Acid Arrow	2	Alter Self	2	
Conjuration (Creation) [Acid] Effect: One arrow of acid Level: Sor/Wiz 2 Duration: 1 round + 1 round per Casting Time: 1 standard action Range: Long (400 ft. + 40 ft./level) Spell Resistance: No	three levels	Transmutation Level: Asn 2, Brd 2, Sor/Wiz 2 Components: V, S Casting Time: 1 standard action Range: Personal	Target: You Duration: 10 min./level (D)	
A magical arrow of acid springs from your hand and speeds to its target. You must succeed on a ranged touch attack to hit your target. The arrow deals 2d4 points of acid damage with no splash damage. For every three caster levels (to a maximum of 18th), the acid, unless somehow neutralized, lasts for another round, dealing another 2d4 points of damage in that round. Focus: A dart. Material Components: Powdered rhubarb leaf and an adder's stomach.		You assume the form of a creature of the same type as your normal form. The new form must be within one size category of your normal size. The maximum HD of an assumed form is equal to your caster level, to a maximum of 5 HD at 5th level. You can change into a member of your own kind or even into yourself. You retain your own ability scores. Your class and level, hit points, alignment, base attack bonus, and base save bonuses all remain the same. You retain all supernatural and spell-like special attacks and qualities of your normal form, except for those requiring a body part that the new form does not have (such as a mouth for a breath weapon or eyes for a gaze attack). You keep all extraordinary special attacks and qualities derived from class levels, but you lose any from your normal form that are not derived from class levels. If the new form is capable of speech, you can communicate normally. You retain any spellcasting ability you had in your original form, but the new form must be able to speak intelligibly (that is, speak a language) to use verbal components and must have limbs capable of fine manipulation to use somatic or material components. You acquire the physical qualities of the new form while retaining your own mind.		
Alter Self (continued) Physical qualities include natural size, mundane movement capabilities (such as burrowing, climbing, walking, swimming, and flight with wings, to a maximum speed of 120 feet for flying or 60 feet for nonflying movement), natural armor bonus, natural weapons (such as claws, bite, and so on), racial skill bonuses, racial bonus feats, and any gross physical qualities (presence or absence of wings, number of extremities, and so forth). A body with extra limbs does not allow you to make more attacks (or more advantageous two-weapon attacks) than normal. You do not gain any extraordinary special attacks or special qualities not noted above under physical qualities, such as darkvision, low-light vision, blindsense, blindsight, fast healing, regeneration, scent, and so forth. You do not gain any supernatural special attacks, special qualities, or spell-like abilities of the new form. Your creature type and subtype (if any) remain the same regardless of your new form. You cannot take the form of any creature with a template, even if that template doesn't change the creature type or subtype. You can freely designate the new form's minor physical qualities (such as hair color, hair texture, and skin color) within the normal ranges for a creature of that kind. The new form's significant physical qualities (such as height, weight, and gender) are also under your control, but they must fall within the norms for the new form's kind. You are effectively disguised as an average member of the new form's race. If you use this spell to create a disguise, you get a +10 bonus on your Disguise check. When the change occurs, your equipment, if any, either remains worn or held by the new form (if it is capable of wearing or holding the item), or melds into the new form and becomes nonfunctional. When you revert to your true form, any objects previously melded into the new form reappear in the same location on your body they previously occupied and are once again functional. Any new items you wore in the assumed f		Arcane Lock Abjuration Level: Sor/Wiz 2 Components: V, S, M Casting Time: 1 standard action Range: Touch An arcane lock spell cast upon a door, chest, or portal magically locks it. You can freely pass your own arcane lock without affecting it; otherwise, a door or object secured with this spell can be opened only by breaking in or with a successful dispel magic or knock spell. Add 10 to the normal DC to break open a door or portal affected by this spell. (A knock spell does not remove an arcane lock; it only suppresses the effect for 10 minutes.) Material Components: Gold dust worth 25 gp.		
Bear's Endurance DC:	2222	Blindness/Deafness	DC: 2 3 2	
Transmutation Level: Adp 2, Clr 2, Drd 2, Rgr 2, Sor/Wiz 2 Components: V, S, DF Casting Time: 1 standard action Range: Touch Target: Creature touched Duration: 1 min./level Saving Throw: Will negates (har Spell Resistance: Yes	rmless)	Necromancy Level: Brd 2, Clr 3, Sor/Wiz 2 Components: V Casting Time: 1 standard action Range: Medium (100 ft. + 10 ft./level)	Target: One living creature Duration: Permanent (D) Saving Throw: Fortitude negates Spell Resistance: Yes	
The affected creature gains greater vitality and stamina. The spell grants the subject a +4 enha Constitution, which adds the usual benefits to hit points, Fortitude saves, Constitution checks gained by a temporary increase in Constitution score are not temporary hit points. They go aw Constitution drops back to normal. They are not lost first as temporary hit points are.	s, and so forth. Hit points	You call upon the powers of unlife to render the subject blin	nded or deafened, as you choose.	

