Create Ice — Magus 0

School: Conjuration / Water Elemental (Creation) [Cold]
Components: V, S
Casting Time : 1 action
Range: Close (25 + 5 ft./2 levels)
Effect : one 5-ft-square of ice
Duration: Instantaneous
Save: none
Resistance : No

   This spell generates a sheet of clear, pure ice. Enough ice is generated to cover one 5-foot square, which is treated as difficult terrain. This ice melts after 1 hour (the ice melts into roughly 16 gallons of water, weighing 120 lbs), or 10 minutes in hot terrain.

Dancing Lights — Magus 0

School: Evocation [Light]
Components: V, S
Casting Time : 1 action
Range: Medium (100 + 10 ft./level)
Effect : Up to four lights, all within a 10-ft.-radius area
Duration: 1 minute (D)
Save: None
Resistance : No

   Depending on the version selected, you create up to four lights that resemble lanterns or torches (and cast that amount of light), or up to four glowing spheres of light (which look like will-o'- wisps), or one faintly glowing, vaguely humanoid shape. The dancing lights must stay within a 10-foot-radius area in relation to each other but otherwise move as you desire (no concentration required): forward or back, up or down, straight or turning corners, or the like. The lights can move up to 100 feet per round. A light winks out if the distance between you and it exceeds the spell's range. You can only have one dancing lights spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent, it does not count against this limit.

   Dancing lights can be made permanent with a permanency spell.

Detect Magic — Magus 0

School: Divination
Components: V, S
Casting Time : 1 action
Range: 60 ft.
Area: Cone-shaped emanation
Duration: Concentration, up to 1 min./level (D)
Save: None
Resistance : No

   You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.

   1st Round : Presence or absence of magical auras.
   2nd Round : Number of different magical auras and the power of the most potent aura.
   3rd Round : The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge (arcana) skill checks to determine the school of magic involved in each. (Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect.) If the aura eminates from a magic item, you can attempt to identify its properties (see Spellcraft).

   Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.

   Aura Strength : An aura's power depends on a spell's functioning spell level or an item's caster level; see the accompanying table. If an aura falls into more than one category, *detect magic* indicates the stronger of the two.

   Lingering Aura : A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). If *detect magic* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

   Original Strength - Duration of Lingering Aura
   Faint - 1d6 rounds
   Moderate - 1d6 minutes
   Strong - 1d6 x 10 minutes
   Overwhelming - 1d6 days

   Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic 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.

   Detect magic can be made permanent with a *permanency* spell.

Light
Magus 0

School: Evocation / Wood Elemental [Light]
Components: V, M/DF (a firefly)
Casting Time : 1 action
Range: Touch
Target: Object touched
Duration: 10 min./level
Save: None
Resistance: No

This spell causes a touched object to glow like a torch, shedding normal light in a 20-foot radius, and increasing the light level for an additional 20 feet by one step, up to normal light (darkness becomes dim light, and dim light becomes normal light). In an area of normal or bright light, this spell has no effect. The effect is immobile, but it can be cast on a movable object. You can only have one light spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent (through permanency or a similar effect), it does not count against this limit.

Light can be used to counter or dispel any darkness spell of equal or lower spell level.

Prestidigitation
Magus 0

School: Universal
Components: V, S
Casting Time : 1 action
Range: 10 ft.
Target: See text
Effect: See text
Area: See text
Duration: 1 hour
Save: See text
Resistance: No

Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, a prestidigitation spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. A prestidigitation can slowly lift 1 pound of material. It can color, clean, or soil items in a 1-foot cube each round. It can chill, warm, or flavor 1 pound of nonliving material. It cannot deal damage or affect the concentration of spellcasters.

Prestidigitation can create small objects, but they look crude and artificial. The materials created by a prestidigitation spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, prestidigitation lacks the power to duplicate any other spell effects. Any actual change to an object (beyond just moving, cleaning, or soiling it) persists only 1 hour.

