroll (PH 57)
						Bonus Feats (PH 57)
						Specialization Transmutation (PH 57)
						Prohibited Schools: Evocation/Illusion
						Extended Change (CArc 52)
						Favored Shape (CArc 52)
						Manifest Senses (CArc 52)
						Battle Mastery +4 (CArc 52)
						Effortless Change (CArc 52)
						Shapechanger (CArc 52)
						Reflexive Change (CArc 52)
						<b>Feats</b>
						Arcane Manipulation (LEoF 7)
						Spell Linked Familiar (PH2 83)
						Practiced Spellcaster (CArc 82)
						Eschew Materials (PH 94)
						Delay Potion (CM 41)
						Alacritous Cogitation (CM 37)

Character name		Class				Race			Alignment	
Christina Hangeling		Transmuter 7 / Master Transmogrifist 7				War Troll			CG	
Gender	Size	Level	Experience	Eyes	Hair	Height	Weight	Age	Deity	
Female	1	14	91000	Green	Black	3m	400 kg	37	None	

Ability	Total	Mod	HP	Max	Wounds				Subdual			DR	SR
STR	31	10	HP	191								0	0
DEX	16	3		Total	Flat	Touch	Armor	Shield	Ability	Natural	Size	Misc	
CON	33	11	AC	26	23	12	0	0	3	14	-1	0	
INT	26	8		Total	Ability	Misc	BAB	Land			Fly	Swim	Burrow
WIS	16	3	Init	3	3	0	10	Speed	40'	0'	0'	0'	
CHA	12	1	Total	Base	Ability	Misc	Total			BAB	Ability	Size	
Fortitude			17	4	11	2	Melee			21	10	10	1
Reflex			7	4	3	0	Ranged			14	10	3	1
Will			13	10	3	0	Grapple			24	10	10	4

Weapon	Attack	Damage	Critical	Range	Weight	Type	Size		
Large greatsword	22	17	FALSE	3d6+16+1d6	19-20/x2	10'	64 lbs	S	H
Bite	16			1d6+5	x2	10'		P	

Skill	Ability	Total	Ability	Ranks	Misc	Racial abilities				
Bluff	CHA	10	1	9	0	Dazing Blow (MM3 p181), Darkvision 90				
Concentration	CON	28	11	17	0					
Disguise	CHA	15	1	12	2	Low-light vision, Scent				
Knowledge (Arcana)	INT	25	8	17	0					
Knowledge (Nature)	INT	25	8	17	0	<b>Class abilities</b>				
Listen	WIS	8	3	5	0	Limited weapon proficiencies (PH 56)				
Spellcraft	INT	27	8	17	2	Arcane spellcasting (PH 56)				
Spot	WIS	13	3	10	0	Draconic as optional language (PH 57)				
						Familiar (PH 57)				
						Scribe Scroll (PH 57)				
						Bonus Feats (PH 57)				
						Specialization Transmutation (PH 57)				
						Prohibited Schools: Evocation/Illusion				
						Extended Change (CArc 52)				
						Favored Shape (CArc 52)				
						Manifest Senses (CArc 52)				
						Battle Mastery +4 (CArc 52)				
						Effortless Change (CArc 52)				
						Shapechanger (CArc 52)				
						<b>Feats</b>				
						Arcane Manipulation (LEoF 7)				
						Spell Linked Familiar (PH2 83)				
						Practiced Spellcaster (CArc 82)				
						Eschew Materials (PH 94)				
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Character name		Class				Race			Alignment	
Christina Hangeling		Transmuter 7 / Master Transmogrifist 7				Sun Elf			CG	
Gender	Size	Level	Experience	Eyes	Hair	Height	Weight	Age	Deity	
Female	0	14	91000	Green	Golden	1m40	45 kg	37	None	

Ability	Total	Mod	HP	Max	Wounds				Subdual		DR	SR
STR	10	0	HP	107							0	0
DEX	12	1		Total	Flat	Touch	Armor	Shield	Ability	Natural	Size	Misc
CON	20	5	AC	11	10	11	0	0	1	0	0	0
INT	26	8		Total	Ability	Misc	BAB	Land		Fly	Swim	Burrow
WIS	16	3	Init	1	1	0	10	Speed	30'	0'	20'	0'
CHA	12	1	Total	Base	Ability	Misc	Total		BAB	Ability	Size	
Fortitude			11	4	5	2	Melee		10	10	0	0
Reflex			5	4	1	0	Ranged		11	10	1	0
Will			13	10	3	0	Grapple		10	10	0	0