Blur	DC: 2	Bull's Strength	DC: 2 2 2 2
Illusion (Glamer) Level: Brd 2, Sor/Wiz 2 Components: V Casting Time: 1 standard action Range: Touch	Target: Creature touched Duration: 1 min./level (D) Saving Throw: Will negates (harmless) Spell Resistance: Yes (harmless)	Transmutation Level: Adp 2, Blk 2, Clr 2, Drd 2, Pal 2, Sor/Wiz 2, Strength 2 Components: V, S, M/DF Casting Time: 1 standard action Range: Touch	Target: Creature touched Duration: 1 min./level Saving Throw: Will negates (harmless) Spell Resistance: Yes (harmless)
	ng. This distortion grants the subject concealment (20% miss lur effect, but a true seeing spell does. Opponents that cannot a unseen opponent carries penalties of its own).	The subject becomes stronger. The spell grants a +4 enhant attack rolls, melee damage rolls, and other uses of the Strer Arcane Material Components: A few hairs, or a pinch of definition of the strength of	
Cat's Grace	DC: 2 2 2	Command Undead	DC:
Cat S Grace Transmutation Level: Adp 2, Asn 2, Brd 2, Drd 2, Rgr 2, Sor/Wiz 2 Components: V, S, M Casting Time: 1 standard action Range: Touch	Target: Creature touched Duration: 1 min./level Saving Throw: Will negates (harmless) Spell Resistance: Yes	Necromancy Level: Sor/Wiz 2 Components: V, S, M Casting Time: 1 standard action Range: Close (25 ft. + 5 ft./2 levels)	Target: One undead creature Duration: One day/level Saving Throw: Will negates; see text Spell Resistance: Yes
The transmuted creature becomes more graceful, agile, ar Dexterity, adding the usual benefits to AC, Reflex saves, Material Components: A pinch of cat fur.	nd coordinated. The spell grants a +4 enhancement bonus to and other uses of the Dexterity modifier.	your words and actions in the most favorable way (treat its You can try to give the subject orders, but you must win at wouldn't ordinarily do. (Retries are not allowed.) An intell harmful orders, but it might be convinced that something vereature gets no saving throw against this spell. When you commands, such as "come here," "go there," "fight," "stan	igent commanded undead never obeys suicidal or obviously very dangerous is worth doing. A nonintelligent undead control a mindless being, you can communicate only basic dd still," and so on. Nonintelligent undead won't resist suicidal rent allies that threatens the commanded undead (regardless of elepathic. The undead creature must be able to hear you.
Continual Flame		Darkness	2 2 7 2
Evocation [Light] Level: Adp 3, Clr 3, Sor/Wiz 2 Components: V, S, M Casting Time: 1 standard action Range: Touch	Target: Object touched Effect: Magical, heatless flame Duration: Permanent Saving Throw: None Spell Resistance: No	Evocation [Darkness] Level: Adp 2, Asn 2, Blk 2, Brd 2, Clr 2, Sor/Wiz 2 Components: V, M/DF Casting Time: 1 standard action Range: Touch	Target: Object touched Duration: 10 min./level (D) Saving Throw: None Spell Resistance: No
		are not affected by darkness. If darkness is cast on a small	ormally see in such conditions (such as with darkvision or in magical darkness. Normal lights (torches, candles, 1, as are light spells of lower level. Higher level light spells object that is then placed inside or under a lightproof removed. Darkness counters or dispels any light spell of equal