Spark
Magus 0

School: Evocation / Fire Elemental [Fire]
Components: V or S
Casting Time : 1 action
Range: Close (25 + 5 ft./2 levels)
Target: One Fine object
Duration: Instantaneous
Save: DC 16 Fortitude negates (object)
Resistance: Yes (object)

You can make an unattended Fine flammable object catch on fire. This works as if you were using flint and steel except that you can use spark in any sort of weather and it takes much less time to actually ignite an object.

Appears in : Advanced Player's Guide

Frostbite
Magus 1

School: Transmutation [Cold]
Components: V, S
Casting Time : 1 action
Range: Touch
Target: Creature touched
Duration: Instantaneous
Save: None
Resistance: Yes

Your melee touch attack deals 1d6 points of nonlethal cold damage + 1 point per level, and the target is fatigued. The fatigued condition ends when the target recovers from the nonlethal damage. This spell cannot make a creature exhausted even if it is already fatigued. You can use this melee touch attack up to one time per level.

Appears in : Ultimate Magic

Hydraulic Push
Magus 1

School: Evocation / Water Elemental [Water]
Components: V, S
Casting Time : 1 action
Range: Close (25 + 5 ft./2 levels)
Target: One creature or object
Duration: Instantaneous
Save: None
Resistance: Yes

You call forth a quick blast of water that knocks over and soaks one creature or square. You can use this blast of water to make a bull rush against any one creature or object. Your CMB for this bull rush is equal to your caster level plus your Intelligence, Wisdom, or Charisma modifier, whichever is highest. This bull rush does not provoke an attack of opportunity. Hydraulic push extinguishes any normal fires on a creature, object, or in a single 5-foot square which it is targeted against. Magical fires are unaffected.

Appears in : Advanced Player's Guide, Bestiary 2

Shocking Grasp
Magus 1

School: Evocation / Air Elemental / Metal Elemental [Electricity]
Components: V, S
Casting Time : 1 action
Range: Touch
Target: Creature or object touched
Duration: Instantaneous
Save: None
Resistance: Yes

Your successful melee touch attack deals 1d6 points of electricity damage per caster level (maximum 5d6). When delivering the jolt, you gain a +3 bonus on attack rolls if the opponent is wearing metal armor (or is carrying a metal weapon or is made of metal).

Unerring Weapon   Magus 1

School: Transmutation
Components: V, S
Casting Time : 1 action
Range: Close (25 + 5 ft./2 levels)
Target: One weapon or 20 projectiles, all of which must be together at the time of casting
Duration: 1 round/level
Save: Will negates (harmless, object)
Resistance: Yes (harmless, object)

This spell causes a weapon to veer closer to vital areas, improving the result of a critical threat. This transmutation grants a +2 bonus on attack rolls to confirm critical hits plus 1 additional bonus point per four caster levels (maximum total bonus +7). If the spell is cast on projectiles, the effect ends on a specific projectile whenever that projectile is used to make an attack, regardless of whether the attack hits. For this spell, shuriken are considered projectiles.

Appears in : Ultimate Combat

Vanish   Magus 1

School: Illusion (Glamer)
Components: V, S
Casting Time : 1 action
Range: Touch
Target: Creature touched
Duration: 1 round/level (up to 5 rounds) (D)
Save: DC 17 Will negates (harmless)
Resistance: Yes (harmless)

This spell functions like *invisibility*, except the effect only lasts for 1 round per caster level (maximum of 5 rounds). Like *invisibility*, the spell immediately ends if the subject attacks any creature.

Invisibility
The creature or object touched becomes invisible. 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 swimming in water or stepping in a puddle). If a check is required, a stationary invisible creature has a +40 bonus on its Stealth checks. This bonus is reduced to +20 if the creature is moving. 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.

Appears in : Advanced Player's Guide

Bladed Dash   Magus 2

School: Transmutation
Components: V
Casting Time : 1 action
Range: Personal
Target: You
Duration: Instantaneous

Both Quantium and Jalmeray claim that this spell was born in their arcane universities. Regardless of the spell's origin, it quickly spread throughout the Inner Sea and beyond as spellcasting sword-fighters learned of its existence.

