



Solomon Mausberg

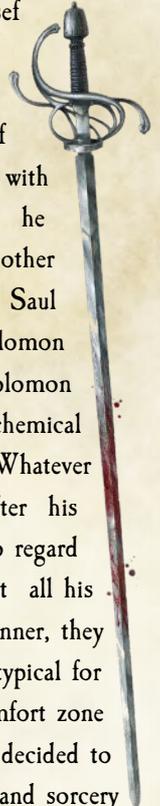
Ratfolk Hexcrafter

Solomon – being born as the son of the great Yusef Mausberg, a well known wizard – was destined for greatness early on. He was trained in the arcane arts and showed amazing talents in the more destructive side of spellcasting. An uncountable amount of hours spent training with his fencing instructor also revealed his martial talents. Consequently, he would have been talked about with great pride in pretty much any other family – though not so in this one, since his older brother Saul outmatched him in every regard. For every new spell that Solomon learned, Saul mastered two. For every swordfighting duel Solomon won, Saul triumphed in a whole tournament. Every new alchemical insight for Solomon hasn't been a secret for Saul for months. Whatever Solomon did, Saul seemed to always be better than him. After his brother also returned as a prosperous adventurer, almost no regard was shown for Solomon. Although Solomon spent all his youth in the shadow of his older brother in this manner, they shared a strong bond of friendship and kinship – which is typical for ratfolk. However, Solomon realized that he had to step out of his comfort zone eventually and prove to others, but mostly himself, that he was actually destined for greatness. And so he decided to leave his swarm for a while and go out on an adventure of his own – hoping to improve his skills in sword and sorcery and to get the recognition he deserves to attain a high social status within the Mausbergs.

This was much to the dismay of his brother and especially father, who both feared that something might happen to him.

Eventually Solomons desire for adventure overpowered this social pressure and he filled up a backpack and ventured out into the world, seeking new experiences, adventure, riches and knowledge, but most of all, personal growth.

While he doesn't regret his decision for even a second, he misses his swarm and family tremendously – especially his brother. He tries to write back home as often as possible and keeps a detailed diary of his travels. He can be sometimes seen daydreaming while flipping through the yet empty Pages, thrilled with anticipation and wondering what kind person he might be, once the very last page is filled.



About the Mausbergs

The Mausbergs are a traditional ratfolk swarm with a long and eventful history. Currently there are 242 Mausbergs, all of which can be arranged in a neatly maintained family tree which goes back to Abraham Mausberg – the first Mausberg who's life is the stuff of legends. Almost all Mausbergs live in Exodas, one of the bigger cities of the realm, where they secured a considerable borough for their kind and own many different businesses. Within the Mausbergs are a significant amount of doctors, lawyers, wizards, treasurers and other trades of the more intellectual kinds. The resulting prosperity and the similarity to their biologically distant relatives leads to a lot of folk having a prejudiced and even racist opinion about ratfolk in general and the Mausbergs in particular. Most humans quickly let go of these presumptions, once they get to know a couple of them, while Elves acknowledge their intellectual abilities to begin with. Half-orcs and most other minorities on the other hand sympathize with ratfolk in general, due to their own experiences. Only dwarfs strongly maintain a bias and repulsion towards ratfolk and for decades there hasn't been one single dwarf within the many thousands of customers of the different Mausbergs.

Solomon Mausberg

Character Name

Magus (Hexcrafter) 1

CLASS

1

Character Level

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	8	-1	8	-1		
DEX Dexterity	17	+3	17	+3		
CON Constitution	14	+2	14	+2		
INT Intelligence	18	+4	18	+4		
WIS Wisdom	10	+0	10	+0		
CHA Charisma	8	-1	8	-1		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+4	+2	+2	+0	+0	+0	
REFLEX (dexterity)	+3	+0	+3	+0	+0	+0	
WILL (wisdom)	+3	+2	+0	+0	+1	+0	

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+0	+0	-1	+1	+0	0	
RANGED attack bonus	+4	+0	+3	+1	+0	0	
CMB attack bonus	-2	+0	-1	-1			

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRRUN
CMB	-2	-2	-2	-2	-2	-2
CMD	11	11	11	11	11	11

*Rapier (Small)	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	P	S	18-20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+4	1d4-1				

Dagger (Small) (throwable)	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	PS	S	19-20/x2	30 ft.
TOTAL ATTACK BONUS	DAMAGE				
+4	1d3-1				

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

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Masterwork Studded Leather (Small)	Light	+3	+5	+0	15

Michi

Player Name

Ratfolk / Humanoid

RACE

Small / 5 ft.