Darkvision	DC: 3 2	Daze Monster	DC: 2
Transmutation Level: Rgr 3, Sor/Wiz 2 Components: V, S, M Casting Time: 1 standard action Range: Touch	Target: Creature touched Duration: 1 hour/level Saving Throw: Will negates (harmless) Spell Resistance: Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting] Level: Brd 2, Sor/Wiz 2 Components: V, S, M Casting Time: 1 standard action Range: Medium (100 ft. + 10 ft./level)	Target: One living creature of 6 HD or less Duration: 1 round Saving Throw: Will negates Spell Resistance: Yes
	n total darkness. Darkvision is black and white only but otherwise like ability to see in magical darkness. Darkvision can be made permanent rrot or an agate.	This spell functions like daze, but daze monster can HD are not affected.	affect any one living creature of any type. Creatures of 7 or more
Detect Thoughts Divination [Mind-Affecting] Level: Brd 2, Knowledge 2, Sor/Wiz 2 Components: V, S, F/DF Casting Time: 1 standard action Range: 60 ft. Area: Cone-shaped emanation	DC: 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	Eagle's Splendor Transmutation Level: Blk 2, Brd 2, Clr 2, Pal 2, Sor/Wiz 2 Components: V, S, M/DF Casting Time: 1 standard action Range: Touch	Target: Creature touched Duration: 1 min./level Saving Throw: Will negates (harmless) Spell Resistance: Yes ulate, and personally forceful. The spell grants a +4 enhancement
You detect surface thoughts. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of thoughts (from conscious creatures with Intelligence scores of 1 or higher). 2nd Round: Number of thinking minds and the Intelligence score of each. If the highest Intelligence is 26 or higher (and at least 10 points higher than your own Intelligence score), you are stunned for 1 round and the spell ends. This spell does not let you determine the location of the thinking minds if you can't see the creatures whose thoughts you are detecting. 3rd Round: Surface thoughts of any mind in the area. A target's Will save prevents you from reading its thoughts, and you must cast detect thoughts again to have another chance. Creatures of animal intelligence (Int 1 or 2) have simple, instinctual thoughts that you can pick up. Each round, you can turn to detect thoughts in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.		bonus to Charisma, adding the usual benefits to Charisma-based skill checks and other uses of the Charisma modifier. Sorcerers and bards (and other spellcasters who rely on Charisma) affected by this spell do not gain any additional bonus spells for the increased Charisma, but the save DCs for spells they cast while under this spell's effect do increase. Arcane Material Components: A few feathers or a pinch of droppings from an eagle.	
False Life Necromancy Level: Asn 3, Sor/Wiz 2 Components: V, S, M Casting Time: 1 standard action Range: Personal	Target: You Duration: 1 hour/level or until discharged; see text	Flaming Sphere Evocation [Fire] Level: Drd 2, Sor/Wiz 2 Components: V, S, M/DF Casting Time: 1 standard action Range: Medium (100 ft. + 10 ft./level)	Effect: 5-ftdiameter sphere Duration: 1 round/level Saving Throw: Reflex negates Spell Resistance: Yes
emporary hit points equal to 1d10 +1 per caster	ol or distilled spirits, which you use to trace certain sigils on your body	part of this movement, it can ascend or jump up to 30 moving for the round and deals 2d6 points of fire dat damage. A flaming sphere rolls over barriers less that illuminates the same area as a torch would. The sphe otherwise, it merely stays at rest and burns. It can be size. The surface of the sphere has a spongy, yielding	rou point and burns those it strikes. It moves 30 feet per round. As 0 feet to strike a target. If it enters a space with a creature, it stops mage to that creature, though a successful Reflex save negates that in 4 feet tall. It ignites flammable substances it touches and re moves as long as you actively direct it (a move action for you); extinguished by any means that would put out a normal fire of its g consistency and so does not cause damage except by its flame. It is large obstacles. A flaming sphere winks out if it exceeds the spell oth of brimstone, and a dusting of powdered iron.