Weapon	Attack			Damage	Critical	Range	Weight	Type	Size
Quarterstaff	10	5	FALSE	1d6	x2	-	4lbs	B	L

Skill	Ability	Total	Ability	Ranks	Misc	Racial abilities	
Bluff	CHA	10	1	9	0	Low-Light Vision (PH 16)	
Concentration	CON	22	5	17	0		
Disguise	CHA	15	1	12	2		
Knowledge (Arcana)	INT	25	8	17	0	Class abilities	
Knowledge (Nature)	INT	25	8	17	0		
Listen	WIS	8	3	5	0	Limited weapon proficiencies (PH 56)	
Spellcraft	INT	27	8	17	2	Arcane spellcasting (PH 56)	
Spot	WIS	13	3	10	0	Draconic as optional language (PH 57)	
						Familiar (PH 57)	
						Scribe Scroll (PH 57)	
						Bonus Feats (PH 57)	
						Specialization Transmutation (PH 57)	
						Prohibited Schools: Evocation/Illusion	
						Extended Change (CArc 52)	
						Favored Shape (CArc 52)	
						Manifest Senses (CArc 52)	
						Battle Mastery +4 (CArc 52)	
						Effortless Change (CArc 52)	
						Shapechanger (CArc 52)	
						Reflexive Change (CArc 52)	
						Feats	
						Arcane Manipulation (LEoF 7)	
						Spell Linked Familiar (PH2 83)	
						Practiced Spellcaster (CArc 82)	
						Eschew Materials (PH 94)	
						Delay Potion (CM 41)	
						Alacritous Cogitation (CM 37)	



Character name		Class				Race			Alignment	
Andrew		Rat Familiar				Animal			CG	
Gender	Size	Level	Experience	Eyes	Hair	Height	Weight	Age	Deity	
Male	-2	14	91000	brown	Black	20 cm	3 kg	5	None	

Ability	Total	Mod	HP	Max	Wounds				Subdual		DR	SR
STR	2	-4	53							0	19	
DEX	15	2		<b>Total</b>	<b>Flat</b>	<b>Touch</b>	<b>Armor</b>	<b>Shield</b>	<b>Ability</b>	<b>Natural</b>	<b>Size</b>	<b>Misc</b>
CON	10	0	21	19	14	0	0	2	7	2	0	
INT	12	1		<b>Total</b>	<b>Ability</b>	<b>Misc</b>	<b>BAB</b>	<b>Land</b>		<b>Climb</b>	<b>Swim</b>	<b>Burrow</b>
WIS	12	1	2	2	0	6	Speed	15'	15'	15'	0'	
CHA	2	-4		<b>Total</b>	<b>Base</b>	<b>Ability</b>		<b>Misc</b>	<b>Total</b>	<b>BAB</b>	<b>Ability</b>	<b>Size</b>
<b>Fortitude</b>			6	4	0	2	<b>Melee</b>	0	6	-4	-2	
<b>Reflex</b>			6	4	2	0		<b>Ranged</b>	6	6	2	-2
<b>Will</b>			11	10	1	0			<b>Grapple</b>	-6	6	-4

Weapon	Attack			Damage	Critical	Range	Weight	Type	Size
Bite	6	1	FALSE	1d3-4	x2	-		P	

Skill	Ability	Total	Ability	Ranks	Misc	Racial abilities
Balance	DEX	10	2	0	8	+8 racial bonus on balance, climb, swim
Climb	DEX	12	2	2	8	+4 racial bonus on hide, move silently
Hide	DEX	16	2	8	6	Uses DEX bonus for climb and swim
Move Silently	DEX	10	2	2	6	Can always take 10 on swim and climb
Swim	DEX	10	2	0	8	Can run while swimming
<b>Class abilities</b>						
Listen	WIS	6	1	5	0	Gives +2 fort save to master
	WIS	11	1	10	0	Gives Alertness to master when near
Spot	Improved Evasion					
	Share Spells					
	Empathic Link					
	Deliver Touch Spells					
	Speak with Master					
	Speak with Animals of its kind					
	Spell Resistance					
	Scry on Familiar					
<b>Feats</b>						
Stealthy						
Weapon Finesse						