SIZE / FACE

Neutral Good

Alignment

Low-Light-Vision

VISION

HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
11 <small>Hit points</small>				Walk 30 ft.

AC	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	DODGE	Morale	Insight	Sacred	Profane	MISC
14 <small>armor class</small>	14	11	=	10	+3	+0	+0	+1	+0	+0	+0	+0	+0	+0	+0	+0

INITIATIVE	TOTAL	DEX MODIFIER	MISC MODIFIER	MISS CHANCE	Arcane Spell Failure	ARMOR CHECK PENALTY	SPELL RESIST	ACID RESIST	GOLD RESIST	ELECT. RESIST	FIRE RESIST
+3 <small>modifier</small>	+3	+0									

TOTAL SKILLPOINTS: 6	SKILLS	MAX RANKS: 1/4			
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Acrobatics	DEX	3	=	3	
✓ Acrobatics (Jump)	DEX	-1	=	3	+ -4
✓ Appraise	INT	4	=	4	
✓ Bluff	INT	4	=	4	
✓ Climb	STR	-1	=	-1	
✓ Craft (Alchemy)	INT	10	=	4	+ 1 + 5
✓ Craft (Untrained)	INT	4	=	4	
✓ Diplomacy	INT	4	=	4	
✓ Disguise	CHA	-1	=	-1	
✓ Escape Artist	DEX	3	=	3	
✓ Fly	DEX	5	=	3	+ 2
✓ Heal	WIS	0	=	0	
✓ Intimidate	CHA	-1	=	-1	
Knowledge (Arcana)	INT	8	=	4	+ 1 + 3
Knowledge (Dungeoneering)	INT	8	=	4	+ 1 + 3
Knowledge (Local)	INT	5	=	4	+ 1
✓ Perception	WIS	3	=	0	+ 1 + 2
✓ Perform (Untrained)	CHA	-1	=	-1	
✓ Ride	DEX	-3	=	3	+ -6
✓ Sense Motive	WIS	0	=	0	
Spellcraft	INT	8	=	4	+ 1 + 3
✓ Stealth	DEX	7	=	3	+ 4
✓ Survival	WIS	0	=	0	
✓ Swim	STR	-1	=	-1	
			=		
			=		

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

Arcane Pool
Uses per Day □□□□□
Arcane Pool (Su) : You have a reservoir of mystical arcane energy that you draw upon to fuel your powers and enhance your weapon. This arcane pool has 5 points. The pool refreshes once per day when you prepare your spells. You can expend 1 point from your arcane pool as a swift action to grant any weapon you are holding a +1 enhancement bonus for 1 minute. These bonuses can be added to the weapon, stacking with existing weapon enhancement to a maximum of +5. Multiple uses of this ability do not stack with themselves. [Paizo Inc. - Ultimate Magic, p.9]

Magus Spells

Languages
Common, Elvish, Gnome, Goblin, Undercommon

Archetypes
Hexcrafter [Paizo Inc. - Ultimate Magic, p.48]
A hexcrafter magus has uncovered the secret of using his arcane pool to recreate witch hexes. These magi can hex friend and foe, curse those they strike, and expand their spell selection to include many curses and harmful spells.

Special Attacks
Spell Combat (Ex) [Paizo Inc. - Ultimate Magic, p.10]
You can cast spells and wield your weapons at the same time. This functions much like two-weapon fighting, but the offhand weapon is a spell that is being cast. To use this ability, you must have one hand free (even if the spell being cast does not have somatic components), while wielding a light or one-handed melee weapon in the other hand. As a full-round action, you can make all of your attacks with your melee weapon at a -2 penalty and can also cast any spell from the magus spell list with a casting time of 1 standard action (any attack roll made as part of this spell also takes this penalty). If you cast this spell defensively, you can decide to take an additional penalty on your attack rolls, up to your intelligence bonus, and add the same amount as a circumstance bonus on your concentration check. If the check fails, the spell is wasted, but the attacks still take the penalty. You can choose to cast the spell first or make the weapon attacks first, but if you have more than one attack, you cannot cast the spell between weapon attacks.