Fog Cloud		Fox's Cunning	DC: 2 2 2 2
Conjuration (Creation) Level: Drd 2, Sor/Wiz 2, Water 2 Components: V, S Casting Time: 1 standard action Range: Medium (100 ft. + 10 ft. level)	Effect: Fog spreads in 20-ft. radius, 20 ft. high Duration: 10 min./level Saving Throw: None Spell Resistance: No	Transmutation Level: Asn 2, Brd 2, Sor/Wiz 2 Components: V, S, M/DF Casting Time: 1 standard action Range: Touch	Target: Creature touched Duration: 1 min./level Saving Throw: Will negates (harmless) Spell Resistance: Yes
A bank of fog billows out from the point you designate. TA creature within 5 feet has concealment (attacks have a 2 concealment (50% miss chance, and the attacker can't use disperses the fog in 4 rounds; a strong wind (21+ mph) dis underwater.	sight to locate the target). A moderate wind (11+ mph)	benefits to Intelligence-based skill checks and other uses of who rely on Intelligence) affected by this spell do not gain	a +4 enhancement bonus to Intelligence, adding the usual of the Intelligence modifier. Wizards (and other spellcasters any additional bonus spells for the increased Intelligence, but ffect do increase. This spell doesn't grant extra skill points. lung, from a fox.
Ghoul Touch	DC:	Glitterdust	DC:
Necromancy Level: Sor/Wiz 2 Components: V, S, M Casting Time: 1 standard action Range: Touch Target: Living humanoid touched Duration: 1d6+2 rounds Saving Throw: Fortitude negates Spell Resistance: Yes Imbuing you with negative energy, this spell allows you to paralyze a single living humanoid for the duration of the spell with a successful melee touch attack. Additionally, the paralyzed subject exudes a carrion stench that causes all living creatures (except you) in a 10-foot-radius spread to become sickened (Fortitude negates). A neutralize poison spell removes the effect from a sickened creature, and creatures immune to poison are unaffected by the stench. Material Components: A small scrap of cloth taken from clothing worn by a ghoul, or a pinch of earth from a ghoul's lair.		Conjuration (Creation) Level: Brd 2, Sor/Wiz 2 Components: V, S, M Casting Time: 1 standard action Range: Medium (100 ft. + 10 ft./level) Area: Creatures and objects within 10-ftradius spread A cloud of golden particles covers everyone and everything in the area, causing creatures to become blinded and visibly outlining invisible things for the duration of the spell. All within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades. Any creature covered by the dust takes a -40 penalty on Hide checks. Material Components: Ground mica.	
Gust of Wind Evocation [Air] Level: Drd 2, Sor/Wiz 2	Effect: Line-shaped gust of severe wind emanating out from you to the extreme of the range	Hideous Laughter Enchantment (Compulsion) [Mind-Affecting] Level: Brd 1, Sor/Wiz 2 Components: V, S, M	DC: 1 2 Target: One creature; see text Duration: 1 round/level
Components: V, S Casting Time: 1 standard action Range: 60 ft.	Duration: 1 round Saving Throw: Fortitude negates Spell Resistance: Yes	Components: V, S, M Casting Time: 1 standard action Range: Close (25 ft. + 5 ft./2 levels)	Saving Throw: Will negates Spell Resistance: Yes
This spell creates a severe blast of air (approximately 50 mph) that originates from you, affecting all creatures in its path. A Tiny or smaller creature on the ground is knocked down and rolled 1d4x10 feet, taking 1d4 points of nonlethal damage per 10 feet. If flying, a Tiny or smaller creature is blown back 2d6x10 feet and takes 2d6 points of nonlethal damage due to battering and buffeting. Small creatures are knocked prone by the force of the wind, or if flying are blown back 1d6x10 feet. Medium creatures are unable to move forward against the force of the wind, or if flying are blown back 1d6x5 feet. Large or larger creatures may move normally within a gust of wind effect. A gust of wind can't move a creature beyond the limit of its range. Any creature, regardless of size, takes a -4 penalty on ranged attacks and Listen checks in the area of a gust of wind. The force of the gust automatically extinguishes candles, torches, and similar unprotected flames. It causes protected flames, such as those of lanterns, to dance wildly and has a 50% chance to extinguish those lights. In addition to the effects noted, a gust of wind can do anything that a sudden blast of wind would be expected to do. It can create a stinging spray of sand or dust, fan a large fire, overturn delicate awnings or hangings, heel over a small boat, and blow gases or vapors to the edge of its range. Gust of wind can be made permanent with a permanency spell.		subject can take no actions while laughing, but is not cons	pesn't "translate" well.

Hypnotic Pattern	DC: 2	Invisibility	DC: 2
Illusion (Pattern) [Mind-Affecting] Level: Brd 2, Sor/Wiz 2 Components: V (Brd only), S, M; see text Casting Time: 1 standard action Range: Medium (100 ft. + 10 ft./level) A twisting pattern of subtle, shifting colors weaves through caster level (maximum 10) to determine the total number of are affected first; and, among creatures with equal HD, those	Effect: Colorful lights in a 10-ftradius spread Duration: Concentration + 2 rounds Saving Throw: Will negates Spell Resistance: Yes the air, fascinating creatures within it. Roll 2d4 and add your Hit Dice of creatures affected. Creatures with the fewest HD	Illusion (Glamer) Level: Adp 2, Asn 2, Brd 2, Sor/Wiz 2, Trickery 2 Components: V, S, M/DF Casting Time: 1 standard action Range: Personal or touch The creature or object touched becomes invisible, vanishir creature carrying gear, that vanishes, too. If you cast the specific processing the second content of the second content o	Target: You or a creature or object weighing no more than 100 lb./level Duration: 1 min./level (D) Saving Throw: Will negates (harmless) or Will negates (harmless, object) Spell Resistance: Yes (harmless) or Yes (harmless, object) or from sight, even from darkvision. If the recipient is a pell on someone else, neither you nor your allies can see the
of colors. Sightless creatures are not affected. A wizard or must sing, play music, or recite a rhyme as a verbal compo Material Components: A glowing stick of incense or a cryst	sorcerer need not utter a sound to cast this spell, but a bard nent.	invisible creature become visible; items picked up disapper Light, however, never becomes invisible, although a source no visible source). Any part of an item that the subject can Of course, the subject is not magically silenced, and certa	
Invisibility (continued) Thus, an invisible being can open doors, talk, eat, climb sta	airs summon monsters and have them attack cut the rones	Knock	
	tely trigger traps, open a portcullis to release attack dogs, and	Transmutation Level: Sor/Wiz 2	Target: One door, box, or chest with an area of up to 10 sq. ft./level
	as for this purpose, even when they include foes in their area.	Components: V Casting Time: 1 standard action	Duration: Instantaneous; see text Saving Throw: None
invisionity can be made permanent (on objects only) with a	permanency spen.	Range: Medium (100 ft. + 10 ft./level)	Spell Resistance: No
		used to open a arcane locked door, the spell does not remo minutes. In all other cases, the door does not relock itself	les, or chains (provided they serve to hold closures shut). If we the arcane lock but simply suspends its functioning for 10 or become stuck again on its own. Knock does not raise barred es it affect ropes, vines, and the like. The effect is limited by
Levitate		Locate Object Divination	2 3 2
Transmutation Level: Sor/Wiz 2 Components: V, S, F Casting Time: 1 standard action Range: Personal or close (25 ft. + 5 ft./2 levels) Levitate allows you to move yourself, another creature, or a		Level: Brd 2, Clr 3, Sor/Wiz 2, Travel 2 Components: V, S, F/DF Casting Time: 1 standard action Range: Long (400 ft. + 40 ft./level) Area: Circle, centered on you, with a radius of 400 ft. + 40 ft./level	Duration: 1 min./level Saving Throw: None Spell Resistance: No
willing to be levitated, and an object must be unattended or	possessed by a willing creature. You can mentally direct the today so is a move action. You cannot move the recipient of a cliff, for example, or push against a ceiling to move creature that attacks with a melee or ranged weapon finds on attack rolls, the second -2, and so on, to a maximum ture to begin again at -1.	You sense the direction of a well-known or clearly visuality ou locate the nearest one of its kind if more than one is well-known and accurate mental image; if the image is not closspecify a unique item unless you have observed that particularly blocked by even a thin sheet of lead. Creatures cannot be formularly that the state of the state	se enough to the actual object, the spell fails. You cannot ular item firsthand (not through divination). The spell is