When you cast this spell, you immediately move up to 30 feet in a straight line any direction, momentarily leaving a multi-hued cascade of images behind you. This movement does not provoke attacks of opportunity. You may make a single melee attack at your highest base attack bonus against any one creature you are adjacent to at any point along this 30 feet. You gain a circumstance bonus on your attack roll equal to your Intelligence or Charisma modifier, whichever is higher. You must end the bonus movement granted by this spell in an unoccupied square. If no such space is available along the trajectory, the spell fails. Despite the name, the spell works with any melee weapon.

Appears in : Inner Sea Magic

Mirror Image   Magus 2

School: Illusion (Figment)
Components: V, S
Casting Time : 1 action
Range: Personal
Target: You
Duration: 1 min./level

This spell creates a number of illusory doubles of you that inhabit your square. These doubles make it difficult for enemies to precisely locate and attack you. When mirror image is cast, 1d4 images plus one image per three caster levels (maximum eight images total) are created. These images remain in your space and move with you, mimicking your movements, sounds, and actions exactly. Whenever you are attacked or are the target of a spell that requires an attack roll, there is a possibility that the attack targets one of your images instead. If the attack is a hit, roll randomly to see whether the selected target is real or a figment. If it is a figment, the figment is destroyed. If the attack misses by 5 or less, one of your figments is destroyed by the near miss. Area spells affect you normally and do not destroy any of your figments. Spells and effects that do not require an attack roll affect you normally and do not destroy any of your figments. Spells that require a touch attack are harmlessly discharged if used to destroy a figment. An attacker must be able to see the figments to be fooled. If you are invisible or the attacker is blind, the spell has no effect (although the normal miss chances still apply).

Scorching Ray   Magus 2

School: Evocation / Fire Elemental [Fire]
Components: V, S
Casting Time : 1 action
Range: Close (25 + 5 ft./2 levels)
Effect: One or more rays
Duration: Instantaneous
Save: None
Resistance: Yes

You blast your enemies with a searing beam of fire. 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 rays must be aimed at targets within 30 feet of each other and fired simultaneously.

Tactical Acumen   Magus 2

School: Enchantment (Compulsion) [Mind-Affecting]
Components: V, S, M/DF (a small piece of a map)
Casting Time : 1 action
Range: 30 ft.
Area: The caster and all allies within a 30-ft.-radius burst, centered on the caster
Duration: 1 round/level (D)
Save: Will negates (harmless)
Resistance : Yes (harmless)

Tactical acumen grants you and your allies a mastery of battlefield tactics. Whenever you would gain a bonus on attack rolls or to AC due to battlefield position, such as flanking, higher ground, or cover, you gain an additional +1 insight bonus. This bonus increases by +1 for every five caster levels above 5th you possess (maximum +4).

Appears in : Ultimate Combat

Displacement   Magus 3

School: Illusion (Glamer)
Components: V, M (a small loop of leather)
Casting Time : 1 action
Range: Touch
Target: Creature touched
Duration: 1 round/level (D)
Save: Will negates (harmless)
Resistance: Yes (harmless)

The subject of this spell appears to be about 2 feet away from its true location. The creature benefits from a 50% miss chance as if it had total concealment. Unlike actual total concealment, *displacement* does not prevent enemies from targeting the creature normally. *True seeing* reveals its true location and negates the miss chance.

Fly   Magus 3

School: Transmutation / Air Elemental
Components: V, S, F (a wing feather)
Casting Time : 1 action
Range: Touch
Target: Creature touched
Duration: 1 min./level
Save: Will negates (harmless)
Resistance: Yes (harmless)

The subject can fly at a speed of 60 feet (or 40 feet if it wears medium or heavy armor, or if it carries a medium or heavy load). It can ascend at half speed and descend at double speed, and its maneuverability is good. Using a fly spell requires only as much concentration as walking, so the subject can attack or cast spells normally. The subject of a fly spell can charge but not run, and it cannot carry aloft more weight than its maximum load, plus any armor it wears. The subject gains a bonus on Fly skill checks equal to 1/2 your caster level. Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends safely in this way if the fly spell is dispelled, but not if it is negated by an antimagic field.

