Level 2 Spells

**Baleful Transposition**

Conjuration (Teleportation)  
Level: Sorcerer/wizard 2  
Components: V  
Casting Time: 1 standard action  
Range: Medium (100 ft. + 10 ft./level)  
Targets: Two creatures of up to Large size  
Duration: Instantaneous  
Saving Throw: Will negates  
Spell Resistance: Yes

*Seeing your friend imperiled, you cast about for a likely target and settle upon a nearby foe. With a word, your ally stands free while your foe faces death.*

Two target creatures, of which you can be one, instantly swap positions. A solid object such as the ground, a bridge, or a rope must connect the creatures. Both subjects must be within range. Objects carried by the creatures (up to the creatures’ maximum loads) go with them, but other creatures do not, even if they are carried. The movement is instantaneous and does not provoke attacks of opportunity.

If either creature succeeds on its Will save, the spell is negated.

(SpC, p23)

**Bears Endurance**

Transmutation  
Level: 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 (harmless)  
Spell Resistance: Yes

The affected creature gains greater vitality and stamina. The spell grants the subject a +4 enhancement bonus to Constitution, which adds the usual benefits to hit points,  
Fortitude saves, Constitution checks, and so forth.

Hit points gained by a temporary increase in Constitution score are not temporary hit points. They go away when the subject’s Constitution drops back to normal. They are not lost first as [temporary hit points](http://therafimrpg.wikidot.com/temporary-hit-points) are.

**Bulls Strength**

Transmutation  
Level: 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)

The subject becomes stronger. The spell grants a +4 enhancement bonus to Strength, adding the usual benefits to  
melee attack rolls, melee damage rolls, and other uses of the Strength modifier.

Arcane Material Component: A few hairs, or a pinch of dung, from a bull.

**Cats Grace**

Transmutation  
Level: 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

The transmuted creature becomes more graceful, agile, and coordinated. The spell grants a +4 enhancement bonus to Dexterity, adding the usual benefits to AC, Reflex saves, and other uses of the Dexterity modifier.  
Material Component

A pinch of cat fur.

**Darkvision**

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)

The subject gains the ability to see 60 feet even in total darkness. Darkvision is black and white only but otherwise like normal sight. Darkvision does not grant one the ability to see in magical darkness.

Darkvision can be made permanent with a permanency spell.

Material Component  
Either a pinch of dried carrot or an agate.

**Eagles Splendor**

Transmutation  
Level: 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

The transmuted creature becomes more poised, articulate, and personally forceful. The spell grants a +4 enhancement 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 Component: A few feathers or a pinch of droppings from an eagle.

**False Life**

Necromancy  
Level: 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

You harness the power of unlife to grant yourself a limited ability to avoid death. While this spell is in effect, you gain temporary hit points equal to 1d10 +1 per caster level (maximum +10).

Material Component  
A small amount of alcohol or distilled spirits, which you use to trace certain sigils on your body during casting. These sigils cannot be seen once the alcohol or spirits evaporate.

**Foxs Cunning**

Transmutation  
Level: 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

The transmuted creature becomes smarter. The spell grants a +4 enhancement bonus to Intelligence, adding the usual benefits to Intelligence-based skill checks and other uses of the Intelligence modifier. Wizards (and other spellcasters who rely on Intelligence) affected by this spell do not gain any additional bonus spells for the increased Intelligence, but the save DCs for spells they cast while under this spell’s effect do increase. This spell doesn’t grant extra skill points.

Arcane Material Component  
A few hairs, or a pinch of dung, from a fox.

**Invisibility**

Illusion (Glamer)  
Level: Brd 2, Sor/Wiz 2, Trickery 2  
Components: V, S, M/DF  
Casting Time: 1 standard action  
Range: Personal or touch  
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)

The creature or object touched becomes invisible, vanishing from sight, even from darkvision. If the recipient is a creature carrying gear, that vanishes, too. If you cast the spell on someone else, neither you nor your allies can see the subject, unless you can normally see invisible things or you employ magic to do so.

Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible.

Of course, the subject is not magically silenced, and certain other conditions can render the recipient detectable (such as stepping in a puddle). The spell ends if the subject attacks any creature. For purposes of this spell, an attack includes any spell targeting a foe or whose area or effect includes a foe. (Exactly who is a foe depends on the invisible character’s perceptions.) Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Spells such as bless that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

Invisibility can be made permanent (on objects only) with a permanency spell.

Arcane Material Component  
An eyelash encased in a bit of gum arabic.

**Levitate**

Transmutation  
Level: Sor/Wiz 2  
Components: V, S, F  
Casting Time: 1 standard action  
Range: Personal or close (25 ft. + 5 ft./2 levels)  
Target: You or one willing creature or one object (total weight up to 100 lb./level)  
Duration: 1 min./level (D)  
Saving Throw: None  
Spell Resistance: No

Levitate allows you to move yourself, another creature, or an object up and down as you wish. A creature must be willing to be levitated, and an object must be unattended or possessed by a willing creature. You can mentally direct the recipient to move up or down as much as 20 feet each round; doing so is a move action. You cannot move the recipient horizontally, but the recipient could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half its base land speed).

A levitating creature that attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack has a -1 penalty on attack rolls, the second -2, and so on, to a maximum penalty of -5. A full round spent stabilizing allows the creature to begin again at -1.

Focus  
Either a small leather loop or a piece of golden wire bent into a cup shape with a long shank on one end.

**Owls Wisdom**

Transmutation  
Level: Clr 2, Drd 2, Pal 2, Rgr 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

The transmuted creature becomes wiser. The spell grants a +4 enhancement bonus  
to Wisdom, adding the usual benefit to Wisdom-related skills. Clerics, druids,  
paladins, and rangers (and other Wisdom-based spellcasters) who receive owl’s  
wisdom do not gain any additional bonus spells for the increased Wisdom, but the  
save DCs for their spells increase.