Level	0	1	2	3	4	5	6	7	8	9
Spells/day	6+1	6+1	6+1	6+1	5+1	3+1	2+1	0	0	0

0 <sup>th</sup> level spells						
<b>Resistance (Abjuration VS/AM (Cloth)/DF) (PH p272)</b>						
DC	Save	SR	Time	Duration	Range	Target
-	-	-	1 std action	1 min	Touch	creature
<i>Subject gains +1 resistance to all saves.</i>						
<b>Detect Magic (Divination VS/DF) (PH p196)</b>						
DC	Save	SR	Time	Duration	Range	Target
-	-	-	1 std action	con to 1 min/lvl	-	personal
<i>Caster can see the magic aura of a spell or item in a 60' cone-shaped emanation.</i>						
<b>Read Magic (Divination VSF (prism)) (PH p269)</b>						
DC	Save	SR	Time	Duration	Range	Target
-	-	-	1 std action	10 min/lvl	-	personal
<i>See if one creature, one object, or one 5' cube is poisonous, has been poisoned, or contains poison.</i>						
<b>Daze (Enchantment VSF (riding crop or willow switch)) (PH p217)</b>						
DC	Save	SR	Time	Duration	Range	Target
18	WillNeg	yes	1 std action	1 rnd	Close	humanoid
<i>One Humanoid with no more than 4HD is Dazed.</i>						
<b>Touch of Fatigue (Necromantic VSM (sweat)) (PH p294)</b>						
DC	Save	SR	Time	Duration	Range	Target
18	FortNeg	yes	1 std action	1 rnd/lvl	Touch	creature
<i>Touched opponent becomes Fatigued for the spell's duration.</i>						
<b>Ground Smoke (Transmutation VS) (DR326 p73)</b>						
DC	Save	SR	Time	Duration	Range	Target
-	-	-	1 std action	8 hours	Close	Fire
<i>One 5' square target fire has its smoke dissipate close to the ground.</i>						
<b>Mage Hand (Transmutation VS) (PH p249)</b>						
DC	Save	SR	Time	Duration	Range	Target
-	-	-	1 std action	concentration	Close	object
<i>A designated, unattended object that weighs no more than 5 lbs can be moved 15' per Move Action.</i>						
<b>Mending (Transmutation VS) (PH p253)</b>						
DC	Save	SR	Time	Duration	Range	Target
-	-	-	1 std action	instantaneous	10'	object
<i>Repairs one object of up to 1 pound.</i>						
<b>Prestidigitation (Universal VS) (PH p264)</b>						
DC	Save	SR	Time	Duration	Range	Target
-	-	-	1 std action	1 hour	10'	-
<i>Performs minor tasks, such as drying, cleaning &amp; soaking objects.</i>						
1 <sup>th</sup> level spells						
<b>Grease (Conjuration VSM (butter/pork rind)) (PH p237)</b>						
DC	Save	SR	Time	Duration	Range	Target
19	varies	-	1 std action	1 rnd/lvl	Close	-
<i>Make 10' square, object or person slippery.</i>						
<b>Comprehend Languages (Divination VSM (soot, salt)/DF) (PH p272)</b>						
DC	Save	SR	Time	Duration	Range	Target
-	-	-	1 std action	10 min/lvl	-	personal
<i>Understands all spoken and written languages of the person or object touched.</i>						
<b>Master's Touch (Divination VF (weapon or shield)) (CAAdv p154)</b>						
DC	Save	SR	Time	Duration	Range	Target
-	-	-	1 swift action	1 min/lvl	-	personal
<i>The caster becomes proficient with one touched weapon or shield for the spell's duration.</i>						