Storm Step   Magus 3

School: Conjuration (Teleportation) [Electricity]
Components: V
Casting Time : 1 action
Range: Close (25 + 5 ft./2 levels)
Duration: Instantaneous
Save: DC 19 Reflex Half
Resistance: Yes

You are able to harness the power of the storm to transport yourself a short distance, by taking the form of a furious, sizzling bolt of elemental electricity.

You must either have line of sight to your destination or you must specify a direction and distance within range. Creatures and objects in the path of your passage take 1d8 points of electricity damage per 2 caster levels (maximum 5d8). A successful Reflex save halves the damage.

If your path intersects with a solid object, you damage the barrier accordingly. If the damage is enough to break through the barrier, you continue beyond the barrier as long as the spell's range permits; otherwise, your movement stops in the square adjacent to the barrier and the effect ends.

Appears in : Dosktastic Houserules

Vampiric Touch   Magus 3

School: Necromancy
Components: V, S
Casting Time : 1 action
Range: Touch
Target: Living creature touched
Duration: Instantaneous/1 hour; see text
Save: None
Resistance: Yes

You must succeed on a melee touch attack. Your touch deals 1d6 points of damage per two caster levels (maximum 10d6). You gain temporary hit points equal to the damage you deal. You can't gain more than the subject's current hit points + the subject's Constitution score (which is enough to kill the subject). The temporary hit points disappear 1 hour later.

Hydraulic Push   Sorcerer 1

School: Evocation / Water Elemental [Water]
Components: V, S
Casting Time : 1 action
Range: Close (25 + 5 ft./2 levels)
Target: One creature or object
Duration: Instantaneous
Save: None
Resistance: Yes

You call forth a quick blast of water that knocks over and soaks one creature or square. You can use this blast of water to make a bull rush against any one creature or object. Your CMB for this bull rush is equal to your caster level plus your Intelligence, Wisdom, or Charisma modifier, whichever is highest. This bull rush does not provoke an attack of opportunity. Hydraulic push extinguishes any normal fires on a creature, object, or in a single 5-foot square which it is targeted against. Magical fires are unaffected.

Appears in : Advanced Player's Guide, Bestiary 2

Slipstream   Sorcerer 2

School: Conjuration / Water Elemental (Creation) [Water]
Components: V, S, M/DF (a few drops of oil and water)
Casting Time : 1 action
Range: Touch
Target: Creature touched
Duration: 10 minutes/level (D)
Save: DC 10 Reflex negates (harmless)
Resistance: No

   You create a low-cresting wave of water that carries the target
along the surface of water or the ground. When moving across level
ground, the target's speed increases by 10 feet. If going downhill,
speed increases by 20 feet instead, but slipstream provides no
movement bonus when going uphill. While swimming, the slipstream
increases the target's swim speed by 20 feet - if the target does not
have a swim speed, this spell grants a swim speed of 20 ft.

   Appears in : Advanced Player's Guide

Aqueous Orb   Sorcerer 3

School: Conjuration / Water Elemental (Creation) [Water]
Components: V, S, M (a drop of water and a glass bead)
Casting Time : 1 action
Range: Medium (100 + 10 ft./level)
Effect : 10-ft.-diameter sphere
Duration: 1 round/level
Save: DC 10 Reflex negates
Resistance: No

You create a rolling sphere of churning water that can engulf those it strikes. The *aqueous orb* can move up to 30 feet per round, rolling over barriers less than 10 feet tall. It automatically quenches any nonmagical fires and functions as *dispel magic* against magical fires as long as those fires are size Large or less. Any creature in the path of the *aqueous orb* takes 2d6 points of nonlethal damage. A successful Reflex save negates this damage, but a Medium or smaller creature that fails its save must make a second save or be engulfed by the *aqueous orb* and carried along with it. Engulfed creatures are immersed in water and must hold their breath unless capable of breathing water. They gain cover against attacks from outside the aqueous orb but are considered entangled by its churning currents, takes 2d6 points of nonlethal damage at the beginning of their turn each round they remain trapped. Creatures within the orb may attempt a new Reflex save each round to escape into a random square adjacent to the aqueous orb. The orb may hold one Large creature, 4 Medium, or 16 Small or smaller creatures within it. The sphere moves as long as you actively direct it (a move action for you); otherwise, it merely stays at rest and churns in place. An *aqueous orb* stops if it moves outside the spell's range.