Arcane Material Component: A few feathers, or a pinch of droppings, from an owl.

**Resist Energy**

Abjuration  
Level: Clr 2, Drd 2, Fire 3, Pal 2, Rgr 1, Sor/Wiz 2  
Components: V, S, DF  
Casting Time: 1 standard action  
Range: Touch  
Target: Creature touched  
Duration: 10 min./level  
Saving Throw: Fortitude negates (harmless)  
Spell Resistance: Yes (harmless)

This abjuration grants a creature limited protection from damage of whichever one of five energy types you select: acid, cold, electricity, fire, or sonic. The subject gains energy resistance 10 against the energy type chosen, meaning that each time the creature is subjected to such damage (whether from a natural or magical source), that damage is reduced by 10 points before being applied to the creature’s hit points. The value of the energy resistance granted increases to 20 points at 7th level and to a maximum of 30 points at 11th level. The spell protects the recipient’s equipment as well.

*Resist energy* absorbs only damage. The subject could still suffer unfortunate side effects.

Note: *Resist energy* overlaps (and does not stack with) [*protection from energy*](http://therafimrpg.wikidot.com/protection-from-energy). If a character is warded by [*protection from energy*](http://therafimrpg.wikidot.com/protection-from-energy) and [*resist energy*](http://therafimrpg.wikidot.com/resist-energy), the [*protection*](http://therafimrpg.wikidot.com/protection) spell absorbs damage until its power is exhausted.

(PhB, p272)

**Rope Trick**

Transmutation  
Level: Sor/Wiz 2  
Components: V, S, M  
Casting Time: 1 standard action  
Range: Touch  
Target: One touched piece of rope from 5 ft. to 30 ft. long  
Duration: 1 hour/level (D)  
Saving Throw: None  
Spell Resistance: No

When this spell is cast upon a piece of rope from 5 to 30 feet long, one end of the rope rises into the air until the whole rope hangs perpendicular to the ground, as if affixed at the upper end. The upper end is, in fact, fastened to an extradimensional space that is outside the multiverse of extradimensional spaces (“planes”). Creatures in the extradimensional space are hidden, beyond the reach of spells (including divinations), unless those spells work across planes. The space holds as many as eight creatures (of any size). Creatures in the space can pull the rope up into the space, making the rope “disappear.” In that case, the rope counts as one of the eight creatures that can fit in the space. The rope can support up to 16,000 pounds. A weight greater than that can pull the rope free.

Spells cannot be cast across the extradimensional interface, nor can area effects cross it. Those in the extradimensional space can see out of it as if a 3-foot by 5-foot window were centered on the rope. The window is present on the Material Plane, but it’s invisible, and even creatures that can see the window can’t see through it. Anything inside the extradimensional space drops out when the spell ends. The rope can be climbed by only one person at a time. The rope trick spell enables climbers to reach a normal place if they do not climb all the way to the extradimensional space.

Note: It is hazardous to create an extradimensional space within an existing extradimensional space or to take an extradimensional space into an existing one.

Material Component  
Powdered corn extract and a twisted loop of parchment.

**Scorch**

SCORCH  
Evocation [Fire]  
Level: Sorcerer/wizard 2  
Components: V, S, F  
Casting Time: 1 standard action  
Range: 30 ft.  
Area: 30-ft. line  
Duration: Instantaneous  
Saving Throw: Refl ex half  
Spell Resistance: Yes

*A jet of roaring flame bursts from your  
outstretched hand, scorching any creature  
in its path.*

Scorch deals 1d8 points of damage per  
two caster levels, to a maximum of  
5d8 points of damage, to each target  
it hits.

Focus: A red dragon’s scale.

**Scorching Ray**

Evocation [Fire]  
Level: 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  
You blast your enemies with fiery rays. You may fire one ray, plus one additional ray for every four levels beyond 3rd (to a maximum of three rays at 11th level). Each ray requires a ranged touch attack to hit and deals 4d6 points of fire damage.

The rays may be fired at the same or different targets, but all bolts must be aimed at targets within 30 feet of each other and fired simultaneously.

**Snowball Swarm**

SNOWBALL SWARM  
Evocation [Cold]  
Level: Sorcerer/wizard 2  
Components: V, S, M  
Casting Time: 1 standard action  
Range: Medium (100 ft. + 10 ft./level)  
Area: 10-ft.-radius burst  
Duration: Instantaneous  
Saving Throw: Refl ex half  
Spell Resistance: Yes

*As you cast this spell, those around you sense  
an unnatural chill. This vanishes, though,  
as you release a burst of frost-filled power in  
the midst of your foes.*

A flurry of magic snowballs erupts  
from a point you select. The swarm  
of snowballs deals 2d6 points of cold  
damage to creatures and objects within  
the burst. For every two caster levels  
beyond 3rd, the snowballs deal an extra  
1d6 points of damage, to a maximum of  
5d6 at 9th level or higher.

Material Component: A piece of ice or  
a small white rock chip.

**Touch Of Idiocy**

Enchantment (Compulsion) [Mind-Affecting]  
Level: Sor/Wiz 2  
Components: V, S  
Casting Time: 1 standard action  
Range: Touch  
Target: Living creature touched  
Duration: 10 min./level  
Saving Throw: No  
Spell Resistance: Yes

With a touch, you reduce the target’s mental faculties. Your successful melee touch attack applies a 1d6 penalty to the target’s Intelligence, Wisdom, and Charisma scores. This penalty can’t reduce any of these scores below 1.

This spell’s effect may make it impossible for the target to cast some or all of its spells, if the requisite ability score drops below the minimum required to cast spells of that level.