<b>True Strike (Divination VF (tiny archery target)) (PH p296)</b>						
<b>DC</b>	<b>Save</b>	<b>SR</b>	<b>Time</b>	<b>Duration</b>	<b>Range</b>	<b>Target</b>
-	-	-	1 std action	1 round	-	personal
<i>Add +20 Insight bonus to your next attack roll within 1 round, and negates Concealment.</i>						
<b>Ray of Enfeeblement (Necromantic VS) (PH p269)</b>						
<b>DC</b>	<b>Save</b>	<b>SR</b>	<b>Time</b>	<b>Duration</b>	<b>Range</b>	<b>Target</b>
-	-	yes	1 std action	-	Close	creature
<i>Target takes a penalty to Strength of 1d6 + 1 per 2 levels (max 1d6+5) (min 1 Strength).</i>						
<b>Enlarge Person (Transmutation VSM (powdered iron)) (PH p226)</b>						
<b>DC</b>	<b>Save</b>	<b>SR</b>	<b>Time</b>	<b>Duration</b>	<b>Range</b>	<b>Target</b>
19	yes	yes	1 round	1 min/lvl	Close	humanoid
<i>One Humanoid (&amp; all his/her equipment) becomes 1 Size category larger.</i>						
<b>Reduce Person (Transmutation VSM (powdered iron)) (PH p226)</b>						
<b>DC</b>	<b>Save</b>	<b>SR</b>	<b>Time</b>	<b>Duration</b>	<b>Range</b>	<b>Target</b>
19	yes	yes	1 round	1 min/lvl	Close	humanoid
<i>One Humanoid (&amp; all his/her equipment) becomes 1 Size category smaller.</i>						
<b>2<sup>nd</sup> level spells</b>						
<b>Glitterdust (Conjuration VSM (ground mica)) (PH p236)</b>						
<b>DC</b>	<b>Save</b>	<b>SR</b>	<b>Time</b>	<b>Duration</b>	<b>Range</b>	<b>Target</b>
20	special	-	1 std action	1 rnd/lvl	Medium	area
<i>Coats all creatures &amp; objects in a 10' radius spread with sparkling dust.</i>						
<b>See Invisibility (Divination VSM (pinch of talc, silver powder)) (PH p275)</b>						
<b>DC</b>	<b>Save</b>	<b>SR</b>	<b>Time</b>	<b>Duration</b>	<b>Range</b>	<b>Target</b>
-	-	-	1 std action	10 min/lvl	-	personal
<i>The caster can see Invisible creatures or objects within its range of vision.</i>						
<b>False Life (Necromantic VSM (alcohol)) (PH p229)</b>						
<b>DC</b>	<b>Save</b>	<b>SR</b>	<b>Time</b>	<b>Duration</b>	<b>Range</b>	<b>Target</b>
-	-	-	1 std action	1 hr/lvl	-	personal
<i>The caster gains 1d10 + 1/lvl (max +10) temporary HP.</i>						
<b>Alter Self (Transmutation VS) (PH p197)</b>						
<b>DC</b>	<b>Save</b>	<b>SR</b>	<b>Time</b>	<b>Duration</b>	<b>Range</b>	<b>Target</b>
-	-	-	1 std action	10 min/lvl	-	personal
<i>The caster's body changes into an other creature of the same type.</i>						
<b>Cat's Grace (Transmutation VSM (cat's hair)) (PH p208)</b>						
<b>DC</b>	<b>Save</b>	<b>SR</b>	<b>Time</b>	<b>Duration</b>	<b>Range</b>	<b>Target</b>
-	-	-	1 std action	1 min/lvl	Touch	creature
<i>The touched subject gains +4 enhancement bonus to dexterity.</i>						
<b>Darkvision (Transmutation VSM (carrot/agate)) (PH p216)</b>						
<b>DC</b>	<b>Save</b>	<b>SR</b>	<b>Time</b>	<b>Duration</b>	<b>Range</b>	<b>Target</b>
-	-	-	1 std action	1 hr/lvl	Touch	creature
<i>The touched subject can see up to 60' in nonmagical darkness, but in black &amp; white only.</i>						
<b>Knock (Transmutation V) (PH p246)</b>						
<b>DC</b>	<b>Save</b>	<b>SR</b>	<b>Time</b>	<b>Duration</b>	<b>Range</b>	<b>Target</b>
-	-	-	1 std action	instantaneous	Medium	door
<i>Opens locked, stuck, or magically sealed door of up to 10 square feet per level.</i>						
<b>Sonic Weapon (Transmutation V) (CAAdv p157)</b>						
<b>DC</b>	<b>Save</b>	<b>SR</b>	<b>Time</b>	<b>Duration</b>	<b>Range</b>	<b>Target</b>
-	-	-	1 std action	1 min/lvl	Touch	weapon
<i>The touched weapon does +1d6 Sonic damage on each hit.</i>						
<b>Wraith Strike (Transmutation VS) (CAAdv p158)</b>						
<b>DC</b>	<b>Save</b>	<b>SR</b>	<b>Time</b>	<b>Duration</b>	<b>Range</b>	<b>Target</b>
-	-	-	1 swift action	1 rnd	-	personal
<i>The caster's melee and/or natural weapons become translucent (melee touch).</i>						