LEVEL	0	1	2	3	4	5	6
PER DAY	(7)	5	—	—	—	—	—
Concentration	+5						

Level 0	Level 1
<ul style="list-style-type: none"> ✓ Acid Splash Arcane Mark Dancing Lights Daze (DC:14) ✓ Detect Magic Disrupt Undead Flare (DC:14) ✓ Ghost Sound (DC:14) ✓ Light ✓ Mage Hand Open/Close (DC:14) ✓ Prestidigitation (DC:14) Ray of Frost Read Magic ✓ Spark (DC:14) Brand (DC:14) 	<ul style="list-style-type: none"> □ Color Spray (DC:15) Corrosive Touch Disguise Weapon (DC:15) Enlarge Person (DC:15) Frostbite Glue Seal (DC:15) Grease (DC:15) Ill Omen Magic Missile Magic Weapon (DC:15) Mount Obscuring Mist Reduce Person (DC:15) Shield □□□□ Shocking Grasp Silent Image (DC:15) Snowball (DC:15) Unseen Servant Vanish (DC:15)

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Rapier (Small)	Equipped	1	1 / 20	
Masterwork Studded Leather (Small)	Equipped	1	10 / 175	
Reinforced Scarf (Small)	Equipped	1	0.2 / 10	
<small>One side of this 8-foot-long scarf is reinforced with chain links and metal plates. While not enough to provide a benefit to Armor Class, these versatile scarves can be used like a length of chain to climb short distances or bind an enemy. A reinforced scarf has hardness 10 and 4 hit points. It can be burst with a DC 24 Strength check.</small>				
Belt	Equipped	1	0 / 0	
Outfit (Hooded Robe & Pants & Jewelry)	Equipped	1	0 / 5	
<small>Decorative, includes other common clothing items</small>				
Mausberg Signet Ring	Equipped	1	0 / 5	
<small>(Signet Ring)</small>				
Backpack (Small)	Carried	1	0.5 / 2	
Bell	Backpack (Small)	1	0 / 1	
<small>Loud ringing sound, can be muted while not in use</small>				
Bottle (Steel)	Backpack (Small)	1	1 / 2	
<small>Holds enough drinking water for 2 days for a small character</small>				
Chalk	Backpack (Small)	3	0 (0) / 0 (0)	
Compass	Backpack (Small)	1	0.5 / 10	
Earplugs	Backpack (Small)	2	0 (0) / 0 (0.1)	
<small>Give you a +2 circumstance bonus on saves against effects that require hearing, but also cause a -5 penalty on hearing-based Perception checks.</small>				
Fishing Kit	Backpack (Small)	1	3 / 0.5	
<small>This kit includes a simple fishing pole and a small box that contains fishing tackle (hooks, lines, sinkers, floats, and lures).</small>				
Fishing Net (25 Sq. Ft.)	Backpack (Small)	1	5 / 4	
Ink (1 oz. Vial)	Backpack (Small)	3	0 / 8	
<small>Black, Green and Red</small>				
Inkpen	Backpack (Small)	1	0 / 0.1	
Lamp (Common)	Backpack (Small)	1	1 / 0.1	
<small>Bright illumination (15'), shadowy illumination (30'), 6 hr./pint</small>				
Magnet	Backpack (Small)	1	0.5 / 0.5	
Magus Spellbook	Backpack (Small)	1	3 / 15	
<small>Travel sized</small>				
Oil (1 Pint Flask)	Backpack (Small)	10	1 (10) / 0.1 (1)	
Paper (Sheet)	Backpack (Small)	10	0 (0) / 0.4 (4)	
<small>hardness 0, 1 hit point, and break DC 5</small>				
Rations (Per Day) (Small)	Backpack (Small)	10	0.2 (2.5) / 0.5 (5)	
Rope (Hemp/50 ft.)	Backpack (Small)	5	10 (50) / 1 (5)	
Sewing Needle	Backpack (Small)	1	0 / 0.5	
Signal Whistle	Backpack (Small)	1	0 / 0.8	
String (50 ft.)	Backpack (Small)	1	0.5 / 0	
Tent (Small)	Backpack (Small)	1	5 / 10	
<small>Includes Bedroll</small>				
Pot (Iron)	Backpack (Small)	1	4 / 0.8	
Alchemy Crafting Kit	Backpack (Small)	1	5 / 25	
Fortune-Teller's Deck (Common)	Backpack (Small)	1	0.5 / 1	
Journal	Backpack (Small)	1	1 / 10	
<small>a blank, lightweight book with an oilskin cover. It has 50 paper pages.</small>				
Soap	Backpack (Small)	1	0.5 / 0	
Dagger (Small)	Carried	1	0.5 / 2	
Pouch (Belt) (Small)	Carried	1	0.1 / 1	
<small>Currently holds Gold Coins</small>				
Gloves	Carried	1	0 / 1	
<small>waterproof, acidproof</small>				
Sealing Wax	Backpack (Small)	1	0.1 / 1	
<small>Different colors, for use with a Signet Ring</small>				
Cup (Steel)	Backpack (Small)	2	0 / 0	
Goggles	Carried	1	0 / 0	
<small>shaded glass</small>				