next time a specified event occurs. The message, which m known by you and can be delivered over a period of 10 mi command words, or activate magical effects. It does, how upon a statue, the mouth of the statue would move and app tree, rock, or any other object or creature. The spell functicommand as set in the spell. Commands can be as general triggers can be used. Triggers react to what appears to be darkness does not defeat a visual trigger, but magical dark defeats audible triggers. Audible triggers can be keyed to Actions can serve as triggers if they are visible or audible. or class except by external garb. The range limit of a trigg	ever, move according to the words articulated; if it were placed wear to speak. Of course, magic mouth can be placed upon a ons when specific conditions are fulfilled according to your or as detailed as desired, although only visual and audible the case. Disguises and illusions can fool them. Normal mess or invisibility does. Silent movement or magical silence general types of noises or to a specific noise or spoken word. A magic mouth cannot distinguish alignment, level, Hit Dice, er is 15 feet per caster level, so a 6th-level caster can 0 feet away. Regardless of range, the mouth can respond only		
Minor Image	DC:	Mirror Image	
Illusion (Figment) Level: Brd 2, Sor/Wiz 2 Components: V, S, F Casting Time: 1 standard action Range: Long (400 ft. + 40 ft./level)	Effect: Visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level (S) Duration: Concentration +2 rounds Saving Throw: Will disbelief (if interacted with) Spell Resistance: No	Illusion (Figment) Level: Adp 2, Brd 2, Sor/Wiz 2 Components: V, S Casting Time: 1 standard action Range: Personal; see text	Target: You Duration: 1 min./level (D)
This spell functions like silent image, except that minor in speech.	nage includes some minor sounds but not understandable	least one other figment or you. You can move into and through observers can't use vision or hearing to tell which one is you each other. The figments mimic your actions, pretending to drink a potion, levitate when you levitate, and so on. Enem from among indistinguishable targets. Generally, roll rando Any successful attack against an image destroys it. An image Figments seem to react normally to area spells (such as look While moving, you can merge with and split off from figments.)	mage creates 1d4 images plus one image per three caster ate from you and remain in a cluster, each within 5 feet of at ugh a mirror image. When you and the mirror image separate, u and which the image. The figments may also move through cast spells when you cast a spell, drink potions when you is attempting to attack you or cast spells at you must select omly to see whether the selected target is real or a figment. et's AC is 10 + your size modifier + your Dex modifier. cing like they're burned or dead after being hit by a fireball) ents so that enemies who have learned which image is real are test to be fooled. If you are invisible or an attacker shuts his or
Misdirection Illusion (Glamer) Level: Asn 3, Brd 2, Sor/Wiz 2 Components: V, S Casting Time: 1 standard action Range: Close (25 ft. + 5 ft./2 levels)	Target: One creature or object, up to a 10-ft. cube in size Duration: 1 hour/level Saving Throw: None or Will negates; see text Spell Resistance: No	Obscure Object Abjuration Level: Brd 1, Clr 3, Sor/Wiz 2 Components: V, S, M/DF Casting Time: 1 standard action Range: Touch	Target: One object touched of up to 100 lb./level Duration: 8 hours (D) Saving Throw: Will negates (object) Spell Resistance: Yes (object)
discern lies, and the like). On casting the spell, you choose subject of misdirection is detected as if it were the other of throw against this effect.) Detection spells provide inform of the detection unless the caster of the detection succeeds as a tree if one were within range at casting: not evil, not I	In divination spells that reveal auras (detect evil, detect magic, e another object within range. For the duration of the spell, the bject. (Neither the subject nor the other object gets a saving ation based on the second object rather than on the actual target on a Will save. For instance, you could make yourself detect ying, not magical, neutral in alignment, and so forth. This ry, detect thoughts, clairaudience/clairvoyance, and the like).	This spell hides an object from location by divination (scryin attempt automatically fails (if the divination is targeted on that targeted on a nearby location, object, or person). Arcane Material Components: A piece of chameleon skin.	ng) effects, such as the scrying spell or a crystal ball. Such an the object or fails to perceive the object (if the divination is