<b>Familiar Pocket (Transmutation VSM (gold needle, cloth) (CArc p106)</b>						
<b>DC</b>	<b>Save</b>	<b>SR</b>	<b>Time</b>	<b>Duration</b>	<b>Range</b>	<b>Target</b>
-	-	-	1 std action	1 hr/lvl	Touch	container
<i>The touched container or pocket becomes a safe place for a familiar of up to Tiny size.</i>						
<b>3<sup>rd</sup> level spells</b>						
<b>Greater Mage Armor (Conjuration VSF (tiny 25gp platinum shield)/D) (CArc p114)</b>						
<b>DC</b>	<b>Save</b>	<b>SR</b>	<b>Time</b>	<b>Duration</b>	<b>Range</b>	<b>Target</b>
-	-	-	1 std action	1 hr/lvl	Touch	creature
<i>Touched subject gains +6 armor bonus to AC.</i>						
<b>Sleet Storm (Conjuration VSM (dust, water)/DF) (PH p280)</b>						
<b>DC</b>	<b>Save</b>	<b>SR</b>	<b>Time</b>	<b>Duration</b>	<b>Range</b>	<b>Target</b>
-	-	-	1 std action	1 rnd/lvl	Long	area
<i>Blocks all vision in a 40' radius Spread by 20' high cylinder. Moving in the area of effect requires a Balance check vs. DC 10. Success allows ½ movement, while failing by 5 or more causes the target to fall down.</i>						
<b>Arcane Sight (Divination VS) (PH p201)</b>						
<b>DC</b>	<b>Save</b>	<b>SR</b>	<b>Time</b>	<b>Duration</b>	<b>Range</b>	<b>Target</b>
-	-	-	1 std action	1 min/lvl	-	personal
<i>The caster's eyes glow blue &amp; is to see magic auras within 120', allowing his/her to know the strength &amp; school of all magic effects &amp; items by making a Spellcraft check vs. DC (15 + spell level).</i>						
<b>Tongues (Divination VM (small clay ziggurat)/DF) (PH p294)</b>						
<b>DC</b>	<b>Save</b>	<b>SR</b>	<b>Time</b>	<b>Duration</b>	<b>Range</b>	<b>Target</b>
-	-	-	1 std action	10 min/lvl	Touch	creature
<i>The touched subject can understand &amp; speak any intelligent creature's language.</i>						
<b>Nybor's Mild Admonishment (Enchantment VSF (stick)) (PGF p107)</b>						
<b>DC</b>	<b>Save</b>	<b>SR</b>	<b>Time</b>	<b>Duration</b>	<b>Range</b>	<b>Target</b>
21	FortNeg	yes	1 std action	1rnd/lvl	Close	creature
<i>Target is Dazed for 1d4 rounds, then -2 on All Actions.</i>						
<b>Healing Touch (Necromantic VS) (BoED p100, MoF p100)</b>						
<b>DC</b>	<b>Save</b>	<b>SR</b>	<b>Time</b>	<b>Duration</b>	<b>Range</b>	<b>Target</b>
-	-	-	1 std action	instantaneous	Touch	creature
<i>The touched subject is healed up to 1d6 per two levels (max 10d6) &amp; the caster takes the same damage.</i>						
<b>Vamperic Touch (Necromantic VS) (PH p298)</b>						
<b>DC</b>	<b>Save</b>	<b>SR</b>	<b>Time</b>	<b>Duration</b>	<b>Range</b>	<b>Target</b>
-	-	yes	1 std action	instantaneous	Touch	creature
<i>Touch attack against a living creature deals 1d6 per two levels (max 10d6). Caster gains damage as Temporary HP, which last up to 1 hour.</i>						
<b>Flame Arrow (Transmutation VSM (flint, oil)) (PH p231)</b>						
<b>DC</b>	<b>Save</b>	<b>SR</b>	<b>Time</b>	<b>Duration</b>	<b>Range</b>	<b>Target</b>
-	-	-	1 std action	10 min/lvl	Close	projectiles
<i>50 grouped projectiles do +1d6 Fire damages</i>						
<b>Haste (Transmutation VSM (molasses)) (PH p239)</b>						
<b>DC</b>	<b>Save</b>	<b>SR</b>	<b>Time</b>	<b>Duration</b>	<b>Range</b>	<b>Target</b>
-	-	-	1 std action	1 rnd/lvl	Close	creatures
<i>One subject per level within a 30' area is hastened.</i>						
<b>Greater Magic Weapon (Transmutation VSM (powdered lime, carbon)) (PH p251)</b>						
<b>DC</b>	<b>Save</b>	<b>SR</b>	<b>Time</b>	<b>Duration</b>	<b>Range</b>	<b>Target</b>
-	-	-	1 std action	1 hr/lvl	Close	weapon
<i>Targeted weapon or a group of 50 projectiles gain an Enhancement bonus to attack &amp; damage of +1/four levels.</i>						
<b>Slow (Transmutation VSM (molasses)) (PH p280)</b>						
<b>DC</b>	<b>Save</b>	<b>SR</b>	<b>Time</b>	<b>Duration</b>	<b>Range</b>	<b>Target</b>
21	WillNeg	yes	1 std action	1 rnd/lvl	Close	creatures
<i>One subject per level within a 30' area is slowed.</i>						