Money: 140g

Traits	
Younger Sibling	[Paizo Inc. - Jade Regent Player's Guide, p.13]
You've lived your whole life in the shadow of your older brother Saul, who seems to have the adventure-filled lifestyle you've always wanted for yourself. While your brother always took care of you, he never supported your desire to become an adventurer - Saul never explained why, only saying, "Adventuring can cause a lot of pain just as easily as it can bring success and riches." As a younger sibling to one of Mausberg's more influential members, you share some of his innate talent and skill at adventuring. Your ferocious independence and self-confidence give you a +1 trait bonus on Will saving throws. In addition, you gain a +1 trait bonus on all attack rolls against foes that threaten your older brother.	
Magical Lineage (Shocking Grasp)	[Paizo Inc. - Second Darkness Player's Guide, p.13]
One of your parents was a gifted spellcaster who not only used metamagic often, but developed many magical items and perhaps even a new spell or two—and you have inherited a fragment of this greatness. When you apply metamagic feats to Shocking Grasp, treat its actual level as 1 lower for determining the spell's final adjusted level.	
Student of Philosophy	[Paizo Inc.]
You were trained in a now-defunct philosophical tradition—such as that of the now-destroyed magic universities or astrologers—and learned to use logic and reason to persuade others. You can use your Intelligence modifier in place of your Charisma modifier on Diplomacy checks to persuade others and on Bluff checks to convince others that a lie is true. (This trait does not affect Diplomacy checks to gather information or Bluff checks to feint in combat).	
Family Ties (Drawback)	[Paizo Inc.]
Your family is extremely important to you, and you feel disheartened when you can't do what they ask. When a family member makes a request of you, you must fulfill that request or take a -2 penalty on all Wisdom- and Charisma-based ability checks and skill checks until you either do what was requested or succeed at a DC 20 Will saving throw, which you can attempt once per day at the start of each day. You can't take this drawback if you have no family. If you ever lose your family or lose contact with your family, exchange this drawback for the Doubt drawback.	