Owl's Wisdom	DC: 2222	Phantom Trap	
Transmutation	Target: Creature touched	Illusion (Glamer)	Target: Object touched
Level: Clr 2, Drd 2, Pal 2, Rgr 2, Sor/Wiz 2	Duration: 1 min./level	Level: Sor/Wiz 2	Duration: Permanent (D)
Components: V, S, M/DF Casting Time: 1 standard action	Saving Throw: Will negates (harmless)	Components: V, S, M Casting Time: 1 standard action	Saving Throw: None
Range: Touch	Spell Resistance: Yes	Range: Touch	Spell Resistance: No
Wisdom-related skills. Clerics, druids, paladins, and ra	s a +4 enhancement bonus to Wisdom, adding the usual benefit to ngers (and other Wisdom-based spellcasters) who receive owl's ncreased Wisdom, but the save DCs for their spells increase.	upon any small mechanism or device, such as a lock, hinge	be trapped to anyone who can detect traps. You place the spell, hasp, cork, cap, or ratchet. Any character able to detect on, is 100% certain a real trap exists. Of course, the effect is
Arcane Material Components: A few feathers, or a pinc			nary purpose is to frighten away thieves or make them waste eet when the spell is cast, the casting fails.
Protection from Arrows	DC:	Pyrotechnics	DC: 2
Abjuration	Target: Creature touched	Transmutation	Target: One fire source, up to a 20-ft. cube
Level: Sor/Wiz 2 Components: V, S, F	Duration: 1 hour/level or until discharged	Level: Brd 2, Sor/Wiz 2 Components: V, S, M	Duration: 1d4+1 rounds, or 1d4+1 rounds after creatures
Casting Time: 1 standard action	Saving Throw: Will negates (harmless) Spell Resistance: Yes (harmless)	Casting Time: 1 standard action	leave the smoke cloud; see text Saving Throw: Will negates or Fortitude negates; see text
Range: Touch	Spen Resistance: Tes (narmiess)	Range: Long (400 ft. + 40 ft./level)	Spell Resistance: Yes or No; see text
weapons. (This spell doesn't grant you the ability to dan prevented a total of 10 points of damage per caster level Focus: A piece of shell from a tortoise or a turtle.	nage creatures with similar damage reduction.) Once the spell has (maximum 100 points), it is discharged.	creatures must have line of sight to the fire to be affected. S writhing stream of smoke billows out from the source, forn directions and lasts for 1 round per caster level. All sight, e within the cloud take -4 penalties to Strength and Dexterity the cloud dissipates or after the creature leaves the area of the	g, fiery, momentary burst of glowing, colored aerial lights. the to become blinded for 1d4+1 rounds (Will negates). These is pell resistance can prevent blindness. Smoke Cloud: A ning a choking cloud. The cloud spreads 20 feet in all ven darkvision, is ineffective in or through the cloud. All (Fortitude negates). These effects last for 1d4+1 rounds after he cloud. Spell resistance does not apply.
Resist Energy	DC: 2 2 1 2	Rope Trick	
Abjuration	Target: Creature touched	Transmutation	Target: One touched piece of rope from 5 ft. to 30 ft. long
Level: Adp 2, Clr 2, Drd 2, Fire 3, Pal 2, Rgr 1, Sor/W Components: V, S, DF	Duration: 10 min./level	Level: Sor/Wiz 2 Components: V, S, M	Duration: 1 hour/level (D)
Casting Time: 1 standard action	Saving Throw: Fortitude negates (harmless)	Casting Time: 1 standard action	Saving Throw: None
Range: Touch	Spell Resistance: Yes (harmless)	Range: Touch	Spell Resistance: No
This abjuration grants a creature limited protection from	damage of whichever one of five energy types you select: acid,	When this spell is cast upon a piece of rope from 5 to 30 fee	et long, one end of the rope rises into the air until the whole
cold, electricity, fire, or sonic. The subject gains energy	resistance 10 against the energy type chosen, meaning that each	rope hangs perpendicular to the ground, as if affixed at the	upper end. The upper end is, in fact, fastened to an
points before being applied to the creature's hit points. at 7th level and to a maximum of 30 points at 11th level energy absorbs only damage. The subject could still suf	rom a natural or magical source), that damage is reduced by 10 The value of the energy resistance granted increases to 20 points. The spell protects the recipient's equipment as well. Resist fer unfortunate side effects. Note: Resist energy overlaps (and ter is warded by protection from energy and resist energy, the isted.	the extradimensional interface, nor can area effects cross it. 3-foot-by-5-foot window were centered on the rope. The weven creatures that can see the window can't see through it. the spell ends. The rope can be climbed by only one person normal place if they do not climb all the way to the extradinextradimensional space within an existing extradimensional one.	Ils (including divinations), unless those spells work across size). Creatures in the space can pull the rope up into the counts as one of the eight creatures that can fit in the space, are than that can pull the rope free. Spells cannot be cast across. Those in the extradimensional space can see out of it as if a rindow is present on the Material Plane, but it's invisible, and Anything inside the extradimensional space drops out when at a time. The rope trick spell enables climbers to reach a mensional space. Note: It is hazardous to create an space or to take an extradimensional space into an existing
		Material Components: Powdered corn extract and a twisted	loop of parchment.