4 <sup>th</sup> level spells						
<b>Mass Resist Energy (Abjuration VS/DF) (CArc p120)</b>						
DC	Save	SR	Time	Duration	Range	Target
-	-	-	1 std action	10 min/lvl	Close	creatures
<i>The touched subjects (1/lvl) &amp; his/her equipment gain protection 30 from one Energy Type.</i>						
<b>Solid Fog (Conjuration VSM(powdered peas, powdered hoof)) (PH p281)</b>						
DC	Save	SR	Time	Duration	Range	Target
-	-	-	1 std action	1 min/lvl	Medium	area
<i>Creates a 20' radius Spread by 20' high Cloud of fog. Movement in the cloud is slowed to 5'.</i>						
<b>Assay Resistance (Divination VS) (CArc p97)</b>						
DC	Save	SR	Time	Duration	Range	Target
-	-	-	1 swift action	1 rnd/lvl	-	personal
<i>+10 bonus on Caster checks to overcome Spell Resistance against one target, visible when this spell is cast.</i>						
<b>Locate Creature (Divination VSM (dog fur)/DF) (PH p249)</b>						
DC	Save	SR	Time	Duration	Range	Target
-	-	-	1 std action	10 min/lvl	Long	personal
<i>Senses direction toward named type of creature (human, unicorn, etc.) or a specific creature within range.</i>						
<b>Burning Blood (Necromantic VSM (blood, salpeter)) (CArc p100)</b>						
DC	Save	SR	Time	Duration	Range	Target
22	Fort ½	yes	1 std action	1 rnd/lvl	Medium	creature
<i>The target living creature with blood takes 1d8 Acid damage and 1d8 Fire damage each round (Fort ½), and can only take a single Move Action (FortNeg).</i>						
<b>Enervation (Necromantic VS) (PH p226)</b>						
DC	Save	SR	Time	Duration	Range	Target
22	-	yes	1 std action	instantaneous	Close	creature
<i>Target gains 1d4 Negative Levels that fade in 1hr/lvl.</i>						
<b>Polymorph (Transmutation VSM (cocoon)) (PH p263)</b>						
DC	Save	SR	Time	Duration	Range	Target
-	-	-	1 std action	1 min/lvl	Touch	creature
<i>The touched willing subject is changed into a new form,</i>						
<b>Spell Enhancer (Transmutation V) (PGF p112)</b>						
DC	Save	SR	Time	Duration	Range	Target
-	-	-	1 std action	1 rnd	-	personal
<i>The caster may cast another spell this round as a Swift Action. The second spell has a +2 bonus to its DC.</i>						
5 <sup>th</sup> level spells						
<b>Break Enchantment (Abjuration VS) (PH p207)</b>						
DC	Save	SR	Time	Duration	Range	Target
-	-	-	1 minute	instantaneous	Close	area
<i>Try to free 1 subject per level within a 30' area from all Curses, Enchantments, Transmutations, and Petrification.</i>						
<b>Cloudkill (Conjuration VS) (PH p210)</b>						
DC	Save	SR	Time	Duration	Range	Target
23	special	-	1 std action	1 min/lvl	Medium	area
<i>Creates a 20' radius Spread by 20' high Cloud of yellowish fog that moves 10' per round away from its caster.</i>						
<b>Mestil's Acid Sheath (Conjuration VSM (fire ants)F(glass humanoid)) (MoF p108)</b>						
DC	Save	SR	Time	Duration	Range	Target
-	-	-	1 std action	1 rnd/lvl	-	personal
<i>Sheath of acid does 1d6 + 2/lvl Acid damage to those who hit you in melee. Touch attacks do 1d6+1 Acid damage.</i>						
<b>Wall of Stone (Conjuration VS/AM (granite)) (PH p299)</b>						
DC	Save	SR	Time	Duration	Range	Target
-	-	-	1 std action	instantaneous	Medium	area
<i>Creates a wall of stone that is one 5' square per level &amp; 1" thick per 4 levels.</i>						