Special Qualities	
Arcane Pool (Su)	[Paizo Inc. - Ultimate Magic, p.9]
You have a reservoir of mystical arcane energy that you draw upon to fuel your powers and enhance your weapon. This arcane pool has 5 points. The pool refreshes once per day when you prepare your spells. You can expend 1 point from your arcane pool as a swift action to grant any weapon you are holding a +1 enhancement bonus for 1 minute. These bonuses can be added to the weapon, stacking with existing weapon enhancement to a maximum of +5. Multiple uses of this ability do not stack with themselves.	
Armor Proficiency (Ex)	[Paizo Inc. - Ultimate Magic]
You can cast magus spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a magus wearing medium armor, heavy armor, or a shield incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass magus still incurs the normal arcane spell failure chance for arcane spells received from other classes.	
Cantrips	[Paizo Inc. - Ultimate Magic, p.10]
You can prepare a number of cantrips, or 0-level spells, each day. These spells are cast like any other spell, but they are not expended when cast and may be used again.	
Cornered Fury	[Paizo Inc. - Advanced Race Guide, p.150]
Ratfolk can fight viciously when cut off from friends and allies. Whenever a ratfolk with this racial trait is reduced to half or fewer of his hit points, and has no conscious ally within 30 feet, he gains a +2 racial bonus on melee attack rolls and to Armor Class. This racial trait replaces swarming.	
Surface Sprinter	[Paizo Inc.]
Some ratfolk spend as much time as they can aboveground and become very fast runners. This comes at the cost of their night vision, which becomes less acute after years of sunlight. These ratfolk gain low-light vision and have a base speed of 30 feet. This racial trait replaces darkvision and slow speed.	
Hex Arcana	[Paizo Inc. - Ultimate Magic, p.48]
You gain access to the Accursed Strike magus arcana, or may select any witch hex in place of a magus arcana. You cannot select any hex or arcana more than once.	
Cleanliness	[Paizo Inc.]
Ratfolk strive to keep themselves and each other immaculately clean, to make it difficult for disease to spread. A ratfolk with this racial trait gains a +2 bonus on saving throws against disease, and whenever she exceeds the save DC to recover from a disease effect by 5 or more, she is treated as though she had succeeded at two consecutive saving throws. This racial trait replaces rodent empathy.	
Spells (Su)	[Paizo Inc. - Ultimate Magic, p.49]
You add the following spells to your magus spell list: bestow curse, major curse, and all other spells of 6th level or lower that have the curse descriptor.	
Tinker (Ex)	[Paizo Inc. - Bestiary 3, p.151]
Ratfolk gain a +2 racial bonus on Craft (Alchemy), Perception, and Use Magic Device checks.	

Feats	
Weapon Finesse	[Paizo Inc. - Core Rulebook, p.136]
You are trained in using your agility in melee combat, as opposed to brute strength.	
With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.	