Scare	DC: 2	Scorching Ray	
Necromancy [Fear, Mind-Affecting] Level: Brd 2, Sor/Wiz 2 Components: V, S, M Casting Time: 1 standard action Range: Medium (100 ft. + 10 ft./level)	Target: One living creature per three levels, no two of which can be more than 30 ft. apart Duration: 1 round/level or 1 round; see text for cause fear Saving Throw: Will partial Spell Resistance: Yes	Evocation [Fire] Level: Adp 2, Sor/Wiz 2 Components: V, S Casting Time: 1 standard action Range: Close (25 ft. + 5 ft./2 levels)	Effect: One or more rays Duration: Instantaneous Saving Throw: None Spell Resistance: Yes
This spell functions like cause fear, except that it causes a Material Components: A bit of bone from an undead skele and the second state of the second sec	l targeted creatures of less than 6 HD to become frightened.	You blast your enemies with fiery rays. You may fire one ray (to a maximum of three rays at 11th level). Each ray require damage. The rays may be fired at the same or different target each other and fired simultaneously.	
See Invisibility	3 7 2	Shatter	DC: 2 2 2
they were normally visible. Such creatures are visible to y difference between visible, invisible, and ethereal creature	through opaque objects. It does not reveal creatures who are visibility can be made permanent with a permanency spell.	damages a crystalline creature. Used as an area attack, shatt porcelain. All such objects within a 5-foot radius of the poil Objects weighing more than 1 pound per your level are not	Duration: Instantaneous Saving Throw: Will negates (object); Will negates (object) or Fortitude half; see text Spell Resistance: Yes (object) magical objects; sunders a single solid, nonmagical object; or ter destroys nonmagical objects of crystal, glass, ceramic, or nt of origin are smashed into dozens of pieces by the spell. affected, but all other objects of the appropriate composition single solid object, regardless of composition, weighing up creature (of any weight), shatter deals 1d6 points of sonic
Spectral Hand		Spider Climb	DC:
Spectral Hand Necromancy Level: Sor/Wiz 2 Components: V, S Casting Time: 1 standard action Range: Medium (100 ft. + 10 ft./level)	Effect: One spectral hand Duration: 1 min./level (D) Saving Throw: None Spell Resistance: No	Transmutation Level: Asn 2, Drd 2, Sor/Wiz 2 Components: V, S, M Casting Time: 1 standard action Range: Touch	Target: Creature touched Duration: 10 min./level Saving Throw: Will negates (harmless) Spell Resistance: Yes (harmless)
level, touch range spells at a distance. On casting the spell, you lose 1d4 hit points that return when the spell ends (even if it is dispelled), but not if the hand is destroyed. (The hit points can be healed as normal.) For as long as the spell lasts, any touch range spell of 4th level or lower that you cast can be delivered by the spectral hand. The spell gives you a +2 bonus on your melee touch attack roll, and attacking with the hand counts normally as an attack. The hand always strikes		The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. The affected creature must have its hands free to climb in this manner. The subject gains a climb speed of 20 feet; furthermore, it need not make Climb checks to traverse a vertical or horizontal surface (even upside down). A spider climbing creature retains its Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus to their attacks against it. It cannot, however, use the run action while climbing. Material Components: A drop of bitumen and a live spider, both of which must be eaten by the subject.	