<b>Feeblemind (Enchantment VSM (marbles)) (PH p229)</b>						
<b>DC</b>	<b>Save</b>	<b>SR</b>	<b>Time</b>	<b>Duration</b>	<b>Range</b>	<b>Target</b>
23	WillNeg	yes	1 std action	instantaneous	Medium	creature
<i>Target's Intelligence &amp; Charisma permanently drops to 1.</i>						
<b>Mind Fog (Enchantment VS) (PH p253)</b>						
<b>DC</b>	<b>Save</b>	<b>SR</b>	<b>Time</b>	<b>Duration</b>	<b>Range</b>	<b>Target</b>
23	WillNeg	yes	1 std action	30 minutes	Medium	area
<i>All targets who enter the 20' radius by 20' high Spread of light vapor receive a -10 Competence penalty to Will saving throws &amp; Wisdom checks for as long as they remain in the fog &amp; 2d6 rounds after leaving.</i>						
<b>Baleful Polymorph (Transmutation VS) (PH p202)</b>						
<b>DC</b>	<b>Save</b>	<b>SR</b>	<b>Time</b>	<b>Duration</b>	<b>Range</b>	<b>Target</b>
23	WillNeg	yes	1 std action	permanent	Close	creature
<i>The target is permanently transformed into a 1HD animal of up to Small size (such as a dog, lizard, etc.).</i>						
<b>Telekinesis (Transmutation VS) (PH p292)</b>						
<b>DC</b>	<b>Save</b>	<b>SR</b>	<b>Time</b>	<b>Duration</b>	<b>Range</b>	<b>Target</b>
-	-	-	1 std action	special	Long	special
<i>The caster can mentally move an object weighing up to 25 pound per level (max 375 pounds),</i>						
<b>6<sup>th</sup> level spells</b>						
<b>Antimagic Field (Abjuration VSM (iron powder)/DF) (PH p200)</b>						
<b>DC</b>	<b>Save</b>	<b>SR</b>	<b>Time</b>	<b>Duration</b>	<b>Range</b>	<b>Target</b>
-	-	-	1 std action	10 min/lvl	-	personal
<i>Almost all magical effects, spells, spell-like abilities, supernatural abilities, and magic items are suppressed (but not dispelled) within 10' radius Emanation of the caster.</i>						
<b>Greater Dispel Magic (Abjuration VS) (PH p223)</b>						
<b>DC</b>	<b>Save</b>	<b>SR</b>	<b>Time</b>	<b>Duration</b>	<b>Range</b>	<b>Target</b>
-	-	-	1 std action	instantaneous	Medium	special
<i>Cancels magical spells and effects on a successful Dispel Check (max +20).</i>						
<b>Tunnel Swallow (Conjuration VSM (chewed meat or vegetation)) (Und p62)</b>						
<b>DC</b>	<b>Save</b>	<b>SR</b>	<b>Time</b>	<b>Duration</b>	<b>Range</b>	<b>Target</b>
24	Ref ½	-	1 std action	instantaneous	Medium	tunnel
<i>Tunnel of 50' long and 20' wide "swallows" for 1d6 damage/lvl and moves occupants.</i>						