Magus Spells

LEVEL	0	1	2	3	4	5	6
PER DAY	(7)	5	—	—	—	—	—
Concentration	+5						

LEVEL 0

Name	School	Time	Duration	Range	Source
Acid Splash	Conjuration, EarthSchool (Creation) [Acid]	1 standard action	Instantaneous	Close (25 ft.)	CR:p.239
[V, S] TARGET: One missile of acid; EFFECT: You fire a small orb of acid at the target dealing 1d3 points of acid damage. [SR:No]					
Arcane Mark	Universal	1 standard action	Permanent	Touch	CR:p.244
[V, S] TARGET: One personal rune or mark, all of which must fit within 1 sq. ft.; EFFECT: This spell allows you to inscribe your personal rune or mark. [SR:No]					
Dancing Lights	Evocation [Light]	1 standard action	1 minute [D]	Medium (110 ft.)	CR:p.263
[V, S] TARGET: Up to four lights, all within a 10-ft.-radius area; EFFECT: You create up to four lights that resemble lanterns or torches. [SR:No]					
Daze	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 round	Close (25 ft.)	CR:p.264
[V, S, M] TARGET: One humanoid creature of 4 HD or less; EFFECT: This spell clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions. [SR:Yes; DC:14, Will negates]					
Detect Magic	Divination	1 standard action	Concentration, up to 1 minutes [D]	60 ft.	CR:p.267
[V, S] TARGET: Cone-shaped emanation; EFFECT: You detect magical auras. [SR:No]					
Disrupt Undead	Necromancy	1 standard action	Instantaneous	Close (25 ft.)	CR:p.273
[V, S] TARGET: Ray; EFFECT: You direct a ray of positive energy dealing 1d6 points of damage to Undead. [SR:Yes]					
Flare	Evocation [Light]	1 standard action	Instantaneous	Close (25 ft.)	CR:p.284
[V] TARGET: Burst of light; EFFECT: This cantrip creates a burst of light. [SR:Yes; DC:14, Fortitude negates]					
Ghost Sound	Illusion (Figment)	1 standard action	1 rounds [D]	Close (25 ft.)	CR:p.289
[V, S, M] TARGET: Illusory sounds; EFFECT: Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. [SR:No; DC:14, Will disbelief]					
Light	Evocation [Light, WoodSchool]	1 standard action	10 minutes	Touch	CR:p.304
[V, M/DF] TARGET: Object touched; EFFECT: This spell causes a touched object to glow like a torch. [SR:No]					
Mage Hand	Transmutation	1 standard action	Concentration	Close (25 ft.)	CR:p.306
[V, S] TARGET: One nonmagical, unattended object weighing up to 5 lbs.; EFFECT: You point your finger at an object and can lift it and move it at will from a distance. [SR:No]					
Open/Close	Transmutation	1 standard action	Instantaneous	Close (25 ft.)	CR:p.317
[V, S, F] TARGET: Object weighing up to 30 lbs. or portal that can be opened or closed; EFFECT: You can open or close [your choice] a door, chest, box, window, bag, pouch, bottle, barrel, or other container. [SR:Yes (object); DC:14, Will negates (object)]					
Prestidigitation	Universal	1 standard action	1 hour	10 ft.	CR:p.325
[V, S] TARGET: See text; EFFECT: Prestidigitations are minor tricks that novice spellcasters use for practice. [SR:No; DC:14, See text]					
Ray of Frost	Evocation, WaterSchool [Cold]	1 standard action	Instantaneous	Close (25 ft.)	CR:p.330
[V, S] TARGET: Ray; EFFECT: A ray of freezing air and ice projects from your pointing finger dealing 1d3 points of cold damage. [SR:Yes]					
Read Magic	Divination	1 standard action	10 minutes	Personal	CR:p.330
[V, S, F] TARGET: You; EFFECT: You can decipher magical inscriptions on objects--books, scrolls, weapons, and the like--that would otherwise be unintelligible.					
Spark	Evocation, FireSchool [Fire]	1 standard action	Instantaneous	Close (25 ft.)	APG:p.246
[V or S] TARGET: one Fine object; EFFECT: Ignites flammable objects. [SR:Yes (object); DC:14, Fortitude negates (object)]					
Brand	Transmutation	1 standard action	1 days	Touch	APG:p.207
[V, S, DF] TARGET: creature touched; EFFECT: Creates permanent brand on target creature, dealing 1 point of damage. [SR:Yes; DC:14, Fortitude negates]					