Summon Monster II	2 2 2	Summon Monster Table	
Conjuration (Summoning)	Effect: One or more summoned creatures, no two of which	1st Level	2nd Level
Level: Blk 2, Brd 2, Clr 2, Sor/Wiz 2 Components: V, S, F/DF	can be more than 30 ft. apart	Celestial dog	LG Celestial giant bee LG
Casting Time: 1 round	Duration: 1 round/level (D)	Celestial owl	LG Celestial giant bombardier beetle NG
Range: Close (25 ft. + 5 ft./2 levels)	Saving Throw: None Spell Resistance: No		NG Celestial riding dog NG
	Spen resistance. No		NG Celestial eagle CG
This spell functions like summon monster L except that y	you can summon one creature from the 2nd-level list or 1d3		CG Lemure (devil) LE
creatures of the same kind from the 1st-level list.	ou can summon one creature from the 2nd 10 to 11st of 1ds		CG Fiendish squid[1] LE
			LE Fiendish wolf LE
			LE Fiendish monstrous centipede, Large NE
			NE Fiendish monstrous scorpion, Medium NE
			NE Fiendish shark, Medium[1] NE
			CE Fiendish monstrous spider, Medium CE
		*	CE Fiendish snake, Medium viper CE CE
		Fiendish snake, Small viper	CE
Summon Swarm	2 2 2	Touch of Idiocy	DC:
Conjuration (Summoning)		Enchantment (Compulsion) [Mind-Affect	ingl
Level: Brd 2, Drd 2, Sor/Wiz 2	Effect: One swarm of bats, rats, or spiders Duration: Concentration + 2 rounds	Level: Sor/Wiz 2	Target: Living creature touched Duration: 10 min./level
Components: V, S, M/DF	Saving Throw: None	Components: V, S	Saving Throw: No
Casting Time: 1 round Range: Close (25 ft. + 5 ft./2 levels)	Spell Resistance: No	Casting Time: 1 standard action Range: Touch	Spell Resistance: Yes
Range: Close (23 It. + 3 It./2 levels)	·	Range: Touch	•
You summon a swarm of bats rats or spiders (your choi	ice), which attacks all other creatures within its area. (You may	With a touch, you reduce the target's men	al faculties. Your successful melee touch attack applies a 1d6 penalty to the
	atures.) If no living creatures are within its area, the swarm	target's Intelligence, Wisdom, and Charisma scores. This penalty can't reduce any of these scores below 1. This spell's	
attacks or pursues the nearest creature as best it can. The			et to cast some or all of its spells, if the requisite ability score drops below the
Arcane Material Components: A square of red cloth.	-	minimum required to cast spells of that le	vel.
**/ 1		Web (continued)	
Web	DC: 2		yay as easily as a hand brushes away cobwebs. Any fire can set the webs alight
Conjuration (Creation) Level: Adp 2, Sor/Wiz 2	Effect: Webs in a 20-ftradius spread		Il creatures within flaming webs take 2d4 points of fire damage from the
Components: V, S, M	Duration: 10 min./level (D)		a permanency spell. A permanent web that is damaged (but not destroyed)
Casting Time: 1 standard action	Saving Throw: Reflex negates; see text	regrows in 10 minutes.	
Range: Medium (100 ft. + 10 ft./level)	Spell Resistance: No		
	ls. These strands trap those caught in them. The strands are		
	nasses must be anchored to two or more solid and diametrically		
	lisappears. Creatures caught within a web become entangled		
	n't cause you to become entangled. Anyone in the effect's area ve succeeds, the creature is entangled, but not prevented from		
	being entangled (see below). If the save fails, the creature is		
	ose by spending 1 round and making a DC 20 Strength check or		
a DC 25 Escape Artist check. Once loose (either by maki	ng the initial Reflex save or a later Strength check or Escape		
	ve through the web very slowly. Each round devoted to moving		
	pe Artist check. The creature moves 5 feet for each full 5 points		
by which the check result exceeds 10. If you have at least If you have at least 20 feet of web between you, it provid	5 feet of web between you and an opponent, it provides cover.		
21 you have at least 20 feet of web between you, it provid	es tome co.or. The strands of a web spen are naminable.		

Whispering Wind

Transmutation [Air] Level: Brd 2, Sor/Wiz 2 Components: V, S

Casting Time: 1 standard action Range: 1 mile/level

Range: 1 mile/level Area: 10-ft. -radius spread Duration: No more than 1 hour/level or until discharged

(destination is reached) Saving Throw: None Spell Resistance: No

You send a message or sound on the wind to a designated spot. The whispering wind travels to a specific location within range that is familiar to you, provided that it can find a way to the location. A whispering wind is as gentle and unnoticed as a zephyr until it reaches the location. It then delivers its whisper-quiet message or other sound. Note that the message is delivered regardless of whether anyone is present to hear it. The wind then dissipates. You can prepare the spell to bear a message of no more than twenty-five words, cause the spell to deliver other sounds for 1 round, or merely have the whispering wind seem to be a faint stirring of the air. You can likewise cause the whispering wind to move as slowly as 1 mile per hour or as quickly as 1 mile per 10 minutes. When the spell reaches its objective, it swirls and remains in place until the message is delivered. As with magic mouth, whispering wind cannot speak verbal components, use command words, or activate magical effects.

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