

Know n	Cas t	Scrol l	Spell
1ST-LEVEL ASSASSIN SPELL			
			Disguise Self: Changes your appearance.
			Detect Poison: Detects poison in one creature or small object.
			Feather Fall: Objects or creatures fall slowly.
			Ghost Sound: Figment sounds.
			Jump: Subject gets bonus on Jump checks.
			Obscuring Mist: Fog surrounds you.
			Sleep: Puts 4 HD of creatures into magical slumber.
			True Strike: +20 on your next attack roll.
2ND-LEVEL ASSASSIN SPELLS			
			Alter Self: Assume form of a similar creature.
			Cat's Grace: Subject gains +4 to Dex for 1 min./level.
			Darkness: 20-ft. radius of supernatural shadow.
			Fox's Cunning: Subject gains +4 Int for 1 min./level.
			Illusory Script <i>m</i> : Only intended reader can decipher
			Invisibility: Subject is invisible for 1 min./level or until it attacks.
			Pass without Trace: One subject/level leaves no tracks.
			Spider Climb: Grants ability to walk on walls and ceilings.
			Undetectable Alignment: Conceals alignment for 24 hours.
3RD-LEVEL ASSASSIN SPELLS			
			Deep Slumber: Puts 10 HD of creatures to sleep.
			Deeper Darkness: Object sheds supernatural shadow in 60-ft. radius.
			False Life: Gain 1d10 temporary hp +1/level (max +10).
			Magic Circle against Good: As <i>protection</i> spells, but 10-ft. radius and 10 min./level.
			Misdirection: Misleads divinations for one creature or object.
			Nondetection <i>m</i> : Hides subject from divination, scrying.
4TH-LEVEL ASSASSIN SPELLS			
			Clairaudience/Clairvoyance: Hear or see at a distance for 1 min./level.
			Dimension Door: Teleports you short distance.
			Freedom of Movement: Subject moves normally despite impediments.
			Glibness: You gain +30 bonus on Bluff checks, and your lies can escape magical discernment
			Invisibility, Greater: As <i>invisibility</i> , but subject can attack and stay invisible.
			Locate Creature: Indicates direction to familiar creature.
			Modify Memory: Changes 5 minutes of subject's memories.
			Poison: Touch deals 1d10 Con damage, repeats in 1 min.