<b>Wall of Iron (Conjuration VSM (iron, 50 gp gold)) (PH p299)</b>						
<b>DC</b>	<b>Save</b>	<b>SR</b>	<b>Time</b>	<b>Duration</b>	<b>Range</b>	<b>Target</b>
-	-	-	1 std action	instantaneous	Medium	area
<i>Creates a wall of iron that is one 5' square per level &amp; 1" thick per 4 levels.</i>						
<b>Wages of Sin (Enchantment V) (BoED p111)</b>						
<b>DC</b>	<b>Save</b>	<b>SR</b>	<b>Time</b>	<b>Duration</b>	<b>Range</b>	<b>Target</b>
24	WillNeg	yes	1 std action	1 rnd/lvl	Medium	creatures
<i>One Evil target per level believes that its allies are trying to kill it &amp; attacks the nearest Evil creature.</i>						
<b>Arrow of Bone (Necromantic VSM (50 gp powdered gems, bone, blood)) (CArc p97)</b>						
<b>DC</b>	<b>Save</b>	<b>SR</b>	<b>Time</b>	<b>Duration</b>	<b>Range</b>	<b>Target</b>
24	Fort ½	yes	10 minutes	8 hours	Touch	missile
<i>The touched missile or thrown weapon (typically an arrow, bolt, javelin, or spear) gains a +4 Enhancement bonus to attack and damage. If it hits, the target Dies (Fort save for 3d6+1/lvl damage (max 3d6+15)).</i>						
<b>Imbue Familiar with Spell Ability (Universal VS) (CArc p112)</b>						
<b>DC</b>	<b>Save</b>	<b>SR</b>	<b>Time</b>	<b>Duration</b>	<b>Range</b>	<b>Target</b>
-	-	-	1 std action	until discharged	Touch	familiar
<i>The caster transfers his/her ability to cast one spell per 3 caster level into his/her familiar. The maximum spell level is 1/3 rd Caster level (max 5th).</i>						
<b>Disintegrate (Transmutation VSM/DF (loadstone, dust)) (PH p272)</b>						
<b>DC</b>	<b>Save</b>	<b>SR</b>	<b>Time</b>	<b>Duration</b>	<b>Range</b>	<b>Target</b>
24	Fort ½	yes	1 std action	instantaneous	Medium	special
<i>Ray dissolves 1 creature or 10' cube object, fort save vs 5d6 damage.</i>						

Amulet of health +4	16000
Headband of Intellect +5	25000
Staff of divine transmutation (Comprehend languages, Alter Self, Arcane Sight, Polymorph, Telekinesis, Disintegrate)	65000
Large greatsword +1, spellstoring, shock	18400
Handy haversack	2000
4 Potions of remove disease	3000
4 Potions of remove blindness/deafness	3000
4 Potions of neutralize poison	3000
4 Potions of haste	3000
2 Potions of fly	1500
5 Potions of invisibility	1500
2 Scrolls of Tenser's Transformation	3900
Mundane items (clothes, blanket, flint & steel, rope, etc.)	1000
Spell components	2000
Coins, gems, etc.	1700

languages: common, undercommon, draconic, elvish, drow, troll