Dispel Magic

You can use dispel magic to end one ongoing spell that has been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, or to counter another spellcaster's spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can't be defeated by dispel magic. Dispel magic can dispel (but not counter) spell-like effects just as it does spells. The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the dispel magic can take effect. You choose to use dispel magic in one of two ways: a targeted dispel or a counterspell.

Targeted Dispel: One object, creature, or spell is the target of the dispel magic spell. You make one dispel check (1d20 + your caster level) and compare that to the spell with highest caster level (DC = 11 + the spell's caster level). If successful, that spell ends. If not, compare the same result to the spell with the next highest caster level. Repeat this process until you have dispelled one spell affecting the target, or you have failed to dispel every spell. For example, a 7th-level caster casts dispel magic, targeting a creature affected by stoneskin (caster level 12th) and fly (caster level 6th). The caster level check results in a 19. This check is not high enough to end the stoneskin (which would have required a 23 or higher), but it is high enough to end the fly (which only required a 17). Had the dispel check resulted in a 23 or higher, the stoneskin would have been dispelled, leaving the fly intact. Had the dispel check been a 16 or less, no spells would have been affected. You can also use a targeted dispel to specifically end one spell affecting the target or one spell affecting an area (such as a wall of fire). You must name the specific spell effect to be targeted in this way. If your caster level check is equal to or higher than the DC of that spell, it ends. No other spells or effects on the target are dispelled if your check is not high enough to end the targeted effect. If you target an object or creature that is the effect of an ongoing spell (such as a monster summoned by summon monster), you make a dispel check to end the spell that conjured the object or creature. If the object that you target is a magic item, you make a dispel check against the item's caster level (DC = 11 + the item's caster level). If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers its magical properties. A suppressed item becomes nonmagical for the duration of the effect. An interdimensional opening (such as a bag of holding) is temporarily closed. A magic item's physical properties are unchanged: A suppressed magic sword is still a sword (a masterwork sword, in fact). Artifacts and deities are unaffected by mortal magic such as this.

Geyser   Sorcerer 4

School: Conjuration / Fire Elemental / Water Elemental (Creation) [Fire, Water]
Components: V, S, M/DF (a piece of lava rock)
Casting Time : 1 action
Range: Long (400 + 40 ft./level)
Effect : Spout of boiling water filling a 5 ft. square and spraying upward 10 ft./2 levels
Duration: Concentration + 1 round/level
Save: DC 10 Reflex partial (see below)
Resistance: No

You cause a column of boiling water to spring forth from any horizontal surface, knocking over creatures directly over it and exposing nearby creatures to searing droplets as its spray falls back to the ground.

Any creature entering the geyser, or occupying the square it appears in, must make a Reflex saving throw to avoid being hurled into the air and then tossed to the ground. If the creature fails its saving throw, it takes 3d6 points of fire damage from the boiling water and also takes falling damage based upon the height of the geyser (e. g., if the geyser is 50 feet tall, the creature takes 5d6 falling damage), landing prone in a random square adjacent to the geyser. A successful saving throw halves the damage and negates the falling damage, and the creature is moved to the closest square adjacent to the geyser (Large-sized or larger creatures are moved enough so that they are not on top of the geyser but still adjacent to it). This movement does not provoke attacks of opportunity and does not count toward the creature's normal movement.

In addition, the geyser sprays boiling water in a hemispherical emanation around its square. The radius of this emanation is equal to one-half the geyser's height (e.g., a 50-foot geyser has a 25-foot-radius emanation). Any creature within this area, including yourself, takes 1d6 points of fire damage each round as droplets of boiling water cascade on them.

You can choose to make a smaller geyser than your level permits if an obstruction prevents it from reaching its full height, or if you simply want to create a spread of boiling rain that's smaller than what would be created by a full-height geyser spell.

Appears in : Advanced Player's Guide