LEVEL 1 / Per Day:5

Name	School	Time	Duration	Range	Source
Color Spray	Illusion (Pattern) [Mind-Affecting]	1 standard action	Instantaneous; see text	15 ft.	CR:p.256
[V, S, M] TARGET: Cone-shaped burst; EFFECT: A vivid cone of clashing colors springs forth from your hand, causing creatures to become stunned, perhaps also blinded, and possibly knocking them unconscious. [SR:Yes; DC:15, Will negates]					
Corrosive Touch	Conjuration (Creation) [Acid]	1 standard action	Instantaneous	Touch	UM:p.213
[V, S] TARGET: Creature or object touched; EFFECT: Touch attack deals 1d4 acid damage. [SR:Yes]					
Disguise Weapon	Illusion (Glamour)	1 round	1 hours [D]	Touch	ACG:p.180
[V, S] TARGET: manufactured weapon touched; EFFECT: Changes one weapon's appearance. [SR:No; DC:15, none]					
Enlarge Person	Transmutation	1 round	1 minutes [D]	Close (25 ft.)	CR:p.277
[V, S, M] TARGET: One humanoid creature; EFFECT: This spell causes instant growth of a humanoid creature, doubling its height and multiplying its weight by 8. [SR:Yes; DC:15, Fortitude negates]					
Frostbite	Transmutation [Cold]	1 standard action	Instantaneous	Touch	UM:p.221
[V, S] TARGET: Up to 1 creatures touched; EFFECT: Target takes 1d6+1 nonlethal cold damage and is fatigued. [SR:Yes]					
Glue Seal	Conjuration (Creation)	1 standard action	1 minutes [D]	Close (25 ft.)	ACG:p.183
[V, S] TARGET: One object or one 5-ft. square; EFFECT: Makes one 5-ft. square or one object sticky. [SR:No; DC:15, see text]					
Grease	Conjuration, EarthSchool (Creation)	1 standard action	1 minutes [D]	Close (25 ft.)	CR:p.291
[V, S, M] TARGET: One object or 10-ft. square; EFFECT: A grease spell covers a solid surface with a layer of slippery grease. [SR:No; DC:15, See text]					
Ill Omen	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 rounds or until discharged	Close (25 ft.)	APG:p.229
[V, S, M] TARGET: one creature; EFFECT: Target rolls twice for checks and attacks and uses worst roll. [SR:Yes]					
Magic Missile	Evocation [Force]	1 standard action	Instantaneous	Medium (110 ft.)	CR:p.309
[V, S] TARGET: Up to five creatures, no two of which can be more than 15 ft. apart; EFFECT: 1 missiles that do 1d4+1 damage each. [SR:Yes]					
Magic Weapon	Transmutation [MetalSchool]	1 standard action	1 minutes	Touch	CR:p.310
[V, S, DF] TARGET: Weapon touched; EFFECT: Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls. [SR:Yes (harmless, object); DC:15, Will negates (harmless, object)]					
Mount	Conjuration (Summoning)	1 round	2 hours [D]	Close (25 ft.)	CR:p.315
[V, S, M] TARGET: One mount; EFFECT: You summon a light horse or a pony [your choice] to serve you as a mount. [SR:No]					
Obscuring Mist	Conjuration, WaterSchool (Creation)	1 standard action	1 minutes [D]	20 ft.	CR:p.317
[V, S] TARGET: Cloud spreads in 20-ft. radius from you, 20 ft. high; EFFECT: A misty, stationary vapor arises around you obscuring all sight, including darkvision, beyond 5 feet. [SR:No]					
Reduce Person	Transmutation	1 round	1 minutes [D]	Close (25 ft.)	CR:p.330
[V, S, M] TARGET: One humanoid creature; EFFECT: This spell causes instant diminution of a humanoid creature, halving its height, length, and width and dividing its weight by 8. [SR:Yes; DC:15, Fortitude negates]					
Shield	Abjuration [Force]	1 standard action	1 minutes [D]	Personal	CR:p.342
[V, S] TARGET: You; EFFECT: Shield creates an invisible shield of force that hovers in front of you.					
Shocking Grasp	Evocation, AirSchool [Electricity, MetalSchool]	1 standard action	Instantaneous	Touch	CR:p.343
[V, S] TARGET: Creature or object touched; EFFECT: Your successful melee touch attack deals 1d6 points of electricity damage. [SR:Yes]					
Silent Image	Illusion (Figment)	1 standard action	Concentration	Long (440 ft.)	CR:p.343
[V, S, F] TARGET: Visual figment that cannot extend beyond 5 10-ft. cubes [S]; EFFECT: This spell creates the visual illusion of an object, creature, or force, as visualized by you. [SR:No; DC:15, Will disbelief (if interacted with)]					
Snowball	Conjuration (Creation) [Cold,Water]	1 standard action	Instantaneous	Close (25 ft.)	POTN:p.26
[V, S] TARGET: One ball of ice and snow; EFFECT: You conjure a ball of packed ice and snow that you can throw at a single target as a ranged touch attack. The snowball deals 1d6 points of cold damage on a successful hit, and the target must make a successful Fortitude saving throw or be staggered for 1 round. [SR:No; DC:15, Fortitude partial]					
Unseen Servant	Conjuration (Creation)	1 standard action	1 hours	Close (25 ft.)	CR:p.364
[V, S, M] TARGET: One invisible, mindless, shapeless servant; EFFECT: An unseen servant is an invisible, mindless, shapeless force that performs simple tasks at your command. [SR:No]					
Vanish	Illusion (Glamour)	1 standard action	1 rounds [D]	Touch	APG:p.253
[V, S] TARGET: creature touched; EFFECT: This spell functions like invisibility. Like invisibility, the spell immediately ends if the subject attacks any creature. [SR:Yes (harmless); DC:15, Will negates (harmless)]					